

**STARGATE ATLANTIS**  
**"FIRST STRIKE"**  
**EPISODE #0320**  
**DIALOGUE CONTINUITY SCRIPT**

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TIMECODE            DIALOGUE

START TIMECODE 01:00:00:00 AT FIRST FRAME OF PICTURE

**RECAP**

01:00:00:15            TEYLA (V/O): Previously on Stargate: Atlantis...

01:00:02:05            MCKAY (V/O): They're not people.

01:00:03:17            MCKAY (CONT'D): They're machines.

01:00:04:23            WEIR (V/O): They even built themselves a version of Atlantis.

01:00:07:23            (SHEPPARD YELLING)

01:00:09:16            LADON (V/O): Probes of your minds uncovered the truth.

01:00:11:13            LADON (CONT'D): You only came to live there...

01:00:12:25            LADON (CONT'D V/O): ...from your original home, a planet called Earth.

01:00:15:22            LADON (CONT'D): Our intention is to destroy it.

01:00:16:25            WEIR (V/O): They...

01:00:17:05            WEIR (CONT'D): ...see humans as...

01:00:18:06 WEIR (CONT'D V/O): ...the favored siblings who receive all the parents' love.

01:00:20:20 MCKAY (O/S): Ooh!

01:00:21:27 WEIR (V/O): They've been seeking revenge ever since.

01:00:23:11 O'NEILL (V/O OVER SCREEN): Atlantis is under attack from Replicators!

01:00:26:21 SHEPPARD (V/O): I'll be damned if I'm going to let a bunch of Replicators...

01:00:29:19 SHEPPARD (CONT'D): ...take our home away from us.

01:00:31:22 (GUNS FIRING)

01:00:31:10 MCKAY (V/O): They emit a directional energy beam that disrupts the connection  
between nanites. The Replicators literally fall apart when you fire on  
them.

01:00:37:18 WEIR (V/O): Well...

01:00:37:27 WEIR (CONT'D): ...we beat them this time.

01:00:39:05 (CITY EXPLODING)

01:00:38:27 WEIR (CONT'D): Maybe we scared them off.

01:00:41:15

SHEPPARD: Maybe.

**END OF RECAP**

**TEASER**

01:00:46:16 KELLER (V/O): Dr. Weir?

01:00:49:05 WEIR: Dr. Keller. How is my head of medicine?

01:00:52:02 KELLER: Uh, acting head of medicine, actually, and that's kind of what I wanted to talk to you about.

01:00:56:07 WEIR (O/S): What's up?

01:00:58:17 KELLER: Uh... I need to be replaced.

01:01:01:04 WEIR: Excuse me?

01:01:03:05 KELLER: Look, after Carson... someone had to step up and take over, and I'm glad to help out, don't get me wrong, but I'm not qualified to run a department of this size. You... you need someone... better.

01:01:17:18 WEIR: Everyone down there says you're doing great.

01:01:18:28 KELLER: Well, "A," I'm not sure that's true and "B," it's been pretty smooth sailing over the last few weeks. I think I've been lucky.

01:01:26:05 WEIR: Well, the I.O.A. are reviewing candidates, but, to be honest, they're not that great at making quick decisions.

01:01:31:02 KELLER: Yeah, so, a week? Two weeks? I just haven't been sleeping very well.  
This whole being in control thing kind of makes me anxious.

01:01:39:10 WEIR: Carson felt the same way his first few months.

01:01:40:28 KELLER (O/S): I appreciate...

01:01:42:00 KELLER (CONT'D): ...you trying to lie to me.

01:01:47:07 WEIR (O/S): Look, I feel very...

01:01:49:00 WEIR (CONT'D): ...comfortable with my life in your hands, and, at the end of the  
day, that means you're doing a pretty good job.

01:01:54:15 WEIR (CONT'D O/S): Dealing with the pressure, it...

01:01:55:20 WEIR (CONT'D): ...does get easier with time.

01:01:58:10 KELLER (O/S): Right.

01:01:58:28 KELLER (CONT'D): Uh, how much time...

01:02:01:18 KELLER (CONT'D O/S): ...exactly? Like...

01:02:03:17 KELLER (CONT'D): ...it'll get easier over the next two weeks, and then you'll  
replace me so I can go back...

01:02:07:15 KELLER (CONT'D O/S): ...to being a regular doctor?

01:02:09:10 WEIR: I'll keep you posted.

01:02:14:03 KELLER: Thanks.

01:02:17:20 MCKAY: Can I please have someone else do these?

01:02:19:14 WEIR: Performance evaluations?

01:02:20:25 MCKAY: Yes.

01:02:21:05 WEIR: No. Year-end employee reviews are important. They're how people get promotions and raises.

01:02:27:00 MCKAY (O/S): Look, asking me to do performance evaluations...

01:02:29:05 MCKAY (CONT'D): ...is ridiculous. I am the first person to admit, I don't know who these people are, nor do I care to.

01:02:33:06 MCKAY (CONT'D O/S): Look, if you'd like, I could take you down the hall to the labs...

01:02:35:15 MCKAY (CONT'D): ...and just, uh, point at the people who annoy me more than the rest, but that's about as useful as I get.

01:02:41:25 SHEPPARD: All done.

01:02:42:10 MCKAY: Oh, of course.

01:02:43:15 WEIR: That was quick. Hey, John, wait a minute.

01:02:47:20 WEIR (CONT'D O/S): You've just given everyone...

01:02:49:01 WEIR (CONT'D): ..."excellent" and "above-average"s.

01:02:50:15 MCKAY (O/S): Ooh.

01:02:51:01 MCKAY (CONT'D): Can I do that?

01:02:52:11 WEIR (O/S): No. I know this is not the most glamorous...

01:02:54:01 WEIR (CONT'D): ...part of your job, but you are in leadership positions, and...

01:02:57:05 WEIR (CONT'D O/S): ...unfortunately, that comes with administrative...

01:02:59:14 WEIR (CONT'D): ...responsibilities.

01:03:00:18 SHEPPARD (O/S): But...

01:03:00:28 SHEPPARD (CONT'D): ...everybody that works for me is excellent and above average. Do you want me to lie? Because I don't think leaders should lie, Elizabeth.











01:06:28:12 MCKAY (O/S): Whoa, whoa, whoa.

01:06:28:29 MCKAY (CONT'D): Wait. Six?

01:06:30:10 ELLIS (O/S): That's right.

01:06:30:24 SHEPPARD: That's not enough.

01:06:32:05 MCKAY (O/S): The Replicators are...

01:06:33:27 MCKAY (CONT'D): ...self-replicating robots, which means that they can...

01:06:36:29 ELLIS: I am aware of that, thank you, Doctor, but they're not like the Milky Way  
Replicators. Their ships aren't built from nano cells, they're constructed  
of real material...

01:06:44:17 ELLIS (CONT'D O/S): ...that can be destroyed.

01:06:46:10 ELLIS (CONT'D): Six will be more than enough for now.

01:06:48:00 MCKAY (O/S): "For now"?

01:06:49:00 MCKAY (CONT'D): What, isn't this a bit like poking a sleeping dragon? Why don't  
we just wait till Area 51 finishes the P.W.A.R.W.s?

01:06:55:04 WEIR: Which one's that again?

01:06:56:18 SHEPPARD (O/S): Planetary-Wide...

01:06:56:29 SHEPPARD (CONT'D): ...Anti-Replicator Weapons.

01:06:58:20 MCKAY (O/S): Look, the Asgard...

01:06:59:07 MCKAY (CONT'D): ...were capable of creating a satellite that could wipe out an entire Replicator planet. I mean, we've had some trouble making one of our own, but, uh--

01:07:05:18 ELLIS (O/S): Look...

01:07:05:29 ELLIS (CONT'D): ...would I have preferred taking out an entire planet at once?  
Absolutely.

01:07:10:25 ELLIS (CONT'D O/S): But this image...

01:07:12:04 ELLIS (CONT'D): ...is giving the I.O.A. a lot of sleepless nights.

01:07:14:06 ELLIS (CONT'D O/S): The Replicators know the...

01:07:15:26 ELLIS (CONT'D): ...location of Earth, and, with these new ships, have the means to get there. We can't just sit on our hands while the guys at Area 51 try to come up with a solution.

01:07:24:16 ELLIS (CONT'D O/S): Now, this mission's primary objective...



01:08:08:04 WEIR: Since we won back the city, we haven't heard so much as a peep from the  
Replicators.

01:08:13:00 SHEPPARD: Well, obviously, they haven't gone away.

01:08:15:05 WEIR (O/S): No...

01:08:15:18 WEIR (CONT'D): ...but maybe they've decided that we are more trouble than  
we're worth, and the threat of our A.R. weapons is enough to keep them  
at bay.

01:08:21:20 SHEPPARD: You don't build that many ships to make a run at Atlantis. They're  
headed for Earth.

01:08:35:29 WEIR (O/S): Colonel. May I have a word?

01:08:39:14 ELLIS: Sure.

01:08:47:11 WEIR: This mission is a mistake.

01:08:49:11 ELLIS: It most certainly is not.

01:08:51:11 WEIR: It is an ineffectual first strike. You've got to know how dangerous that

01:08:55:03 ...WEIR (CONT'D O/S): ...could be for us.



01:08:56:20            ELLIS: All due respect, Doctor, it won't be ineffectual. Besides, the I.O.A. doesn't think we can wait.

01:09:01:06            WEIR: I think we should stall them. Try to open a round of negotiations.

01:09:04:23            ELLIS: They're not a race of people. They're a weapon. Try to keep that in mind.

01:09:08:22            WEIR (O/S): Weapon or not...

01:09:09:23            WEIR (CONT'D): ...they're sentient. Negotiating with them could buy us enough time to get that P.W.A.R.W. up and running.

01:09:15:20            ELLIS: Usually, I'd be more than happy to go 12 rounds here about who's right and who's wrong, but it wouldn't matter. I have my orders, and you don't have the authority to tell me to stand down.

01:09:24:28            ELLIS (CONT'D O/S): So, again, with all due respect...

01:09:27:18            ELLIS (CONT'D): ...ma'am... I have a mission to execute.

01:09:39:19            ZELENKA (O/S): Well, the specs check out and we've loaded the target information. They're ready.

01:09:46:06            MCKAY (O/S): Yep. It's good to go. This is a bad idea, isn't it?

01:09:50:20            ZELENKA (O/S): We could tell them...



01:10:44:17 WEIR: I know that, too.

01:10:46:21 SHEPPARD: He told me that you called Woolsey and General O'Neill, and tried to  
get the whole thing called off.

01:10:51:14 WEIR: Yes, I did.

01:10:52:23 SHEPPARD (O/S): They didn't bite?

01:10:54:04 WEIR: They did not.

01:10:56:11 SHEPPARD (O/S): Look, I know you think we're doing the wrong thing here, but,  
uh...

01:11:01:03 WEIR: John. Good luck.

01:11:17:20 MCKAY (V/O): All right.

01:11:18:28 MCKAY (CONT'D INTO RADIO): The Horizon is online. The warheads are armed.  
And we are ready for final sequencing as soon as we drop out of  
hyperspace.

01:11:29:00 ELLIS (V/O OVER RADIO): Start now.

01:11:30:00 ELLIS (CONT'D INTO RADIO): Open the bomb bay doors.

01:11:31:26 MCKAY (V/O OVER RADIO): We're still in hyperspace.

01:11:33:06            ELLIS (INTO RADIO): We're coming out of our jump uncomfortably close to the planet. I don't want to waste any time. Just get it done.

01:11:39:04            MCKAY: Well, you're the boss.

01:11:52:18            MCKAY (CONT'D V/O INTO RADIO): Ready to launch on your command.

01:11:55:25            MCKAY (CONT'D INTO RADIO): You're sure about this, right? I mean, like, this is the right thing to do?

01:12:00:13            ELLIS (INTO RADIO): Not the best time for that kind of talk, Doctor.

01:12:04:04            MCKAY (INTO RADIO): Right, I'm sorry.

01:12:06:00            APOLLO TECH (V/O OVER RADIO): Coming out of hyperspace in five... four...

01:12:08:20            APOLLO TECH (CONT'D INTO RADIO): ...three... two... one.

01:12:11:19            (SHIP EXITING HYPERSPACE)

01:12:14:15            ELLIS (INTO RADIO): Launch the Horizon.

01:12:22:10            (AFTERBURNER IGNITING)

01:13:03:00            (MISSILES LAUNCHING)

01:13:15:18 (MISSILES EXPLODING)

01:13:38:17 MCKAY (INTO RADIO): We have detonation...

01:13:40:06 MCKAY (CONT'D V/O OVER RADIO): ...confirmation on all six warheads.

01:13:42:23 ELLIS (INTO RADIO): Sheppard, you have a go for launch.

01:13:45:02 SHEPPARD (INTO RADIO): Copy that.

01:13:50:05 SHEPPARD (CONT'D V/O OVER RADIO): I'm clear. Jump away.

01:13:52:29 ELLIS (INTO RADIO): Very well. Pick you up in an hour. Get us out of here.

01:14:03:20 (SHIP ENTERING HYPERSPACE)

**END OF ACT ONE**



01:15:00:28 SHEPPARD: We did get all the ships.

01:15:02:15 RONON: I wish I could've been there to see it.

01:15:03:28 SHEPPARD (O/S): Space battles are always...

01:15:05:15 SHEPPARD (CONT'D): ...a lot more exciting on TV than they are in real life.

01:15:08:05 TECHNICIAN: Dr. Weir! You're going to want to see this! We've got a contact, just  
came out of hyperspace.

01:15:15:13 WEIR (O/S): Is it broadcasting IFF?

01:15:16:14 TECHNICIAN: No, ma'am.

01:15:17:14 RONON: Wraith?

01:15:18:15 TECHNICIAN (O/S): It's very small. I doubt it.

01:15:21:05 WEIR: Raise the shield.

01:15:22:23 TECHNICIAN: It's taken up a geo-synchronous orbit above the city.

01:15:24:28 TEYLA: What is it?

01:15:27:11 SHEPPARD: We should have the Apollo check it out.

01:15:30:03 WEIR: Tell the Colonel he needs to get back to his ship.

01:15:51:06 APOLLO TECH: Right ahead of us, sir.

01:15:53:02 ELLIS: Shields?

01:15:54:11 APOLLO TECH (O/S): Affirmative. Shields are up.

01:15:58:18 ELLIS (V/O OVER RADIO): Okay, I've got a visual.

01:16:01:03 ELLIS (CONT'D INTO RADIO): It looks like a satellite of some sort.

01:16:13:23 ELLIS (CONT'D INTO RADIO): It's a stargate.

01:16:15:00 SHEPPARD (INTO RADIO): A stargate?

01:16:16:17 ELLIS (V/O OVER RADIO): That's right.

01:16:18:23 SHEPPARD (INTO RADIO): I thought you said it was a satellite?

01:16:20:13 ELLIS (V/O OVER RADIO): It's both.

01:16:21:17 ELLIS (CONT'D INTO RADIO): It's a satellite, but in the middle, there's a stargate.

01:16:25:20 WEIR: What could be the purpose of that?

01:16:27:10 MCKAY: No idea.



01:16:28:25 (STARGATE ACTIVATING)

01:16:31:18 ELLIS (INTO RADIO): It just activated.

01:16:33:05 SHEPPARD (V/O OVER RADIO): The gate?

01:16:37:00 (WEAPON FIRING)

01:16:37:28 (SHIP SPARKING, ALARM SOUNDING)

01:16:38:28 ELLIS (O/S): Get us away from it!

01:16:42:00 APOLLO TECH: Sir, the satellite is turning again.

01:16:44:22 (WEAPON FIRING)

01:16:51:07 TECHNICIAN: It's hitting the planet.

01:16:53:18 (WEAPON FIRING)

01:17:01:22 (CITY RUMBLING)

01:17:02:24 TECHNICIAN (O/S): It's a....

01:17:04:27 TECHNICIAN (CONT'D): ...sustained beam!

01:17:05:28 MCKAY: That is bad for a dozen different reasons.

01:17:10:10 (MISSILES FIRING, WEAPON FIRING)

01:17:16:05 ELLIS (INTO RADIO): It's protected by a shield.

01:17:17:23 ELLIS (CONT'D V/O OVER RADIO): Give me some options, McKay!

01:17:19:11 MCKAY (INTO RADIO): The shield is taking its power...

01:17:20:20 MCKAY (CONT'D INTO RADIO): ...from the beam. I registered...

01:17:22:12 MCKAY (CONT'D O/S INTO RADIO): ...a slight drop in output when you fired.

01:17:24:03 ELLIS (V/O OVER RADIO): Could I get a nuke past the shield?

01:17:26:14 MCKAY: Probably not.

01:17:28:05 SHEPPARD: I'll get in the chair and give it everything we've got. Maybe that'll  
collapse the shield.

01:17:30:14 MCKAY (O/S): I said slight!

01:17:31:14 MCKAY (CONT'D): As in .002. Look. I doubt any amount of firepower is going to  
collapse it while that beam is active.

01:17:35:19 ELLIS (INTO RADIO): Then what do we do?

01:17:37:00 MCKAY (V/O OVER RADIO): We stand down and let me think, is what we do.

01:17:39:05 MCKAY (CONT'D INTO RADIO): Just give me five minutes to get my bearings. I'll  
brief you.

01:17:41:15 RONON (O/S): McKay...

01:17:41:15 RONON (CONT'D): ...it's shooting at us.

01:17:42:10 MCKAY: And the shields are holding. We've got plenty of time. Just give five  
minutes.

01:17:53:20 (WEAPON FIRING)

01:18:00:05 ELLIS: What have you got?

01:18:01:28 MCKAY: We're in trouble.

01:18:03:18 SHEPPARD (O/S): It took you five minutes to figure that out? You're slipping,  
buddy.

01:18:07:10 MCKAY: The satellite is basically just a stripped-down ship. There's a hyperdrive  
engine, a shield, and navigational systems. There's a small power  
source, which is designed to take it to its intended target...

01:18:15:19 MCKAY (CONT'D O/S): ...and power the shield until the gate can be dialed.

01:18:17:28 MCKAY (CONT'D): But once a wormhole has been established, whoever's on the dialing side fires a beam into their stargate and it comes out on our side, allowing them to fire on us and to power the satellite.

01:18:26:25 SHEPPARD: That's very clever.

01:18:28:10 MCKAY (O/S: Yes. As long as they can keep...

01:18:29:14 MCKAY (CONT'D): ...the beam powered from home, the weapon remains operational.

01:18:32:22 MCKAY (CONT'D O/S): Oh, and one fun, added side-bonus, is that...

01:18:35:04 MCKAY (CONT'D): ...because their stargate is in such close proximity to our planet, we can't dial our stargate, we're stuck.

01:18:40:05 SHEPPARD (O/S): Maybe that's...

01:18:40:19 SHEPPARD (CONT'D): ...a good thing.

01:18:41:19 SHEPPARD (CONT'D O/S): The beam will...

01:18:43:05 SHEPPARD (CONT'D): ...turn off at the end of the gate's 38-minute cycle.

01:18:45:25 SHEPPARD (CONT'D O/S): We dial our gate at that precise...

01:18:47:14 SHEPPARD (CONT'D): ...moment, we can neutralize theirs.

01:18:49:21 ELLIS (O/S): And if it's not...

01:18:51:00 ELLIS (CONT'D): ...pulling power from the beam anymore, we can collapse its shield and destroy it.

01:18:54:27 MCKAY (O/S): Sure.

01:18:55:27 MCKAY (CONT'D): The problem is, I don't think it's going to shut down in 38 minutes.

01:18:58:25 ELLIS: Well, I thought it was physically impossible for an artificial wormhole to stay open any longer.

01:19:03:22 MCKAY (O/S): There is one exception to that rule.

01:19:05:14 MCKAY (CONT'D): The SGC has encountered attacks of this kind on their own stargate, and, sadly, we've discovered that if you pump enough energy into it, a stargate can remain active indefinitely.

01:19:14:02 ELLIS: That would require an insane amount of power, wouldn't it?

01:19:17:13 MCKAY: Yeah, like a black hole or an unlimited number of ZPMs.

01:19:20:04 WEIR: So we can assume the Replicators are behind this?

01:19:22:19 MCKAY: Well, I hope so.

01:19:23:23 WEIR: You hope so?

01:19:24:20 MCKAY (O/S): Well, otherwise...

01:19:25:02 MCKAY (CONT'D): ...we've discovered yet another super-powerful enemy.

01:19:27:15 WEIR (O/S): If it is a...

01:19:27:27 WEIR (CONT'D): ...normal stargate, can we still contact the dialing planet?

01:19:30:20 MCKAY (O/S): Hm, well, I'll need to boost the signal...

01:19:31:24 MCKAY (CONT'D): ...considerably to get through the interference, but, uh, yes.

01:19:34:28 WEIR: See what you can do, please.

01:19:36:02 MCKAY: Right.

01:19:37:25 ELLIS: Why would you want to contact them?

01:19:39:19 WEIR: To negotiate.

01:19:40:29 ELLIS: It's a waste of energy. We need to figure out how to destroy it.

01:19:45:10 WEIR: I'd love to go 12 rounds here about who's right and who's wrong...

01:19:48:11 WEIR (CONT'D O/S): ...but at the end of the day, I'm responsible for the well-being...

01:19:50:27 WEIR (CONT'D): ...of this city, and you don't have the authority to tell me to stand down.

01:19:55:05 WEIR (O/S): So...

01:19:55:14 WEIR (CONT'D): ...with all due respect, I think I'll place my call.

01:20:05:05 (STATIC)

01:20:05:10 MCKAY (O/S): All right. I think... I've got it. They're responding to the transmission.

01:20:13:23 WEIR (INTO SCREEN): Oberoth.

01:20:14:23 OBEROTH (V/O OVER SCREEN): Dr. Weir.

01:20:16:18 WEIR (INTO SCREEN): I must say, I'm surprised to see you.

01:20:18:29 OBEROTH (V/O OVER SCREEN): Each of us exists within the collective and can be replicated many times.

01:20:23:24 WEIR (INTO SCREEN): You need to disable your weapon immediately.

01:20:25:21 OBEROTH (V/O OVER SCREEN): That is not possible.

01:20:26:22 WEIR (O/S INTO SCREEN): We had no choice...

01:20:27:23 WEIR (CONT'D INTO SCREEN): ...but to attack you. You were building warships,  
they needed to be neutralized.

01:20:31:09 OBEROTH (V/O OVER SCREEN): And now so do you.

01:20:33:12 WEIR (INTO SCREEN): That assault was just the tip of the spear. We were  
hoping it would bring you to your senses. If you don't stop this  
aggression, we'll be forced to launch an all-out attack.

01:20:42:24 OBEROTH (V/O OVER SCREEN): Really? Why have you waited?

01:20:45:19 WEIR (INTO SCREEN): The annihilation of your people is not our goal. Ideally,  
we would like for peace to exist between us.

01:20:51:27 WEIR (CONT'D O/S INTO SCREEN): But we will not stand idly by while you  
build...

01:20:54:04 WEIR (CONT'D INTO SCREEN): ...ships and weapons that can be used to  
destroy us.

01:20:56:02 OBEROTH (V/O OVER SCREEN): Interesting. We feel the same way about you.



01:20:59:19 WEIR (INTO RADIO): Perhaps I should remind you-- every time we've met in battle, our side has been clearly victorious.

01:21:05:05 MCKAY (O/S): Elizabeth. They're attempting to upload a virus on the comm bandwidth. I've been able to stop it for now.

01:21:08:07 WEIR: Shut it down.

01:21:11:00 (STATIC)

01:21:11:23 WEIR: Well, that went well.

01:21:14:11 MCKAY: Yeah, he's always been one of my favorites.

01:21:18:09 WEIR: What if the gate doesn't shut down at the end of its 38-minute cycle?

01:21:22:08 MCKAY: Well, if they're able to maintain the energy beam's intensity, which I'm sure they will...

01:21:26:23 WEIR (O/S): And how long...

01:21:27:00 WEIR (CONT'D): ...until our shield fails?

01:21:28:20 MCKAY: It's 29 hours.

**END OF ACT TWO**

**ACT THREE**

01:21:51:10 (WEAPON FIRING)

01:22:59:25 (STARGATE ACTIVATING, POWERING DOWN)

01:22:04:07 MCKAY: Well, it was worth a shot.

01:22:06:02 WEIR: All right. We're going to need another plan.

01:22:08:28 MCKAY: Yeah. Okay. Stop dialing. It's not working.

01:22:16:08 SHEPPARD (O/S): Sir.

01:22:19:05 ELLIS: You two, give us a minute.

01:22:21:16 ELLIS (CONT'D O/S): What can I do for you, John?

01:22:26:25 SHEPPARD: We need to head back to the Replicator planet.

01:22:29:03 ELLIS: We do, do we?

01:22:30:10 SHEPPARD (O/S): If this satellite weapon...

01:22:31:02 SHEPPARD (CONT'D): ...is powered by its homeworld, maybe we can neutralize  
it at the source.

01:22:35:22            ELLIS: Well, the Apollo is in no condition to get into battle right now. That beam  
                                 took a lot out of our shield.

01:22:41:11            SHEPPARD: We got to do something.

01:22:42:18            ELLIS: We did do something.

01:22:44:05            SHEPPARD (O/S): I'm sorry, sir...

01:22:44:15            SHEPPARD (CONT'D): ...but I can't help to think that we're somehow responsible  
                                 for this.

01:22:47:23            ELLIS: Why, because Weir said so?

01:22:49:15            SHEPPARD: No, sir.

01:22:50:26            ELLIS: John, listen to me. I, uh... I've been over your record. I know you have your  
                                 detractors, but, personally, I think you've done a hell of a job here.

01:23:01:10            SHEPPARD: Thank you, sir.

01:23:02:20            ELLIS (O/S): You...

01:23:02:05            ELLIS (CONT'D): ...should be running Atlantis, not Dr. Weir.

01:23:05:15            SHEPPARD: Well... then I'd be "the man," and who would I have to rage against?



01:24:00:24 WEIR (CONT'D): ...what I'm saying. Our current situation could have easily been avoided. I told them as much, but they put next to no weight behind my opinions regarding the safety and protection of this city. Yes, the I.O.A. is happy to have me as lead administrator, but when it comes to the big decisions...

01:24:22:20 WEIR (CONT'D): If we get out of this, I think I may have to step down.

01:24:25:25 TEYLA: Give it some time. You need to step back and--

01:24:28:29 MCKAY (INTERRUPTING V/O OVER RADIO): I've got something!

01:24:39:01 MCKAY (CONT'D O/S): We were throwing...

01:24:40:11 MCKAY (CONT'D): ...some ideas back and forth-- well, he was throwing them forth, and I was throwing them back, and while he was droning on about some idea that might have worked, it suddenly occurred to me this city has encountered problems like this before, so--

01:24:49:29 ELLIS (O/S): We don't need the history...

01:24:51:04 ELLIS (CONT'D): ...of your idea, Doctor. I'll let that be a surprise when I read your autobiography.

01:24:55:02 ELLIS (CONT'D O/S): Just tell me the plan.

01:24:58:25 MCKAY: We submerge it.



01:25:18:10 MCKAY (O/S): Some.

01:25:18:25 MCKAY (CONT'D): As much as a week.

01:25:19:20 ELLIS (O/S): I don't...

01:25:20:09 ELLIS (CONT'D): ...understand. Why?

01:25:21:15 MCKAY (O/S): Ah, you see...

01:25:21:28 MCKAY (CONT'D): ...the history part would have made that a lot clearer. Had you  
been a little more patient, I would have painted you a picture...

01:26:26:06 MCKAY (CONT'D O/S): of, uh--

01:25:26:12 SHEPPARD (INTERRUPTING): McKay.

01:25:29:19 MCKAY: 10,000 years ago, when the Ancients were under siege from the Wraith,  
they sank the city in order to dissipate the Wraith's energy blasts in the  
water.

01:25:36:25 MCKAY (CONT'D O/S): This way, the shield was able to hold far longer than it  
ever could on the surface.

01:25:40:11 MCKAY (CONT'D): So now we submerge the city. The water attenuates the  
satellite's beam intensity, buys us some more shield time.





01:26:18:01 MCKAY (CONT'D): ...city has an automatic submersion sub-routine already in the system. I'll need to tweak it a bit to work with one ZPM and, uh, disable...

01:26:24:11 MCKAY (CONT'D O/S): ...some safety protocols.

01:26:25:16 MCKAY (CONT'D): Give me an hour.

01:26:34:00 (WEAPON FIRING)

01:26:43:20 WEIR: It's been an hour.

01:26:45:00 MCKAY: We're ready.

01:26:46:05 ZELENKA: Uh, no, y-you've got to do the, uh...

01:26:47:09 MCKAY: Oh. Just, uh... We are ready.

01:26:52:15 WEIR: Good. Get me city-wide. (INTO MICROPHONE): Attention all personnel.  
We are about to attempt to submerge the city. From what I understand, it could get a little bumpy, so this is your last chance to secure equipment and get to the designated safe areas.

01:27:12:13 MCKAY: We've come full circle, eh?

01:27:15:27 WEIR: Yeah. Feels that way.

01:27:19:08 WEIR (CONT'D O/S): Okay.

01:27:20:23 WEIR (CONT'D): Take us down.

01:27:23:00 MCKAY: Aye-aye, captain. Shall we?

01:27:29:06 (CITY RUMBLING, ACTIVATING)

01:28:07:20 (WEAPON FIRING, STEAM RISING)

01:28:26:02 (CITY RUMBLING)

01:28:29:12 ZELENKA: That's it. We're down.

01:28:31:03 WEIR: The beam still looks pretty serious, Rodney.

01:28:34:00 MCKAY: I know. Give me a second to... Crap!

01:28:37:10 ZELENKA: I told you.

01:28:38:12 MCKAY: Thank you, Radek.

01:28:39:14 MCKAY (CONT'D O/S): Very helpful.

01:28:40:17 WEIR: What is it?

01:28:42:00 ZELENKA (O/S): The beam is...



**ACT FOUR**

01:29:24:11 (WEAPON FIRING)

01:29:31:09 RONON: I need to learn some science.

01:29:33:29 SHEPPARD: What for?

01:29:36:24 RONON: I'm not all that useful in situations like these.

01:29:40:20 RONON (CONT'D O/S): If we get into a fight or need to break out of  
somewhere...

01:29:42:15 RONON (CONT'D): ...you know, kill someone, I'm your man. But a laser attacking  
the city's shield... I don't know where to chip in.

01:29:51:05 SHEPPARD (O/S): Well, that's why we're a team. Like...

01:29:53:02 SHEPPARD (CONT'D): ...the Fantastic Four.

01:29:58:19 SHEPPARD (CONT'D): It's a comic book. Four superheroes fight crime and stuff.

01:30:03:07 SHEPPARD (CONT'D): See, I'd be Mr. Fantastic, Ronon would be the Thing,  
McKay would be the Human Torch, and you'd be the Invisible Woman.

01:30:10:10 TEYLA: I am not invisible.

01:30:13:05 SHEPPARD: No, no. And McKay's not a Human Torch.

01:30:16:25 TEYLA (O/S): Well, how come...

01:30:17:00 TEYLA (CONT'D): ...you get to be Mr. Fantastic?

01:30:18:16 SHEPPARD: Because he was the leader, and I'm the--

01:30:22:29 SHEPPARD (CONT'D): I'm just saying-- they were a cool team, and we're a cool  
team, and they use their strengths to, you know...

01:30:33:07 SHEPPARD (CONT'D): Let me go check on McKay.

01:30:45:21 SHEPPARD (CONT'D): Shouldn't you guys be bickering or something?

01:30:47:19 MCKAY: We've got nothing to bicker about. He's run out of bad ideas. Finally.

01:30:50:20 ZELENKA (O/S): If we survive...

01:30:51:27 ZELENKA (CONT'D): ...this, I'm putting in for a transfer.

01:30:53:03 MCKAY (O/S): Oh, please.

01:30:54:04 MCKAY (CONT'D): We both know that you've done your best work under me.

01:30:56:06 ZELENKA (O/S): Under you?



01:31:26:18 MCKAY: No, the Replicators fixed all the damage we did to her with the drones.  
We just don't have the power.

01:31:30:04 SHEPPARD: But ideally...

01:31:31:00 MCKAY: It may be the only way.

01:31:32:05 ZELENKA (O/S): What?

01:31:33:22 SHEPPARD: The drilling platform.

01:31:35:02 SHEPPARD (CONT'D O/S): Your guys have it operational down there, right?

01:31:37:02 MCKAY: Well, it's close enough, but we couldn't bring it with us.

01:31:39:18 ZELENKA: Bring it where?

01:31:40:23 SHEPPARD: We don't need to, we just need a boost.

01:31:42:04 MCKAY: You might be on to something.

01:31:43:23 ZELENKA (O/S): Hey! What's your idea? Hey!

01:31:49:19 COLEMAN (V/O): Well...

01:31:50:25 COLEMAN (CONT'D INTO RADIO): ...luckily, the umbilical is already in place.

01:31:52:00 MCKAY (V/O OVER RADIO): Yes, I know. Look, are you capable of outputting the power we need or not?

01:31:55:18 COLEMAN (INTO RADIO): We just started drilling into the crust.

01:31:57:19 COLEMAN (CONT'D V/O OVER RADIO): I can get you 90% of the way there.

01:31:59:14 MCKAY: There goes that plan.

01:32:01:00 SHEPPARD: Can't the ZPM make up the difference?

01:32:02:22 MCKAY: Uh, no, the ZPM's a little busy...

01:32:04:08 MCKAY (CONT'D O/S): ...powering the shield at max.

01:32:07:25 SHEPPARD: What if it didn't have to?

01:32:09:20 MCKAY: Huh?

01:32:10:10 SHEPPARD: What if...

01:32:10:26 SHEPPARD (CONT'D): ...we could take the strain off the shield momentarily?

01:32:14:22 MCKAY: Well, we'd need about a minute. Why? What do you have in mind?

01:32:17:29 SHEPPARD: Lantia's moon has some sizable satellites itself.



01:32:20:29 MCKAY: Asteroid-like chunks we think are leftover from a second moon that no longer exists.

01:32:24:24 SHEPPARD: I'd like you to beam up Lorne and get a flight of F-302s close enough to nudge one our way.

01:32:29:18 ELLIS (O/S): You want to bring an...

01:32:30:18 ELLIS (CONT'D): ...asteroid towards us? Is that wise?

01:32:34:10 MCKAY: Well, today it is.

01:32:37:07 (FIGHTERS WHIRRING)

01:32:44:00 LORNE (V/O OVER RADIO): All right, guys. We need to get close enough to clamp on to it. We get enough of us drilled in, we can fly it like a ship. A really slow ship, that's probably going to be a real pain in the ass to steer, but a ship nonetheless.

01:32:58:10 (FIGHTERS CLAMPING)

01:33:09:01 LORNE (V/O CONT'D OVER RADIO): Okay, let's take this big gal for a stroll. Flights 3 and 4, begin your burn, full thrust.

01:33:16:25 (AFTERBURNERS FIRING)

01:33:27:16 LORNE (V/O CONT'D OVER RADIO): Son of a bitch. We might be able to pull this off after all. Flights 1 and 2, begin your burn.

01:33:34:01 WEIR (O/S): It's working?

01:33:35:12 MCKAY (O/S): It's slow going, but, uh, yes, they're bringing it towards the planet.

01:33:38:10 SHEPPARD (O/S): They should be able to get here before our cut-off time.

01:33:41:00 WEIR (O/S): So we can actually do this?

01:33:43:05 MCKAY: I think so, yes.

01:33:45:13 WEIR: Okay. Time to tell people. Patch me into the P.A., please.

01:33:53:10 WEIR (CONT'D INTO MICROPHONE): May I have your attention? As you all know we have found ourselves in a spot of trouble. The reality is, that no matter where we try to hide on this planet, the Replicator satellite will be able to track us. Therefore, Dr. McKay and Colonel Sheppard have come up with a rather ingenious way...

01:34:12:09 WEIR (CONT'D O/S): ...for us to escape the satellite's range altogether.

01:34:16:22 WEIR (CONT'D): In the next few hours, we'll fire the city's star drive and head into space. Atlantis is leaving this planet.

**END OF ACT FOUR**

**ACT FIVE**

01:34:43:00 (SHIP FIRING)

01:34:48:05 (KNOCKING)

01:34:50:03 ELLIS: May I come in?

01:34:51:13 WEIR: Of course.

01:34:52:15 ELLIS (O/S): All...

01:34:52:25 ELLIS (CONT'D): ...non-essential personnel have been beamed to the Apollo.

01:34:56:20 WEIR (O/S): Good.

01:34:57:00 WEIR (CONT'D): Good.

01:34:58:06 ELLIS: Has Dr. McKay located your new home yet?

01:35:00:15 WEIR (O/S): Yes.

01:35:01:17 WEIR (CONT'D): M12-578. It's the closest non-populated, habitable planet with a large ocean. He's a bit nervous about trying to land on solid ground.

01:35:09:15 ELLIS: I can understand that. Listen, I know you don't like me very much.

01:35:16:20 WEIR (O/S): Colonel...

01:35:16:29 WEIR (CONT'D): ...that's not—

01:35:17:15 ELLIS (INTERRUPTING O/S): It's okay. To be honest, I'm...

01:35:19:12 ELLIS (CONT'D): ...not that crazy about you, either.

01:35:22:24 WEIR: Okay.

01:35:25:05 ELLIS (O/S): But...

01:35:25:16 ELLIS (CONT'D): ...if I've crossed the line here or there in regards to your  
command, I apologize. I'm used to making the calls.

01:35:33:02 ELLIS (CONT'D O/S): But I don't want you...

01:35:33:29 ELLIS (CONT'D): ...to think I don't respect you. I do, Doctor.

01:35:36:11 WEIR: Thank you. I appreciate that.

01:35:39:29 WEIR (CONT'D O/S): I wish...

01:35:40:29 WEIR (CONT'D): ...the rest of the military felt the same way.

01:35:44:06 ELLIS: Well, I can't speak to that. I do know General O'Neill is awfully fond of you.

01:35:51:16            ELLIS (CONT'D): Well, I'd better be heading out. Good luck.

01:35:56:16            WEIR: Thanks. We're going to need it.

01:36:07:15            MCKAY (V/O): All right.

01:36:07:27            MCKAY (CONT'D): Zelenka is doing a final pass over all the coding we've done, but, uh, so far, it's looking good. The underwater drilling platform's power output's been dialed up as high as it will go, and the crew down there has been beamed up to the Apollo.

01:36:20:03            SHEPPARD (O/S): We're going to wreck that thing, aren't we?

01:36:22:05            MCKAY: What, the drilling platform? Oh, hell, yes, but, uh, 30% of our total power requirements are going to be consumed in the first 10 seconds of flight. The station will provide us with that power right up until we snap the umbilical, at which point, we'll switch over to the ZPM. Now, if we can interrupt the satellite's beam, which is greatly taxing our power levels, we should be able to squeeze out just enough power to actually do this thing.

01:36:46:27            SHEPPARD: How's Lorne doing?

01:36:47:25            MCKAY (O/S): He's making good time. He should be...

01:36:49:09            MCKAY (CONT'D): ...here within the next 20 minutes.

01:36:53:11 SHEPPARD: Well, I guess it's showtime.

01:36:55:16 MCKAY: You sure you can do this?

01:36:57:02 SHEPPARD: Fly the city?

01:36:59:18 MCKAY: What else could I possibly be talking about?

01:37:02:20 SHEPPARD: I flew a V-22 Osprey once.

01:37:04:25 MCKAY: Was it as big as a city?

01:37:06:26 SHEPPARD: Well, you had to use your hands and feet with that one. This one,  
you just have to sit down and think "fly."

01:37:11:21 MCKAY (O/S): Okay. Why don't you...

01:37:12:29 MCKAY (CONT'D): ...just get in the chair and start your pre-flight?

01:37:19:00 (CHAIR ACTIVATING)

01:37:19:25 MCKAY: Oh, I'm going to head up to the control room, and, uh, Zelenka will  
monitor the power output from the ZPM room. And, uh... good luck.

01:37:29:03 SHEPPARD: You too.

01:37:38:10 LORNE (V/O OVER RADIO): Dr. McKay, can you read me?

01:37:41:04 MCKAY (INTO RADIO): It's five by five. Lorne, are you in position?

01:37:43:14 LORNE (V/O OVER RADIO): We're getting close. Are you about ready?

01:37:45:19 MCKAY (INTO RADIO): Hey, Zelenka, I need a go or no-go.

01:37:47:20 ZELENKA (V/O OVER RADIO): We're go. All non-essential systems have been  
shut down. We're in the green.

01:37:50:03 MCKAY (INTO RADIO): You ready, Sheppard?

01:37:51:29 SHEPPARD (INTO RADIO): Ready as I'll ever be.

01:37:53:20 MCKAY (INTO RADIO): Okay, Major, make sure she's moving as slow as  
possible.

01:37:56:20 LORNE (V/O OVER RADIO): Are you sure we shouldn't just to lob this thing at the  
satellite?

01:37:59:11 MCKAY (INTO RADIO): No, they'd easily be able to navigate back into position.  
This is still our best bet.

01:38:02:25 LORNE (V/O OVER RADIO): Copy that.

01:38:04:05 (FIGHTERS DETACHING, WEAPON FIRING))

01:38:12:05 LORNE (V/O OVER RADIO): Package is away and on course. We're heading  
back to the Apollo.

01:38:18:10 LORNE (V/O OVER RADIO): Good luck.

01:38:20:10 MCKAY (O/S): Okay...

01:38:20:22 MCKAY (CONT'D): ...calculating travel time based on current speed... That's it.  
We're good.

01:38:29:00 MCKAY (CONT'D): Here goes nothing.

01:38:34:05 (CITY RUMBLING)

01:38:42:10 (WEAPON FIRING, CITY RUMBLING)

01:38:59:01 MCKAY (CONT'D O/S): Asteroid's entering the beam!

01:39:00:24 (ASTEROID CRACKING, WEAPON FIRING)

01:39:08:12 (WATER FOAMING)

01:39:15:00 (CITY RUMBLING, WATER FOAMING)

01:39:26:13 MCKAY (V/O OVER RADIO): We're on the surface. Fire the star drive.

01:39:32:20 (CITY RUMBLING, WATER FOAMING)



01:39:44:00 MCKAY (CONT'D): We're not flying high enough. It's stalling out.

01:39:48:15 SHEPPARD (INTO RADIO): It's not working.

01:39:49:29 MCKAY (INTO RADIO): What are you doing wrong?

01:39:51:20 SHEPPARD (V/O OVER RADIO): Oh, sure, blame me.

01:39:52:25 SHEPPARD (CONT'D INTO RADIO): We don't have enough power.

01:39:54:20 MCKAY (INTO RADIO): Oh, sure, blame me.

01:39:56:04 SHEPPARD (INTO RADIO): It's not working. What other reasons could there be?

01:39:59:15 MCKAY (INTO RADIO): I have no more power to give you.

01:40:01:05 WEIR (O/S): Shut it off.

01:40:02:10 MCKAY: What?

01:40:03:13 WEIR: Lower the shield.

01:40:04:29 MCKAY: We're about to go into space. If you plan on breathing, we're going to  
need the shield.

01:40:08:14 SHEPPARD (INTO RADIO): Turn it back on at 18,000 feet.

01:40:10:22 SHEPPARD (CONT'D V/O OVER RADIO): We just need the boost to get started,  
no?

01:40:13:25 MCKAY: That might work.

01:40:16:20 (WEAPON FIRING, ASTEROID CRACKING)

01:40:23:29 MCKAY (CONT'D V/O OVER RADIO): Okay, I did it. Give it all you got.

01:40:28:00 (CITY RUMBLING)

01:40:42:10 MCKAY (CONT'D): That's it!

01:40:45:28 MCKAY (CONT'D): We're flying.

01:40:49:00 (CITY RUMBLING)

01:41:07:24 (ALARM SOUNDING)

01:41:09:00 MCKAY: That's it, time's up. Raising the shield.

01:41:12:05 (CITY RUMBLING)

01:41:14:10 (WEAPON FIRING, ASTEROID CRACKING)

01:41:19:28 (CONTROL ROOM EXPLODING)

01:41:35:10 SHEPPARD (INTO RADIO): I'm taking us into hyperspace.

01:41:41:08 (CITY ENTERING HYPERSPACE)

01:41:48:22 SHEPPARD (CONT'D INTO RADIO): We did it. McKay? Elizabeth?

01:41:55:20 TECHNICIAN (V/O OVER SPEAKERS): I need a medical team to the control room, STAT! Multiple injuries!

01:42:17:00 SHEPPARD: Keller.

01:42:17:04 SHEPPARD (CONT'D O/S): What happened?

01:42:18:15 KELLER: Apparently, the beam grazed the tower and blew out the-- Adams!

01:42:21:08 KELLER (CONT'D O/S): That guy just has a cut. Tell him to put pressure on it...

01:42:23:12 KELLER (CONT'D): ...and move on. There's a lot of people worse off upstairs.

01:42:26:05 SHEPPARD: Elizabeth?

01:42:26:14 SHEPPARD (CONT'D): Is she going to be okay?

01:42:28:02 KELLER: I don't know yet. She took quite a fall and her pupils are sluggish. I'm going to have to get her under a scanner. I'll know more in a bit.

01:42:36:25 (INSTRUMENTS SPARKING)

01:42:40:10 RONON: Oh...

01:42:41:08 SHEPPARD: Oh, God, are you all right?

01:42:43:25 RONON: Yeah, I've had worse.

01:42:45:14 SHEPPARD: How come no one's helping you?

01:42:46:15 RONON: I told them I didn't need any help. Other people need it more.

01:42:49:06 SHEPPARD: I doubt that. Get this man to the infirmary!

01:42:52:00 ADAMS (O/S): Yes, sir.

01:42:53:00 SHEPPARD: Are you guys all right?

01:42:54:03 MCKAY: All things considered.

01:42:55:18 SHEPPARD (O/S): What happened?

01:42:57:17 MCKAY: The beam grazed the side of the tower before the shield was completely closed.

01:43:00:19 SHEPPARD: Damage?

01:43:01:23 MCKAY: Minimal, I think. Because I was able to get the shield up fairly quickly. It  
took the brunt of the blow.

01:43:06:09 (ALARM SOUNDING)

01:43:07:19 MCKAY: Oh, what now?

01:43:08:20 (SHIP RUMBLING)

01:43:10:08 TEYLA: What is happening?

01:43:12:00 (SHIP EXITING HYPERSPACE)

01:43:14:04 MCKAY: We just dropped out of hyperspace.

01:43:16:10 TEYLA: Have we already arrived at M12-578?

01:43:18:05 MCKAY (O/S): No. There's no way.

01:43:19:10 MCKAY (CONT'D): It should have taken at least another few hours. The  
hyperdrive just shut down.

01:43:22:11 SHEPPARD: Why?

01:43:23:09 MCKAY (O/S): I don't know.

01:43:24:00 SHEPPARD: Get it back up.

01:43:24:24 MCKAY: I just said I don't know what's wrong. I can't get it back up if I know what happened.

01:43:28:26 TEYLA: Where are we?

01:43:29:27 MCKAY (O/S): The middle of nowhere.

01:43:31:00 MCKAY (CONT'D): No planets, no moons, no stargates.

01:43:33:24 SHEPPARD: How much power do we have?

01:43:38:15 MCKAY: This can't be right.

01:43:39:04 SHEPPARD: How much?

01:43:41:20 MCKAY: At current consumption, we've got 24 hours of power left.

01:43:44:25 MCKAY (CONT'D O/S): After that, there's no shield.

01:43:45:26 MCKAY (CONT'D): No shield, no atmosphere. No atmosphere...

01:43:47:28 TEYLA: Can we use the stargate?

01:43:49:10 MCKAY: In order to dial a gate, it needs to be calibrated to a specific location.

01:43:52:10 MCKAY (CONT'D O/S): We are lost. We dropped out of hyperspace...

01:43:54:13 MCKAY (CONT'D): ...way too soon. I have no idea where we are.

01:44:02:00 (CITY RUMBLES)

**END OF ACT FIVE**

**FADE TO BLACK**

**END OF EPISODE**