

Star Trek Discovery: Season 4

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Episode 1:

The season opens on the scene of Henry Starling, the famous trillionaire inventor. He is in his office, mulling the possibility of a presidential run with a few friends, when a pager on his desk starts beeping. He asks to be excused for a moment. The second he is alone, he beams himself into a private panic room. The AI computer in the panic room tells him that a ship has traveled back to 1967 is trying to alter his past.

1967 was the year Starling's life changed forever. It was that day that he found the USS Aeon, the day it crash landed in the high Sierra. This cannot be a coincidence.

Starling asks the computer for a designation of what ship has come to 1967. The answer: the USS Discovery.

Henry Starling never returns to his office. He instead transports himself back to 1967 on a mission to save his past.

Move forward 11 centuries. Captain Henry Braxton, formerly of the timeship Relativity, has been interned in a mental asylum for the last 30 years. In that time, he has been to some pretty dark places. All he has known is pain and torture for as long as he can remember. Together with a small band of prisoners, he has mounted a successful uprising, taking over the station and killing the crew.

One day later, the Discovery receives a distress call from the asylum. Oblivious to the trap they are warping into, they come to respond to the call. Braxton and the few survivors of the uprising hijack the Discovery and imprison its crew in the mess hall. They warp the ship around the sun to jump the ship back to 1968. Braxton has had three decades to plan what he is about to do: prevent trillionaire Henry Starling, inventor of the worldwide web and holographic technology, from ever delivering his first patent.

In his former position as captain of the Relativity, Braxton has a mechanical ace in the hole: whenever there is a divergence in the universal timeline, he has a special temporal scanner that will inform him of it. He knows that the internet should never have been invented until the late 1980s, but a timeship commanded by him in an alternate timeline, the Aeon, crash landed on Earth in the 1960s and was found by then hippie Starling, who changed the timeline and became famous by patenting the technology on board. He wants to change it back by killing Starling, allowing his self from the alternate timeline to take the Aeon back to the future, thus restoring his previous existence. Perhaps an alternate Braxton will live a happier life than him.

The episode ends when Discovery arrives in 1968, Braxton and his crew firmly in command. They settle into orbit behind the moon, and prepare to beam down to Earth to complete their mission.

Episode 2:

Once Braxton and his hijackers arrive in the 1960s, the Discovery crew mounts an insurrection, overrunning the guards and retaking the ship. They put the Braxton and his crew in the brig, but realize that they have been locked out of the ship's computer. Engines, weapons, and shields have been shut down. Command codes are non responsive. Braxton tells them that he has locked them out of the ship, and will only restore their access if they cede to his demands. His first demand: hearing him out.

Braxton lies to the crew and tells them that an unknown entity has taken Henry Starling's place in history. The entity is living on a spaceship that he took to get to Earth. Braxton claims to have no idea what this unknown entity's mission is, but if they want to preserve the timeline, they will have to kill it.

Obviously, there is no entity that is posing as Starling, but the audience doesn't know that. They, and the crew of the Discovery, think that no one in the 32nd century had listened to Braxton's plea to preserve the timeline, and that he was forced to take matters into his own hands by destroying the doppelgänger entity himself.

The Discovery crew send two away teams down to America to try and find the Starling doppelgänger and his spaceship. Saru and Linus, both surgically altered to appear human, go to the east coast, along with Jett Reno and Bryce. Burnham and Rhyss go to New York.

Meanwhile in California, Starling is still a hippie, experimenting with the crashed Aeon in the High Sierras. No one has found it yet because it is buried too deep in the woods.

The episode ends in a shadowy, high-rise reception room in New York City. Secretary Roberta Lincoln is whiling away at her desk when a shrill beeping noise emanates from a long range sensor under the table. She checks it out, and sees that two transporter signatures were just registered in U.S. territory. She buzzes into the main office. “Gary?” She says. “You’d better come take a look at this!”

A man steps out into the reception room, cradling a black cat in his arms. It is Gary Seven. Lincoln tells him about the transporter signatures on Earth, which bear a molecular pattern noticeably consistent with those of the starship Enterprise, which they encountered a few months ago. Gary Seven nods. He has a plan.

3.

The New York team goes off to search for reports of UFOs that might have crashed outside the city. They have no information or news reports to go on, and things get awkward pretty quickly.

The California team, on the other hand, manages to find a group of UFO theorists operating outside of San Francisco. It doesn’t take Saru or Linus, themselves fish out of water, long to

blend into the theorists group. The theorists show them images they uncovered of a fiery spaceship crashing head on into the High Sierras. The image is not high quality, but they say they got it from a legitimate source not two months ago. Saru and Linus funnel the image back to Discovery, to see if they can cross reference the image with any others from this era to determine where in the forest, thereabouts, the ship crashed. The Discovery is unable to triangulate the position of the crashed ship; there is simply not enough information from this era on the geographical makeup of the High Sierras. With no help from shipside, the California team heads off to the High Sierras to find their crashed ship.

In a Brooklyn alleyway, Burnham and Rhyss run into a black cat. They take no mind of it and move on. The cat continues following them, being sure to keep a distance from her quarry.

Up on Discovery, Braxton and his crew are working on a way to escape the brig, travel to Earth, and complete their mission themselves. Nilsson and Nahn, however, have them under lock and key. For the time being, they are not going anywhere.

Meanwhile on the east coast, Burnham and Rhyss are singled out by a gang of race-baiting hoodlums, who begin taunting them rather crudely in an attempt to get them to lash out.

Burnham and Rhyss ignore them, choosing to regard them as poor, primitive, and not worth their time. Finally, the hoodlums take it upon themselves to throw the first punch, and a fistfight ensues. Suddenly, the cat appears. It morphs into a woman, who stuns the hoodlums into a stupor

with a device that Gary Seven gave her. Before Burnham or Rhyss can thank her, the woman knocks them silly too.

When Burnham and Rhyss come out of their stupor, they are sitting in Gary Seven's apartment, surrounded by a box of forcefields. Seven is in the corner, looking over their gear. Burnham appeals to Seven, telling him that they are on Earth to prevent the timeline from being changed. Seven responds by telling them that a few months ago, he ran into the USS Enterprise, which had come back from the future on a mission of archival research. He knows the Burnham and the Enterprise are related because of the similar communicators that they keep in their pockets, and believes that they are following in their footsteps. Burnham is confused; there has never been an instance of Starfleet sanctioned time travel in the organization's history. Furthermore, after looking at Burnham's communicator and phaser, Gary Seven has realized that they are far more advanced than anything he has previously seen, although they look principally the same as the one that Kirk sported. Burnham and Rhyss realize that this disparity may be a cause- or a result- of whatever timeline divergence they have come to stop. Seven says he will help if he can, but he has not heard any substantiated claims of spaceships landing on Earth. He agrees to let them go off on their mission, provided that they keep him apprised of their results.

The California team arrives in the High Sierras, and splits up to cover more ground. Saru and Linus weave their way through the southern swath of the forest, where they detect a faint signal in an obscure cavern. The cavern, which overlooks a small beach, has been sealed off by a wall of boulders and rubble; to the untrained eye, it is just another rock face. They remove the

partition and enter the cave, where they find the doppelgänger's spaceship. They enter the vessel through a dorsal hatch and find a man inside who looks exactly like Starling. He pulls out a gigantic phaser rifle, the likes of which neither of them have ever seen before, and pulls a trigger. Nothing happens.

Using his tricorder, Linus detects a massive energy buildup within the rifle. It is apparent that whatever trigger the Sterling doppelgänger pulled accidentally set the rifle to overload. Saru snatches the weapon from the doppelgänger's hands, and signals Discovery to beam it into space. Discovery does not respond. Linus takes the initiative and snatches the rifle, runs out onto the beach, throws it into a river, where it explodes in a plume of smoke. Saru and Linus stun the Starling doppelgänger with their own phasers, and he goes out like a light. They try to contact Discovery again, but they again do not pick up. What is going on?

On Discovery, everyone is just as confused. All controls have gone haywire. View screens are fuzzy and control panels are non responsive. Braxton and his crew are still in the brig, so it can't be their fault. Suddenly, a massive, nebulous rift in space time continuum opens up on the bridge, enveloping half the room. An older, grizzled Henry Starling steps out of the rift. He is in his late 60s, flanked by two drones with phaser cannons mounted on their wings. The drones unleash a ballet of death, shooting and vaporizing everything in their path, human and machine alike. They are aiming to do as much damage to the ship as possible.

Starling exits the bridge and makes his way down to engineering, where he sends two of his drones up a service duct leading to the ship's computer core. Once the drones arrive in the computer core chamber, they open fire on it. Suddenly, ship's systems start failing by the dozen. Sensors go down, followed by transporters and engines. Control panels start going dark just as Nahn apprehends Starling, grazing him ever so slightly in the hip with a phaser set to kill. Starling kneels over in pain just as the drones fly back out of the duct and come to rest on his arm. Starling immediately beams away just as the lights go out, preventing Nahn from landing a kill shot. The episode ends with Discovery drifting in the moon's orbit, its window lights flickering and dying one by one.

4.

It doesn't take long for the away teams to realize that something is very wrong. With site to site beaming no longer an option, they have to find a way to meet up. The New York team returns to Gary Seven's apartment to see if he can help, and he beams the California team to his apartment. Unfortunately, he cannot locate Discovery either; despite his transporter capacity, his technological abilities are otherwise rather minimal. Everyone meets in Seven's apartment, where he will do his best to protect them until they can find accommodations. Even if they stop the Starling doppelgänger, they may be stranded in the 1960s for the rest of their life.

On Discovery, Owosekun, Stamets, Culber and Nahn are four of the 25 people who are still alive, among them Braxton. Ship's primary and auxiliary systems are offline. The lights are dead, and everyone has to use a flashlight. No one is dispensable any longer, and Braxton is recruited by the crew to help restore the ship's systems before life support shuts off.

In Gary Seven's apartment, the crew compares notes and regroup. They have the Starling doppelgänger in their custody and now they need to contact their ship and leave.

Meanwhile, future Starling beams over to the crashed timeship in the High Sierras. He inspects the ship, but finds nothing else aside for some tools that have fallen on the floor. He walks outside onto the beach. There has been heavy rain, and there are three footprint tracks in the muddy sand leading away from the cavern. There also are two sets of footprints leading *towards* the cavern. He follows the tracks to a point, when they suddenly stop. Whichever two people walked into his ship and subdued his former self must have exited the ship with him in tow, walked a few meters, and then beamed out. But where did they beam to?

On Discovery, it is a living hell. The ship is in disarray, power is failing, and resources are dwindling. The ship is dead. Stamets has taken charge of the situation and assumed command. His long term goal is to get the ship and its crew to Earth for any hope of survival, but in the meantime he must find a way to power the ship's ventral thrusters before they crash into the moon.

Braxton is short tempered and angry. He feels cursed. Naturally, the crew blames him partly for their predicament and the death of their friends, and are keeping him under a watchful eye.

The episode ends as future Starling beams back a few hours and observes his ship from a distance. He places a listening device in the dirt where the tracks are going to be formed. Using the device, he is able to hear Saru communicating with Burnham, asking her to apprise him of their situation. Burnham tells Saru that she is in the apartment of a mister “Gary Seven” in “New York”, and telling him to come over with a transporter beam that “Seven” will provide. Saru acknowledges, and walks into a portal which beams him to Starling’s apartment. For Starling, it is time to go to New York and start searching all available phonebooks for this “Gary Seven”. Finding him will be the key to stopping the changes in his timeline. He leaves an alarm in the ship in case anyone returns, and beams away.

5.

In Gary Seven’s apartment, the crew are trying to make themselves at home while Saru and Burnham interrogate Starling. They are still under the impression that it is not Starling, but instead a doppelgänger in possession of his body. Starling says that he found the crashed spaceship in the High Sierras a year ago, and had shot himself with the phaser rifle because he had not had a chance to fire it. As the interrogation continues, it becomes apparent that the Starling doppelgänger is either incredibly good at his cover, or incredibly bad at it. His answers

to their questions are mostly nonsensical, and honestly, rather dumb. For a man with a timeship, he seems like he is hooked on flower power. He will not tell them what he did with the real Starling.

The crew realizes Starling's theory may be substantiated. The spaceship had looked like a pigsty when Saru and Linus found it, and it was parked inside a cave that had sealed itself up, suggesting the possibility of it having sustained a very messy landing that triggered a rockslide. Saru, Reno and Linus beam over to the spaceship to check for evidence of this possibility.

Starling arrives in New York. He calls a telephone operator, but she is unable to connect him to anyone named Gary Seven in the tristate area. It is clear that whomever this man is, he has put himself off any conventional scopes.

On Discovery, life support is failing. The air is becoming toxic, and emergency rations are running out. The crew have no options. They are putting all their efforts into restoring short range thrusters and transporters, in an attempt to move out from behind the moon and beam to Earth.

Saru and Linus, pouring over the spaceship, discover deep tracks on the beach, evidently caused by the ship having dragged its landing gear across the sand at a high velocity. There was definitely a crash landing of some sort.

Reno, meanwhile, is on the ship, where she has made an odd discovery. She contacts Saru on the beach with her communicator. The ship's technology is in fact centuries old, dating back to... the early 1970s.

Reno also makes another strange discovery: the gadgets on the ship bear remarkable, uncanny similarities to the technology Starling invented around this period in Earth history. Could it be...?

The pieces are starting to come together. Starling- It has always been the real Starling, not some made up doppelgänger- had been a hippie who had seen the ship crashing. He had found the crashed ship, and then stolen the technology from on board, and then passed it off as his own. Henry Starling, the second most famous inventor in human history, is a monumental fraud, who started the computer age with alien intervention.

Finally, Reno discovers the ship's plaque buried in a small compartment off to the side. It classifies the ship as the USS Aeon, a Starfleet vessel commissioned in... 2859.

That is 891 years from the present date.

Suddenly, Reno triggers an alarm. Shields go up around the ship, jamming her communications with Linus and Saru. The ventral hatch seals up. Reno tries to break it open with her phaser beam.

Starling, still in New York, discovers that one of his alarms has been set off. He is in the open street, so he cannot beam back with everyone looking. He needs to find a bathroom stall or an alleyway to dematerialize in.

Just as Reno unlocks the hatch, Starling beams in and stuns her with his phaser drones. By the time Saru and Linus enter, Reno is gone.

6.

Saru and Linus beam back to Gary Seven's apartment. They tell the crew what Reno told them before she disappeared. They do not know if she is still alive, but there is a slight possibility that she was beamed away by an unknown entity, as opposed to having been vaporized. It would make sense; whoever put them out of contact with Discovery may still be working to undermine them.

On Discovery, meanwhile, a lingering madness combined with a scarcity of air have left Braxton delirious and in the throes of hypoxia. In his delirium, he tells Nahn his entire plan: he came back in time to change his own future. But, Nahn objects, Braxton won't be alive for another 900 years; what could Braxton change in 1968 that could change his life in the 2800s? Unfortunately, Braxton goes into cardiac arrest and dies before he can explain further.

Reno, meanwhile, awakens in the timeship with Starling. He tells her that they have beamed to the same location one month into the past. No one on Discovery's crew will ever be able to find her here. The reason he is keeping her alive is so she can lead him to them. Reno explains that they never meant Starling harm, but were in fact trying to stop someone from changing his future timeline. Starling reasons that either Reno and her team did not succeed, or that she is lying and they were trying to undermine him the entire time. Either way, his timeline will be altered, and he wants to find the Discovery crew as soon as possible, before they inevitably cause this chain of events. He guarantees that no harm will come to them. Reno, seeing that she will not be getting a better offer, agrees to direct him.

Playing off of what Reno told them before she vanished, Saru and Linus interrogate hippie Starling for the possibility that he is a fraud. He tells them that he indeed discovered the ship in the High Sierras, and was trying to figure out what made it tick when they had found him. He had planned to patent the technology, and was on the verge of doing so.

Reno and Starling beam back to the streets of New York in 1968, where she starts directing him to Gary Seven's apartment. They come across an anti war protest, and Reno gets an idea. She guides Starling through the crowd, and in the middle of the throng, she starts running, giving him the slip and disappearing into the sea of faces. Starling sees her escaping in the distance and pursues her on foot. After an alleyway chase, Reno puts more than enough distance between her and Starling (him being almost 70 years of age), but he is still on her tail. Reno manages to get to the apartment before Starling catches up with her, and warns the crew in the that he is coming. Gary

Seven seals the door, but Starling begins to break through with his phaser drones. Everyone tries to beam out to safety, but they discover a dampening field has been placed around the apartment. Gary directs everyone to the fire escape, saying he will hold Starling off for as long as possible until everyone is out of danger. Burnham says that they will not let him face Starling alone, and that they are in this together. Then, without warning, the door breaks open in a blast of debris, and Gary Seven and his cat are vaporized instantly by the drones. The crew split up, one group going up the fire escape, and the other going down, to give the drones more than one target. After a wild scrape through the apartment building, the Discovery crew and Roberta Lincoln, Seven's secretary, manage to destroy both drones. Unfortunately, hippie Starling manages to escape into the chaos. Future Starling catches him, and they both beam away.

With no transporters to escape with, and no safe haven to go to, there is seemingly no way out of dodge for the Discovery crew. They have to get as far away from New York as possible. Their next destination, they decide, will be the timeship in the high sierras. To reach it, they must go to California. But how?

7.

The Discovery crew realize that they have no money to travel on. There was a stash of 100 dollar bills in Gary Seven's apartment, but now it has been bombed out, and is probably now swarming with firefighters and police. They cannot go back.

The crew will need to obtain money from another source to fly to California. They realize that they will have to steal the money. Thus episode consists of an *Ocean's 11* type episode where the crew robs a bank. The robbery unfortunately spirals out of control, with the crew makes more of a mess than intended. By the time they are through, every cop in the precinct is called to stop them. They escape on a plane out of LaGuardia airport by the skin of their teeth, having spent all of their money in the process.

Unfortunately, the crew have put themselves on the radar of the New York police department, who radio over to the airport security at LAX, advising them to keep their eyes out for a very specific looking group of people.

Future Starling, still in New York, has been in a bar talking to his former self, informing him of his immediate destiny. Hippie Starling cannot believe that he will become the Davinci of the 20th century, but he is not particularly surprised about it either.

Starling informs his past self that around 30 years from the present, he will try to fly his timeship into space, through a temporal vortex and into the future. At the same time, he will find himself dealing with a Starfleet vessel from the 24th century, which will destroy his timeship right before he flies it into the 29th century. He will survive the destruction of his timeship, however, by beaming himself out right before the explosion.

8. On the plane to LAX, the Discovery crew realize that they will likely be intercepted the moment they step off the plane. Linus has an idea. They decide to hardwire their communicators to call the UFO theorists on their office's California landline.

Luckily, they get through to the theorists in time, entreating them to perform the following tasks: go to LAX and fake a heart attack, causing as much of a stir as possible. In return, the Discovery crew will lead them to an actual, honest to goodness UFO. Even better: it's from the future.

The plan succeeds, and the Discovery rendezvouses with UFO theorists outside the airport. They drive to the High Sierras, and enter the ship inside the cave.

Going on the assumption that the timeship is from an alternate future, the Discovery crew decides to check the vessel for logs depicting an unique history of the Federation. They discover records of an alternate history which looks identical to the likes of the original series, TNG, etc. This could tie into the Picard series in some way.

The Discovery crew also notice that the Klingons look radically different in this timeline. They realize that in the Aeon's timeline, there was a eugenics war in the 1990s. The eugenics war led to an augment crisis in the 22nd century, which infected the Klingons with a virus that nearly wiped them out. The lethal elements of the virus were eliminated by Captain Jonathan Archer, but the Klingon race was infected with human DNA for a century, causing them to look the way they did in TOS and changing their natural course of evolution. But since Starling's timeline

snapped the initial eugenics war out of history, the Klingons continued along their natural course of evolution, culminating in the Battle of the Binary Stars.

The crew also discover some damaged logs that the pilot of the Aaron recorded just before he crash landed on Earth. The captain of the Aeon, it turns out, was a much younger captain Braxton. Young Braxton says he is initiating an emergency beam out, and that if anyone from the future finds this log, he is alive and is waiting to be rescued in Los Angeles (provided he is able to survive in this “primitive” culture). He says he has his communicator tuned to a specific radio frequency, so he can be found. The crew realize that they must find Braxton and send him home if they are to prevent the changes in the timeline.

But should they? This is a very tricky question. On one hand, they would be snapping their own future out of existence. Being that they are in the 20th century, they would be protected by the changes in the timeline, but on the other hand, their parents, friends, and family will be irrevocably altered, and perhaps snapped out of existence altogether. On one hand, the Aeon’s timeline guarantees that the federation survives until the 29th century and beyond. But on the other hand, the 32nd century is also a utopia. (Or is it? I’m writing this treatment in May 2019, so I don’t know anything about season 3.) The Federation temporal code demands that its officers repair any imperfections in the timeline, but on the other hand, they are residents of that imperfection. Their duty is clear, but it is unclear if they should follow through. Saru points out that there is such a thing as multiple timelines, so the universe with the Battle of the Binaries could still unfold; they would just never be able to visit it.

The Discovery crew decide that they need more information before they make a decision in this regard. They realize that they should split up into two teams. They also realize that the UFO theorists, who have up till now been tagging along, cannot come any further. They stun them with their phasers, and leave them lying on the beach.

They decide to form two teams, each with different objectives. Team one, consisting of Reno, Rhyss, Linus, and Detemrr, will fly the timeship to the last known location of the USS Discovery. If the Discovery hasn't been destroyed by who knows what severed their communications with the ship (most definitely future Starling), they can talk to Braxton. Knowing why he captured their ship and sent them back to 1967 might shed some light on what they must do.

Team two, consisting of Burnham, Saru, and Roberta Lincoln, go off in search of young Braxton. They find his radio located at an obscure set of coordinates deep in the Valley of Fire. He is at a correctional facility. Presumably, Braxton was interned there after he crashed in the High Sierras. They will now have to break him out.

9.

Team 1 creates fake IDs and enters the correctional facility, posing as "specialists". On an quasi-related note, they meet a Doctor James Wykoff, played by Casey Biggs. This is a reference

to the DS9 episode “Shadows and Symbols”, which will hopefully pose more questions than answers.

Meanwhile, team 2 manages to pilot the timeship to Discovery. The crew has restored life support for the foreseeable future, but the ship’s internal power is down to the battery. They restore the ship’s computer using the timeship as a replacement core, and make repairs to the engines.

Meanwhile, the two Starlings are still talking at the bar. As they chat, they hear about the bank robbery over the TV. Both Starlings immediately suspect the Discovery crew of committing the crime, and they beam to California to intercept them.

Wykoff realizes there is something suspicious about the 3 “specialists” traipsing through the correctional facility. He alerts the authorities, and Burnham’s team escapes with Braxton. They are chased by car through the Valley of Fire by a squad of police; and are about to be caught when they are beamed away without warning.

They materialize on Discovery’s fully operational transporter pad. The ship has been restored.

Finally, realizing that there is no right answer, the crew flips a coin to decide whether or not they will alter history. They decide that they will send young Braxton back to the future, restoring the timeline. It is their duty as Starfleet officers to do so, and it is the right thing to do.

Roberta Lincoln is beamed back to earth, where she will inform Gary Seven's superiors of what has happened on the planet Earth, and request instructions.

The timeship's computer core has been completely removed to restore Discovery, however, meaning that it can no longer navigate the time stream. To solve this problem, the crew equips the Discovery with the Aeon's time jumping technology, and use their own vessel to take themselves and young Braxton home.

Starling and his former self beam back to the High Sierras, only to discover that the timeship has already been stolen and flown away. Starling detects the Discovery In orbit. It's shields are up, so he cannot beam in as he did before. He realizes he has been defeated.

But if Starling can't have the future of planet Earth, he decides, no one can. He decides to beam to a missile silo and fire a warhead, kickstarting a nuclear war. Hippie Starling doesn't want to commit suicide, however, but future Starling convinces him that fate "owes him this much". Unfortunately for them, the UFO theorists had regained consciousness a few minutes ago and had heard every word of their plan.

Finale:

The UFO theorists race back to their office and dial an operator on their landline phone, asking to be connected to their last caller. Miraculously, they manage to reach Discovery via Saru's communicator. They tell Saru what Starling is planning.

There is a significant problem, however. There are over 2,000 missile silos in the US, and many more on Earth. Starling did not say which one he was going to. The crew realizes that Starling represents too much of a threat to the timeline, not to mention humanity, to be kept alive. They will eliminate him and his former self for everyone's sake.

The crew begins monitoring American and Soviet military communications, trying to find out which nuclear silo Starling is heading to.

The crew decides to try and reach out to Starling with a compromise. By looking through old Braxton's logs, they have discovered through one of his mission reports that in another timeline, Starling had always wanted to travel to the future. They decide to try and contact both Starlings, offering each of them them a trip to the 32nd century.

There is now a matter of contacting Starling and communicating their offer. They scan the planet for nuclear silos, and scan the nuclear silos for communicator signals. If Starling beams in, they will catch him immediately.

Sure enough, young and old Starling beam into a nuclear silo deep in Russia, stun the Soviet crew inside, and begin the process of launching a missile. Old Starling's communicator vibrates, and Burnham tells him their offer.

Young Starling wants to take Burnham up on her offer. After all, it was everything he had wanted: a future of magical technology he would otherwise have been deprived of. But old Starling is only in it for the fame and fortune involved in ushering that era in.

As such, old Starling makes Burnham a counteroffer: that the Discovery crew return the timeship to him and return to their own future. Everything will be the way it was for them when the season began. Otherwise, he will nuke the planet. His hand is on the nuclear trigger as he speaks; with the flinch of a muscle, he can and will end the world.

The Discovery crew make up their minds: Starling represents a future that cannot be abided. Stalling with small talk, Burnham sends a text message to Saru: **“Contact Roberta. Tell her to prepare for site to site beaming.”** Saru gets the message and contacts Roberta Lincoln in New York.

In the nuclear silo, Roberta beams down, phaser in hand and fires at Starling, throwing his hand off the trigger but cleanly missing him. A phaser fight breaks out.

Burnham and Saru prepare to beam down to the silo and stop Starling, but site to site beaming is offline, meaning they must go to the transporter room. Turbolifts are also offline, so they must climb the ship's ladders down to the transporter deck. They must hurry, because the longer the phaser fight lasts, the bigger the possibility of a nuclear explosion inside the silo.

In the nuclear silo, The phaser battle has devolved into a fist fight, and Roberta is discovering that she cannot fend off the fisticuffs of two Starlings at the same time. Old Starling gains the upper hand, and is about to throw her off a railing to the bottom of the silo when hippie Starling impales him with a stake. Just then, Burnham and Saru beam in. Hippie Starling says he killed his future self, and wants to come to the future with them.

The Discovery crew are finally ready to go home. But first, they make a quick stopover in the 23rd century to see what changes they have wrought. On the bridge of the USS Enterprise (Such as the one that was built in Ticonderoga), Captain Pike, (Anson Mount, in Jeffery Hunter's uniform) discovers an uber advanced ship on their starboard bow. They cannot get a clear reading on it (they are still using a printing their sensor readings on paper, as they did in "The Cage"), but from what they can tell, it appears to be charging weapons. They charge weapons back, and then it jumps away. Pike decides not to report this incident.

The Discovery crew returns to the future with Braxton and Starling in tow. They drop them off in the 29th century, and then proceed to the 32nd, where new adventures await them. Mission accomplished... for real, this time.