

## Rainbow Factory

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## Rainbow Factory

by [0Devoid](#)

### Summary

When traces of a toxic substance last found in 2228 are picked up by the Unreliable's sensors, an away team goes to investigate the source, unaware of the horrors lurking within the walls of the facility... and that they aren't the second to find it.

### Notes

Also written by Fateweaver

## Toxic & Chromatic

“Captain’s Log, Stardate 42379.62. On our route to Starbase 290, our sensors have detected emissions toxic to organic life. We dropped out of warp to find out what it is, but our efforts have been unsuccessful. We don’t know if there is a source or if this is part of a trail. All we know is that it seems to be deathly toxic to any and all organic life.”

Tensions ran high throughout the bridge of the Unreliable, with scans of toxic emissions coming up through their route to Ajilon Prime, where Starbase 290 was orbiting around. “Any idea what those emissions might contain, Wally?” Breezie asks, turning to Wally who was manning the science console.

“Not exactly, most of it seems to be an unknown substance, with it seemingly having traces of nitrogen and sulphur...” Wally replies, reading out what the console displayed.

Sally was monitoring the comms traffic, sweat running down her face... Until something appeared. A hail from where the emissions seem to come from.

“Breezie... Something within the gas is hailing us.” Sally says. Breezie’s face became one of confusion.

“Odd... Put it through.” Breezie replies, unaware of what would be displayed upon the viewscreen.

What came up seemed to look a bit like a corpse, the skin was withered and dull, the hair was barely styled to be like a pompadour with the colour now being a dull grey-blue and all they heard was a raspy, croaking breathing.

“Sir? This is Captain Breezie McKormic of the starship Unreliable. Do you have any explanation for these toxic emissions?” Breezie states. The nearly-corpse looked up, his eyes sunken in as his face twisted into a smile. “Oh yes, these fumes. These wonderful fumes. All a result of extracting Chroma.” It explained.

“Chroma? What is Chroma?” Breezie asks.

“Silly girl... Everyone knows what Chroma is. It’s what makes the world go round.” It stated, before going into a croaky laugh.

Looks of disgust were shared around the bridge as Sally silently cut the signal.

“That could be the lost scientist, Wallace Daniels.” Andy says, which caught Breezie’s attention.

“My old crew made a deal with him, though I noticed the more we saw him, the more... He looked dead.” Andy explains.

“Then if that’s the case, I’d like to find out what this ‘Chroma’ stuff is. I suggest we devise a plan.” Breezie says.

In the rarely used conference room, the bridge crew, Gary, Fiora & the EMH sat around a table.

“So, how do we find out what this Chroma stuff is? Any suggestions?” Breezie asks, standing at the back end of the conference table. The crew were in thought.

“Perhaps we could collect a sample of the fumes from outside into a canister and break it down into its key components using the science lab?” Alex suggests.

“I remember the chemical formula for it... If we implement it into the Unreliable’s computer and tell it to scan for a match we could find out something about this stuff. I never quite got what Wallace meant when he said Chroma was the most important material in the galaxy.” Andy says, remembering his time with his old crew.

Wally seemed unnerved, looking around nervously.

Breezie noticed his discomfort. “Wally? Are you alright?” Breezie asks.

Wally silently shook his head.

“Hm. Devoid, could you talk with Wally in private whilst we devise a plan?” Breezie asks.

“Sure, Breezie.” Devoid says, getting up and leading Wally out of the conference room. Devoid led Wally to the mess hall, where Devoid finally asks what’s going on. “Wally, what’s up?” Devoid asks, concerned.

After a few seconds of silence, Wally answered “When I saw Wallace, I felt this horrific feeling in my chest, as if he was familiar... Horribly familiar.” Wally said, looking down at the floor.

“How so?” Devoid asks.

“I don’t know... I really don't know.” Wally responds, unsure of what’s going on.

Back in the conference room, Andy was about to input the chemical formula for Chroma onto a computer terminal. As he inputted it in, the others are discussing what it could be. Once Andy completed the formula, some information appeared on the screen.

- Name: Chroma
- Compound: H12Jc6Rc
- Discovered by Starfleet: 2228, USS Kelvin.
- Classification: Toxic Hallucinogen
- Symptoms of Exposure/Usage:
  - Accelerated physical deterioration
  - Rapid psychological damage
  - Amplifications of mental ailments
  - Decline of Sanity
  - Hallucinations
  - Moderate deterioration of morality
- Users often go Hostile upon taking it, they must be killed on sight.”

Looks of concern spread amongst the crew. Andy especially seemed distraught. “No wonder he said he was lucky we weren’t Starfleet.” Andy says, sighing.

“It said the USS Kelvin found it, it was a scout ship though... Einstein class. Did Wallace try to sell this stuff in federation space?” Breezie asks, wondering how the USS Kelvin discovered Chroma.

After a few minutes had passed, Devoid returned without Wally. “So, what do we know?” Devoid asks.

“It seems we aren’t the first starfleet ship to find this stuff. The USS Kelvin did too. It’s also some sort of toxic hallucinogen, take a look at this.” Breezie explains, indicating to the computer terminal.

Devoid walks to it and takes a read of the screen, his face going from intrigue to disgust to fear in a matter of a few minutes. "What the hell?!" Devoid says.

"I don't think that's the end of it. This documentation also talks about something called 'Agent Rainbow', and I don't think that's a kids show about a detective solving mysteries about colours." Gary says.

"Then if that's the case, we'll have to go in. Gary, Sally & Andy, you're with me. Get an EV suit and meet me in the shuttle bay. Alex, you're in command until I get back, make sure Wallace doesn't try to block communications. I get bad vibes from that guy." Breezie says.

Alex nods, hoping the mission goes through.

## Investigation

Breezie & the away team meet up in the shuttle bay, all in EV suits.

Alex comes in to wish them off. "Captain, I wish you the best of luck. I can only hope that the modified shields of the shuttle can help hide it from the factory's sensors... If it has any." Alex says.

"Don't worry, I'm sure they'll work. Come on, you lot. We've got something to do." Breezie replies, guiding the away team to the Type 7 shuttle, named Seacole.

The crew walks in as Alex enters shuttle bay control. The shuttle leaves the Unreliable and heads to the factory, unaware of what they might see.

As the shuttle lands outside and the away team enters the factory via a rear entrance, they are met with a room of bodies. Barely recognizable from the state of decay they are in, all withered out as if they were drained completely.

Sally notices a red sleeve with a gold line near the cuff amongst some of the corpses. "Hey, that's a very vibrant sleeve... Maybe it's a sort of uniform?" Sally says.

"Maybe so, I'll help move the others out the way." Andy replies.

Sally and Andy help move the corpses out the way, before getting a clear look at the chest. It was certainly a Starfleet uniform. An outdated one, but a uniform nevertheless.

Gary approaches and points at the insignia. "If I know my mid 23rd Century insignia, that one is from the Constellation." Gary says.

"No time for a history lesson Gary, come on." Breezie interjects, preventing a breakaway from their mission.

The team continues forth through the factory, walking around and trying to find any survivors, or anything of note at least. The next room they come across is a room's worth of machines over more long dead and decaying bodies on top of tables.

"Well, this is certainly something. You'd think this was a medieval torture chamber, not a factory." Andy says, looking around at the horrific tools used. Most of the parts seem to be for restraining the victim, while some other parts were for dissecting, holding the skin open, and extracting using needles.

Breezie barely had anything to say, so she didn't say a word. The other members of the away team were concerned but decided not to intervene. The tubes and things coil against the walls and move on to the next room, even then, there was an odd stench in the air, thankfully blocked off by the EV Suits.

"Scans are showing that the emissions are causing a rather unpleasant smell." Gary says, scanning the area with a tricorder.

"Thankfully we have these suits on then, not only do they keep us alive, but we don't have to deal with that horrid stench." Sally replies.

The next room contained tubes and boxes, all meant to hold some kind of liquid as it branched off to other rooms. The stench got worse, the smell of rot and pain became more and more potent...

And then a wall mounted phone rang, something that should be long outdated, but it's here.

Breezie walks to it, and answers the phone.

The voice on the other end sounds masculine and sickly, with a condescending tone to him. "Well well, if it isn't Breezie Moronic herself."

The Voice states "I've been waiting for you for a long time, to drag you out of warp and toy with you for a while."

Breezie, confused, replies to the stranger on the other end "Wha-Who are you? How do you know me?"

"Oh come on Breezie, your little nightlight was supposed to pass by here. It was supposed to zoom past, like the flicker of a lighter that won't light."

Breezie thinks for a moment, was that true? What is going on? So many questions... so little time. "What do you want with me? What do you even mean?" She asks.

The voice pauses for a moment, but still replies "He's dying, and he doesn't want to admit it. He's making it no fun, trying to be my friend... but you? Oh HOOOH, I'm gonna have so much FUN with you! Aha ha ha ha ha, ah hugh, coff coff coff coff, ouuugh... ouugh shit... ough. I'll see you soon, Ms McKormic." And then nothing, nothing but a dial tone.

Breezie hung up the phone, confused and horrified at what she heard.

Breezie pulled her arm out of the EV suit sleeve and tapped her combadge. "Breezie to Unreliable." She says. No response. "Breezie to Unreliable!" She says again before sighing and putting her arm back in the sleeve.

"That's not good, Wallace must've activated a jammer. Our combadges are completely useless." Andy says, looking at Breezie's struggle to contact the Unreliable.

"Well, that's just great. Now we have another thing to deal with." Breezie replies.

Just then... They heard groaning.

"I don't think it's just Wallace who occupies this place either." Sally says, taking out a phaser and setting it to kill as the flickering lights show what appeared to be workers in worn down jumpsuits, withered like Wallace. This visual prompts the rest to get their phasers out.

"Guess this is what they mean by kill on sight." Andy says as the away team backs away, facing to them what appeared to be... Zombies.

## Cut Contact.

On the bridge, the remaining crew were worried.

“We haven’t heard back from them for a while, Alex.” Devoid says, sitting where Sally normally sits at the Comms console.

“You’re right... Maybe we can try and send a message to the shuttle?” Alex suggests.

“Maybe so, they might still be close.” Devoid responds, typing in a message on the comms console. “Unreliable to Seacole, please respond soon about your mission status.” the message says. Devoid went to get the message sent but then an error noise was heard from the console.

“Warning. Communications around the shuttle are offline. Message unable to be sent.” the computer said.

“What the hell?” Alex says, getting up and looking at the comms console. A red error message flashed on the screen. Alex, confused, tapped his combadge “Alex to Fiora, what the fuck is going on with communications?” Alex says, confused as he sits on the captain’s chair.

“It seems Wallace has set up a short range signal jammer around the factory and the shuttle is caught in the range.” Fiora explains.

As Fiora explains, Wally arrives on the bridge, rubbing his temples as if he was in pain.

Sutaba turns around and looks at Wally, concerned. “Wally? You seem like you’re in pain. Why are you on the bridge?” Sutaba asks.

Wally looked up at Sutaba. “Oh, I’m fine. I had a nap in sickbay after the Doctor told me to so it clears my head. The pain should go away soon.” Wally explains, as if nothing was wrong. “Any luck getting in contact with the away team?” Wally asks as he heads to the science console.

“Nope. There’s a jammer in place around the factory.” Alex says.

Wally seemed disgruntled, before thinking of an idea. “Perhaps we could overload the jammer?” Wally asks, putting the idea into consideration.

“How? We don’t have the equipment required and even if we tried, we’d blow a hole in our own communications array.” Devoid replies.

“He’s right, equipment like that was last regularly put on starships in the 2250s for when we needed to overload the comms of Klingon D7s.” Alex explains. Silence echoed around the bridge as the crew were in thought.

“Maybe we can scan all this wreckage for that kind of equipment? A few of us could take a shuttle down, take the equipment and return back to the Unreliable.” Sutaba brings up.

“That sounds like a good idea. I just hope the jammer doesn’t fuck with our sensors. Initiate a scan for Overloader Equipment.” Alex says.

The Unreliable does a scan across the wreckages around the factory. Initially, the scans got no results to the disappointment of the crew... Until a signal could be found.

“We found one. It’s in a relatively intact ship. Daedalus class... USS Andromeda.” Devoid says, reading the science console for Wally.

“There’s also a faint life sign aboard on the bridge. What could that be?” Gary says, curious.

“Maybe it’s someone in stasis? Ships like that did carry cryogenic pods in order to sustain the life of the crew in case of an accident.” Alex states.

“It’s the only reasonable explanation. I doubt we can hail them.” Devoid replies.

“We can’t even if we wanted to, the bridge is in the range of the jammer.” Sutaba explains.

“Sutaba, lock on a tractor beam and drag the Andromeda closer.” Alex commands.

“Is this so we can keep in contact once we arrive on the Andromeda?” Devoid asks as the tractor beam latches onto the Andromeda, pulling it out the range of the jammer.

“Of course.” Alex answers.

“Alex, the Andromeda has active life support, I doubt we need EV Suits to board it.” Wally says, reading out updated information as the Andromeda is pulled away from the range of the jammer.

“I think we can remote into the Andromeda’s computer in order to let our team in.” Devoid says.

“That’s perfect, you’re going in with Wally and the EMH.” Alex replies.

“Understandable. Wally, come on.” Devoid says, leading Wally to the EMH’s quarters to get him and then heading to the shuttle bay. They take a Type 4 shuttle named Equiano and leave the Unreliable, heading to the mysterious Daedalus class starship Andromeda.

## A Blur Between Factory & Slaughterhouse.

The away team in the factory stood guard, phasers pointed at the workers. As the corrupted workers got closer and closer, the away team began shooting the closest to them down. Most went down with no effort, their bodies going limp the moment the phaser beam made contact. Some seemed to withstand a few, grabbing members of the away team and attempting to attack them. However, the workers didn't withstand being whacked by the phasers directly as Melee weapons. As the away team were about to be overwhelmed, they heard an engine from another wall. The workers turned towards it, as it rumbled, and as it revved from the other side, the workers scurried away... and for good reason.

Suddenly, a large, mechanical humanoid beast rushes through, headfirst. A bull skull and leftover parts making up its body, and from its headlights, all it sees is red.

"What the hell is that?!" Andy yells, looking up at it.

"Must be some kind of prototype!" Gary replies.

The entity looks at the crew, eyes shifted into an orange before turning red again "Run you THROUGH!!" it roars as it begins charging to the party head first again, hoping to hit at least one of them.

As it rapidly approached, Breezie thought of a plan. "Scatter!" Breezie yells, the away team diverging in different directions away from the beast. The beast crashed into another bit of machinery, crushing it on impact.

"This is certainly a strong... Whatever the fuck it is!" Sally says, unable to decipher what this beast even is as explosions roared out of the smashed bit of machinery.

"I don't particularly want to find out!" Breezie replies, firing her phaser at the beast. It didn't do much.

"OK... Looks like we have to run." Breezie says before the away team sprints away from the beast. The beast gives chase, crashing through corridors and doorways in an attempt to do whatever it planned to do... Until the floor crumbled underneath the away team. The hole was far too small for the beast to fit through, so it gave up and ran off, muttering "Utterly stupid hole..." to itself.

"Ugh... Where are we?" Andy says, looking around. Gary looks at the shelves... There were large black boxes sitting on the shelves labelled with dates ending in 91, then 92 and continuing on.

"Some sort of storage closet, that's what." Gary says, picking up the leftmost box he found, which seemed to be a VHS Tape labelled '2-4-91'.

"I think this is a relic from the 20th Century. Maybe we can find a place to use it." Breezie says, looking at the VHS tape.

"Yeah, Devoid told me about these. They go in VHS players. If they have these, they likely have a player..." Sally says, looking around for a VHS Player... and they find one, built into a TV no less! "Oh, thank Cohl." Sally says, taking the VHS, turning on the TV and putting the VHS in the player where the contents began playing...

A younger, non-rotten Wallace appears on screen, adjusting the camera he is using before grabbing some files and sifting through them.

"Okay, Vid-Log Number 1 of Project Chom-a-Prism, today's date is April 2nd 2191. This project started after the discovery of a chemical compound called 'Agent Rainbow' and its records of use. Rainbow was recorded being used as a nonviolent chemical weapon in two locations and times. In Vietnam in 1963 and in Milton Haven Florida in 1997. Each time it was tested, it brought on casualties instead of surrender, so Project Chrom-a-Prism is made to make it possible for Agent Rainbow to be used, albeit modified to produce less of a psychosis. Progress is going alright theoretically, but we have yet to put it into practice." The younger Wallace says on the VHS.

"He looks so much like Wally." Andy remarks as the VHS plays.

"That explains his discomfort." Breezie replies as the camera turns to a person in a clear box with only a bed among a few other pieces of equipment.

"Our first volunteer seems to be responding well, but the suppliers have gotten mysteriously unwell and some have dropped dead. Not sure why, but the remaining team and I will try to find out over the next couple days." Wallace says.

The away team looked at each other in concern, Sally reaching over and ejecting the tape.

"Maybe we should try another tape." Sally says, looking at the '4-2-91' tape.

Breezie turned to the shelf, picking out a random VHS tape. This one was labelled '23-11-93'.

"Bit of a gap, don't you think?" Gary says, reading the label.

"I doubt we have the time to go through all these tapes, Gary." Breezie replies.

"Fair point." Gary remarks as Breezie popped in the '23-11-93' tape, the TV flickering to life... As it started, it was clear the effects had taken a toll on Wallace, as he looked ill. Very ill.

"Vid-Log number 139 of- coff coff... Project Chom-a-Prism. Today's date is November 23rd- coff coff... 2193. I still haven't managed to bypass this flu, but we have found a distributor." Wallace says as the camera turns away from the mirror and towards a woman... One Breezie seemed to remember.

Breezie's face seemed distraught as the VHS continued.

"Her name is Jackie April. She said this was a great opportunity after her crewmates went against her for wanting to go back to earning money." Wallace said before the VHS paused.

"No... That isn't true. I was there when Jackie lashed out. She was calling all of us idiots for not killing any possible threats when we have the chance. Jackie was calling for a more human Starfleet... Something that got her dismissed from Starfleet as a whole as President Archer was there as she said these horrific things." Breezie uttered in disbelief.

"She sounds like a right pain." Sally remarks.

"That's an understatement." Breezie responds as she hits play again.

"What we do know is that-" Suddenly, the TV powered off... and they heard whimpering behind it.

"What the shit?" Andy says, confused.

"Is... Is something crying behind that TV?" Sally asks.

Breezie didn't answer verbally, instead, pushing the TV out of the way. What was behind the TV was in fact something. It looked to be a young adult in a 2350s Starfleet uniform, hiding their face in their arms.

"This can't be right... Where's their EV suit?" Breezie uttered.

"They're not coming back... They're not coming back..." The 'person' mumbled repeatedly.

"Uuh... Hello?" Gary says, prodding.

The 'person' lifted their head up to Gary, revealing 2 incredibly small eyes and nothing else. No nose and no mouth.

The away team was freaked out beyond words as the 'person' got up and started approaching them, continuing to mumble 'They're not coming back'.

"RUN!" Breezie yelled, rushing out of the storage closet, the rest of the away team not too far behind.

After about a few minutes of running, they turned back around to see that whatever was chasing them... was gone.

"What in the... Where the hell did they go?" Gary says, beyond confused.

"I don't know..." Breezie says, looking at a door near a balcony "But we might've found Wallace."

The away team looked up, there was the door... The question was how to get to it. Especially as they heard a sickeningly familiar groaning noise.

"Oh for fucks sake..." Sally says, as she and the away team ready their phasers.

The workers approached again, limping towards the away team. The away team begins gunning the workers down, the phaser beams burning holes through their bodies.

"Their bodies must be becoming really sensitive to phaser beams... We could use that to our advantage!" Andy says, firing his phaser at one of the workers' necks.

This leads to the head of said worker falling off and the worker dropping dead.

Breezie looks at what Andy did. "Huh. Smart idea!" Breezie says, aiming higher and boiling the rotting brain of the worker in front of her.

That worker drops dead, the remains of the brain leaking out of their ear and nostrils. Suddenly... The workers stopped. They looked up above the away team.

"What the... Why did they stop?" Gary asked, confused.

"Beats me, Gary..." Breezie replies.

"Why don't you look behind you?" A very familiar croaky voice says.

The away team turns around... as Wallace appears from the shadows.

"Hello there." Wallace says.

## Andromeda.

One of the Unreliable's Type 4 shuttles, labelled Equiano, arrived in Andromeda's shuttle bay using a remote control in order to open & close the shuttle bay doors. The shuttle stood out, looking more futuristic than the shuttles of the Andromeda.

"Well, we're here..." Devoid says, exiting the shuttle and looking around. He sees the ruined shuttle bay and a stone mannequin standing with his arm raised in greeting. He has a name tag on him that says "Jeremy".

"This place is certainly weird." The EMH says.

"You can say that again." Devoid says as the EMH and Wally also exit the shuttle. The trio quickly exited the shuttle bay, making their way deeper into the Andromeda...

As the trio explored the corridors, they found cables dangling from the ceiling and walls, dried blood stains on the walls, it was a mess.

"Whatever happened here... it likely wasn't pretty." The EMH says, looking around.

"I doubt there are any survivors." Wally responds, sounding dismal.

"Don't be such a Debbie Downer. Let's try to head to the bridge and see what's going on." Devoid replies. The trio find a turbolift and set it to head for the bridge. About a few seconds & decks into their journey, the turbolift came to a sudden halt.

"That's odd..." Wally says, concerned.

"You think?" The EMH responds, not too happy. The EMH forces open the turbolift doors, revealing the barren corridor ahead. "We must be on Deck 2... not far from the bridge." The EMH utters.

"It's clear that the Overloader Equipment is on this deck. My tricorder is going nuts!" Devoid says, the EMH and Wally looking at it.

"These scans aren't making any sense... Are you sure the tricorder isn't broken?" The EMH asks.

"It was working seconds earlier." Devoid answers. The air around the corridor went cold, as if the trio felt in their guts that they shouldn't be here. Footsteps echoed through the corridors, footsteps that didn't belong to the trio. These ones were rapid as if the person making them was scurrying rather than walking. The trio halted as a barely human shadow loomed over the corner.

A mutated... Lifeform wearing the remains of a 2230s Starfleet uniform lurched over, reaching out to the trio making sounds best described as inhuman.

"What the hell?!" The EMH yells, panicking.

The creature loomed over the trio, panting. The sunken eyes of the creature raced between the trio, looking oddly nervous... then the creature suddenly scurried away in a rather sudden manner.

"What do you think that was for?" Wally asks, confused.

"Beats me, bud." Devoid responds.

The trio explored the deck... finding mysterious arrows that seemed to lead to the Overloader Equipment.

"That's odd... Do you think that creature is helping us?" Devoid asks.

"Maybe so, I'm not quite sure though." The EMH responds as the three of them traverse the corridors.

The arrows seemed to be scrawled onto the walls hurriedly in some sort of unknown substance, this worried the trio slightly, but it seemed to lead them in the right direction... Until it didn't.

"That's weird... This is an entrance into a Jefferies Tube." Devoid says, looking at the rather small door.

"Perhaps they need us to go to the bridge. Scans did say there was a life sign there. Perhaps we need to wake them up?" The EMH proposes.

"It is an idea. Let's see." Devoid replies, opening the door and crawling into the Jefferies Tube, with Wally and the EMH following soon after. Soon enough, after a good while of crawling, they make it to the bridge. The trio looked around, with blood stains dotted around the oddly saturated bridge.

"What was going through their minds back in the day? A 30 year period of madness when it comes to bridge design?" Devoid says, walking around the dark, yet colourful bridge.

Wally walked behind the captain's chair and noticed something... a bit of the floor was ajar. He lifted it up and found someone lying there... in cryostasis. "Hey! Come over here! I found someone!" Wally shouted to the EMH & Devoid.

The two of them rush over, seeing a woman with short, wavy red hair and pale green eyes in a 2230s Starfleet uniform; the stripes on her sleeves indicate that she's a captain.

"Perhaps we should release her... She looks to be alive and well. We could just use the Andromeda to overload the jammer." Devoid proposes.

"Vital signs do look normal for someone in stasis. Preparing to wake her up. We'll put your plan into action shortly, Devoid." The EMH says, pressing a few buttons on a nearby console to take the redhead captain out of cryostasis.

As the pod opens, the captain awakens, looking around at her bridge and at the people who were nearby.

"Ah, good. You're awake. You must be Captain-" The EMH says,

"Captain Damana Levian of the USS Andromeda, yes. How long have I been in stasis?" She asks, sitting up.

"Approximately 130 years, Captain Levian." Devoid says, looking at the same console as the EMH.

"Are we still at that damn factory?" Captain Levian asks, sounding mildly angry.

"If you're talking about the Rainbow Factory, then yes. But we need you. Your ship has what we need to save some of our crew from the factory." Wally explains.

Captain Levian got up, gripping onto a railing. "You don't need to tell me twice... What's your name?" Captain Levian asks.

"Wally, the hedgehog is Devoid and the guy is our Doctor." Wally answers.

"Ok... I assume you will be ok temporarily becoming my crew to help? I can't exactly run this ship on my own." Captain Levian states.

The trio nods, smiling.

"Right then, let's get to work to help this other crew." Captain Levian says, confident that this temporary new crew would help.



## Contamination & Confrontation.

Back in the Rainbow Factory, the away team was not handling things well.

Wallace had found them and was not too happy about them intruding on his factory. "Now what do we have here? 4 nosy intruders who don't know how to listen?" Wallace asks, looking at the away team.

"What we've seen is inexcusable. You're tearing apart innocent people for no good reason!" Breezie replies.

"A small price to pay for more Chroma." Wallace nonchalantly states, as if he didn't care.

Breezie scowled as the away team looked at each other with concern. "You care so little for innocent lives that you care more for the substance you create?!" Breezie yells.

"He's always been like that, Breezie. There's no chance of trying to redeem him, believe me, I tried." Andy replies solemnly.

"In fact... I might take someone from your little group and use it to make more!" Wallace says, a maniacal grin appearing on his withered face as he reaches for Gary.

Breezie wasn't having it, so she took one of the handheld tools used for extracting Chroma (which looked like a hybrid between a mace and a pizza cutter) and stabbed Wallace in the hand. "Everyone, make a run for it!" Breezie commands, with the away team & herself sprinting off afterward.

On the USS Andromeda, Captain Levian led the Unreliable's EMH, Devoid & Wally around the corridors of the ship, looking for equipment to be fixed. "Looks like a few power relays need repairing. A lot of these lead to the engines & weapons." Captain Levian states, taking out a trident scanner and beginning to repair them.

"They must've blew during the initial attack." Devoid replies, looking around at the poor state of the interior.

"You'd be right there. Who's down there in that hellhole if it's ok for me to ask?" Captain Levian asks, looking at the trio.

"4 of our crew, including our captain." The Unreliable's EMH replies, making Captain Levian strike an expression of concern.

"Your captain? Why would they be down there of all places?" Captain Levian asks.

"Well, Breezie doesn't tend to keep to the ship when there's something to investigate." Devoid answers.

Captain Levian looks to the trio after hearing the name 'Breezie'. "Wait, Breezie? Like Breezie McKormic? She's alive?!" Captain Levian asks, a dash of hope in her voice.

"Y-yeah... You know her?" Wally says, concerned.

"Well, I didn't know her much, but my older sister and her had a bit of a thing going on in the Academy. Sometimes she came over to dinner with my sister when she visited home during her time at the academy." Captain Levian casually states.

"I didn't know she swung that way." Devoid replies.

"It's news to me." Wally says.

"Alright, this mission has become a high priority. Breezie and her team have to be saved. Let's get to engineering and fix this ship ASAP." Captain Levian commands with confidence laced into her voice.

In the Rainbow Factory, Breezie & Andy were running down one corridor whilst Sally & Gary were running down another. They knew Wallace can't be in 2 places at once, he's only a withered corpse after all. The 2 duos raced through the corridors as if the whole factory was a Formula 1 track.

Breezie & Andy raced around a corner, starting to get rather breathless. The two sat on some crates to catch their breath, hoping silently that things wouldn't go from bad to worse. Unfortunately, a faint chirp seems to come from in front of them... An old 2260s Starfleet communicator had appeared.

"The hell is that doing here?" Andy asks.

"I don't know." Breezie says, taking the old communicator and flipping it open, where a voice immediately began speaking.

"I don't know why you keep running... The fun is just beginning! Once you join, it can go on and on and on and on and on and on and on and on and on..." The voice began uttering, a dark purple gas beginning to leak from the speaker hole as the voice began to repeat 'on and on and on...'.  
Breezie, in a panic, threw the communicator away and blasted it with her phaser, destroying the antique communicator.

"The fuck was that?!" Andy asked in shock, looking at Breezie.

"Y'know that ancient phone we found ringing earlier?" Breezie says.

"What about it?" Andy asks.

"I think that's the same voice... I think that is Agent Rainbow." Breezie says.

Their conversation abruptly came to an end as they heard footsteps approaching. Many sets of footsteps approaching.

"Wallace has sent the workers onto us, hasn't he?" Breezie says, sighing.

"It's rather likely." Andy replies, taking out his phaser.

Breezie sighs, resisting the urge to go on a swear filled rant.

Andy takes a second look at Breezie... and notices something wrong with her EV suit. "Breezie? One of your sleeves is damaged." Andy states, pointing at the hole.

Breezie looks down and promptly panics, trying to seal it off with her other hand. When she turns, she sees someone lying down, seemingly in a relaxed state. He holds what is probably the other communicator in his hand. His flesh is a dark greyish blue, no mouth, but holes in which the purple gas leaks. His pupils red in his hollow eyes, and a yellow trenchcoat and fedora to match.

He begins to speak, the same voice on the phone. "You know, it's very considerate and thoughtful to listen when someone calls."

Breezie backs up, looking at this figure. "Wha-Who are you?" She asks.

Andy Speaks up "Breezie, who are you talking to?"

The figure laughs a bit, getting up and walking towards the Captain "Yes, Ms Breezie, who are you talking to? Are you losing your mind already? Shame, guess your crew is going to die here... All because of you." The figure walks to Breezie, as she trips trying to back away. He crouches looking at her, the gas getting into her suit a little bit no matter how she tries to cover it. It seemingly smiles and tells her "You were never meant to be a captain, you were shoved into the role. Now look at you, your friends are going to die. They didn't need you, they didn't want you. You solely are responsible for this."

Breezie looks at this man, tears in her eyes, as it speaks her mind for her. However, she didn't break down crying... She got furious.

"NOBODY NEEDS YOU!" She yelled, punching through his face, making him dissipate into the purple gas. She punched... nothing, no one

was there but a wall that had now gained a new crack.

Andy looked to Breezie, significantly concerned. "We need to patch up that hole, fast." He says, taking Breezie away from the corridor, arm around her shoulders in order to keep close.

Back on the USS Andromeda, this time in Engineering, Wally places the Overloader Equipment near the deflector controls. "Is this good, Damana?" Wally asks, looking at the captain.

"It'll do for now... The battery might be dead, but we can use the power from the warp core to charge it up." Captain Levian replies.

"The jammer doesn't seem to have had any upgrades in the last century from what I can tell from past sensor logs." The Unreliable's EMH states.

"And that's why we're using this to blow out the jammer, Wallace was dumb enough to not upgrade it even for the advancing tech on starships." Captain Levian says, confidently.

At a nearby console, Devoid did a quick check on the Warp Core. "Increasing power to the warp core, we should be fully powered within 3 minutes." Devoid says, reading the info from the old 23rd century console.

"I believe even a half power blast should be able to take them out. Let's get to the bridge. Should be done when we get there." Captain Levian says, leading the trio out of engineering.

As the power increased, the lights went from gloomy to full brightness. The familiar hum of the ship was restored and it started to look a bit more lively. The 4 of them crammed into a turbolift and went immediately to the bridge. As they arrived, the bridge seemed to have risen from the ashes of the dead like a phoenix, similar to the rest of the ship, even the engine lights began turning on again.

"Alright, how's the Overloader doing? Do we have enough power directed to it?" Captain Levian asks.

"In about 30 seconds, we will." The Unreliable's EMH says.

"Prepare it then." Captain Levian commands.

Back with Breezie and Andy, they arrive in a storage cupboard in the Rainbow Factory, Breezie seeming rather shaky.

"Alright, this might just be a temporary fix, but it'll stop more of the gas coming in-" Andy explains, just as he spots Sally & Gary hiding in the same cupboard.

"You're here too, huh?" Gary asks, looking at Andy & Breezie.

"I guess we all had to hide." Sally says, her arms crossed.

"No time for any snarky comments, Breezie has a hole in her EV suit and we need to block it." Andy says.

"That's not good. What do we block it with?" Sally says, confused.

Gary decided to search through the sleeves of the cupboard. "Perhaps this?" Gary asks, taking out a piece of fabric. "We can tie it around the sleeve in a tight knot." he suggests.

"That's a great idea, Gary." Sally answers.

"Get to it, then!" Andy commands.

Gary then takes Breezie's arm and ties the piece of fabric into a rather tight knot over the missing chunk of Breezie's EV suit. "That should do it." Gary mumbles, looking at the kinda restored sleeve.

"Alright, now what do we do?" Andy asks, putting Breezie, Sally & Gary into thought... Unknowing of what's going on outside.

## Detonate The Facility

On the Andromeda, Captain Leviaan sat in her Captain's chair. She stared down the Rainbow Factory with hatred seared into her eyes.

"We have enough power, captain." The Unreliable's EMH says.

"Alright then, contact your ship." Captain Leviaan commands.

Wally gets up and temporarily mans the comms station, contacting the Unreliable.

Soon enough, Alex and the remaining crew appear on the viewscreen. "This is Alex Brine of the Unreliable. I assume you're going to activate the Overloader Equipment." Alex says.

"Indeed we are, go to red alert too. I plan to destroy this place once your team is outta there." Captain Leviaan replies.

Alex nods, cutting the signal and making the Unreliable go to red alert.

"Same goes here. Raise shields and ready weapons. Time for Wallace to pay." Captain Leviaan commands.

The Andromeda's deflector dish begins to glow before releasing a large burst of energy, taking out the jammer in a rather explosive fashion.

The equipment itself began exploding as it was forcibly taken offline, along with any and all shielding.

The Unreliable took advantage of this and fired on the factory with its phasers, with the Andromeda rushing in for another reason.

Inside the factory, Breezie, Andy, Sally & Gary run out of the cupboard to find the factory taking severe damage.

Workers were panicking, killing each other trying to find a way out. Even Wallace wasn't safe, with workers swarming him in order to find a way to escape the crumbling factory.

The away team looked around the collapsing facility, with Breezie spotting holes in the walls leading to the shuttle they arrived in.

"We likely should get out of-" Breezie said, before the 4 of them were beamed away from the factory... Onto the USS Andromeda.

"They're aboard, Damana." Devoid says, looking at a console remoted into the transporter.

"Good to know. Begin firing and don't stop until that factory is nothing but debris." Captain Leviaan says, her expression stern.

"You should've said earlier!" Wally says, manning tactical and beginning to fire all of Andromeda's weaponry onto the factory.

The remaining crew of the Unreliable noticed this and went to save their shuttle, speeding through and using a tractor beam to retrieve the shuttle before any of the workers could get in.

"We have saved our shuttle, Alex." Fiora says, manning the science console.

"Sutaba, fire at will." Alex commands.

"On it, sir." Sutaba says, firing everything the Unreliable has got, phasers, torpedoes, railguns, the lot!

The factory took heavy structural damage, which thankfully the away team got into the bridge on time to see the carnage occur.

"Hello, Captain McKormic, welcome to the Andromeda." Captain Leviaan greeted.

The factory was on the edge of destruction as the 2 captains met when it sent out one last hail, audio only, to both ships.

"That's odd..." Captain Leviaan says.

"Put it through, I wonder what he has to say." Breezie commands. As it was her crew, they followed Breezie's orders.

Wallace was breathing heavily and slowly, his last words... in the form of a song.

♪"We'll meet again... Don't know where, don't know when... But I know we'll meet again some sunny day."♪

As Wallace stopped singing, the factory exploded, killing him and any workers still alive.

The Rainbow Factory was dead.

The crew & Captain Leviaan were all mildly disturbed at Wallace's last words, some thought he was planning a comeback, others thought he was plain crazy.

"I think I'll head back to my ship. Want to join us as we take yours to spacedock?" Breezie asks.

Captain Leviaan looks up at Breezie and smiles. "Yeah. We have a bit of catching up to do." Captain Leviaan replied.

"Captain's Log, Stardate 42380.10. The Factory has been destroyed. Its reign of terror is finally over. Yet, sometimes I think about what Agent Rainbow said to me. I wonder if he might be right, but perhaps I shouldn't listen to him. I'll live my days defying what he said, continuing to be a captain. The Doctor has prescribed me medication to help tone down the affects, which should be gone in a few months... Makes me think I'm the luckiest damn captain around to have a crew like this."

Breezie stopped the recording of her Captain's Log, looking out the windows of her quarters with a smile on her face.

"Hey, you heading to the mess hall? Captain Leviaan wants to talk with you." Devoid says to Breezie through the open doorway.

"Is she still nice? Even after all these years?" Breezie asks.

"I think she'll be happy to see someone she knows. Come along... Captain." Devoid replies with a smile.

Breezie smiles too before getting up and leaving her quarters.

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