



Yours, Mines and Ours

Story by Jim Caswell

Audioplay by Jim Caswell and Doug Zeitlin

Episode Summary

As Deep Space 5's research team tries to investigate the mysterious minefield surrounding Romulan space, Evori remembers a conflict between the Potemkin's engineer and chief of security.

Cast List

Evori	Jim Caswell
Doctor Navid Daystrom	Anne Michaels
Captain Lenna Bradshaw	Haley Whiting
Lt. Commander Riley Finnegan	Pete Nottit
Chief Ray Barkley	Oscar Hopeful
Lieutenant J.G. Ra-tevnarem	Eli Marti
Captain Patrick Michael Connerly	Matt Hallaron
Lt. Commander Serat	Johnathen Michaels
Lieutenant J.G. Violeta Knorre	Joan Hallaron
Lieutenant Jax Card	Matt Hallaron
Commander Jared Tobin	M. E. Hopeful
Lt. Commander J'hos T'minear	Ric Steele
Commander Frank White	Andy Fox
Lt. Commander Jeof Kem	Sam Smyth

Stardates

Deep Space 5	57284.9	September, 2380
U.S.S. Potemkin	362.7	November, 2258

PROLOGUE

SCENE 1 – ENTER INT.: *Research Division – Deep Space 5*

SOUND: Door opening

EVORI

Good morning, Doctor Daystrom. Leigh said you wanted to see me.

SOUND: Door closing

DAYSTROM

Yes Admiral. You had asked my team to take a look at the Aurora's sensor and long-range probe logs.

EVORI

The minefield situation. I take it that you've found something?

DAYSTROM

Well, not really. That's the interesting part about this situation. My staff of engineers design starships and develop ways to keep them from meeting this type of catastrophic end. As such, we've been over the designs for the Galaxy-class and we've managed to develop some creative experiments. But according to our analysis and every test we've run, no mine extant should have been able to destroy the Rosemont.

EVORI

I beg to differ, Navid.

DAYSTROM

Yes, I know. Ships, apparently at random, enter the Neutral Zone in sector 352 and are destroyed. The consensus of your staff is cloaked mines are responsible. But unless the Romulans have developed an entirely new type of cloaking technology within the past three months, there aren't any mines in that area. We've run the gamut of spatial sensor sweeps, spectral analyses, and everything short of launching unmanned probes into the zone to try to set them off. Results fail to show any evidence of the mines. We can't even find the residue of mines that have already detonated.

EVORI

Maybe that is what you should do, then.

DAYSTROM

I beg your pardon, sir? Do what?

EVORI

Launch some unmanned probes into the area, trying to deliberately set them off.

DAYSTROM

Doesn't that violate the agreement that Captain Connerly reached with the Romulans?

EVORI

Of course not. Connerly agreed to leave the zone. He did. Agreement completed.

DAYSTROM

I'm not sure that's exactly what the Romulans intended.

EVORI

Well doctor, that's one of the advantages of command. You can pick and choose when you want to obey the letter of the law and when to obey the spirit. In this case, we'll go with the letter. Why don't you, Serat and Jeof go with the Aurora. Get an up-close look at the situation. You can fly some probes around and see if one of the mines will bite.

DAYSTROM

Are you sure you want us to take Lieutenant Commander Kem with us?

EVORI

Yes. His knowledge of weapons systems may come in handy, and I think we should be OK from any hostile takeovers in his absence.

DAYSTROM

Try to convince him of that.

EVORI

You know, there are times that you two remind me of....

SOUND: Begin flashback music.

DAYSTROM

You know, Admiral, as much as I sometimes enjoy your stories, I think now wouldn't be a good time.

SOUND: Abrupt stop of flashback music.

DAYSTROM

We should get going as soon as possible.

EVORI

Of course, Navid. Assemble your team and I'll inform Patrick Michael of your arrival.

DAYSTROM

Thank you, Admiral. Maybe you can share the story some other time.

EVORI

Of course. Carry on.

SOUND: Cue Intro music and monologue.

ACT I

SCENE 1 – ENTER VO.

BRADSHAW

Captain's log, Potemkin stardate 362.7. During a routine charting assignment in the Zelovian system, we encountered a derelict ship in a decaying orbit around Zelov-B, the system's second sun. When we scanned for life signs, it activated a defense network that entangled us in a tractor beam. Despite the best efforts of Chief Barkley, Lieutenant Oldfield, Lieutenant Starkey and Ensign Massad, we have, as yet, been unable to break away. With our other efforts exhausted, and only two hours left before we get pulled into the sun, I have decided to send an away team consisting of Commander Evori, Mr. Barkley, Lieutenant Commander Finnegan and two of his security personnel to the derelict ship to see if anything can be done from there. While Lieutenant Ra-tevnaem also volunteered to go, and Mr. Evori supported him, I have chosen to adhere to Mr. Finnegan's request, keeping the communications officer here, due to Mr. Ra's visual impairment.

CUT INT.: Bridge - Promellian Cruiser

SOUND: Transporter beams.

FINNEGAN

Barona. Sanford. Spread out n' make sure there ain't any surprises waiting for us.

EVORI

Be careful, gentlemen. If a sensor sweep did this to our ship, there's no telling what they have in store for boarding parties.

SOUND: Footfalls walking away.

BARKLEY

<whistles> Check this place out.

FINNEGAN

Enough sightseeing, Ray-me-boy. Let's find the off switch on this crazy thing before both it n' us get sucked into this star.

BARKLEY

In order to know what I'm dealing with, Finnegan, I'm going to need to look around a little bit.

FINNEGAN (irritated)

That's Lieutenant Commander Finnegan, I've earned my rank.

EVORI

Calm down, Riley. Don't get your skivvies in a bunch.

FINNEGAN

Sorry, Commander. I should know not to expect so much from someone who didn't bother attending the academy. Didn't learn respect for his superior officers.

EVORI

Well if we're going to whip out ranks, I outrank you, and that is enough, Finnegan. Besides, Ray's right. This is an impressive layout. How old did Oldfield say this place was?

BARKLEY

The information we got from that initial scan indicated that it is over nine centuries old.

EVORI

Impressive. It's older than I am.

BARKLEY

Especially considering that the propulsion system is a Lang cycle fusion engine.

FINNEGAN

N' how do you know that, bub? You suddenly learn how to read these weird bars?

BARKLEY

No. I recognize the basic configurations. Back on the Falcon, my captain was a big fan of these old-fashioned systems. He said that, as basic as they were, they were incredibly advanced for their time. While humans were still relying on horse drawn carts, whoever built this baby was flying in ships comparable to our first warp fivers. And even then, they still made their bridge sleek, functional and aesthetically appealing. It's beautiful.

FINNEGAN

If yer done with the art'n'architecture appreciation, lad, do you mind telling us what we're dealing with here?

BARKLEY

No clue. Like I said, I recognize the power system. There were over a dozen species that used it, and I'm not even sure who they all were.

FINNEGAN

Well then, Ray-me-boy, why the blue blazes do we 'ave ya here?

BARKLEY

Because, so far, I've still contributed more than you?

EVORI

OK you two. Break it up before I send you both to your rooms.

BARKLEY

Provided our rooms will still be there when we get back, and the only way to guarantee that is if I can find a way to shut down that tractor beam. <beat> I wish we had Ra here. He might be able to make heads or tails of these control panels. I don't want to start monkey-ing with what I think is the tractor beam and find out its life support systems.

FINNEGAN (snickering)

Assuming he can see the control panels.

EVORI

I beg your pardon, Lieutenant Commander?

FINNEGAN

You know how much he hates wearing those vision augment-whatevers. He's always complaining about headaches on away missions.

EVORI

Actually, I've never heard him complain. Not once. Even after Hawkeye has told him repeatedly to take it easy, he'll push through when there are no other options. I don't want to hear any more about him not being capable of doing his job. Do I make myself clear?

FINNEGAN

Yes sir.

EVORI

And in the future, don't countermand my recommendations, especially if the sole basis is your ... lack of faith in their abilities.

FINNEGAN (irritated)

Yes sir.

SOUND: Multiple energy weapons fire.

EVORI

Phasers?

SOUND: Communicator chirp and a phaser being drawn.

FINNEGAN

Barona. Sanford. Report. <beat> Report!

SOUND: Communicator shuts. Footfalls of three men running – 3 count.

EVORI

Finnegan, get down.

SOUND: Multiple energy weapons fire.

FINNEGAN

Thanks, Commander. Where are...?

EVORI

Your side of the cross corridor, about eight meters. They're both down.

BARKLEY

Sanford has his scanner out. They may have activated a security measure.

FINNEGAN

I taught them better than that.

EVORI

You teach the differences between personal and ship scanners?

FINNEGAN

It was the similarities, here. Hard to keep them alive when they do something stupid.

BARKLEY

Less complaining, Commander, and more moving.

FINNEGAN

Where do you expect me ta go, bucko?

BARKLEY

Work your way back to us. As long as we stay clear of that hallway, we should be OK. It seems to be the only area activated.

FINNEGAN

Ya sure about that?

EVORI

If they were on elsewhere, we wouldn't have made it here. Find a way back here.

FINNEGAN

We can't leave them just lying there.

EVORI

From where we're standing, it's not going to make a lot of difference to them. Once we get the systems under control, we'll have the Potemkin retrieve them and give them a proper burial. Until then, there's not anything we can do.

FINNEGAN

OK, Commander. Here I come.

SOUND: Footfalls running, and leap

EVORI

NO!

SOUND: Multiple energy weapons fire. Fade into transition music.

SCENE 2 – CUT INT: Side Room - Promellian Cruiser

BRADSHAW

Are you sure both men are dead, Commander?

EVORI

Yes, Captain, but Finnegan made it out.

BRADSHAW

Once you shut the ship down, we'll do our best to get them out of there.

EVORI

My sentiments exactly, ma'am.

BRADSHAW

What is your current strategy?

EVORI

We're still weighing our options, Captain.

BRADSHAW

What exactly does that mean?

EVORI

Well, Barkley wants to find the tractor beam, disable it, and set the ship to self-destruct. Finnegan wants to disable the beam and have us try to tow it out.

BRADSHAW

Really? I would have expected the complete opposite from the two of them: Barkley wanting the ship to play with and Finnegan wanting to blow it up.

EVORI

I think, under normal circumstances that would be the case, but I also get the feeling there's more going on here than meets the eye.

BRADSHAW

In what way?

EVORI

I'm not sure, yet. It's something beyond Finnegan's normal routine, though. I can sense he has ulterior motives, but I can't tell if it's his usual ulterior motives or something new.

BRADSHAW

Sounds like you have more listening to do, Commander.

EVORI

Gee, thanks.

BRADSHAW

You knew the job was dangerous when you took it. Let us know if you need anything, Evori. Potemkin out.

SOUND: Communication signs off and bridge background end.

CUT INT.: Bridge - Promellian Cruiser

SOUND: Door opening.

BARKLEY

Do they miss us, yet, Commander?

EVORI

Very much, Chief. They can't wait for us to get home.

BARKLEY

Because they know we can get away from this sun then?

EVORI

Exactly. Where did Finnegan go?

BARKLEY

He said something about finding the weapons bay. He's going to be a while though, as he can't use a scanner and needs to avoid that hallway. I wasn't about to argue, though. <beat> How did your call back to the ship go. I know that if you had wanted us to hear, you wouldn't have found a private room, but....

EVORI

I just needed to gather my thoughts before calling in. Barona and Sanford were good men and valuable officers, I'll never get used to losing people like that.

BARKLEY

I hope you never do, Commander.

EVORI

Nor do I.

BARKLEY

Did you happen to ask the Captain to send Ra over? I could crack jokes all day, but in the end, we really could use his expertise here.

EVORI

I agree, but the Captain made her decision, and I'm not going to ask her to second-guess herself. At least, not until we know for sure we can't do it without him. You said that you recognized some of the equipment here. Can we start there?

BARKLEY

Now that I have enough peace and quiet to think? Possibly.

EVORI

Don't let me stop you.

BARKLEY

Yes sir. <beat> Let's see. The better place for us to work from would be the engine room, but as we don't know where it is and we're not overly anxious to go wandering through phaser-infested hallways, we'll need to make do here. <beat> The front two stations are obviously flight control, and can be ruled out as engineering stations. There's an innate need, in humanoid species, to face one's destination. Along those same lines is the need to put the driver or pilot in the front. I can't explain it, but the design standard is there.

EVORI

Is it just me, or is this strange?

BARKLEY

The lack of bodies?

EVORI

Yes. The ship is empty, and yet fully powered. And there's no way for us to tell how long it's been this way. For all we know, this ship could have been parked in this star system a week or a millennia.

BARKLEY

It's definitely been longer than a week. If you wanted me to guess, I'd say it was probably in the system for a century or more, probably running on stand-by systems, until the gravity well of the sun eventually pulled it over. The systems only came online when we scanned the vessel, activating the defense systems at the same time.

EVORI

But what happened to the crew?

BARKLEY

I'm sorry Commander, but I don't have the answer to that one.

EVORI

Neither do I. I guess that's what's bothering me.

BARKLEY

Sir. <beat> No offense, but you said that I shouldn't let you stop me.

EVORI

Of course. I'm sorry. Getting out of here is far more important than solving a timeless mystery. Please continue.

BARKLEY

Thanks. <beat> Center seat is obvious, same as the front two. Commanding officer is always center where his crew can easily see him. That leaves these four panels along the back. <beat> Uggg. Without some idea of which one it is, and it could be any of them, I'm flying completely blind, Commander.

EVORI

Do you think we should take our chances and try the halls to find engineering?

BARKLEY

If we did, I'd at least have a clue as to what I was looking at. I'd feel better if Finnegan was watching our backs.

EVORI

I didn't think I'd ever hear those words come out of your mouth.

BARKLEY

Neither did I. I guess there's a first time for everything.

EVORI

OK. Draw your phaser.

SOUND: Phasers being drawn.

EVORI

I'll take point; you watch my back. We know what the security cannons look like, so we keep an eye on them. If it seems like one is powering up, fire. It will probably activate the rest of them in the hall; so keep shooting until the coast is clear. Understood?

BARKLEY

Clear.

SOUND: Door opening, followed immediately by the ship shaking.

EVORI

What now?

BARKLEY

Sounds like the weapons systems are coming online and getting ready to fire.

EVORI

Well, shut them down. That monitor is showing the Potemkin.

BARKLEY

I don't even know what got them started!

SOUND: Transition music.

ACT II

SCENE 1 – ENTER INT.: Bridge - Promellian Cruiser

SOUND: Warning claxons sounding.

BARKLEY

I didn't touch anything. I swear I didn't touch anything!

EVORI

I know. I saw you. Did the Potemkin perform another scan?

BARKLEY

I doubt it, sir.

SOUND: Communication chirp.

EVORI

Away team to Potemkin.

SOUND: Warning claxons stop.

EVORI

What did you do?

BARKLEY

Same as before. Nothing.

BRADSHAW

Potemkin here, Commander. What are you three up to over there?

EVORI

I wish I knew, Captain. I take it nothing has changed on your end?

BRADSHAW

Nothing other than that ship locking and loading its full payload on us, though it seems to be standing down again.

EVORI

And I'm not sure why, Captain. Barkley and I....

<beat>

EVORI and BARKLEY
Finnegan.

BRADSHAW
Mr. Finnegan isn't with you, Commander?

EVORI
No, ma'am. He went to go find the weapon's systems. I would say he probably found them.

BRADSHAW
I would say that's a pretty good guess. Maybe you should find Riley before he accidentally blows us out of the sky.

EVORI
Will do, Captain. Evori out.

SOUND: Communicator closing, followed by a door opening.

FINNEGAN
Did I get it shut down in time?

EVORI
So it was you?

BARKLEY
What the heck did you think you were doing? Didn't I explain thoroughly enough why we shouldn't just go pushing buttons?

FINNEGAN
Ray-me-boy, don't be a pushin' me buttons right now.

EVORI
What happened?

FINNEGAN
I found the weapon's systems. Thought if I shut down the system, it would also shut down the tractor beam. Problem was, I'm a thinkin' you need a pass code.

BARKLEY

Now aren't you wishing we brought the linguistics expert with us?

FINNEGAN

No offense, Commander, but you used to be a linguistic yourself? Why haven't you figured this stuff out yet?

EVORI

My specialty was in auditory. I can pick things up pretty quick when I hear someone talking, but the written stuff is a bit out of my jurisdiction. Besides, I was a better counselor than I was a communications officer.

FINNEGAN

Great.

BARKLEY

Does that mean you might concede that we need Ra on this one?

EVORI

I doesn't matter. I'm in charge of this away mission. It's my call to make.

SOUND: Communication chirp.

EVORI

Away team to Potemkin.

<beat>

BRADSHAW

Potemkin here, Evori. I assume you found the problem?

EVORI

Yes ma'am. The problem is that we really need Ra on this one. Everything here is written in a script we can't make out. Without him, we're just tapping around.... <beat> We could really use him over here.

BRADSHAW

Probably would have been better if I had agreed to send him in the first place, wouldn't it?

EVORI

I wouldn't presume to say any such thing, Captain.

BRADSHAW

Good man, Commander. Lieutenant, are you still willing to head over to the ship?

RA-TAVNEREM

Yes, Captain.

BRADSHAW

Report to the transporter room. You're in the game.

SOUND: Transition music.

SCENE 2 – CUT INT.: *Bridge - Promellian Cruiser*

SOUND: Transporter beam.

RA-TEVNAREM

Permission to come aboard, Commander?

FINNEGAN

OK, OK. Enough gloating. Get to work, would you?

EVORI

I'm an adequate enough translator to know that's an apology.

BARKLEY

In Neanderthal.

EVORI

OK, gentlemen. We've wasted enough time here bickering. We've got a ship to save.

RA-TEVNAREM

OK. Let's see here. <beat> The language seems to be based on a barcode system. If we assume that these two stations are the helm and navigation, I should be able to use some of the basic linguistic patterns to build a rudimentary translation key.

EVORI

How long should that take, Ra? And Barkley, quit smiling. Yes, you were correct.

BARKLEY

Sorry, Commander. I'll stop now.

RA-TEVNAREM

Well, I'm going to have to do it all by hand as, if I heard correctly, electronics seem to bring about bad results. Probably about forty-five minutes.

EVORI

And how long until the ships are pulled in by the sun?

BARKLEY

About another hour until we hit the point of no return.

EVORI

OK then, let's get to work.

SOUND: Transition music.

SCENE 3 – CUT INT.: *Bridge - Promellian Cruiser*

SOUND: Consoles beeping.

EVORI

Progress report, gentlemen. We're at ten minutes and counting.

RA-TEVNAREM

I believe we have translated enough to narrow down the panel we need to one of three.

BARKLEY

All three of them are some form of beam, and all three are located in the same area.

EVORI

Let me guess. The same area that was lit up when the ship was about to fire on the Potemkin?

BARKLEY

Exactly.

RA-TEVNAREM

If I had another fifteen minutes, I could probably narrow it down enough to make sure, but....

EVORI

But we don't have another fifteen minutes. Any best guesses?

BARKLEY

In spite of the fact that they use a similar layout, this was a different species from our own. It's hard to say where they may put the individual controls.

FINNEGAN

It's that one right there: the one in the middle. Pull the control bar down and to the left.

EVORI

What makes you think so?

FINNEGAN

I'm Chief of Security. It's my job to know.

BARKLEY

We need something a little more substantial than that.

FINNEGAN

Why? You know your stuff. Why is it so strange that I would know mine?

BARKLEY

I think that's the first time you've ever admitted that I know what I'm doing.

EVORI

OK, gentlemen, let's not get started again.

FINNEGAN

I'm not starting anything, sir.

EVORI

Can you explain your thinking so we can all get on the same page?

FINNEGAN

Fine. It's close enough to the station's seat to provide easy access, but isn't as close as the one on the right. When you're in the heat of battle, you want your weapon's closest, your snares within reach, and the rest can be stretched for. I'm not sure what that top one on the left is, but I'm certain of the other two.

SILENCE – 1 count.

EVORI

Makes sense to me.

BARKLEY

Me too, as hard as that might be for me to believe.

EVORI

OK then. Care to do the honors, Lieutenant Commander?

FINNEGAN

Sure. My call. If it's my mistake, I should be the one to make it.

SOUND: Power decrease.

BARKLEY

How about that? It worked.

EVORI

What about the other half of the equation?

BARKLEY

I'm not sure we even need to rig the ship to blow, but it's available if you want it.

FINNEGAN

I thought we were going to tow it to safety?

EVORI

I considered that, but decided against it. With everything that's happened when we used technology directly against it, I don't want to see what happens if we try to grab it.

FINNEGAN

But...

EVORI

The time for discussion is over, Mr. Finnegan. I've made my decision.

FINNEGAN (begrudgingly)

Yes sir.

EVORI

How did you get the pass-codes for self-destruct?

BARKLEY

We didn't. We're just going to shut down the fusion safeties and let the engine do what comes naturally. Now that I know what to look for, it's surprisingly easy. Remember what I said. The system is very basic.

EVORI

Then we are ready to go?

BARKLEY

Just waiting for the beam-out.

FINNEGAN

We are still retrieving my men, right?

EVORI

I've already fed their locations to the ship. They'll be beamed out when we are.

FINNEGAN

Then let's get out of here; the air is starting to smell.

EVORI

Mr. Barkley, do it.

BARKLEY

Yes sir.

SOUND: Power buildup and communicator chirp.

EVORI

Away team to Potemkin. We're ready for beam out.

BRADSHAW

Acknowledged Commander. Come on home.

SOUND: Transporter beam-out followed – 2 count – by a starship explosion.

SCENE 4 – CUT INT.: *Conference Room – USS Potemkin*

SOUND: Door opening.

EVORI

Are you ready for me, Captain?

BRADSHAW

Yes, Evori. Come on in.

SOUND: Door closing.

BRADSHAW

Conclusions, Commander?

EVORI

Overall, Captain, I think it could have gone a lot better. We were far from the well-oiled machine we should have been. I'm especially upset with the fact that we lost two men over there.

BRADSHAW

I understand, Commander. That upsets me as much as it does you. Did you learn whom the ship belonged to?

EVORI

Not precisely. In spite of the fact that Ra was able to translate the language, there wasn't any sign of identification. If we had been able to download the ship's logs, we may have gotten a better idea, but we decided it wasn't worth the risk.

BRADSHAW

OK, that's good for the official explanation, but you have that look in your eye.

EVORI

Well, keep in mind that I'm basing this solely on stories I've heard around the galaxy and nothing official, but I think it may have been one of the fabled Promellian battle cruisers. If I had to guess, I'd say that the ship was left as a booby trap for the Menthar's – the race they were warring with. The common belief is that the two races wiped each other out centuries ago. The trap theory would explain, though, why the ship was abandoned and so easily triggered. Ra's going to upload his translations with the scans we were able to take before getting snared and maybe, if someone is able to encounter one in a safer environment, they can confirm or

deny the evidence we've gathered today.

BRADSHAW

Good enough. How's Ra's head doing?

EVORI

He's not complaining, but I can tell that he's hurting. I told him to get some rest after he's done with his report.

BRADSHAW

He could do the reports after resting.

EVORI

You and I know that, but he's going to prove that his blindness isn't going to stop him from being everyone's equal, even if it kills him.

BRADSHAW

In spite of the fact that we already see him as such, or at least we will from this point forward. Is there anything else?

EVORI

I can't help but think that there was something more going on. Finnegan is normally overbearing, but he was at a whole new level over there. I felt as though I was working with one hand tied behind my back.

BRADSHAW

And I didn't help matters any by keeping a key tool away from you.

EVORI

Ra is a good man.... er, Efrosian. I wouldn't have recommended him if I didn't think he could do the job.

BRADSHAW

And I wouldn't have brought him aboard if I didn't trust your judgment. Bygones?

EVORI

Bygones. In the end, though, we managed to pull everything together and work like a team, and that's the most important thing. As long as we are able to learn from our mistakes, we won't be doomed to repeat them.

SOUND: Transition music.

SCENE 5 – CUT INT.: *Finnegan's Quarters – USS Potemkin*

SOUND: Door closing.

FINNEGAN

Computer. Secure room.

SOUND: Door locking. Data card slides into computer slot.

FINNEGAN

Open security file Finnegan Omega thirteen Alpha six. Underlie transmission and files found on my scanner under standard letter file-type Shirley twelve-dash-nine. Record when ready.

SOUND: Recording beep.

FINNEGAN

Barnes. As I said in my last transmission, we found a Promellian battle cruiser. While I tried to set things up to tow it back to Federation space, the Commander overruled me. On the plus side, though, I was able to get sensor scans of all their weapons systems, though it did cost me two of my men and almost destroyed the Potemkin. While the systems are outdated by our standards, if the Promellians are still out there, they could prove to be a big threat. Have the lab boys go over the scans I'm transmitting with this message. I'm certain they can come up with something. Good luck, and I'll be in touch. <beat> Stop recording.

SOUND: Recording beep.

FINNEGAN

Computer. Place that recording session into the next data stream package, then delete this session from your memory banks. Security clearance Finnegan Pi Gamma twelve. End session.

SOUND: Acknowledge beep, followed by transition music.

ACT III

SCENE 1 – ENTER VO.

CONNERLY

Captain's log, stardate 57284.9. We've been asked to take Commander Daystrom, Lieutenant Commander Serat and Lieutenant Commander Kem back to the Romulan minefield to study it more closely. Joining them in their studies is Commander White; not out of any particular interest on his part, but more out of the desire to make sure the Aurora doesn't share the same fate as the Rosemont. The ship is flying on yellow alert, with both Card and Knorre keeping their eyes open for any trouble.

CUT INT: Bridge – USS Aurora

SOUND: Door opening. Bridge background sounds can be heard.

CONNERLY

Doctor Daystrom, Mr. Serat. How are things progressing?

SOUND: Door closing.

SERAT

Twelve class-8 probes have been prepared and are ready for launch, Captain. They have been outfitted with a full spectrum of sensors and are set to reach warp-5 if needed. We may want to test to see if the minefield reacts to warp fields.

DAYSTROM

The controls are routed to Ops.

KNORRE

Da. I have them now, Captain.

CONNERLY

Very good, Knorre. What of Mr. Kem and Mr. White?

DAYSTROM

They will be monitoring both the ship's and the probe's readings from the science lab while we do the same up here from the engineering station.

CONNERLY

I'll give you credit, doctor. It takes a special talent to convince Frank to give up his post.

SERAT

Not really, Captain. We just explained logically that his familiarity with the nuances of this vessel made him a better choice for making any adjustments to the sensors as we progressed. As the designers of this particular vessel, my wife and I can handle the rest. Besides, we did not ask to take engineering from him, just this one panel on the bridge.

CARD

They used logic? That had to have frustrated the Commander to no end.

TOBIN

That's enough, Mr. Card.

T'MINEAR

Yes, Jax. Frank is perfectly fine with logic. It's only when you apply logic to his theories that he starts getting twitchy.

TOBIN

You too, Mr. T'minear.

T'MINEAR

Apologies, Commander Tobin.

CONNERLY

It's OK, gentlemen. I don't mind keeping things a bit light at the moment. Keeps us from getting too weighed down, but only so long as we know when to snap to.

TOBIN

As you say, Captain.

DAYSTROM

Anyway, Captain, all we are waiting for is your command.

CONNERLY

In that case, consider it given. Mr. T'minear, fire when ready.

T'MINEAR

Yes sir.

SOUND: twelve torpedo launches in rapid succession.

T'MINEAR

Probes away.

TOBIN

What grid pattern do you intend to use, doctor?

DAYSTROM

Probes one through four will cover the upper sectors where the ships have been attacked. Five through eight will be in the middle grouping while nine through twelve will search the area nearest to us.

KNORRE

The probes are going to their programmed assignments, Commander.

CONNERLY

Bridge to Commander White.

SOUND: Communication chirp.

WHITE

White here, Captain.

CONNERLY

Are we getting good readings Commander?

WHITE

Very good, Captain. Everything is coming through just fine. Serat did a great job of setting up the long-distance probes with subspace transceivers. Quite a piece of work. Sending through signals like if it was sitting right next to us. I may just have to steal the designs for future reference.

SERAT

There is no need to steal anything, Mr. White. You may consider them given freely.

CONNERLY

Keep an eye on things and let me know if anything of interest comes through.

WHITE

Very good, Captain. White out.

SCENE 2 – Cut INT: Science Lab – USS Aurora

SOUND: Communication signs off. Bridge sounds fade, being replaced with sensor beeps.

WHITE

So how long do you think this is going to take, Lieutenant Commander?

KEM

As long as it takes, I would imagine, Commander.

WHITE

Call me Frank. If we're going to be stuck in here with each other for hours, the least we can do is get to know each other a bit better.

KEM

I'm not sure of that, Commander.

WHITE

Which part; calling me Frank, or the getting to know each other?

KEM

Either?

WHITE (half-hearted laughing)

That's funny, Jeof. I heard you like to keep your distance, but I'm sure its all part of that typical "distant" chief of security bit.

KEM

I'm not sure I know what you mean, Commander.

WHITE

Yeah, that routine. So, tell me, how many hosts have you gone through, Kem?

KEM

I'm sorry, Commander, but that is a very personal question.

WHITE

Yeah, I know. Figured I'd start out with the hard one so everything else is easy. And I told you, call me Frank.

KEM

Do I have to?

WHITE (smiling and teasing)

Don't make me make it an order.

KEM

Very well, Comm.... Frank. Jeof is currently my sixth host. We have been together for seven years.

WHITE

See, that wasn't so hard. Have you always wanted to work security?

KEM

All six of my hosts have worked in security in some form or another. I have dedicated my existence to ensuring the safety of my people.

WHITE

Wow. That's a long time. I bet you've seen some pretty weird things.

KEM

I've seen my share, depending on what you mean by weird.

WHITE (whispering conspiratorially)

Have you ever heard of Section 31?

KEM

Of what document?

WHITE

No, the organization.

KEM

Noooo.... do they work alongside sections 30 and 32?

WHITE

No. I've just heard that they are some kind of top-secret espionage organization that works outside of Starfleet.

KEM

If they were a top-secret organization, don't you think they would have picked a better name? Gone with some sort of acronym or something? Something less obtuse than "section 31?"

WHITE

Ummm, maybe.

KEM

And if they really existed, don't you think they'd take objection to people knowing about them? Or, if I did know something, wouldn't it be in my best interest to not say anything. It would probably be safer.

WHITE

See, they probably want people to think like that, so those that know something keep quiet. As long as its just a few people like me saying something, they still have plausible deniability. But if more people started talking about them, they would have to come in from the cold.

KEM

As long as we are playing this game, let me ask you one. What would happen, though if you mentioned this to the wrong person; someone who works for them? I mean, for all you know, I could be a Section 31er, or whatever they call themselves. By your logic, what would I be forced to do at this point in the conversation?

WHITE (a little nervous)

Ummm.

KEM

Don't worry, Commander. Not only am I not a member of your fictitious organization, but I believe you are extremely safe as they do not exist.

WHITE (still nervous)

But wouldn't you say that, as an agent, to try to convince me otherwise?

KEM (laughing)

Very good, Commander. You learn fast. Maybe you should resist the temptation, from this point forward, of sharing that little tidbit of conspiracy; for your own sake.

WHITE (nervous laughter)

Maybe you're right, Jeof. Can't be too careful, after all.

KEM

Exactly. Did you have any further questions for me, Commander?

WHITE

Umm, I don't think so. Maybe it would be better for us to just sit in silence for a while.

KEM

As you wish, Commander.

SOUND: Silence all but scanner beeps – 2 count – then transition music.

SCENE 3 – *CUT INT: Bridge – USS Aurora*

SOUND: Bridge background noises.

TOBIN

OK people. It's been four hours. Give me a progress report before I go to the Captain's ready room.

SERAT

The probes are functioning within standard parameters, Commander.

TOBIN

I meant have we found anything yet? Any sign of the mines?

DAYSTROM

What my husband said, in his own unique fashion, was that all of the probes are still out there and haven't encountered any evidence of the mines. If they're out there, they haven't hit one yet.

CARD

It's getting damn unnerving.

T'MINEAR

Would you rather we hit something, Lieutenant?

CARD

With a probe, sure. At least there would be some sense of accomplishment.

KNORRE

You just don't like sitting still, Jax.

CARD

Well, there's that too. The least we could do is move around a little, at least at impulse.

SERAT

That would be highly illogical, Lieutenant. We would run the risk of encountering one of the mines ourselves.

CARD

I wasn't meaning wandering around in the middle of the minefield. Ah, forget it. I'm just getting fidgety.

TOBIN

Well get over it, Lieutenant, and stay sharp. Remember, we aren't just worried about the mines out here. We also stand a chance of encountering Romulans, and if they show up, you'll get plenty of opportunity to move.

KNORRE

They will meet your need for speed, da?

CARD

Da, though I like racing, not being chased.

T'MINEAR

I will agree with Jax, though, that I would have thought something would have been found by now. I mean, usually the idea behind a minefield is that you can't fly around without setting something off. Shouldn't at least one of the probes have hit something by now?

SERAT

Theoretically speaking, you are correct.

TOBIN

Well I, for one, don't mind the fact that explosions aren't going off around the ship.

DAYSTROM

Agreed, Commander.

TOBIN

I'm going to go in and give the Captain an update, for what it's worth. T'minear, you have the....

KNORRE

Red alert!

SOUND: Alarms.

TOBIN

What is going...?

KNORRE

Card! Heading 271 mark 3. Move!

SOUND: Engines behind the alarms.

TOBIN

Someone tell me what's going on.

SERAT

It appears as though the operations officer is asking the conn officer to move the ship.

DAYSTROM

And people don't think you have a sense of humor.

SERAT

I don't. I am Vulcan.

TOBIN

Report!

T'MINEAR

Probe number ten is coming straight at us, Commander.

SOUND: Muffled explosion.

TOBIN

What now?

T'MINEAR

Probe number ten has just exploded, Commander.

TOBIN

Someone had better start explaining, and do it quickly.

SOUND: Door opening.

CONNERLY

What the hell is going on out here?

TOBIN

Working on it, Captain.

SOUND: Door closing.

KNORRE

Apologies, Commander. Captain. It was my fault.

TOBIN

Explain, Lieutenant, and make it good.

KNORRE

I.... I.... I picked something up on my sensors. It seemed like it was coming at the ship.

T'MINEAR

You mean like a torpedo?

KNORRE

Nyet. At least, I don't think so. I don't know.

TOBIN

What do you mean you don't know?

KNORRE

I'm sorry Commander. All I know is that I sensed.... I mean, the sensors picked up on something, and I reacted. It didn't seem as though there was time to do anything else.

CONNERLY

Well, Violetta, it seems as though it worked out for the best. But what happened to the probe?

KNORRE

I knew that we needed a probe to blow up. I moved one in to take our place.

CONNERLY

Quick and witted, a wonderful combination. Good job.

TOBIN

Next time, however, let the rest of us in on the plan, Lieutenant. Agreed?

KNORRE

Da, Commander.

TOBIN

Excellent. Now that that's been cleared up, what's on the sensors, Doctor? Lieutenant Commander?

SERAT

Running sensor records now, Captain.

KNORRE

But....

CONNERLY

What did she pick up, Lieutenant Commander?

SILENCE – 1 count.

CONNERLY

Well? Hello? Someone shut off these alarms.

SOUND: Stop alarms.

DAYSTROM

We're checking, Captain, but we're not finding what she picked up.
The records are clear.

KNORRE

I....

CONNERLY

That's odd. Maybe they picked something up down in the lab.
Bridge to White.

SOUND: Communication chirp.

WHITE

Here, Captain. What on earth are you people trying to do to my ship?

CONNERLY

Your ship?

WHITE

You know what I mean, sir.

T'MINEAR

Card said he was getting bored, so we decided to let him have some fun.

WHITE

That'll teach him.

CONNERLY

Knorre threw a probe in the way of a mine that was going to blow us to pieces. Did you pick anything up from it before it exploded?

WHITE

That would be probe number ten. Sensors reported nothing, neither before it changed direction nor before it went to probe heaven.

SERAT

Electronic devices do not have an afterlife, Commander.

WHITE

Don't tell the Holographic Liberation Front that. They'll try to make Starfleet give them one.

TOBIN

So what you are telling us, Commander, in your own unique fashion, is that you have nothing.

WHITE

Correct, Commander. And none of the other probes picked up on anything either. They were out of range after it was taken off of its assigned area.

TOBIN

Then what did you see, Knorre?

CONNERLY

At the moment, I really don't care. I'm just grateful she did. Let's call back in the probes and get out of here, people, before we push our luck farther than is wise.

SOUND: Transition music.

EPILOGUE

SCENE 1 – ENTER INT.: Conference Room – Deep Space 5

EVORI

So, do I understand correctly when you say that we are no closer than we were before you left?

DAYSTROM

I wouldn't go that far, Admiral.

EVORI

No?

DAYSTROM

While we are no closer to learning what it is we are dealing with, I believe it is safe to assume that we are not dealing with the same type of mines as was discovered by the Enterprise. In fact, I believe it is safe to say that we are dealing with a whole different type of technology; something far more sophisticated than anything we have ever dealt with.

SERAT

These are more advanced than the self-replicating mines developed on Deep Space Nine during the Dominion War.

CONNERLY

If I didn't know any better, Serat, I'd swear you were a bit jealous of the design.

SERAT

Fortunately, Captain, you do know better.

CONNERLY (humorously)

Touché, Commander.

EVORI

By what Knorre reported, is it at least safe to assume that we aren't dealing with mines? According to the reports, she said the explosive device was on an approach.

DAYSTROM

Not necessarily, Admiral. For all we know, the mines could have maneuvering thrusters on them. That may be why our probes were missing them. They could just move out of the way.

EVORI

Is that a likely scenario? Could such a thing work?

SERAT

Give me ten minutes in the lab, Captain, and I could have a functional prototype.

EVORI

Minus the cloaking technology, of course.

SERAT

Of course.

EVORI

OK, so we have an idea of what it's not, and theories of what might be.

DAYSTROM

Correct. We have one other thing as well. Before, we assumed that the ships were hit at random. We believe now, however, that it is directed attacks in some way.

SERAT

Perhaps through mines whose sensors can detect Federation warp signatures.

EVORI

Which makes a dangerous situation even worse. Great. <beat> Jeof. You've been conspicuously quiet. Do you have anything to add?

KEM

Not in present company, Admiral, no.

EVORI

Really? Why not?

KEM

Because it's not my place, Admiral.

EVORI

Nonsense, Kem. What's wrong?

SILENCE – 1 count.

KEM

Permission to speak freely?

EVORI

I could have sworn that's what I just gave you, Lieutenant Commander.

KEM

With all due respect, Admiral, I wasn't speaking to you. I was speaking to the Captain.

CONNERLY

Me? Sure, why not.

KEM

I believe we left the area too soon. I do not like leaving a situation without all of the facts on the enemy or without them being defeated. I believe we should have stayed in the area until we had all of the answers before fleeing.

EVORI

Mr. Kem, I believe you overstep your....

CONNERLY

No, Admiral. It's all right. I gave him permission; we both did. And I appreciate his forthrightness. It gives me a chance to clear the air before it gets too thick. We left, Jeof, primarily because there wasn't an enemy to fight. When that time comes, you can rest assured that my crew and I will be there on the front lines, willing to sacrifice ourselves if the need arises. But until we are sure what we're facing; until we have a plan to win, it's my job as Captain to know when it's best to fight or when its best to return home alive to fight another day.

CUT: Ending music and credits.

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Ending Credits

You have been listening to Star Trek: Eras – Episode 3: Yours, Mines and Ours, starring (in order of appearance) Jim Caswell as Evori, Anne Michaels as Navid Daystrom, Haley Whiting as Captain Lenna Bradshaw, Pete Nottit as Lt. Commander Riley Finnegan, Oscar Hopeful as Ray Barkley, Eli Marti as Lieutenant junior grade Ra-tevnarem, Matt Hallaron as Captain Patrick Michael Connerly and Lieutenant Jax Card, Johnathen Michaels as Lt. Commander Serat, Joan Hallaron as Lieutenant junior grade Violeta Knorre, M. E. Hopeful as Commander Jared Tobin, Ric Steele as Lt. Commander J'hos T'minear, Andy Fox as Commander Frank White and Sam Smyth as Lt. Commander Jeof Kem.

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