

MARVEL
AGENTS OF S.H.I.E.L.D. Episode Guide

Episodes 001-136

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Season One

Pilot

Season 1

Episode Number: 1

Season Episode: 1

Originally aired: Tuesday September 24, 2013
Writer: Jed Whedon, Joss Whedon, Maurissa Tancharoen Whedon
Director: Joss Whedon
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Brett Dalton (Grant Ward), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jenna Simmons), Chloe Bennet (Skye)
Recurring Role: Cobie Smulders (Agent Maria Hill)
Guest Stars: J. August Richards (Mike Peterson), Shannon Lucio (Debbie), Ron Glass (Dr. Streiten), Bob Stephenson (Gary), Ajani Wrightser (Ace Peterson), Aaron Behr (Angry Man), Nicole J. Butler (Aunt Mindy), Sarah Dumont (Beautiful Woman), Dan Sachoff (Reporter 1), Arlene Santana (Reporter 2), Kevin Sifuentes (Technician)
Summary: Agent Phil Coulson, mysteriously returned from the dead, puts together an elite squad of S.H.I.E.L.D. agents to deal with the unusual, the strange, and the superpowered. On their first case, they befriend a hacker named Skye who knows the location of a super-strong factory worker whose emotions are running out of control.



In East Los Angeles, Mike Peterson and his son Ace are window shopping. When Ace stops to admire some toys of the new superheroes that fought the alien invasion in New York, Mike says that Ace's birthday is coming up in a couple of months. He admits that he's having trouble finding work, however. A nearby building explodes and Mike tells Gary to stay there with the store owner while he goes to help. Once Mike runs down an alley, he looks around to make sure that no one is watching and then, using superhuman strength, digs handholds in the side of the building. He climbs up and goes inside, finds a woman named Debbie yelling

for help, and jumps out of the building, slamming into the concrete below. One woman in particular, Skye takes notice of him. Other people start filming Mike, who pulls down his hood to obscure his face and runs off. He then circles around and gets Ace away, while Skye watches him intently.

In Paris, SHIELD agent Grant Ward is tracking down a man named Vonchant. His fellow agent Dumont tells him that Rising Tide has already posted Vonchant's location as well as the fact that the man has "the package." Grant goes into the restaurant where Vonchant is eating, poses as a waitress, and uses a high-tech device concealed his fake waiter's tray to get a scan of Vonchant's fingerprints. Grant then goes upstairs to Vonchant's apartment and uses a scanner in the tray to find a secure lock. The agent uses the fingerprints to open the lock, revealing a chamber beyond. Grant removes a small bag and turns to find a blonde woman in a bathrobe watching him. Two men come in and attack him while the woman casually dresses and walks out. After Grant defeats his opponents, he climbs to the roof where a waiting helicopter lowers a line to take him away.

Grant reports to his superior, agent Maria Hill, at an anonymous field office. Hill asks him about SHIELD and Grant explains that it's a line of defense against the weird in the world. He gives Hill the Chitauri neural device that he stole from Vonchant and wonders how Rising Tide has become powerful enough to track people like Vonchant. Hill notes that the world has changed since the aliens invaded New York, and what was once a hacker group has access to alien tech. Grant wonders why they pulled him out of Paris and Hill tells him that he'll have to talk to Agent Phil Coulson. When Grant points out that Coulson died during the invasion, Coulson steps out of the shadows and introduces himself.

In Los Angeles, Mike goes looking for work and Skye follows him.

Coulson and Hill show Grant their command center and Coulson explains that they kept the knowledge that he survived Loki's attack a secret from the Avengers to motivate them. He then shows Grant the footage of Mike rescuing Debbie and explains that Rising Tide already got hold of the information and is posting it on the Internet. Coulson figures that Rising Tide is trying to lure them out and Grant asks if they want him to eliminate the enemy organization. Much to Grant's surprise, Coulson explains that they plan to use Rising Tide to find Mike and bring him in. When Grant points out that he's not a people person, Coulson agrees but is still confident that Grant is the best person for the job.

Staff physician Dr. Streiten comes in and tells Coulson that he's examined the assembled agents. He recommends putting Fitz-Simmons out in the field and notes that Grant seems almost too fit. Coulson sends Grant on and Hill complains that Coulson's team is sketch, but he doesn't care. Streiten advises Coulton to get more rest, but Coulton isn't interested and explains that he was bored during recovery and doesn't need any more rest. Once he leaves, Streiten tells Hill that Coulson still hasn't remembered what happened.

Hill insists that Coulson can never know.

Mike is at a diner having coffee when he sees a news report about the "hooded hero." Skye sits down with him and tells him to act natural, and introduces herself. She knows that he's the hooded hero and ignores Mike's denials, telling him that it's cool. Skye warns Mike that she's in danger and suggests that he go public as a super-powered hero and take advantage of the good publicity.

When he wonders why he's in danger, Skye explains that SHIELD has been gathering up super-powered types since the invasion of New York when they cleaned up evidence of the battle. She offers to provide Mike with a new ID, boasting that she has experience with computers, but he isn't interested. As Mike walks off, he's unaware that Skye has stolen his driver's license.

Coulson goes to the desk of Agent Melinda May, who is working in a cubicle among many. She knows what Coulson wants but isn't interested, but Coulson insists that he needs her. He assures Melinda that it isn't a combat op and that they will be running it themselves without outside interference and red tape.

Grant drives to a SHIELD hangar as assigned and discovers that Coulson has a large transport plane assigned to his team. Going inside, Grant meets Leo Fitz and Gemma Simmons—"Fitz-Simmons" arguing over Fitz's new subdual weapon. They explain that Fitz handles engineering while Gemma's experience ins in biochem. As they implant a miniature tracker/transmitter in his mouth, Coulson drives up into the plane in his collector's item car, Lola. He shows Grant around and explains that SHIELD decommissioned the transport plane after they acquired their helicARRIER, and now they're loaning it to his team. Melinda comes in and tells them that they have a hit on one of Rising Tide's routing points, and they'll be leaving in five minutes. Grant is surprised to see Melinda in the field and wonders what Coulson is up to, but Coulson insists that Melinda is simply flying the plane.

In an alleyway in Los Angeles, Skye is sending out a webcast from her van, promising the government that they can't stop the truth from coming getting out. Coulson and Grant show up and easily capture her, then take her to the plane. Skye warns them that they're making a mistake and that she has a lead on Centipede, and is amused to know that they have no idea about Centipede. Coulson apologizes for Grant's rough handling of her, explaining that he has a history with Rising Tide. He explains that they discovered that Skye is using the same crypto-technology as Rising Tide and doesn't believe it's a coincidence, but Skye claims that she has no connection with them. Coulson. Coulson gets down to business and says that they're trying to find Mike, and wonders if Skye deliberately set the building on fire to flush him out.

Melinda drives Fitz and Gemma to the remains of the building.

Skye wonders if Coulson set the fire and he assures her that fires aren't their. He admits that he wants to contain Mike, but points out that there are others in the world that want to do far worse to the factory worker.

Mike is at home talking to a doctor and insisting that the device in his arm is working fine. He echoes Skye's suggestion to go public and get ahead of the people after him. The doctor disagrees and Mike hangs up and looks at a photo of himself and his ex-wife. He then examines a centipede-like piece of metal that is strapped to his arm.

Fitz and Gemma look around the building and find a lab hidden in the basement. They wonder if whoever set the explosion was targeting the lab or Mike, and Fitz sends out micro-drone to check out the entire building.

Skye tells Coulson and Grant that she wasn't able to get a trace on Centipede, and she's only out to reveal the truth. Grant figures that Skye is a hero groupie and she indignantly denies it, and Coulson takes him aside and asks if he's trying to mess up the interrogation. Coulson admits that he's impressed that Skye has managed to conceal all records of her existence from SHIELD and tells Grant that they need to know what she knows about Mike.

Fitz picks up something in the ruined lab and Melinda confirms that it's a surveillance camera. The engineer is sure that it has an interior flash drive with the information they need, while Gemma finds a piece of alien metal that she believes caused the explosion.

Coulson prepares a truth drug in front of Skye and warns that it's impossible to resist. He then turns and injects Grant with it, who starts rambling about how attractive he finds Skye. As a gesture of good faith, Coulson invites her to ask Grant whatever she likes and leaves them alone. Skye takes off her jacket and leans over close to Grant, and they talk about how many people he's killed.

Mike meets with his former boss, Gary, and explains that he can't find work. Gary refuses to take him back on, saying that he couldn't meet his quotas when he was injured on the job. Furious, Mike shoves away a heavy crate and then tosses Gary into a pile of pipes. Gary, frightened, insists that it's the company and he's not the bad guy, and Mike echoes Skye's words and says that he the hero and he has to take on bad guys like Gary.

After the drug finally knocks Grant out, Coulson opens the door and shows Skye around the transport plane. She admits that she likes Coulson's but isn't so sure about Grant. The news is running information on Mike's attack at the factory and Skye, recognizing him, says that Mike just needs a break. Coulson says that they need to know where Mike is so they can protect him and Skye shows them Mike's driver license. They check his background and discover that he was injured in a family accident and his wife eventually left him. Melinda brings the scientists back and they go over the footage from the camera. It's badly damaged and they can only get a weak video signal. Skye offers to provide the audio, explaining that she was running surveillance on the lab, and Fitz figures that they can restrict the missing data if they have the audio info. Coulson agrees to the plan and has Melinda drive Skye to her van so she can get the audio flash on flash drive.

At the hospital, Mike goes to see Debbie, the woman he rescued from the building. However, once they're alone, he addresses her as "doctor" and admits that he came there because he didn't know where else to go. Furious, Debbie complains that Mike has exposed the program and warns that the people who gave her the centipede technology will not be happy that their project has been compromised.

She tells Mike that he needs to disappear and he says that he's no longer Mike Peterson anyone. He then goes to the window and leaps out into the night.

At the lab at the mobile HQ, Gemma analyzes the liquid in the alien device she found and confirms that it's not an explosive. Skye uploads the audio to the lab computer and Fitz manages to decrypt the video. They watch as an angry man enters the lab and confronts the technician on duty, demanding to see Debbie. He attacks the technician and the team spots the metal device on his arm. Gemma compares it to the item she found and realizes that it's Extremis technology, using a serum similar to the one who gave Captain America his powers. It also has traces of gamma radiation, and Gemma figures that someone is mixing together various power sources to give people superhuman abilities.

At the van, Skye prepares to leave but Mike arrives and knocks out Melinda. He then tells Skye that he's rescuing her. He asks her to help him and reveals that he has brought ace along with him.

At the plane, Coulson goes over the video and they realize that the test subject himself was the source of the explosion. The Extremis technology overloaded his system, causing him to explode. Gemma warns that Mike will soon do the same thing, destroying everything in a two-block radius. As Grant prepares his weapons, Gemma checks and confirms that while anger set off the man's volatile state, calming him down won't stop the process once it has started. She reluctantly admits that if they kill Mike then the explosion will stop. Coulson tells them to come up with a different option that keeps Mike alive. When Gemma insists that it's impossible, Coulson tells her that he doesn't want to hear it. As they argue, Melinda calls in to tell them that Mike has Skye.

Mike tells Skye to drive to Union Station. Once they're there, Skye erases his records and prepares a new ID for him. When he wonders if it will work, Skye assures him that she's done it before.

Following Coulson's orders, Gemma and Fitz try to come up with a way to stop the Extremis explosion. The alarms go off and the scientists realize that someone is hacking their computers. They check and discover that Skye is sending them her location and they confirm the coordinates.

Mike tells Ace that the safest way for them out of Los Angeles is a train and assures his son that they'll bring Skye with them so she can help them create a new life for themselves.

Grant and Coulson arrive at the station and Grant suggests that they take Mike out rather than risk the lives of thousands of innocent bystanders. Coulson refuses to accept that, insisting that Mike matters. He then addresses the van using a bullhorn, telling Mike to come out. Mike kicks out the side door of the van, narrowly missing Coulson, and runs into the station with Skye and Ace. Seeking a distraction, Ace sees some gangers passing by and kicks one in the groin. The others come after them and Mike takes them on, while Skye slips away in the confusion.

Debbie pulls up with one of her killers, disguised as a police officer. She sends him into the train station.

Coulson pulls Ace to safety while Grant manages to get a sleeper hold on Mike, slowing him down. He tries to warn Mike that he will explode, but Mike is too furious to listen. The killer opens fire on them and Mike, freeing himself, grabs Skye and runs out.

Coulson realizes that someone else is involved and tells Grant to go after Mike. However, he tells Grant not to take the shot unless he absolutely has to.

Mike drags Skye up to the balcony overlooking the station just as the killer opens fire. The impact of the bullet in the chest knocks Mike over the edge and he falls several stories into a newspaper stand. As the killer prepares to shoot Skye, Melinda comes up behind him and takes him out with a few expert martial arts moves.

As Mike gets up, unharmed, Coulson walks over to him. He puts his gun on the floor but Mike insists that it doesn't make a difference. As Skye, Melinda, and the scientists arrive, Coulson tells Mike what will happen. Mike insists that he's the good guy and that he won't explode, and that he plans to make an example of everyone who ever pushed down the weak and the poor. The factory worker starts to glow and, despairing, he saw that being a man doesn't matter now that they live in a world of gods. Coulson approaches Mike carefully and tells him that he knows, and Mike says that he could be a hero. As Mike starts to give up, Grant fires and hits Mike, dead center in the forehead. Mike collapses but Coulson realizes that he's alive, protected by his invulnerability...

just as Grant figured. They get Mike stabilized with the treatment that Fitz-Simmons has developed and Coulson calls to tell Hill that the situation is secured.

Later, Skye and Coulson check in on Ace, who is staying with his Aunt Mindy while Mike recovers. They promise the boy that his father will soon be home again. As they go to Coulson's car, he admits that his people haven't gotten any further leads on Centipede. He then asks Skye if she's considered his offer, and she warns him that she's not a team player. Coulson points out that joining the team would give her more opportunities than ever to meet the strange and the super-powered. As they talk, Grant calls Coulson to tell him that SHIELD wants them to investigate a report of an 0-8-4. Coulson tells Skye that she has ten minutes to decide—the time it will take them to get back to the airfield. When Skye points out that they can't possibly get there that fast, Coulson converts his car into flight mode and takes off.

0-8-4

Season 1

Episode Number: 2

Season Episode: 2

Originally aired: Tuesday October 1, 2013
Writer: Jed Whedon, Maurissa Tancharoen Whedon, Jeffrey Bell
Director: David Straiton
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Brett Dalton (Grant Ward), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jenna Simmons), Chloe Bennet (Skye)
Guest Stars: Samuel L. Jackson (Nick Fury), Leonor Varela (Camilla Reyes), Carlos Leal (Archaeologist), Anthony Dilio (Cusi), Celestin Cornielle (Vilca)
Summary: Coulson and his team travel to Peru to recover a mysterious artifact designated 0-8-4. However, they run up against an enemy agent, Camilla Reyes, who also wants the item.



The transport is heading into restricted airspace and S.H.I.E.L.D. calls Coulson to get confirmation. He says that everything is fine... just as an explosion rips a hole in the side of the plane. One man falls out and Coulson hangs on for dear life.

19 Hours Earlier — Skye gets her personal gear out of her van and leaves it with the S.H.I.E.L.D. workers, and then goes into the transporter.

Meanwhile, Grant is arguing with Coulson, insisting that Skye isn't qualified to join the team. Coulson assures him that he's only bringing Skye on as a

consultant, but Melinda agrees with Grant. She notes that they already have two non-combatants but at least they're trained S.H.I.E.L.D. operatives. Coulson overrides both of them and says that Skye will be working with them.

Fitz and Gemma help Skye bring her things aboard while Melinda tells everyone to prepare for departure. Once Fitz shows Skye to a bunk near his, Grant comes by and shoves a safety brochure of the planet at the hacker. Before she can respond, the agent walks off.

Coulson comes by to welcome Skye on board and admits that Nick Fury, the head of S.H.I.E.L.D., gave him the plane as a get-well present. He then tells Skye that they're heading to Peru to investigate an "0-8-4": an unidentified object of unknown origin and powers.

The transport lands in Peru and takes two jeeps to Llactapata where the 0-8-4 was discovered. While Grant scouts the nearby roads, Melinda scouts the area and Fitz and Gemma go to the nearby temple. Meanwhile, Skye tells Coulson that she wants to alert the locals that they could be in danger. Coulson tells her not to, and that she's there to prepare a cover story and distribute it if they run into any trouble. Skye is less than happy to discover that she'll be concealing information.

Coulson meets with the professor in charge, who takes them into the temple to show them the artifact that they discovered. The 0-8-4 is a metal object buried inside the temple, protruding halfway out of a wall. The professor assures Coulson that the only people who know about it is his government, who he notified so that they could tell S.H.I.E.L.D.. Coulson has the professor evacuate his people while Fitz and Gemma scan the artifact with a drone. The scientists confirm

that while the temple has stood there for 500 years, the artifact has been buried at the location for at least 1,500 years.

When Grant returns to the temple, he waits with Melinda and calls her "The Cavalry." She snaps at him to never call her that again and Grant quickly backs down. Armed men leap out of the forest at them and the two agents easily take them down. The second wave arrives and their leader, a woman, steps out and orders them to surrender. Grant warns Coulson over his radio and Coulson tells Fitz, Gemma, and Skye to stay put while he goes outside to check on the situation. When he comes out, the woman in charge greets Coulson by name and comes over to kiss him on the cheek. Coulson admits to his team that he knows the woman, Commandante Camilla Reyes, and she tells her men to stand down. He congratulates her on making Commandante rank within the Peruvian national police. Camilla knows about the 0-8-4 and admits that her government superiors are interested in the artifact. Coulson is more than willing to talk, but warns her that S.H.I.E.L.D. takes priority over any national concerns.

Trapped in the cave and unable to assist the others, Fitz and Gemma go back to scanning the artifact and realize that it is a fuel cell of unidentified origins. Grant comes in and tells them that the military police are there and on their side, and warns that there are rebels in the area.

Once they have some privacy, Camilla and Coulson talk about the last mission they were on in when Coulson was stationed in Peru.

Before they can discuss the 0-8-4, local rebels attack, opening fire. Fitz and Gemma try to move out but warn Grant that they need a containment case to hold the fuel cell. As the rebels close in, Grant pulls the artifact out of the wall and carries it out. The rebel fire proves too much, pinning them down, so Grant grabs a stun rod and jams it into the ground, releasing a burst of energy that temporarily stuns their attackers. Melinda pulls up in one and Grant, Skye, Fitz, and Gemma get on, carrying the artifact.

Coulson, Camilla, and Camilla's surviving men get into the other truck and head back to the runaway. The two teams get to the transport plane just in time. As Melinda takes off, Fitz scans the artifact and warns the others that the 0-8-4 is giving off lethal amounts of gamma radiation.

As they head back to the States, Coulson checks in with S.H.I.E.L.D. and is routed to Slingshot, a disposal base. Once he signs off, Coulson apologizes to Melinda, admitting that he was hoping she wouldn't see combat. She ignores him and he reluctantly leaves.

Meanwhile, Grant and Fitz argue about how Grant took charge with the artifact despite the danger.

Coulson meets with Camilla and tells her and her men to make themselves comfortable until they can drop them off. Camilla wants to land immediately but Coulson insists that they have to get the 0-8-4 to Slingshot first. He then checks in with the others and finds Fitz and Grant still arguing. He tells them to drop it and Skye realizes that it's their first mission together. Grant explains that he was trained to work alone and that he could have disposed of the rebels, but he had to protect the three non-combatants instead.

Coulson points out that they're all smart and orders them to work out their differences.

As night falls, everyone settles in. Coulson takes Camilla up to his office on the upper deck. Meanwhile, Fitz and Gemma continue scanning the 0-8-4 and realize that it's a weapon of incredible power.

Sky finds Grant reading a book and offers him a bottle of water as a peace gesture. He accepts and Skye admits that they got off on the wrong foot. She explains that she supports the Peruvian rebels because they're organizing for a common cause for the first time in decades, and Rising Tide wants to unite people to find solutions. Grant tells her that they see the world differently and Skye notices that his shirt is bloody. He dismisses it as nothing and explains that he was trained to eliminate variables. Glancing over at Camilla's soldiers, Grant points out that now they have more variables rather than less. The plane starts to turn and Grant tells Skye that they're following a specific flight plan now that they're in restricted airspace as they approach Slingshot.

Upstairs, Coulson shows Camilla his collectibles from the history of spycraft and admits that he likes keeping in touch with the past. Camilla flirts with him and points out that they have a past, and Coulson is surprised that she's being so direct.

Grant looks around and notices that Camilla's soldiers asked for drinks, but aren't drinking anything. He asks Skye for a bottle and tells her what they've noticed.

Camilla continues flirting and Coulson realizes what she's doing. He tells her that Grant will have figured out what she's up to and has twenty seconds to stop the soldiers from taking out

Melinda. Below, two of the soldiers attack Grant while a third one goes to the cockpit door. He drills through it and injects gas through the hole, rendering Melinda unconscious. The remaining soldier gets to the lab and grabs Fitz. As Coulson comes downstairs, he asks Camilla why she's turning against her allies. She tells him that she decided to betray him when she saw his team.

Camilla's men tie the team up except for Coulson and shove them in the cargo hold. Coulson realizes that Camilla is keeping him alive so that he can assure the flight tower when they call again when Camilla tries to leave restricted airspace. He refuses to cooperate but Camilla promises that she'll kill one of his teammates if he doesn't.

In the cargo hold, everyone blames themselves for putting the others at risk. Grant comments that Melinda, unconscious next to them and tied up, is The Cavalry and Fitz and Gemma realize exactly who she is. Before they can explain to Skye, Melinda wakes up and tells them never to call her that, and says that they have to work together and come up with a plan.

Camilla explains that she had no choice but to pretend to cooperate with Coulson because he had the 0-8-4 when she arrived. Her people commissioned the weapon decades ago from HYDRA scientists who fled to Peru. Now her government plans to use the artifact to subdue the rebels once and for all. As Coulson secretly works to free himself, he suggests that their countries work together against the common alien threats instead of challenging each other.

Once they have a plan to get upstairs, Melinda dislocates her wrist so that she can slip free of her bonds. She then gets behind the soldier guarding them and knocks him out.

Camilla reminds Coulson that he only defeated her the last time they faced off against each other because he had a hundred men on his side. She figures that he's assembled the new team and given himself a new mission because he's having a mid-life crisis, and figures that they can't get along without him. Coulson tells her that his people don't need him, and that Camilla has given them what they need to come together: a common enemy.

Melinda starts up a truck and drives it through the cargo hold doors. Camilla hears the crash but tells her soldiers to stay put because it's a trap. Meanwhile, Fitz gets to the drone controls and sends one of the units up through the air vents. Grant and Skye ropes and a length of chain and tie everyone to the walls.

S.H.I.E.L.D. Flight Control notices that the transport is moving off course and calls to determine what is happening. Coulson notices the drone fly toward the 0-8-4 and hastily retires his hand, while Camilla comes over and tells him to tell the flight operator that everything is okay. Fitz sends the drone to the artifact and has it trigger it, blasting a hole in the side of the transport. The interior explosively decompressurizes and one soldier goes flying off into the sky. The same decompression unlocks the interior doors as a safety measure, and Grant bursts out onto the main deck and attacks the soldiers. Skye, Gemma, and Fitz stay together using the chain and head for the lab, while Melinda gets to the cockpit and takes on the soldiers flying the plane as they try to regain control of the plane as it goes into a nose dive due to the decompression.

Camilla is sucked out toward the hole and Coulson manages to grab her and hold on. Meanwhile, Gemma grabs the 0-8-4 and the others pull her back. The safety brochure flutters into Skye's face and she gets an idea. The others wonder what she's doing when she unstraps herself.

Coulson pulls Camilla back in and then ties her to the poles. Grant keeps fighting the soldiers and gets too close to the hole, and one of his opponents starts to fall out. He grabs the man but loses his grip and he's sucked out to his death. As Grant falls toward the hole, Skye manages to get one of the life rafts out of its case and triggers it... blocking the hole just in time and saving Grant's life. He knocks out the last soldier and Coulson looks around, dismayed that they've blown the hole in the side of his new airplane. Fitz confirms that he's secured the 0-8-4 and Coulson tells Camilla that his team is good, just like he told her earlier.

The transport continues on to Slingshot, a base in the desert, and they come in to land. As the technicians fix the transport, Skye admits to Coulson that she wasn't expecting the craziness he promised quite so soon. When she wonders what they're going to do with the 0-8-4, Coulson tells her that it's too dangerous to remain in anyone's hands. As for Camille, Coulson tells Skye that she's in a cell but will be repatriated back to Peru. The hacker asks Coulson if he had something going with Camilla in the past, but Coulson simply tells her that it's classified and refuses to answer.

As they check their gear, Melinda and Grant discuss Skye. Grant admits that she could be an asset with some serious work. Melinda suggests that she just needs someone to mentor her, and Grant eagerly agrees to do so. Fitz and Gemma come over with a cooler of beer and invite

everyone to sit down with them and look to the sky. The others join in and while they wait for whatever the scientists are waiting for, Coulson asks who idea it was to blow a hole in the side of his plane. Everyone speaks up, saying it was theirs, and Coulson tells them that it was a good idea. They settle back to watch as S.H.I.E.L.D. launches a rocket containing the 0-8-4 into the sun. Skye gets a text message and steps back to take it. It's from another member of Rising Tide, who says that they're waiting for the next part of the plan. After a moment, Skye texts back saying that she's in.

Later, S.H.I.E.L.D. Command Nick Fury arrives when he hears that the plane has been damaged. He makes his displeasure about the situation clear to Coulson, who assures him that the team damaged the plane on his authority. Less than impressed, Fury tells him to get restored to the way it was. Before he leaves, Fury warns Coulson that Skye is a risk, and Coulson admits that he already knows that.

The Asset

Season 1

Episode Number: 3

Season Episode: 3

Originally aired: Tuesday October 8, 2013
Writer: Jed Whedon, Maurissa Tancharoen Whedon
Director: Milan Cheylov
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Brett Dalton (Grant Ward), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jenna Simmons), Chloe Bennet (Skye)
Guest Stars: Ian Hart (Dr. Franklin Hall), David Conrad (Ian Quinn), Josh Cordero (Agent Tyler), Bodie Newcomb (Agent Mack), Scott Subiono (Todd Chesterfield), Vachik Mangassarian (Qasim Zaghul), Assaf Cohen (Translator), Brandon Molale (Quinn's Main Guard)
Summary: Coulson and his team track abducted scientist Franklin Hall to the private manor of a rich industrialist, Ian Quinn. To get in, Coulson has no choice but to send Skye in to lower the laser grid security system so they can stage a rescue.



A S.H.I.E.L.D. convoy truck disguised as an office supply semi is driving cross-country when one of the SUVs escorting it is suddenly thrown high into the air and then crashes down. The driver, Agent Mack, swerves to avoid it. As he brings up a sophisticated electronic scanning system and calls into headquarters, another SUV is thrown up into the air. Mack reports that the convoy is under attack just as the semi lifts several hundred feet into the air and then slams back down onto the road. In the aftermath, soldiers bring an excavator out and shift the semi, and then cut open the side. Going inside, they

open a hidden panel and find an ordinary-looking man sitting inside, belted into a chair.

On the transport plane, Grant is waiting for Skye to show up for strength exercises. When she finally comes in, he has her start working a bag. As Skye punches it somewhat half-heartedly, she asks what the point is and Grant tells her that she has to either commit or bail. The agent assures her that whatever she does, it will be her defining moment. Skye wonders what Grant's defining moment was, but he refuses to answer.

Melinda gets orders to divert to Colorado and Coulson receives a report on the convoy attack. He informs his team that Dr. Franklin Hall was aboard the semi. Hall is a top-notch physicist and a valuable asset, so S.H.I.E.L.D. moves him around the country to prevent him from falling into enemy hands.

When they touch down, the team drives to the attack site and immediately notices one of the SUVs caught in a tree. They talk with Mack, who insists that someone must have told the attackers about their route. He figures that someone in S.H.I.E.L.D. is a traitor and gave away their location. Gemma scans the area with a pair of Fitz's high-tech goggles and finds a strange semi-solid energy field that twists and fluctuates on its own. After a few seconds the field drops and a small metal sphere drops to the ground.

Back on the plane, Fitz and Gemma study the sphere while Coulson tells Melinda to go through the communication logs and see if she can identify the mole. As Coulson prepares to

send the team out to check the area for clues, Grant comes in and tells them that he's already done so. He has found a tractor tread and the Fitz-Simmons confirm that there are three possible suppliers in the area who could have sold the excavator to the hijackers, Coulson and Grant track down one of the suppliers, Todd Chesterfield, and approach him as he's riding in the high country. As Chesterfield rides up, Coulson approaches him first and tells him that they know he sold the excavator and that he's hiding out because he knows the buyers were up to something. When Chesterfield goes for his gun, Grant easily takes him down and convinces Chesterfield to show them that the buyers paid for the excavator in gold bars.

Grant and Coulson take the gold to the transport and Fitz and Gemma analyze it. They report that it came from the Dacey Mine in Tanzania, and that the mine owner is Ian Quinn, a famous entrepreneur and chemical engineer.

In Malta, Ian Quinn enters his expensive manor and descends into the underground lab. He discovers that his men have tied Franklin up and orders them to release the scientist immediately. Ian apologizes to Franklin for the treatment and welcomes him to Malta, and insists that he rescued him from S.H.I.E.L.D.. Malta has no extradition treaties with the U.S. and values its independence, so no one can touch Ian there without breaking international law. As Hall takes in his surroundings, Ian puts down one of the small sphere devices and asks Franklin if he recognizes it. As the scientist studies it with interest, Ian points out that the two of them sketched out the prototype gravity generator when they were at Cambridge together.

Fitz and Gemma finish analyzing the device from the wreck and tell the others that it's a miniature gravity generator, powered by gravitonium. The device distorts and projects gravity field, disrupting local gravitational fields. Franklin is famous for his theories on gravitonium and attended college with Ian. Skye isn't convinced that Ian, a well-known philanthropist, could be behind the hijacking, but Gemma tells her that Ian has made his fortune by exploiting natural resources.

Ian tells Franklin that he's spent millions scouring the globe for gravitonium, and he's finally located enough that they can use to make a generator. Franklin warns him that it's dangerous but Ian shows him the full-generator that he has in the adjoining room. The millionaire freed Franklin from S.H.I.E.L.D. so that he could show him how to control the gravity fields, and figures that Franklin will cooperate because he wants it done right.

Coulson brings up plans of Ian's manor and informs the others that the entrepreneur is holding a shareholders meeting that weekend.

The manor is surrounded by a laser-grid security fence, and there's no way in unless someone shuts it down from the inside. Since an intrusion into the manor would be considered a violation of Malta's sovereignty, S.H.I.E.L.D. raiding the place and triggering an international incident. Skye volunteers to do it, pointing out that she's not a S.H.I.E.L.D. agent. Grant points out that she has no training as an agent, and Skye shows the team that she's already hacked Ian's computer systems and wrangled an e-vite for herself.

Coulson agrees to let Skye go in and tells them to work up a plan. Grant accompanies Coulson up to his office and warns that they can't trust Skye, and that she's holding back. When the field agent wonders what the best strategy is to get through to her, Coulson suggests that he drop the strategy and think like a person to get Skye's cooperation.

Later, Grant continues training Skye in self-defense, showing her how to disarm an opponent. He complains that she isn't committing and tells her that she has to let it flow. Grant asks how she mastered computers, and Skye says that it came naturally to her. Grant tells her that he learned self-defense by protecting himself and his younger brother from their older brother. He admits that it was his defining moment just as Skye manages to disarm him. As she flourishes the gun, Grant tells her that she'll have to do more than that.

The team puts together a plan and Coulson prepares to send a two-man extraction team in to get Franklin. However, to get through the laser grid they'll need to hack Ian's computer system, and that can only be done from the inside via a wireless connection. Fitz-Simmons have built a compact with a wireless transmitter inside and a scanning device to inform Skye when she's close enough to the computer. Once she finds the computer, all she has to do is place the compact nearby. As they end the meeting, Melinda notes that she still doesn't want to participate in field missions. Coulson agree with her and explains that he'll be going with Grant for the extraction.

The next day, Skye arrives in Malta and goes to the shareholders meeting at the manor. Her e-vite gets her in and with some help over an earbud from Melinda and Fitz-Simmons, Skye

talks her way through the social niceties. She introduces herself to Ian, who recognizes her immediately and compliments her on her work with Rising Tide. He's well aware that she hacked his computer and says that he let her come in so that he could offer her a job. Before they can talk, Ian steps up to the front to address his shareholders, and Skye admits that her plan may have gone a little too well. The entrepreneur thanks everyone for attacking and talks about how he has taken advantage of the lack of government regulations in Malta to build a revolutionary new gravitational generator.

Grant and Coulson land on the beach near the manor. Coulson warns Grant that Franklin may not be the idealistic man that they've heard of and says that he'll handle dealing with the scientist.

Franklin prepares to place the gravitonium into the generator.

Skye slips inside the manor and finds a locked door. As she tries to find the keypad security system, Ian comes in and asks what she's doing. He doesn't buy Skye's cover story and starts to call a security team, and Skye tells him that she was hoping to be honest. As she talks, she picks up a notepad and writes a message to Ian saying that S.H.I.E.L.D. is listening.

Melinda and the Fitz-Simmons listen over the earbud as Skye convinces Ian to talk to her in his office. The signal goes dead as Skye drops the earbud in a glass of champagne, and Fitz realizes that she has deliberately cut the signal. Meanwhile, Skye tells Ian that she has been playing along with S.H.I.E.L.D. to get information from the inside. They only sent her in because they needed someone who wasn't a S.H.I.E.L.D. agent.

Melinda calls Coulson and Grant to tell them that Skye has gone offline. They reach the laser grid and are forced to hide when a patrol approaches.

Ian tells Skye that S.H.I.E.L.D. recruited her because she matches the profile for an agent. She has no family and few personal.

S.H.I.E.L.D. offered her a home, but Ian figures that he can do better than that for her.

When the patrol arrives at the fence, Grant and Coulson quickly knock them out.

Ian informs Skye that before she joins him, he needs to know what she was supposed to do for S.H.I.E.L.D.. Skye simply says that they told her to do whatever it took to get on the inside, while taking out her compact. When she confirms the computer is nearby, Skye sets the compact down on a table. At the transport, Fitz-Simmons confirm they have access and shut down the grid.

Grant and Coulson are under enemy fire as more guards arrive. The laser fence drops and they jump through in the three-second gap before it reboots. Coulson goes to look for Franklin while Grant finds Skye and gets her out.

Ian realizes that he's been set up just as the guards arrive and tell him that there's been a security breach. He sees the compact and realizes what Skye has done.

Slipping into the manor, Coulson finds Franklin and tells him that he's there to rescue him. However, the scientist tells his would-be rescuer that he's right where he should be.

Melinda finishes collating the communication logs and realizes who the leak is.

Franklin tells Coulson that he plans to destroy the gravitational generator and the manor along with it. Melinda calls Coulson to tell him that Franklin is the leak and the agent says that he's already learned that. Franklin tells Coulson that the only way to stop Ian is to destroy the generator by overloading it, and activates the device. There's a burst of energy and when Coulson recovers, he discovers that he's now on the ceiling as gravity has reversed. He warns the team and Fitz-Simmons conclude that on overload, the generator will drop the entire manor and much of Malta into the ocean. Franklin pours himself a drink and tells Coulson that the generator will soon reach an exponential state. As the room starts to shake from the gravitational waves, the scientist insists that he's protecting mankind.

Ian grabs Skye and demands to know what S.H.I.E.L.D. is offering her. She reminds him that he abducted Franklin, but Ian insists that he freed the scientist.

Grant enters the manor grounds and searches for Skye as the shareholders run in terror.

As the manor starts to fall apart, Ian tells Skye that S.H.I.E.L.D. considers her expendable and won't rescue her. Skye disarms him using the maneuver that Grant taught her earlier, aiming the gun at Ian and his guard. He doesn't think that she has what it takes to shoot down a man in cold blood, and Skye admits that he's right. She then jumps out the window into the pool below, while the manor shakes again. Ian realizes what Franklin has done.

Franklin draws a gun to hold off Coulson and explains that he leaked knowledge of his information so that Ian would think it was his idea to find and rescue him. Coulson tells Franklin that they could have helped him, but Franklin believes that S.H.I.E.L.D. is just as bad as Ian.

Ian gets out of the pool as Ian takes off in helicopter, flying to safety. The owner's remaining bodyguards attack Skye, but Grant arrives and takes them out. Once he's sure she isn't hurt, Grant leads her back in to find Coulson.

Gravitational waves consider disrupting the lab, and one of them gives Coulson the opportunity to disarm Franklin. He pulls out the power cord but nothing happens. Realizing what has happened, Fitz-Simmons tell Coulson that he needs to find a catalyst that will create a chemical reaction in the core, shutting the generator down. Coulson sees Grant and Skye out in the hallway through the door and asks Franklin for his help. Franklin insists that he's sacrificing himself to save millions of lives. Coulson says that he understands, and that it's a hard call for Franklin to make. He then says that he has to make a hard call of his own. He fires at their feet, at what was the observational window into the generator chamber. The glass shatters and Coulson grabs a dangling cable while Franklin plummets into the generator. His body acts as a catalyst, shutting down the generator just in time.

Later, Coulson has S.H.I.E.L.D. pick up the generator and tells Agent Tyler to seal it away in an unmarked vault and erase all records of its existence. Coulson then picks up his gun and tries to field-strip it, and realizes that his reflexes are off. Melinda comes in and sees him trying to work the gun, and warns him that he's taking too many chances. Coulson wonders if she wants off the team but Melinda tells him that she wants in on the next mission, if for no other reason than to protect him.

Skye is back working the bag when Grant comes in. She talks about how she was an orphan, and that there was one foster home that she actually hoped she could become part of the family. However, they said that she didn't fit in and sent her back to the orphanage.

Skye admits that hoping for something and losing it is worse than never having it. Grant promises that they won't turn her away, but Skye says that she wants to be with them—bad.

In the containment vault, Tyler and his men lock the vault door and remove the identifying tag. Inside the generator, Franklin briefly tries to reach out of the throbbing core before the gravitational forces pull him back in... for now.

Eye Spy

Season 1
Episode Number: 4
Season Episode: 4

Originally aired: Tuesday October 15, 2013
Writer: Jeffrey Bell
Director: Roxann Dawson
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Brett Dalton (Grant Ward), Chloe Bennet (Skye), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jenna Simmons)
Guest Stars: Pascale Armand (Akela Amador), Dominic Burgess (Englishman), Michael Klesic (Kropsky), Julia Emelin (Innkeeper), Nick Gracer (Armed Guard)
Summary: Agent Coulson and the S.H.I.E.L.D. team try to track down a mysterious woman who has single-handedly committed numerous high-stakes heists. But when the woman's identity is revealed, a troubling secret stands to ruin Coulson.



In Stockholm, a group of men dressed in the same suits, and wearing the same red masks, walk through Sergel's Square. Each man has a courier case handcuffed to his wrist. They walk past a woman who look at them for a moment and then closes her eyes. The men board a subway and the woman gets on behind them. She studies them carefully and then hits the emergency brake. The lights flicker and the train grinds to a halt. The passengers get off and by the time station security arrives, all of the men are unconscious. Each of them still has his briefcase except one, who has had his hand cut off.

Meanwhile, the woman moves off to a section of empty track and opens the case, confirming that it holds a fortune in diamonds.

Coulson has Melinda take the transport plane to Stockholm and tries to make small talk with her without success. Meanwhile, Fitz is working on an upgraded version of his night-night gun for Grant. Coulson approaches Skye and asks for her expertise: he needs her to figure out how a thief is stealing millions of dollars worth of diamonds.

When the plane lands and the team check out the subway train, Coulson tells them that a gem brokerage hired 55 men, dressed them in identical outfits, and sent them on random routes. None of them knew which one had the case with the diamonds, but somehow the thief found the right case among the decoys. There have been a series of inexplicable diamond thefts across Europe, and they have security footage confirming that the thief was a woman. Coulson tells the team that she stole the diamonds with her eyes closed. Skye wonders if their thief has some kind of telepathic ability, but the others dismiss the theory. When Melinda wonders why HQ sent them there, Coulson admits that he took the case on his own initiative.

Skye checks the computer systems and picks up an instagram of one of the courier. Back at the plane, she brings up all the photos that anyone took of any of the couriers. They start to start to run facial recognition software but Coulson immediately recognizes a woman in the background of one shot: Akela Amador, a former SHIELD agent. He explains that Akela led a raid on a gulag several years ago and disappeared, while the rest of her team were killed.

Grant checks Swedish customs and confirms that Akela flew to Zloda on a fake passport. There's no underworld activity from any fence who could handle the diamonds, and Coulson suggests that Akela is holding onto the diamonds for something special. Melinda suggests that they call HQ but Coulson refuses, saying he wants to handle it on his own. When the others leave to make preparations, Skye stays behind and asks Coulson about his first protégé. He admits that Akela wasn't like Skye, because the agent wasn't a team player. He worries that he pushed her too hard, putting her in her current situation, and Skye assures him that whatever Akela is doing is on her.

In her hotel room in Zloda, Akela hears someone outside, squints at the door, and then yanks it open. Her contact, Kropsky, is startled and she reminds him that he was supposed to come alone. Akela points out Kropsky's men in the next room and he assures her that they just came along to escort him out once he has the diamonds. Satisfied, Akela reveals that the diamonds are hidden in golf balls tucked into a golf bag, and then demands her payment. Kropsky gives her a security proxy card and assures her that it will provide complete access. The fence wonders if she has a plan and Akela tells him that it'll come to her.

The team minus Melinda drive into Zloda and Melinda assures Coulson that she didn't tell HQ about their current assignment. Skye scans for transmissions and Fitz-Simmons stay with her in the van while Grant and Coulson go into town to search for Akela. Grant figure that she's gone rogue but Coulson isn't so sure.

Skye picks up a scrambled broadcast, but then breaks protocol to call Grant and asks if they can have a bathroom break. He tells them to use an empty water bottle and hangs up, and then goes with Coulson into the inn where Akela is staying. The inn keeper knows Akela and says that the woman is an angel, explaining that she detected a tumor just by looking at her.

Fitz and Skye decrypt the signal and finally bring it up as a clear video picture.

The inn keeper tells Coulson and Grant that Akela knows that they're coming.

The video signal shows a white van, and Skye and Fitz-Simmons realize that it's their van... and that Akela can see inside of it via x-ray vision. The rogue agent then rams the van with her truck. Skye tries to shoot, only to release the magazine rather than the safety. Akela rams them again, flipping them off the road.

Later after Akela makes good her escape, Coulson and Grant get the others back to the plane. Grant talks privately to Coulson, warning that the others are in shock from the attack. Skye comes in, as confident as always, and tells them that she can trace the signal to its source. Once she does so, they intercept the video signal again and watch... Akela, looking at herself in a mirror.

When she examines the implant in her eye, they realize that someone has planted a camera in her eye socket. Melinda insists that Akela is too dangerous to leave on her own, but Coulson refuses to kill her and also refuses to notify his superiors. He points out that if Akela wanted them dead then she would have killed the three team members at the van, but Melinda warns Coulson that he's defending his former protégé at the cost of his current team. As they watch, Akela writes down "Can I sleep?" on a piece of paper, and Coulson realizes that someone is monitoring her every action and giving her orders. He sets up watches to monitor Akela and see any clue to her location, and Melinda takes the first watch.

Later, Skye ends her watch and informs Coulson that nothing has happened. He wonders if she has concerns given Akela's attack and Skye says that she's simply glad that he values her. Skye admits that it's the first time someone has done that in a long time, and assures Coulson that she trusts her instincts.

When Coulson goes back to the lab to check on Akela's status, he discovers that Melinda has left. He wakes up Fitz and they rewind the recording, and discover that Akela receives a message from her handler to go to the Todorov Building. They also spot a hotel receipt that Akela "saw" and Coulson figures that Melinda saw the same thing and is heading there to bring in Akela... dead or alive.

Akela jerks awake when she senses that Melinda is in the room with her. She warns Melinda that her handler will identify her and that she has a failsafe in her eye that they can use to kill her. Akela then attacks but Melinda disarms her. They struggle for the gun until Akela manages to knock out the lights. She goes for the gun and prepares to shoot Melinda using her enhanced vision... and Coulson arrives and shoot her with the night-night gun.

When Akela wakes up on the plane, Coulson tells her that she's safe. He explains that to fool her handler, Skye provided Grant with a camera mounted on a pair of eyeglasses. The hacker is duplicating the video signal so that Akela's handler won't realize that Grant has taken her place. Grant and Skye are driving to the Todorov Building to maintain the deception, while Fitz-Simmons prepare to remove the implant from Akela. Akela explains that she has been under 24-hour surveillance for years and wonders why Coulson isn't gloating over he was right about her all along. Coulson says that he isn't like that anymore and that he's glad she's alive.

Akela admits that she didn't learn Coulson's lessons to trust her team at the gulag... and they died as a result.

Grant arrives at the Todorov Building and Skye confirms that it's a research facility. She sets up the glasses so that she can continue monitoring them via wireless feed.

Akela tells Coulson that after the gulag mission failed, she lost one eye. The Russians kept her prisoner for four years, but then an unknown third-party rescued her and took her to several clinics where the artificial eye was implanted. Since then, a handler has sent her on missions, feeding her commands via the eye. If she doesn't obey then the handler uses pain to force her. Coulson wonders what she has been doing but Akela says that she hasn't received enough intel to figure out the big picture.

Grant receives a message via the camera to go to level Delta 3. He talks to Skye with his back turned, warning her that he can't look at her without giving everything away, and says that she's on her own.

Working together from what her handler has said and how he types, Akela and Coulson work out that he is British and heavyset.

They're interrupted when Gemma calls to tell them that they've prepped for surgery.

Grant goes into the building, taking care not to look at any reflective surface. On the plane, Coulson okays the surgery and tells Fitz-Simmons to do it fast before Akela's handler realizes that something is wrong.

As Grant continues through the building to Delta 3, Skye monitor the situation and warns him when he comes close to any mirrors.

Melinda tries to get a fix on the broadcast signal and confirms that it's close. Coulson says that he'll find the Englishman and refuses to take Melinda with him.

Fitz-Simmons set up Akela for surgery and Gemma warns that they can only use a local anesthetic. Akela tells her to do whatever it takes and injects the anesthetic herself when Gemma's hand shakes.

Grant arrives at the Delta 3 security desk and the Englishman tells him to standby. Skye worries that they're in too deep but Grant assures her that he'll do whatever it takes. However, the Englishman sends a message to seduce the guard. Skye suggests that he talk sports and act friendly, and Grant goes in. He fakes losing his ID and pats himself down while talking about his dates. The guard, unimpressed, finally realizes that something is wrong and attacks him. Grant disposes of the man and goes through a vault door.

Beyond is a chamber with chalkboards on the walls. Two men are transcribing the unknown writing that is on the chalkboards. Grant looks at the boards and the Englishman takes photos, and then sends a message that the mission is done.

Melinda traces the signal source and gives Coulson directions.

Grant goes back out to the desk and realizes that there's an alarm system on a timer. The guard had the password to shut it down and he's still unconscious. The alarm goes off and Grant tells Skye to meet him outside, and then runs for it.

Gemma takes the eye out of the socket and has Fitz sever the connection to the power source. Fitz works out how to avoid setting off the kill switch but says that he has to clarify one thing.

Using the video transmission to see through walls, Grant shoots anyone approaching him. Fitz calls to ask him how to disconnect the power source, but Grant rounds a corner and finds himself face-to-face with a darkened window. Realizing that Akela's cover is blown, Grant yells at Fitz to cut the wire. Fitz does it just in time as the Englishman activates the kill switch. Grant leaps out a window and runs across parked trucks until he gets to Skye, waiting for him in the parking lot. They drive off as the security guards run outside.

Following Melinda's directions, Coulson gets to the building where the Englishman is holed up. He approaches the man as he comes out and identifies himself as a SHIELD agent. The Englishman curses and then one of his eyes goes solid red... and he collapses, dead.

Back at the plane, Coulson tells Akela that they've identified the Englishman as a former MI6 agent who disappeared several years ago. SHIELD is analyzing the footage of the chalkboards and trying to identify the writing. SHIELD agents are really to transport Akela back to HQ, and Coulson assures her that she'll get a fair trial. Akela thanks him for giving her a chance and says that whether she goes to prison or not, she's free in every way that matters. Melinda escorts Akela to the agents and Akela asks her why Coulson is so different. Melinda wonders what she means and Akela suggests that SHIELD did something to him, but refuses to talk about it further.

Coulson gets in the team van where Skye is relaxing, and she says that she admires the fact that he gave Akela a second chance.

Coulson says that someone gave him a second chance and he's passing the favor on. As they both relax together, Skye tells Coulson that it's cooling knowing that he has her back.

In her cell, Akela goes to sleep... alone and unmonitored.

Grant and Fitz are playing poker in the lounge and Grant raises. Fitz tries to distract him, saying that Grant has a tell, and stares intently at him. Skye is talking to Fitz over an earbud and is in her bunk behind Grant... and wearing the x-ray glasses.

However, she points out that if she looks through Grant's body then she'll be able to see Fitz naked, the scientist quickly folds and runs out.

Girl in the Flower Dress

Season 1

Episode Number: 5

Season Episode: 5

Originally aired: Tuesday October 22, 2013
Writer: Brent Fletcher
Director: Jesse Bochco
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Brett Dalton (Grant Ward), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jenna Simmons), Chloe Bennet (Skye)
Guest Stars: Ruth Negga (Raina), Louis Ozawa Changchien (Chan Ho Yin), Shannon Lucio (Debbie), Austin Nichols (Miles Lydon), Tzi Ma (Agent Quan Chen), Cullen Douglas (Po), Jimmy Ouyang (Chinese Teenager 1), Alice Wen (Chinese Teenager 2)
Summary: The team travels to Asia to track down a girl in a flowered dress who holds the key to locating a young man with a dangerous power. Meanwhile, Skye's loyalties are divided between the team and Rising Tide.



In Hong Kong, street magician Chan Ho Yin is performing on the streets. A couple of teenagers dismiss his act as cheap magic, and Chan notices a woman in a flowered dress watching him. Desperate to impress, Chan suddenly summons a ball of fire on his bare hands and sends it flying, and then lets it vanish. Everyone applauds and moves on, and the woman approaches Chan and introduces herself as Raina. She asks to see the trick again but Chan says that it's not a good idea.

Raina insists and Chan agrees to show her privately. He takes her to his cheap apartment and she notices that he has

Houdini posters hanging up. When Raina comments on it, Chan says that they just did tricks. He then summons a ball of fire in his hands and explains that he first gained his superpower a few years ago. Raina tells him that he has a gift and says that he should show the world what he can really do. Chan refuses but says that what happened occurred for a reason. Raina tells him that he's been chosen and asks him to close his eyes for a moment. When he does and opens them, two men with fireproof suits have entered the room. Chan manages to cut one of them with a table knife before they drag him away.

As the team is en route to its next mission, Grant plays Battleship against Skye to evaluate her thought processes. He admits that she's doing pretty well for an ex-Rising Tide hacker, as Skye beats him. Coulson and Melinda are watching them and Coulson points out that his instincts were right about bringing Skye onto the team. Melinda notes that she heard Coulson moving around and he admits that he was feeling restless. A report comes in on Chan's abduction and Coulson summons the team together. He explains that S.H.I.E.L.D. learned about Chan's abilities years ago and assigned a local agent to him as a case worker. Chan was supposed to conceal his abilities while they added him to their Index of all known individuals with superpowers. Skye is shocked to learn that they have an index and wonders what else they've been doing to conceal the truth.

Coulson gets Chan's case agent, Agent Kwan, on video as the agent checks out Chan's home. Kwan shows them the piece of material that Chan cut off in the struggle and they realize that it's

fireproof material, and that Chan's abductors knew what he could do. The S.H.I.E.L.D. agents tell them that Rising Tide hacked their systems and found out about Chan, and Skye insists that Rising Tide maintains dozens of discrete cells across the globe. Coulson isn't convinced so Skye offers to trace the hack as proof of her sincerity. Grant backs her up and Coulson reluctantly agrees.

Chan wakes up in a bedroom with Raina standing nearby. She explains that she's not with S.H.I.E.L.D. and offers to help him increase his powers. Chan isn't interested and starts to leave. Raina says that he can leave, but if he does then no one will ever remember him. If he stays then his boosted abilities will make the world take notice of him. Raina suggests that he take the codename Scorch so that everyone can recognize him. Chan hesitates and then agrees to stay.

Skye traces the Rising Tide hack to an Internet café in Austin, TX. Fitz-Simmons check the times and compare them to the café's surveillance cameras, and identify the man responsible: Miles Lydon, an infamous hacker. The plane diverts to Austin while Coulson has Kwan try to find Chan. When they arrive, Grant, Skye, and Coulson go to the café. Miles isn't inside but Grant spots him outside. The hacker runs for it and Coulson tries to intercept him. However, Miles is ready with a pre-programmed gridlock program and changes the stoplights, trapping Coulson in traffic.

Miles drives back to his apartment and finds Skye waiting for him. Relieved, he thanks her for texting him a warning. She demands to know who he leaked the files to and Miles explains that he found the information and released it, just like they have both vowed to do. Skye complains that she had to risk her cover to warn him, and Miles says that he's been missing her ever since she went undercover. He kisses her and they have sex. Afterward, Skye dresses, making sure that a memory chip hidden in her bra is secure.

Miles says that he could do more to help her if she sent him more info, but Skye insists that she can't risk her cover. She's still mad at Miles since his actions endangered Chan, and repeats her orders that S.H.I.E.L.D. is off-limits as long as she's working with them. Skye insists that they're good people and prepares to leave... and finds Melinda waiting out in the hallway.

Once Skye and Miles are secured, Coulson interrogates them and demands to know what they were up to. Skye explains met when they were going through some issues, and that they looked after each other. When she texted Miles, she was still looking after him.

Coulson doesn't believe her claims that Miles is harmless and asks who he is working for. Meanwhile, Fitz and Gemma work on Miles' computer and Fitz worries that Skye wasn't honest with them when he thought that they were friends. Gemma realizes that Skye is more than a friend with Miles.

Melinda takes over interrogating Miles, who insists that he doesn't know anything about Chan. After searching the apartment, Coulson tells Melinda and Grant to take the prisoners with them. A disappointed Grant escorts Skye out of the apartment.

In Hong Kong, Raina takes Chan to a lab and explains that they plan to give him a booster that will enhance his powers. Once he receives the injection, Raina invites Chan to use his powers and he generates a massive fireball. Triumphant, he insists that no one will ever hold him back.

As the team flies to Hong Kong, they toss Miles and Skye into a cell. Skye defends her teammates actions, pointing out that Chan's life is at stake. Coulson and the others listen into their conversation and Grant figures that Miles is up to something crooked, but Fitz-Simmons can't find anything in his record. Melinda visits Coulson, who admits that he went with his guts instead of his head, and figures that Skye is still holding something back. Gemma interrupts them to inform Coulson that they found something.

Once Gemma gives Grant what they found, the agent takes it into the cell and suggests that Miles tell Skye the truth. Grant then immediately tells Skye that Miles received a million dollars to hack the S.H.I.E.L.D. server and turn the information over to his employers. Furious, Skye demands answers and Miles explains that he took the money so that he could provide a decent life for himself and Skye. He says that the woman who contacted him was a rich girl wearing a flowered dress, who provided him with the S.H.I.E.L.D. computer to hack. Miles assures Skye that he checked out the woman, and figured that she was harmless because she worked for an eco-research lab that studied centipedes.

Debbie, the Centipede scientist from Los Angeles, meets with Raina at the Hong Kong lab. As they watch Chan exercise, Debbie tells Raina that the others will be pleased. She orders

Raina to drain Chan and leave, and Raina releases knockout gas into the lab, rendering Chan unconscious.

Coulson figures that Centipede is planning to create super-soldier of their own and that they abducted Chan to help them. They backtrack Miles' information on Raina and confirm that she took Chan to an office building in Hong Kong. Fitz-Simmons go over the info and warn that Centipede plans to use Chan's ability to resist combustion to make a serum that prevents the Extremis serum from incinerating its users.

Raina has the technicians secure Chan and Debbie thanks him for his participation. When Chan tries to burn himself free, he only ends up burning himself. Debbie explains that Chan's blood platelets are resistant to heat, and that they took them from his body for their own purposes. The two women leave with a vial of Chan's blood.

On the plane, Coulson tells Grant that he'll guard the prisoners while he and Melinda bring Chan in. Grant says that it's his responsibility because he was Skye's SO, but Coulson says that because he accepted Skye, it's his responsibility to clean things up.

As they wait in the cell, Skye complains that Miles lied to her, but he doesn't see a problem with releasing top-secret information and making money doing it. He tells Skye that he wouldn't intentionally hurt anyone, and admits that he doesn't know who he is.

However, Miles points out that at least Skye knows what to look for to find herself. Skye angrily tells him that he's not who she was looking for in her life.

Coulson and Melinda meet up with Kwan and the local S.H.I.E.L.D. team, and they track Chan's heat signature to the lab inside of the building. They break in and easily take out the guards, and free Chan. Chan glances over at the vials of the Extremis serum as he gets to his feet. Meanwhile, a guard manages to set off the security alarm, putting the lab into lockdown. As Coulson calls Fitz-Simmons for a security override, Chan injects himself with the Extremis. His powers go into overdrive and he drills a hole through Kwan's chest with his enhanced powers.

Grant gets Coulson's SOS request and releases Skye to help them.

Coulson and Melinda take cover behind some stacks, while Chan rants about how S.H.I.E.L.D. forced him to restrain his powers. Now that he's free, he promises that he'll make the world notices. Melinda calls to him in Chinese, warning him that there's no turning back if he doesn't surrender, and Chan says that he doesn't want to turn back.

Skye accesses the security systems and tells Grant that she can only access the servers from inside the building. Miles and Grant don't want to take her in, but Skye is confident that Grant can protect her.

Chan continues trying to incinerate Coulson and Melinda, who manage to flank him. Coulson uses the night-night gun, but the shells melt before they can hit Chan.

Grant fights his way past the guards, getting Skye to the building's server room.

As Debbie and Raina flee the building, Debbie calls their superiors and tells them that everything is under control. She hangs up and Raina figures that she doesn't want their bosses to know that she messed up. The temperature continues rising and Raina figures that Chan will blow up just like the other Extremis subjects.

Skye overrides the lockdown and opens the doors, and Chan slips out. Coulson calls the plane to tell Fitz-Simmons to release Miles because they need his help.

Chan finds Debbie as Raina gets into the elevator, and Raina closes the door, wishing Debbie well. Debbie pleads with Chan but he incinerates her. Coulson steps out and tells Chan that he wishes that he didn't have to hurt Chan... but he has to. While Chan is distracted, Melinda comes in behind him and injects him with a double dose of Extremis. She then joins Coulson in running off as Chan starts to overheat.

At the plane, Miles accesses the building's air-conditioning systems and reroutes all the vents to blast the fire up to the roof.

Coulson and the others get out just in time as the flames burst out of the roof and across the skyline. Grant informs Coulson that Sky managed to download some information from the mainframe before they were forced to leave. Coulson looks regretfully at the wreckage and Grant reassures him that some people can't be saved. Glancing over at Skye, Coulson says that some people can if someone gets to them early enough.

Later back at the plane, Coulson tells Miles that he either has to put on a monitor bracelet or face prison time for his crimes.

Miles takes the bracelet and tells him to leave. As Miles realizes that Coulson is dropping him off halfway across the globe from his home, Coulson tells him that Kwan's family appreciates the hacker's anonymous donation. The senior agent then tells Skye to go to his office as soon as she's done with Miles. Miles tells her that she's not who she used to be, and Skye tells her lover that he's not the man she thought he was. The hacker tells her that he hopes she finds what she's looking for and walks away.

Melinda and Grant are drinking when Skye walks up on her way to Coulson's office. She wonders why Grant isn't there since he's her SO, and Grant tells her that he's off-duty. When she gets to Coulson's office, he says that he knows she's been lying ever since she joined the team. He tells her to explain or leave, and Skye takes out the memory chip. She gives it to Coulson and says that it's everything she knows about her parents. Coulson brings up the information and discovers that the only useful piece of information is a S.H.I.E.L.D. file that has been heavily redacted. Skye promises to keep looking no matter what, and Coulson warns her that she might not like what she finds. However, when it's clear she won't back down, Coulson offers to help. However, he gives her a monitor bracelet, the price for her having to stay. Once he leaves, Skye considers the bracelet for a moment and then puts it on.

Raina visits a man in prison, Po. She tells him that they've solved the combustion problem with Extremis but that they've run up against Coulson's team for a second time. Raina asks Po to contact The Clairvoyant and see what he has foreseen about Stage Three.

Po warns her that The Clairvoyant doesn't like to be touched, and Raina says that they all have to make sacrifices for Extremis. Po compliments her on her flowered dress, saying that he likes it, and Raina says that she knows.

F.Z.Z.T.

Season 1
Episode Number: 6
Season Episode: 6

Originally aired: Tuesday November 5, 2013
Writer: Paul Zbyszewski
Director: Vincent Misiano
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Brett Dalton (Grant Ward), Chloe Bennet (Skye), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jenna Simmons)
Guest Stars: Vincent Laresca (Tony Diaz), Titus Welliver (Agent Blake), Robert Maffia (Baker), Rick Gifford (Adam Cross), David Michael Paul (Justin), Thomas Robie (Camper 1), Trevor Larcom (Camper 2), Caleb Burgess (Camper 3), Jake Brennan (Camper 4), Troy Glass (Camper 5)
Summary: When floating bodies turn up, Coulson and the Agents of S.H.I.E.L.D must hunt down an elusive killer. No one is safe – not even the team.



In Wrigley, Pennsylvania, scoutmasters Adam Cross and Justin take five kids around camping. They sit around the campfire and Justin tells spooky stories. Adam tries to play along without success, and then complains about a humming noise that only he can hear. He goes off to investigate while Justin hands out the food to the campers. A coffee cup suddenly drifts up into the air and they hear Adam screaming in the distance. Justin tells everyone to get into the truck, but as they get in the battery suddenly bursts through the hood and flies through air. Justin has everyone search for Adam and

they finally find him in the woods... dead and floating in the air, his body crackling with electricity.

About the SHIELD plane Coulson has asked Gemma to monitor him as he exercises. When she wonders why, Coulson claims that his physical therapist told him to when Coulson complained that he was feeling a bit rusty. Once he's done, Gemma assures him that he's doing fine for a man his age, a comment she immediately regrets.

In the lab, Grant is checking Fitz's newest improvement on the night-night gun and complains that its weight is an ounce off. Fitz assures him that it isn't and Skye, looking on, doesn't see that it makes a difference. Grant snaps at her and walks off, and Fitz mimics the agent, getting a laugh out of Skye. He notes that she hasn't been laughing much recently and Skye complains that Grant hasn't forgiven her for her betrayal to help her boyfriend Miles, even though she apologized. Fitz tells her that they all make mistakes and Skye takes the opportunity to talk about her relationship with Miles, much to the scientist's dismay. Gemma comes in and Fitz tells her about Grant's problems with the night-night gun, and she indulges in her own impression of the field agent. Grant walks in and wonders why Skye is laughing. Gemma puts a bullet in the gun and tells Grant that Fitz forgot, and that was what was putting the weight off.

When they get a report on the camping incident, the plane diverts to a nearby airfield and the team investigate. They confirm that there was no electrical storm within a thousand miles. While Grant looks around, Skye stays close to him and he complains that she's following him

too closely. They finally examine the body, hovering in mid-air and the scientists admit that they have no idea what is causing the levitation. Skye suggests that someone on the Index might be responsible, but Melinda points out that no one on it has that kind of power. Gemma approaches the body and notices a discoloration on its forehead. As she reaches to touch it, she gets a static shock and falls back, and the body drops to the ground.

Back on the plane, Skye checks Adam's background but finds nothing suspicious. Both Coulson and Grant figure that there's something to be found. Once Skye leaves, Coulson points out that Grant is being hard on her, and Grant reminds him that Skye betrayed them and will have to work to regain their trust.

Melinda interrogates the campers and offers them cookies.

When Coulson checks on the autopsy, he finds Fitz hiding in the observation gallery because he can't stand the smell of dead flesh.

They argue back and forth until Coulson finally asks for a report. Gemma explains that something hit Adam's brain with 2,000 mega joules of electricity, killing him. Melinda comes in and tells the others that the campers don't know anything useful. As they talk, Fitz picks up another electromagnetic reading on orbital satellites, and confirms that it's taking place 20 kilometers away.

Melinda drives Coulson and Grant to the center of the electromagnetic readings and Fitz warns them that it's increasing. Skye checks satellite surveillance and tells them that a farmhouse is at the center of the emissions. The energy surges and then fades out, and Melinda takes the van cross-country to get there. The barn door is barred and Melinda kicks the door in. They find the owner dead, his corpse hovering in the air. Melinda climbs into the hayloft to get a good look at the body and confirms that there's a burn mark on its forehead just like the one on Adam. Coulson realizes that the farmer thought someone was coming and barred the doors to keep them out. Skye looks up the records on the farm and discovers that the farmer is Frank Whalen. Frank worked at the same fire station as a volunteer where Adam did. Both of them were emergency responders when the Chitauri attacked New York City.

At the local fire station, one of the volunteers, Tony Diaz, is examining a Chitauri helmet. He puts it down and goes into the next room, unaware that the helmet is emitting energy waves.

At the barn, Fitz-Simmons check out the corpse with their drones. The drones cause the energy in the body to discharge and it falls to the floor. Skye checks the fire station records and confirms that they went to New York. Melinda drives Coulson and Grant to the fire station and Coulson identifies himself as a SHIELD agent.

At the plane, Gemma examines Frank's body and discovers that the mark on the forehead originated from inside, not out.

Coulson informs the firefighters that Frank and Adam are dead, and notices that Tony looks ill. The man walks out, saying that he's not feeling well, and Coulson tells his team to secure the building. Gemma calls to tell him that whatever killed the two men is inside the fire station, and Skye reports an electromagnetic reading inside the firehouse.

Coulson follows Tony into the break room, and the volunteer complains that he's hearing a humming noise. Looking around, Coulson doesn't see or hear anything and confirm that Tony went to New York City with the other first-responders. The pots and pans start drifting into the air and Coulson draws his gun as a precaution. Meanwhile, Melinda finds the Chitauri artifact and Gemma confirms that it's a helmet, not a weapon. Tony tells Coulson that it was covered in rust when he and the other two men found it, and they cleaned it a couple of nights ago. Gemma warns Coulson that the "rust" is an alien virus, and Melinda and Grant check in on Coulson.

He lowers his weapon and tells them to leave. Gemma warns him that Tony is generating increasing levels of energy, and the first-responder realizes that he's doomed, just like his friends. Coulson suggests that he take a seat and starts to talk to the man when he does. When Fitz warns his superior to get out before it's too late, Coulson shuts off his earbud.

As the team get the firemen outside, Coulson tells Tony that he knows what it means to die, because he died on the job. Tony asks him what it was like and Coulson tells him that it's beautiful. Kitchen utensils drift into the air and Tony, realizing that the time has come, thanks Coulson for staying with him but says that it's time for him to go. Coulson goes outside and joins the others, and they watch as lightning flashes inside the firehouse.

Later, Fitz examines the team for biological contaminants and makes sure that they're clean. A SHIELD quarantine team transfers the firefighters to an offsite quarantine facility, while Coulson

tells his team that they'll transfer the Chitauri helmet to the Sandbox, a remote SHIELD facility in Northern Africa. There a team will analyze it in the hopes that they find a cure in case any of the other firefighters were infected.

Once the helmet is in a secure chamber, the team take off and fly out over the Atlantic on their way to Africa. As Melinda pilots the plane, Coulson stops in and she notices that Coulson is acting nervously and asks if he wants to talk about his physical. He tells her that it's standard protocol and that the check-up showed nothing wrong with him. Gemma calls him down to the lab and Melinda assures him that he did everything that he could for Tony.

When Coulson gets to the lab, Gemma shows him the brain cells from the three dead men. They are all generating energy, and Coulson realizes that it's a contagious disease. Gemma agrees but notes that it isn't biological but energy, and is transferred through static electricity. As they talk, Coulson notices the lab equipment behind Gemma drifting up into the air. He realizes what he has to do, steps out of the lab, and puts into quarantine with Gemma inside.

Later, Fitz sits and keeps Gemma company on the other side of the class. Coulson briefs the others, explaining that Gemma was infected when she received a shock from Adam. The plane is in the middle of the Atlantic and it will take them three hours to reach land. Gemma has figured that given the rate of the disease, she'll die in two hours. Worse, when she does, the resulting energy surge will wipe out the plane's electronics, sending them all plummeting into the Atlantic. Now Gemma is the only one who can save them by finding a cure.

In the lab, Fitz passes Gemma an injector for the antiserum through the airlock panel. She tries it on a white mice but it dies of the same energy surge, drifting into the air to join her first test subject.

In the conference room, Grant is watching the monitors in the lab. Skye comes in and starts to go, but Grant invites her to stay.

She sits down and Grant admits that he's feeling helpless because they're up against something that he can't hurt or kill, or even see. Sky wonders what they do now and Grant tells her that they'll wait and be ready to do whatever is necessary.

Coulson calls SHIELD HQ and asks Agent Blake for information. They haven't found anything on the virus and Blake tells Coulson to get the helmet to the Sandbox. He orders Coulson to dump any infected "cargo" that they have, and Coulson tells him that's not happening. Coulson then breaks off the connection, claiming that it's static. Melinda, who has been listening in, looks thoughtful and Coulson tells her not to consider Blake's order. She agrees not to, but tells Coulson that it's his job to do so.

In the lab, Gemma gets increasingly nervous as Fitz keeps looking at his watch. They start arguing about who dragged who out into the field, but Fitz finally tells his friend that she has to fix it. When Gemma says that the antibodies from the three firefighters aren't strong enough to stop the virus, they realize that there is one source of potent antibodies: the Chitauri itself. Fitz goes to get the helmet but with time running out, breaks the quarantine seal and brings it into the lab himself. Gemma wonders what he's doing and Fitz says that they'll fix it together.

Once they've analyzed the Chitauri blood samples, the scientists come up with a new antiserum. Fitz injects a third white rat and they watch hopefully... until it collapses and starts drifting upward. Gemma goes to the window and calls to Coulson, who has been watching. She tells him to break the news of her death to her father first and then asks for a moment alone with Fitz. As soon as the others walk off, Gemma knocks Fitz over the head with a fire extinguisher.

Melinda warns Coulson that Blake is trying to put a call through, but Coulson isn't interested. An alarm goes off and Melinda confirms that someone has opened the cargo hold ramp.

Fitz recovers consciousness and discovers that the last rat was unconscious rather than dead, and that it has recovered. He sees Gemma on the open cargo hold ramp and can only watch as she jumps out. Fitz grabs the vial of antidote and runs to the cargo hold just as Grant arrives. The scientist tells Grant that they have a cure and Grant grabs it and a parachute, then leaps out after Gemma. Controlling his air resistance, Grant manages to catch up to Gemma, slap the parachute on her, and inject her with the antidote. The agent then releases the parachute so that they drop safely into the ocean.

Once Coulson gets the Moroccan government to pick them up, he gets them back aboard the plane and berates them about pulling a stunt. He then tells Gemma that he'd hate to lose her. As they leave, Grant tells Gemma that she was incredibly brave, and impersonates her impersonation of her from earlier. Skye comes in and hugs Gemma in relief.

Medina checks in on Coulson and notices him reading his medical report. He says that he's fine and admits that he ordered them himself. Despite what everything shows, Coulson believes that there's something wrong with him. Melinda checks his chest and finds the scar left when Loki stabbed him. She tells him that he was dead and that he is different, and starts to mention her own trauma.

Coulson says that he know and Melinda tells him that the scars are to remind people that there's no going back. As she turns to go, Melinda tells Coulson that he feels different because he is different.

Fitz and Gemma sit together and he talks about how he was going to jump after her but Grant did it first. Gemma assures her friend that he was the one who was with her in the lab and kisses him on the cheek.

Later, the transport arrives at the Sandbox. As a team unloads the helmet, Blake comes aboard and warns Coulson that their superiors were listening into the call. When he tells Coulson that someone could take his team away, and Coulson invites them to try.

Impressed despite himself, Blake says that Coulson is different than he was, and Coulson tells him to get used to it.

The Hub

Season 1

Episode Number: 7

Season Episode: 7

Originally aired: Tuesday November 12, 2013
Writer: Rafe Judkins, Lauren LeFranc
Director: Bobby Roth
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Brett Dalton (Grant Ward), Chloe Bennet (Skye), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jenna Simmons)
Guest Stars: Saffron Burrows (Agent Victoria Hand), Maximiliano Hernandez (Agent Jasper Sitwell), Ilia Vokok (Vladimi), Alison White (Marta), Charles Halford (Agent Shaw), Vladimir Sizov (Siberian Soldier 1)
Summary: S.H.I.E.L.D. sends Fitz and Grant on what turns out to be a suicide mission, leaving Coulson to make a tough decision. Meanwhile, Skye goes looking for information on her parents.



Coulson is captured and taken to an underground base in Siberia. The soldiers take him to a room and handcuff him to a chair, but he seems remarkably unconcerned. The interrogator comes in and Coulson calls him Shaw, asking if he has the intel on him. As the soldiers look on, puzzled, Coulson tells Shaw that "they" know and the two of them have three minutes. Shaw attacks the soldiers and Grant and Melinda break in and take them on as well. Melinda cuts Coulson free and they head down a tunnel to a surface hatch. A sled is waiting for them, tied to the transport plane, and it tows

them away across the snow.

Later in the lab, Gemma removes the memory device from Shaw's sinus cavity using a probe. Coulson, looking on, tells Shaw that they're headed for The Hub to drop it off and will drop him off as well. Gemma and Coulson go out to the lodge and Skye wonders what's going on. Coulson tells her that the mission and the intel is Level 8 Classified and refuses to discuss it further. When Skye asks why they can't discuss it, Grant and Melinda tell her that S.H.I.E.L.D. relies on compartmentalization to keep important information from falling into enemy hands. Melinda warns the hacker that Coulson handles things a bit differently than The Hub does.

When the team arrive at The Hub, Coulson informs Skye that she doesn't receive an access badge. Agent Sitwell arrives to greet them and then escorts Coulson, Grant, and Melinda, to Agent Victoria Hand, the person in charge. Victoria explains that the intel concerns an overkill device: a sonic weapon that can set off and destroy all forms of weaponry. Terrorists are building the device at their compound in South Ossetia and plan to extort Russia into giving their country independence. Victoria needs two agents to cross the disputed border, enter the compound, and disable the overkill device. Grant points out that he has experience in the area, and Victoria tells them that they don't have specs on the device so they'll need to send in a tech expert.

Fitz is collecting some equipment on a cart and trying to get through an automatic door without much luck. Coulson, Grant, and Melinda arrive and watch, and Grant wonders if they're really taking the scientist along. They head back to the plane and brief Fitz on the mission.

Gemma worries about whether he can handle it, and Fitz tells her that he has it under control. His friend gives him a scientist to take on the mission and Skye gives him his mag pouch full of specialized equipment.

In the conference room, Coulson reviews the mission specs with Melinda and Grant. She notes that they have to disable the overkill device by 0600 hours and then wait for a S.H.I.E.L.D. exfil team to get them out. Coulson tells Grant to take care of Fitz, just as Fitz arrives. As the others leave, Skye hangs back and asks Coulson if the mission feels right to him. He tells her that the operations people who planned the mission are the best at what they do.

Later, Grant and Fitz drive to a bar in the Caucasus Mountains where Uri Dubrovsky, Grant's contact in the area, does his drinking.

They go in and Grant orders a drink for himself and another for Uri. A big Russian, Vladimi, walks over and tells him that Uri dead.

The customers draw their guns and Vladimi tells Grant that he has no friends in the bar.

On the plane, Gemma worries about Fitz and Skye suggests that they talk to Melinda, who has a higher classification and may know something useful. Melinda refuses to discuss it except to say that they'll wait and react at the proper time. Less than satisfied, Skye tells Gemma that she's going to go to Coulson for some answers.

In the S.H.I.E.L.D. operations room, Coulson and Victoria are watching the area through satellite surveillance. Victoria half-jokingly notes that Fury has a soft spot for his favorites and that Coulson is one of them. She mentions his recovery in Tahiti and Coulson starts to repeat "It's a magical place," but then catches himself. He tells Victoria that his people can handle themselves in the field.

Vladimi and the others tie Grant and Fitz up and dump them in a backroom. When Fitz wonders why the Russians are waiting, Grant explains that they're waiting for their boss to arrive. The boss, Marta, soon comes in and Grant explains that they're there to stop the separatists. He asks for her help getting across the border, but Marta refuses, noting she has no reason to trust them. As Vladimi prepares to shoot them, all of the lights go out.

Skye finds Coulson and asks about the mission, noting that The Hub is on high alert. He simply tells her to trust the system and walks off. When Gemma arrives, Skye tells her that they'll have to do some digging and Gemma realizes that she's planning a hack.

Skye tells her friend that they have to do what they can for Grant and Fitz, and Gemma reluctantly asks what she has in mind.

Fitz offers to repair the bar's generator and soon has it working. Marta gets him a drink and he start negotiating their trip over the border. Grant and Fitz are soon in Marta's delivery truck heading for the border. Fitz tells his teammate that he used a personal EMP device to short out the generator so that he could fix it and win Marta's trust. The truck stops at the border and they hear soldiers approaching. Grant kicks out a beer keg and shoots it, causing a diversion. He takes out the first few men but more are on the way and the two men are forced to run.

Coulson goes back to the plane to talk about his concerns with Melinda. She's busy performing a kata and tries to ignore him.

Despite his worries about keeping secrets from the team, Coulson convinces himself to trust the system and walks off.

Skye gives Gemma a flash drive and explains that if the scientist can get it into the system then the hacker can access the system for four minutes. Gemma goes into The Hub's computer core and gets the access panel open... just as Agent Sitwell arrives.

Grant and Fitz take refuge in a drain pipe and hide from the patrols. Fitz worries that they may not be able to stop the separatists in time.

Sitwell wonders what Gemma is doing in the computer room, and Skye tells Gemma over the comm to distract the agent. Gemma tries to flirt but Sitwell realizes that she's violating base security. As he tries to call security, Gemma shoots him with the night-night gun and plugs in the flash drive, then hides Sitwell. She get out and Skye suggests that they go to Melinda for help.

As they wait, Fitz wonders why S.H.I.E.L.D. only sent in two agents. He offers Grant half of his sandwich and the field agent immediately throws it in the water. He explains that the soldiers are using dogs to track them and they can smell the sandwich. Fitz irritably congratulates Grant on rescuing him from a sandwich, and Grant says that Coulson asked him to protect his teammate.

Skye hacks the S.H.I.E.L.D. computers and finally locates a file showing S.H.I.E.L.D. troops all around the compound. However, there's no indication of an exfil team. Coulson comes in and closes her laptop, telling her that she should trust the system. Skye angrily tells him that S.H.I.E.L.D. has sent their friends on a suicide mission.

The sun comes and Grant and Fitz lie in the middle of a road and bicker about the sandwich. When they hear a truck approaching, they cover themselves with a high-tech chameleon tarp, let the truck pass over them, and grab the bottom.

Coulson argues with Skye about her breach of security, insisting that S.H.I.E.L.D. is keeping secrets for their own good. Skye doesn't believe it and insists that she had to go off-book to save their friends. Coulson tells her that the book exists for a reason, and he needs to know if he can trust her to keep a secret if he gives her one. As he heads off, Skye asks Coulson if he knew about the plan. Coulson hesitates and then tells her that's classified.

At the compound, Grant and Fitz find a door leading inside. While Grant signals for extraction, Fitz uses an x-ray device to spot the guards inside. He watches as one of them attacks the other two, and then realizes that it's Grant, who has already gotten inside. Grant lets Fitz in and they find the overkill device. Fitz goes to work but warns that it will take a while.

Coulson goes to the operations room and Victoria tells him that one of his team members knocked out Sitwell. He tells her that he'll do with it and demands to know why she didn't tell him the assignment was a suicide mission. Victoria explains that she didn't know if Coulson would comply if he knew, given his recent behavior. Coulson insists that Grant and Fitz had the right to make the decision for themselves, and Victoria tells him to trust the system.

As Fitz disables the overkill device, Grant tells him to leave and he'll do the rest. When Fitz refuses, Grant tells him that he couldn't make contact with the exfil team and they're on their own. Fitz figures that Grant thinks that he's a coward and insists that he's just as much a S.H.I.E.L.D. agent as Grant is. Grant figures that Fitz is still upset that he didn't have the chance to save Gemma when she was infected with the Chithauri virus, and tells his friend that Gemma knows he would have. Fitz tells Grant that Coulson asked him to take care of Grant, and that he isn't going anywhere until the mission is completed.

Skye, Gemma, and Melinda go aboard the transport and start planning their own extraction. Coulson is waiting for them in the cargo hold and tells them that he's in on the mission, book or no book.

Fitz removes the key component from the overkill device and Grant sets off the remote beacon. Victoria and her team pick up the signal and order an air strike.

At the compound, the alarms go off as a missile hits the building, and Grant realizes that the assault has begun. Fitz uses the trigger device to set off the separatists' weapons as they run in, disabling them, and Grant takes all of them out except one. The last soldier gets the drop on him and Fitz finally knocks the man out from behind. They run out only to find themselves surrounded by more separatists. However, Melinda brings the transport down low and uses the backburners to knock out the soldiers.

At The Hub, Victoria receives a report that Coulson's team is successfully extracted. When Sitwell points out that there wasn't supposed to be an extraction, Victoria says that they needed the resources elsewhere... but Coulson didn't.

As they fly back, Grant and Fitz thank Coulson for the rescue, and he assures them that they take care of their own. Gemma asks Fitz about the sandwich and he lies, saying that it was delicious. Skye congratulates Grant and admits that she was worried that she might need a new SO, and Grant tells her that he was in good hands. Meanwhile, Fitz asks Gemma if anything exciting happened to her and she admits that she shot a superior officer.

Later, Coulson talks to Skye and tells her that he checked The Hub's computers and found a redacted file about her parents. The only part he could read says that the person who dropped her off at the orphanage was an unidentified S.H.I.E.L.D. agent. S.H.I.E.L.D.

has no idea if it was Skye's mother or someone else. Coulson assures Skye that he's put in a request to get more information and she hugs him in thanks.

When Coulson returns to his office, he finds Melinda reading the file. He tells her that he told Skye the truth, much to her surprise, but admits that he couldn't tell her why because some secrets are meant to stay secret. Coulson asks Melinda to help him find out what really happened and she points out that it could be dangerous, but agrees to help. She then glances through the file, which contains a photo of the S.H.I.E.L.D. agent... shot to death. Meanwhile, Coulson steps

away and calls The Hub for information on his recovery in Tahiti. When he gives them his security clearance, they tell him that it's not high enough for them to provide the information.

The Well

Season 1

Episode Number: 8

Season Episode: 8

Originally aired: Tuesday November 19, 2013
Writer: Monica Owusu-Breen
Director: Jonathan Frakes
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Brett Dalton (Grant Ward), Chloe Bennet (Skye), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jenna Simmons)
Guest Stars: Peter MacNicol (Professor Elliot Randolph), Michael Graziadei (Jakob Nystrom), Erin Way (Petra Larsen), Trenton Rogers (Young Grant), Micah Nelson (Boy), Alex Neustaedter (Maynard), Toby Wilson (Neils), Josh Diogo (Bjorn), Sylvia Brindis (Elena), Samantha Cutaran (Karine), Steve De Castro (Adar), Dennis Keiffer (Rollo), Jessen Noviello (Lars), Brian Orosco (Olaf)
Summary: In the aftermath of the Dark Elves' assault on Earth, Coulson and his team are called in to pick up the pieces... and find an artifact that may kill one of them.



Coulson and his team head to England to clean up after Malekith's invasion of the planet and battle with Thor. As they go through the debris to take into custody anything too powerful for humans to get hold of, Gemma's parents call her. She ignores the call, telling her teammates that they want explanations to what happened that she can't give them. Meanwhile, Skye pesters Coulson with questions about what he knows about the Asgardians, and he tells her that they're actually aliens who were mistaken for gods.

In Norway at the Trillemarka National Park, two park rangers find a defaced guide sign. Meanwhile, paganists Jakob Nystrom and Petra Larsen are following directions on a piece of paper. They find a ring of stones and Jakob takes out a chainsaw and starts cutting open a nearby tree. Inside is a metal staff engraved with runes. He asks Petra if she's ready and, when she says she is, has her take it. It glows with red energy and Jakob tells her not to fight the feelings of rage. The woman screams just as the rangers arrive. When one of them comes over, Petra deals him a single blow that sends him flying over a hundred feet away.

When the team get word of the incident, they fly to Norway and check the scene. Grant helps Gemma scale the downed tree to analyze the cut marks, while Coulson interviews the second ranger. Gemma confirms that whatever was in the tree is of alien origins and sends the data back to Fitz at the plane. He recreates the staff in three dimensions from the imprint, while Skye monitors the news. She informs the team that a paganist hate group in Norway are rioting, and leaving a message: "We are gods."

The team reunites at the plane and Grant brings up the records on Jakob and Petra, wanted terrorists. Fitz recreates one side of the staff in three dimensions and explains that, judging from the break marks at the end, it's one-third of a larger staff. Skye suggests that they call Thor to see if he knows about it, but Coulson tells him that Thor is out of contact. Skye wonders if the

paganists used magic to find the staff, but Coulson figures that there is a mundane answer and says that they're traveling to Seville to meet with Professor Elliot Randolph, an expert on Norse mythology.

In Seville, Elliot is meeting with an attractive student and makes sure that she remembers their dinner date. As she leaves, Coulson, and the scientists arrive and show Elliot the staff recreation. As they talk, Coulson compliments the professor on his expensive gold pen. Elliot informs them that it is a piece of the Berserker Staff, a 12th century relic. A powerful Asgardian soldier came to Earth as part of a berserker army and wielded the staff. However, he fell in love with Earth and humanity and stayed when his fellow Asgardians returned to their world. The soldier then broke the Staff into three pieces and hid them in three different locations. A priest in the 16th century learned of the hiding places and wrote them down in the form of three cryptic riddles. One of them relates to the tree in Norway. The other two talk about being buried with the bones of the dead, and being "close to God." They can't determine anything from the riddles and Elliot suggests that they travel to Baffin Island in Canada, where Norse artifacts have recently been found.

As the team returns to the plane, Coulson checks with a SHIELD team sent to Baffin Island, and they confirm that there's nothing significant there. Skye checks the historical records and learns that Vikings made their way to Seville twice on raids. There is a church built on the ruins of an 8th century crypt, and the team figures that's where the second staff is hidden, buried with the bones of the dead.

Skye and Grant split up to search the catacombs beneath the church while Coulson and Fitz wait outside. Grant picks up spectrographic readings from the staff and heads for the source. He discovers that Elliot is in the catacombs, holding the second part of the staff. When Grant grabs it, the rage surges through him and he relives his memories of a boy trapped in a water-filled well, yelling for help. His scanner device goes dead and Skye runs to where he was. Grant is lying stunned on the ground, and he tells her that Elliot has the staff segment.

Elliot goes to his car with the segment, but Jakob and his group catch up to him. Jakob reveals the first segment of the staff.

As Coulson runs for the catacombs, he sees someone throw a car down the street. When he gets to Elliot's car, he finds the professor picking up his books. Elliot sheepishly admits that he screwed up.

Back aboard the plane, Gemma examines Grant, who complains that they're wasting time. He finally admits that he's been having memory flashback to his childhood, but doesn't want to talk about it. They then listen in on Coulson's interrogation of Elliot. The professor insists that he didn't want to use the staff segment and that he just went there to obtain it as evidence of his theory that berserkers really existed.

As Grant gets increasingly excited and angry, Gemma tries to calm him down. Skye wonders if he's remembering what happened to his brother, and Grant snaps at her for talking all the time and doing nothing. Gemma checks and confirms that he's suffering from an ongoing adrenaline surge and offers him a tranquilizer, but Grant refuses to restrict his ability to protect his teammates. When Fitz tries to argue with him, Grant snaps at him, saying that the scientist failed to save Gemma when she jumped out of the plane and that Grant will have to keep rescuing her, and then walks off.

Elliot tells Coulson that he just wanted to uncover evidence proving the existence of the gods. Coulson corrects him, saying that they're aliens, not gods. Undeterred, Elliot says he'd told them everything that he knows, and Coulson tells him to comfortable while he discusses the matter with his teammates.

Grant is in the cargo bay working out with a punching bag and remembers the well and the boy. Melinda comes in and tries to calm him down, and Grant insists that the best cure for him is to stop the paganists before they hurt someone else.

Jakob and Petra meet with their fellow paganists and tell them that it's time to take power for themselves. Two of the paganists grasp the two staff segments and gain the same rage as the others.

Grant goes to see Coulson in his office and admits that the staff is bringing back traumatic memories of his childhood. He warns Coulson that it won't go away and that he can't trust himself, but Coulson figures that Grant can be trusted if he is aware of what he's going through. Glancing at Elliot on the monitor, Coulson suggests that Grant let out a little rage. A short time

later, Grant goes into the interrogation cell and demands answers from the professor. Elliot insists that he doesn't know anything more and Grant takes out a knife and stabs at him... only for Elliot to catch the blade and twist it. Coulson comes in and says that Elliot has confirmed his suspicions that he's an actually an Asgardian. Elliot snaps his handcuffs and Coulson figures that he's the berserker from the legends. Watching on the monitor, Melinda locks down the room while Fitz-Simmons are eager to start taking samples.

Ion the cell, Elliot points out that they'll have to open the door eventually. Coulson wonders why he ever released the location of the staff fragments to the public, and Elliot admits that he dated the sister of the priest who wrote them down in 1546 and told her the story to impress her. The professor hated the staff because of its effect on him and figures that Grant feels the same way. Coulson asks for his help but Elliot insists that he's a pacifist now and the paganists can only do so much because eventually they'll age and die. However, when Coulson threatens to go to Thor, Elliot quickly caves and tells them that the third fragment is in the monastery in Ireland where the monks took him in after he stayed on Earth.

As the team flies to Ireland, grant asks Elliot if the staff's effects will wear off. The professor admits that they will in a few decades and Grant will have to wait it out until then. Meanwhile, Skye asks Coulson if Grant is okay for field work, and Coulson echoes his earlier comment that Grant is okay as long as he knows what the staff is doing to him.

When they arrive, Elliot takes the team to the monastery and the case where the staff fragment is hidden. However, the fragment is gone, and Jakob steps out to reveal that he got it first. He stabs Elliot with the fragment and Grant pulls it out and then charges at Jakob, knocking him off the balcony. Skye and Melinda go down after Grant, while Fitz-Simmons realize that Elliot's injury is a fatal wound. Coulson cuts open Elliot's chest and tells the scientists that the Asgardian's accelerated healing abilities should restore him if they can keep him alive long enough. With that, Coulson reaches into Elliot's chest and tries to hold his heart together.

As Grant fights Jakob, he suffers more memory flashes of the boy in the well. Overcome with rage, he knocks Jakob out.

Coulson gets his hands on Elliot's heart and Fitz-Simmons instruct him on what to do.

As Skye tries to calm Grant down, Petra and the other paganists run in. Grant grabs two of the staff fragments and attacks them. As he does, he remembers what happened...

Grant runs to the top of the well and sees his younger brother below, drowning. He gets a rope but when he starts to throw it down, his older brother arrives and tells him to wait and see what happens. The older brother threatens to throw Grant in with their other brother if Grant doesn't obey, but Grant lowers the rope anyway.

When Grant gets control of himself, he discovers that he's knocked out all of the paganists but two. Petra and the last man attack grant, and Melinda says that she'll take care of them. As Skye helps Grant away, Melinda knocks Petra down, and then picks up the three staff fragments. They merge into the one assembled piece and Melinda knocks Petra out with it. Once the battle is over, Melinda concentrates and then gently sets the staff down despite the rage consuming her. She looks up at Grant nods in satisfaction. Up above, Elliot's wound finally heals enough to stabilize his condition.

Later, Gemma is talking about Elliot and his healing ability when her parents call. She realizes that it's time to talk to them and takes the call. Meanwhile, Grant asks Melinda what she saw when she held the staff. She doesn't go into specific but admits that it was something troublesome. When Grant wonders how she overcame the influence of the combined staff, Melinda tells him that it showed her the same thing that she sees every day.

As Coulson looks at the staff, careful not to touch it, Elliot comes over and says that he recognizes that he look. He asks him what he wants to see, and Coulson explains about how he was killed and couldn't remember what happened for months afterward. However, he tells Elliot that he isn't haunted by his inability to remember, and the Asgardian wonders what the problem is. As they leave, Elliot figures that he'll have to move on to a new life and Coulson suggests Portland.

That night, the team stay over at a hotel in Ireland. Skye finds Grant drinking in the bar and he apologizes for snapping at her earlier. She says that she understands and says that she's there for him if he wants to talk about it. Grant considers and then says that he's going to bed, but offers to talk to her about it some other time. As he goes to his room, he sees Melinda going

into her room down the hallway with a bottle of booze. She gestures to him briefly and goes in, leaving the door open. After a moment, Grant goes in after her.

Coulson is relaxing on a beach in Tahiti, receiving a massage. The masseuse tells him that Tahiti is a magical place... and Coulson wakes up from his dream in a cold sweat.

Repairs

Season 1
Episode Number: 9
Season Episode: 9

Originally aired: Tuesday November 26, 2013
Writer: Jed Whedon, Maurissa Tancharoen Whedon
Director: Bill Gierhart
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Brett Dalton (Grant Ward), Chloe Bennet (Skye), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons)
Guest Stars: Robert Baker (Tobias Ford), Laura Seay (Hannah Hutchins), Christopher Gehrman (Taylor), Josh Clark (Roger), Mickey Maxwell (Officer), Beth Kennedy (Martha), Max Osinski (Officer Davis)
Summary: Coulson and his team are haunted by a mysterious force that threatens to destroy them all, and only a secret from May's past can save them.



Batesville, UT — Taylor, a convenience store clerk, is reading a newspaper article about the deaths of four scientists in a local particle accelerator accident when a local woman, Hannah Hutchins, comes in. Taylor glares at her and says that one of the dead men, Jack Benson, was a friend. He asks her if it Jack's death was her fault because she was the manager on duty, and refuses to let Hannah walk out. Cars suddenly start flying through the air at him and Taylor runs out... only to discover that something has switched on the gas pumps. He runs away while inside the store, Hannah crouches in a

corner as the gas explodes, tearing open the front of the store.

At a hotel room, Grant is taking a shower while Melinda gets dressed in her room. He comes out and suggests that they go back to the plane separately so no one will realize that they're sleeping together, only to discover that Melinda has already left.

On the plane, Coulson briefs Skye on their new mission to confirm if Hannah is a telekinetic. He wants Skye to monitor their asset evaluation program so she can learn how they deal with someone manifesting superpowers. Skye points out that she located Mike Peterson when they couldn't, but Coulson points out that the mission didn't go well and warns that each case is different. The agent explains that Hannah was the only survivor of a particle accelerator overload and the people of Batesville blame her for the four deaths.

As they prepare for departure, Fitz-Simmons tell Coulson that the Department of Energy has sealed off the particle accelerator lab, but once on-site they can retrieve the disaster event data from the computers. As they prepare for departure, Coulson tells Skye that he'll take Grant and Melinda to confront Hannah while she stays in the car. As Grant comes in, Melinda complains that he's running late.

Once the plane touches down in Batesville, Fitz-Simmons go to the lab while the others drive to Hannah's house. A mob has gathered outside and the local law enforcement officer can't get them to leave. Coulson goes up and introduces himself to Hannah, assuring her that they're just there to talk. Someone in the mob throws a rock at Hannah, just missing, and a police car goes out of control.

Coulson yanks the thrower out of the way just in time, and then tries to calm Hannah. Before he can get through to the woman, Melinda shoots her with the night-night gun and says that it's time to go.

At the lab, Fitz-Simmons send in their drones and argue about the existence of telekinesis. The conversation turns to a pranking incident in the freshman class at the SHIELD training school, and Fitz complains that they never got to play a prank on the freshmen because they graduates three years early. Jemma points out that Skye never went through training so that technically she's a freshman.

Once they have Hannah onboard in an electromagnetically-shielded cell, Melinda takes off and sets a course for The Fridge, the SHIELD facility for holding individuals with special abilities. Coulson tells the team that the next interaction with Hannah will be crucial and tells Melinda to accompany him in so that she can deal with their prisoner if she goes out of control again. They go in and Melinda admits to Hannah that she sedated her to prevent an incident. Coulson insists that it was for everyone's safety and Hannah asks if she's hurt anyone. They tell her that she didn't and Melinda asks if she was angry at the mob. Hannah says that she knows her neighbors and understands why they're angry with her.

In the lab, Fitz-Simmons monitor Hannah's brainwaves, while Skye complains that Melinda knocked Hannah out. The scientists defend Melinda's actions and Skye wonders why their teammate has the nickname "The Cavalry." Improvising, Fitz says that Melinda rescued a team of SHIELD agents from a hundred enemy agents by riding into the compound on a horse. As Skye takes that in, the scientists review the data from the incident and Fitz irritably tells Skye that she can't work the hologram device. She goes off to use her own computer and Fitz-Simmons congratulate themselves on playing the first part of their prank.

Hannah tells Coulson that as manager, she received reports about a faulty coupling assembly the accelerator. She had the part replaced and tripled-checked it, and didn't find anything wrong. However, Hannah figures that she must have missed something, causing the four deaths. Coulson assures her that his team is trying to find out the true, and suggests that she has gained a telekinetic ability. Hannah doesn't believe it and says that God has abandoned her and demons are causing the incidents around her.

The team assemble in the lab to review the data and they figure that Hannah is blaming herself out of guilt. Coulson warns the others that Hannah is a danger to them until they figure out a way to shut down her powers. As he goes to his office, Coulson is unaware of a figure lurking in the shadows behind him. Skye goes after him with Melinda and asks to talk to Hannah. She's checked the woman's history and confirmed that she's a genuinely nice person, doing volunteer work in the neighborhood. Skye dismisses Hannah's ranting about demons as hallucinations brought on by guilt, and complains that Melinda knocked the woman out. Melinda says that Skye will stay away from their prisoner. As they talk, a collectible baseball from Coulson's collection falls on the floor. He picks it up, surprised that it fell since the case was glued down, and tells Skye that for now all she can do is do a background check.

Skye goes to see Grant, who is in the galley making a meal. She complains about Melinda is so single-minded and causally suggests that the female agent needs to get laid. Grant hesitates briefly and then suggests that Skye take a less confrontational approach.

They talk about Melinda's nickname and Grant realizes that Fitz-Simmons were playing a prank on Skye earlier, exaggerating Melinda's mission. He explains that she only killed twenty mercenaries, not a hundred, and that Melinda was just satisfied to get the job done. Grant reaches for a knife to cut up some vegetables and discovers that it's gone when he wasn't looking.

Hannah is cowering in the corner of her cell as someone pounds on the door. She begs God for forgiveness as the pounding continues.

Examining the hologram of the accelerator data, Jemma finds the coupling. She turns to tell Fitz and ignores him when she realizes that he's wearing a gas mask. Fitz complains about how she didn't react and goes to get some couplings they have in storage so they can simulations. As he goes, Jemma tells him to work on the prank and Fitz says that it's only a matter of timing.

Skye goes over the incident reports from the lab and discovers that one of the dead technicians, Tobias Ford, filed three safety complaints against Hannah. It was clear that he had it out for her, and she realizes that he was right.

Fitz goes to the storage room and sets the gas mask down. He notices a mop that he can use for his next prank and picks it up...

unaware that a man is coming up behind him. When the scientist turns a second later, the man is gone.

Jemma is working on the hologram when she hears who she assumes is Fitz coming in behind her. She turns to tell him that the accelerator has opened a portal to another dimension, only to discover that Tobias is the one behind her. He insists that it's a portal to Hell and uses a wrench to smash the hologram projector. Coulson hears the noise and runs in, and Tobias disappears as mysteriously as he came. Jemma tells her superior that there's someone else on the plane with them.

In the electronics bay, Tobias reappears and smashes the circuitry. In the lab, Coulson realizes that the power to the engines is out and they're going down. Grant and Skye go to the cockpit and Grant helps Melinda bring the plane in for a dead stick landing while Skye looks on. In the back, Coulson and Jemma strap themselves in. The plane comes down rough and taxis to a halt, and the team reassembles in the briefing room. Jemma describes Tobias to them while Melinda confirms that the power to Hannah's cell is still on full. They figure that Tobias is the one responsible for everything that has happened to Hannah and that she's not to blame. Skye wants to tell her that but before Coulson can respond, they realize that Fitz never returned.

Fitz finally gets the door to the storage closet open and discovers that someone jammed it with a knife. He figures that one of the others is paying a prank on him and goes exploring. Grant and Jemma come out, startling him, and they call Melinda. She is in one of the avionics bays and confirms that Tobias has sabotaged the power. She shuts down power to the flight controls now that they're on the ground and then goes to Hannah's cell, figuring that Tobias might head there as well.

Coulson goes to his office and tries to call SHIELD HQ on his radio. However, Tobias gets to the generator and smashes it, taking out the radio.

Skye goes to talk to Hannah through the cell door, assuring her that what's happening isn't her fault. Hannah asks her if she believes in God, and Skye says that she doesn't. However, she doesn't believe that anyone deserves punishment from God, and if God exists then God is love. Hannah admits that she wants to believe that God isn't punishing her, but finds it hard to do. Melinda arrives and tells Skye to go help Coulson repair the emergency transceiver while she stands guard. Skye tries to argue but Melinda makes it an order. Before she goes, Skye tells Melinda not to hurt their prisoner more than she already has.

As the trio go to the generators, Jemma tells Fitz and Grant that the scientists at the lab were trying to generate a portal to another dimension. Tobias became trapped between universes, able to pass from one to another, appearing and reappearing. They get to the generator room and discover that Tobias has sabotaged the equipment. Grant tells them to work while he stands watch outside.

However, Tobias appears behind Fitz-Simmons and shoves them into a storage closet, and then locks the door. When Grant returns, Tobias disarms him by phasing in and out of reality, keeping one step ahead of the agent. He finally goes for Jemma, using her as a shield, and gets behind Grant to knock him out... and then stares at his hand in horror as it fades out on its own. He then shoves Jemma back in the closet and locks the door.

As Skye and Coulson work on the emergency transmitter, Skye complains about Melinda, derisively using her nickname. Coulson objects and explains that the story about Melinda has been exaggerated all the years since. He was there as part of a team sent in to find prisoners being held by a cult leader with powers. Melinda decided to fix the process and went in on her own. When she came out, she was changed. Coulson says that she used to be quiet but determined, played pranks, and broke the rules. However, after the mission, that part of Melinda was gone. Skye realizes that Coulson wanted Melinda on his team so that he could try to bring back the person that she was. As they talk, Tobias locks the office door, and then phases in and grabs Skye, and orders them to let him into Hannah's cell.

Fitz calls Melinda on the intercom and tells her what Tobias is up to, and that he's fading away every time he phases between worlds. Tobias comes up behind Melinda and tries to attack her in the flickering lights. She slips away and he soon realizes that she's taken Hannah with her off the plane. Meanwhile, Melinda leads Hannah into the nearby forest. Hannah wonders what she plans to do and Melinda says that she's going to fix the problem.

Coulson and Skye realize that they can't get past the lock door. Looking around, Skye asks Coulson if anything in his collection of antique spy equipment works.

Once Grant wakes up, the scientists tell him what happened and note that Tobias is using a wrench that phased over with him during the accident. Grant figures that it's the same wrench that Tobias used to loosen the couplings on the particle accelerator. Coulson calls them on an antique wrist radio and tells them that he and Skye are locked in. They compare notes and realize that Melinda isn't with either group.

Melinda spots a nearby barn and takes Hannah there, and says that she'll use the woman as bait to bring Tobias within striking distance. When Hannah wonders what she plans to do then, Melinda says that she'll do what she has to.

Fitz walks Coulson through attaching the wrist radio to the lock on the office door. The scientist then overloads it with a transmission signal, blowing out the lock. The team tries to work out what Tobias is doing, but Grant isn't interested and is ready to shoot the technician. They go to a storage room to get drones to find Tobias and Fitz is startled when the mop he rigged to scare Skye startles him. As the scientist screams, Skye realizes that Tobias is acting childish.

As Hannah waits in the barn, Tobias approaches her. Melinda ambushes him but despite her best efforts, Tobias is able to keep ahead of her by phasing in and out faster than she can strike.

Skye explains that Tobias was simply trying to get Hannah's attention so that he could be with her. They figure that Tobias was trying to protect Hannah, attacking anyone that he believed was a threat to her. As they discuss the situation, Fitz releases the drones and they home in on Tobias.

When Tobias focuses on Hannah, Melinda manages to knock him down and then tries to get the woman out. Realizing that she can't fight the man, Melinda tells Hannah to get him to help. Hannah appeals to him to stop and Tobias explains that he's been dragged to Hell for loosening the couplings on the accelerator. He didn't want to hurt anyone, and he's been trying to atone for his sin by protecting Hannah from the townspeople when they believed that she was responsible. Tobias asks Hannah to forgive him, but she says that only God can do that. Melinda agrees, telling Tobias that what he did can't be undone. She tells him to let go of the person he thought he could be because he's dragging Hannah down with him.

As one of Fitz's drones arrives, Melinda tells Tobias to let Hannah go on his own before her team arrives and makes him do it.

Tobias takes Hannah's hand... and then lets himself fade back through the portal. As Skye goes to comfort Hannah, Coulson asks Melinda what she said to Tobias. Melinda tells him that she said the same thing that Coulson said to her years before: let go of the girl.

Back on the plane, Skye assures Grant that Hannah is doing better and has finally gone to sleep. She then goes to see Coulson, who says that the wrist radio is a lost cause. Skye tells him that Melinda isn't, and that if anyone can bring her back, it's Coulson.

Coulson congratulates her on handling the situation, pointing out that Skye was right about Melinda, Tobias, and Hannah. He says that he wanted her to pay attention to the evaluation and intake process because one day she'll be one of the best. Skye then goes to the cockpit where Melinda is flying the plane. She asks if she can sit there and keep her company, and Melinda doesn't tell her to get out.

Later, everyone but Melinda and Fitz are playing Scrabble. Fitz comes in, complaining that someone put shaving cream on his hand while he was sleeping. He insists that the bunks should be off-limits and demands to know which one of them played the prank. All four of them deny it... while Melinda, smiling, listens in on their conversation from the cockpit.

The Bridge

Season 1
Episode Number: 10
Season Episode: 10

Originally aired: Tuesday December 10, 2013
Writer: Shalisha Francis
Director: Holly Dale
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Brett Dalton (Grant Ward), Chloe Bennet (Skye), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons)
Guest Stars: J. August Richards (Mike Peterson), Ruth Negga (Raina), Cullen Douglas (Edison Po), Molly McCook (Laura Hayward), Ajani Wrightser (Ace Peterson), Paul Lacovara (Brian Hayward), Rico Devereaux (Prison Guard), Paul Sanchez (Tiny), Albert Marrero Jr. (Trainer)
Summary: Coulson recruits a former enemy, Mike Peterson, to help the team take on Centipede, but they soon find themselves under threat from an unexpected quarter.



At the Havenworth Federal Penitentiary, prisoner Edward Po insists on sitting alone as he eats in the mess hall. When one prisoner, Tiny, tries to take a seat, Po informs him that it's taken and Tiny hastily walks away. Suddenly a superhumanly strong mercenary, Brian Hayward, smashes through the ceiling of the mess hall and subdues the guards. Two more super-soldiers rappel down with lines, but Po refuses to leave until Brian calls him "Sir." Once Brian does, Po leaves with his three rescuers.

Aboard the plane, Skye is going over S.H.I.E.L.D. files on agent Katherine

Shane, who is one of several female operatives who match the description of the woman who took Skye to the orphanage. Coulson comes by to tell Skye that there's a briefing in five minutes, and recognizes Katherine from her photo. He admits that he worked with her years ago but warns that even if she is the agent who dropped Skye off, it doesn't mean she's Skye's mother. Skye asks if Coulson can restore her computer privileges so she can dig deeper, and he refuses. However, he tells Skye that he's having Melinda access some of the restricted files. Skye is worried at Melinda's involvement since she wants her search kept private, and Coulson assures her that Melinda will do so quietly.

Melinda and Grant are sparring in the cargo hold and she quickly takes him down. Grant congratulates her on knowing his weak spot and Melinda points out that she's checked his files. When he starts flirting with her, Melinda tells him that it's not the place, just as Coulson comes in and says they're beginning the briefing.

The team review the footage from the penitentiary and confirm that the super-soldiers were using the Centipede implants. Jemma points out that they've overcome the combustion problem from the Extremis serum using the information gathered at the Hong Kong lab.

Skye brings up Po's file and confirms that he's an ex-Marine specializing in tactics and rapid response. He disappeared in 2008 and reappeared 18 months ago when he cut a man's eyes out and was sent to prison. The team's top priority is find Po and Coulson tells the team that S.H.I.E.L.D. is sending them one person as backup.

Mike Peterson is at a S.H.I.E.L.D. training facility, pushing a bulldozer, when Coulson arrives and tells him that he's joining the team.

Back at the plane, Melinda and Coulson wait for Mike to arrive and Melinda warns that bringing Mike on the team is a bad idea.

Coulson responds by telling her that he said she'd assist Skye in looking for her parents, and Melinda points out that's another mistake. Before she can pursue the matter, Mike pulls up and Melinda walks off. Coulson admits to Mike that she still holds a grudge against Mike because he thrower her into a wall, and Mike insists that he's there to do better than he was. He asks for a shot at proving himself and Coulson says he'll get a second chance, but warns that he won't get a third.

Grant, Skye, and Fitz-Simmons are reviewing footage of their first encounter with Mike and Grant insists that Mike is a ticking time bomb... just as he realizes that Mike is standing behind him. Coulson reintroduces Mike, who is surprised that Skye has joined S.H.I.E.L.D.. He then thanks the team for saving his life, and explains that his son Ace is with his sister Mindy and believes that he's working a construction job. Skye admits that she hasn't found anything on Po before he went to prison, and Coulson suggests that she check what he did while he was in prison. Meanwhile, Skye has confirmed that one of the super-soldiers is Brian, who served in Afghanistan and disappeared after his term was over. His sister Laura, a sophomore at the University of Ohio, is his only living relative, and Coulson has Melinda set course for Ohio.

Later, Mike visits Coulson in his office to find out what he'll do in the operation. Coulson tells him that he'll be sitting it out while Fitz-Simmons run tests on him. Mike assures him that he's stable, but Coulson points out that they need to know his limits for his own sake as well as the team's. At the lab, Jemma examines Mike and Fitz notices that she's a little too eager to be taking his measurements hands-on. Fitz then gives Fitz a new suit that they've created that will monitor his vitals and provide protection against small arms. They notice his implant and Mike explains that the S.H.I.E.L.D. scientists couldn't remove it. He then thanks the scientists for saving his life, because it was the night-night-gun that stabilized the Extremis formula in his body.

When the plane touches down in Ohio, Coulson and Grant drive to the university to question Laura. As they drive, Coulson mentions that Laura is studying women's issues and talks about how he has let his former girlfriend, a cellist, continue believing that he's dead. When Grant suggests that things would be different if the woman were in S.H.I.E.L.D., Coulson comments that dating a co-worker is just asking for trouble.

On the plane, Skye calls Melinda in and thanks her for helping with her parents, but Melinda abruptly tells her to get down to business. Skye shows her footage from the prison that shows the girl in the flowered dress meeting with Po. Using a lip-reading program, Skye has confirmed one sentence that Po spoke: "The Clairvoyant does not like to be touched." As they contemplate the new information, Mike comes in and, seeing the screen, says that the woman's name is Raina and she was the one who recruited him for Centipede.

Raina visits Po at the factory where Centipede is currently operating. She tells him that they need the Clairvoyant's help to move to Stage 3, but Po warns her that the Clairvoyant has trouble seeing the man she's looking for as well as his weaknesses. Raina explains that they've had to keep moving because Coulson's team is pursuing them, and shows Po the lab where the scientists are monitoring the three Extremis super-soldiers. When she points out that it's hard to maintain them when the operation is on the move, Po says that it's time to stop running.

As Coulson and Grant wait for Laura's class to end, Skye tells Coulson what they've found out about Po and Raina. Coulson says that psychics are a myth and tells them to see if "The Clairvoyant" is an alias. When Laura comes out after class, Grant approaches her and gives her a business card identifying himself as an Ohio State Gaming Commission agent. He claims that her brother Brian has won \$50,000 in the lottery and they need to find him. Laura claims that she hasn't seen Brian since he returned from Afghanistan and Grant goes back to the car. When he points out to Coulson that their plan didn't work, Coulson says that it worked fine, and it was intended to raise Laura's suspicions. She calls Brian, unaware that the card Grant gave her is a spy device with a tracker and bug.

The agents listen in as she call Brian and trace the call to Oakland, CA.

En route to Oakland, Skye goes to see Mike, who is looking at a photo of his son. Mike says that the boy is growing up fine without him and that they just talked on Ace's birthday, and Skye admires how he is close to his family. Coulson comes in with Mike's new suit and says that it's

time for him to join operation. Coulson briefs the team and explains that Brian's cellphone is at a factory, and he and Mike will take on entrance while Grant and Melinda cover the other. When Skye wonders why S.H.I.E.L.D. isn't sending in backup, Coulson tells her that Mike is all the backup that they need.

The next morning, the two teams go in and the scientists turn up no signs of enemy heat signatures. Skye picks up an unidentified transmission but can't identify it. When the teams fail to turn up anyone, Fitz dials Brian's cellphone number. It rings from a cargo container directly ahead of Coulson and Mike, and Brian smashes through the door of the shielded container. He shoves the container at Mike, who stops it before it can hit Coulson. Meanwhile, another super-soldier attacks Grant and Melinda.

Coulson shoots Brian with the night-night gun but his enhanced stamina negates the drug in a matter of seconds. Meanwhile, Grant take a blow intended for Melinda, buying her time to grab two pieces of rebar and attack her stronger opponent. The third super-soldier emerges from hiding and disarms Coulson, while Brian stabs Mike in the stomach with a piece of rebar. Despite his injury, Mike manages to stun Brian. The two super-soldiers stare for a moment and then run off. Coulson goes over to Brian and demands answers, but he pleads with his superiors, insisting he won't talk. Despite that, his right eye suddenly bursts as Raina triggers the implant. She and Po have been watching a video transmission from the eye implant the entire time, showing Mike and Coulson. Po tells Raina that Mike has the key to Stage 3.

Back at the plane, Fitz-Simmons tend to Mike's wound and analyze Brian's eye implant. They report that it's basically the same one that was used on Akela. Skye confirms that Centipede has updated the technology so that she can no longer trace the signal back to its source. They wonder who is financing Centipede's superior technology and Jemma suggests that may be the Clairvoyant's function.

Later, Po meets Raina at her car and tells her that he spoke with the Clairvoyant. However, he refuses to share the Clairvoyant's information until the time is right. Raina tries to find out anything she can about the Clairvoyant, but Po warns her that he cut out the eyes of the last person who asked. However, he does say that he told the Clairvoyant about Raina's many virtues. Flattered, she tries to take Po's hand but he ignores her.

Grant is at the plane's bar having a drink when Melinda come in and angrily accuses him of letting his feelings for her get in the way of the mission. When she points out that he took the blow meant for her, Grant angrily says that he did it to protect her since she was the superior fighter, and disgustedly tells her not to flatter herself. As he walks out, Skye comes in to discuss her parents' files with Melinda. Melinda irritably tells Skye that she needs to focus on the mission, not her personal attachments. When the senior agent leaves, Skye goes to her quarters and tears up her research, crying. Coulson hears her and starts to approach her, but then thinks better of it and walks away.

Mike finds Coulson in his office and says that he wants to be the best. Coulson is more interested in why Mike hasn't seen his son Ace in person since Union Station. Mike admits that the last time his son saw him, he was a monster, and Coulson says that the best way to fix that is in person. However, Mike figures that Ace is better off without his father. Coulson disagrees, explaining that everyone aboard chose S.H.I.E.L.D. over normal lives. He tells Mike to think about Ace before he makes the choice of becoming a S.H.I.E.L.D. agent or not. Mike goes back to his room and calls Ace, and says that he'll soon be coming to see him. Ace is overjoyed, and says that he has a new friend... and puts Raina on the line.

Once Raina gives Mike his demands, he goes to the team and tells them that she wants to trade Ace for Mike. Coulson calls S.H.I.E.L.D. to have them back down and agrees to make the trade, pointing out that Centipede will kill Ace if they don't cooperate.

Their orders are to not use any tracking device, but Fitz-Simmons have an olfactory tracking device set up that should be undetectable. Letting Centipede take Mike will buy time so he can recover from his wound, and they can follow him and stage a rescue. Before they head out, Coulson promises Mike that he'll get Ace back.

The team drive to the bridge that Centipede has designated for the trade. Melinda wants to go with Mike, but Coulson says that Mike has asked for him. Coulson wants Melinda to hang back in case something goes wrong so that she can take point. Meanwhile Fitz-Simmons rig Mike with the scent patch and Coulson then takes Mike out onto the bridge. The rendezvous is between two trucks and Grant, perched in a sniper's position, can't see the scene. Raina and

her two super-soldiers pull up and she goes over to meet with Coulson and Mike with one of her men.

When Raina greets Mike, Coulson tells her to get on with the trade. She tells him that trading Ace for Mike isn't part of the deal, and Mike apologizes to Coulson. He admits that the real plan was to trade Coulson for Ace. However, Mike has second thoughts and grabs Raina by the throat, and threatens to break her neck if she doesn't turn Mike over. Raina tells him that Centipede doesn't care if she lives or dies, but they'll make sure that Ace suffers if Mike doesn't go through with the deal. Coulson tells Mike to let the woman go, and he finally releases Raina. Coulson tells Raina to finish it and she has her other super-soldier bring Ace over.

Mike hugs his son and Coulson says that he understands that he made the only choice he had. As Mike takes his son back to the team, Raina gives Coulson a sedative and has her men drag him to the car. Melinda tells Grant not to engage and calls S.H.I.E.L.D. HQ for satellite support. Meanwhile, Mike has Skye take Ace and then runs back after Coulson to make things up. The two trucks on either side of the bridge explode as he passes between them. Grant prepares to open fire on Raina but her car explodes as well, providing a diversion so that she can leave in a helicopter with Coulson and her men. The super-soldiers open fire, knocking Grant to the ground.

As the helicopter flies away, Coulson warns Raina that whatever she has planned won't work. Smiling, she tells him that they just want him to tell them what happened on the day after he died.

The Magical Place

Season 1

Episode Number: 11

Season Episode: 11

Originally aired: Tuesday January 7, 2014
Writer: Paul Zbyszewski, Brent Fletcher
Director: Kevin Hooks
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Brett Dalton (Grant Ward), Chloe Bennet (Skye), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons)
Guest Stars: Saffron Burrows (Agent Victoria Hand), Rob Huebel (Lloyd Rathman), J. August Richards (Mike Peterson), Ruth Negga (Raina), Cullen Douglas (Edison Po), Ron Glass (Dr. Streiten), Aiden Turner (Vanchat), Felisha Terrell (Emily Deville), Samantha Cutaran (Karine), Imelda Staunton (Dr. Goodman), Darren Dupree Washington (Interrogating Agent), David Lim (Waiter), Christopher Rocha (Tow Truck Driver), Justin Gant (PO Guard 1), Wayne Scott (PO Guard 2), Matt Mullins (Centipede Soldier 2), Adam Lytle (Centipede Soldier 3)
Summary: Centipede's interrogation of Coulson helps him uncover information about his death and mysterious resurrection...but at the potential cost of a teammate's life.



A tech scavenger, Vanchat, meets with Centipede operative Emil Deville. He sells her a piece of salvaged Chitauri technology, but before they can complete the deal, Grant and Melinda break in and takes out most of the agents. Vanchat escapes but Fitz-Simmons have their drones in position to cut off his escape route. When Vanchat ducks into the elevator, Skye hacks the computer system and takes him up to the roof where Agent Victoria Hand and a S.H.I.E.L.D. team are waiting.

Back at the plane, Jemma treats Grant's reopened stitches while Fitz grows increasingly irritated with the techs that Victoria has placed aboard the plane. Victoria holds a briefing informing everyone that they have only found charred remains at the bridge explosion and assume that they belong to Mike, and that so far they've had no luck tracking down Edward Po. An interrogator is questioning Vanchat and Victoria is sure that they will soon get a lead on Centipede and take their entire operation down.

As they talk, a security alarm goes off. Victoria realizes who is hacking the systems and goes to Skye's bunk. The hacker admits that she's trying to bypass her damper and trace Centipede's payments to Vanchat. Victoria orders her off the plane immediately but Skye defends his teammate, insisting that they need her help. Unconvinced, Victoria asks Melinda if Skye should be aboard the plane, and Melinda says that the hacker is of no use to anyone aboard the plane. Victoria informs Skye that she'll be debrief at S.H.I.E.L.D. HQ and Grant reluctantly agrees to take her in since he's her SO.

Later, Grant is leading Skye off the plane when Fitz-Simmons arrive and give Skye a brown paper sack. They explain that there's a satellite phone in the bag and that it will bypass her

damper once. Grant tells his teammate that she has twelve minutes until the agents arrive to take her away and the team wishes Skye luck.

Coulson is having another dream of relaxing in Tahiti, complete with a masseur and a waiter. However, when he jerks awake he finds himself in a Centipede safehouse with Po sitting next to him. Po demands that Coulson share his memories of what he's seeing, but Coulson refuses and the Centipede operative warns him that they will have to put him back in the machine. Coulson vows to die rather than give away any intel, and Po reveals that they know all about the son Coulson lost at an early age, just like Mike lost his son before dying on his first mission. The Clairvoyant has provided Po with everything he knows, but Coulson insists that there is no such thing as a psychic and points out that if the Clairvoyant could do what he claimed, they'd already know what they were trying to get Coulson to reveal. Po admits that the Clairvoyant couldn't see what happened to Coulson after he died and wonders why the agent is so special, but Coulson refuses to answer.

Skye slips her captors and makes her way to a cybercafé, but her damper still prevents her from accessing the S.H.I.E.L.D.

mainframe. She goes to a newsstand and goes through a magazine, and finds an article about CEO Lloyd Rathman, who is under investigation by the SEC. She then buys a new black leather outfit, goes to Lloyd's company, and steals his SUV as he goes into his office.

At the lab, Jemma is boosting the night-night rounds so that they can tranquilize the Centipede soldiers. Fitz, looking on, says that he doesn't care whether they're tranquilized or dead. Meanwhile, Grant is watching Vanchat on the monitor and finally gets impatient with the interrogator's lack of success.

Skye tries to access the computers through Lloyd's onboard computer but still doesn't have any luck. She finally comes up with a new plan and runs the SUV off the side of the road. When roadside assistance contacts her, Skye asks them to tow her back to Lloyd's house.

Centipede security guards take Coulson back to his cell. Once he's alone, he uses a piece of metal to pick the lock on his handcuffs.

Grant tells the interrogator that Victoria needs him and waits until the man leaves. Vanchat still refuses to talk so Grant straps himself in and signals to Fitz-Simmons, who are watching on the monitor. They open a hatch, depressurizing the room. Vanchat, holding on for dear life, finally agrees to talk.

When a guard brings him food, Coulson knocks the man out and runs outside. He finds himself in an abandoned mock town used for Cold War nuclear testing. Po is waiting for Coulson and informs him that there's nothing but desert for hundreds of miles. Coulson tries to attack his captor but Po is ready and has an enhanced soldier grab the agent and choke him unconscious.

The tow driver takes Skye and Lloyd's SUV to Lloyd's home. Skye goes in through the garage and calls Lloyd's secretary, claiming to be with the LAPD. She says that Lloyd's SUV was stolen and that they need him to come home. When he arrives, Skye claims that she's Melinda May with S.H.I.E.L.D. and says that they know all about his money laundering schemes. She offers him immunity if he cooperates and Lloyd quickly gives in.

Victoria has her people arrest the buyers from the list that Vanchat gave Grant. They head for Sidney, where the richest buyer lives, and Victoria asks Grant if they have a problem since he violated protocol. He defends his actions and Victoria congratulates him. She admits that she's been on the phone to Fury and that the director is very interested in getting Coulson back. When Victoria says that no agent is worth the amount of effort they're dedicating, Grant says that Coulson is worth it.

Coulson continues to resist Po's interrogation efforts, confident that S.H.I.E.L.D. will find him in time. Raina arrives and informs Po that she's been busy with other projects. Po defends his actions, reminding Raina that the Clairvoyant ordered him to use torture on Coulson. The Clairvoyant calls and Po defends himself to his superior, insisting that his methods are sound and will eventually yield results. Po is ordered to give the phone to Raina, who listens and then says that she agrees with her new orders. She then gives the phone back to Po. It emits a signal, shutting down Po's implant, and he collapses to the floor.

Grant visits Melinda in the cockpit and wonders why she didn't back Skye. Melinda insists that she told the truth to Victoria, and Grant realizes that she set the whole thing up so that Victoria would put Skye off the plane where the hacker could do the most good outside of the

system. Meanwhile, Victoria informs Melinda that they have coordinates for a location in the Mojave Desert where they found the Centipede helicopter, and Melinda sets a new course.

Since she can't use the computers, Skye has Lloyd hack into Vanchat's Swiss bank account to track his buyers. He doesn't believe she's a S.H.I.E.L.D. agent so Skye tries to access the mainframe, fails, and shows him the warning logo message. As he hesitates, Skye reminds him that S.H.I.E.L.D. knows everything about him. Two men from the security company arrive and Skye knocks one of them out and draws on the other. As she holds the man at gunpoint, Lloyd quickly goes to work.

Raina frees Coulson and defends her action, insisting that she gave Mike and Chan what they wanted. She points out that S.H.I.E.L.D.

has done the same thing in the past, and admits that she doesn't know who the Clairvoyant is. Raina talked to him for the first time just recently when he called to dispose of Po, and knows that he is providing guidance to Centipede to help them deal with a changing world, a world that S.H.I.E.L.D. has been working with for decades. They have access to much of S.H.I.E.L.D.'s technology: what Centipede wants is the secret to how Coulson was resurrected. Raina figures that he wants to know as well, and offers him the chance to cooperate.

Skye ties up the guards and tries to direct Lloyd, but soon realizes that he knows nothing about computers. She frees one of the guards and then ties up Lloyd, and has the guard hack Vanchat's Swiss bank account. They find the information on Vanchat's primary buyer and then leaves in Lloyd's stolen car.

Coulson figures that the Clairvoyant is only guessing about what he's going through, but Raina says she knows all about how Coulson can't sleep because of his worries. She notes that S.H.I.E.L.D. is his only family since his mother died, and S.H.I.E.L.D. is hiding the secret of his resurrection from him. Passing on what she's been told by the Clairvoyant, Raina tells Coulson that his mother loved him and was heartbroken when S.H.I.E.L.D. told her that her son was dead. Coulson says "It's a magical place" again and admits that he keeps saying it, and Raina offers him the chance to learn why. After a moment, Coulson tells her to activate the machine.

Fitz-Simmons show Melinda and Grant a bracelet that they've created that can administer a heavy-duty tranquilizer through the same drug-delivery port that Centipede uses to inject the Extremis drug. Skye calls and Jemma orders the other technicians out of the lab. Once they leave, Melinda takes the phone and asks a surprised Skye what she has for them.

Once Skye gives her report, the team tell Victoria that Centipede has bought a small development near where the helicopter turned up at the supposed Centipede lab. Victoria refuses to divert resources but Melinda insists that her team will check out the second location. Grant and the scientists stand with her and they walk off together.

As Raina prepares to activate the machine, she tells Coulson that she knows it will work on him because it worked on her. Once it's turned on, Coulson has another hallucination of Tahiti. However, the waiter morphs into Dr. Streiten, who demands to know who ordered the process. The masseur says that Director Fury authorized the operation.

Skye drives to the abandoned test town and starts to look for Coulson, but one of the Centipede super-soldiers spot her. Melinda and the others arrive and ram the super-soldier with their SUV, alerting Raina and her other super-soldier. She sends him to investigate and then checks on a convulsing Coulson.

Coulson sees through the false memory of Tahiti and realizes that he's in an operating room. Streiten and another doctor, Goodman, are standing over him.

The second super-soldier approaches the team and Grant tells his friends that he'll handle him. Melinda and the others head off, taking out the human guards, while Grant manages to take down the super-soldier long enough to slap the bracelet on him, taking out his implant.

Coulson sees Fury in the operating room and Streiten telling the director that what they're doing is wrong. Goodman continues and Coulson realizes that they're using a robotic machine to operate directly on his brain... while he lies there, begging them to let him die.

Skye hears Coulson screaming and runs in, and Raina insists that she's trying to help the agent. Skye punches her out and Melinda arrives to shut down the machine. Coulson wakes up and Skye hugs him in relief.

Later at the plane, Victoria has her team take Raina away. Coulson comes out and looks at Raina briefly, and then Victoria comes over and tells him that Fury was relieved to hear that they had recovered him. She admits that they haven't found the Clairvoyant yet but that they've

broken up Centipede operations across the globe. Coulson thanks Victoria for his help and she admits that his team isn't quite to her taste.

Once Victoria and her people leave, Coulson thanks his team and then immediately orders them back to work. As the others leave, Coulson removes Skye's damper bracelet in thanks for what she did. When she asks what he learned, Coulson tells her that it was just an illusion that Centipede projected into his mind.

Late, Streiten is leaving home when he discovers that Coulson is in the back seat of his SUV. Coulson tells the doctor that he knows what really happened and Streiten tells him that despite what S.H.I.E.L.D. claimed, Coulson was dead for days, not minutes or hours.

Fury ordered a team of doctors to use unethical procedures to bring Coulson back to life, and Streiten wasn't involved until the seventh operation. Coulson was in agonizing pain and wanted to die, and Streiten agreed with him but was overridden. Afraid that Coulson would come back changed, they gave him a pleasant memory of Tahiti to conceal what they did to him. Shocked, Coulson gets out and walks away.

Mike wakes up in a bed in a cell. He discovers that he's covered in burns and his right leg is gone. The implant in his eye activates and his handler tells Mike to standby for instructions.

Seeds

Season 1

Episode Number: 12

Season Episode: 12

Originally aired: Tuesday January 14, 2014
Writer: Monica Owusu-Breen, Jed Whedon
Director: Kenneth Fink
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Brett Dalton (Grant Ward), Chloe Bennet (Skye), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons)
Guest Stars: Dylan Minnette (Donnie Gill), David Conrad (Ian Quinn), Daniel Zovatto (Seth Dormer), Christine Adams (Agent Weaver), Maiara Walsh (Callie Hannigan), Boyd Kestner (Agent Lumley)
Summary: While their teammates investigate a problem at S.H.I.E.L.D. Academy, Coulson and Melinda turn up unexpected information about Skye's parents.



Seth Dormer, Callie Hannigan, and another student go to the S.H.I.E.L.D. Academy swimming pool to relax after a hard test in the Science & Technology Division. As they come in, they notice another student, Donnie Gill, studying on the bleachers. Callie hesitates to get in with the other two, and then yells a warning when she sees the far end of the pool freezing. Her friends swim to the side and climb out, but Seth's leg is trapped in the fast-advancing ice. Donnie grabs a pole and breaks the ice, freeing Seth just in time.

On the plane, Coulson receives photos of his corpse from Nick Fury once he tells his superior he knows what happened to him.

Meanwhile, the team flies to the S&T Academy to investigate the freezing incident. Fitz-Simmons confirm that the device is based on research they did during their time there, and Grant reports that it was in the filter for some time, meaning someone planted it there intending to target the three students in question. He admits that he hasn't been to the S&T Academy because he went through operations, and Skye is eager to see it. Melinda comes in and informs them that she'll be dropping the four of them off while she and Coulson continue on another assignment. She leaves and Skye wonders how Coulson is handling the knowledge of his death. Grant figures that their superior will be okay once he comes to term with it.

At the academy, the four S.H.I.E.L.D. agents find Agent Weaver, head of the Academy, waiting for them. She gives them a list of suspects and explains that she's eliminated 90% of the students as possible suspects. Fitz-Simmons go with Weaver for a lecture they'll be giving to reassure the students. Meanwhile, Grant takes Skye to the Wall of Honor memorial where the names of all the S.H.I.E.L.D. agents who have died is inscribed. Skye wishes that she was part of S.H.I.E.L.D. instead of an outsider forcing her way onto the team, and admits that she feels like she cheated. Grant assures her that all she needs is a dedication to the greater good.

As they head south, Melinda advises Coulson to put away the photos and asks if he feels better now that Fury provided them. He doesn't and puts them away, and Melinda explains that they're flying to Mexico City. The S.H.I.E.L.D. agent who left Skye at the orphanage, Avery, had

a partner who survived. The partner, Lumley, disappeared off the radar but has been recently spotted in a crowd in Mexico City. Melinda figures that Lumley will realize he was made and flee the city, so they're going to get there before he can do so.

At the Academy lecture hall, Fitz-Simmons address the students and advise them not to panic. The scientists say that while typically they like to push the envelope, they should pause and take stock of the past instead.

Grant questions Seth, who claims that he doesn't have enemies. However, he says that Donnie doesn't talk much because he's too smart for most people.

As Fitz-Simmons continue lecturing about the history of S.H.I.E.L.D., Donnie suddenly yells and ice spreads across his body. He freezes solid and Fitz-Simmons, thinking quickly, manage to break a small portion of the ice and inject Donnie with glucose to keep him alive. Skye and Grant arrive in the auditorium and find another freezing device beneath Donnie's seat. When they break it, the ice covering Donnie shatters.

Entrepreneur Ian Quinn is heading for the airport when he gets a call from his contact inside the Academy. Ian refuses to accept failure and tells his contact to have the situation in hand by the time he arrives.

Skye questions Donnie, who admits that he doesn't know anyone well enough to have any enemies. Once Donnie goes back to his room, Weaver notes that Donnie is the young agent since Fitz-Simmons attended. However, he isn't applying himself and may wash out. Once they're alone, Grant figures that the students won't say anything, guilty or innocent, because they're trained to resist interrogation. Instead he asks Fitz-Simmons to take him to the place where the students go to get away from the Academy so that he can conduct his own investigation.

Coulson and Melinda take Lola to a dress shop. The owner forges travel papers and the two agents wait for Lumley to show up.

As they leave the auditorium, Grant asks Fitz to talk to Donnie, figuring that Donnie idealizes the older scientist. Fitz agrees and Grant asks Jemma to take them to the room where the students hang out. She takes them to the boiler room and Grant is unimpressed by the description, until he discovers the students have turned it into a high-tech discotheque.

Fitz goes to see Donnie, who insists that the freezing incident was just a prank. As they talk, Fitz notices several projects that Donnie is working on and says that he's impressed. Donnie sheepishly says that they're not his ideas.

As they run surveillance, Melinda tries to make small talk and Coulson wonders why she's acting so unusually, talking and pursuing the investigation into Skye's background. She admits that she's trying to distract him and Coulson admits that he's worried that the S.H.I.E.L.D. technicians might have changed something more than just his memories. Melinda assures him that he isn't any different than before, and that she would know if he was. Coulson concedes the point and says that he's glad that they're finally rooting out all of the secrets involving him and Skye. Considering that, Melinda tells her superior that she's having sex with Grant... just as Lumley comes out and Coulson goes after him. After a moment, Melinda tries to flank the fleeing agent.

Lumley ducks into an alley and Melinda catches up to him first. They fight it out and Melinda comes out ahead, and Lumley tries to take a cyanide pill. Melinda kicks it out of his hand and Lumley knocks her down long enough to climb up a fire escape. However, Coulson flies up to him in Lola and Lumley, seeing him, realizes that they're interested in the baby Skye.

Back on the plane, Lumley explains that he and Avery were part of a team that were sent into China to rescue a previous team that was recovering an 0-8-4. The first team was dead and the leader was holding the 0-8-4 in his arms: a baby. Lumley's team got the baby out but since then, they have been killed one by one. Agent and Lumley were the last survivors and Avery stole a Level 8 clearance to put the baby into the foster system, moving her between various homes to prevent detection. Shortly after that, Avery was killed and Lumley fled rather than meet the same fate as his teammates. Lumley wonders if the baby is safe and Coulson assures him that it is, and Melinda says that they're going to take the rogue agent in. Coulson refuses, saying that they'll drop Lumley off on their way back to the Academy. As he leaves, Lumley tells them that Skye is a curse and that anyone who gets near her dies. Once he's gone, Melinda warns Coulson that they can never tell Coulson what they've discovered, for her own safety.

At the boiler room, Skye chats up a bartender and learns that Callie is hoping to get assigned to a prestige position at the Sandbox. Callie lost her chance to Donnie and she was at the pool

when Seth was attacked.

Fitz looks over Donnie's plan for a super-powered battery and immediately suggests an improvement, impressing Donnie. Donnie admits that he's grateful that Fitz is there because he has someone as smart as he is to talk to. Fitz tells his new friend that he went through the same thing as Donnie when he went through the Academy, and that Donnie will eventually come out of his shell. He invites the younger student to come with him to the boiler room, but Donnie says that he has some designs to work on.

Grant talks with Callie over a game of pool and suggests that he can recruit her for Operations as part of an elite shadow unit.

Callie comments that the freezing device attacks were the best thing that happened to Seth and Donnie, and Grant orders her to explain what she means. The student tells him that Seth and Donnie have both been talking about meeting Fitz for weeks, even though the attacks were recent.

In his room, Donnie takes out a larger version of the freezing device.

Jemma calls to brief Fitz on what they've learned from Callie, and Fitz realizes that Donnie tricked him into solving the problem with the battery. He goes back to Donnie's room, but Seth knocks him out and tells his friend Donnie that they need to leave now and take the device with them.

Once the plane arrives, Grant and the others find Fitz and take him aboard. Skye asks Coulson where he and Melinda went, and he says that he'll tell her later. Fitz figures that Seth is manipulating Donnie into helping him, and that someone is backing them because they couldn't afford the freezing device components on their own. Skye logs onto the computer to track the purchases.

Seth and Donnie go to the Academy parking lot and call Quinn, and admit that S.H.I.E.L.D. is onto them. Quinn tells Seth that he will have to change the deal.

Skye traces the purchases to Quinn, who they faced before in Malta, and confirms that Seth's father works as a lawyer for Quinn's company. Coulson sends Fitz-Simmons to meet with Grant and Weaver and have them expand the search of the Academy grounds, and Skye asks to talk to Coulson.

Quinn refuses to rescue Seth and Donnie unless they can prove him what their device does. Seth eagerly accepts but once Quinn hangs up, he tells his pilot to take him out of the country. Meanwhile, Donnie begins to have second thoughts about what they're doing and warns that they don't know for sure if the device is safe. Seth insists that everything will work and that proving themselves to Quinn is their only chance. Donnie gives in and activates the device, but apparently nothing happens.

Skye asks Coulson why he's avoiding her and wonders if she's done something to offend. Coulson finally admits that he's been keeping secrets from her, but has realized he can't do it to her after S.H.I.E.L.D. kept the secret of his resurrection from him. He finally tells her what Lumley told them about Skye being an O-8-4.

When they return to the plane, Fitz-Simmons check the equipment and discover that a superstorm is forming above the Academy.

Coulson comfort a shocked Skye as she breaks into tears.

At the Academy, Grant and Weaver go outside and see a storm sweeping across the campus grounds.

At the parking garage, Seth and Donnie stare at the growing superstorm in horror and realize that their device is seeding the clouds with ice particles. Hail drops from the sky and the two students take refuge in their truck until the eye of the storm passes over them. Donnie insists that they have to shut down the device, pointing out that Quinn can't pay them if they're dead.

Fitz warns the team that they have no way to stop the superstorm. At the Academy, Grant and Weaver get everyone into the boiler room for shelter, and then Grant tries to get to the parking garage to stop the two students. He realizes that it's impossible because of the high winds and Fitz says there is only one way left to get there. He has Melinda lift off in the plane and she takes them into the eye of storm to the parking garage.

Donnie and Seth try to shut down the device, but a power surge blasts Sean back and hits Donnie in the periphery. Donnie runs to his friend just as Melinda lands the plane on the roof. The team get the two students aboard but is unable to resuscitate Seth. Crying, Donnie begs his friend not to leave him while Melinda takes the plane back out just in time.

Later, Fitz wishes Donnie luck as he escorts him to Weaver and her men. When he offers his condolences, an angry Donnie says that it doesn't matter because his only friend is dead. Meanwhile, Melinda approaches Coulson and asks if he heard what she said earlier about sleeping with Grant. He admits that he did but says that it doesn't matter as long as she doesn't let it affect the team.

Melinda assures him that it won't and realizes that Coulson told Skye the truth about her origins. He thought that her story had ended, but he was impressed that Skye said that her story started there, and that S.H.I.E.L.D. has been protecting her ever since, just like a family.

Skye goes back to the Wall of Honor with Grant and looks up Avery's name.

As Donnie is taken to the Sandbox for further examination, he traces a bit of frost on the window with his bare hand.

Later, Quinn calls Seth about the superstorm, but it's Coulson who answers. Coulson warns the entrepreneur that they'll blow his plane out of the sky the next time he flies over an allied country. Unimpressed, Quinn tells Coulson that the Clairvoyant says hello.

T.R.A.C.K.S.

Season 1

Episode Number: 13

Season Episode: 13

Originally aired: Tuesday February 4, 2014
Writer: Lauren LeFranc, Rafe Judkins
Director: Paul A. Edwards
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Brett Dalton (Grant Ward), Chloe Bennet (Skye), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons)
Guest Stars: Stan Lee (Debonair Gentleman), J. August Richards (Mike Peterson), David Conrad (Ian Quinn), Carlo Rota (Luca Russo), Emily Foxler (Sofia), T. J. Ramini (Mancini), Ludwig Manukian (Conductor), Brandon Molale (Smith)
Summary: Hot on the trail of the Clairvoyant, Coulson and his team board a mystery train that seems to be headed for certain death.



Coulson briefs his team on the location of Ian Quinn. Skye has followed Quinn's paper trail and learned that he paid \$10 million to Cybertek. Cybertek is delivering a package to Quinn and transporting it on a train from Verona to Zagreb to where Quinn is waiting.

Former soldiers hired by Cybertek will be escorting the package. As for the local authorities, Coulson has already met with the head of Italian intelligence, Luca Rosso, and convinced him to let S.H.I.E.L.D. handle the operation. He tells the team that they'll be going undercover: Melinda and Ward will pose as

a couple and locate the package, and then tag it with a tracker. Skye and Fitz, posing as a couple celebrating their anniversaries, will then follow the tracker to Quinn. Coulson and Jemma will pose as father and daughter going to a funeral and maintain surveillance. Once they find Quinn, they hope he will take them to his employer, the Clairvoyant.

Melinda and Ward board the train and go to their cabin, and Melinda dons combat gear and climbs out through the window. Before she goes, Ward points out that Coulson hasn't been the same since he talked to Skye. Skye has also been more driven, locking herself up for a day to find Quinn's paper-trail. Melinda merely says that Coulson has been through a lot and advises Ward to keep things between them impersonal. She casually tells Ward that Coulson took it okay when she told him she and Ward were having sex and leaves.

Skye and Fitz approach the conductor and pretend to be an American couple celebrating their six-month anniversary. As Skye rambles on, she pickpockets the conductor's access key and then goes to the luggage car with Fitz. As she uses the key, Fitz says that he could have built a gadget to get the door open, but sometimes he likes to get out in the field and use his bare hands.

Jemma and Coulson are seated in the passenger car and Jemma rehearses her very long backstory for her assumed character. She admits to Coulson that she's not very good at improvisation. Carlo Mancini, the head of the Cybertek security team, comes down the aisle and Jemma lectures Coulson on failing as her "father." She uses the opportunity to spill the cremation urn

she has and plant the tracker on the package Mancini's team is carrying. Melinda, up on the roof, monitors the signal and follows the security team down the train. However, the comms go down and Coulson realizes that something is wrong. He runs back through the dining car at the end of the train and notices that the back door is open. Ward comes running up, dressed as a conductor, and tells Coulson that they've been made. The security team chase them and the two agents dive off the train. Mancini tosses a grenade at them and it explodes... and the train vanishes.

Five minutes earlier, Ward dons a conductor's uniform and goes out into the hall. His comm goes dead and a woman, Sofia, approaches him and asks for his help taking her luggage to her cabin. Ward reluctantly helps her and discovers that it's an ambush. The agent in the cabin comes at him while Sofia draws a knife and cuts Ward in the shoulder. Despite his injury, Ward take them both out and runs to the passenger car. He finds Jemma and tells her to lock herself in the luggage car with Skye and Fitz, and then continues on to find Coulson. Ward continues on, finds Coulson, and tells him that they've been made. The security team chase them and the two agents dive off the train. Mancini tosses a grenade at them and it explodes... and the train vanishes.

Ward and Coulson try to work out what happen and notice Melinda's goggles by the track. Coulson grabs the grenade and wonders if the Clairvoyant warned Mancini that they're be on the train. Armed men pull in SUVs and Coulson and Ward run into a nearby vineyard.

They find a small truck and are surprised to discover that it's already been hotwired. They drive to the plane just as Russo calls Coulson and tells him that another Cybertek team ambushed him and his men at the station where they were waiting, and he was the only survivor. Coulson tells him about the train disappearing and Russo promises to look into it.

Ward takes the grenade to the holotable and struggles to analyze the grenade. Coulson comes in and tells him that S.H.I.E.L.D. satellite imagery confirms that the train is gone. He tries to help Ward without much luck, and they finally upload the grenade specs to S.H.I.E.L.D. HQ. Following up on what Melinda told him earlier, Ward asks Coulson to keep it secret that he and Ward are having sex. Coulson agrees, but warns him that if they let things get too personal and it interferes with the mission, he'll have Ward exiled to a remote S.H.I.E.L.D. outpost.

Russo pulls up to the plane and comes up the ramp, telling Coulson and Ward that they found the train and the rest of the team.

Before he can say anything else, he collapses, a knife in his back. Melinda walks up behind him, covered in blood, and tells Coulson and Ward that they're leaving right away.

Earlier, Melinda crosses the roofs to the dining car and discovers that the comms are offline. A Cybertek security man shoots at her and she's forced to jump off the train. Melinda follows the train and comes to Coulson and Ward, lying comatose on the ground.

Realizing that they've been drugged, Melinda goes to a nearby vineyard and hotwires a truck. However, Russo and his men arrive and says that they've been looking for her, and then knock her out.

When Melinda wakes up, she's suspended from the rafters in a barn. Russo is there and admits that Cybertek pays him off to make sure that nothing interferes with their deliveries. He demands to know where Coulson and Ward are, but Melinda simply smiles. Russo stabs him in the shoulder but Melinda keep smiling and says that's what she needed. Puzzled, the Italian operative turns away... and Melinda pulls the knife out of her shoulder, cuts herself free, and takes out Russo's men. Russo manages to escape in a SUV and drives to the plane. He hides a gun behind his back and tells Coulson and Ward that they found the train and the rest of the team.

Before Russo can shoot, Melinda arrives and throws the knife into his back, and tells her teammates that they're leaving right away.

She explains that Russo sol them out and goes to the cockpit. Ward follows her and offers to stich up her wound, but Melinda coldly tells him to get the plane ready.

After they take off, Melinda goes to the lab to stich up her wound. Coulson comes in and helps her, and explains that S.H.I.E.L.D. found the train. As for the grenade, S.H.I.E.L.D. scientists have confirmed that it uses a toxin similar to the one in their night-night guns. When used, it temporarily induces a coma and prevents the victim from realizing that any time has passed.

Melinda realizes that he's worried and assures her boss that the others can take care of themselves. As Coulson finishes treating her wound, they receive word that that the train has

been found in the middle of the countryside. Melinda tells Ward to reroute the plane and asks if he needs help, but he coldly tells her that he's got it.

When they arrive at the train, there's no sign of their teammates. They check out the luggage car and discover that someone has shot up Skye and Fitz's laptop computers. Jemma jumps out of a closet and fires at them with the night-night gun, just missing. Once they calm her down, they ask where Fitz and Skye are.

Earlier, Skye and Fitz are tracking the package on their laptops. Skye casually asks about 0-8-4s and whether any of them can be human, and Fitz tells her that it's unlikely. The comm systems go dead and they realize that Cybertek is onto them. A Cybertek mercenary finds them and opens fire, and Skye gets close enough to tackle him. Jemma runs in just as the man takes out a grenade. It goes off, paralyzing him and Jemma. Once they confirm that Jemma is unconscious but okay, they leave her with a spare night-night gun, shoot the Cybertek agent with the first night-night-gun, and lock him in a crate.

The train comes to a halt and Skye and Fitz watch as Mancini, Sofia, and the other Cybertek agents transfer the case with the package. The agents follow them to a nearby manor and spot Quinn going in, and activate the tracker so that their teammates can find them. Fitz, realizing that Skye plans to go in to capture Quinn, gives her his night-night gun and heads off to disable the cars so they can't escape while she breaks into the manor. Skye takes out one of the men on duty and slips inside.

As Fitz disables the cars from underneath, Skye checks the house and hears Sofia mention to another mercenary that Quinn's package is downstairs. She goes downstairs to the wine cellar and finds a hyperbaric chamber... with Mike Peterson inside, badly scarred and missing his right leg. Quinn and Mancini arrive and easily disarm her, and Quinn tells Skye that the Clairvoyant told him that she would be there. They wake up Mike and Quinn says that he has new orders for him. Mancini takes out the package—a cybernetic leg— and attaches it to the stump of Mike's right leg. As he shakily stands up, Quinn tells Mancini that he'll receive his payment for delivery of the package and Quinn leaves.

Quinn turns to Mike and wonders if he's getting his money's worth. He questions Mike, asking if he would stop him if he tried to shoot him, and Mike says that he wouldn't. Skye tries to get through to her friend but he ignores her, and Quinn puts a gun in Mike's hand and asks if he would kill Skye. Mike says that his orders are to kill someone else. He walks out and Skye starts to go after her... and Quinn shoots her in the stomach. He holds her tight and shoots her again, and tells Skye that he also has his orders. Once Quinn leaves, the mortally wounded Skye tries to crawl to the door.

Mike goes to the study where Mancini and the others are waiting for Quinn. They demand their money and Mike tells them that they failed and there is no money for them. When Sofia objects, Mike grabs her and tells Mancini that the Clairvoyant isn't happy that he and his team led S.H.I.E.L.D. right to them.

Fitz is disabling one of the cars when a body comes flying out of the study window. He goes in to find Skye just as a mercenary prepares to shoot him... and Ward and the others arrive and take the mercenary out. Fitz tells them that Skye went in and they enter the manor to find her.

Skye claws at the door knob but is too weak to turn it.

Ward comes bursting through the doors shooting, taking out Quinn's men. Coulson gets the drop on Quinn as the entrepreneur tries to slip away.

Mike kills the last of Mancini's men, and his controller sends a message via his artificial eye telling him not to engage S.H.I.E.L.D..

Coulson demands to know where Skye is, and Quinn tells him that he shouldn't be sending Skye off on her own if she means so much to Coulson. Furious, Coulson knocks him out and the team search the manor. They find Skye in the cellar and confirm that her pulse is gone. Thinking quickly, Jemma has the others put Skye in the hyperbaric chamber, and then manages to stabilize her friend just in time.

The team gets Skye to the plane and Jemma warns them that Skye won't last more than a few hours unless they get her to a medical facility. As they take off, Jemma goes to wipe Skye's blood off her hands but breaks down crying. Fitz finds her and hugs her.

As Coulson watches over Skye, Ward goes into the lab and slams his hand into a console. Melinda comes in behind him and says that blaming himself won't help Skye. Ward tells her that he's not blaming himself.

Back in the States, Mike goes to the park where his son Ace is playing. He writes down a message on a piece of paper, asking if he can see his son. The controller at the other end sees it through Mike's eye and sends him the message "Not yet." Mike tears up the paper and walks away.

T.A.H.I.T.I.

Season 1

Episode Number: 14

Season Episode: 14

Originally aired: Tuesday March 4, 2014
Writer: Jeffrey Bell
Director: Bobby Roth
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Brett Dalton (Grant Ward), Chloe Bennet (Skye), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons)
Guest Stars: Bill Paxton (Agent John Garrett), Elena Satine (Lorelei), David Conrad (Ian Quinn), Robert Belushi (Jimmy MacGregor), BJ Britt (Agent Triplett), Sarayu Rao (Dr. Jazuat), Michael J. Silver (Alpha), Jake Newton (Beta), Julie Civiello (Nicole MacGregor)
Summary: Coulson teams up with a fellow agent to find a cure for Skye before it's too late. However, the price may be more than Coulson or Skye are willing to pay.



Melinda flies the team to a SHIELD medical trauma base in Zurich and the EMTs take the hyperbaric chamber containing Skye into the operating chamber. Dr. Jazuat then leads a team of surgeons in operating on Skye's gunshot wound. Coulson and the others wait outside and Coulson tries to get hold of Director Fury. Fury doesn't return his calls and Coulson slams the phone down in disgust.

Meanwhile, Fitz blames himself for letting Skye go after Quinn, and Grant tells him that it's not his fault. Grant blames himself because he is Skye's SO. Melinda tells them that the one they should be

blaming is Quinn because he pulled the trigger.

Dr. Jazuat comes to brief the team on Skye's situation, and admits that it isn't good. She says that they will have to decide whether to keep Skye on life support and asks if Skye has any family. Coulson says that they're Skye's family and Jazuat says that she's sorry. Melinda walks out of the room and goes to the interrogation room where SHIELD is holding Quinn. She beats the man until Coulson and Grant arrive and stop her. Coulson orders her out of the room and tells her to pilot the plane to Bethesda. They're going to find the doctors who brought him back to life and have them operate on Skye.

SHIELD technicians load the medical pod containing Skye onto the plane, and Grant informs Coulson that SHIELD HQ has ordered Coulson to hand Quinn over. He refuses and tells Grant that it's time that he and the others know the truth. He calls in Jemma and Fitz and tells them that a SHIELD medical team brought him back to life, and gives them the file Fury gave him on the resurrection process.

Coulson's memories about Tahiti were implanted so that he wouldn't remember what really happened to him. Reading the file, Jemma notes that Coulson's heart was perforated, and Coulson figures that the doctors involved can use the same technique on Skye that brought him back.

The plane takes off and Grant goes to check on Melinda. She says that she's fine and Grant realizes that she already knew what had happened to Coulson. Melinda figures that Coulson

is doing the same thing for Skye that he would for any of them, and that it makes more sense than killing Quinn. Three SHIELD planes pull up to the transport in mid-air and order them to prepare to be boarded.

Grant goes to tell Coulson just as one of the planes docks. Agent John Garrett, Grant's former SO, climbs down and orders Coulson to hand over Quinn, accompanied by his teammate Antoine Triplett. Garrett tells Triplett to find Quinn, and Coulson takes Garrett to his office. Once they're alone, Coulson realizes that Garrett wants Quinn for personal reasons as well. He tells Garrett that he's holding onto Quinn until they save Skye or she dies.

Grant greets Triplett in the main lounge and Triplett orders him to hand Quinn over. Grant refuses and stops Triplett when he tries to search the plane on his own. They fight until Coulson and Garrett arrive, ordering them to stand down. Coulson explains that Garrett has convinced SHIELD HQ to let him interrogate Quinn en route and hopefully get the information they need to save Skye.

Fitz and Jemma examine Coulson's files and try to translate what they have. Jemma worries that Coulson may have been irreparably changed when he was brought back.

Fitzsimmons go over the files and realize that they don't understand half of what they're reading. Bethesda calls and Jemma, hearing what they have to say, insists that it can't be true.

Coulson and Garrett enter Quinn's cell and Garrett questions him about the Deathlok program. Quinn realizes why Coulson is holding onto him and says that the Clairvoyant told him to shoot Skye.

The scientists tell Melinda that according to Bethesda, there's no trace of Streiten, his medical team, or the operating room where they worked on Coulson.

Quinn tells his captors that the Clairvoyant has real power and that he's working for him because it's in his best interests. He informs Garrett that it was thanks to the Clairvoyant that his people were able to ambush Garrett and kill his men. The only thing the Clairvoyant doesn't know is how Coulson was brought back from the dead. Coulson realizes that the Clairvoyant had Quinn shoot Skye so that Coulson would be forced to find the medical team and use the same technique on Skye.

Once Coulson leaves the cell, Melinda and Jemma tell him what happened. Jemma warns that she and Fitz haven't worked out much of the technique that was used on Coulson, and wonders if they should put Skye through what he went through. Coulson figures that they can learn something from the files, enough to heal her, but Melinda wonders if that isn't exactly what the Clairvoyant wants them to do.

The scientists check the file again and find a reference to a drug, GH-325, that was used on Coulson. Fitz gets an idea and accesses the Triskelion historical records. He and Jemma start going through the files, starting with the travel files on the day that Coulson was killed.

Coulson watches Skye on the monitor.

Fitz locates a reference to the "Guest House," a World War II bunker. Only someone with Fury's SHIELD security clearance can get into it. They find an encrypted file but are unable to open it, until Fitz realizes that it's a photograph of a mountain. They identify its location from their maps and Melinda flies to it. When they radio for access, they get no response. Coulson prepares to take Garrett and Grant in with him, and takes Fitz along as well in case they need him to hack the facilities. Before they leave, Coulson tells them to take prisoners rather than kill so they don't accidentally hurt anyone with the knowledge they need.

The team approach the bunker while inside, two men codenamed Alpha and Beta monitor them. The two men demand the code sign and Coulson, unable to give it, insists that they have a medical emergency. Undeterred, Alpha and Beta repeat the code sign. They don't get it and lockdown the facility, and Fitz hacks the lock. The team takes the elevator down, standing on the roof. Once they confirm that the way ahead is clear, they move ahead. Fitz discovers that they're too deep for the comms to get through.

Alpha and Beta open fire on them, ignoring Coulson's attempts to negotiate. Coulson finally uses a flash grenade to blind one of them, while Garrett takes out the other. The first man flees and Coulson and Grant follow him to where he has collapsed in the hallway. He stares at Coulson and says that he looks familiar, and tells them that there's a timer. The man passes out and Garrett calls to warn Coulson that there's a problem. Garrett has discovered that the bunker is rigged with enough Semtex to bring down the entire mountain. Fitz is unable to hack

the system and get them out. Coulson tells Garrett and Grant to work on the system while he and Fitz look for the GH-325.

On the plane, Jemma and Triplett watch over Skye. Jemma admits that she hasn't known Skye for long but feels a connection, and Triplett says that he's felt the same with some of his teammates that he's lost. Melinda tells them that she's going into the bunker within an hour if she doesn't hear from Coulson... just as Skye goes into convulsions.

Coulson and Fitz enter a room marked Recovery that contains the robot device that the doctors used on his brain.

Grant and Garrett realize that they can't hack the detonator. Garrett suggests that they use some of the Semtex to blast open the door.

Coulson and Fitz find a biohazard treatment room containing a locked refrigerator. They get it open and find the GH-325 just as Grant arrives to warn them they only have four minutes left. Coulson tells Grant and Fitz to go on ahead while he finishes his search. Once they leave, Coulson finds a door marked T.A.H.I.T.I. and goes inside.

Once Garrett rigs the door, Grant sets the Semtex off with a gunshot. The three men pry the door open and Fitz heads up the elevator shaft first with the drug. Garrett tells Grant to head to the plane while he goes back for Coulson.

Jemma wonders whether to let Skye die or not, just as Fitz calls to tell them that Melinda needs to prepare for departure. In the medical pod, Skye flatlines.

Coulson is staggering down the hallway in a state of shock when Garrett finds him. Garrett assures his friend that Fitz is taking the drug to Skye... and Coulson says that it will kill her.

Fitz brings the drug to the pod and Grant tells Melinda to prepare for liftoff.

Coulson and Garrett climbing up the elevator shaft and get aboard the transport just as it lifts off. The mountain collapses behind them and Coulson runs to the pod to stop Jemma. She tells him that she's already injected Skye with the GH-325. Skye goes into convulsions again but then stabilizes, and Jemma confirms that she's recovering. When Triplett wonders what they gave her, Jemma says that she doesn't care. Melinda congratulates Coulson, who doesn't look reassured at Skye's condition.

Later, Garrett and Triplett enter Quinn's cell and tell him that the Clairvoyant has failed. They have his confession to shooting Skye on tape and can put him away for good. As Triplett takes Quinn away, Coulson thanks Garrett for his help. Garrett wonders what he would have done to Quinn if they hadn't saved Skye, but Coulson merely shakes his hand and wishes him well.

Coulson goes back to his office and Melinda comes in to ask why he said not to use the GH-325.

Earlier, Coulson went into the T.A.H.I.T.I. chamber and found dozens of vials with variations of the GH drug. They were all hooked up to a cylinder containing... a large blue alien humanoid.

Coulson tells Melinda that he was scared that Skye would suffer the way that he did. However, he's satisfied that she didn't.

Later, Coulson sits with Skye and watches over her.

Somewhere in Death Valley, a woman in a Viking dress wanders through the desert. She comes to a motel where Jimmy and Nicole MacKenzie, a newlywed couple, are preparing to leave. Nicole goes inside to settle their bill and the woman approaches Jimmy and drinks from his bottle of water. She notices Jimmy looking at Nicole inside and asks if he prefers his new wife to her. Jimmy says that he does and the woman says that she admires loyalty in a man. Staring into her eyes, she says that she needs Jimmy's help to remain free.

Inside the motel, Nicole hears a car drive away and runs out. She's shocked to see Jimmy driving away with a strange woman.

Meanwhile, in the car the woman tells Jimmy that her name is Lorelei, and he promises to protect her no matter what.

Yes Men

Season 1

Episode Number: 15

Season Episode: 15

Originally aired: Tuesday March 11, 2014
Writer: Shalisha Francis
Director: John Terlesky
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Brett Dalton (Grant Ward), Chloe Bennet (Skye), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons)
Guest Stars: Jaimie Alexander (Sif), Elena Satine (Lorelei), Maximiliano Hernandez (Agent Sitwell), Robert Belushi (Jimmy), Dylan Bruno (Rooster), Alicia Lagano (Rosie), Allan Graf (Trooper)
Summary: When Lorelei goes after the male members of the team, the female members get an assist from a god: Lady Sif of Asgard.



Jimmy MacGregor drives Lorelei to a biker bar in the middle of the desert and stops to get something. When he goes inside, the leader of the bikers, Rooster, approaches Lorelei and compliments her. She admires his motorcycle and asks if he's the leader of the bikers. When Rooster confirms that he is, Lorelei uses her magic on him and sways him to her side. Jimmy comes out and is disappointed that Lorelei has turned her affections to someone else. When he reminds her that she said they'd be together until the end, Lorelei tells him that it's the end and hits him, knocking him across

the parking lot.

At the plane, Skye tries to get out of bed and Jemma orders her to stop. Skye collapses back onto the bed, still weak from her injury, and Jemma takes more of her blood. Ward comes in and tells Skye that thanks to her, they know that Mike Peterson survived the explosion on the bridge and Garrett is trying to find him. Skye is worried about Mike, her former friend, but Ward points out that Mike left her to die at the manor in Italy. When Ward tells her to take it easy, Skye insists that she start training with him as soon as possible so that she can defend herself against any future attacks.

As Jemma analyzes Skye's blood, she admits to Fitz that she hasn't found anything unusual yet. They used all of the GH-325 drug from the vial and the only source they now have of it is in Skye's blood. Jemma complains that Coulson won't let her upload the blood test results to SHIELD. She asks Fitz what Coulson saw in the bunker when they were both there, but Fitz will only say that it was very odd.

Coulson calls in a favor with his friend, Agent Sitwell, and meets with him in a parking garage. Sitwell figures that Coulson is trying to track down Director Fury because Coulson has been making other calls, and warns his friend that no one knows where Fury is. As Coulson prepares to leave, Sitwell asks him how Tahiti was, and Coulson says that it sucked.

SHIELD contacts Melinda with new orders and she briefs the team. Energy outbursts have been detected in the California desert. As Fitzsimmons examines the readings, Ward asks Melinda

where Coulson is, and she simply says that Coulson is taking some personal time. Jemma confirms that the readings are related to those seen during the arrival of Asgardian "gods," and SHIELD wants the team to meet whoever arrived.

The team take a squad of SHIELD agents to the desert, following the energy readings. As they drive, Ward asks Melinda if Coulson told her why he changed his mind about giving Skye the GH-325, but she doesn't answer. A light burst slams down in the road and a warrior woman appears. Fitz checks the records and confirms that she is Sif, one of Thor's teammates. Sif steps forward and tells them that Earth is in great danger.

Back at the plane, Coulson returns and tells his teammates that he met Sif in New Mexico when she battled the Destroyer. Melinda tells him that Sif wants their help finding someone, and asks Coulson privately if there's anything that he needs given how distracted he's been. He says that he's fine and they meet with Sif, who is surprised to see Coulson since Thor told her that the agent was dead. Coulson vaguely says that SHIELD used their own magic and asks her not to tell Thor so that he can do it himself.

Sif explains that Odin sent her to Earth to find another Asgardian, Lorelei, and bring her back. Lorelei has the power of sorcery and can control men's minds with her voice and her touch. Once she controls men, she creates armies of loyal servants and conquers worlds. Sif has an Asgardian collar that will silence Lorelei if she can put it on her. Coulson suggests that they start checking the criminal records of towns in the vicinity since Lorelei will have her new soldiers bring her riches.

Rooster sends his men to steal as much money as they can. They bring it back and he shows it to Lorelei, who has no idea what paper currency is and demands gold. Rooster's wife Rosie comes in and is furious that Lorelei is wearing her clothing. Lorelei commands Rooster to choke Rosie and he does so.

Coulson brings up the computer system for Sif. As they go through the police reports, he asks her if she knows of any alien races with blue skin. Sif has heard or met of many but assures Coulson that none of them have been to Earth. They find reports about bikers robbing jewelry stores and Coulson figures that Lorelei is responsible. Meanwhile, Fitz shows Ward his modified night-night guns, which he calls ICERs, and assures the field agent that they have triple the stopping power of the original gun.

Coulson leads the SHIELD assault team to the bar and find local state troopers waiting for them. However, Lorelei has already controlled them and they open fire. Rooster looks outside and tells Lorelei that there's a woman wearing medieval carb fighting with a sword. The Asgardian realizes that Sif has come to get her.

Coulson has Sif kick a trailer in the way, providing them with enough cover to tranq the troopers. Sif breaks in through the front and Lorelei reminds her that she's beaten her before. She has the bikers attack Sif and one of them fires a shotgun blast, destroying the collar on Sif's belt. Sif knocks the bikers out and Lorelei slips out the back with Rooster. Rooster finds Ward waiting for him and the agent quickly knocks out the biker. Lorelei tries to use her voice on Ward, who resists. However, when she touches him, Ward falls under her influence. She tells him to take her to somewhere that deserves a queen.

When the team returns to the plane, Sif is furious that they lost Lorelei. Coulson tells Fitz to try and repair the collar, and then asks Skye to check Ward's drop boxes throughout the world, figuring that he'll go for one of them. Jemma gets Coulson alone and asks him to send some of Skye's blood to SHIELD HQ. When he refuses, Jemma loses her temper and insists that her duty as a scientist requires her to pursue the drug's curative powers. Coulson still refuses, telling her that he's not going to release any information until he talks with Fury.

Ward takes Lorelei to Caesars Palace in Las Vegas and Lorelei says that she can tell that he has the soul of a berserker. The agent says that he used to have feelings for one of his teammates, but it was foolish and now he'd do anything for Lorelei. They check into a hotel room and have sex, and afterward Lorelei explains that she was imprisoned in Asgard for the last 600 years. Ward promises that he won't let her get back and suggests that they eliminate the threat. Lorelei warns that Sif won't stop and Ward says that he can eliminate the people that are working with Sif.

Sif is sharpening her two-bladed sword when Melinda comes in. The SHIELD agent tries the blade but Sif warns her that Lorelei is a skilled fighter. When Sif says that Lorelei always chooses the strongest warrior she can find, Melinda warns the Asgardian that Ward is one of their best

agents. Sif warns Melinda that Ward won't stop while he's under Lorelei's influence, and that she had to kill her mate when Lorelei turned him against her. When Sif says that Ward will kill Melinda if he can, Melinda assures her that Ward won't. Coulson comes in and tells them that they've picked Lorelei up on security cameras in Las Vegas.

Sif and Melinda take a team of female agents to Ward's hotel room only to discover that he and Lorelei have already gone. As Melinda searches the place, Coulson asks her if she's going to have any problems fighting Ward if it comes to that. Melinda doesn't bother to answer him and tells Fitz to continue checking the CCTVs.

The team return to the plane and Fitz admits that he's had no luck spotting Ward, figuring the agent knows how to avoid surveillance. He then leads Sif to the holding cell to show her the repaired collar. She's impressed that he's fixed it, and Fitz slams and locks the door, trapping her in the cell. Coulson and Melinda are discussing what Ward would do next and hear Sif trying to break free. Melinda realizes that Ward would come after them just as Ward lifts off in the plane. Meanwhile, Jemma discovers that Fitz has locked her and Fitz in the med pod.

Coulson finds Fitz outside the cell door and Fitz tells him that he's keeping Lorelei safe by guarding Sif. The senior agent pretends to be under Lorelei's side as well, convincing Fitz.

Melinda heads for the cockpit and finds Lorelei waiting for her in the lounge. When Melinda tries to pass, Lorelei slaps her aide.

In the cockpit, Ward opens the exterior hatch on the cell. Sif manages to grab the collar before she's swept out into the sky. Fitz arrives and relays Lorelei's order for Ward to get Sif's sword. When Ward enters the lounge, Melinda tries to get through to him without success. Lorelei tells Melinda that Ward is hers now and repeats what Ward said earlier about loving one of his teammates...

but it wasn't Melinda. She then tells Ward to dispose of Melinda and leaves.

Coulson frees Jemma, who attacks him until he convinces her that he's not under Lorelei's influence. They've been monitoring the interrogation cell and tell Coulson what happened to Sif. He tells them that Sif as an Asgardian can survive and has Skye let the Asgardian back in, and tells Jemma to come with him.

On the top of the plane, Sif holds onto the collar and crawls inch by inch along the hull.

Lorelei goes to get Sif's blade, but Sif come in behind her, locking them both in. While Fitz tries to override the controls, Sif repeats her orders that she is to take Lorelei back to Asgard. Lorelei, unimpressed, tells Sif that she'll never get Thor, the man she wants, and swings at her rival with the blade. Sif grabs it and splits it in half, and the two women fight with the two halves of the blade.

Jemma comes running up and lures Fitz into chasing her into the cargo bay. Coulson is waiting and knocks Fitz out.

Melinda attacks Ward.

Sif finally defeats Lorelei and holds her blade to the woman's neck.

The two agents struggle for the gun and Ward manages to grab it and aim at Melinda.

Lorelei tells Sif that she'd rather die than go back to prison and asks the warrior to kill her. When Sif refuses, Lorelei reminds he that she used her powers and forced Sif to kill her beloved. Despite the provocation, Sif puts the collar on Lorelei and activates it.

Ward fires the gun only to discover that Melinda removed the clip when they were struggling for it. A second later, Lorelei's influence fades as Sif gags her. Sif brings Lorelei in and ward says that he's okay, but Melinda punches him one more time anyway.

Once the plane is back on the ground, Sif prepares to return to Asgard with her prisoner. Coulson says that it must have been hard for her to keep Lorelei alive, but Sif simply says that she had her orders and obeyed them. After she leaves with Lorelei, Coulson tells Melinda that she should work things out with Ward. She tells Coulson to do the same with Skye, who deserves to know what Coulson found at the Guest House. Melinda then goes to the cockpit and finds Ward waiting for her. When he says that he didn't want to hurt her, Melinda assures him that he didn't. As Ward starts to go, Melinda tells him that he was more honest with Lorelei about his feelings than with himself.

As Jemma tends to Fitz's injuries, Coulson asks to talk to Skye alone. Once Fitzsimmons leave, Coulson explains where the GH-325 came from and apologizes for risking her life with the untested drug. Skye points out that he's fine and that it worked, and that's what they have to appreciate. Coulson assures her that they're going to find answers about the drug and what

happened to him, but insists that they can't put their teammates at risk by letting them know. Skye agrees to the plan and Coulson promises that they'll find the person responsible and make him or her pay. As they talk, they're unaware that Melinda is monitoring their conversation.

She then makes an encrypted call and tells the person at the other end that Coulson knows.

End of the Beginning

Season 1

Episode Number: 16

Season Episode: 16

Originally aired: Tuesday April 1, 2014
Writer: Paul Zbyszewski
Director: Bobby Roth
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Brett Dalton (Grant Ward), Chloe Bennet (Skye), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons)
Recurring Role: J. August Richards (Mike Peterson)
Guest Stars: Bill Paxton (Agent John Garrett), Saffron Burrows (Agent Victoria Hand), BJ Britt (Agent Triplett), Titus Welliver (Agent Blake), Maximiliano Hernandez (Agent Jasper Sitwell), Brad Dourif (Thomas Nash)
Summary: Coulson organizes three pairs of field agents to hunt down three likely candidates for the Clairvoyant. One of them turns up the Clairvoyant at a terrible cost, but Coulson realizes that not all is at it seems.



Garrett and Triplett are on the hunt for the Clairvoyant and take a break at a safe house in Sydney, Australia. As Garrett has Triplett call Coulson to find out what his friend discovered, Deathlok breaks in and attacks them. The two agents grab electronic rifles and open fire on the cyborg, who quickly leaps through the ceiling to make his escape.

Coulson arranges a rendezvous on an aircraft carrier with Agents Victoria Hand, Garrett, Triplett, Blake, and Sitwell. Once they pick up the agents, Melinda lifts off and sets a course over the North Pole in the hopes that the Au-

rorora Borealis will interfere with the Clairvoyant's mind-reading abilities. Garrett and Triplett explain that they check the Index looking for individuals with alleged psychic powers that SHIELD checked out and dismissed. Victoria wonders how they get around the Clairvoyant's abilities and investigate the suspects, and Garrett explains that Skye will compartmentalize the information for them. She'll randomly assign three teams of agents to three of the suspects. When Victoria points out that Skye would need SHIELD computer access to do that, Coulson says that he's glad she brought that up.

Fitzsimmons are examining Skye in the lab and assures her that she's doing fine despite her recent near-death experience. Jemma asks Skye to put in a good word with Coulson to send a blood sample to the Hub, but Skye refuses. Ward arrives to take Skye to the others, and she says that they should divide the information for each in half with it timed to release when they near their destination. When Skye wonders how she can do that without access, Coulson gives her a SHIELD badge as Melinda brings Fitzsimmons in. Skye thanks Coulson but he assures her that she earned it all on her own. After the others finish congratulating her, Skye thanks Ward for his understanding, and he assures her that she didn't need his help.

Deathlok goes to the apartment where he's hiding out and checks his injuries in the mirror. The Clairvoyant contacts him via his eye implant and tells him that there's something for him outside. Deathlok opens the door and finds a box containing a metal bracelet.

When he puts it on, it attaches itself to his left arm. The Clairvoyant sends him another text message, saying that SHIELD is coming for him and it's time that they meet.

On the plane, Sitwell and Coulson talk and wonder if any of the teams are going into a trap. Victoria comes in and says that Coulson has been ordered back and she'll take his place and coordinates the teams from the Hub. Once she leaves, Stillwell tells Coulson good luck and leaves.

In the interrogation room, Skye is programming the phones and gives one of them to Garrett. Garrett introduces himself since they've never formally met and he assures her that he knows what it's like to be wounded in combat. Skye thanks Garrett for saving her life and he thanks her for changing Ward. When Skye wonders what he means, Garrett explains that Ward used to be an emotionless killer.

Now he's fighting for someone—Skye—and that makes all the difference.

In the lab, Fitz provides Melinda with ammo that contains GPS micro-receivers. Jemma comes in and, not realizing that Melinda is there, starts talking to Fitz about Skye's blood sample. She tries to hush up when she realizes that Melinda is there, but Melinda know what they're doing. She asks if Coulson or Skye have displayed any unusual behavior and tells the scientists to tell her if they do.

Coulson comes by to pick up his phone from Skye and assures her that he trusts her judgment. Before he leaves, Coulson asks Skye to check the candidates' psych evaluations because they need a weakness to use against the Clairvoyant.

The three teams head out and Ward and Triplett to go a prison in the UK. As they go in, Triplett admits that he's been following Ward's career since he's his successor. He's eager to find and kill the Clairvoyant, and explains to Ward that the Clairvoyant killed his partner, Dan Monroe. Ward reminds his fellow agent that their orders are to bring the Clairvoyant in, not take him out.

Unimpressed, Triplett asks Ward what he would do if the Clairvoyant had killed Skye. Before Ward can answer, their cell phones activate with information on Elijah Fordham, a convicted killer.

Blake and Melinda arrive in Macon, GA and go to an assisted living home where the second suspect, Thomas Nash, is kept.

Coulson and Garrett are driving through the streets of Muncie, IN, to check on Noriko Sato, another candidate and a junior at the local university. They come to a constriction detour and get routed into a nearby alleyway.

Melinda brings out Nash's file and tells Blake that the man has been there for four years in a coma after a car accident. Blake goes to find Nash's room number while Melinda locates the director.

Ward and Triplett discover that no one is on duty at the prison reception.

As Coulson drives their SUV into an alleyway, another truck pulls out ahead.

As Blake checks the home's records, Deathlok attacks him. Blake shoots at him but the bullets bounce off of the cyborg's metal skin.

Deathlok grabs Blake and chokes him, and Blake tries to get through to the man that Mike Peterson used to be, reminding him that he has a son. Deathlok says that Mike Peterson is dead, throws the agent on the floor, and breaks his neck. Melinda arrives and orders Deathlok to surrender, and the cyborg extends his left arm. The bracelet on it grows a miniature rocket launch and Deathlok fires a missile at Melinda. It explodes, stunning her, and Deathlok makes his escape.

Victoria is monitoring the situation and warns the other two teams. They get back to the plane where backup team has brought in the critically-injured Blake. They fly to the Hub and the EMTs take Blake into surgery. Melinda tells the others that Nash wasn't at the home and that someone had set the whole thing up to make it appear that he was. Ward figures that Deathlok was there because they're getting close to the Clairvoyant. Victoria complains that all three teams should have had backup, and Blake is critical because they went with Coulson's plan instead. Garrett insists that his friend's plan was sound, but Victoria tells Coulson to have Jemma come in to brief everyone on Deathlok's capabilities.

When Fitz goes to find Jemma in the lab, she's packing and ready to go. He wonders why she's so chipper and realizes that she's going to take Skye's blood sample and use the Hub lab to analyze it. Fitz says that he'll set up an encrypted line to secretly contact her just as Triplett

comes in. Jemma confirms that he'll be staying at the Hub and is happy to hear she'll be near him.

Coulson and Melinda met with Skye, who briefs them on Nash's background. The man was a bond trader who claimed that he had the psychic ability to predict a person's behavior. The Canadian government recruited him for their Department H program, believing his power was real. However, when Nash was in the car accident, they let him go and SHIELD removed him from the Index. Coulson figures that the whole thing was a ruse and discovers that Blake managed to tag Deathlok with one of Fitz's tracer bullets. Melinda goes to get the plane in the air while Skye traces the signal.

The tracer leads the SHIELD agents to an abandoned racetrack in Pensacola, FL. Skye stays in the van and monitors communications under guard, while the SHIELD team breaks into the stables. Fitz releases the drones and sends them out, and Skye spots Deathlok on one of them. She realizes that most of his body has been replaced with metal before Deathlok destroys the drone. The agents go after him and Coulson and Garrett finally catch up to Deathlok as he goes into the sewers. Fitz sends a drone down and reports that there's someone else down there.

Coulson and Garrett follow the drone and find a room filled with TV monitors. A paralyzed Nash is sitting in the room in a wheelchair, hooked up to a computer voice synthe. Nash greets them and immediately surrenders, assuring them that there are no booby-traps. Coulson figures that he's the Clairvoyant and Nash explains that Po gave him that name. he sent Deathlok away and cut the feed so that SHIELD couldn't trace the cyborg. Studying Coulson carefully, Nash realizes that he couldn't see Coulson after he died because Coulson couldn't see himself, and Coulson is a broken man who doesn't know he was broken. Nash continues, saying that he knows all about how Coulson blames himself for Skye being shot.

Coulson promises that Nash will never return from where he's going, and Nash tells Coulson has realized that he's been betrayed and is afraid of what will happen next. Coulson doesn't believe it but Nash tells him that a force beyond their comprehension is coming for Coulson and Skye because Skye has something they want and she will die giving it to them. Before anyone can say anything, Ward shoots Nash dead.

The SHIELD agents take Ward outside to one of the vans and prepare to transport him back to the Hub. Garrett talks to a shocked Coulson, saying that Ward did what he had to. Coulson isn't so sure and says that he's going with Ward before the review board.

Garrett leaves to search for Deathlok and Melinda tells Coulson that Fury has finally returned to the Triskelion. Coulson informs her that he's eager to talk to Fury about everything that has been bothering him.

Once the plane takes off, Skye visits Ward and asks why he shot Nash. He explains that after everything Nash had done, Ward was sure that the man wasn't going to stop until Skye was dead. The agent tells Skye that he doesn't regret what he did to keep Skye safe.

Fitz goes to the avionics bay to set up the encrypted line to Jemma. The signal is weak and Fitz discovers that there is already a tapped and encrypted line. Jemma tells Fitz that there's some kind of commotion at the Hub and then they lose contact with each other. Fitz checks the tap line and decides to follow it.

Skye comes to see Coulson in his office and he suggests that Ward killed the wrong man. Nash only spoke through the computer synthe and Coulson wonders if someone else was using Nash to give them a convenient prop to clear, ending the investigation. Skye then tells Coulson that while going over the psych evaluations, she realized that there's one way the Clairvoyant could know everything about them: if he had access to their personnel files. The files contain everything on them, including information Raina used to try and break Coulson during his interrogation. The reason the Clairvoyant couldn't "see" what happened to Coulson when he died was because Fury never put the information into Coulson's file. They both realize that the Clairvoyant must be a SHIELD agent. Coulson then goes to see Ward and angrily asks if someone ordered him to kill Nash.

Fitz carefully enters the cockpit, making sure that Melinda isn't there. He traces the line to a thumb scanner, and hastily closes the panel as Melinda comes in. Fitz makes an excuse for being there and then goes to the lounge where Skye is looking for him. He tells her what he's found and they wonder who Melinda is talking to. Skye tells Fitz to cut the line before Melinda makes contact again and the scientist heads back to the avionics bay. Melinda is in the cockpit and activates the encrypted line just as Fitz cuts the line. Realizing that Fitz has found her out,

Melinda draws a gun and goes to find him.

Ward insists that he wasn't working for anyone and that he made the hard call on his own. Skye comes in and warns them that they have a problem.

Melinda tracks Fitz to the lab and spots him, and fires immediately. However, he's in the next chamber behind the bulletproof glass and the bullet ricochets harmlessly off. Coulson arrives on the upstairs ramp and tells Melinda to surrender, warning her that he's using a real gun rather than an icer. Melinda insists that things aren't what they appear and warns Coulson that they have no idea what they're doing. She refuses to lower her gun, but Skye arrives from behind and orders her to surrender. Melinda has no choice but to surrender, but refuses to say who she's been calling. Coulson figures that Melinda is working for the Clairvoyant and demands to know who he is. Before she can say anything, the plane suddenly swings around, reversing course. Coulson demands answers but Melinda claims that she doesn't know what's going on.

At the Hub, Victoria orders her team to get everyone off the plane when it arrives except Coulson. The senior agent says that she'll deal with Coulson personally.

In Washington DC, two police cars are pursuing Nick Fury, who is driving a shot-up SUV. He manages to elude them but a masked man steps out into the street in front of Fury and fires a mine. It hits the bottom of Fury's SUV and blows up, and the man walks over to where Fury is lying stunned.

Turn, Turn, Turn

Season 1

Episode Number: 17

Season Episode: 17

Originally aired: Tuesday April 8, 2014
Writer: Jed Whedon, Maurissa Tancharoen Whedon
Director: Vincent Misiano
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Brett Dalton (Grant Ward), Chloe Bennet (Skye), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons)
Guest Stars: Bill Paxton (Agent John Garrett), Saffron Burrows (Agent Victoria Hand), BJ Britt (Agent Triplett), Christine Adams (Agent Weaver), Dayo Ade (Agent Barbour), James Macdonald (Agent Jacobson), Charles Halford (Agent Shaw), Braden Moran (Agent Jones), Cameron Diskin (Agent Baylin)
Summary: A mysterious encrypted signal goes out and S.H.I.E.L.D. is thrown into chaos. Meanwhile, Coulson tries to determine who Melinda is really working for and who he can trust.



Garrett is flying back from a mission when two UAVs come after him. When he tries to contact S.H.I.E.L.D., he gets no response. The UAV drones open fire, forcing Garrett to take action, and he realizes that they have S.H.I.E.L.D. logos.

On the Bus, Coulson orders Melinda to stand down and lower her Icer gun. When she does so, Skye keeps her covered while Coulson takes the Icer and tells her to restore control of the Bus to him. Melinda tells him that the Hub has overridden their manual controls and offers to help, but Coulson refuses to let her assist. He asks her why she has a private

encrypted line and tried to shoot Fitz when he found it, and Melinda explains that it goes directly to Director Fury. However, she was under orders not to tell anyone, and now she has no idea where they're heading. When Melinda asks Fitz why he was in the avionics by in the first place, he refuses to let her turn it around on him. Intrigued, Coulson repeats Melinda's question and Fitz reluctantly admits that he was making contact with Jemma at the Hub lab. He used an encrypted line because they were discussing the analysis of the GH-325 drug behind Coulson's back since he didn't approve of them doing the analysis.

Considering, Coulson tells Fitz to step out from behind the bulletproof glass. Once he does so, Skye slips by him to hack the systems and find out what their new course is. Coulson asks Fitz who Jemma was talking to at the Hub, warning that they have no idea who they can trust.

At the Hub, Jemma is analyzing the GH-325 when Triplett comes in. She hides the results while Triplett tells her that the Hub is on alert. They figure that it's a Level 8 operation above their clearances, and Triplett says that he knows Jemma is working secretly on something. He knows about the GH-325 and points out that she didn't use it on Blake and he ended up in the ICU as a result. Jemma finally takes a chance on trusting the agent, closes the door, and tells Triplett that she's reached a dead-end in her research on the drug. She wants to send what she's learned to Agent Weaver at the S.H.I.E.L.D. Academy, and Triplett agrees to get a hologram projector so they can send the data.

Skye checks the computers and discovers that an encrypted signal is jamming all of the S.H.I.E.L.D. airwaves. Garrett calls them and requests assistance, telling them about the drones on his tail. He heads for them and Coulson shoots Melinda with an Icer and then tells Fitz to bypass the remote override on their guns. Coulson then drags the unconscious and handcuffed Melinda into Ward's cell and tells her that she's the sleeper agent. Fitz reroutes weapon control and Coulson takes out the two UAVs so that Garrett can dock with them.

At the Hub, Hand calls Agents Jacobson and Barbour in and tells them that Garrett survived the drone attack. They advise her to shoot the Bus out of the sky when it lands, but Hand figures that they're better off capturing the Bus intact by sending a team aboard when it arrives. Another agent, Shaw, objects to kill fellow agents. Shaw tells him that they're in crisis since the encrypted signal went out, and now their loyalty is being tested. If any of them waver, they die.

Garrett comes aboard the Bus and Coulson explains that Hand is the real Clairvoyant and she used Nash as a decoy. Garrett doesn't believe it, noting that she'd have no reason to reveal herself. Skye finally decrypts the transmission and realizes that it's a message from the organization Hydra, telling its operatives to come out of hiding. Fitz wonders how Hydra can still be around when it was wiped out during World War II, but Garrett and Coulson both figure that it wasn't totally wiped out. Skye tells the others that someone within S.H.I.E.L.D. sent the transmission, meaning that person is highly placed. Garrett suggests that they bail out of the Bus and parachute to safety, but Fitz reminds him that they have to rescue Jemma at the Hub, and Triplett is with her.

At the Hub, Hand has her men arrest other agents. Shaw tells her that Triplett and Jemma are unaccounted for, and Hand tells him and others to find the two missing agents.

Triplett gets the hologram transmitter for Jemma and they open a line to the academy. Weaver comes on line and warns them that the academy is under attack from Hydra. She tells Jemma to find somewhere safe and then the line goes dead. Triplett locks the door and Jemma wonders how she can trust him. After a moment, Triplett takes out his knife and gives it to her. Jemma takes it and Triplett tells her to get in touch with Coulson.

When Melinda wakes up, Ward asks her what Coulson meant and demands to know who she's working for. Melinda insists that she's under orders from Fury not to speak, and Ward congratulates her on playing them all. She tells Ward that she was always protecting them and that Ward was the one who killed an innocent man because he let his emotions get in the way... and he killed the wrong man.

Coulson comes in and tells Melinda that Fitz has repaired the encrypted line he cut earlier and it's time that she prove herself.

As the Bus lands, S.H.I.E.L.D. loyalists open fire, shattering the windows and much of the interior décor. One shot hits Melinda in the arm. Coulson tells her to get Fury on the line but when she does, a different man comes on the other end and tells her that Fury is dead.

The loyalists outside stop shooting and Coulson gets Melinda to the med bay to remove the bullet. As Coulson works, Melinda tells him that Fury asked her to keep an eye on Coulson, well aware that Coulson would recruit her. Shocked, Coulson realizes that Melinda knew about Tahiti all along and didn't tell her, and she says that she was the one who chose the team. When Coulson wonders what she means, Melinda explains that she put together a team that could analyze Coulson, and kill him if necessary. Fury then took her recommendations and gave them to Coulson to assemble his team, well aware of who he would choose. Melinda tells Coulson that she did it to protect Coulson and asks him to trust her, but Coulson points out that she has been using his trust in her the entire time.

Ward arrives and Melinda figures that Hand will send in a surgical strike team to take them out and preserve the Bus. The team meets in the lounge with Garrett and Coulson has Skye download all of the information that they've gathered on their missions. Skye warns that it will take time and Garrett says that they'll do what they can.

In the lab, Barbour and his agents break in and order Jemma and Triplett to surrender.

The strike team blows open the cargo hatch and come in, and several are taken out by a stun grenade. As they search the plane, Fitz cuts a hole in the bottom and the team go into the access tunnels. Skye gives the hard drive with the information to Ward for safekeeping, and Coulson splits them into two teams. He sends Ward and Skye to nerve center to disable the control systems overriding the Bus, and tells them to use Icers because their opponents are on their side. Garrett suggests that they kill Hand but Coulson says that they have to focus on

rescuing Jemma and Triplett. As they head off, Melinda asks Coulson to remove her handcuffs but Coulson refuses.

Barbour and his men take Jemma and Triplett to Hand's office, and she tells them that she and her men are with Hydra and they've eliminated all of the loyalists, including Fury. Hand tells her prisoners to swear loyalty to Hydra or die, and her men aim their guns. Triplett grabs Shaw and holds a gun to his head, and orders Hand to surrender. Satisfied, Hand says that they've proven their loyalty to S.H.I.E.L.D., but warns Jemma that Coulson is part of Hydra.

Fitz and Garrett, disguised as S.H.I.E.L.D. troopers, bring in Coulson and Melinda. They get close enough to Agent Baylin and his men to stun them.

Hand takes Jemma and Triplett to the commander center and receives word that Coulson and his team have escaped the Bus. She tells her agents to use lethal force against Coulson and his people. Jemma objects and Hand tells her that Coulson is a liar. She explains that Blake suspected Coulson and the other Level 8s, and Coulson set him up to run into Deathlok so he'd be eliminated. Hand has Jacobson list all of the off-the-book operations that Coulson has been running since he formed his team, including eliminating Nash.

Jemma still isn't convinced and Hand warns her that Hydra takes advantage of trust and they will have to strike first if they want to survive.

Ward and Skye hide in a utility closet as a patrol comes down the hallway. Ward takes Skye's Icer and says that he'll take them on by himself, and admits that he deserves to die for killing an innocent man. He admits that he did it to protect Skye, and invites Skye to have a drink with him afterward. Ward reminds her that she offered to talk to him once at the bar in Dublin. Skye knows that Ward has been sleeping with Melinda and says that wasn't what she was offering. Ward assures her that isn't what he wants and that what he had with Melinda, he didn't want to risk with Skye. Skye agrees to talk with him later and gives him a kiss before he goes out.

As the twelve S.H.I.E.L.D. troopers pass, Ward comes out and attacks them. He stuns two of them and the other ten attack, knocking him to the ground and kicking him. Despite that, Ward manages to grab a knife and kills them. He then goes into the closet and Skye shows him the pack of C-4 that she's rigged.

Melinda pinpoints Hand's location in the Hub and Garrett still insists on killing her. Coulson refuses, saying that it's against S.H.I.E.L.D. policy and that the last time they violated it, Nash ended up dead. Garrett reminds Coulson that Hand had Skye shot, Mike burned to create Deathlok, and Coulson brainwashed using the same machine that Hand used on Raina. Shocked, Coulson remembers that he never told anyone that Raina said she was brainwashed with the machine as well. He thinks back and points out that Quinn said he shot Skye so Coulson would lead the Clairvoyant to the means of his resurrection. Garrett arrived shortly thereafter and Coulson led him to exactly what the Clairvoyant wanted.

Six S.H.I.E.L.D. troopers burst in and Coulson tells them that Garrett is the Clairvoyant. Garrett says that he recruited some of them and tells them that they know what to do. Three of the troopers kill the other three and capture Coulson, Melinda, and Fitz.

Garrett admits that he killed the three members of his team when they came too close to finding out his true loyalties. Fury found out about Hydra's plans and Garrett's superiors had him eliminated and then sent the signal to activate the moles. Garrett offers Coulson the chance to join Hydra, pointing out that he's been inadvertently helping them all along. Coulson refuses and Garrett doesn't bother with Melinda, sure she won't change sides. He then invites Fitz to join Hydra, warning that they'll take him along and torture what they want out of him if he doesn't. Crying, Fitz vows to make Garrett suffer for what he's done. Garrett tells his troopers to kill Coulson and Melinda and then kneecap Fitz. As they aim, the lights go out.

Skye blows out the power.

Coulson jumps Garrett while Melinda takes on the three troopers. Fitz hides beneath a desk but sees one of the troopers prepare to shoot Melinda from behind. The scientist grabs a discarded gun and shoots the man, and then tosses a stun grenade to Coulson, who knocks out Garrett. Hand and her men break in with Jemma, who runs to Fitz and hugs him. Shaw removes a transmitter and Hand tells Coulson that she heard the entire thing... and knows that Coulson is innocent.

Later, Hand's people take Garrett away. Triplett is furious at his SO for betraying him, while Ward stares in shock at Garrett.

In the control room, Hand briefs Coulson on Captain America, who has disappeared after destroying the helicarriers at the Triskelion. She is going to move operations to the Fridge and take Garrett with her, and Ward volunteers to go with her. He blames himself for not realizing that Garrett was a traitor but Coulson tells him that Garrett used their friendships against them. Hand accepts Ward's offer and tells Coulson that the two of them may be the highest-ranking loyalist S.H.I.E.L.D. officers remaining.

Back on the Bus, Coulson's team look over the damage to the plane as Coulson comes in. He tells them to start making repairs and Melinda wonders if he wants her there. Coulson tells her that she may not be a friend, but she's an ally. Melinda asks what they're going to do next and Coulson tells her, "Survive." Hand, Shaw, and Jacobson take a plane to the Fridge with Garrett in handcuffs. As they wait for the plane to arrive, Hand suggests that they kill Garrett for everything he's done, and asks Ward if he wants to shoot the right Clairvoyant this time. Nodding, Ward stands up and takes out his gun... and shoots Shaw and Jacobson. As Hand stares in shock, Ward kills her as well. Garrett smiles in satisfaction and Ward frees him. As Garrett tells Ward a story about some long-ago mission, Ward stares at Hand's bloody corpse.

Providence

Season 1

Episode Number: 18

Season Episode: 18

Originally aired: Tuesday April 15, 2014
Writer: Brent Fletcher
Director: Milan Cheylov
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Brett Dalton (Grant Ward), Chloe Bennet (Skye), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons)
Recurring Role: Bill Paxton (Agent John Garrett), David Conrad (Ian Quinn), BJ Britt (Agent Triplett)
Guest Stars: Ruth Negga (Raina), Adrian Pasdar (US Air Force Colonel Glenn Talbot), Patton Oswalt (Agent Eric Koenig), Patrick Brennan (Marcus Daniels), Rich Paul (Agent 1), Bayardo De Murguía (Agent 2), Jeffrey Muller (Agent Kaminsky), Alkysa Del Valle (ABC Reporter), Ramon Hilario (Barber)
Summary: In the aftermath of HYDRA's infiltration, S.H.I.E.L.D. is declared a potential terrorist organization. Coulson and his team receive a mysterious set of coordinates and travel to Canada seeking refuge. Meanwhile, the Clairvoyant takes advantage of the chaos to break into the Fridge, release dozens of super-powered criminals, and acquire mystical and high-tech weaponry.



In her cell, Raina is making an origami flower and puts it on the shelf with the others she's made. There are explosions and gunfire outside, and Raina sits calmly on her bunk. Ward comes in and she backs away nervously, and the agent hands her a gift-wrapped box and says that it's a gift from the Clairvoyant. Raina opens it and finds a flowered dress inside.

At the Hub, Coulson is watching a newscast about how S.H.I.E.L.D. has been crippled. Skye tells him that there are three secure S.H.I.E.L.D. bases, including the Hub, and admits that Coulson was right about how there's no one

left to protect the world. Coulson assures her that they made it through and they'll protect the world against HYDRA, and they can fight them since their team is intact.

Ward takes Raina to a barbershop in Havana. Raina wonders if that's where they're meeting the Clairvoyant, and Garrett turns around in the barber chair and tells her that there's no reason to call him that anymore. He introduces himself and Raina says that it's an honor to meet him. Garrett thanks her for her work on the Centipede project, and tells her that he obtained all of his information from his S.H.I.E.L.D. security clearance. Raina is shocked to learn that he isn't clairvoyant and accuses him of being a fraud, and Garrett admits that he had to do it to change the world. He invites Raina to take a seat so he can show her how he plans to do it. Raina hesitantly sits in the barber chair and Garrett welcomes her to HYDRA... and the chair descends into the floor.

Fitzsimmons are coordinating repair teams working on the Bus, and Jemma points out that they have no jurisdiction now that S.H.I.E.L.D. has been labeled a terrorist organization. Fitz

figures that it will all work out. Triplett is helping them and shorts out the wiring, and Fitz angrily walks off.

In the control center, Skye tells Coulson that they've retaken the Cube and now have four secure bases. Melinda comes in and tells them that the Bus is back on line. Colonel Glen Talbot of the USAF calls in and demands to speak to Coulson. Coulson says that S.H.I.E.L.D. is ready to aid him, but Talbot says that he's sending a peacekeeping force in to take control. Once Talbot signs off, Coulson figures that Talbot is lying. He'll probably subpoena them all and tie them up in court at best, or launch an assault at worse. He tells Skye to enact Odyssey Protocol so that Fitz finishes the repairs so they can leave.

At the Bus, Melinda tells Coulson that most of the agents are staying behind to surrender. The Bus' fuel reserves are tapped out but Melinda assures Coulson that they'll be up in 10. Triplett offers to join them now that they're short Ward. Coulson refuses, suspecting that he was working with Garrett, but Triplett insists that his SO had him fooled and got three of his friends killed. Jemma speaks up, pointing out that Triplett was willing to die in defense of S.H.I.E.L.D.. Coulson agrees but tells Jemma that Triplett is her responsibility.

The Bus takes off and Coulson tells Fitz that they need to stay off the radar. Fitz says that they have to stay in the air as long as possible rather than risk landing. Jemma warns that they're low on food, and Triplett informs Coulson that a fuel line is leaking. Skye reports that they have Internet and Coulson puts her to work wiping their records so that no one can prove they exist. When Skye warns that it's a desperation option and can't be undone, Coulson points out that it's their only option when the world governments start hunting them. As he turns to go, Skye asks if he's heard from Ward. He admits that he hasn't and gives Skye a cell phone to call Ward with.

Coulson goes to the cockpit and Melinda confirms that she hasn't spotted Talbot's forces yet. Due to the fuel line, they only have four hours in the air and Melinda asks where they're going. Coulson admits that he doesn't know and walks out.

While Skye wipes the team's records, she calls Ward. Garrett tells Ward to take it and Skye tells him what's going on. Ward claims that Hand is taking the long route to the Fridge and asks where Coulson is headed. Skye says that she'll keep him posted and tells him to be careful. Once Ward hangs up, Garrett admits that he's impressed that Ward managed to blend into his role so long. Ward isn't happy that they shot Skye as part of the operation, and Garrett says that he should have contacted him if he had a thing for Skye. He points out that Skye was onto Centipede long before she joined S.H.I.E.L.D. and figures that eliminating her was the safe bet. Ward reminds him that Garrett didn't want bloodshed and Garrett points out that was only until they discovered that Coulson knew nothing. He reminds Ward that he was the one who gave him his assignment and assures him that they're closer than ever.

Garrett and Ward go to Raina, who is examining the Centipede equipment. He tells her that she's to continue with Phase 3 and that they've developed several new drugs based on the samples they took from the Guest House. Garrett admits that it was destroyed and none of the drugs have been working as planned. He tells Raina that he can't succeed without her help, and assures her that she has all the money she needs. Ward gives Raina the hard drive with all of the team's information on it, including Jemma's research on the Guest House drug. Meanwhile, Garrett and Ward head out to raid the Fridge now that it's vulnerable.

Melinda takes the Bus low over the ocean to avoid radar. Skye collects the team's badges and gives them to Coulson, and admits that she's disappointed that it's worthless. Coulson adds his own badge to the pile and Skye realizes that he gave his life to S.H.I.E.L.D.. He talks about how Fury recruited him out of high school and that sometimes it feels like forever. As Coulson locks up the badges in the safe, Skye notices that his badge is glowing. A set of coordinates have appeared on it and Coulson figures that Fury sent them.

Coulson tells the rest of the team that Fury is alive, while Skye confirms that the coordinates are for somewhere in the Canadian wilderness. Triplett suspects that it's a trap but Coulson says that Fury gave him the badge and he swore to be a S.H.I.E.L.D. for the world. He's sure that Fury sent the coordinates and invites anyone who doesn't believe that to parachute out.

Garrett meets with his assault team, while Raina tells Ward that if Garrett really had clairvoyant powers, there was a question she had for him. She asks Ward about Garrett, and Ward explains that Garrett saved him from himself when he was a teenager. Ward wonders if Raina is trying to work him, and she said that if she wanted to work him then she'd ask about Coulson and the team. She's surprised that Melinda didn't suspect anything, and Ward explains that he

became intimate with her to keep his distracted. As for getting close to Coulson, he gave him someone he thought he could help. Raina wonders if Ward feels he owes Coulson something, and Ward agrees... but says that he owes Garrett everything.

Melinda comes to see Coulson and confiscate his weapon. She figures that Fury is dead and HYDRA is manipulating Coulson's brain. Coulson points out that Fury ordered the surgery, but Melinda says that someone else was behind it. Shocked, Coulson asks who it was and Melinda admits that Fury is the only one who knows. She is worried that HYDRA is controlling Coulson's actions, but Coulson refuses to hand over his weapon and dares her to try and take it. Melinda doesn't and Coulson orders her out of his office.

As they check supplies, Triplett tells Jemma and Fitz that Coulson is obsessed. Fitz doesn't believe it, but Jemma agrees with Triplett. Disgusted, Fitz says that now's the time when they stick with the man they believe in.

At the Fridge, Garrett and Ward land on the roof and Ward pretends to have Garrett prisoner. The guards refuse to let them in without Hand present, but Ward points out that she's busy. When Ward threatens to radio her, they tell him to do it. A helicopter flies up and opens fire, and the guards figure that it's HYDRA. When the helicopter comes back for another pass, one of the guards finally lets Ward and Garrett in. They all retreat into the elevator and Ward shoots the two men dead.

Garrett and Ward descend through the building, using gas to knock out the security forces. Once the gas clears, Garrett opens the vault containing the confiscated equipment that S.H.I.E.L.D. supposedly launched into space. He tells his men to grab everything and finds the plasma weapon the team recovered in Peru.

Melinda lands the Bus seven miles from the coordinates. Triplett suggests that he and Melinda check it out first, but Coulson says that they only have eight hours until a NATO satellite passes overhead and spots them. He tells the team that each of them have to choose whether they're going to go or not, but he's going no matter what. Coulson heads out and after a moment, the others follow.

At the Fridge, Ward recovers the Asgard staff while Garrett uses the weapon to free all of the super-human prisoners S.H.I.E.L.D. has been keeping. Ward paces off a specific distance and takes the weapon from Garrett, and blasts a hole in the floor, revealing a glowing object below.

The team makes its way through the wilderness. Fitz scans the area and doesn't detect anything, and Jemma asks him if he believes what he said earlier about trusting Coulson. When Fitz admits that he isn't sure, Jemma says that at least they have each other. Fitz says that he doesn't want things to change but Jemma tells him that it's too late for that.

As they follow Coulson, Skye asks Melinda if Coulson is okay and asks why Fury had her spy on Coulson. Melinda finally says that Fury was worried that Coulson finding the truth would have negative consequences. When Skye points out that Coulson's whole world has fallen apart, Melinda notes that he's not the only one.

Coulson reaches the coordinates but there's nothing visible. When Skye wonders how long they should search before going back, Coulson says that they're not going back and that the Bus is out of fuel in any case. The others wonder if he knew that before he flew them out there, and Coulson desperately insists that there has to be something there. He tells the team that they can't let HYDRA define them, and then apologizes. Coulson throws the badge into the air and an automated machinegun pops up and shoots it.

The team take cover as the machinegun swings around. Coulson figures that it's Fury reaching out, and steps out to prove his theory. The gun aims at him and a man asks him over an intercom for identification. When Coulson identifies himself, a hidden door opens in the nearby rock face.

Back at the HYDRA base, Raina tells Garrett and Ward that there's a complication with the hard drive. Skye programmed it to erase all data if anyone but Skye accesses it. Garrett tells Ward that he knows what it means.

Coulson and the others enter the underground base and a S.H.I.E.L.D. agent, Eric Koenig, steps out and explains that he calls it Providence, one of Fury's secret bases. Koenig leads them to a mess hall and explains that he's a level 6 agent. Coulson wonders what happened to Fury, and Koenig says that the director didn't make it out of DC and the Fridge has fallen. Skye calls Ward while Koenig asks to speak to Coulson privately.

Once Coulson is alone with Koenig in the command office, Koenig explains that he's been there since the Chitauri invasion. He then tells Coulson that Fury is alive and he's under orders not to tell the rest of the team. However, he has no idea where Fury is. Koenig insists that no one else can know and asks Coulson if they're good. Coulson says that they are and Koenig says that they need to have Melinda pull the Bus in.

Once Ward signs off, he tells Garrett the news about the secret base and that Fury is dead. As Garrett dresses, covering over a metal plate in his chest, he admits to Ward that they all have their weaknesses. He assures Ward that he'll have 24 hours alone with Skye to get the information, because they plan on keeping Coulson distracted. If Ward can't get it done, he's to kill the team and bring Skye in. Garrett then beats Ward to make his story believable.

Later, Ward makes his way to the base and identifies himself. The door opens and Skye is there to greet him. She says that Jemma should take a look at his injuries and then they can have that drink they discussed.

At the HYDRA base, Raina brings Ian Quinn in. Quinn is less than thrilled that he was locked up because of Garrett, and he's been beaten and had his assets frozen. Raina has told him how Garrett was only pretending to be clairvoyant, and Quinn refuses to work for Garrett any further. Garrett tells Quinn that he has a special gift just for him and leads him to an adjoining chamber. Inside is the gravitonium sphere, and Quinn thanks Garrett.

The Only Light in the Darkness

Season 1

Episode Number: 19

Season Episode: 19

Originally aired: Tuesday April 22, 2014
Writer: Monica Owusu-Breen
Director: Vincent Misiano
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Brett Dalton (Grant Ward), Chloe Bennet (Skye), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons)
Recurring Role: BJ Britt (Agent Triplett)
Guest Stars: Patrick Brennan (Marcus Daniels), Amy Acker (Audrey Nathan), Patton Oswalt (Agent Eric Koenig), Tsai Chin (Melinda's Mother), Potsch Boyd (Hal)
Summary: The life of Coulson's true love is threatened by HYDRA and the team has to undertake a perilous mission to save her. Meanwhile, Grant tries to get close to Skye and convince her to decrypt the hard drive, but discovers that there's an unexpected complication.



One of the escaped prisoners from the Fridge, Marcus Daniels, makes his way to the west coast. He approaches a fisherman, Hal, and asks for a ride to Portland in his truck. Hal refuses and Marcus gestures at the truck and the battery goes dead. When Hal wonders how he did it, Daniels touches him and Hal collapses, dead. Daniels gets in the truck, switches the radio from a news program to classical music, and drives away.

At Providence, Jemma tells Grant that he'll be fine despite his injuries, while Grant tells the team that HYDRA overran the Fridge, stole the stockpile of technol-

ogy and artifacts, and released the prisoners. He claims that he killed Garrett when he had the chance, much to the satisfaction of Trip and Fitz. Jemma tells Grant to take it easy so he can heal, and he gives them Skye's hard drive and suggests that they back it up. Before Skye can respond, Coulson tells her to focus on putting together a list of the escaped prisoners.

Once Skye has the list put together, she gives it to Coulson, Melinda, and Grant. She warns that all of them were psychotic and some of them had superpowers. Coulson realizes that Daniels is on the list and tells Skye to start looking for him and others among current crimes being reported. Skye warns Coulson that her laptop can't handle the memory requirements and Coulson tells her to work with Koenig. Coulson then confirms that the jet Grant flew in is operational, and say that they're going to take a splinter team to bring in Daniels. Melinda and Skye both object, warning that the whole thing could be a ploy by HDRA. However, Coulson points out that not everyone can hide in a bunker and that he's taking a team out to deal with Daniels.

When Coulson tells Koenig what he has planned, Koenig refuses to let anyone but Coulson leave because they haven't been vetted. He says that the team has to go through orientation, and take them to a chamber holding a state-of-the-art lie detector chair designed by Director Fury. Coulson doesn't see a problem and tells everyone to go through orientation so they can get to work.

Koenig runs all of the team except Grant through a series of questions. He starts with baseline questions to determine when they're lying, and then puts them through a series of questions and responses. Skye passes along with the others and shows Grant her new badge as he waits outside. He goes in for the interrogation and Koenig points out that his baseline has a lot of spikes in it. Grant figures that it's because he's in pain from his injuries and starts answering Koenig's questions.

Coulson prepares to take Trip, Fitz, and Jemma out into the field with him. As they armor up, Coulson explains that Daniels was a lab assistant on a project designed to tap into the "Darkforce" energy, a negative matter. Thanks to his exposure, Daniels can now absorb any form of energy, including those from conventional weapons. Coulson led the S.H.I.E.L.D. team that managed to defeat him by overloading him with photonic energy. When Coulson informs Trip that he'll be acting as specialist on the mission, Jemma is happy to hear that he's coming along.

Koenig notes anomalies in Grant's baseline when he answers why he's there. When the S.H.I.E.L.D. agent draws his gun and repeats his question, Grant insists that he's loyal to Coulson and to the team. Still suspecting something, Koenig asks Grant if he has another agenda. Grant claims that he's there because of Skye and returned so he could be close to her. Satisfied, Koenig holsters his gun.

Once he leaves, Grant removes the shard of metal he inserted under his fingernail to generate enough pain to fool the lie detector.

Fitz comes by and notices him, and says that he wishes Grant was coming with them instead of Trip. Grant realizes that Fitz is worried about Trip, and advises him to tell his fellow scientist how he really feels about her.

When she hears about the mission, Melinda goes to confront Coulson in his office and complains that he didn't choose her. She warns that Coulson is making it personal but he tells her that they don't do personal anymore. Melinda points out that Koenig confirmed her loyalty, but Coulson doesn't believe that she said everything she knows about the TAHITI project. She insists that she was ordered by Fury not to say anything, but Coulson tells her that their job is to determine right from wrong, and what she did was wrong. He tells her to either follow his orders or get out.

The team takes off in Grant's jet and Coulson tells his team that they're heading to Portland because Daniels will head there. The former lab assistant was obsessed with a cellist, Audrey Nathan, and he'll keep going after her until he gets her.

In Portland, Audrey is out jogging when Daniels pursues her through the park. She realizes that he's nearby when he drains the power from her MP player, and runs for it. Jemma and Trip pull up and whisk her to safety, and Coulson and Fitz arrive and release Fitz's drones. Coulson orders Daniels to surrender as the drones shine light beams on the escaped prisoner. When Coulson says that they confined him for his own protection, Daniels tells him that the S.H.I.E.L.D. scientists experimented on him and boosted his powers.

He absorbs the light from the drones and blasts Coulson and Fitz back with blasts of dark energy, and then walks away before they recover.

At Providence, Skye is in Koenig's office working with him on the prisoner escape. She notices him playing with a tablet and realizes that he is tracking all of them by their badges. Skye suggests that they tap into the NSA satellites to get footage of the attack on the Fridge and identify the prisoners. Koenig warns against it but Skye points out that all he's doing is hiding in a bunker, and it's time for him to take some proactive actions. Grant comes in and Skye tells him what she wants to do. He suggests that they go with her plan, but only as a reason for her to access the hard drive and determine what HYDRA stole from the Fridge.

Skye finally tells him that she can't because the encryption on the drive is location-specific. Impressed by her foresight, Koenig agrees to her plan to tap the NSA satellites and gives her the keys to the mainframe room. He tells her to send the footage to his monitors and Skye assures Grant that it will only take an hour.

Jemma and Trip take Audrey to a safe house and make sure that she's okay. They identify themselves as CIA but Audrey realizes that they're with S.H.I.E.L.D. because S.H.I.E.L.D. protected her from Daniels the first time he came after her. As Coulson watches through a one-way mirror Audrey talks about how a S.H.I.E.L.D. agent showed up at her doorstep after she reported Daniels stalking her at the concert hall and then at her home. The cellist trusts him implicitly and Jemma realizes that the two of them were romantically involved. Audrey says that Coulson

stopped Daniels but he died later in the line of duty, and she still dreams of the two of them together. Fitz is listening with Coulson and suggests that he talk to Audrey. Coulson refuses, figuring that she's healing from his loss. The scientist says that he's come up with a way to stop Marcus, but they need to use Audrey for bait. Coulson refuses to put his former lover in danger, but Fitz notes that Daniels will come after Audrey no matter what they do.

Grant goes to the Bus and meets with Melinda. She tells him that the Bus is ready to depart, and he prepares to kill her... until he notices that Melinda has packed to leave. She explains that it's impossible for her to work with Coulson because he can't see past the fact that she lied to him. As she walks out, Grant asks what he should tell Coulson about her, and Melinda tells him that Coulson won't hear it no matter what she says. Grant then goes back to Koenig's office. Skye has started to send the satellite images to him but she's still working to sharpen them, and Grant closes the door behind him.

The team take Audrey to her concert hall and Coulson stays out of site in the director's booth while Jemma and Trip help her set up on stage. They assure her that they'll be nearby and will keep her safe. Meanwhile, Fitz rigs up the stage lights with a gamma ray emitter, and says that they can use them to overload Daniels' ability to absorb energy. However, Fitz admits that the technology is based on Bruce Banner's work and that something could go wrong.

Skye goes to Koenig's office but realizes that he's not there. Grant comes in and says that Koenig went to the comm room to send the information she found to various intelligence agencies in an attempt to improve S.H.I.E.L.D.'s waning reputation. Skye checks the images and discovers that the footage of the rooftop reveals no one there. She's shocked when Grant tells her that Melinda left with no word of where she was going. Skye figures that Melinda didn't feel anything for them and asks Grant if he felt anything for Melinda when they were having sex together. He says that neither one of them felt anything for the other, and that it was different from what he and Skye have. Skye wonders what they have and says that it's not a good time to start something, but Grant tells her that they have to start somewhere.

As they wait for Daniels to arrive, Fitz asks Coulson why he won't tell Audrey that he's alive. The scientist wonders if Coulson is afraid to talk to her, but Coulson says that he doesn't want to hurt her and that he can't stay with her because they have a job to do.

Grant tells Skye that he was trained to hide his emotions, but Skye messes him up. He admits that he lied to her and that his older brother didn't beat Grant's younger brother: he made Grant do it. When Skye wonders why Grant's parents do anything, he says that they were worse. Skye insists that Grant is a good man and they kiss... and she feels blood on his neck. Grant claims that it's an open cut from his earlier injuries and goes to the washroom to clean up.

Audrey starts playing the cello.

Skye sees Koenig's tablet and sees Koenig's badge location on it. She then goes to find him. Meanwhile, Grant goes to the washroom and washes the blood off of his face... and his garrote.

The lights in the concert hall flicker as Daniels walks in. When Audrey hesitates, Daniels tells her to continue and admits that he's a monster. However, he insists that she can save him because he's the only light in his darkness. Audrey starts playing again and Daniels walks toward her.

When Grant goes back to Koenig's office, he realizes that Skye is gone. Meanwhile, Skye follows the trace on Koenig's pad to a storage room. As she opens the door, a penny falls on the floor from where it was trapped in the jamb. She goes inside and realizes that her signal overlaps Koenig's. When Skye looks up, she sees Koenig's body stashed above the acoustic tiles. Startled, Skye checks the pad again and sees Grant's badge approaching her location, and realizes that he killed Koenig.

When Daniels steps onto the stage and approaches Audrey, Fitz, Jemma, and Trip train their modified spotlights on him. Before the energy can overload him, Daniels manages to blast them back. As he goes for Audrey, Fitz crawls to the stunned Jemma, calling her name. Coulson grabs a spotlight and trains it on Daniels, the light blinding Audrey. Trip manages to grab his spotlight and train it on Daniels as well. The gamma radiation proves too much and Daniel implodes in a burst of darkness, the shockwave knocking Audrey unconscious.

Skye goes to a washroom and tries to come up with a plan. She hears Grant in the hallway outside and goes through the closets looking for chemicals.

Coulson caresses the unconscious Audrey's face and tells her that he's there for her. He quickly leaves before she can wake up and see him. When Audrey wakes up, Jemma, Fitz, and

Trip confirm that she's okay. She tells them that she thought Coulson was really there instead of another of her dreams, but figures that she just saw what she wanted to see.

Grant goes to the storage room and the penny he put there early drops out of the doorjamb. Skye steps out from down the hallway and greets him, feigning innocence. When he wonders why she left Koenig's office, Skye says that she freaked out when he opened up to her. When Grant wonders if she's still freaked out, Skye kisses him and asks what he wants. Grant says that all he wants is to ignore the outside world and stay with her... but that can't happen. He claims that Fitz called and requested their help, and that Koenig is waiting at the hangar to let them out. Skye tries to get away from Grant long enough to contact the others by saying she has to get some things, but Grant insists that they have to leave immediately and Skye goes with him.

As Coulson and his team head back to Providence, Coulson tells Fitz that he isn't happy that he lied to Audrey. However, at least she's safe and someday he can tell her the truth. He's realized that he has to make things right with Melinda because he can't expect Audrey to forgive him if he can't do the same for Melinda. Jemma comes in and Coulson gives the two scientists some time alone. Once Coulson leaves, Jemma tells Fitz that Trip thinks that Fitz is questioning his loyalty. Unable to tell Jemma what feels for her, Fitz just says that he hates change.

The team land at the Providence Hangar a few hours later and discover that the Bus is gone and nobody is in the base.

On the Bus, Skye asks Grant if they're going to Portland. He tells her that Fitz needs the 0-8-4 impulse projector and since they don't have the weapon, they'll need to download the specs from the hard drive. Since the encryption is location-specific, Grant tells Ward to provide the necessary coordinates.

Melinda is walking along a highway in Ontario when an Asian woman in a SUV pulls up to her. When Melinda gets in, the driver immediately complains that Miranda hasn't thanked her. Once Miranda does so and says that she needed someone she could trust, she asks if the driver has the information she requested. The driver hands her an envelope and says that she won't be hard to find, and Melinda tells her mother that the only thing she wants to do for now is talk to Maria Hill.

Nothing Personal

Season 1

Episode Number: 20

Season Episode: 20

Originally aired: Tuesday April 29, 2014
Writer: Paul Zbyszewski, Daniel J. Doyle
Director: Bill Gierhart
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Brett Dalton (Grant Ward), Chloe Bennet (Skye), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons)
Recurring Role: J. August Richards (Mike Peterson), BJ Britt (Agent Triplett)
Guest Stars: Cobie Smulders (Agent Maria Hill), Adrian Pasdar (US Air Force Colonel Glenn Talbot), Jeris Lee Poindexter (Older Man), Josh Breeding (Parking Attendant)
Summary: Coulson and what's left of his team discover what happened at Providence base in their absence. Meanwhile, Skye tries to stall for time so that HYDRA can't get the information on the hard drive. And Melinda finds out the truth about the TAHITI project.



Nighttime in Washington DC, and former S.H.I.E.L.D. agent Maria Hill leaves the Department of Justice. She calls an associate and tells them that Congress is questioning her about her involvement in S.H.I.E.L.D., now considered a terrorist organization after HYDRA's infiltration. Maria spots several FBI agents following her, but then realizes that someone has knocked them out. She ducks into an alley, gun drawn, and finds Melinda waiting for her. Melinda admits that she knocked out the agents and asks Maria, who is now working in the private sector, to help Coulson. When Maria won-

ders why, Melinda tells her that Coulson doesn't trust her anymore. Maria asks what Coulson knows about TAHITI, and Melinda asks her if HYDRA infiltrator Alexander Pierce was the one who had Fury resurrect Coulson... and possibly reprogram Coulson's mind. The former agent admits that she doesn't know because Fury buried the intel, and insists that Fury is dead. The police arrive to investigate the downed agents and Maria drops her gun while Melinda slips off into the shadows.

At Providence, Fitz and the others watch the security footage of first Melinda leaving the base alone, and then Grant and Skye boarding the Bus hand-in-hand and flying off. The rest of the footage is wiped and there's no indication of what happened to the missing Agent Koenig. Coulson admits that he told Melinda to leave, and Trip angrily says that they're better off without her if she couldn't handle it. As Coulson glares at him, Jemma goes to get some food, Fitz goes with her and she figures that something will turn up. She decides to make pancakes and asks Fitz to warm up the griddle while she gets some pancake mix from storage. As Fitz heads down the hallway, he glances into Koenig's office and notices that one of the fake windows is showing a nighttime scene and the other is showing a daytime scene.

Coulson figures that Koenig learned about something that they need to know.

Fitz examines the nighttime window and discovers a pen jammed in it.

As Jemma leaves the storage room with the pancake mix, she notices blood on the door.

Coulson tells Trip that Koenig learned that they had a traitor.

Fitz removes the pen and the screen rises, revealing a message that Skye wrote: "Ward is HYDRA." In the distance, Jemma screams.

On the Bus, Skye watches as Grant spray-paints over the S.H.I.E.L.D. logo, and starts looking for a sat phone. Grant notices and comes over to tell her that he already called Coulson and the team is fine at Providence. He asks why she picked a diner in LA as the GPS coordinates to decrypt the hard drive, and Skye reminds him that it was where she met Mike Peterson and got involved with S.H.I.E.L.D. for the first time. Grant notices that she has a gun in her belt and gently takes it from her, assuring Skye that she'll be safe with him and they can't afford the police arresting her on a concealed-weapons charge. He tells Skye that he's going to watch her at all times to make sure that she's safe.

Jemma performs an autopsy on Koenig while Fitz paces nervously back and forth. Trip tells him to calm down and Fitz snaps at him, pointing out that they still don't know much about him. The scientist insists that Grant can't be the traitor and that HYDRA is trying to frame his friend to throw them off the scent. Jemma confirms that Koenig was garroted and that the killer was Grant's height, and strong enough to lift Koenig up into the drop space. Furious Fitz starts smashing things off of tables until Coulson grabs him and says that he has to focus his anger into saving Skye. He reminds them that Skye knows that Grant is a killer and that she's with him now, and that they need to repair the broken communications links so they can locate the bus.

As Grant and Skye walk to the diner, he demands to know how long it will take to decrypt the hard time. Skye claims that because she only has her laptop to work with, it will take at least an hour.

While Fitz repairs the communication lines, Coulson and Trip hook up the computer. As they work, Coulson figures that Garrett is alive and Hand is dead, and that HYDRA has all the weapons from the Fridge that they need. The two men realize that Grant is keeping Skye alive because HYDRA wants the information on the hard drive, and Skye must have encoded it. When they hook up the computer, they get a ping on the Bus in Los Angeles. The intruder alert goes off and the two agents confirm there are multiple targets closing in on the base.

After they sit down at the diner, Skye complains that Grant keeps staring at her. He apologizes for stressing her out but insists on sitting across from her. Skye brings up her laptop and Grant realizes that she's hiding something. She says that she was thinking of Mike and how things have changed: he's a killer and they're on the FBI's most wanted list. As Grant tells Skye that she's doing great, two policemen come in.

At Providence, Coulson and the others prepare to repel the invaders. Coulson assures his teammates that no one could get through the door, just as it opens. The intruders are U.S. Special Forces and Colonel Talbot is with them. He calls on the team to come out, and Coulson steps out after confirming they won't shoot. When Coulson wonders how they got in, Maria walks in and says that she told Talbot the access codes.

An old man is visiting a cemetery when he hears someone digging nearby. He walks over and finds Melinda digging up a coffin at Coulson's gravesite. She removes a small canister from the coffin and offers the man her condolences, and then goes back to her car.

When Melinda opens the canister, she finds a flash drive inside and plugs it into her laptop, and confirms that it has a final report on the TAHITI project to Fury from the project director.

Coulson and his people surrender to Talbot, who talks to Jemma, Fitz, and Trip in the mess hall. Talbot reminds them that most of the world thinks that S.H.I.E.L.D. is a terrorist organization, but that if they give him actionable intelligence then he can insure them time served for cooperating. Jemma insists that Talbot should focus on the rogue HYDRA agent but the colonel isn't interested and warns them that S.H.I.E.L.D. high command has gone to the private sector. That leaves agents like the team in Talbot's hands, to do with as he wishes.

Maria takes Coulson to the base office and tries to convince him to make a deal. If he helps her turn Providence over to Talbot and his superiors, she can get him released. However, Maria admits that the others will have to go through processing. Coulson refuses and figures that Maria considers him a liability. She points out that he is and Coulson tells her to worry about the HYDRA double-agent, not him. He explains that Grant is the traitor and Garrett is still alive, and insists that they have to rescue Skye. Talbot and his men come in and ask if they're going to

comply. Maria and Coulson attack them instead and Coulson finally grabs an Icer from the desk drawer and stuns the Special Forces men.

At the diner, Skye continues stalling for time, while Grant checks out the policemen who are at the counter. She suggests that he pretend to be an impatient boyfriend and then asks him about his previous undercover assignments and how hard it must be to live a double-life. Grant grows increasingly uncomfortable but Skye continues, asking him what he would have said to Garrett if he had a chance to talk to him before he shot him. She calls Garrett a lousy traitor and Grant wonders what she's up to, and Skye tells him that she's trying to have an honest conversation with him for once.

The police start escorting people out and Grant says that they should go, figuring that they've been made. Skye refuses to go with him, and shows him her computer screen... with a "wanted fugitive" photo of Grant. She tells Grant that she tipped off the police just as the officers order them both to surrender. Grant attacks them while Skye grab her laptop and runs outside. Two policemen arrive and Skye begs them to arrest her, saying that she's a S.H.I.E.L.D. agent and wanted by the authorities. They finally subdue her, but Grant comes out and kneecaps them. Skye drives off in the police car, but Deathlok is standing in the road ahead. The cyborg leaps onto the hood of the police cruiser, smashes his arm through the windshield, and grabs Skye.

The two HYDRA operatives take Skye back to the Bus and Deathlok tells Grant that Garrett sent him as backup because he figured Grant was weak on Skye. When Grant insists that he can handle Skye, she speaks up and points out that he hasn't been able to handle her so far. Grant tells Deathlok to give them five minutes and turns to Skye, who attacks him. He warns her that she can't win, but she head-butts him so he handcuffs her to the staircase railing. Grant assures her that what he did to her wasn't personal, insisting that he was a spy and he had a job. Skye doesn't buy it asks if he's going to kill her since HYDRA had her shot once before. Grant insists that Garrett was the one who had Quinn shoot her, and that he couldn't do it because of his feelings for her. Skye doesn't believe her but Grant insists that his feelings for her have always been real. Furious, he says that he's a survivor and that he made tough decisions to stay alive, and one day she'll understand. Disgusted, Skye tells him that she'll never give him what he wants.

In the main lounge, Deathlok tries and fails to access the hard drive. Garrett sends him a message via his optical implant that he's done waiting and Deathlok should go to Plan B. Deathlok goes back to the lab and tells Skye that her time is up. She tries to get through to the man he was, reminding him that he has a son. However, Deathlok says that nobody can protect his son Ace now that S.H.I.E.L.D. has been torn apart, and that HYDRA has implanted an explosive implant in his brain that they can detonate if he disobeys their orders.

Skye insists that Deathlok has some good in him, and that Quinn had to shoot her in Italy because Deathlok couldn't. Deathlok admits that he's not going to hurt her... and then shoots an electrical device into Grant's chest, stopping his heart. Deathlok says that he will only start Grant's heart back up if Skye decrypts the hard drive. She refuses, saying that she hates Grant, but Deathlok asks if she hates him enough to become a murderer. As Grant lies on the floor gasping his last breaths, Skye finally breaks and tells Deathlok that the hard drive is decrypted by altitude. Deathlok restarts Grant's heart and tells Skye to enter the password so the drive will decrypt automatically when they reach the proper altitude. The cyborg then tells Grant to get the Bus in the air.

As Grant prepares to lift off, Maria and Trip arrive in another plane and Maria orders Grant to stand down. He refuses, figuring that Coulson won't let anyone open fire on them as long as he has Skye. Maria tells Grant that he doesn't owe Garrett anything, but Grant says that she's wrong and lifts off. Trip wonders if they should track the Bus, but Maria tells him that they bought Coulson enough time.

Coulson has already entered the Bus via the wheel well and goes to the interrogation cell. He frees Skye and leads her through the lounge to the counterpart, and she asks if he's already dealt with Deathlok. Coulson wasn't aware that Deathlok was aboard... just as the cyborg steps forward. Coulson and Skye run for the cargo bay and Coulson opens the cargo ramp, and Grant sees the warning on his board. He heads back with Deathlok and opens fire, and Coulson activates the machineguns on his car, Lola, and opens fire on Deathlok. Once Skye is in the car, Coulson gets in and backs it off the ramp. The car plummets toward the earth and Coulson just manages to grab Skye before she falls out. He manages to get the flight mechanism activated just

in time and they come to a landing at a stadium. The parking attendant comes over and asks them to pay the fee.

On the Bus, Grant wants to go after them but Deathlok tells him that they have to deliver the hard drive to Garrett. Before he goes back to the cockpit, Grant tells Deathlok that he'll kill him if he does that again, and Deathlok assures him that it was nothing personal.

Coulson and Skye meet Maria and the team at a motel and he talks to Maria. She warns him that there is no S.H.I.E.L.D. anymore and no backup, and advises him to let his people go their separate ways once he finishes off Garrett and Grant. She suggests that he get a job with Tony Stark but Coulson says that's not his and Maria leaves.

Fitz and Jemma are out at the pool and Fitz wonders why Grant did it. When Jemma says that some people are just evil, Fitz asks if she's working for HDYRA. She wonders why he's asking and Fitz says that he needs to hear it from her. Jemma tells him that she's not a HYDRA double-agent and Fitz says that he isn't either. He tells her that if she was, then he wouldn't know what he would do. Jemma assures him that he'll never have to find out and puts one hand reassuringly on his knee.

Nearby, Skye and Trip are relaxing and Coulson comes out to tell to take a break for the night. Trip goes to get some junk food and Coulson buys two candy bars from a vending machine. He gives one of them to Skye and eats the other himself, and assures her that they'll get Grant. Skye tells her boss that she left a little surprise for HYDRA on the hard drive, and the two of them sit back and look up at the sky.

Later when Coulson returns to his room, he finds Melinda waiting for him. She knows about Grant from Maria, and plays the final report that she found in Coulson's grave. On it, Coulson is telling Fury that he's resigning from the TAHITI project because the testing is too dangerous. The side effects of the TAHITI project cause psychosis and catatonia because of the trauma of their resurrection. The only solution that the scientists can come up with is induced amnesia and then the addition of new memories, but even then the results are inconsistent at best.

Ragtag

Season 1

Episode Number: 21

Season Episode: 21

Originally aired: Tuesday May 6, 2014
Writer: Jeffrey Bell
Director: Roxann Dawson
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Brett Dalton (Grant Ward), Chloe Bennet (Skye), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons)
Recurring Role: Bill Paxton (Agent John Garrett), J. August Richards (Mike Peterson), BJ Britt (Agent Triplett), David Conrad (Ian Quinn), Ruth Negga (Raina)
Guest Stars: Austin Lyon (Teenage Ward), Glenn Morshower (General Jacobs), Paul Elia (Diaz), Joel Johnstone (Ott), Jeffrey Muller (Kaminsky), Ramon Hilario (Ernesto the Barber), Jay Montalvo (Reporter), Mark Berry (Navy Admiral), Aaron Landon (Pizza Delivery Guy)
Summary: Coulson and Melinda infiltrate Cybertek and learn the origins of the Deathlok project. As the team track HYDRA to their base in Havana, Grant remembers his past and is forced to make some tough decisions about his present.



Fifteen Years Ago — At the Juvenile Secure Unit in Plymouth, Massachusetts, a young Grant is brought in and Garrett introduces himself. He explains that the quartermaster at Grant's military school is a friend of his, and reported a student with extraordinary talents who went AWOL, stole a car, drove home and tried to burn the place down. Garrett asks Grant if he knew his brother was in the house when he tried to burn it down, and Grant claims that he didn't. The older man says that he was a pyro when he was a kid and made a good living at it, and tells Grant that he's making him a

one-time offer to go with him rather than face charges as an adult.

Garrett leans over and says that he works for a secret organization looking to recruit men like Grant. Grant wonders why he should trust him, and Garrett advises him not to trust anyone, including himself. He promises that no one will ever screw with Grant again and tells him to say yes, and gives him ten seconds to respond. Grant says yes, just as HYDRA gunmen break in and order everyone down.

The Present — At the motel where they've taken refuge, the team is watching a newscast about Deathlok killing a drug lord in Bogota. They wonder why the cyborg would kill a drug lord with ties to HYDRA, and Skye figures that Garrett and the stolen Bus aren't in American airspace. Coulson calls them into the next room where he and Melinda have worked out a chart of everyone they've been dealing with.

They're all tied to Cybertek, the company that built Deathlok's parts. They figure that Garrett wants GH-325 to complete the Centipede serum. Grant went after the hard drive because it had all of the research on Coulson and Skye. Skye has created a Trojan Horse, but didn't have time

to load it onto their computers so they need to plug it into one of their laptops. Melinda figures that since Garrett has been working with Cybertek for years, they can get to him through a Cybertek computer. Coulson reminds them that they are no longer S.H.I.E.L.D. agents and have no authority, but he plans to stop Grant and Garrett.

As they head back from Bogota in the Bus, Grant complains that he could have finished off the drug lord without Deathlok being noticed. Garrett explains that they wanted to send a message. He congratulates Deathlok as he comes in and suggests that he might be enjoying his work. Garrett then calls one of his people, Zeller, and tells him to stream Deathlok video of his son Ace. As Grant and Garrett walk off, Grant admits that he's still sore at Garrett for making Deathlok shut down his heart to get Skye to talk. Garrett insists that they're close to getting something he's been working on for 25 years. They go into the lab and Raina tells him that thanks to the research files on the hard drive, she's close to perfecting GH-325 and she's sending the information to their main lab in Cuba.

At the motel, Coulson makes a call and then tells Skye and Fitz that they're on with the R&D lab in Cybertek's Palo Alto office.

Fitz is worried about giving Cybertek access to their designs, and Coulson says that he doesn't have to go. The scientist wonders if Garrett used an exploding eye implant to coerce him to help, but Skye says that their former teammate is simply evil. Fitz doesn't believe it and insists that something must have happened. Trip arrives with his grandfather's Howling Commando spy tech equipment, and Coulson geeks out over it, and figures it gives them a fighting chance against HYDRA.

Fifteen Years Ago — Garrett takes Grant out in the Wyoming country, hunting, and Grant wonders what happens if the police find him. His new mentor assures him that they're not looking and tells Grant that he's going to have to hunt down his dinner and find shelter. When Grant explains that Garrett didn't warn him, Garrett tells him to go back to juvenile hall if he wants it easy. He leaves his hunting dog Buddy with him and says that he'll be back in a couple of months. As he drives off, Garrett tells Grant that he thinks he can do it.

Now — At Cybertek, the VPs of R&D, Ott and Diaz, greet Coulson and Melinda, who are posing as former S.H.I.E.L.D. scientists. Diaz admits that they're underwhelmed and would rather have HYDRA scientists. Fitz and Skye, listening in from the van outside, wish that they had gone inside instead. Meanwhile, Melinda activates a lapel pin and Skye uses it to look for Cybertek's mainframe. She doesn't find any digital data and has Fitzsimmons to tell Coulson and Melinda to stall while she continues searching. The scientists talk their teammates through describing the Icer bullet. The scientists have already seen the bullet and converted it into an aerosol grenade, and aren't impressed.

Skye checks the building blueprints and finds a reinforced room on the fourth floor. She tells Coulson and Melinda to get there as they finish their interview and get into the elevator with two security guards. After knocking out the guards, the two agents go to the fourth floor and another guard spots them. He runs for a security phone and Melinda takes him out before he can make a call.

Using a laser cigarette, they cut through the wall into the reinforced room and discover that there is no mainframe. All of the files are hard copies, and they start looking around.

In the Bus lab, Deathlok confronts Raina and reminds her that she captured his son. Raina insists that she was just following orders and he wonders if someone has put an eye implant in her as well. She says that there isn't and that she's there to see what will be revealed inside the people displaying superpowers. Raina then asks what Deathlok knows about Skye, suggesting that they have something in common.

Melinda finds Deathlok's file, dating back to 1990. They find Garrett's file inside and realize that he was the first Deathlok. They hear someone coming and tell Skye to get ready for a large file transfer... and then shove the cabinet out the window to the van below. Fitzsimmons load it up while Trip shoots a harpoon line up to the window. Coulson and Melinda slide down it to the van.

Fifteen Years Ago — Grant huddles against a tree with Buddy as the rain pours down.

Now — Grant complains to Garrett that he was going to let him die, and Garrett tells him that they both knew that Skye was weak, just like Grant is. When Grant insists that he isn't a scared teenager anymore, Garrett tells him to stop acting weak. He then clutches at his side and Grant

gets him into the lab and orders everyone out. Raina reluctantly goes and Grant hooks up a cable to Garrett's chest plate to stabilize him.

Back at the motel, the team confirm that Garrett was the first Deathlok soldier, and they figure he wants Centipede for himself.

Fitz wonders if Garrett did the same thing to Grant and programmed him to betray them, but Jemma tells him to stop fooling himself.

Skye reminds Fitz that Grant is a killer and regrets not letting Deathlok finish him. Coulson assures her that she had compassion. A pizza boy arrives with food.

Grant reboots Garrett's biomechanics and stabilizes him, and Garrett admits that it's been happening more and more as his organs fail. He tells Grant that the Cybertek team gives him maybe two months until he dies.

Skye goes into the motel room on her own. Melinda finally comes in and tells Skye that Fitz believes what he has to. She's sure that Grant isn't being controlled and Skye agrees, and says that it must be nice not to feel anything. Melinda says that she's furious but she's not going to waste it on a tantrum. She plans to focus it and use it to take Grant down when they find him. Coulson comes in and tells them that Tripp has tracked Cybertek shipments all ending up in Cuba, where S.H.I.E.L.D. once had a base.

In Havana, Quinn is getting a haircut at the barber shop when Garrett and Grant come in. Quinn points out that he was only an international criminal because of S.H.I.E.L.D., and they no longer exist. He assures Garrett that he'll be in DC the next day capitalizing on Deathlok's attack on the drug lord, and then leaves. Grant gets a text and tells Garrett that it's Raina. He goes down to the lab and Raina admits that she's realized that Garrett is just trying to save his life rather than share her interest in special people. She figures that Garrett may not be interested in what she's learned about Skye, and Grant insists that Raina tell him. Raina finally tells him that the hard drive had Skye's DNA on it, and it's a match for a baby girl she heard about a long time ago. The girl was born in a village in China, and monsters tore the village apart searching for the girl... and the baby girl's parents were the monsters.

Fifteen Years Ago — Six months later, Garrett returns to find Grant and discovers that he's got up a camp. Grant gets the drop on him and puts a rifle to his back. Garrett says that he was on assignment and Grant says that the first few weeks were rough. Then he raided cabins and things got better. Garrett congratulates him and then draws a gun on him shoots several of the pots that Grant stole. He then gives the gun to Grant and assures him that he'll learn to shoot better than that.

Now — As the technicians pack up the lab equipment, Garrett comes in and tells Grant that something about Raina worries him. Grant doesn't tell him about Skye's DNA, and Garrett says that they were going to leave anyway and the theft at Cybertek just speeded up his decision. Raina comes over with a vial and says that they've distilled all of the samples down to one vial, and it should heal someone the same as it did Coulson and Skye. Garrett studies it and smiles in satisfaction.

At a hangar in the airport, Fitz and Trip arm themselves and each one takes a tracking unit disguised as a quarter. Coulson tells Fitzsimmons to search for the Bus while he goes to the former S.H.I.E.L.D. base with Trip, Melinda, and Skye. They go there and Trip confirms that it's empty, but Skye picks up major energy readings nearby. Fitzsimmons call to say that they've found the bus at an airfield outside of Abel Santamaria, a three-hour drive. Coulson tells them not to engage and hangs up. Skye suggests that they go into the barber shop, find a computer, and install her virus. The others agree and they head in.

At the airfield, Fitz spots Garrett and Jemma suggests that they send a drone in so they can track the Bus. Fitz goes to get it but Grant comes in.

Ten Years Ago — A now-adult Grant says that Buddy is smart and trustworthy, but Garrett figures that the dog will be dumped in the woods or left to a pound. He says that he grew up the same way and tells Grant that he was fragged by an IED outside of Sarajevo and his S.H.I.E.L.D. superior abandoned him. Garrett vowed to treat S.H.I.E.L.D. the way they treated him if he got out, then duct-taped himself up and got out. He then tells Grant that he's a double agent for HYDRA, and YDRA understands the importance of survival.

Now — Grant takes Fitzsimmons into the Bus and Fitz tells Garrett that he wants their plane back. Unimpressed, Garrett figures that Coulson is at the barbershop and has an agent call

Kaminsky because he'll know what to do. As they prepare to take off, Fitz triggers a miniature EMP device, which fries Garrett's cybernetics as well as the plane's electronics.

The Bus lifts off and Grant goes to the lab, grabs some gear, and tells Raina to call Cybertek. Fitz says that they've won and tells Grant that he doesn't have to take orders from Garrett anymore. Grant tells the agents to leave with the scientists and prepares to revive Garrett.

Fifteen Years Ago — As Grant hunts a deer, Garrett tells him that he's been accepted by S.H.I.E.L.D.'s operation division. When Grant thanks him, Garrett tells him that he doesn't owe anyone anything and warns him not to get attached to anyone. He tells Grant to fight that weakness in him and orders him to shoot Buddy. Grant hesitates and Garrett asks if it's a weakness, and Grant assures him it isn't.

Now — As Grant prepares to open up Garrett, Raina comes in and says that Cybertek is prepping a facility in Miami. Garrett tells Grant to kill Fitzsimmons immediately. When Grant hesitates, Garrett asks if it's a weakness, and Grant assures him it isn't. Raina offers to stay with Garrett and Grant leaves the lounge.

Coulson and the others enter the HYDRA base beneath the barbershop. Skye looks for the computers while Trip checks his grandfather's gear for anything he can use.

Garrett tells Raina that there's a mechanical failsafe and she opens it. Inside is a vial of her Centipede serum, and Garrett explains that it's the only thing that has been keeping him alive. Raina warns him that his system is shutting down, and Garrett tells her to inject him with her distilled serum.

In the lab, Fitz tosses a chair in front of the HYDRA agents escorting them. He and Fitz run out through the lab but Grant arrives and they lock themselves in a cargo container. Grant asks him to open the door, and Jemma warns her friend that Grant isn't their friend and doesn't care about them. Fitz asks Grant if they're friends.

Fifteen Years Ago — Grant prepares to shoot Buddy. After a moment, he fires the gun into the air and Buddy runs off.

Now — Fitz insists that Grant is a good person, but Grant says that he has his orders. The scientists refuse to open the door and Grant turns to a nearby panel. Realizing what he's doing, Fitz tells Grant that he has a choice and he doesn't have to do it. Grant says that he does have a choice.

Fifteen Years Ago — Grant takes his rifle and draws a bead on Buddy as he runs away.

Now — Grant jettisons the container into the ocean below.

Raina prepares to inject the serum and warns Garrett that it may not work, but he figures that he's dead no matter what. She injects the serum as Grant comes in and tells Garrett that it's done. Garrett goes into convulsion, his veins glowing red, and then tells Grant that he's feeling... the universe.

Trip scans the base and finds something behind a wall. Coulson opens the panel just as several Centipede soldiers come in.

In Washington, Quinn meets with General Jacobs and a Navy admiral, and says that HYDRA can provide them with a thousand cybernetic soldiers just like Deathlok. Cybertek is expanding their operations into a new state-of-the-art cybernetic facility and invites them to take a tour.

Beginning of the End

Season 1

Episode Number: 22

Season Episode: 22

Originally aired: Tuesday May 13, 2014
Writer: Jed Whedon, Maurissa Tancharoen Whedon
Director: David Straiton
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Brett Dalton (Grant Ward), Chloe Bennet (Skye), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons)
Recurring Role: Bill Paxton (Agent John Garrett), J. August Richards (Mike Peterson), BJ Britt (Agent Triplett), Ruth Negga (Raina), David Conrad (Ian Quinn)
Guest Stars: Samuel L. Jackson (Nick Fury), Glenn Morshower (General Jacobs), Josh Daugherty (Kyle Zeller), Patton Oswalt (Agent Billy Koenig), Mark Berry (Admiral Jolnes), Jeffrey Muller (Agent Kaminsky), Ajani Wrightser (Ace Peterson), Asif Ali (Jesse Fletcher), Kyla Garcia (Mrs. Zeller), Nicole J. Butler (Aunt Mindy), Cynthia Rose Hall (Employee)
Summary: Coulson and his team track down Garrett thanks to Fitz and Jemma's sacrifice, but have to abandon them to get their chance at stopping the HYDRA agent. Meanwhile, Garrett revels in his new powers and Grant begins to question whether his mentor is sane.



Kyle Zeller brings Jesse Fletcher in to Cybertek and apologizes for all of the red tape and security background checks. The owner boasts about how they're a leader in the field and are planning to add a hundred new systems in the next month. Kyle explains that each employee is in charge of one unit, and some are volunteers but others aren't. An employee tells Kyle that they're in position, and the owner brings up monitors monitor showing a super-soldier's eye view of Coulson and his team in the cellar in Havana. Kyle tells Jesse that they don't like them and orders his employee to let them have it.

Tripp tosses out a light and he and Coulson open fire, while Melinda uses the Asgard staff. Meanwhile, Skye runs to a computer and downloads the information onto a flash drive. Melinda smashes a support pillar, bringing down the roof on the cybernetic soldiers, and then escapes with her team.

Kyle calls Garrett aboard the Bus and tells him that Coulson's team escaped. Garrett tosses his cell phone away and says that it doesn't matter, and then rips apart a door and yells for a nail. Raina and Quinn watch, and Quinn complains that Garrett took all of the miracle drug and left none for the super-soldiers he promised to the military. Confident, Raina figures that they'll have plenty of volunteers from HYDRA. Meanwhile, Garrett uses the nail to start sketching a schematic on a glass panel, and Grant says that they've finally saved his life. He wonders if they're planning a coup, and Garrett says that it's become bigger than HYDRA. Garrett tells Grant that it's time to decide what he wants and assures him that he'll get it for him.

Back at the hangar, Skye tells the others that they now have eyes on Garrett's operation. Coulson tells them that Fitzsimmon's tracker on the Bus is in New Mexico but the scientists

aren't answering. He tells Skye that they can't worry about their friends now and that they have to take advantage of the opportunity to capture Garrett and find the scientists.

In the cargo pod at the bottom of the ocean, Jemma wakes up and Fitz explains how they survived. He figures that their 90 feet down and tells Jemma that he broke his arm. Jemma says that they're lucky to have survived and figures that they'll find a way out.

However, Fitz points out that even if they get out, they'd have to get to the surface and then they'd be in the middle of the ocean.

He rigged the radio transmitter to send a distress signal but it's on a S.H.I.E.L.D. frequency and S.H.I.E.L.D. doesn't exist anymore. Jemma realizes that there is no way out and they're going to die.

The team take off in their borrowed plane and Coulson details their plan to get in and grab the dealer. He admits that their outnumbered and outgunned, but reminds them what Fury used to say about how when a person is part of something bigger than themselves, they can do anything. The others say that they're ready.

On the Bus, Grant tells Raina that Garrett is acting strangely and he doesn't like it. She goes into the cell where Garrett is studying the gravitonium. He tells Raina that he can see its soul now and her soul as well. When Raina express Grant's concerns, Garrett says that the drug gave him clarity of mind and a vision of the world. He figures that Raina knows exactly what he's talking about, and Raina admits that she has no allegiance to anyone. She's only interested in evolution and wanted to ask the Clairvoyant something when she thought he was a real person with all the answers. Garrett says that he knows it all now and invites her to ask, and Raina asks what she will become.

In the pod, the scientists admit that they're both scared and hungry, and Jemma wonders what happens after death. Fitz figures that it's just like before someone was born, and they figure that they will go on somehow as a part of something else. As they talk, Jemma studies the seal on the glass and suggests that they use medical ethanol and the defibrillator to build a compressed explosion and blow the window in. Fitz admits that it could work and they start looking for what they need.

Quinn takes military officers, including General Jacobs and Admiral Jolnes, to a Cybertek manufacturing facility in New Mexico to show them how they will create super-soldiers for them. He boasts that their cyborgs can replace Special Ops and Secret Service.

Outside, Coulson and Trip spot a hummer approaching the facility and they knock out the guards. They then drive it into the facility and fire missiles at the security guards, then blast their way through a wall. Melinda and Skye are ready to move in.

As the alarms go off, Jacobs demands answers from Quinn. Garrett comes in with Deathlok and Grant and Quinn claims that Garrett is a security consultant. Garrett tells Jacobs to give him everything that he wants. When the general refuses, Garrett rips out one of his ribs and stabs him to death with it.

Back on the Bus, Grant discovers Quinn and Raina leaving with the gravitonium. She assures him that Garrett gave it to them, and Grant wonders what she did to Garrett. Raina assures Grant that Garrett is connected to everything, and they need Skye because she's an important part of the evolution Garrett keeps talking about. Grant says that Skye thinks that she's a monster, and Raina ask if that's what he is or what Garrett made him. When he admits that he doesn't know, Raina says that the darkness inside of Skye will reveal itself eventually, and then she and Grant can be monsters together.

Centipede soldiers attack the hummer and try to break through the windshield.

Melinda and Skye enter the facility and take out the security guards, then go into the control chamber. Skye explains that they have a bomb, and Kyle says that they can't hijack their soldiers. Melinda says that he must have switched the soldiers to default directive, and Kyle wonders how she knows about that.

As the soldiers prepare to break into the hummer, they suddenly shut down as they go into default mode: defend Garrett. Coulson tells Trip to contact armed forces and get out, and to burn the place down if he doesn't make it. As Trip drives away, Coulson follows the soldiers to Garrett.

Grant returns to the facility and asks Garrett what his orders are. Garrett says that he can do what he wants. Skye calls Garrett and says that she's in the soldier control station. Garrett says that if anyone but the designated handler gives a directive to a soldier, they blow up. While

Melinda gets the handlers out, Garrett tells Skye that Fitzsimmons is dead and hangs up. He then tells Grant to get Skye. Grant thanks him and goes off.

Fitzsimmons prepare to blow open the glass and Fitz rigs a mask to give Jemma enough air for her to get to the surface. She realizes that there's enough for only one and refuses to leave him, insisting that he's her best friend. Fitz says that she's more than that, and asks her to let him show her since he can't tell her. He gives her the mask and hits the activation switch. Jemma swims out and makes her way to the surface... alone.

When Jemma wakes up, she finds herself in a hyperbaric chamber in a jet. Nick Fury is there and explains that they're heading back to the mainframe. She asks about Fitz and Fury says that he survived but he was without oxygen for a long time. He explains that they tracked the beacon Fitz set up and asks where he can find Coulson.

At the facility, Skye ties up Kyle and asks why he's willing to die for HYDRA. She asks if he's there because of the incentive program. Grant comes in, gun drawn, and says that Skye won't kill him because she couldn't kill Grant. Disgusted, Skye tells Grant that he's betrayed the only people who gave him a chance to be a decent human being. Grant tells her that he's learned things about her that she'll want to know, and that they're not so different. Skye dismisses Grant as weak, doing anything Garrett tells him, and Grant admits that she woke something up inside of him and he's ready to take what he wants for himself.

Grant approaches Skye and says that she won't detonate the bomb. She says that she has a much better weapon... and Melinda is really pissed off. Melinda charges in, knocking Grant into the next room under construction.

After Garrett sends Deathlok to check the perimeter, Coulson attacks him. Garrett easily knocks him aside, and Fury comes in and tells Coulson that he followed Trip's tracker. As Garrett's men opens fire, Fury says that he went to great pains to bring him alive the first time. He then gives Coulson his super-blaster from the S.H.I.E.L.D. helicarrier. Coulson steps out and blasts away the HYDRA soldiers., while Fury fires at Garrett. Unwounded, Garrett stands back up.

Grant pins Melinda to a table saw and turns it on, but she knocks him loose.

Skye leads Kyle to a room and tells him to say what they have on him.

Deathlok returns and Garrett points out that he has the numbers. He tells Coulson that they're blood brothers because they've both died for real and come back.

Melinda finally grabs a nail gun and pins his foot to the floor. She then smashes his larynx and kicks him unconscious.

Skye takes Kyle to his daughter and then opens the next room... where Mike's son Ace is locked up.

Garrett tells Deathlok to kill Coulson and Fury.

Skye asks Ace for something that only he and his father would know so that she can convince Deathlok that she's rescued him. When Kyle says that there's no way she can reach Deathlok, Skye shows him an iPad and says that she's been in contact with the cyborg all along.

Coulson tells Garrett that he only thinks about himself, and they're always going to win. Garrett wonders how they're going to win, just as Skye sends the message from Ace to Deathlok. The cyborg shoots Garrett, blasting him back, and Garrett orders him to obey him and stand down. He grabs a gun and begs Coulson to order Deathlok to stand down, but Coulson says that Mike is free to do what he wants. Mike stomps down as Coulson and Fury look on in satisfaction.

As the armed forces take out the Centipede soldiers, Melinda brings Grant in and Coulson tells him that he'll be glad to torture him for intel on HYDRA. He also tells Grant that with Garrett out of the picture, Grant will have to wrestle with the question of who he is without Garrett.

Outside, Mike watches as his sister Mindy comes to get Ace. Skye comes over and asks why he isn't going to his son, and Mike says that he doesn't want Ace to see what he's become. She says that Coulson told her to bring him in, and Mike invites her to watch him through his implants as he makes amends for what he did. Skye assures him that what he did, he did for Ace, and Mike says that what he does from now on will be for his son as well.

Inside the facility, Garrett revives and manages to get to the cyborg operating platform. It converts him into a complete cyborg.

Smiling in satisfaction, Garrett steps out, ready to take on his enemies... and Coulson blasts his head off with the missing 0-8- 4 energy weapon.

Later on the Bus, Coulson complains long and loud to Fury about bringing him back to life. Fury points out that Melinda has been monitoring the situation and thinks that Coulson is fine. When Coulson says that TAHITI was meant to bring back an Avenger, Fury says that's exactly what it did. S.H.I.E.L.D. was formed for protection, for one man or all mankind. He tells Coulson that people like him were the heart, and now he'll be the head. Fury gives Coulson a small black box that will let him rebuild S.H.I.E.L.D. from scratch, and tells him to take his time and do it right. When Coulson asks how he should proceed, Fury tells him that it's up to him... and calls him "Director." Melinda asks Fury where he's going, and he says that he's going to disappear for a while. However, he assures Coulson that he'll be around.

Later, Coulson finds a set of coordinates in the black box. They fly to the coordinates in the Bus, and find Jemma waiting for them.

She tells them that Fitz is alive. Billy Koenig, Eric's twin brother, steps out and says that it's a secret base code-named "The Playground." He promises to get Coulson's lanyard shortly and will be checking the others before they get their lanyards.

Raina goes to a building in the middle of a city. A man with white hair is seated in a room, and Raina gives him a photo of Skye.

The man picks it up, his hands bleeding, and Raina tells him that she's found his daughter.

At the Playground, Coulson gets up in the middle of the night. He goes to the storage room where the glass that Garrett sketched his schematic on is stored. After studying it for a moment, Coulson goes to an empty section of wall and starts carving in another schematic with an x-acto knife.

Season Two

Shadows

Season 2

Episode Number: 23

Season Episode: 1

Originally aired: Tuesday September 23, 2014
Writer: Jed Whedon, Maurissa Tancharoen Whedon
Director: Vincent Misiano
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Brett Dalton (Grant Ward), Chloe Bennet (Skye), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Nick Blood (Lance Hunter)
Recurring Role: BJ Britt (Agent Antoine Triplett)
Guest Stars: Hayley Atwell (Peggy Carter), Neal McDonough (Dum Dum Dugan), Reed Diamond (Daniel Whitehall), Henry Simmons (Alphonso "Mack" Mackenzie), Patton Oswalt (Agent Billy Koenig), Lucy Lawless (Isabelle "Izzy" Hartley), Adrian Pasdar (US Air Force Colonel Glenn Talbot), Wilmer Calderon (Idaho), Kenneth Choi (Jim Morita), Simon Kassianides (Sunil Bakshi), Brian Wade (Carl Creel), Matthew Glave (Roger Browning), George Stephanopoulos (Himself), Raquel Gardner (Carla Talbot), JB Tadena (Private Tilden), Franco Vega (Military Leader), Ben Turner Nixon (HYDRA Officer), Rich Ceraulo (Soldier 1)
Summary: Coulson continues as director of the new shadow S.H.I.E.L.D. operation, and is forced to hire a group of mercenaries to supplement their efforts. They soon discover that HYDRA is after an artifact from World War II and is employing Crusher Creel—the Absorbing Man—to obtain it. Meanwhile, General Talbot continues his hunt for the team.



Austria, 1945 — At a HYDRA base, Herr Whitehall assures his assistant that there is no need to fear the Red Skull now that he is dead, and confirms that the loading is going according to plan. A HYDRA trooper brings out an obelisk and Whitehall explains that some of the items they found were quite advanced. The Howling Commandos break into the compound with Agent Sharon Carter in the lead. They order Whitehall to surrender and Whitehall slowly puts down the obelisk. She informs the HYDRA agent that the obelisk and Whitehall will be hidden away, and the soldiers pack every-

thing up.

As they pack, Sharon tells one of the Commandoes, Dugan, that Stark will go through all of the items later. It's the last HYDRA site that they know of and Sharon figures that they're beaten. She figures that they'll need a peacetime organization to keep track of them and keep them safe. They label the box with the obelisk 084 and send it with the others.

Now — In Alexandria, VA, Skye breaks into a warehouse. She checks in with Trip and Melinda via radio, and Melinda tells her not to engage until the deal is done. They then watch an ex-SHIELD agent, Roger Browning, sell intel on box 084 to a woman, Isabelle Hartley. He doesn't care who Hartley is with as long as her money is good. Hartley's assistant, Lance Hunter, wonders why

they should pay so much. Browning tells them that the government has it along with thousands of assets it seized from SHIELD. The box is the only one with a Level 10 classified file.

Hartley points out that Browning is changing the terms of their arrangements bringing more than two guards. As Browning confirms that he only brought two guards, a man drops down, kills Hartley's guards, grabs the intel, ignores several gunshots, and leaps out the window. Melinda, Trip, and Skye arrive and shoot down Browning as he prepares to shoot Hartley. Hartley, really a mercenary working for Coulson's people, complains that it was an undercover operation and they explain that they're her backup. Hartley calls in Coulson asking for orders, and he tells her to go dark.

At the Playground, Alphonso "Mack" Mackenzie is working on the Bus and watches as General Talbot speaks with George Stephanopoulos, saying that the SHIELD fugitives deserve to be punished. Talbot assures the viewers that they have most of SHIELD and HYDRA in custody, but there are some still to be captured. Melinda's team returns with Hartley and her people, and Trip checks in with Mack and admits that they didn't pick up any tech. Billy Koenig greets them and informs them that Coulson is in his office... and only wants to see Melinda. Meanwhile, Skye shows Billy some metal chips they took off of the cyborg when the bullets impact on him, and takes them to the lab for analysis.

Melinda goes up and reminds Coulson that he's supposed to check in with her every few days. He admits that the strain of recruiting is wearing on him. Coulson says that they need the cloaking equipment for the Bus so that they can get back into the air and avoid commercial flights. After telling Melinda that he has found some allies in London, Melinda says that Browning is a traitor but admits that they can trust Hartley and her people. Going through the info they gathered, Coulson realizes the significance of the 084 box and calls Billy to cancel his flights. When Melinda wonders what the significance of the 084 is, Coulson says that it's the first 084.

The assassin, Carl Creel, contacts his HYDRA employer Sunil Bakshi and says that he's uploading the results. His contact activates his reward: a small silk bag containing a musgravite gem. Sunil says that Creel will find the structure quite pleasurable. Creel touches it and his arm transforms into musgravite.

In the Playground mess hall, Hartley tells her men Lance and Idaho that Coulson wants to meet with them. Skye comes in and Melinda confirms that she took the samples to the lab. She asks Skye how things are going in the lab, and Skye admits that it's about as well as can be expected.

In the lab, Gemma tries to talk with a surly Fitz. He has several memory lapses, forgetting words, and then tells Gemma to leave. She hovers over him and asks if he's taken his medication, and Fitz assures her that he has. He admits that he's having a few problems with the cloaking technology, but asks that everybody be patient with him. Gemma tells him to be patient with himself, assuring him that he's almost there. He takes her hand and half-heartedly agrees. Melinda comes in and asks for a report, and Fitz admits that he's having a bit of trouble identifying the material. It's the same lead that they use in their bullets, and as they watch it breaks down into human flesh and blood. The scientists say that it shouldn't be hard but Melinda decides to help anyway.

Hartley reports to Coulson about Creel and figures that he had superpowers. Lance wants more compensation for dealing with superpowered opponents. Melinda comes in and tells them that they have a DNA match on Creel, who was on the SHIELD index. He's listed as put down, but the supervising agent was Garrett. Melinda figures that they faked Creel's termination and then recruited him to HYDRA.

Trip and Skye have a beer and Trip wonders if they can trust Billy, since he's claimed he has several more brothers. Skye figures that they can trust him based on Coulson's say-so. Skye is studying the schematic that Garrett drew, but she can't identify it. Coulson comes in and asks for a moment alone with Skye. Once Trip leaves, she starts to talk about the new images that Coulson gave her. Coulson gives her the file on Creel and Skye realizes that Coulson wants her to talk to Grant. He wouldn't ask except the technology in play warrants it. Skye realizes that she has no choice and goes.

Billy takes Skye down to Vault D and briefs her on the security precautions. She goes in to Grant's cell and he's glad to see her. He wonders why she's there and Skye asks if he has any information on Creel. Grant asks how she's been and Skye starts to leave, and Grant asks for Creel's picture. He approaches the invisible energy grid and Skye notices the scars on his wrist.

Grant tells her that he went through a rough stretch and that he used a piece of paper to try and kill himself. After that he ran at the walls. Skye tells him that he should have ran faster, and Grant says that he's accepted what he did and why.

In Coulson's office, Coulson, Melinda, and Billy watch the interview on the monitors. Melinda figures that Grant will fill Skye's head with eyes, but Coulson points out that he hasn't lied yet.

Grant tries to make small talk, but Skye tells him that she'll walk if Grant does anything but answers her questions. He explains that Creel was a boxer who rigged his fights, using his ability to absorb the properties of any substance... and use it to kill. Skye already knows all that and prepares to leave, and Grant explains how HYDRA hid messages in the white noise of SHIELD frequencies. As Skye goes, Grant assures her that he will always tell the truth to her and hopes that she'll come back. Skye opaques the barrier, cutting him off before he can say that he wants to talk about her father.

Creel is in his hideout enjoying his absorption powers when HYDRA calls him with a new directive. Billy intercepts the transmission and Skye realizes that Grant told her the truth. She figures that Coulson will send her in again and he admits that they kept Grant for intel. Coulson doesn't care why Grant is cooperating as long as he does. Billy interrupts to say that he's tracked hundreds of other receivers for the HYDRA white-noise transmissions.

At Potomac Plaza in DC, Talbot meets with his wife Carla. A man bumps into him and walks past. A phone rings and Talbot realizes that it's in his pocket, and he doesn't have a phone there. He tells Carla to get their son to the car and then answers the phone. It's Coulson, who warns him that he's in danger and they're there to protect him. Talbot recognizes Coulson and orders him to surrender, and then tosses away the phone. The general calls in reinforcements just as Creel moves in. Melinda arrives and kicks him back as Talbot's soldiers pull up. Creel grabs a nearby chain and transforms into steel, but Melinda holds him off long enough for Skye to shoot him with an electro-shock gun. She and Melinda run off while the soldiers hustle Talbot to his SUV and surround Creel. However, Talbot finds Melinda waiting for him with a gun and they drive off.

The soldiers take Creel into custody and lock him up in a Plexiglas cell.

Coulson meets with a captive Talbot and hops that they can work together. Talbot admits that he respected Coulson, who insists that he's a good guy and he wants to help Talbot. Coulson repeats his vow to protect the innocents, including Talbot's son George. As Talbot grabs the arms of his chair, Billy records his fingerprints. Fitz watches from the door with Gemma and complains that Billy is their new tech boy. Gemma assures him that he has only been sidelined because of his injuries, and Fitz assures her that he still has ideas. He resents being treated like he's going to break, and the only time he feels calm is when he talks to Gemma. Gemma assures him that he's getting better and he'll soon realize it.

Talbot insists that his team was up to the task dealing with Creel. Coulson warns that Talbot has been talking about the facility where they keep their tech, and that Creel has orders to retrieve that tech... at the same facility where he'll be imprisoned. Talbot refuses to help Coulson and Coulson takes out a gun and shoots him.

Later, Talbot wakes up in his SUV. He calls in a double detail on the prisoner, unaware that he's talking to Billy. They take note of the codes he's using and trace the facility's location. Hartley and her team are ready to move out, but Hartley points out that Talbot isn't a bad guy. She wonders why they're going in, and Mack agrees that Creel is safely contained. Coulson comes in and says that it's a make-or-break moment, all or nothing, and Hartley agrees. As they leave, Melinda tells Skye to stick with him. Trip comes in wearing a general uniform.

The soldiers guarding Creel check on him and discover that his cell is empty. They open the cell, unaware that he's taken on the properties of the Plexiglas and turned transparent.

Idaho drives Trip in, claiming that they're there to meet with Talbot. Skye is in the next SUV and hacks the computer cables and Coulson sends a voice message using Talbot's voice to get the cars through. As Coulson plays for time, Skye sends the official orders through and they go in. Idaho stays with the SUV in case they have to abort, and the others spread out to look for the 084 among the thousands of boxes stored there over the decades. They're unaware that Creel is there, blending in with the wall.

Hartley finds the 084 and signals the others, and starts cutting it open. Creel attacks her and she ducks just in time, then grabs the obelisk figuring she can use it as a weapon. Hartley writhes in pain as the substance makes her hand go black and paralyzes it, while Lance arrives

and shoots at Creel, driving him off. As Skye and Melinda arrive, the alarms go off. Lance wants to leave, but Melinda says that they have one more thing they need to get.

The team asks Coulson if they can abort, and he finally tells them to proceed as planned. Hartley insists on going with them and Lance takes her to the SUV. Meanwhile, the soldiers arrive and open fire on Trip, Skye, and Melinda.

Lance gets Hartley to the SUV and tells Idaho to go. He rams the gate and breaks through, and Hartley tells Lance to cut off her hand before the effect spreads. Lance reluctantly takes her knife.

Melinda and the others run for a quinjet on a nearby field.

In his office, Coulson tells Billy and Mack that he knew he was taking a risk, but now they have a chance to survive.

Lance cuts off Hartley's hand.

The field team flies off in the quinjet, activating its cloaking device.

Coulson admits that he doesn't believe Fitz can make anything, much less a cloaking device. And Fitz has been getting worse since Gemma left.

In the lab, Fitz works as best he can and hallucinates Gemma being at his side.

Coulson says that Fitz has become worse since Gemma left. Now they're fighting for those that they've lost, making uneasy alliances. Then they'll disappear.

Lance finishes cutting off Hartley's hand. Creel steps out on the road ahead of them and absorbs the properties of the road. Idaho hits him and the SUV flips. The HYDRA operative walks over while Lance wakes up and sees that Hartley and Idaho are dead. Lance plays dead as Creel touches a tire and then uses his insulated hand to pick up the obelisk.

Sunil reports to Dr. Whitehall that Creel has the obelisk and will contact him in the field. Whitehall, seemingly unaged, says that he's been looking for obelisk for quite some time.

Heavy is the Head

Season 2

Episode Number: 24

Season Episode: 2

Originally aired: Tuesday September 30, 2014
Writer: Paul Zbyszewski
Director: Jesse Bochco
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Nick Blood (Agent Lance Hunter)
Recurring Role: BJ Britt (Agent Antoine Triplett), Ruth Negga (Raina)
Guest Stars: Kyle MacLachlan (The Doctor), Henry Simmons (Alphonso "Mack" Mackenzie), Adrian Pasdar (US Air Force Colonel Glenn Talbot), Brian Wade (Carl Creel), Simon Kassianides (Sunil Bakshi), Wilmer Calderon (Idaho), Carolina Espiro (Waitress), Cutter Garcia (Bartender), Denney Pierce (Soldier)
Summary: While Coulson and his team try to stop Hydra from getting the obelisk from Creel, Talbot continues his pursuit of the fugitives. Meanwhile, Mack reaches out to Fitz, while Lance must consider his future after he loses his friends.



Lance tries to get out of the wrecked SUV and discovers that his leg is pinned. He confirms that Izzy and Idaho are dead just as Melinda arrives. He tells her that his friends are dead and that Creel took the obelisk, as they hear Talbot's soldiers pulling up.

Lance tells Melinda to get the obelisk and she reluctantly hands him a cutter and then leaves. The mercenary manages to free himself just as the soldiers order put him under arrest. Meanwhile, Melinda gets a clear shot at Creel in his stolen truck and contacts Coulson. He tells her to hang back so that they can

find out who Creel is working for. After a moment, Melinda reluctantly drops back. Skye and Trip return to base in the stolen Quinjet and Coulson has them turn it over to Mack so he can reverse-engineer the cloaking device. Skye accompanies Coulson and tells him that the obelisk briefly manifested the same symbols that Garrett drew and that she's been trying to decode. She wants to recover the obelisk but Coulson tells her that their concern right now is preparing for evacuation in case Lance sells them out to Talbot. Two soldiers take Lance out into a field, leave him, and drive away. Talbot arrives in a helicopter and introduces himself, and tells the mercenary to get in. At the Playground, Skye, Trip, and Mack examine the cloaking device. Skye worries about how Fitz would react if he learned that they had stolen one and made his efforts redundant.

She's also mad at Jemma, who abandoned Fitz when he needed her most and abandoned all of them as well. Trip wonders if they should hide what they've acquired from Fitz, but Mack points out that Fitz just entered the lab. They try to reassure Fitz that he was close to finishing his work, and Fitz tries to analyze the device without success. Mack asks Fitz to help him with it but Fitz leaves, realizing that it's pointless. Skye admits that Fitz's is okay sometimes and

sometimes not, and warns Mack that they're shorthanded since not everyone returned from the mission. As they fly over the ocean, Talbot tells Lance that they worked together on a couple of missions before Lance resigned. Lance refuses to explain why he left, and Talbot says that the man he wants is Coulson, not Creel. He reminds Lance that Coulson sacrificed him and his teammates to get the quinjet and Lance ask for \$2 million and a hero's burial for Izzy for her family's sake. Talbot immediately agrees, saying that Izzy deserved better. Coulson is in his office sending out emails about the obelisk to the people in Fury's black box. Skye comes in and reports that Mack and Trip are working on reverse-engineering the cloaking devices. She realizes that Izzy and Idaho are dead, and offers to go out and bring Creel in. Coulson refuses and tells her to pack up Izzy's things. As she goes, Skye tells Coulson that he may be in charge but he still has to learn how to loosen up or he's going to suffer for it. In the lab, Fitz is working with the imaginary Jemma, complaining that they were close to completing the work. She tries to reassure him and suggests that they come up with a way to neutralize Creel's absorbing ability. Fitz spots a file on Creel's DNA results and with Jemma's encouragement, picks them up. Creel goes to a bar and realizes that his arm has absorbed the properties of the obelisk... and he can't make it go away. A waitress comes over and gets his glasses, and unwittingly brushes against his arm. She apologizes and goes back to the counter, wincing in pain. Outside, Melinda is keeping the bar under surveillance. She's checking in with Coulson when she hears a scream and runs in. The waitress is dead, petrified just like Izzy, and the bartender tells Melinda what happened. The agent looks around and confirms that Creel has escaped.

As the police take away the waitress' body, Melinda tells Coulson what happens. He figures that Creel absorbed the obelisk's qualities, and warns Melinda that the criminal had problems controlling his powers when they first manifested. As he orders Melinda to go dark, the perimeter alarms go off. It's Lance, and Coulson has Trip bring the mercenary in to see him. Lance demands that they focus on bringing in Creel, complaining that Coulson should have aborted the mission rather than putting his friends at risk.

Coulson says that Izzy should have followed his orders and Lance admits that she did, and only broke ranks on his insistence.

Considering, Coulson asks if Lance made a deal with Talbot, and Lance says that Talbot gave him 48 hours to bring in Coulson or he'll have Lance killed. He shook the soldiers following him and came there, but still wants Creel. He also asks for his pay, and pay for Idaho and Izzy to give to their families. Coulson assures Lance that he'll take care of it and the mercenary informs him that once they bring in Creel, he's leaving. Fitz and Jemma re analyzing the DNA report as Mack comes over and wonders who Fitz is talking to. He says that it's okay to talk to one's self and asks Fitz a question about cloaking. Fitz snaps at him, saying that the cloaking device isn't important right now. Jemma tries to calm him down, pointing out that Mack is talking to him like a normal person, and suggest that Fitz compare notes with Mack. After a moment, Fitz reluctantly shows Mack what he's working on. As Skye packs away Izzy's things, she finds a phot of the woman with a younger woman and a cancer necklace on the frame. Lance comes in and explains that the woman is Jane, Izzy's younger sister, and the necklace belonged to their mother. She had cancer, and so did Jane.

When Skye says that she's lost people that she cares about, Lance says that the way to avoid that is to not get attached to anyone.

Skye points out that hasn't worked for either one of them, and Lance suggests that she might become a mercenary. When she says that S.H.I.E.L.D. is her life, Lance tells her that the organization isn't a life, just a means to an end. Creel goes back to his van and sorts through his collection of material samples, trying to find something that will counter the obelisk. Nothing works and Sunil finally makes contact with him, calling him on a phone he had planted on the outside of the van. Sunil says that they're being cautious since S.H.I.E.L.D. is after Creel, and assures Creel that they'll cure him once they obtain the obelisk. He then tells Creel to go to the secondary drop site and signs off. Three chefs come out of a nearby restaurant and gawk at Creel. He snaps at them and Raina steps out of the shadows and says that they need to talk. She explains that she wants the obelisk and offers him a piece of carbyne—three times harder than diamond and capable of absorbing energy—in return for the artifact. Creel tells her to stay out of Hydra's way and Raina point out that the obelisk's petrification effect is spreading. Ignoring her advice, he takes the carbyne from her and drives away in his van. When Melinda returns to base, the team discusses the situation. Skye says that someone sent them a coded message with

a phone number. Coulson calls it and gets Raina, who warns him that Hydra is about to acquire the obelisk. She assures Coulson that she isn't working for Hydra, and wants to keep the obelisk away from them. Coulson doesn't believe her, but Raina reminds him of Garrett's visions when he evolved, and asks if Coulson has had the same visions. Coulson realizes that she wants them to capture Creel, and Raina says that the carbyne Creel took had a tracker in it. As the team prepares to move out, Trip gets some armor-piercing rounds in the hope that they can put down Creel. Lance insists on going with them, assuring Coulson that he'll follow orders. Coulson isn't convinced but Lance asks for the chance to avenge his friends and Coulson agrees. Fitz tries to explain to the other scientists what he has in mind, but all he can say is that he didn't solve it today. When Mack tells him to focus, Fitz loses his temper and Mack sends the other scientists away. Focusing, the mechanic realizes that Fitz is referring to one of his previous designs and they go through the files until they find the item that Fitz is referring to. As Melinda, Skye, and Lance follow the tracker, the lab sends word that they have a way to neutralize Creel. Trip takes up position with a sniper rifle and spots Creel in a park, sitting on a bench with a briefcase. Sunil is next to him and they figure that he's going to take the obelisk. As Skye and Melinda grab their rifles, Lance picks up a third one and knocks them unconscious, then finds Trip and takes him out as well. Creel tells Sunil that he needs the cure before the petrification effect covers his entire body. Sunil reminds Creel of his training and gets him to calm down, banishing the petrification effect. Lance opens fire with an AP round but Creel absorbs the metal of the bench and deflects the bullet. He charges at Lance, who runs into a nearby building. Meanwhile, Raina grabs the case in the confusion and is gone by the time Sunil tries to get the case for himself. Inside the building, Creel corners Lance and prepares to kill him. Coulson arrives just in time and slaps Fitz's device on Creel, first causing his absorptions to run out of control and then petrify him in stone form. Lance realizes that Coulson knew all along that he would go after Creel on his own. Later, Coulson arranges for Izzy to receive the burial that Lance requested. Lance leaves the necklace in Jane's car, and then thanks Coulson.

Coulson admits that he can't pay him and offers Lance a job. Lance wonders why Coulson wants a mercenary like him, and Coulson says that he needs people like Lance, people who could do what Coulson used to do. Lance agrees to consider it and as Coulson leaves, he tells Lance to sell him out to Talbot. In the lab, Mack asks Fitz about Jemma, saying that it's tough to lose a good partner. Skye and Melinda watch them and Skye says that all of them have changed. She's worried about Coulson, and doesn't believe Melinda's claims that their superior merely has a lot on their mind. She figures that something is wrong with Coulson and Melinda insists that he's okay. She then goes to see Coulson and reminds him that he's not supposed to go into the field. When Melinda points out that it's been 18 days since his last episode, Coulson admits that it's overdue and she tells him to give in. They lock the room up and Coulson braces himself... and then goes into a trance. He starts carving symbols in the wall as Melinda takes photos of them. Raina takes the lab to her superior's lab and studies it apprehensively. Her superior, the Doctor, comes in, his hands covered in blood, and orders her to pick it up. Raina does so and the symbols appear on it again. Relieved, she puts it down unharmed and the Doctor says that it let her live. She begs him to show her what it means, and the Doctor tells her to bring his daughter to him and he'll show them both. After Lance tips him off, Talbot goes to a field and finds Coulson waiting. Coulson says that he has a frozen Creel in his SUV and offers him in return for some breathing room. Talbot refuses, saying that Coulson doesn't have the resources to do anything. Undeterred, Coulson gives the word and the cloaked quinjet appears overhead, its guns trained on Talbot. He tells the general that the quinjet is just the tip of the iceberg, and then leaves in his other cloaked plane... before they run out of fuel.

Making Friends and Influencing People

Season 2

Episode Number: 25

Season Episode: 3

Originally aired: Tuesday October 7, 2014
Writer: Monica Owusu-Breen
Director: Bobby Roth
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Brett Dalton (Grant Ward), Chloe Bennet (Skye), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Nick Blood (Lance Hunter)
Recurring Role: BJ Britt (Agent Antoine Triplett)
Guest Stars: Reed Diamond (Daniel Whitehall), Henry Simmons (Alphonso "Mack" Mackenzie), Simon Kassianides (Sunil Bakshi), Maya Stojan (Agent 33), Dylan Minnette (Donnie Gill), Adam Kulbersh (Kenneth Turgeon), David Diaan (Elias), Mo Darwiche (Ship's Captain), Jesse D. Goins (Theo), Jarrod Crawford (Lead HYDRA Agent), Nicholas Roth (Second HYDRA Agent)
Summary: The reason for Jemma's departure is revealed, as Donnie Gill is discovered and both Hydra and S.H.I.E.L.D. want him because of his ice powers. Meanwhile, Fitz confronts Grant for the first time since Grant tried to kill him.



In his office, Whitehall pours himself a drink and observes as Agent 33 undergoes brainwashing. He tells her to surrender to him and comply. The female agent vows that she will never work for Hydra, but Whitehall shrugs and says that he has plenty of time.

Jemma wakes up in the morning, exercises, has breakfast, dresses, and goes to work. After greeting the security guard, Theo, Jemma goes up to her lab... in Hydra headquarters.

Skye is practicing on the firing range when Melinda comes in. When Skye says that she imagines the targets are Grant,

Melinda tells her that she needs to keep control in the field no matter what the provocation. Skye checks the pulse device on her wrist and confirms that it's holding steady. Lance and Mack come by and Lance apologizes for shooting them and going after Creel. Mack goes on and Lance hangs back to ask Skye if she's ever killed anyone. She admits that she hasn't and Melinda tells him to go on. Melinda then sees Coulson arrive, and tells Skye that experience doesn't make it easier to eliminate anyone. She then goes after Coulson and he admits that his mission to recruit Agent 33 was a failure because Hydra had already acquired her.

As Jemma works in the lab analyzing a cell sample, her boss Kenneth Turgeon comes in and says that his superiors have moved up their timetable and he needs her report. When Jemma offers to deliver it, Kenneth warns her that she doesn't want go with him. As she offers her analysis, Jemma notices that Kenneth has a file on Donnie Gill.

In Marrakesh, Donnie is in a café repairing a radio for the owner, Elias. When the young man suggests that Elias hire him as a repairman in return for room and board, Elias wonders why Donnie is hiding. Donnie freezes him with his power and two Hydra agents come in. The leader

says that they just want to talk and sits down, but Donnie freezes him solid and the other agent runs off.

Donnie takes the dead man's phone and confirms that he placed a call to the Maribel Del Mar.

When Jemma returns home that night, she finds Coulson waiting for her... with groceries. He cooks her a meal and her debrief, and she explains that Donnie is now a Gifted with the ability to generate ice. She complains that Hydra is wasting her talents with simple analyses, and Coulson tells her that she needs to make friends so that she can move up in the organization. Jemma worries that she'll end up like Grant, lying to people, and Coulson tells her to only use selective truths. Concerned, Jemma asks how Fitz is doing and Coulson merely says that their friend is hanging in.

When Coulson returns to the Playground, he tells the team about Donnie without revealing his source. Fitz wants to know anyway but Coulson avoids the question and asks him to concentrate on the search for Donnie since he knew the former S.H.I.E.L.D. academy student the best. Fitz is still hesitant from his brain injuries, even with Mack's help, and finally suggests that they talk to Jemma. Coulson refuses and as they go to start the search, Fitz notices that Skye is gone. Melinda tells him that she's working another angle.

In Vault D, Skye asks Grant what process Hydra used to recruit people. He points out that Garrett recruited him and that his loyalty was to his mentor, not Hydra. However, Grant takes full responsibility for the choices that he made, and notes that his family tore him down. He tries to turn the conversation to Skye's family but she starts to go and Grant hastily explains that Hydra initially sends an acquisition team. If a Gifted doesn't accept their invitation, then Hydra kills him. Skye says that S.H.I.E.L.D. would never do that, and Grant points out that's why Hydra will eventually win.

Donnie goes to Casablanca and finds the freighter Maribel Del Mar. He then freezes it at the dock so that it can't leave.

Jemma returns to the lab the next day and tries to befriend Kenneth. However, he cuts her off and says that they want to talk to her upstairs. Two guards escort her to the conference room where Sunil is waiting, and tells Jemma that they know she's been lying: she didn't tell her superior that she knew Donnie. Jemma says that she didn't know who her subject was until she saw Kenneth's file.

Sunil knows that she saved Donnie's life at the S.H.I.E.L.D. Academy, and points out that she's nervous. Jemma says that she has good reason to be nervous and insists that her loyalty is to science. As long as Hydra lets her do her work, she's loyal to them.

Sunil, clearly not satisfied, warns Jemma that loyalties can be tested.

As Whitehall monitors Agent 33's brainwashing, she manages to pull one hand free. He easily puts it back and says that Hydra will always rise from the ashes and continue the struggle until the win. Whitehall advises his prisoner to do the same, just as Sunil comes in and says that he wants to evaluate one of their employees. Uninterested, Whitehall says that he trusts Sunil's judgment and then returns his attention to Agent 33, telling her to comply.

The team receives a report on the Maribel Del Mar trapped at the dock and they figure that Donnie is responsible. As they prepare to leave, Skye passes on what Grant said about Hydra killing Donnie if they can't recruit him. When the others leave, Mack suggests to Fitz that they play video games. Fitz is upset that they didn't take him along and keeping things from him, but Mack assures him his teammates are just being protective.

Soldiers get Jemma again and take her to where Sunil is waiting with more soldiers. He tells Jemma that they've found Donnie and that they want her to recruit him. Noting the armed soldiers, Jemma asks if it's dangerous and Sunil assures her that they'll protect her.

Aboard the freighter, the Hydra captain warns Donnie that his superiors will eventually find him. Donnie says that he's done hiding and freezes the captain, declaring that every Hydra agent that comes after him is going to discover how mad he is.

Fitz holds another conversation with his hallucination of Jemma as he goes to Vault D. She worries that he's becoming paranoid, and Fitz disbelieves in her through an effort of will. He then goes down into the vault and sits down, then renders Grant's cell wall transparent.

Sunil and his team arrive at the freighter. Jemma wonders if Donnie could kill her but Sunil doesn't appear too concerned about her.

The Bus arrives in Casablanca and Skye, Melinda, and Lance make a parachute jump.

Grant tells his former teammate that he was actually trying to protect him. By jettisoning them out of the Bus, he at least gave them a chance to survive when Garrett wanted them dead immediately. Fitz, concentrating, explains that he suffered from hypoxia. He pumps the air out of Grant's cell and explains that brain damage is irreversible after three minutes. As Grant gasps out his last few breaths, Fitz mentions Donnie and the traitor says that Coulson's team doesn't know what it's walking into.

Jemma goes to the engine room and finds several frozen corpses. Donnie steps out of the shadows and remembers her from when they met the Academy. Jemma insists on her side, and Sunil talks to her over an earbud, telling her to get closer.

The S.H.I.E.L.D. team takes out several Hydra soldiers and report in to Coulson, and then move in.

Fitz finds Mack and tells him that they need to call the Bus.

Jemma tells Donnie that Fitz was impressed with him, and suggests that he misses applying his genius for inventing. Donnie starts to lose his temper and Sunil tells Jemma to tell Donnie to take a deep breath and comply.

Fitz tells Coulson what Grant said, that Hydra recruited Donnie while he was at the Playground and brainwashed him. Now they plan to get close enough to retrigger his programming. Coulson realizes that Fitz talked to Grant against his orders, but lets it go for the moment and calls Melinda and Lance, who are in the engine room. Lance sees Jemma from behind, talking to Donnie. Coulson tells the mercenary to kill Donnie's visitor. Melinda sees Jemma and shoots Lance in the chest—and his bulletproof vest—to keep him from killing Jemma. Donnie, thinking it's a trap, attacks Jemma, who lets him pull off her coat and runs. Melinda shoots, hitting a steam pipe to cover Jemma's retreat. However, Donnie freezes the pipe solid and Melinda tells Coulson that Jemma is there. Coulson tells him to maintain Jemma's cover and take out Donnie before Hydra can reestablish their brainwashing on him.

Jemma finds Sunil and his men, and Sunil looks around and says that the conditions in the hallway are better. Donnie arrives and recognizes Sunil, who tells him to comply, echoing Jemma's words. Donnie tries to fight the brainwashing but gives in, saying that he's ready to comply. Sunil orders him to free the door behind them to cover their retreat and they go up on the deck. As they go, Sunil thanks Jemma for giving them the second chance that they needed, and then orders Donnie to freeze the freighter and kill anyone else on board. Donnie touches the hull and freezes the entire ship, filling the hallways with ice.

As Lance and Melinda run for the deck, Skye shoots Donnie in the back from her sniper's post. He falls overboard and sinks beneath the water. Jemma sees Skye preparing to shoot Sunil as well and shoves her superior out of the way just in time. They run for the helicopter and depart, and Skye tells Coulson that the threat has been neutralized and Jemma's cover is intact.

The team returns to the Playground with the technology that Hydra had aboard the freighter, and Melinda admits to Lance that they're even after she shot him. She finds Skye on her laptop, and the hacker says that the Casablanca authorities haven't found Donnie's body. Skye realizes that Melinda knew Jemma was undercover and admits that she's worried about her friend. Melinda assures her that Jemma is good, and says that Skye did good as well.

Fitz is reading the S.H.I.E.L.D. Academy newsletter about how he saved Donnie's life. Coulson comes in and assures Fitz that he's an important part of the team. However, he points out that Fitz almost killed Grant in his cell. Fitz insists that he's no killer, and Coulson says that he keeps Grant alive and with them because he needs every asset he can gather to stop Hydra. He didn't tell Fitz about Grant's presence because he didn't want to add to his burden, and Fitz wonders if Coulson is keeping anything else from him.

Coulson admits that he's the director and there's a lot more, but confirms that Jemma left because she had a mission. Fitz wonders if she wanted to leave, and Coulson avoids the question, merely saying that what Jemma is doing is very important.

Sunil briefs Whitehall on what happened, and his superior notes that S.H.I.E.L.D. is becoming a problem. Agent 33 comes in, brainwashed to serve as Whitehall's personal assistant. Once she leaves, Sunil says that he wants to bring Jemma upstairs. Whitehall wonders if she can be trusted, and Sunil says that if he's wrong then they can make her comply.

Skye goes to Grant's cell and wonders if he was referring to brainwashing as Hydra's means of persuasion. He confirms that he did, but explains that they only use it on high-value Gifteds. Realizing where Skye is going, Grant assures her that he wasn't brainwashed and that everything

he did was of his own free will. When Skye asks him why he's been telling her the truth, Grant says that it's so she will believe him when he tells her something important. He then tells Skye that her father is alive and looking for her, and says that someday he'll take Skye to him. Skye says that they're done and walks out, her wrist meter showing that her pulse is racing for the first time since the mission began.

Face My Enemy

Season 2

Episode Number: 26

Season Episode: 4

Originally aired: Tuesday October 14, 2014
Writer: Drew Z. Greenberg
Director: Kevin Tancharoen
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Nick Blood (Lance Hunter)
Recurring Role: BJ Britt (Agent Antoine Triplett), Reed Diamond (Daniel Whitehall), Henry Simmons (Alphonso "Mack" Mackenzie), Simon Kassianides (Sunil Bakshi), Ruth Negga (Raina), Adrian Pasdar (US Air Force Colonel Glenn Talbot)
Guest Stars: Maya Stojan (Agent 33), Diego Serrano (Gabriel Soto), Roberto Medina (Bishop), Christian Barillas (Priest), Lance Irwin (Guard), Isaac Stephen Montgomery (Guard 2), Alyce Tawil (Woman)
Summary: Coulson seeks to unlock the mystery of his alien writing and is attacked by a trusted ally. Meanwhile, with the team trapped, Fitz might be their only hope.



In Miami, a bishop drives up to a house and the local priest says that his parishioners are still trying to understand the tragedy. They go to the nearby church, burned into ruins, and the priest shows the bishop a 500-year-old painting of the Madonna that was the only thing to survive the fire. The bishop wants to have it tested by experts to confirm that it is a miracle, and the priest says that there is one more thing. On the back of the painting is a schematic.

At South Beach, Lance seduces Bridget, a female executive assistant working for Gabriel Soto. They kiss and Lance secretly

takes out a security ID from her purse and passes it off to Skye as she goes by on a motorcycle. Skye drives to the Bus and hacks the badge, duplicating it. Mack pulls up in a limo and Melinda and Coulson get out at Gabriel's manor where he's holding a fundraiser to rebuild the church. They go inside with the IDs that Skye duplicated. Skye confirms that Gabriel is sending out the painting for verification and offers to go there, but Coulson says that keeping it to two agents will minimize detection. They figure that the painting and the schematic on it could prove valuable in their efforts.

Melinda starts mingling, laughing and chatting. She rejoins Coulson and they go radio-silent. Maintaining their cover, they dance and Coulson is impressed that Melinda remembers the steps. They spot the guards and cameras, and Melinda claims that she only took dancing lessons at the Academy so she could move on to field operations. As they dance, Melinda points out that Coulson's hand was trembling and the symptoms are getting worse. She assures him that the others didn't notice, and that they don't know that the mission is personal for Coulson. Melinda says that she'll pull the plug on the mission if she thinks it's too much for him, and Coulson says that they need to make a plan in case he goes the same way that Garrett did. Melinda interrupts to point out that Talbot is nearby, getting a drink.

Coulson goes over to Talbot and they make amiable small talk. He thanks the general for not blowing his cover and assures him that the mission will benefit both of them. Talbot remains noncommittal and says that he won't interfere... unless he thinks that he needs to.

On the Bus, Lance regales the team with how he met his wife. Coulson turns on the comms to tell them that Talbot is there. He says that they're going to get the paintings now and Melinda takes point. She talks to Gabriel, who says that the church was his second home. Gabriel is surprised that he doesn't remember her, and Melinda passes it off. She flirts with Gabriel, speaking in Spanish, and then calls Coulson over to take a photo of the two of them as a memento. Coulson scans Gabriel's retinas and captures his facial structure, and then quickly leaves with Melinda. As they go, they spot Talbot talking with a security guard and figure that he's going to blow their cover.

Coulson and Melinda go to the vault, knocking out a guard, and Coulson uses the retinal pattern he captured to open the security lock. They take the elevator down and Skye guides them through. They come to a laser grid and as Coulson prepares to bypass it, Melinda walks through, pointing out that they already know they're here. As the security guards mobilize, Coulson and Melinda search the vault without success. Skye confirms that Talbot took possession of the painting that morning.

Talbot makes a call to Whitehall and says that he has the painting, but S.H.I.E.L.D. is already there. He sends them a photo of Coulson and Melinda and asks if he should commit, and Whitehall says that he has a new plan.

Coulson and Melinda get outside and Melinda figures that Coulson is enjoying himself. He says that they're going to have a real conversation about a contingency plan, and they head forward. Talbot is waiting for them and figures that they were there for the same thing. He wants Coulson to help him figure out what the writing is, and says that they'll have to examine it in a secure military facility. Coulson agrees but says that he has to check in with his team first. Talbot gives him an hour and tells them to meet him at the Hotel Ona in an hour. Once the general leaves, Coulson and Melinda both figure that Talbot is working them. She goes after Talbot, assuring Coulson that she'll handle it if anything goes wrong.

At the Bus, Skye is doing research on Gabriel. Tripp comes in and figures that she's digging to find out what they're not being told. They discuss relationships and Skye points out that her former crush is their prisoner. As they talk, Fitz sees his hallucination of Jemma again and she suggests that he bond with others, but Fitz walks away.

Melinda goes into the hotel and makes her way to Talbot's room. Agent 33 is inside and going over photos of Coulson and Melinda from the party. Melinda goes in and captures her, asking what she's done with Talbot. Talbot comes in and swings at Melinda, who quickly realizes that he's wearing a holographic mask. As she rips it off, revealing Sunil, Agent 33 tasers Melinda from behind. Sunil figures that they're going to have to send someone in that Coulson trusts. The two Hydra agents take blood samples from Melinda and play back a recording of her voice, and make a new holographic mask for Agent 33. Sunil tells Agent 33 to get Coulson back there, and hands her a device to neutralize Coulson's team. Agent 33 then dials Coulson and says that she'll pick him up. Sunil traces Coulson's location and the disguised Agent 33 heads out.

Fitz goes to the lab and looks around, despondent. Jemma tells him that running away isn't the answer, and figures that he's avoiding something. Fitz points out that he's having trouble talking recently, and Jemma says that he should just tell them what he's feeling. He says that he isn't a part of the team anymore, and is upset that they changed the lab without asking him. Jemma says that Fitz has to let them see what he's like underneath. The disguised Agent 33 comes in and Fitz tells her that Coulson is upstairs.

In the lounge, Agent 33 orders Coulson to talk to her privately. The Hydra agent claims that Talbot is being honest and insists on going with him to meet with Talbot. As they go, Agent 33 attaches the device to the ship's electronic systems.

Melinda wakes up tied to a chair and Sunil asks why she's interested in the painting. She refuses to give him anything useful, and Sunil says that he serves a man who has an effective way to get information. The Hydra agent tells her that she will comply, and then pulls down an electrical wire and starts torturing her.

As they drive, Coulson brings up the contingency plan. Agent 33 tries to play along and Coulson says that after she takes him out, SHIELD will need a new director. Smiling, Agent 33 says that she understands and takes Coulson's hand.

Fitz comes back up to the lounge just as the lights flicker and then go out. All of the exits lock up as the systems think that they've made a water landing. Fitz finds the device and says that it's based on SHIELD tech and the plane will soon explode.

Coulson and Agent 33 go to the hotel room and Coulson suggests that they go get the cup of coffee they missed years ago. Agent 33 agrees and Coulson punches her., saying that Melinda hates coffee.

Sunil hears the fighting outside and goes to investigate. Melinda manages to free herself and goes after the Hydra agent.

Fitz tries to analyze the virus going through the plane's electrical systems. Mack works with him and they realize that the virus will soon reach the fuel tanks.

As Coulson and Agent 33 fight, Melinda comes out and joins the fight. The two women square off as Sunil runs out with the painting. Coulson goes after him while Melinda and Agent 33 fight.

Fitz and Lance run to the fuel tanks and Fitz says that he'll need Lance to act as his hands while the others try to contain the damage.

Sunil calls for reinforcements just as Coulson takes him down with a nite-nite bullet.

Agent 33 pins Melinda and says that she knows all of Melinda's moves. Melinda says that she doesn't know all of them.

Fitz directs Lance in how to override the virus.

The two women take the fight into the suite's kitchen and Agent 33 grabs two knives. Melinda disarms her and finally takes her down.

Lance finally locates the right wires and the power comes back up. The mercenary gives Fitz a high-five.

As Coulson picks up the painting, Hydra agents call on Sunil's phone, saying that they're on their way. Meanwhile, Agent 33 recovers and grabs Melinda. Preparing to stab her with a pair of scissors. Melinda grabs the wires that Sunil used to torture her and shorts out the mask, stunning Agent 33. She and Coulson get out just ahead of the Hydra soldiers.

The next day, the team returns to the Playground and Fitz is reworking in the lab, relearning his motor skills. Lance comes in and hands out beers to Mack and Fitz to celebrate. Fitz tries to step out, but Lance assures him that the team wouldn't be alive without him. Jemma nods to Fitz and after a moment, he picks up a beer and joins in. He then starts talking about his own ex, taking Mack and Lance by surprise. After a moment, Lance tells Fitz that it's her loss, whoever she is, and they share a toast to moving on.

Tripp finds Skye researching the painting and she assures him that it's nothing.

Coulson contacts Talbot and tells him what happened. Talbot says that Coulson should hand over the painting but he claims that it was destroyed in the fight. Once Coulson signs off, Melinda figures that it's bad that Hydra is looking for the alien schematics. Coulson tells her that the writing on the painting is brand new, which means someone like Coulson is out there. Melinda promises that we'll find them, and then asks what Agent 33 did to give herself away. He explains about the coffee and then says that he won't stop asking her to set up a plan. Melinda shows him the fake passports and tickets that she's got for him, and promises to get him out if things go wrong. She assures Coulson that she'll take care of him no matter what, and Coulson tells her to kill him no matter what. He says that hard choices are coming and he needs her to do it for him. After a moment, Melinda agrees.

Raina is scheduling a flight to Miami after seeing an article about the stolen painting. Hydra agents capture her and Whitehall introduces himself. He points out that she took the obelisk from him and one of the agents attaches a small device to her hand. Whitehall uses a remote to take control of her, and gives her 48 hours to bring the obelisk back. If she fails then Whitehall promises that he will torture her for weeks. He frees her and leaves, as Raina gasps for breath.

A Hen in the Wolf House

Season 2

Episode Number: 27

Season Episode: 5

Originally aired: Tuesday October 21, 2014
Writer: Brent Fletcher
Director: Holly Dale
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Brett Dalton (Grant Ward), Chloe Bennet (Skye), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Nick Blood (Lance Hunter)
Recurring Role: BJ Britt (Agent Antoine Triplett), Reed Diamond (Daniel Whitehall), Henry Simmons (Alphonso "Mack" Mackenzie), Simon Kassianides (Sunil Bakshi), Ruth Negga (Raina)
Guest Stars: Kyle MacLachlan (The Doctor), Adrienne Palicki (Bobbi Morse), Adam Kulbersh (Kenneth Turgeon), Amir Talai (Schneider), Valorie Hubbard (Aunt Cindy), Ronnie Gene Blevins (Deacon), Caleb Smith (Bartender), Chase Kim (Waiter), Adam Dunnells (Brick), Dale Waddington (Dr. Lingenfelter), Charles Fathy (Head Chef), Brie Mattson (Bride), Jessen Noviello (Lead Tac Agent), James Hutchison (Tac Agent Guard)
Summary: When Skye's father refuses to help her, Raina is forced to threaten Jemma's cover unless Coulson helps her recover the obelisk. When he refuses, Jemma is forced to turn to an unexpected ally to make her escape.



At a wedding reception attended by a number of sailors, the best man is offering a toast to the new couple, Pete and Mariya Leitner. Everyone shares a toast and then all of the people who rank the champagne collapse, their mouths petrifying. The waiters drive off in a van and report to Sunil that eight died and many of the others were sick. Sunil is disappointed at the low body count and warns that Whitehall will be displeased that they failed.

At the Playground, the team soon gets word of the incident and confirms that the sailors were all part of an anti-Hydra

task force. The effects are similar to those caused by the obelisk, so they figure that Hydra has the artifact. Coulson tells them that he hasn't heard back from his naval contact. Tripp suggests that they see what Jemma knows, and Coulson says that he's still waiting to hear from her. Skye notices that Coulson has been scribbling alien writing on his desk, but he dismisses it as an attempt to understand it now that the obelisk is back in play. She says that Rising Tide can't tell them anything about the painting, and asks for the source of the writings Coulson has given her. He refuses to identify the source and when Skye questions him, cuts her off abruptly. Once the others leave, Melinda warns Coulson that keeping Skye in the dark won't end.

At a secret lab, the Doctor is operating on a mercenary while his man Deacon looks on. The alarm goes off and Raina comes in. The Doctor takes her to one side and Raina says that she temporarily needs the obelisk back. He reminds her that when he found her, she was hungry and in the streets, and reminds Raina that she hasn't brought Skye to him yet. The Doctor asks

who has made her afraid, and Raina finally gives him Whitehall's name. He grabs Raina by the throat and dismisses Whitehall as a butcher. The Doctor flies into a rage and insists that he's trying to put his family back together. Raina warns him that he'll never get Skye back if she sees him like this, and insists that she's the only one who can bring Skye to him. After a moment, the Doctor punches a glass case in a fury and lets Raina go, and says that he won't turn the obelisk over. When Raina says that Whitehall will kill him, the Doctor agrees and suggests that she go back and beg him for her life. As she goes, Raina says that she really wanted to bring him Skye, and the Doctor says that it isn't her hand. Deacon asks the Doctor to finish, telling him to keep it together.

At the Hydra lab, Sunil takes Jemma and Kenneth to a conference room to review some reports. Kenneth sees Whitehall outside and recognizes him, and tells Jemma that he's one of Hydra's new heads. Whitehall comes in with an assistant, Dr. Lingenfelter. Lingenfelter explains that they tried to reverse-engineer the obelisk using tissue samples from one of its victims. Whitehall talks about how he's been waiting his whole life to get the obelisk, and notices Jemma studying the report. He puts her on the spot, asking her where Lingenfelter went wrong. Jemma says that she didn't, and that they're dealing with alien metals interacting with human samples. Whitehall asks if they could weaponize the obelisk's effects if they have it, and Jemma admits that it's possible. Satisfied, Whitehall leaves, and Kenneth is impressed when Jemma says that they could kill millions.

At the Playground, Fitz notices Skye taking the painting. The imaginary Jemma admires Mack and Fitz is less than happy that his subconscious is admiring another man. Jemma points out that it's a good sign that he's acknowledging that she's not real, because he doesn't need her now that he has real friends. Fitz says that he still misses the real Jemma, but Jemma says that it might be time for him to move on.

Skye is examining the writing on the back of the painting when Lance comes in and points out that Coulson won't be much help. He agrees that with Skye on pressing Coulson, and she complains that Coulson has changed. Lance advises Skye to dig deeper and suggests that she talk with Grant.

In the vault, Skye makes it clear to Grant that she isn't there to talk about her father. Grant says that they didn't die like she believes, and reminds her that he said he would never lie to her. Skye demands to know where his information came from, and Grant says that Raina knows Skye's father. Unconvinced, Skye turns to the matter at hand and shows him the writing from the painting. Grant confirms that Garrett carved it into a pane of glass after he was injected with the GH formula. He says that whatever took Garrett's place and sketched the writing wasn't meant to survive.

Raina enters the Hydra building and spots Jemma leaving. Outside, Jemma transmits a message to Coulson warning that they have to stop Hydra from executing an execution-level event. She puts the message on a flex screen and leaves it in a garbage can.

Skye goes to see Coulson and says that she knows he's the source of the writing. He assures her that he's fine and Melinda has been keeping an eye on him. Coulson figures that the GH formula is responsible, and Skye points out that she received the same injection and hasn't done any writing. He suggests that Skye didn't have a reaction to the alien substance because she's actually an alien. Melinda comes in and tells Coulson that he has a call. It's Raina, who wants to meet with him.

In the Hydra lab, the alarms go off and the head of security, Bobbi Morse, comes in with Sunil. Bobbi says that they have a mole and takes out the flex screen. She assures everyone that she will find them and Sunil will make them suffer... and no one is leaving until they identify the mole.

The security team searches the desks for evidence and Bobbi reads off Jemma's history file. She points out that she's been affiliated with SHIELD for most of her life, and was an exemplary agent. Jemma insists that her loyalties are to Hydra, just as a soldier finds the flex screen in a desk: Kenneth's. The guards knock him out and drag him away.

Coulson goes to the French restaurant that Raina has chosen, and the team sets up surveillance. Raina arrives and realizes that Coulson has changed. He reminds her that she strapped him into a memory machine the last time they met, and asks where he can find the obelisk. Raina says that it is out of her hands but warns Coulson that he's only seen the beginning. She insists that they want the same thing, and then takes out a cell phone with a photo of Jemma

leaving the message for Coulson.

Jemma goes to the bathroom to get hold of herself. She comes out and Bobbi is waiting. Bobbi points out that Jemma seems nervous, and notes that Jemma and Kenneth were lab partners. She asks Jemma if she planted the flex screen in Kenneth's desk, but doesn't believe her denial. As Jemma goes, Bobbi warns her that Hydra is everywhere.

Raina says that she'll delete the photo in return for Coulson letting her have Skye. If he doesn't agree then every Hydra employee will receive an automated email with the photo. Raina sets a timer and says that she'll take Skye to meet her father. Skye, listening in, figures that she's telling the truth. Meanwhile, Raina says that she just wants to let Skye find out who she really is, and suggests that Coulson ask Skye. She says that Skye was taken from her father against his will, and figures that Coulson wouldn't keep a daughter from her father no matter how much he's changed... or let Jemma die.

After a moment, Coulson pushes the phone back and says that it's no deal. Skye is listening in the kitchen and starts to go out, but Melinda orders her to stand down. Raina stares desperately at the timer and begs Coulson to reconsider. It reaches zero and the file transfers.

At the Hydra lab, all of Jemma's co-workers look suspiciously at her. She gets to her desk and sees the phot on her monitor, and realizes that she's been compromised. Sunil arrives with his men and Jemma runs for it. Bobbi and two more troopers cut her off... and Bobbi knocks out the two men. She then tells Jemma that Coulson has a plan.

Raina is shocked that Coulson would sacrifice one of his agents. Lance sits down with them, and Raina admits that Hydra is making her to do it to get the obelisk from the Doctor. Coulson realizes that Raina is scared, and she admits that the Doctor is a very dangerous man. She then asks Coulson to take her in, but he refuses and Lance injects her with a tracker. Coulson explains that they're going to follow her to Whitehall, and they may save her depending on how useful she makes herself to them.

As they run, Bobbi explains that Coulson sent her in to infiltrate Hydra and keep an eye on her. They head for the roof where an extraction team is waiting, and Bobbi tells her to wait while she goes ahead. Bobbi then approaches a guard on the roof exit and tries to order him away. Sunil arrives with his troopers and Jemma runs around the corner. Bobbi knocks out the guard and tells Jemma to get to the roof, and then attacks Sunil's men.

On the roof, Jemma looks for the extraction team just as Bobbi runs out, calling in for removal. She grabs Jemma and they run off the roof... and land on the cloaked quinjet. The two women drop inside and Trip welcomes them aboard. Jemma wonders why Coulson sent her in if Bobbi was already in position, and Bobbi admits that she didn't have access to the high-level projects. She did recover Jemma's hard drive and Trip heads back to base.

After she gives them an address, Lance escorts Raina out. The address is a few blocks away, and Melinda wonders if the Doctor is as dangerous as they say. Coulson realizes that Skye has left.

Skye goes to the address, gun drawn, and enters the building. She finds the Doctor's lab, empty except for a photo of the Doctor holding an infant girl. Coulson comes in and Skye admits that she just wanted a glimpse. She breaks into tears and Coulson hugs her, assuring his friend that they'll find her. They're unaware that the Doctor is watching them via a hidden camera. Lance comes in and reports that the Doctor left in a hurry. Melinda checks in and says that there's something they have to see: Deacon and his man, their throats cut and the lab torn apart. Coulson notices the camera on the wall, while the Doctor sees Skye's reaction to his violence. He smashes the tablet, throws it out the window, and drives away.

When Jemma returns to the Playground, Coulson welcomes her back. He says that he's asked Bobbi to join the team, and tells Jemma to go ahead and see Fitz. Jemma goes to the lab and Fitz realizes that it's really her. She hesitantly approaches him and asks how he's been.

As they go to Coulson's office, Mack greets Bobbi. Lance comes in and recognizes Bobbi, and wonders what she did with her hair. He snaps at her and Melinda explains to Mack that Bobbi is Lance's ex-wife. Bobbi says that she vouched for Lance, and Coulson tells Lance to play nice.

Coulson goes to his office and finds Skye waiting for him. She says that she's fine with Coulson going after her father to recover the obelisk, and admits that she doesn't care why her father abandoned her. Skye promises that she'll do whatever it takes, but she needs Coulson to be completely honest with him from now on. Coulson agrees and says that they need to get started.

He reveals the wall where he's been carving the writing out, and explains that he has no idea where it comes from or what it means. Skye examines the writing and says that it's a map.

Anticipating a SHIELD raid, Sunil oversees the dismantling of the facility. The Doctor casually strolls in and suggests that they keep calm. When the guards try to restrain them, the Doctor beats them unconscious and then hands Whitehall the obelisk. He explains that it's called "The Diviner" in its native language, and offers to teach Whitehall how to survive it. When Whitehall wonders why he would help, the Doctor says that they have a common enemy—Coulson—and he hoped that they could kill him... and then everyone else.

A Fractured House

Season 2

Episode Number: 28

Season Episode: 6

Originally aired:	Tuesday October 28, 2014
Writer:	Rafe Judkins, Lauren LeFranc
Director:	Ron Underwood
Show Stars:	Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Brett Dalton (Grant Ward), Chloe Bennet (Skye), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Nick Blood (Lance Hunter)
Recurring Role:	BJ Britt (Agent Antoine Triplett), Henry Simmons (Alphonso "Mack" Mackenzie), Adrian Pasdar (US Air Force Colonel Glenn Talbot)
Guest Stars:	Adrienne Palicki (Bobbi Morse), Tim DeKay (Senator Christian Ward), Falk Hentschel (Marcus Scarlotti), Joe Marinelli (Adamo Dioli), Liberte Chan (International Reporter), Parisa Fakhri (Senator's Aide), Michael Enright (Julien Beckers), Melanie Cruz (Agent Noelle Walters), Brian Tee (Toshiro Mori), Darrel Cherney (Tattoo Artist), Brian Van Holt (Stranger), Chris Wolfe (News Reporter)
Summary:	Whitehall hires mercenaries to impersonate S.H.I.E.L.D. and stage an attack on the UN. Coulson sends Melinda, Lance, and Bobbi into the field to find the man who designed their weapons, and then negotiates with the Senator who is calling for an anti-S.H.I.E.L.D. ban: Grant's older brother.



At the UN Talbot is giving a speech about how S.H.I.E.L.D. has turned against the people it swore to protect. One of the ambassadors asks for proof, just as someone throws a disk into his chest and he disintegrates into dust. Several men come in and the ambassadors panic. As Talbot helps get them out, the leader says that SHIELD is done hiding.

In his cell, Grant exercises. Skye and Jemma watch him and note that he's been keeping to a rigid schedule even though he doesn't have a clock. Jemma wonders how Skye can talk with him, and Skye points out that she did well under-

cover. Melinda comes in and tells them that there's been an attack on the UN. They meet with the others and Coulson figures that Whitehall launched the fake attack to turn the world against SHIELD. He tells Tripp and Skye to check government channels, and for Skye to put the alien writing on the backburner. Bobbi checks the footage and confirms that the leader of the mercenaries Hydra hired was Marcus Scarlotti. Jemma recognizes the effects of the weapons, and confirms that it was created by Toshiro Mori. Bobbi knows the man and Coulson tells her to go to Okinawa with Melinda and Lance. She's clearly uncomfortable going with her ex-husband, but quickly agrees.

Coulson tells Jemma to check the hard drive from her lab to see what she can find in. As he goes to work, Lance comes in and asks if Bobbi objected to going on a mission with him. Coulson tells him that they have bigger things to worry about.

Talbot meets with Senator Christian, who is unhappy that he isn't dealing with SHIELD. The general suggests that the people who attacked them may not be SHIELD, but Christian says that

he'll have to deal with it. Talbot figures that Christian is worried that the press will learn about his brother Grant, but Christian says that he's going to take down SHIELD for good.

Later, Christian goes on the news to declare SHIELD a terrorist organization. Coulson and Skye watch as Christian vows to form an international team to deal with the rogue organization. The Belgium foreign affairs minister, Julien Beckers, objects. Skye points out that Christian never cared about SHIELD before, and figures that Talbot was the senator who was working with him. Coulson realizes that if Christian's proposal passes then they can't survive. Skye reluctantly volunteers to talk to Grant and see if he has any intel on his brother, and Coulson tells her to focus on his family, not hers. Once she leaves, Coulson contacts Agent Walters in the Netherlands and tells her to have her team go dark.

Melinda, Bobbi, and Lance head for Okinawa. As Melinda flies the quinjet, Bobbi says that Lance looks good. He admits that she doesn't look bad as well and Bobbi says that she knows he's been telling people that she's a hell-beast. He awkwardly denies it and says that he's with SHIELD for now but is keeping his options. Bobbi, disgusted, says that he always does and then goes up front with Melinda rather than get into another argument. Melinda admits that she was married once but never talks to her, and Bobbi figures it's a good idea.

In the lab, Fitz is muttering to himself when Jemma comes in to review the hard drive. She asks Fitz to help repair it before they can access it. Fitz stares at her and finally says that she looks different, and goes to work. She tries to help him as he stutters, and Fitz asks her to back off.

Skye tells Grant that they need to talk about Christian. He tells her to stay away from Christian, warning that he's dangerous, and asks if Christian knows that he's there. Skye insists that she needs information about Christian's connections, but Grant figures that she's more concerned about her father. She points out that the Doctor is a murderer, and Grant realizes that he found him. Coulson reactivates the screen and tells Skye that they got more than Skye might think, and warns her to stay on mission.

In Okinawa, Melinda confirms that a Hydra team is in Toshiro's cabin. Bobbi suggests that she go in and get Toshiro boasting, and Lance admits that she's good at her job. Melinda agrees but says that if anything goes wrong, and Lance tells Bobbi not to die. Bobbi approaches the guards, relying on her Hydra cover. Melinda and Lance hack the house's cameras and communication gear, and Bobbi meets with Toshiro. She flirts with him and they kiss, irritating Lance.

Inside, Bobbi continues impressing Toshiro while Lance and Melinda watch. As they wait for the green tea to steep, Toshiro says that he's heard rumors that Bobbi is working for SHIELD. She ducks the accusation and starts flattering Toshiro about the weapons that he created. He explains that he calls them splinter bombs and Bobbi asks to have one. Toshiro says that he shipped them all out, and Bobbi realizes that Whitehall gave him the basic units. The arms designer says that he hopes to work on the Diviner, and has heard that it's alien.

Lance and Melinda pick up an incoming message with orders to terminate Bobbi, and Lance runs in. Meanwhile, Toshiro confirms that the weapons are on route to Julien. A man comes up and prepares to shoot Bobbi from behind, but Lance arrives and shoots him. Bobbi subdues the other guard and then complains that Lance interfered when she could handle it, and they start arguing until Melinda breaks it up. Bobbi figures that if Scarlotti takes out Julien then the neutral countries will vote for Christian's proposal, and they head for Belgium.

In the lab, Jemma doesn't have any luck with the drive. Fitz finds something but can't explain what he's thinking, and tells Jemma to stop staring at him. He says that he's different now and points out that she left when he needed help. Jemma insists that she didn't give up on him, but Fitz accuses her of thinking that he's useless. She says that's not why she left but that she can't do it anymore, and walks out past Mack.

Christian returns to his office and finds Coulson waiting for him. Coulson has Christian's speech and says that he's made a few choices. Christian tries to call security but discovers that the phone is dead and the cameras are down. Coulson says that Hydra attacked the UN on Whitehall's orders, but Christian figures that he wants something and has nothing to offer in return. When he says that the American people need a simple enemy, Coulson asks how they would feel if they knew Christian's brother was Hydra, and says that he has Grant in his basement.

Skye goes back to see Grant, who realizes that she's shut the cameras off.

Coulson assures Christian that Grant is unharmed, and is surprised that Christian is concerned. He says that he knows what Christian did at the well, and Christian tells him that Grant is nothing but a liar.

Grant tells Skye that they can't trust Christian because he's a master manipulator. He warns her that his brother is far worse than he is.

Christian tells Coulson that he could never leave Grant alone with their brother Thomas. One day he found Grant threatening Thomas with a screwdriver, and caught a glimpse of something evil behind his eyes. Later, Grant told their parents that Christian forced him to attack Thomas, because Grant has always found someone to believe him.

Grant insists that he never lied about Skye's father, and she tells him to tell her everything he knows.

Coulson tells Christian that it won't be simple but there's a way for both of them to get what they want.

Grant tells Skye that everything the Doctor did was because he loved Skye. The people who died in Hunan Province were Hydra agents who found Skye and her mother, and killed Skye's mother. When the Doctor got there, he went berserk and tore up the entire village. Now the Doctor wants to put his family back together, and Grant offers to take Skye to him. Skye demands specifics but Grant merely says that they can find her father together. After a moment, Skye thanks Grant for telling him everything he knows, and says that he's being transferred to Christian.

Skye goes back to Coulson's office and he tells the field team that they're trading Grant for Christian withdrawing his anti-SHIELD proposal. Melinda says that they'll try to stop Scarlotti before he kills Beckers.

Scarlotti and his team get Julien's location and move in.

Mack and Fitz are working in the lab when Jemma comes in with coffee. Mack has helped Fitz confirm that the splinter disks were created in the 1940s for Hydra by a man named Vincent Beckers. Jemma recognizes the name and says that they need to talk to Coulson.

Coulson is with Grant, who warns Coulson that he can't trust Christian. Grant reminds him that he's never lied, but Coulson says that Grant will never see Skye again. When Grant says that he's still part of the team, a furious Coulson reminds him that he dropped Fitz-Simmons out of a team and betrayed every one of them. Grant figures that Christian will put him on trial and have him executed, just in time for the midterms. Mack comes in and tells Coulson that they need him.

In Coulson's office, Jemma explains that Vincent was Julien's grandfather, and figure that Julien is still with Hydra. Coulson realizes that they've been played and tells them to call Melinda and warn her that the SHIELD safehouse in Bruges has been compromised.

Agent Walters returns to the safehouse and finds Julien waiting for him. When she wonders how he found her, Julien points out the dead SHIELD agents.

Trip tells Coulson that Melinda's team is en route. Coulson checks the board and realizes that Whitehall is using Julien to set a trap, making them think that Belgium is a safe haven.

Scarlotti and his men subdue Walters and Julien tells them to dispose of her. Once he leaves, Scarlotti comes over to Walters with a knife and jams a splinter disk into her chest, disintegrating her.

Lance enters the safehouse and claims that he's a mercenary working for Hydra, just like Scarlotti. He keeps Scarlotti distracted long enough for Melinda and Bobbi to get into position. They crash in through the windows and take out Scarlotti's men. Scarlotti runs and Melinda goes after him, while Bobbi and Lance take on the others.

Melinda corners Scarlotti in an empty room and draws out his whip-knife, disarming her. Despite Scarlotti's weapon advantage, Melinda manages to pull him in and grab the knife.

One of the mercenaries prepares to throw a splinter disk at Bobbi. Lance kicks another mercenary in the way and Bobbi takes out her would-be killer... and then thanks Lance for saving her life.

Scarlotti gets in close enough to choke Melinda with his chain, but she reverses the grip and knocks him out.

Coulson is in his office when Melinda calls to tell him about their losses. He tells her to get home safe and then puts away Grant's personnel file.

Jemma comes to see Mack and thank him for helping Fitz. Mack says that Fitz doesn't need help, and that Fitz isn't the guy that Jemma knew. Jemma insists that she doesn't want Fitz to be anyone else, and Mack says that he heard that Jemma bailed when Fitz told her how he felt. He says that that the only thing that makes Fitz worse is Jemma, and she says that she knows... and that's why she left.

Lance tells Bobbi that he's leaving because SHIELD is her thing, not his. She points out that SHIELD isn't SHIELD anymore, and tells him not to get himself killed. As she walks off, Bobbi tells Lance to stay if he wants to stay.

Coulson and a squad of troopers come to get Grant.

Christian goes before the cameras in the same room where Scarlotti and his men attacked earlier.

Everyone watches Grant as he is lead away. He sees Skye, who says that if she ever sees him again, she'll kill him.

Talbot and his men take away Scarlotti and his men, and tell Melinda that they got Julien at the border. He confirms that they lost six men and says that it's a shame when good soldiers fall, and shakes Melinda's hand.

Christian says that the world deserves the truth, and his son Grant was a traitor to his friends, his family, and his nation.

Coulson tells the escort to not give Grant one inch. As they lead Grant off, he tells Coulson to tell Skye that he'll keep his promised.

Christian promises that Grant will be punished for his crimes.

Grant dislocates his thumb and slips his handcuffs, and then takes out his guards.

Later, a stranger goes to a tattoo shop and the owner asks if he has cash. The stranger tosses some money on the table and then hands the artist a piece of paper and says that they're going to finish it. When the stranger pulls off his shirt, he reveals that his skin is covered with the alien writing.

The Writing on the Wall

Season 2

Episode Number: 29

Season Episode: 7

Originally aired: Tuesday November 11, 2014
Writer: Craig Titley
Director: Vincent Misiano
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Brett Dalton (Grant Ward), Chloe Bennet (Skye), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Nick Blood (Lance Hunter)
Recurring Role: BJ Britt (Agent Antoine Triplett), Henry Simmons (Alphonso "Mack" Mackenzie), Simon Kassianides (Sunil Bakshi)
Guest Stars: Adrienne Palicki (Bobbi Morse), Brian Van Holt (Carver/Sebastian Derik), Joel Gretsch (Hank Thompson), Monique Gabriela Curnen (Janice Robbins/Agent Stevens), Monica Creel (Hank's Wife/Katie Thompson), Emily Maya Mills (Eliza), Richie Cottrell (Eliza's Son/Graham), Imelda Corcoran (Dr. Goodman), Carlos E. Campos (Lewis Seaver/Patient 2), Michael Hanson Seaver (Patient 4), Natalie Smyka (Patient 5), Bruno Amato (Bartender), Madison Lee (Lab Assistant)
Summary: Someone is killing people and leaving the alien writing etched on the corpses. As Coulson's team pursues the murderer, they discover a connection to their director's past.



In Rhinebeck, New York, the tattooed man Carver comes home with a woman, Janice Robbins, and insists that she knows Carver from somewhere but she can't remember. Janice says that she's an artist, and Carver says that he hasn't been completely honest with her. He takes his shirt off and says that they've shared so much, and Janice sees the writing on his chest. When Janice wonders how he knows about the writing, Carver takes out a knife and says that he'll help her remember.

Coulson is in his office carving writing into the wall until his knife snaps. He realizes that Skye has been watching him, and she reminds him that Melinda told her to watch over Coulson when he was one of his "spells." Skye says that it must all be connected: Ward, the writing, the GH serum in their blood. Coulson figures that the writing wants them to know what it means, and Skye says that she's had no luck deciphering the map. He says that the writing is coming more frequently and he can't turn it off. Coulson takes out another knife and says that Melinda won't be back until they find Ward.

Bobbi and Melinda are out flying and looking for possible locations that Ward might go for. Melinda says that Christian has covered up Ward's escape and they're the only ones looking for their former teammate.

In Philadelphia, Tripp is watching a bus depot and spots Ward come in and collect a bag from a pay locker. Melinda tells Tripp to avoid contact, and Coulson orders his people to bring him in by any means necessary. As Tripp prepares to move in, he sees Ward look at him and reveal that he has explosives strapped to his chest. Skye comes into Coulson's office and tells him that one

of her sources, Micro, found the writing carved on a dead woman's body. The photos were taken the night before, and Coulson vaguely remembers Janice as a SHIELD agent. They head out to investigate.

That night, Coulson and Skye break into Janice's apartment and search the place. He goes into Janice's workshop and finds dozens of paintings of the alien writing. One of them is labeled "A magical place."

Back at the Playground, Coulson lays out photos of the paintings and realizes that Janice had some paintings that he's missing. Skye confirms that Janice was actually SHIELD agent Rebecca Stevens, Level 6. She was stationed at the Triskelion, but supposedly died of cancer five years ago. Simmons and Fitz bring in Janice's body from the morgue. Jemma starts an autopsy and Skye says that Janice has no family. Coulson doesn't remember her and everyone leaves to let Jemma work.

Ward gets off the bus and offers to help a woman, Eliza, and her son Graham with their luggage. As they head for their bus to Dallas, Ward says that he's heading that way as well and goes to the back. He spots Bobbi on board and sits down next to her. They banter back and forth until Ward points out that she's on the same page of the book as she was when he spotted her outside. He shows Bobbi the dead man's switch for the explosives and tells her not to dry anything. Ward then tells the driver that he's on the wrong bus and gets off. Bobbi follows him and watches as he gets on another bus... with Hunter aboard.

After the autopsy, Jemma tells Coulson and Skye that Janice died of shock from the pain, and the killer had done the carving before. A technician brings in samples that they took from Janice's fingernails, and it shows that both Janice and her killer had GH-325 in their blood. Jemma warns that both Garrett and their killer turned into psychopaths. Coulson insists that they're fine and says that the killer may go after the other Tahiti patients. He then takes Jemma and Skye to a hidden chamber containing Raina's memory-recovery device and says that they'll have to torture the information about Tahiti out of him.

Jemma hooks Coulson up with an array of medical devices. Skye objects but Coulson says that it's his responsibility and he'll do what he has to so he can save lives. Simmons and Fitz watch and Fitz explains that the machine recovers memories. Skye asks Mack to stand ready in case Coulson starts screaming, and then tells Coulson that she's pulling him out at the first sign of duress. He orders her to continue no matter what and Skye has him focus on a photo of Janice. Coulson remembers himself in the interview room of the Guest House, alone.

Coulson has a file on Janice, and when he looks up, Janice is there. She says that she's never felt better and that she volunteered because she was dying. Coulson interviews five more patients who all say that they feel well. He recommends immediate release but then Janice grabs his pen and scribbles the alien writing on the desk. The patients begin showing more side effects, mumbling and screaming, or just drooling. Only one man, Carver, seems unaffected. Coulson advises Dr. Goodman to shut the project down and destroy the host. Goodman objects, saying that the host is thousands of years old, and suggests that they wipe the patients' memories to avoid the psychic schism. She admits that they won't be agents but they can have normal lives.

Coulson watches as Goodman operates on the patients, using the device to operate directly on their brains.

Coulson's systems spike and he tells Skye what happened. Skye tells him to find their names so that he can pull him out, and Coulson starts reciting names.

In Boston, Ward goes to a bar and Hunter watches him from across the street. Inside, the bartender gets Ward a drink on the house and welcomes him back. Outside, Sunil and two Hydra agents pull up and go inside, and Hunter warns Melinda.

Inside, Sunil greets Grant and says that Garrett spoke highly of him. They shake hands and Sunil admits that they thought Grant was dead. Grant says that he was locked up and asks for a meeting with Whitehall. When Sunil says that Whitehall is a busy man, Grant offers to get Hydra close enough to Coulson to kill him.

In the quinjet, Melinda tries to reach Coulson and Skye without success. She then takes her and Tripp down.

After Coulson gives the names of the patients, Skye confirms that one of them was found in the remains of the church family in Miami. The other three have died of unnatural causes in the last six weeks, and two of them are still alive.

Carver tells Coulson that there's nothing wrong with him and they don't need to erase him. The guards force Carver to roll up his sleeves, showing the alien writing that he's carved into his arms. Carver says that he needs to know as the guards drag him away.

Coulson relives his own erasure, and Skye shuts down the machine. She calls Melinda and tells her what happened, and Melinda orders Skye to lock Coulson up and keep him under observation. Meanwhile, Coulson tries to break free, screaming that he needs to know, and Skye draws a gun on him and relays Melinda's orders. Concentrating, Coulson gets control of himself and says that it's a good idea.

As Skye takes Coulson down to Ward's final cell, he explains that Carver was a SHIELD assassin, Sebastian Derik. Skye confirms that the only other survivor is Hank Thompson and she's sent some agents to protect him. Coulson shoves her into the cell, seals it, and says that he has to take care of Carver personally.

At Thompson Welding & Electric, Hank is working in the garage while his son plays with the train set. Hank's wife Katie comes in and says that a man claiming to be an old friend is up at the house.

In the Playground hanger, Mack and Fitz are playing video games and talking about what happened to Coulson. Fitz tells Mack that Coulson will recover like he did before, and brains have the equivalent of backup files. As Mack realizes that Fitz must have a similar "backup" as well, Jemma comes in and spots Skye waving on the monitor. They go down to release her and Skye says that Coulson is going after Hank.

Coulson tells Hank that they've met and it's important that they talk. Hank doesn't remember him and Coulson warns him that his life is in danger. He then draws a gun on Hank and says that he needs to pick his brain.

Tripp and Melinda meet Hunter and Bobbi, and prepare to move in. Melinda says that they need to get a good clean shot at Ward.

Coulson tells Hank that he's an agent of SHIELD and asks if he's been carving the alien writing. Hank says that he's told them both that they've got the wrong guy, just as Carver knocks Coulson out from behind.

The team enters the bar and finds the bartender and the Hydra agents dead. They check the back and find Sunil tied to a chair. Melinda wakes him up and realizes that there's a note on him: "For Coulson."

Carver takes Hank and Coulson to the garage and locks up Hank's family. He then ties his prisoners up and tells Coulson that the lunatics are running the asylum. Coulson insists that erasing his memories were the only way to save him. However, Carver says that pain made him remember. He cuts Coulson's arm and explains that he found the others by cutting himself and remembering what happened to them. As he talks, Hank works at his ropes. Meanwhile, Carver wonders if Coulson is one of them now since he came back from the dead, and removes his shirt to reveal the writing. He says that he tried to help the others remember by cutting them, and he tells Coulson to explain what the writing means. Carver says that they have to dig deep, and Coulson remembers that Hank's train set in three dimensions is the full map.

Hank cuts through his ropes as Coulson tells Carver that they can find out what the writing means together. As Carver starts cutting him, Hank frees his family but Carver hears the door and throws the knife. Hank catches it and throws it, cutting through Coulson's ropes. Coulson takes Carver out and shorts out the lights, and then gets the Thompsons out.

As they drive after Coulson, Skye tells Mack about the Tahiti project. They come to the road leading to Hank's place, and Hank and his family are there. He tells them where Coulson and Carver are, and Mack drives toward the house.

Carver recovers and Coulson calls to him from the loft, telling him to come up if he wants some pain. The killer goes up, insisting that they're connected by blood, and Coulson grabs him from behind. They struggle and Coulson drags Carver over to the railing, telling him to look. Skye and Mack come in and order Coulson to surrender, and he says that he's trying to help Carver. Carver looks down and sees the train tracks, and Coulson tells Skye and Mack that he'll be okay because they've found the final piece. The tracks represent a city.

Later at the Playground, Coulson tells Hank that he was a spy. He says that they could use him, but Hank says that he has a life now and he can't imagine being happy as a spy. Hank thanks Coulson for giving him a second chance, and leaves him his card before SHIELD agents blindfold him and take him home. Coulson tells Skye and Melinda that Carver has been turned

over to the authorities, and now his compulsion is gone. The alien blood was driving them to go home, and now that he has all of the pieces, they need to figure out why the aliens want it. Meanwhile, they'll interrogate Sunil.

Coulson goes downstairs and tells the team that he's not crazy. Now all of the pieces have come together, but Hydra is trying to solve the same puzzle. He then shows them a projection of the city and says that they have to find it before anyone else.

Later, Ward rents an apartment and shaves.

As Skye prepares to check Sunil's phone, Ward calls on it and tells Skye that he kept his promise to Sunil. He says that Coulson could do better than the new recruits, and he has a few personal matters to attend to. Ward promises to see her soon and hangs up, and contemplates a newspaper article on Christian.

The Things We Bury

Season 2

Episode Number: 30

Season Episode: 8

Originally aired: Tuesday November 18, 2014
Writer: Daniel J. Doyle
Director: Milan Cheylov
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Brett Dalton (Grant Ward), Chloe Bennet (Skye), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Nick Blood (Lance Hunter)
Recurring Role: Kyle MacLachlan (The Doctor), BJ Britt (Agent Antoine Triplett), Henry Simmons (Alphonso "Mack" Mackenzie), Adrienne Palicki (Bobbi Morse), Simon Kassianides (Sunil Bakshi), Reed Diamond (Daniel Whitehall/Werner Reinhardt)
Guest Stars: Hayley Atwell (Peggy Carter), Tim DeKay (Senator Christian Ward), Dichen Lachman (Young Woman), Lou Ferrigno Jr. (Agent Hauer), Al Coronel (Agent Rivera), Eijiro Ozaki (Prisoner), Ian Gregory (Air Force General), Shannon Mosley (Air Force Base Commander), Alexander Leeb (Scientist), Willem Van Der Vegt (Officer)
Summary: While Coulson and some of his team head to Hawaii on their first step to locating the alien city, Melinda and her remaining teammates check the SRS records for information on Whitehall and his connection to the Red Skull. Meanwhile, Bobbi interrogates Sunil and Grant abducts his brother and forces him to tell the truth about what happened to their brother Thomas.



Austria, 1945 — Whitehall is interrogating a Chinese prisoner about the Obelisk, and points out that they've both been searching for it. He invites the prisoner to touch it, and the man reluctantly touches it. He petrifies in a matter of seconds, and Whitehall tells his men to bring in the next subject. He invites the woman to pick it up and examine it, but she sees a piece of the previous prisoner on the floor. The guards grab her and force her head onto the obelisk. It glows but nothing happens to her. She picks it up and Whitehall tells his men to prepare her for surgery. Before they can take it away, a

messenger brings word that the Red Skull is dead. Whitehall sends the prisoner to a cell, saying that it will take time to unravel the mystery.

Now — Whitehall meets with his scientists and points out that they've found nothing. His men drag the Doctor in and tells him to prove that he knows about the Diviner. Whitehall's men draw guns on him, and the Doctor says that it won't be necessary. He has Whitehall explain what he knows, and the Hydra leader refers to it as a weapon. The Doctor says that it's a key and it only kills to protect itself from those who aren't worthy. He says that there is a place and if one of the special people take the Diviner to that place, it will do something much cooler.

Melinda is left in charge of the Playground while Coulson, Skye, Fitz, and Trip take the cloaked Bus to Hawaii. Christian has ordered them to stop searching for Grant and assigned his own men

to it. Bobbi is interrogating Sunil, and Melinda signs off. Coulson tells Skye that he plans to get to the city first and beat Hydra there.

Bobbi continues interrogating Sunil while Mack and Lance watch on the monitors. Mack points out that Coulson was violent and out of his mind. Jemma comes in and admits that she couldn't handle Sunil the way that Bobbi is. Meanwhile, Bobbi appeals to Sunil's ego, wondering why he doesn't lead and hints that he might be brainwashed. Sunil insists that his time will come and Whitehall will see Bobbi's friends turned to stone. She meets with the others and notes that Sunil spoke as if Whitehall and the Red Skull are connected. Jemma suggests that they check the SSR files that they have and Melinda agrees.

Christian is driving home and on the phone to his wife. His security guards take him to his family's summer place, and Grant takes out the men and yanks Christian out of the SUV.

The Bus lands at Oahu and Coulson gives Skye a watch and tells her to deliver it to Cam, the owner of a repair shop. He then gives a button to Trip to make a similar delivery to another shop, with orders to bring back a blue tie. Fitz asks if Coulson has any orders for him, and Coulson tells him to install a transceiver in the field in under six minutes.

At the Playground Jim, Lance finds Bobbi sparring. She has figured out Sunil's background from their conversation, and figures that Whitehall gave Sunil a second chance and obtained his loyalty.

Jemma tells Melinda that she has found the original 084 report written by Peggy Carter. There are a lot of references to Werner Reinhardt, who the Howling Commandos captured in 1945. The files on Reinhardt are missing, and Melinda takes out a key to another vault.

SSR Base "The Rat", 1945 — Peggy comes to see Whitehall–Reinhardt—and points out that she deliberately left him a pen to see what he would do with it. He offers his services to the American government as a scientist, insisting that he could save humanity. Peggy isn't impressed, pointing out the corpses that he's left in his wake, and Whitehall says that the artifacts he has are related to a meteor that crashed in China and the "blue angels" that came with it. Whitehall says that the aliens came to conquer Earth, not save it.

Now — The Doctor says that the aliens came to end mankind, not conquer it. He tells Whitehall that the Diviner will choose who lives, who dies, and who will inherit the earth. The Diviner gives access to the temple in the city, and the Doctor offers to get Whitehall's men in. Whitehall figures that the Doctor wants power, but the Doctor says that he merely wants to kill those who took everything important from him and then reunite with his family... in the afterlife.

Grant leads Christian through the forest and explains that Hydra doesn't care about Christian. Christian claims that he made the deal to get Grant free. He only put four men on guard detail so that Grant could escape, but Grant figures that he's lying again. When Christian says that he's always trying to blame others for what he's done, Grant says that he's taking responsibility for his actions and now it's time for his brother to do the same. He picks up a shovel and tells Christian to start digging, because their parents covered up the well.

In the lab, Fitz struggles to set up the transmitter and train his muscles to remember. Skye and Trip return and Fitz figures that Coulson is testing him. Trip figures that Coulson has a plan. Coulson comes down and Trip and Skye report that their missions went fine. He tells Trip to get them into the air and heading for the Australian Outback, and tells Fitz that he can do it.

Mack and Lance help Jemma and Melinda go through the files. Lance finds the file on Reinhardt and Jemma realizes that it's the same Whitehall she knows... and he hasn't aged in 60 years. Melinda finds a photo from The Rat and confirms that Whitehall was kept there for life.

SSR Base "The Rat", 1945 — Peggy returns to Whitehall's cell and tells him that there will be no deal. When she leaves, Whitehall will be buried for good and walks out. The guards return Whitehall to his cell and he stays there for decades. Forty-four years later, agents Hauer and Rivera are sent to release Whitehall on medical parole. Once Rivera goes to get the truck, Hauer identifies himself as a Hydra agent and says that they found the woman.

Bauer transport Whitehall to Austria and other agents bring in elders from the Chinese village. The woman that was immune to the Obelisk decades ago is there, the same age she was when Whitehall first met her. He sets out to find what makes her so special as his men drag her away.

Now — Jemma and the others confirm that Reinhardt disappeared in 1989 and a year later appeared as a rejuvenated Whitehall. Bobbi goes back to Sunil and asks what he's afraid of. Sunil

glances up at the camera and asks if her friends know how she ingratiated herself with Hydra. Unimpressed, Bobby figures that Sunil fears disappoint Whitehall, and says that Whitehall will be disappointed that Sunil gave him up. She recites everything that they've learned about Whitehall and asks what kind of a man he is. Sunil says that he's a loyal one and slams his head on the table. He foams at the mouth and Bobbi realizes that he had a cyanide capsule imbedded in his cheekbone.

As Grant forces Christian to dig, he says that he wants Christian to admit that he pushed Thomas down the well. Christian refuses, saying that Grant enjoyed shoving Thomas down the wall and refused to let him up. Disgusted, Christian tells his brother that he can't reconcile the ugly things he does with the hero that he wants to become. The senator reaches the well and hits Grant with the shovel, and then tries to run. Grant easily recaptures him and takes him back to the well, and tells Christian to admit to himself what he did. Christian finally says that he wanted Thomas dead and threw him into the well. Grant pulls him back and Christian says that Thomas was the only one that their mother wouldn't torture. He wanted their mother to feel their pain, but he wasn't brave enough to do it himself. Christian apologizes and Grant says that's all he wanted to hear. He helps his brother up and hugs him, and says that it's time they go home.

The Bus lands at Laura Creek, Australia, and Coulson explains that the satellite network they need to find the city is controlled by the U.S. station in Oahu. There is a small station at Laura Creek that goes online when the Oahu station goes down. Coulson's people will slip the two items onto Commander Darren, who will inspect the station. The button and the warehouse are harmless on their own, but when in proximity they'll generate an EMP blast and the Australia station will go online. Skye will hack the network once Fitz installs the transceiver. Fitz admits that he can patch in the transceiver within the timeframe and they take off.

Coulson, Trip, and Fitz enter the station while Skye and her team of hackers go to work.

In Oahu, the station goes down and the countdown begins.

Coulson realizes that their radios are being jammed, just as soldiers open fire on them. They spot the staff, tied up, and realizes that the men shooting at them are Hydra. The server comes online and Coulson leads the captives to a closet for safety, and then tells Fitz to find the access point. Trip and Coulson provide cover fire but Trip is shot twice and badly wounded. One of the staff members—the Doctor—steps forward and says that he can help. Coulson lets him go to work removing the bullets.

As he works, the Doctor calls Coulson "Phil" and immediately realizes that he slipped. Coulson draws his gun but the Doctor points out that if he lets go of the clamp then Trip will die. He orders Coulson and Fitz to hand over their guns and they do so, and Coulson warns that Skye already knows all about the Doctor. The Doctor explains that Whitehall doesn't know about the Diviner or what it will unlock within the city, and he's excited to find out what is there. He tells Coulson how to save Trip, since it will keep him busy while he escapes. Coulson promises to find him, and the Doctor says that he's looking forward to it. Fitz activates the transceiver and then helps Coulson. Skye confirms that they're online and her hackers begin scanning for the city. Meanwhile, Coulson and Fitz manage to save Trip's life.

Whitehall talks about how he's learned how important second chances are. He remembers how he operated on the woman, learning the secrets he needed to regain his youth. Grant says that he understands about sacrifice and what it takes to move forward in life. Whitehall brings up a news story on the apparent murder-suicide of Christian and his parents. Christian apparently left a confession tape, with his words that he said to Grant earlier.

As the medics tend to Sunil, Lance asks Bobbi if she's okay. He points out that Bobbi pushed Sunil too hard, and wonders if she was afraid Sunil was going to reveal her dirty secrets. Bobbi insists that she's always been honest with Lance, and accuses him of finding a way to avoid getting close to her. Lance figures that Bobbi has something going on and needed him as an ally, and admits that he'll never trust her... but will always want to. They then go to the garage and have sex.

Back at the Bus, Skye tells Coulson that they're searching Earth for a match to the map they have. She realizes that they're upset and Coulson starts to tell Skye about her father... just as they get a match.

The Doctor returns to Whitehall's office and Whitehall introduces Grant to him. Grant explains that he was a member of Coulson's team, and the Doctor says that it's good to look one's enemy in the eye.

Twenty-Five Years Ago — A young Doctor finds the prisoner dead and embraces his wife's corpse. He vows to find Whitehall and do to him what Whitehall did to her.

...Ye Who Enter Here

Season 2

Episode Number: 31

Season Episode: 9

Originally aired: Tuesday December 2, 2014
Writer: Paul Zbyszewski
Director: Bill Gierhart
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Brett Dalton (Grant Ward), Chloe Bennet (Skye), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Nick Blood (Lance Hunter)
Recurring Role: BJ Britt (Agent Antoine Triplett), Adrienne Palicki (Bobbi Morse), Henry Simmons (Alphonso "Mack" Mackenzie), Ruth Negga (Raina), Reed Diamond (Daniel Whitehall)
Guest Stars: Patton Oswalt (Sam/Billy Koenig), Jeffrey Corbett (Chad), Brittnee Garza (Cashier), Carlos Rivera Marchand (Diego)
Summary: Coulson is forced to divide his team, sending half of them to rescue Raina from Hydra. Meanwhile, he leads the other half to San Juan to find the entrance to the Kree city. However, gaining entrance to the city may cost them dear.



Skye is running down an underground tunnel and hears a baby crying. She calls to Coulson but gets no answer, and realizes that everyone is gone. Skye finds herself in a lab with a music box on the table in front of her. Coulson is looking at the box and says that the box is the mission, and it opens. He reaches for the box and Skye shoves it off the table. She looks up and sees Coulson and Melinda holding a baby. They say that sacrifices have to be made, call the baby "Angel Eyes," and leave it on the table. As Skye picks up the box, her body petrifies as the baby looks on, laughing.

On the Bus, Skye wakes up from her nightmare. Coulson confirms that she's okay and says that they're back at the Playground.

In the Playground, Mack is playing with a toy model of Lola and it runs into Fitz. Fitz picks it up and admires it, and Mack says that he's hoping Coulson will let him work on the real thing. As they talk, Mack notices Lance and Bobbi talking and laughing, and tells Fitz that there's a storm coming. Fitz says that he has to give Jemma a case and wants Mack to do it, and Mack tells his friend that he's going to have to talk to Jemma at some point.

On the Bus, Jemma rebandages Trip's wound and asks what Skye's father was like. She says that he was insane, just as Skye comes in. She admits that their whole situation is messed up and she's worried that something bad is going to happen. Her friends assure her that everything will be okay, but Skye isn't so sure.

Later, Coulson addresses the team and says that Hydra has the obelisk and plans to use it. Bobbi warns that Whitehall was planning to create an extinction-level event, and Coulson says that they need to take the obelisk to a temple in the hidden city. They know where the city is and Hydra doesn't, and Skye brings up a map of the world. They found the city in the Bermuda Triangle. Most of the entry points are under the ocean floor, but there is one in old San Juan. Once they get in, they'll blow up the city.

In Vancouver, a man named Chad is buying a tea for Raina at a coffee shop. She sees Melinda at a table nearby and goes over to confront her. She's surprised to discover that it's Agent 33, wearing a nanomask of Melinda. Agent 33 says that Whitehall wants a word, and Raina runs out only to find Hydra agents waiting nearby. Billy Koenig is in an alleyway waiting for her and tells her to take a right. When she does, she finds what appears to be Billy waiting for her. He tells her to come over and give her a hug, and he activates a holographic cloaking device in his umbrella. The Hydra agents go past and Raina's rescuer explains that his name is Sam Koenig and Coulson sent him to get her.

The cloaked Bus flies toward San Juan and Billy calls in and tells Coulson what happened. Coulson wonders why Whitehall wants Raina, and says that he's sending Melinda with an extraction tent. Meanwhile, Skye and Melinda watch a news report on Christian's death. Evidence suggests that another party was involved, and the women figure that Grant killed his brother and his family. Coulson tells them that they're splitting up the teams. He figures that Hydra believes that Raina knows where the city is and want to pull her in. Coulson sends Melinda and Skye to lead a team with Lance and Trip to bring in Raina while he and the others go ahead in a Quinjet. Skye is surprised she isn't going along, and Coulson says that he wants her to handle Raina's interrogation. Once she goes, Coulson tells Melinda that he's afraid the Doctor will be at the city, and Melinda assures Coulson that she'll take care of her.

Jemma is packing and looking for a case, and Bobbi suggests that she ask Fitz where it is. When the scientist drops the matter, Bobbi asks how long they were together. Jemma insists that they didn't have anything but Bobbi knows better. She knows about what Grant did and how Fitz's brain was damaged, and Jemma explains about how Fitz said that he loved her. Before she could take it in, Fitz sacrificed himself to get her to the surface. Jemma never thought of him of anything but a best friend, and hasn't told Fitz about her feelings. Bobbi sympathizes but admits that she's never just been friends with a guy, and tells Jemma to be honest with Fitz.

The team boards the Quinjet and Skye gives Coulson an unexpected hug. As Bobbi prepares to lift off, Mack talks to her about how she's with Lance again. She doesn't want to talk about it, and Mack asks if she's bringing Lance in on the other thing. Bobbi insists that Lance has no idea about it and wants it to stay that way, and Mack agrees.

In Vancouver, Sam casually walks down the street and a Hydra agent closes in on him. Billy stops to take a phone call and Lance knocks the agent out and calls for a doctor. Meanwhile, Melinda takes out another surveillance team and steals their van. Skye goes to the safehouse where Billy and Raina are waiting. They move out but Agent 33 attacks them. Skye fights her while Billy gets Raina down the stairs. The two women struggle and go for the gun on the floor. They slam through a nearby door into an apartment and continue their fight, and Agent 33 takes Skye down. Lance runs in and knocks Agent 33 out, and he leaves with Skye.

In San Juan, the team drives to the old city and drop off Coulson and Bobbi. They go to a plaza to meet her contact, Diego, a local politician. Diego will get them the architectural plans and will keep the local police off them.. As they go to the rendezvous, Bobbi wonders if Coulson really plans to blow up the city. She points out that Fury would recover the weapon rather than destroy it, and Fury put Coulson in charge. Coulson points out all of the normal people around them, and says that they're the reason there's a SHIELD: to protect them. He brought Fitzsimmons but to assess the temple's structural integrity so that they can minimize the destruction. Diego arrives and Bobbi goes to talk to him.

On the Bus, Fitz and Gemma work separately. Trip finally has enough and leaves them alone, and Jemma tries to explain why she left. Fitz interrupts her to say that he's going to leave the science division so she can run it. He'll go to the Garage with Mack, sure that he isn't going to recover anytime soon. Fitz says that he can work for her but he can't work with her, and walks away.

Bobbi and Coulson go to the Fort of San Cristobal and look for the vertical shaft on the water's edge. It's beneath a garrison tower and sealed off from the public. Coulson tells Bobbi to get their permission from Diego, and Bobbi wonders how Hydra will use the obelisk when no one can touch it.

Lance and Skye take Raina outside and spot more Hydra agents. While Lance goes to get Melinda, Raina wonders if Whitehall has the Diviner. She warns that if he does then they need her because she can hold the Diviner. It reads the holder's DNA and determines if that person is worthy of its power. Raina says that Skye will know when she touches it, and that the Doctor

believes that Skye can touch it safely. She insists that it's their destiny and then runs over, yelling for the Hydra agents. Melinda runs them over with a van, and Skye and Raina get in. As they go, Agent 33 watches them and calls Whitehall to say that they mentioned they put a tracker in Raina. Whitehall says that he'll put his best man on it.

Back on the Bus, Sam and Billy talk with Trip about how it must be creepy for Melinda to deal with someone who has her face. Melinda calls Coulson and tells him what happened, and how Raina claimed the obelisk would lead them to the temple. Meanwhile, Diego tells Bobbi that he won't go down to the tower because of the legend of the Devil's Sentry. The team enter the tower and Fitz opens up the shaft, while Jemma talks about the ghostly sentry and how several guards disappeared without a trace. Jemma offers to help Fitz, but he manages to send down the drones to survey the tunnel. Fitz tries to stutter out an explanation and Jemma manages to help him. As they talk, the drones suddenly go dead.

As the Bus flies to San Juan, Raina apologizes to Skye for trying to run. She says that she feels lucky that they found each other, and says Skye that she met her father when she was born. Raina admits that the Doctor gets emotional and violent, but is misunderstood. Skye asks for more information and Raina says that she met him in Thailand when she was part of a gang of "freaks." The Doctor took them in and cleaned them up, and gave Raina a purpose. She assures Skye that she's all that the Doctor wants.

Coulson, Bobbi, and Mack prepare to go down the shaft. Fitz warns that something may be taking out all electronics.

Raina asks if Skye has ever felt special, and insists that they're human with the potential to be much more. Her grandmother came from a line of people that believed in the blue angels—the Kree—that fell from the sky. The Kree left the Diviner as a guide to a temple so the worthy would inherit the earth. As for those who aren't worthy, they die.

Fitz uses a winch to lower Mack into the darkness.

Skye tells Melinda that they have to warn the others. They can't get a signal through due to interference. Whitehall calls and says that they'll shoot the Bus out of the sky, as four Hydra Quinjets call in. The Hydra director says that he's sending someone over to get Raina, and he'll blow the Bus apart if they don't cooperate.

Mack touches down in a stone chamber and finds the drones lying on the floor, inert. There's a line of runes on the floor and when Mack touches them, they light up and he screams in agony. The others hear him and pull him up, and he then smashes Coulson into the wall as his eyes turn red.

Grant boards the Bus and explains that they tracked Raina using the tracker. Skye tells him to pick a side and Grant says that he has, and then says that he's taking Skye with him to introduce her to her parent. Melinda refuses.

Mack attacks Bobbi, who tries to take him without success. She gets to her battle staves and tries to take him down, while Fitz throws an icer to Coulson, who shoots Mack. He shrugs off the tranquilizer and chokes Bobbi.

Grant promises Skye that if she comes with him then no one dies. Skye tells Melinda that there's no other way and assures her that she can take care of herself. As they go, Raina tells Skye to bring the tablet with the map of the city on it.

Coulson chokes Mack from behind but he throws him off. Jemma swings a case at Mack and he knocks her aside into the shaft. Coulson grabs her just in time, and Fitz prepares to shoot Mack with a pistol. Coulson yells at Fitz to shoot him, but before he has to, Bobbi tases Mack unconscious. He falls down the shaft just as Coulson pulls Jemma to safety. Coulson says to seal the tunnel, saying that it wasn't Mack.

Agent 33 meets with Whitehall and says that Grant has Raina. She warns Whitehall that Grant took Skye as insurance and then let the Bus go. He tells Agent 33 to fix it, and she calls the pilots and tells them to open fire.

What They Become

Season 2

Episode Number: 32

Season Episode: 10

Originally aired: Tuesday December 9, 2014
Writer: Jeffrey Bell
Director: Michael Zinberg
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Brett Dalton (Grant Ward), Chloe Bennet (Skye), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Nick Blood (Lance Hunter)
Recurring Role: Kyle MacLachlan (The Doctor), BJ Britt (Agent Antoine Triplett), Henry Simmons (Alphonso "Mack" Mackenzie), Adrienne Palicki (Bobbi Morse), Ruth Negga (Raina), Reed Diamond (Daniel Whitehall/Werner Reinhardt)
Guest Stars: Patton Oswalt (Sam/Billy Koenig), Hunter Seagroves (Hydra Agent), Craig Baxley Jr. (Hydra Soldier 3), Carlos Rivera Marchand (Diego), Jamie Harris (Man)
Summary: Grant takes Skye to meet her father for the first time that she can remember. Meanwhile, Hydra attempts to enter the Kree city and Coulson launches a desperate attempt to stop them. . . and keep Raina from entering the temple with the Diviner.



After Grant and his people disengage from the Bus and fly off, Melinda tells Trip to find some cloud cover. Two of the Hydra Quinjets circle back, and Melinda tells everyone to strap in. She goes to the cockpit with Trip and they go into a dive for the nearest cloud cover... 20,000 feet below. The Quinjets pursue and get missile lock just as the Bus enters the cloud cover. Melinda releases heat decoys and the missiles strike them. The Hydra pilots assume that the Bus is destroyed and Melinda sets course for San Juan.

A few hours later, the Bus touches down next to the Quinjet just as Coulson,

Bobbi, Jemma, and Fitz arrive. Melinda tells Coulson that Grant took Skye, and they figure that she's still alive and on her way to meet her father. Coulson tells Bobbi to make sure her contact Diego doesn't help Hydra and she reluctantly leaves.

Trip provides Sam and Billy with four World War II SHIELD mechanical detonators that are immune to electronic jamming. They work out how to destroy the temple.

Jemma tries to reassure Fitz that Mack is still alive, and Fitz suggests that the city might have reacted the same way that the Diviner does when someone touches it. He figures that Mack is dead, but Jemma suggests that the city might have possessed and transformed Mack into a mindless slave.

As Bobbi packs for her trip back to San Juan, she finds a small thumb drive on the floor. Lance comes in and assures her that it wasn't her fault that they lost Mack. He hugs Bobbi and assures her that Mack is tough, and admits that there are some people he trusts. Bobbi gets a call from Diego and secretly pockets the drive, and then asks Lance for backup. He knows that she picked up the thumb drive but says that he'll trust her on it, and goes to get his weapons.

In his office, Coulson assures Melinda that she made the right call. He figures that Skye can handle herself.

Grant takes Skye to his base and compliments her on her new agent training. He assures her that he's not loyal to Hydra, then cuts her hands free and takes her to see her father. Grant leaves them to catch up in private, and the Doctor tries to hold onto his emotions. He settles himself and introduces himself as Cal, her father. Skye points out that she was abducted at gunpoint, and Cal apologizes and says that he didn't want to meet her under their current circumstances. She says that Cal is a monster and a murderer, and he admits that it's true. However, Cal says that his world fell apart when someone stole her from him. He then explains that Skye was born in China to a Chinese mother. He hesitates for a moment, and then says that he's sorry that he couldn't be there to protect her. However, Cal promises to take care of her. When Skye tells him to let her go, Cal says that it's her destiny to be there.

In San Juan, Bobbi and Lance arrive near Diego. Bobbi realizes that it's a trap when two Hydra agents come over. She figures that Diego is selling them out to her, and kisses Lance as Diego and the Hydra agents walk by. Diego slips Bobbi an address on a piece of paper as he goes by, and Lance and Bobbi head there.

Skye insists that the entire thing is creepy and tries to leave. The Hydra troopers stop her, and Cal ushers her back in and says that none of them will matter. He insists that he is using Whitehall, and that her mother was special. His wife came from a line of people who have a gift, and he brought Skye there to awaken her gift. Skye asks what happened to her mother, and Cal explains that SHIELD agents come looking for her, saying that she was dangerous. He left Skye with people he trusted and tracked his wife to Europe, but by then Whitehall had cut her to pieces and left what was left in a ditch. Cal starts humming and strokes Skye's hair. She remembers hearing it and Cal explains that her mother sang it to her as a baby. A Hydra agent comes in and tells Cal that Whitehall wants him, and Cal says that there will be plenty of time to answer her questions... after he kills Whitehall, the man who destroyed his life. Humming, Cal walks out.

On the Bus, the team prepares to head out. Jemma confirms that if they wear hazmat suits then the city won't sense them. Melinda assigns Fitz and Simmons to run operations up top, while Coulson orders Sam to return to HQ with Billy and initiate the Theta Protocol. Bobby calls to tell Coulson that the Hydra agents are at a theater. Sam imposes the map of the city on the map and realizes that they're over the main chamber. Fitzsimmons figure that Hydra plans to use a plasma drill to tunnel directly to the chamber. Coulson tells his team that he and Melinda will team up with Bobbi and Lance to stop Hydra from drilling in.

Inside the theater, Raina is supervising the plasma drill when a Hydra agent calls her outside. Grant and Cal are waiting, and Whitehall comes in and thanks all three of them for their help. His men bring Skye in and asks why Grant disobeyed orders. Agent 33 opens the case holding the Diviner, and tells Skye to pick it up. She has no choice but to grab it, and the Diviner grows. Skye jams it into one of the soldiers, killing him, while Cal kills another with a hidden knife.

Grant draws his gun and trains it on Whitehall, Whitehall merely says that he hopes Skye is as special as her mother, as Agent 33 and her men aim their guns. Raina takes the Diviner and Whitehall says that he finally worked out who Cal is. He wonders why Grant is there, and Raina says that he's in love with Skye. Whitehall has one of his men knock Cal out, and tells Grant that he can eventually make him comply.

The Quinjet lands near the theater and Coulson, Bobbi, Lance, and Melinda prepare to break into the theater from above. Hydra is monitoring the com channels so they'll have to maintain radio silence.

At the shaft, Fitzsimmons insist on going with Trip. He agrees, but warns them that if Mack is still alive then he's not the Mack they knew. They lower themselves down the shaft and discover that Mack isn't there.

As Agent 33 and her men guard Grant, Skye, and Cal in the kitchen, he asks her how she got Melinda's face. She assures Grant that she's loyal to Whitehall, and Grant points out that the man he was loyal to went insane. Whitehall comes in and Cal tries to attack him, but Whitehall activates a remote and Cal collapses to the floor as an implant in his neck activates. Whitehall tells Skye that her mother didn't age and wonders if Skye has the same gift. He tells Cal that he wants him to watch as he dissects Skye... just as gunshots sound in the distance.

Coulson and Melinda make their way through the theater, shooting down the Hydra troopers.

Trip and Fitzsimmons make their way to the temple.

Grant tells one of the troopers that he's outnumbered and should let him go. He distracts the man while Cal manages to pull the implant out of his neck and kills the trooper. He refuses to free Skye, saying that she's safer there, and doesn't want her to see what he's going to do to Whitehall. Grant offers to help, but Cal says that he has to do it himself and leaves.

The city team plants two of the explosives. Trip warns that they're running out of time and Fitz says that they should split up and he'll plant one of the bombs.

Cal finds Whitehall after he's sent Agent 33 and her men after the intruders. He confronts the Hydra director, who draws a gun and prepares to shoot him. However, Coulson arrives and kills Whitehall. Furious, Cal screams that Coulson deprived him of his wife's killer. Coulson promises to kill him if he takes another step. Agent 33 arrives and opens fire, and Cal runs off. Coulson ducks off in another direction and Agent 33 runs to Whitehall's corpse.

Bobbi and Lance take out more troopers.

Cal jumps Coulson and knocks him down, and moves in for the kill.

Grant frees himself with a hidden knife and then cuts Skye loose. She grabs a gun and shoots him repeatedly when he checks the door, and then leaves to find her friend.

Coulson and Cal continue fighting and Cal gets the upper hands. As he beats Coulson, Skye comes in and tells him to stop, calling him Dad. Cal backs away and says that she has to finish what has started, insisting that it's a good thing. Skye gives her father one chance to walk away, or she'll kill him. Cal agrees but says that he'll be waiting for her. Once she changes, everyone will be terrified of her except him. Cal calls her "Daisy" and leaves. Skye goes to Coulson and, sobbing, admits that she couldn't kill her father. She says that she's going to find the Diviner and make it right, and runs off as Coulson tells her to stop.

Agent 33 finds Grant in the kitchen and confirms that he was wearing Kevlar. She admits that she doesn't know what to do now that Coulson is dead, and Grant says that if she helps him escape then they can figure it out together. After a moment, Agent 33 carries him out.

Melinda meets up with Lance and Bobbi, and Melinda goes to find Coulson.

Skye goes to the plasma drill and discovers that the Diviner is gone. A line extends down the shaft into the city, and Skye realizes that Raina has the Diviner.

Raina makes her way through the city tunnels and comes face-to-face with Mack. He stares at her and Raina tells him to take her there. After a moment, he turns and leads her to the temple.

Coulson and Melinda find the shaft in the basement and realize that Skye has gone after Raina. He insists on going after Skye to make things right, and tells Melinda to get the others back to the Bus. After a moment, Melinda lowers him down on the line.

Fitz, Trip, and Jemma get back to the fort after planting the last two charges. Melinda calls and tells them that Skye and Coulson are in the city. Hearing that, Trip goes down the shaft without his suit before Fitzsimmons can stop him.

Mack stops and Raina realizes that they've reached their destination. She enters the temple and finds a pedestal in a beam of light.

Trip runs to the first charge and deactivates it.

Coulson runs through the tunnels, calling for Skye.

Bobbi and Lance get to the basement and Melinda tells them that they have to get out.

Skye arrives at the temple entrance and finds Mack. He turns to face her but doesn't respond, and Skye promises to come back for him. She enters the temple and finds Raina waiting for her at the pedestal.

Trip deactivates two more timers.

Raina says that their lives have been leading to the moment, and tells Skye that the Diviner gives new life. Now they both get to find out what they become. The Diviner activates and then floats through the air to the pedestal.

Trip deactivates the fourth timer just in time.

The temple shakes and Raina tells Skye it's her chance to leave if she wants.

Coulson arrives at the entrance and fights his way past Mack.

Trip enters the temple through one entrance.

Coulson gets to the temple doors just as they close. On the pedestal, the Diviner opens and crystals sprout out from inside.

Mack approaches Coulson, ready to kill.

Raina tells Trip and Skye that something beautiful is going to happen. A wave of energy sweeps out from the pedestal.

Mack collapses before he can get to Coulson.

Skye and Raina both start to petrify. He destroys the Diviner, but both women are transformed into statues. He looks down and realizes that shards of the Diviner have entered his body... and he petrifies. Meanwhile, the stone covering Raina and Skye cracks and crumbles, Skye frees herself and sees Trip, seemingly dead. The temple starts to collapse around her.

Coulson helps up Mack, who has reverted to normal.

Skye watches as Trip crumbles to dust.

In a study, a man with no eyes hears a warbling noise. He opens the case, revealing another Diviner inside. The man makes a call and says that there's someone new, and that he's on it.

Aftershocks

Season 2

Episode Number: 33

Season Episode: 11

Originally aired:	Tuesday March 3, 2015
Writer:	Maurissa Tancharoen Whedon, Jed Whedon
Director:	Bill Gierhart
Show Stars:	Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Nick Blood (Lance Hunter), Adrienne Palicki (Bobbi Morse)
Recurring Role:	Kyle MacLachlan (The Doctor), Henry Simmons (Alphonso "Mack" Mackenzie), Ruth Negga (Raina), Simon Kassianides (Sunil Bakshi), Adrian Pasdar (US Air Force Colonel Glenn Talbot)
Guest Stars:	Jamie Harris (Gordon), Fred Dryer (Octavian Bloom), Henry Goodman (Dr. List), Dichen Lachman (Jiaying), Kathryn Leigh Scott (The Baroness), Joel Polis (The Banker), Maz Siam (The Sheikh), Philip Labes (Young Gordon), Alvin Ing (Yat-Sen), Donzaleigh Abernathy (Trip's Mom), McKay Stewart (Scientist 1), Kyle David Pierce (Accountant), David Jansen (S.H.I.E.L.D. Agent)
Summary:	While Jemma secures the Kree city, Skye is put into quarantine. Meanwhile the team carries out an operation against Hydra to eliminate the people who arranged Trip's death.



In 1983, Jiaying and her assistant Yat-Sen watch as a young man, Gordon, teleports uncontrollably around his cell while emitting bursts of electricity. Where his eyes should be is smooth skin. Yat-Sen confirms that Gordon underwent terrigenesis 14 hours ago and that he's very emotional. Jiaying sends Yat-Sen away and approaches Gordon, asking him to focus on her voice. Gordon stumbles across the room and finally finds her, and Jiaying says that she'll show him the way.

Skye is confined in the quarantine cell in the base lab and scientists check her vitals. She dreams of Trip dying in the

Kree city, and wakes up to find Coulson on the other side of the glass. He points out that she and Trip went into the city to stop Hydra from unleashing a cataclysm using the obelisk, and it would have been much worse if Trip hadn't destroyed it. Coulson insists that Trip is a hero and says that once the doctors clear Skye, she can rejoin the team. When Skye wonders what the others are doing, Coulson says that they're each handling Trip's loss in their own way.

Melinda is taking out her frustration on a punching bag, while Mack keeps himself occupied repairing some equipment. Bobby is packing way Trip's things while Lance watches and drinks.

Coulson tells Skye that sometimes he wants to run away rather than face the grief over Trip's loss. Skye points out that she couldn't run away even if she wanted to, and asks about Jemma. Coulson tells her that Jemma is working with a team of scientists in the Kree city, documenting the tunnels.

In the Kree city, Jemma supervises the surveying of the structural integrity. She watches as a worker takes away the petrified pieces of Trip that they've found among the wreckage.

Coulson says that Jemma will flood the Kree city if she deems it necessary, and admits that they haven't found Raina's body since the temple collapsed. Skye says that the team failed at their mission because she went into the city with Trip, and Coulson refused to endanger her. Coulson insists that Trip prevented a disaster and they killed Whitehall, so he considers the mission a success.

Now he's going to crush Hydra once and for all, and make someone pay for what happened to Trip.

Octavian Bloom, the Banker, the Sheikh, the Baroness, and Dr. List hold a meeting to discuss the future of Hydra. They toast Whitehall, having learned that he's dead, and List points out that they need to fill his position. He says that Baron Strucker wants Sunil to take over, and Bloom warns that SHIELD has captured him. List suggests that the person who removes SHIELD permanently take Whitehall's position. Meanwhile, he'll check Whitehall's research and see if he found out anything useful.

Raina, covered in thorns, grabs one of the scientists and kills him. Meanwhile, Jemma figures that they've found everything that they can from the city given the fact that electricity doesn't work there, and tells her co-workers to wrap things up. Once she leaves, Raina kills them and then sees her thorn-covered reflection in one of their helmet visors. Jemma returns and shoots at her, wounding her. Ignoring her injuries, Raina moves with superhuman speed, leaping onto an elevator and taking it to the surface before Jemma can stop her.

Bobby brings Skye a bag with various things to keep her occupied in quarantine, saying that she's been in the same situation and know what it does to a person. Skye points out that everyone seems to be avoiding her, and Bobby assures her that she's a hero in her book for what she accomplished on the mission.

Fitz is examining Skye's bio-metric watch and tells Mack that it was damaged in the cave-in. The scientist hopes to recover the data and determine what Skye was going through during the collapse. Fitz says that he's having trouble concentrating, and asks how Mack is doing after his possession by the alien force. The mechanic snaps at Fitz, saying that the scientist doesn't know what it's like to be unable to control one's own body, and Fitz says that he does. Mack apologizes for the comment and glances over at Skye in the quarantine cell. He then asks Fitz to get the base schematics so that he can make sure that the ventilation system is secure and there's no chance of infection.

Jemma calls Coulson and Melinda and tells them how Raina has transformed. She has gathered the blood from Raina's bullet wounds and is ready to flood the Kree city. She asks for permission to come back to the base, check on Skye, and analyze the samples. Coulson agrees and tells Melinda to get everyone together because they're going after Hydra.

At the briefing, Coulson tells the team that they're going to use Sunil to get to the people behind Trip's death. Mack snaps at him and blames Coulson and Skye for obsessing over the alien messages. Coulson snaps back at him, and Mack accuses him of being out of control. The others join into the argument except Bobby, and Lance notices her lack of reaction. Skye is listening from the cell and begs them to stop. When they ignore her, a can in the cell starts to vibrate seemingly on its own. Outside, Coulson says that if Trip were still alive then he'd be doing what needs to be done. Skye grabs the can and it stops vibrating, while Coulson tells the team that they're leaving at sunrise.

The next morning, Coulson and Melinda go to Sunil's cell and contact Talbot. Talbot is happy to accept Sunil in return for supplying troops to track down the rest of Shield. Once the general signs off, Coulson and Melinda load Sunil into a SUV and drive off. As they drive, Melinda complains that they're involving the U.S. government when Talbot has leaks in his organization. A truck slams into the SUV, pushing it into a nearby warehouse. Coulson and Melinda take out the first wave of attackers, but another one comes in and shoots Melinda dead. Furious, Coulson screams and tries to shoot the Hydra soldier. However, the soldier manages to kill him first, then tells Sunil to get back in the SUV so that they can drive off. A Lance removes his balaclava and tells Sunil that Whitehall is dead and that he's supposed to take his orders from Sunil.

Back at the warehouse, Coulson and Melinda get off and take off the concealed squibs. Bobby and the "dead" soldiers get up, and Bobby takes a motorcycle after Lance.

Mack finds Fitz examining Skye's watch and tells his friend that Coulson's plan worked. Fitz says that he can't understand what he's seeing, and explains that the watch was apparently crushed from the inside out. He says that he'll need Jemma's help, just as her plane arrives.

Sunil stops off at a Hydra outpost and gets the equipment to contact Bloom. He promises to arrive at Bloom's manor shortly and hangs up. Lance then draws his gun and says that he's being paid to kill Sunil after he makes contact. Sunil offers to pay him off, promising money and the influence of the heads of Hydra, and Lance agrees to spare him.

Jemma goes to see Skye and tell her about Raina. She has checked the blood samples and discovered that something has altered Raina's DNA on a molecular level. Jemma is worried that Raina might be infected and contagious, and blames herself for investigating rather than destroying the city immediately. Skye doesn't believe it, but Jemma says that everything has gone wrong since people started manifesting powers. Crying, Jemma says that Trip is dead because of the same powers and that she's going to end it with him, and then goes to analyze Skye's blood.

Cal goes to the docks of San Juan and pays off a man for transport out of the country. Raina finds him and reveals that she's been transformed. Furious, she demands to know why she's become a freak instead of an angel, and figures that it's Cal's fault. Cal reminds Raina that she wanted to be transformed, and Raina wonders why Skye wasn't changed. Shocked, Cal is intrigued to hear that Skye was there and easily throws Raina to the ground. He's still furious that Coulson robbed him of Whitehall by killing him, and vows to get revenge. Cal is also positive that Coulson and his team will turn against Skye once they realize that she's changed, and then she'll have to come to him. Raina tells Cal that Skye will never love him, but he ignores her and starts planning to contact the people on the index. He tells Raina that she's on her own now and when she says that she can't live as a repulsive creature, Cal tells her not to. Shocked, Raina pulls up her hood and walks away.

Sunil gives Lance directions to Bloom's manor and has him park at the gate. Once Sunil goes inside, Bobby joins Lance and they settle down to wait. Lance figures that Bobby is plotting something with Mack, and she didn't argue with him earlier for fear of giving herself away. Bobby sheepishly admits that she and Mack are in a support group together, dealing with how the traitors in SHIELD betrayed them. Lance assures her that she's actually acting in a healthy manner for once.

At the base, Mack and Jemma tell Coulson that the ventilation system is secure. Mack apologizes for what he said earlier and tells Coulson that losing Trip has brought up some bad memories. A guilt-stricken Jemma suggests that if the field agents have to kill Raina then it wouldn't be a bad thing, since it would prevent a possible epidemic. The group walks away, unaware that Skye has been listening.

Sunil tells Bloom what happened and they call List. They figure that the Banker, the Sheikh, and the Baroness hired Lance to kill Sunil, and warn List. Bloom says that he'll smooth things over and hangs up, and then goes to a hidden signal device. Meanwhile, Sunil says that it's time to kill Lance.

Raina goes to a bridge with heavy traffic and prepares to step out.

Fitz comes to see Skye and says that he fixed her watch. According to the biometric data, Skye's heart was beating a hundred beats a minute when the temple collapsed. He starts to panic as he realizes that Skye must have caused the destruction. Skye picks up on his confusion and the bottles in her cell start vibrating.

Rains steps out onto the road.

As Fitz realizes that Skye destroyed the temple, Skye clutches at her head. A lamp in the cell explodes and Fitz panics and runs out. As Skye tries to clean up the broken glass, she cuts her hand. Melinda comes in to check on her, and Skye says that she's never seen Coulson so harsh before.

Coulson takes Trip's things to Trip's mother. She realizes why he's there and breaks into tears, and Carlson hugs her.

Bloom sends a signal to three assassins. Each one is with the Sheikh, the Baroness, or the Banker. Outside, Bloom's security team opens fire on the SUV. It's bulletproof, and lance activates the built-in guns, killing them. He then guns the motor and smashes through the manor gate.

Each of the assassins kills their victim.

Lance and Bobby storm into Bloom's study and shoot him and his men dead. Sunil realizes that the whole thing was a setup, and Bobby tells him that he's safe because Talbot wants him alive.

Melinda sees the blood on Skye's hand, just as Jemma comes in and tells Skye that they can release her as soon as her blood sample checks clean. As they ask Skye what happened to her hand, Fitz comes in and claims that he knocked over the lamp and broke it. He shows them Skye's DNA test, which confirms that she's normal. Melinda goes to contact Coulson while Fitz suggests that Jemma get clean sheets for Skye's bed. Once the scientist leaves, Fitz enters Skye's cell and tells her that he used her old blood sample to make it seem that she was uncontaminated. He figures that until everyone calms down, it's best that they keep her secret. Skye hugs him, crying, and says that there's something wrong with her. Fitz assures her that she's just different, and there's nothing wrong with that.

As Raina waits for a car to hit her, SHIELD agents pull up and ask her to come with them. They say that they're not there to hurt her, but Raina tells them to kill her or she'll make them. Gordon suddenly teleports in, firing off a bolt of lightning that knocks the agents back. He then grabs Skye, says that he'll show her away, and teleports away with her.

In Coulson's office, Mack's RC model of Lola comes to life. A scanner emerges and detects Fury's toolbox in a hidden safe in Coulson's desk.

The team gathers in the mess room to commemorate Trip's life. As they talk, Mack goes into the kitchen to get some food. Bobby follows him in and Mack tells her that he has visual confirmation that Fury's toolbox is in Coulson's office. He says that they're almost ready to go, and Bobby says that she'll make contact soon. They go back in as Jemma finishes a story about Trip. As they share a chuckle, Skye says that they're going to laugh a lot less now that Trip is gone.

Who You Really Are

Season 2

Episode Number: 34

Season Episode: 12

Originally aired: Tuesday March 10, 2015
Writer: Drew Z. Greenberg
Director: Roxann Dawson
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Nick Blood (Lance Hunter), Adrianne Palicki (Bobbi Morse)
Recurring Role: Henry Simmons (Alphonso "Mack" Mackenzie)
Guest Stars: Jaimie Alexander (Sif), Eddie McClintock (Vin-Tak), Ruben Rabasa (Mr. Cardozo), Markell Andrew (Officer Carvalho), Danny Lopes (Bruno), Ben Griesse (Tiago), Lidia Porto (Head Nurse), Alexandra Manea (Nurse)
Summary: After a battle, Lady Sif finds herself on Earth with amnesia, and turns to S.H.I.E.L.D. for help. Meanwhile, Bobbi and Mack continue their own operation within the team, risking exposure.



In Faro, Portugal, several youths are partying on the beach when Lady Sif walks out of the ocean. She tells them that she needs to find "Kava," but they have no idea what she's talking about. When one of the men hits on her, Sif knocks him flying across the beach and walks away. As she goes, they ask who she is and Sif says that she doesn't know.

At the base, Melinda is sparring with Skye, and tells her to stop holding back. Skye insists that she doesn't want to hurt her, but Melinda tells her to focus and embrace her emotions. Fitz comes in and suggests that Skye take a break. Melinda

tells him to come back in an hour and Skye says that she's fine. Once Fitz leaves, Melinda launches a sneak attack at Skye. Skye blocks it and Melinda tells her not to hold back.

After they finish a session of lovemaking, Lance tells Bobbi that Coulson offered him a permanent position with the team. He admits to his ex-wife that he's considering it, and considers it a benefit that he'd be with her. Lance reminds Bobbi that it was her dedication to SHIELD that interfered with their marriage, and that wouldn't be the case now that they're on the same team.

Coulson and Mack are inventorying supplies and Mack apologizes to his commander for snapping at him earlier. He's surprised when Coulson says that he wants him out in the field. Mack warns that violence isn't his thing, but Coulson believes that he can handle it. Melinda comes in and tells them that they've received a report from Portugal.

In Faro, Coulson and Melinda trace Sif to a police station. Officer Carvalho tells them that Sif turned herself in once he said that he found Kava. When they meet with Sif, she explains that she knows that she's Asgardian but doesn't remember her name or why she's on Earth wearing normal clothing. Skye finds a Twitter video of Sif finding a man on a pier. Sif manages to hit the man with her sword, but he hits her with his truncheon and knocks her into the water. Coulson reminds Sif that the last time they met; she said that she was looking for a rogue Asgardian. They figure that Sif's opponent was the rogue and wonders what the man was after.

The man goes to a hospital and demands that the nurse provide him with fuel. She hesitates, confused, and the man grabs her and says that someone on her world has changed and he's there to find them. When the nurse wonders what he wants, the man takes out his truncheon as his skin turns blue, and says that she won't remember.

The team returns to the Bus and Jemma shows them other videos of Sif's fight. One shows blue liquid leaking out where Sif hit the man in the side. They realize that he's wearing some kind of tank beneath his coat. Coulson sends Fitz, Lance, and Mack to run a forensics check on the pier, while Skye and Bobby look for witnesses. Jemma tells Coulson that he should focus on containing the man first and ask questions later, and mentions the new icers that they've developed. As she goes, Fitz asks what she's done with his weapons, and Jemma says that they've increased the tranquilizer to handle the threats that they deal with now that they're manifesting superpowers.

The team goes to the pier with Sif, but she doesn't remember what happened. Coulson figures that she was wearing normal clothing because she was undercover, and when he mentions Thor, Sif smiles.

As Fitz and the others check for blood, Mack asks Lance if he's staying on. Lance says that he likes Coulson and wants to see how things will play out. He then notices a damaged lamp post nearby. When he touches it, it breaks in the middle, and Fitz scans the metal and sends the results to Jemma.

Bobbi and Skye end up at the hospital and talk to the head nurse. She hasn't seen the man from the video, but admits that she just came on after the nurse on duty early took ill. The agents hear the nurse saying that she doesn't remember her name and figure that she met the man.

On the beach, Melinda tells Sif that they learned that she works from Sif during their last encounter. Coulson finds a balloon vendor, Mr. Cardozo, who says that the man destroyed his booth and took his helium tanks. Jemma calls to tell them that the blue liquid is liquid nitrogen, and it froze the lamp post on contact. They figure the man is trying to refill his tank, and Bobbi calls to say that the man was at the hospital. Coulson tells her to check the hospital's liquid nitrogen supplies.

Bobbi and Skye find the now blue-skinned man refilling his tank from the liquid nitrogen supplies. His skin turns back to pink as he transfers the nitrogen into his body. He attacks Bobbi and easily throws her aside. When Skye draws her gun, it starts to shake and falls apart. The room shakes and a shelf falls on her, and the man leaps over her and runs out of the hospital.

When they get back to the Bus, Jemma treats Bobbi's wounds. Skye tells Coulson what happened, and wonders if the man is a Kree. Sif explains that "kava" translates as "keys" in Kree. As Coulson starts checking the Internet, Sif thanks Skye for attacking the man.

Skye then talks to Fitz privately and tells him how her powers went out of control again. She wants to tell Coulson the truth, but Fitz suggests that she wait until he finishes analyzing her blood sample. Lance comes in and finds them talking, and the two agents hastily go their separate ways.

Once Jemma leaves, Mack comes in and asks if she talked to Lance. She says that things are good with Lance and suggests that they bring him on. Mack says that it's too late for that and reminds Bobbi that if she tells Lance the truth then he'll know that she lied to him before. He also worries that Lance may side with the others and take them on. Bobbi doesn't believe it, but Mack figures that Lance can kill her even if he loves her. He wants Lance far away when they do what they have to.

Skye returns as Melinda finds a reference to the city of Chaves, and Chavez is English for "keys." Sif figures that the man is heading there, and Coulson remembers that Whitehall's 1945 dig was in Chaves. As they go, Skye asks to stay behind. She claims that she's shook up after the fight and Coulson immediately agrees.

At the dig site, the Kree man pulls a crate out of the cave. As he prepares to open it, Coulson and the others arrive. The Kree says that they won't stop him, but Lance stuns him with an electrified net.

The team returns to the Bus and locks the Kree up. He introduces himself as Vin-Tak and says that he's there to help. Sif attacked him, and he took her memories to keep her from tracking him. He offers to restore Sif's memories as a sign of good faith, but Coulson refuses to return his truncheon until they know more.

Lance checks on Bobbi in the lab as she examines the Kree truncheon. She abruptly dismisses him, saying that he can't do anything and tells her ex-husband to give her some space. Lance gets the hint and figures that Bobbi is ready to dump him now that she's gotten what she wanted. As he walks out, Mack comes in and realizes that Bobbi did what he suggested.

When the team returns to base, Bobbi tells Coulson that only Vin-Tak can operate the truncheon. Coulson has Fitzsimmons examine the crate and see what they can learn. They confront Vin-Tak again, and he knocks the truncheon out of Coulson's hand and uses it on Sif. The Kree surrenders, and Sif says that she has her memories back. She then punches Vin-Tak in the face, and explains that Odin sent her to bring the Kree to Asgard.

Vin-Tak explains that a vicious Kree faction modified the DNA of their subjects in the hopes that they could create an army to fight for them. They use Terrigen crystals to trigger the DNA changes, and on Earth they succeeded with the process. The faction built a city on Earth and brought the diviners with them that hold the Terrigen crystals. The other Kree factions found out about their plans and stopped them. Recently one of the diviners activated and Vin-Tak picked up the emergency signal. If his people found out that the experiments were successful then they would begin again. Vin-Tak insists that the mutated creatures are abominations, and Vin-Tak came to erase the memories of anyone who knew the process. He tells Coulson that the crate holds enough diviners to create an army of mutated humans.

When Fitzsimmons open the crate, they discover that it's empty. Jemma calls Coulson and warns him that the diviners are gone, and suggests that Hydra may have them. She notices Fitz's tablet with the fully-analyzed blood sample and realizes that it shows the same macromolecules that Raina had. Fitz quickly tells her that it's a simulation and grabs the tablet away.

Vin-Tak insists that they have to find the diviners as well as anyone who has been transformed by them. Coulson and Melinda explain that Raina has disappeared, and Vin-Tak warns that the changes may not always be obvious. The base starts to shake and Melinda realizes that Skye is causing it. When Sif tries to grab her, Skye yanks her arm away and the seismic vibration shatter the windows.

Sif insists on taking Skye to Asgard, and Vin-Tak says that she has to be eliminated. Coulson refuses and Vin-Tak warns that Skye's powers could continue growing. Skye says that she can get a handle on it, but Vin-Tak and Sif aren't satisfied. Coulson draws his gun on them and tells Melinda to get out, and Fitz to get Bambino. As Melinda runs with Skye, they come to Jemma and Skye shouts out an apology. Fitz comes running up and Jemma realizes that he knew what happened to Skye. He keeps running and comes to Bobbi and Mack, and tells them what's going on.

Coulson tries to convince Sif to stand down, and Vin-Tak shoves him aside. He goes after Skye and finds Mack and Bobbi in the hallway. When he says that Skye is an abomination, Mack punches him and the Kree easily knocks him out. Lance comes running up and Vin-Tak knocks him out as well. Bobbi draws her battle batons and Vin-Tak attacks her.

Melinda takes Skye to the basement containment unit, shuts them inside the force field, and tells Skye to focus. Skye insists that she can't control her new ability... and Sif starts cutting through the force field.

Vin-Tak easily overpowers Bobbi and wonders why she is bothering to fight him when she lost earlier. Bobbi says that she was providing a distraction, just as Fitz arrives and blasts Vin-Tak unconscious with Bambino—an energy blaster.

Sif breaks through the force field and Melinda prepares to fight her. However, Skye grabs Melinda's icer and shoots herself with it, knocking herself unconscious. Coulson, running in, points out to Sif that Skye was willing to sacrifice herself for the people she loves. He warns that if Sif takes Skye away from the people that she loves then she will only get worse.

Later, the team escorts Sif and an amnesiac Vin-Tak to a quiet spot in the forest. Sif warns Coulson that his decision is potentially dangerous, and he assures the Asgardian that they'll help Skye through her problems. A clueless Vin-Tak thanks the team for their kindness, and Sif assures Coulson that she'll return Vin-Tak to the Kree homeworld. When Coulson says that they'll make sure the diviners don't fall into the wrong hands, Sif warns that the Asgardians learned that there are some things in the universe that can't be understood or fought. She then has Heimdall open the Bifrost Bridge and departs with Vin-Tak. As they watch her go, Coulson realizes that Melinda agrees with Sif about the danger that Skye poses. She points out that Coulson was brought back with a Kree map encoded in his DNA, and they have no idea what has

been done with Skye's DNA... and that as former agent Lumley claimed, where Skye goes, death follows.

Later, the team is cleaning up the base and Fitz apologizes to Jemma for keeping Skye's secret. Jemma, angry, says that she wouldn't have been as hostile toward Skye since she's her friend, but Fitz reminds her that she didn't handle how he changed very well. Bobbi and Mack both agree that Skye should have come clean with her problem, but Fitz insists that they have to protect her. Mack says that they're the ones that need protection, just as Skye comes in and hears them talking. Angry and upset, she goes to the Bus and locks herself in the containment cell.

Later, Lance finds Mack working in the Bus cargo hold and says that he knows that he isn't in a support group with Bobbi, and knows about the flash drive. When he demands an explanation, Mack attacks him and knocks him out with a sleeper hold.

One of Us

Season 2

Episode Number: 35

Season Episode: 13

Originally aired:	Tuesday March 17, 2015
Writer:	Monica Owusu-Breen
Director:	Kevin Tancharoen
Show Stars:	Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Nick Blood (Lance Hunter), Adrianne Palicki (Bobbi Morse)
Recurring Role:	Kyle MacLachlan (The Doctor), Henry Simmons (Alphonso "Mack" Mackenzie)
Guest Stars:	Jamie Harris (Gordon), Blair Underwood (Dr. Andrew Garner), Drea de Matteo (Karla Faye Gideon), Ric Sarabia (Wendell Levi), Geo Corvera (Francis Noche), Jeff Daniel Phillips (David A. Angar), Gregg Martin (Student), Jack Kennedy (Security Guard), Jamal Duff (John Bruno)
Summary:	Cal assembles a team of index individuals to help him expose Coulson's "crimes" to the world. Meanwhile, Skye fights for control of her new powers, and Melinda calls in a psychologist and former S.H.I.E.L.D. employee to help.



At Coney Island, a woman is sitting in her apartment eating dinner... despite the fact her fingers are in metal caps. There's a knock at the door and the woman, Karla Faye Gideon, looks out the peephole. Cal is there with two men and says that he got her name from the gifted index. Karla opens the door and wonders who he is. Cal introduces the two men: Wendell Levi, who S.H.I.E.L.D. implanted a chip in to negate his powers to access tech. Levi then led Cal to the other man, Francis Noche, who was on meds to keep him docile. Cal says that he knows what S.H.I.E.L.D. has done to her, and offers to

free her. Karla slams the door in his face but then reconsiders and reopens the door. Levi uses tools to remove the shackles, revealing the knife tips embedded in her fingers. Cal says that it's time for everyone to learn how S.H.I.E.L.D. treats people like them, and he wants Karla to join them. He assures Karla that S.H.I.E.L.D. isn't so powerful anymore, and together they can be a force to be reckoned with. Karla takes a bite of food and says that she's in.

At the base, Skye is in the containment cell eating with Coulson. He admits that they're putting her on the gifted index, and Skye says that she's been monitoring herself and is getting control of her seismic powers. Skye figures that she'll soon be back in the field.

Later, Coulson meets with Melinda, who warns that she needs a full psych eval and threat assessment. He says that he knows just the person, someone that they can trust, and Melinda warns that Andrew might say no. Coulson tells her to reach out and see what he says. As Melinda leaves, Jemma and Bobbi watch her from the lab. Jemma is completing Skye's index file, and says that she hasn't found out much. Fitz comes in and gets a case, and then walks out. Jemma ignores him and once he leaves, Bobbi asks how long she's going to give her friend the silent treatment. The scientist says that Fitz altered data and she has to accept that their relationship will never be what it is after he betrayed her trust.

Bobbi gets a call and takes it in the hallway. It's Mack, who says that he's taken Lance to a safehouse. Lance hears them talking and yells at Bobbi that he wishes she was rotting in hell. Bobbi says that they'll bring Lance in and tells Mack to give Lance a beer until she gets there.

At Oliver University in West Virginia, Professor Andrew Garner is talking with a student when he sees Melinda waiting for him. He goes over and Melinda says that S.H.I.E.L.D. needs his help. They go to his office and Melinda notices that Andrew has an empty photo frame on his desk. Andrew says that he moved on from S.H.I.E.L.D., and Melinda says that it's different now that Coulson is director. She admits that she's back in the field, and Andrew points out that she didn't get back to him when he called her after S.H.I.E.L.D. collapsed. Melinda says that it was a busy time, and Andrew warns that he won't tolerate any monitoring or observation while he's with Skye. He'll give a copy of the report to Skye because his duty is to her. Melinda immediately agrees and offers her hand, and Andrew shakes. She then apologizes for not calling him, and Andrew says that he talked to her mother. Melinda admits her mother hasn't forgiven her for divorcing Andrew.

At Muskingum County, Ohio, Cal drives up to a gate in a RV. He tells the security guard that he's lost, and Karla steps out and slits his throat. Levi hacks the security system while Cal waves to the security camera. Once Levi shorts out the security system, Cal has Francis rip open the gate with his bare hands, opening the way to the Brynmore Maximum Security Psychiatric Institute.

Melinda and Andrew arrive at the base and Coulson greets them. As they talk, Coulson gets a call and steps aside to take it. He then summons Bobbi to his office and says that there's been a break-in at Brynmore. S.H.I.E.L.D. maintains a secret wing with mentally unstable people on the index. As Bobbi goes to prep the quinjet, Coulson asks if Lance disappeared after he offered him a permanent job. Bobbi says that permanent isn't Lance's thing and leaves.

Jemma meets with Andrew and assures him that Skye's vitals are standard. Fitz tells Melinda that Andrew seems nice, but she doesn't respond. Meanwhile, Andrew wants to meet Skye and Melinda offers to take him to her. However, she talks to Skye first and says that they need to have her undergo a psychiatric evaluation. Skye is less than thrilled, but Melinda assures her that Andrew is good.

Once Skye learns Melinda was married to Andrew, she agrees to the eval and peppers him with questions. He figures that she's deflecting and asks why she shot herself. Skye says that she did what she had to, to protect her team. Andrew figures that she's afraid she's going to lose her place on the team, and then says that he and Melinda eloped. After a moment, Skye says that she shot herself because she couldn't stop what she was doing and it was terrifying.

Coulson and Bobbi go to Brynmore and confirm that Cal's group tore through the facility, releasing prisoners. Bobbi brings up the video and Coulson realizes that Cal led the attack. They go in and Coulson explains that there were two prisoners housed there. One was John Bruno, a military assassin who became obsessed with killing. Before he can describe the second prisoner, Bruno charges out and grabs Bruno. She quickly subdues and handcuffs him. Coulson then explains that the second prisoner was David A. Angar. After exposure to energy to shrink tumors, he gained the power to trigger the central nervous system, inducing catatonia.

In the RV, Angar makes himself comfortable.

Coulson and Bobby get to Angar's cell and find the words "Fight on" written on the wall.

As Cal drives the RV, he tells Karla that S.H.I.E.L.D. will come to them. They then pull into the town of Manitowoc, Wisconsin.

Andrew talks to Melinda in the kitchen and she pours out two drinks. He asks if she's seeing anyone and then realizes that it's a silly question. Melinda merely says that when she multi-tasks, people get hurt. She asks about the empty photo frame, but Andrew jokingly refuses to answer the question. Fitz comes in and sees them together, and then goes to the lab to use the microwave. He tells Jemma that he didn't want to disturb Melinda and Andrew, and they were having a personal conversation. The two of them start chatting, but then the alarm on Skye goes off. Everyone runs to the plane as the base shakes, and they discover that Skye is having a nightmare. They wake her up and the vibrations stop.

On the quinjet, Coulson and Bobbi scan traffic cams to locate Cal's group. Levi has a genius IQ, and Francis was a Mob enforcer who got his hands on experimental steroids. Karla worked in a medical lab and grafted razors to her fingers to protect herself against an abusive boyfriend. They try to decipher Cal's message.

At a diner, Cal and the others eat. Karla suggests that they forget S.H.I.E.L.D. and move on. Cal refuses to slink away and let S.H.I.E.L.D. take from them. He explains that they took his daughter and it tears him apart, and says that he tried to improve himself with chemistry to protect the ones he loved. Cal insists that they can't let S.H.I.E.L.D. make them afraid of the world, or the world afraid of them.

Coulson tells Bobbi that he knows she and Lance were sleeping together. She tries to duck the question but Coulson insists, and Bobbi claims that she broke it off when Lance reverted to his old patterns, and Mack went to find him. Coulson gets an idea just as Bobbi gets a hit in Wisconsin. He calls Melinda and says that he was born in Wisconsin, and Cal is trying to lure him home. He calls Melinda and says that he needs backup.

At a high school in Manitowoc, students exercise around a banner for the Manitowoc Outlaws. Their motto: "Fight on."

Skye tells Andrew how Melinda taught her to focus. He warns that she's just repressing and asks what she was dreaming about, but Skye claims that she doesn't know. She continues avoiding and Andrew calls her on it, and warns her that she's different now. Skye either has to face the pain she's facing, or she can't sleep again. After a moment, Skye says that she dreamed she was on a mission and someone was training a rifle on her. The plane starts to shake and Andrew tells her to calm down. Skye says that she isn't doing it, and Andrew realizes that they're taking off. He goes to the cockpit and Melinda explains that Coulson needs backup and she didn't want to interrupt Andrew's session.

Levi cuts Angar's muzzle off and Karla steps forward to help remove it. When Angar prepares to speak, Cal tells him to make it count. Angar then goes outside to the football field while his teammates in the announcer's booth put earphones on. The players stare as Angar roars. Everyone passes out and Angar smiles in satisfaction as birds fall out of the sky onto the field.

Mack brings Lance a pizza and beer, and assures him that if they wanted Lance dead then he'd be dead. He reminds Lance of how they first met, but Lance figures that he's trying to build sympathy. He demands to know what Mack and Bobbi are into, and Mack tells him that he'll know soon enough. As Mack goes, Lance tells him that what he remembers of their first meeting is that Mack lied to him to maintain his cover as a S.H.I.E.L.D. agent.

Once Melinda puts the Bus on autopilot, she tells Andrew that Cal is leading Coulson into a trap. Melinda insists that they'll keep Skye on the bus, but Skye comes out and says that she's going with them. Andrew agrees with Melinda, warning Skye that it's an emotional powder keg, but Skye points out that she's focusing just like Melinda trained her. She agrees to ice herself if she loses control, and says that they should let Cal know what she can do.

Bobbi and Coulson go to the football field, and Coulson explains that his father taught there and died when Coulson was 9. They find the unconscious birds and realize that Angar is responsible. Cal comes on the loudspeakers, announcing the "big game," and Coulson figures that he's making a very public statement. Coulson tells Bobbi that they're outnumbered and will wait for Melinda, while Cal threatens to kill the kids if Coulson doesn't come out.

Coulson steps out onto the football field, and Levi turns on the lights to reveal Francis, Angar, and Karla nearby. Angar takes Coulson's gun and Cal comes out to say that they want S.H.I.E.L.D.'s barbaric crimes exposed against the indexed. Melinda arrives, holding a gun to Skye's head, and says that she's on the index and they'll either contain her or put her down. She tells Cal to let the hostages go or Skye dies, and Cal assures Skye that he can help her. He says that S.H.I.E.L.D. brainwashed Skye against him, and figures that Melinda won't kill Skye. He hands the microphone to Angar and tells him to make the whole town listen.

As Angar prepares to roar, Gordon teleports in, grabs Cal, and teleports away. Karla yells at her teammates to end it. Coulson knocks out Angar before he can react, and Andrew runs out to get Skye to safety. Melinda then goes after Francis, who beats her down. Karla comes down off the bleachers and Bobbi throws her to the ground. When Karla swings at her, Bobbi parries the blow and Karla runs off into the locker room. Bobbi goes after her and Karla ambushes her. After a brief struggle, Bobbi manages to use a towel to entangle her hands.

Melinda finally manages to knock Francis unconscious. Inside, Bobbi slams the table, knocking it into Karla's jaw and knocking her out. Coulson tackles Levi and grabs his bag, and then knocks him unconscious with it. Meanwhile, Skye hesitates and the field starts to shake. She tries to calm herself and the rumbling stops. Coulson runs to her as she collapses, her arms covered in bruises.

Skye wakes up in the containment cell, and Jemma tells her that they gave her something to help her sleep. She explains that there were more than 75 hairline fractures in Skye's arms. Andrew explains that she was directing her powers inward. Jemma assures her that she's made a cast to minimize the damage, and Melinda assures Skye that they'll figure it out.

Later, Jemma tells Coulson that they're dealing with two types of gifted. Some of the gifted have manmade powers, but people like Raina and Skye are manifesting inherent abilities. Coulson tells her to make it a priority to find a way to negate their powers. As Jemma goes, Coulson tells her not to bring anyone else in.

As Andrew leaves, he tells Melinda that he's recommending that Skye leave S.H.I.E.L.D. entirely. Melinda insists that they're as close to a family as Skye has, and asks Andrew to consider consulting for them. He refuses, saying that S.H.I.E.L.D. hasn't changed. There was a reason he moved on, and the woman whose photo he removed from his desk is another reason now.

Mack comes in, puts a hood on Lance, and says that his ride is there. Later, the soldiers with Mack remove the hood, and Mack tells Lance that he and Bobbi work for an organization that came out of the wreckage that Fury left. Lance wonders who he means, and Mack says that they work for the real S.H.I.E.L.D..

Cal is sitting in a room, surrounded by the furniture that he's torn up. Gordon comes in and Cal demands to know why he didn't teleport Skye away as well. The blind man says that Cal is making too much noise, and that he's not one of them. Cal wonders what is going to happen to him, and Gordon says that isn't up to him to decide. He nods to the door and Cal composes himself and walks out.

Love in the Time of Hydra

Season 2

Episode Number: 36

Season Episode: 14

Originally aired: Tuesday March 24, 2015
Writer: Brent Fletcher
Director: Jesse Bochco
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Brett Dalton (Grant Ward), Chloe Bennet (Skye), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Nick Blood (Lance Hunter), Adrienne Palicki (Bobbi Morse)
Recurring Role: Adrian Pasdar (US Air Force Colonel Glenn Talbot), Henry Simmons (Alphonso "Mack" Mackenzie), Simon Kassianides (Sunil Bakshi)
Guest Stars: Maya Stojan (Agent 33), Kirk Acevedo (Agent Calderon), Christine Adams (Agent Weaver), Edward James Olmos (Robert Gonzales), Parisa Fakhri (Lieutenant Decker), Raquel Gardner (Carla Talbot), Anna Campbell (Female Major), Meredith Bishop (Officer Anderson), Landon Goolsby (Selwyn), Gigi Bermingham (Rhonda), Shannon McClung (Short Officer), Mark Allan Stewart (Agent Oliver), Murielle Tello (Young Starlet), Kieren Van Den Blink (Female Lieutenant), Scott Speiser (Station Guard), Raquel Pomplun (International Model)
Summary: The team deals with the revelation of Skye's altered nature, while Bobbi and Mack tell Lance where their true allegiance lie. Meanwhile, Grant and Agent 33 go on a personal mission.



Grant and Agent 33 go to a diner and Grant orders while his new friend hesitates. Once the waitress leaves, Agent 33 admits that Grant isn't so bad. Grant notes that she saved him in Puerto Rico and nursed him back to health, and Agent 33 admits that after Whitehall died, she was lost. A man comes in and Grant and Agent 33 draw their guns and yell at everyone to get down. They then order the man, Dr. Selwyn, to get up and Agent 33 says that he's going to fix her face.

At the base, Jemma puts casts on Skye's arms and says that it will still take a little while for her fractures to heal. Fitz

is there as well and says that she may be going through growing pains. He assures Skye that he would never patronize her, and suggests that she could develop Avengers-level powers. Jemma advises Skye not to get too hopeful, and argues with Fitz. The plane shakes when Skye gets upset by their arguing, and she goes back to her cell.

Coulson calls Melinda into his office and tells her about Andrew's recommendation that they remove Skye from S.H.I.E.L.D. Melinda agrees, pointing out that they have no idea what she will do next. She knows that it's difficult for Coulson, but as her SO she admits that she has no idea how to handle Skye. He figures that she'll figure out a way, and tells Melinda that it isn't Bahrain and they know what they're dealing with. Melinda doesn't believe it and warns that Skye doesn't know herself anymore.

At a hotel room, Selwyn—who created the original mask—works on Agent 33, applying contact lenses and embedding a chip to restore the hologram matrix. Her face is restored, and Selwyn

has her duplicate his face as a test. Selwyn tells Grant that the mask should be fine and warns Agent 33 that the mask can only store three faces at a time. When he says that she can always revert to her old face, Agent 33 grabs him and says that she'll never go back to that. Selwyn points out that she can be anyone she wants, and suggests that Grant find a photo from before the accident. Grant admits that he doesn't have one and doesn't even know what she looks like, and figure that they just wait for the right time to reveal the truth.

Mack escorts Lance to a conference room where several people are waiting. Robert Gonzales comes in and greets Mack, and tells Lance that none of them wanted what has happened. Gonzales sits down and says that it's about leaders being accountable to the people they serve. Lance isn't impressed, and Gonzales explains that they founded the real S.H.I.E.L.D. with the intention that it operate with transparency. Fury kept too many secrets, and Lance agrees. However, he points out that Fury is dead. Gonzales warns that Coulson is heading down the same path, and Lance concedes that Coulson isn't perfect but figures that he isn't so bad. Gonzales doesn't agree, and Lance figures that Bobbi wouldn't buy into their conspiracy theory... just as Bobbi comes in and sits down next to Mack.

Lance complains that they didn't discuss things alone, and then tells Gonzales to go on. Gonzales says that Isabella saved his life from Hydra, and her death could have been avoided if Coulson hadn't pursued the alien etch. One of the other agents, Weaver, points out the other deaths that have followed Coulson and the transformation of Raina and Skye. Gonzales figures that Coulson has been changed by the alien DNA that Fury injected him with, and asks Lance if he shares any of their concerns. Lance concedes that they have a few points, and Gonzales says that they've had Bobbi and Mack gathering intel. Bobbi believes that they're right and Coulson has been compromised.

In his office, Coulson is going through files on Fury's black box. Jemma comes in with a case and assures Coulson that it's all there. She hesitates to give it to him, warning that there are possible repercussions. Coulson says that it's his decision to make and Jemma hands over the case before leaving. He then goes to see Skye in her cell and says that they need to take a ride. Coulson can't tell her where they're going, but he advises her to pack a bag.

Agent 33 thumbs through a magazine and adjusts her face to various photos. Grant comes in and says that he's going to get another surprise for her, and assures her that it was important he make sure Selwyn didn't talk. As he goes, Agent 33 tells him that he has to stop. She admits that she has nothing to give to him in return, and Grant says that's not what he's doing. He tells her to be patient and says that he'll be back in a couple of hours.

As Coulson and Skye fly to their destination, he apologizes for what she's been through. He hands her a Twizzler and they eat, and Coulson says that he remembers his father had him help fixing a car. Once they finished, Coulson realized that the car was the most beautiful thing he'd ever seen. Skye realizes that he's talking about Lola, and assures Coulson that his father would be proud of him. Coulson says that at the core, Lola is still a car even if it flies. He then says that they're almost there.

Grant returns to the hotel and Agent 33 comes in and says that she realized what she could give him. Her face now looks like Skye, and she kisses Grant. He kisses her back for a moment but then draws away and says that isn't what he wants. Agent 33 says that he doesn't have to pretend, but Grant says that Skye made him clear that the feeling between him wasn't mutual after she shot him. He assures a shaken Agent 33 that it's okay, and says that there's still a chance they can be together if she's herself. agent 33 insists that what she was before is gone, wiped away by Whitehall, and leaves the room.

Mack tells Gonzales that they've been telling Coulson that Lance is out drinking. Gonzales tells him to tell Coulson that Lance has moved on. Once Mack leaves, Bobbi assures Gonzales that she would tell him the truth no matter what she and Lance have between them. Gonzales says that they're keeping Lance on the base until they resolve the Coulson situation.

Grant tells Agent 33 that he knows what she's going through. His family stripped him down and someone came along and built him back up... as a killer. Once he was locked up, he got some perspective and went to see his family. Grant says that they expressed their feelings, and he hasn't looked back since. He takes Agent 33's hand and says that she's the only one who can find herself. Grant then gives her a photo of Sunil, says that he's in Talbot's custody, and suggests that they pay him a visit so she can let Sunil know how she really feels. Agent 33 says that she can't, but Grant assures her that they'll do it together and she agrees. When she

wonders how, Grant says that he's worked out a way to get to him and hands her a wedding ring.

Later, Agent 33 goes in disguised as Talbot's wife Cara. She claims that she can't find her ID, and the soldier offers to call Talbot and get things resolved. Talbot is in his office describing riding lawn mowers to his lieutenant, Decker, when the soldier calls from the security desk. The general brings it up on the camera and tells the guard to send his wife up.

Coulson takes Skye to a cabin that Fury used as a safehouse for people with powers. He then tells her that he's pulling her from active duty. However, Coulson assures her that there's a video link and Melinda will drop by every couple of days. He advises Skye to use the time to get a handle on her abilities, and takes a pair of gloves out of the case. The wiring inhibits Skye's powers, but Coulson warns that there are some side effects. Skye says that she needs him to be her friend and asks what he would do. Coulson admits that he doesn't know but insists that he can trust her.

Agent 33 removes her coat and wig, revealing an Air Force uniform beneath. She assumes a new face and goes to a computer room, shutting down the video cameras. Meanwhile, Grant approaches a guard as he tries to get the feed back and draws a knife.

Carla calls Talbot and says that she's stuck in traffic, and he realizes that they have an intruder. He orders a lock down and warns Decker to be careful of anyone that looks like him. Talbot tells a soldier to contact Coulson and warn him that the nanomask is in play. He then has all female personnel brought in to a briefing room and explains that they have a mole who posed as his wife.

Mack returns to the base, and Melinda asks what's going on. She points out that he's been out babysitting Lance and now he's back. Mack says that he's been keeping Lance out of bar fights and he's in no shape to return, and Melinda notes that Lance went AWOL. She suggests that he might sell S.H.I.E.L.D. secrets, but Mack disagrees. Melinda asks if Bobbi was there. When Mack says that she wasn't, she tells him to report to Coulson and leaves.

At the cabin, Coulson takes Mack's call and tells Skye that he has to head back. He assures her that it's temporary and he'll be back in a couple of days, and they share a hug. Coulson promises that they'll figure it out and goes.

At the base, Talbot questions the female officers, trying to determine which one is the imposter. He comes to Agent 33 and tugs on her face, but it doesn't change.

Agent 33, disguised as a short male officer, finds Grant and takes him to Sunil. She reveals her baseline face and says that she's following her orders. Sunil tries to reassert her compliance, but Agent 33 punches him unconscious.

As Talbot and Decker leave the room, Carla arrives and Talbot assumes that she's Agent 33. He draws his gun on his wife, who has no idea what's going on. Talbot soon realizes that she's the real thing.

Bobbi comes to see Lance and apologizes. She hoped to keep him out of it, but admits that she blew it with him. Bobbi explains that she never thought that he'd stay, much less care, and they had to bring him in when Lance started asking questions. Lance figures that their marriage couldn't have worked since it started with her trying to get intel from him, and points out that she always has a hidden agenda. Bobbi insists that there was no hidden agenda with him, and Lance says that they can both walk away and start new lives. After a moment, Bobbi says that she needs to finish it.

Lance says that he's leaving and tells her not to stop him, and she says that she won't. He goes to the door and knocks out the guards. Lance makes his way outside, only to discover that he's on a S.H.I.E.L.D. helicARRIER far above the ground. Bobbi and two more guards arrive a minute later and see Lance flying off in a submersible pod.

Coulson returns to the base and tells Fitz that Skye's location is confidential. He assures the scientist that she's safe. Once Coulson leaves, Fitz asks Jemma what she took to Coulson earlier. She says that it was something to help her, and Fitz accuses her of wanting to change their friend. Jemma says that she wants to fix Skye, and points out that Trip died because they didn't take the necessary precautions. Fitz figures that she's scared of how he and Skye changed, and says that the scariest change is hers. He walks off, unaware that Mack is listening.

Talbot calls to tell Coulson that they have video of Agent 33 and Grant breaking Sunil out of confinement. Coulson promises that he'll bring them in and Talbot signs off. Melinda asks if everything is all right, and Coulson says that what he did with Skye didn't feel right. He worries that he mishandled something important, and Melinda admits that she felt the same way with

Andrew. They both agree that Mack is lying and figure that it's time to determine what he's up to.

Mack calls in that they have a situation with Skye.

Weaver reports to Gonzales and the others that Lance escaped and disabled the GPS. They figure that he'll reach the coast in 12 hours, and Gonzales tells them that Coulson has put Skye into hiding. Bobbi assures them that Coulson is doing it out of concern for Skye, and another of the agents—Calderon—accuses her of letting Lance go. Gonzales trusts Bobbi's word that she's committed, and asks her how she wants to proceed. Bobbi says that Coulson and his secrets are the threat, and it's time to remove the threat. She offers to go in and says that she only needs six hours.

Back at their hotel room, Agent 33 studies her scarred original face in the mirror. Grant comes over and says that it's nice to meet her, and Agent 33 says that her name is Kara. She hugs him and thanks him for his help, and Grant assures her that she did it. Kara agrees and says that it's a long night, and they go to where Sunil is strapped in front of a brainwashing screen. Sunil asks if his compliance will be rewarded if he obeys, and Kara tells him that it won't make a difference.

One Door Closes

Season 2

Episode Number: 37

Season Episode: 15

Originally aired: Tuesday March 31, 2015
Writer: Lauren LeFranc, Rafe Judkins
Director: David Solomon
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Nick Blood (Lance Hunter), Adrianne Palicki (Bobbi Morse)
Recurring Role: Henry Simmons (Alphonso "Mack" Mackenzie)
Guest Stars: Lucy Lawless MNZM (Isabelle "Izzy" Hartley), Kirk Acevedo (Agent Thomas Calderon), Christine Adams (Agent Weaver), Jamie Harris (Gordon), Mackenzie Astin (Tim Maguire), Rick Otto (Lead Hydra Agent), Edward James Olmos (Robert Gonzales), Saila Rao (Susanna), Cornelius Smith Jr. (Case), Byron McIntyre (Bartender), Liberte Chan (News Reporter)
Summary: Coulson confronts Mack over his betrayal, only to learn that he's too late. Meanwhile, Skye receives an unexpected visitor who offers to show her how to master her newfound powers.



The Day S.H.I.E.L.D. Fell — Hydra agents hold Mack and several other agents prisoner on a helicarrier. The head agent guarding them shoots out the TV and demands that the ship's chief engineer identifies himself. Another agent, Tim Maguire, claims that he is but Mack hastily says that he is. The leader shoots Tim dead and demands the ship's schematics. Bobbi bursts in and kills all of the Hydra agent except the leader, who uses a prisoner as a S.H.I.E.L.D.. However, Izzy kills him with a knife to the back. Mack closes Tim's eyes and Bobbi warns him that Hydra is everywhere. Izzy says that Fury gave them orders to save S.H.I.E.L.D..

Now — Bobbi returns to base and cuts the power lines inside of the bus.

Coulson finally lets Mack take a look at Lola. Bobbi comes over and says that Lance has disappeared, and apologizes for letting things get out of hand between the two of them. Coulson says that he's put out feelers of his own and they'll soon know where he stands. Once she leaves, Coulson tells Mack that the path they've chosen doesn't leave much room for trust. Meanwhile, Bobbi goes to the server room, avoiding the security cameras, and attaches an EMP device to the circuits.

At the cabin, Skye talks to Jemma by video. Jemma assures her friend that Melinda will be there be soon, and suggests that she try on the gloves so she'll be safe. Once Jemma signs off, Fitz comes over and asks how her science experiment with Skye is going. He doesn't believe her when she says that she's just trying to help.

Coulson talks about the replica of Lola that Mack gave him, and says that he found a component that Mack put into it. He advises Mack to tell him what he's after.

Bobbi goes to Coulson's lab and opens the container holding Fury's tool box.

Mack insists that he's loyal to S.H.I.E.L.D. and works for them, and every worker in the bay draws guns on Mack. Coulson figures that Mack is working with Bobbi and has a worker contact Melinda.

Bobbi extracts the tool box, just as Melinda arrives and trains a gun on her. Melinda demands answers and Bobbi insists that Coulson isn't S.H.I.E.L.D., and she works for the real S.H.I.E.L.D.. She then leaps out the window and runs, and Melinda goes after her into the mess room. Bobbi drops the black box and then attacks Melinda, and the two women struggle. Melinda manages to draw her gun, and Bobbi shorts out the power using the device she planted earlier and then runs off in the darkness with the black box.

Mack takes advantage of the darkness to escape. Melinda finds Fitz and goes to Coulson, and Fitz reports that the scanner in the RC Lola that sought out vibranium. He goes to the server room to initiate a manual lockdown, while Melinda tells Coulson what Bobbi said.

The Day S.H.I.E.L.D. Fell — Mack and the others make their way to the conference room and find Commander Gonzales. They identify themselves with the proper codes, and Gonzales points out the corpse of the Hydra agent who injured his leg.

Now — Bobbi opens up a fake fire extinguisher and contacts Gonzales. She says that she went to Plan B and has the tool box, but doesn't know where Mack is. Bobbi hasn't found Skye yet but figures that Coulson took her to somewhere far away from the base.

Bored, Skye finally puts on Jemma's gloves. She then calls Jemma but gets her voice mail. Skye says that the gloves are making her feel woozy, and notices a cable leading from the computer to the wall. Once she finishes the message, Skye confirms that there's a hollow behind the wall and pries a panel open. The wall inside is metal and has a large fist-sized dent in it. There's a crackle of electricity and Skye realizes that someone is outside. She looks out the door but sees nothing. As she goes back inside, someone knocks on the door. Gordon is there and introduces himself, and asks to come in.

Skye lets the eyeless man in, and she realizes that he can see. Gordon says that he's come there as a friend and is like her, and he had years to prepare for the transformation. He explains that he used to have eyes and the Terrigen miss changes everyone differently. A mentor embraced him after his transformation, and Gordon asks what S.H.I.E.L.D. did to her first.

Jemma is in the locker room, unaware of what happened, when Bobbi comes in.

Fitz goes to the server room and starts initiating the manual lockdown.

Coulson and Melinda meet in the main hanger and confirm that the Bus and the quinjet are both out. Melinda points out that Hydra leaves bodies behind but Bobbi and Mack haven't killed anyone yet.

Skye describes her power and how she can't stop it. Gordon wonders why he wants to stop it, and says that every object in the universe gives off a vibration. Skye can tap into those vibrations, becoming magnificent, but something is inhibiting her. She explains about the gloves and Gordon wonders if they protect others, not Skye. He assures Skye that she can learn to manage her power, but warns that she doesn't have the understanding to be who she was meant to be. Gordon offers to take her to a place where she can be with people like them, somewhere safe. He says that he'll find her when she's ready and teleports away.

Jemma tries to find some equipment and says that someone is overriding their system directly. She a device into Bobbi's hand and it shocks her unconscious, and Jemma calls Coulson and Melinda.

Fitz realizes that something is preventing the manual lockdown. Mack finds the device that Bobbi planted earlier and starts to remove it, just as Mack comes in and tells him to stop. He advances and asks Fitz to trust him.

The Day S.H.I.E.L.D. Fell — Mack distracts Gonzales while Bobbi and a trainee, Case, reset the commander's leg. Izzy comes in and says that Hydra is moving in, and Bobbi has her clear a path to the chopper. Before they go, Bobbi asks Izzy to give Lance her medal. Once Izzy goes on, Bobbi tells Mack that she'll meet them on the upper deck. She explains that Fury told her to go to the server core and sink the ship. Mack warns that there's no way Bobbi can survive the explosion, and Gonzales says that they're carrying a cargo that they can't let Hydra obtain. He and Mack both insist on going with her, and the two surviving trainees agree. Gonzales tells Bobbi that he's still the commander of the helicarrier and he's going to help her finish the job.

Now — Coulson handcuffs the unconscious Bobbi to a railing and takes the tool box back. Meanwhile, Melinda searches Bobbi's locker and finds a secret compartment. Inside is a gas mask, and Melinda realizes what they have planned.

In the mess room, Coulson sees gas pumping in through the vents.

Fitz grabs a flashlight and tells Mack to stay back. Mack hears something outside and tackles Fitz just as Gonzales and his people blast open the wall, stunning Mack.

The Day S.H.I.E.L.D. Fell — Bobbi and the others make their way to the server core, and Bobbi offers Mack her condolences on Tim's death. They find Izzy taking out several Hydra agents, and says that S.H.I.E.L.D. has retaken the top deck so she came back. Gonzales warns that they're outnumbered and the ship is already lost. However, Bobbi insists that they take out the helicarrier.

Now — Gonzales' people lead Coulson out past Bobbi, who glares at her. Gonzales says that Coulson will understand once they explain. There's no sign of Melinda, but no injuries except Mack. Weaver and Calderon arrive and report that their techs have checked the quinjet logs and confirmed that Coulson took Skye to the Retreat. Calderon wants to take a team there to recover Skye, and Bobbi wants to join them. The others agree and she leaves with Calderon. Meanwhile, Melinda watches them from hiding.

At the cabin, Skye considers what Gordon said and then removes the gloves. As she washes off her arms in the sink, the water from the faucet takes on a spiral shape as she concentrates her power.

Jemma and Fitz are taken to the control room, and after a moment Jemma offers her hand. Weaver comes over and Jemma says that they didn't know if she was alive. The agent explains that Calderon rescued the academy during the Hydra assault, and insists that Coulson has no right to call his organization S.H.I.E.L.D.. Right now Weaver needs Jemma to check Mack and make sure that they miss anything. After a moment, Jemma goes over and they leave Fitz alone.

Gonzales is waiting for Coulson in the latter's office. Coulson knows all about Gonzales' record and says that he spent months trying to find him after S.H.I.E.L.D. fell. Gonzales says that Fury brought Coulson back from the dead using alien blood, and points out that they can't trust what happened to him. He then asks why Coulson went to the alien city. Coulson insists that he went there to destroy it, and Gonzales explains that Fury kept a lot from S.H.I.E.L.D.'s world council. They want to find the powerful people and agents that Fury hid, and asks Coulson to open the tool box.

Melinda sneaks onto the Bus and calls Skye. When Skye answers, Melinda tells her to get out immediately. She gives her directions on how to shut down the laser grid fence, and says that S.H.I.E.L.D. is coming for her. The cabin lights go out and Skye runs outside. Quinjets fly over the area and spot Skye as she runs. One of them lands and Bobbi and Calderon take out their team, ordering them to use icers only.

The Day S.H.I.E.L.D. Fell — The team goes back to the main control room and Mack accesses the server core. He asks about the other agents fighting to take back the helicarrier, and says that Fury is dead. Izzy agrees with him, but Gonzales insists on following Fury's orders. When the commander says that it's not a democracy, Bobbi says that maybe it should be and says that they need to do something to stop Hydra. She tells Gonzales that they're taking back the ship whether he likes it or not. They ready their weapons and open fire as Hydra breaks in.

Now — Gonzales tells Coulson that he was wrong, and if they had followed Fury's orders then hundreds of agents would be dead. He insists that he has no desire to be the director, and points out that Fury literally made Coulson as the new director. Gonzales points out that secrets brought S.H.I.E.L.D. down the first time and they won't let it happen, but Coulson insists that Hydra brought down S.H.I.E.L.D.. The commander gives the tool box to a soldier and tells him to give it to Weaver and Fitzsimmons. Coulson wonders if they'll help them, and Gonzales says that they'll let them make their own decisions. Melinda bursts in and knocks out Gonzales and the guards with an icer. She frees Coulson and directs him to the secret passage, and tells him to find Skye before Gonzales' people do. Weaver arrives with more soldiers and Melinda immediately surrenders.

As they search for Skye, Calderon tells Bobbi that Hydra released an Enhanced at the academy. Bobbi insists that isn't Skye.

Skye takes out a soldier but he fires a shot first. Calderon and Bobbi come running, and Calderon fires a pistol. Bobbi yells a warning, and Skye uses her powers to deflect the bullet. The resulting shockwave shatters a tree near Bobbi and Calderon, knocking them back and blasting

down more trees for a hundred yards. Skye calls to Gordon for help, and he teleports in and takes her away.

Coulson is sitting in a bar in Tahiti, having a drink. Lance sits down with him and says that he's accepting Coulson's offer.

Afterlife

Season 2

Episode Number: 38

Season Episode: 16

Originally aired: Tuesday April 7, 2015
Writer: Craig Titley
Director: Kevin Hooks
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Nick Blood (Lance Hunter), Adrienne Palicki (Bobbi Morse)
Recurring Role: Kyle MacLachlan (Cal), Henry Simmons (Alphonso "Mack" Mackenzie), Ruth Negga (Raina), J. August Richards (Mike Peterson)
Guest Stars: Dichen Lachman (Jiaying), Jamie Harris (Gordon), Luke Mitchell (Lincoln Campbell), Stoney Westmoreland (Honest Eddie), Edward James Olmos (Robert Gonzales), Craig Johnson (S.H.I.E.L.D. Leader)
Summary: Coulson and Lance go to ground while waiting for Coulson's reinforcements to arrive. Meanwhile, Gonzales makes an offer to Melinda, Fitz refuses to play along, and Skye meets her new transitioner.



At a used car lot, the salesman Honest Eddie tells Coulson that he knows what kind of car he wants. Coulson is determined to buy a SUV despite Eddie's best efforts. Lance drives up in the SUV and says that they're going, and Eddie threatens to call the police. Coulson apologizes and shoots Eddie with an icer, and drives off with Lance.

At a sanctuary, Skye undergoes acupuncture treatment. She wakes up and Gordon assures her that she's okay, and that she's been there for two days. Skye discovers that she can't move, and another man, Lincoln Campbell, comes in

and says that they're healing her. Gordon assures Skye that she's good hands and leaves, and Lincoln explains that he's her transitioner. When Skye says that she has to go help her friends, Lincoln says that she's the one in danger.

At the base, Bobbi defends Skye to Gonzales, insisting that she's a S.H.I.E.L.D. agent. She doesn't believe that Coulson is collecting Enhanced and says that he's reasonable, and Gonzales says that they have to get into the tool box to be sure. Bobbi tells her superior that they need Fitz.

Fitz and Jemma are examining the box when Gonzales and Bobbi come in. Gonzales introduces himself and says that he wanted to recruit them but Coulson got to them first. He explains that the existence of the tool box forced their hand, and asks Fitz to help open it. Jemma points out that Melinda is a prisoner, but Gonzales insists that they're all free to go. Fitz immediately says that he'll go pack, and Jemma goes after him. Gonzales figures that loyalty to Coulson rather than S.H.I.E.L.D. is dangerous.

Lance and Coulson drive out to the cabin and find the debris from Skye's use of her power. They find a surveillance camera and watch what happened, and Coulson warns Lance that it isn't good. He recognizes Gordon and admits that they don't know who he is or who he works for, and admits that they've lost Skye.

Skye is released and Lincoln checks in on her. He explains that they flushed her systems and warns that Gordon is the only one who can make contact with the outside world. Lincoln admits that he doesn't know exactly where they are, and leads Skye out onto the balcony of the city which they call "Afterlife." They walk around Afterlife and Skye points out that they're prisoners there. Lincoln reminds her that she asked Gordon to bring her there, and explains that Afterlife is a way station. They bring him there when he's needed.

As they walk down the street, people stare at Skye. She wonders why, and Lincoln explains that they're waiting to be chosen and then exposed to the Terrigen mists once they're selected. Skye went through the process using a diviner and a Kree temple, which hasn't happened in thousands of years. She insists that she didn't want any of it, and asks about Raina and Cal. Lincoln avoids the question and promises that no one there will harm her.

At the base, Gonzales is with Melinda and asks her if Fury asked her to spy on Coulson because of the GH-325 transformations. Melinda ignores his questions and Gonzales points out that Coulson wanted her to kill him if he proved a danger. When Melinda insists that Coulson is part of S.H.I.E.L.D., Gonzales points out that Skye tried to kill seven agents, and Melinda insists that Coulson had nothing to do with Skye's powers. She glares up at the camera and says that they should be after Hydra.

Bobbi is in the plane watching the interrogation on a monitor. Mack comes in and asks how she's doing, and insists that Coulson has been compromised.

Gonzales says that Coulson should be in the Index along with Skye, and says that he wants to avoid putting down either one of them. However, he warns that Coulson's actions are leading to a deadly showdown. Gonzales asks her to help them find Coulson, and she says that Coulson will soon find him.

Coulson and Lance have a drink, and then he says that he has to keep his head clear. He wonders how everything has fallen apart, and insists that Bobbi and Mack are good agents. Coulson wonders if Gonzales has a point, and admits that they have no good options.

Bobbi talks to Jemma and assures her that Fitz is leaving. She asks if Jemma will help, pointing out that opening the tool box will prove that Coulson is innocent or not. Jemma admits that she can get it open without Fitz, and says that it's a lab solution.

Lincoln takes Skye to a home and tells her to take her time and relax. He says that the wrist inhibitors inhibited the transition process, and Skye insists that Jemma was just trying to help her. Lincoln takes them with him to examine them and says that they'll test her gift in the morning. Skye says that it's a curse and was to be fixed, and Lincoln explains that the transition is irreversible. He assures her that she'll feel better in a few days, and advises her to wait until things on the outside calm down.

The next morning at the cabin, Lance wakes up when a quinjet lands nearby. Coulson tells him that they found them because he invited them. However, he assures Lance that he isn't surrendering and he's going to find Skye and take back S.H.I.E.L.D. Lance realizes that Coulson plans to take the quinjet, and Coulson says that he has reinforcements on the way. He gives Lance icers, insisting that he won't harm S.H.I.E.L.D. officers. S.H.I.E.L.D. soldiers start battering on the door, and Coulson says that they have an hour.

As the soldiers check in with Gonzales, Bobbi visits him and warns that Coulson sent for them. They wonder why.

In Afterlife, Lincoln takes Skye past what he claims is an abandoned transition room. They continue to a hill overlooking the mountains and Lincoln has Skye describe her gift. When Skye hesitates, Lincoln offers his hand and she reluctantly takes it. There's a surge of energy, and Lincoln explains that he can generate and manipulate electrical charges. Skye levitates off the ground and Lincoln assures her that their gifts don't have to be terrifying.

On the Bus, Fitz is packing his gear when Mack comes in. He insists that he's still Fitz's friend and asks him to stay. When Mack says that Jemma has found a way into the tool box, Fitz checks the readings and realizes that Mack is right.

Coulson says that they have three minutes left and he has only one reinforcement coming. He then takes out a World War II Howling Commandos kit and takes out a box of cards. The soldiers burst in and find Lance and Coulson playing cards. The soldiers try to grab them and discover that their holograms, and Lance and Coulson shoot them.

Back in Afterlife, Gordon comes over and Skye asks him to get a message to her friends. Gordon says that she'll need to get permission, and Skye asks about Cal and Raina. The teleporter

says that it's confidential and moves on, and Lincoln explains that the elders will have to give permission.

Cal is pounding on the walls of his cell when Gordon teleports in. He says that Cal is lucky that they've kept him alive, and Cal realizes that he found Skye. Screaming, Cal demands his daughter and lunges at Gordon, who teleports away and then teleports back in and shoves him against the wall. Cal manages to knock him down but Gordon teleports away again. When he teleports back in, he tells Cal that his lack of self-control has not only sealed his fate but Skye's as well.

Lance and Coulson put on S.H.I.E.L.D. uniforms and head for the quinjet, and Coulson assures his teammate that he can get the quinjet in the air. A second quinjet decloaks and S.H.I.E.L.D. soldiers order them to surrender.

Bobbi checks on Jemma, who explains that the tool box is calibrated to Coulson's DNA. Fitz and Mack come in and Fitz is angry that she went behind his back to open it. He warns that things can't go back to normal and picks up the tool box, and a guard draws his gun. Mack tells Fitz to put it down, and Fitz says that he believes in trust. He slams the tool box down on the table and figures that Jemma deliberately chose her side to drive him away. Jemma says that they have a responsibility to carry out their duties to S.H.I.E.L.D. and it's best if Fitz leaves, and he walks away.

The soldiers handcuff Coulson and Lance and lead them aboard the quinjet. As the hatch closes, Deathlok grabs it and wrenches it open. The S.H.I.E.L.D. soldiers open fire but Mike Peterson—Deathlok—ignores their gunfire and knocks them out. He then blasts the other quinjet as it tries to lift off, disabling its engines. Meanwhile, Lance and Coulson break free and they get their quinjet into the air.

Gonzales informs Bobbi that Lance and another Enhanced are working for Coulson. He tells Bobbi to bring her the Bus and Melinda.

At Afterlife, Skye and Lincoln eat and he invites her to show him her power. He assures her that a guide will be assigned to help her master her gift, and mentions another Inhuman who went through a total physical transformation. Skye points out that he said earlier that she was the first one to transition, and realizes that he's referring to Raina. Lincoln insists that Raina is on her own path and deserves the same care, but Skye demands to see her. When he gets in her way, the building shakes and Skye tells him to get out of the way before she leaves control.

Skye goes to the other transition quarter and Raina greets her. Lincoln comes in and tells Skye that she should go, but Raina says that her destiny happened to her. She emerges from the shadows and Raina says that she got what she deserves. Skye insists that everything that happened to her recently was because of Raina, but Raina says that they're the same before and the same now. She removes her hood, revealing her transformed features, and Skye releases her power. Raina begs her to kill her, ending her nightmares, and Jiaying comes in and orders Skye to stop.

After Skye reigns in her powers, Jiaying introduces herself and says that they are both her guests. She insists that Raina is capable of beauty and greatness, and points out that Skye almost killed a man. Skye refuses to stay in Afterlife with Raina, and Jiaying says that it's up to her. However, she explains that she will be Skye's guide and asks her to stay for a few days. If Skye doesn't feel a guide between them then she can leave. Lincoln leads a stunned Skye off.

Gordon teleports into Cal's cell with Jiaying. She admits that Cal was right and they're daughter is there. Jiaying hugs her husband and thanks him, and Cal asks if he can see Skye. She says that he can't and he reigns in his temper.

Aboard the helicarrier, Gonzales goes into the conference room where Melinda is locked up, holding a gun. He explains that it belonged to his father and he used it to kill hundreds of Nazis... and then gives it to Melinda and invites her to shoot him if she thinks that he's a traitor. As Melinda contemplates the gun, Gonzales says that he's been outvoted on how to handle her... and offers her a seat on the board. She wonders what the catch is, and Gonzales says that Coulson should have an advocate on the board. Melinda picks up the gun and then gives it back to Gonzales, figuring that it's not loaded. Gonzales ejects the clip and says that it's not about any one of them: it's about S.H.I.E.L.D.

S.H.I.E.L.D. officers check over Fitz and then let him go.

Gonzales warns that there are enemies waiting for S.H.I.E.L.D. to weaken, and repeats his invitation to Melinda.

Coulson explains that Mike has been trailing List, one of the Hydra directors. Mike intercepted a transmission from List confirming that he's hunting down and experimenting on enhanced. Coulson figures that he's connected to Cal, and they need to track down the one man who is connected to both sides: Grant.

Jemma tells Bobbi and Mack that she can't get the tool box open.

Fitz hails a taxi to the airport. Once he's inside the taxi, he takes the tool box out and mutters a thanks to Jemma. She's left him a sandwich and a note saying to stay safe.

Melinda

Season 2

Episode Number: 39

Season Episode: 17

Originally aired: Tuesday April 14, 2015
Writer: Daniel J. Doyle
Director: Garry A. Brown
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Nick Blood (Lance Hunter), Adrianne Palicki (Bobbi Morse)
Recurring Role: Kyle MacLachlan (Cal), Henry Simmons (Alphonso "Mack" Mackenzie), Dichen Lachman (Jiaying), Jamie Harris (Gordon), Ruth Negga (Raina)
Guest Stars: Luke Mitchell (Lincoln Campbell), Christine Adams (Agent Weaver), Derek Phillips (Agent O'Brien), Terrell Tilford (Agent Hart), Winter Ave Zoli (Eva Belyakov), Kris Lemche (Ethan), Blair Underwood (Dr. Andrew Garner), Houshang Touzie (Colonel), Ava Acres (Little Girl/Katya), Ben Wise (Blue Jacket), Omid Zader (Burly Gangster), Antonio Leon (Bahrainian Soldier), Brendan Wayne (Assistant), Hani Al Naimi (Fiasal Ahmad), Branden Morgan (TAC Agent 1), Alex Paez (TAC Agent 2)
Summary: While Skye trains in the city of Afterlife, Melinda takes over her new duties and discovers that Coulson was hiding secrets from her. In the past, Coulson and Melinda go on a mission to recover an Enhanced, and Melinda soon finds herself up against an unexpected enemy.



Seven Years Ago — Melinda is taking a shower and Andrew joins her. Once they're done, he suggests that once Melinda comes back from her trip, they take a vacation. The doorbell rings and Andrew calls to Coulson to come in. He apologizes for running early, and admits that he might bring Andrew a new patient. Andrew tells Coulson to keep his wife safe, and tells Melinda to be careful. She promises that when she gets back, they'll start working on a family.

Coulson and Melinda meet with their team and prepare to head out to recover the new Enhanced. Coulson tells Melinda that Fury is starting a new initiative to form a team of Enhanceds. Melinda assures him that she's staying in the field, just as Agent Hart comes in and brings up their file on Eva Belyakov. Russian Intelligence has been pursuing her, and Melinda and Coulson have been brought in to help with the capture. Coulson explains that Eva has enhanced strength and they have to avoid spooking her. Hart warns that the approach will be public in the county of Bahrain but they have no choice. Melinda wonders what happens if Eva doesn't cooperate, and Eva gestures to his soldiers

and says that he'll call in the cavalry.

Now — Aboard the carrier, Melinda arrives in the briefing room as Bobbi and Weaver track Fitz. Bobbi tells Melinda that they want to make sure Fitz doesn't contact Coulson. Weaver asks Melinda about Project Deathlok and brings up video of the cyborg rescuing Coulson and Lance.

Melinda claims that Coulson didn't keep her up to speed on every operation, and Weaver explains that Coulson was moving resources across the globe under the codename "Theta Protocol." They warn that Coulson spent millions on the project, and Melinda offers to talk him in peacefully if they let her take control of the base. Weaver agrees and gives Melinda all the intel that they have on Coulson. She asks if they're right to worry, and Melinda insists that Coulson isn't there enemy.

As they go outside of Afterlife, Jiaying notes that S.H.I.E.L.D. sent agents after Skye. Skye says that she lost control and Jiaying explains that Skye resonates with frequencies around her so she can control her powers. Jiaying doesn't know how she can begin but offers her a stone. Skye takes it and concentrates, and then says that she can hear the nearby mountain. Jiaying tells her to amplify the frequency, but Skye warns that a lot of people got hurt. The older woman assures her that she won't be hurt, and Skye concentrates again. A section of the mountain collapses, causing an avalanche, and Jiaying tells her that the feeling isn't something to be afraid of in.

Seven Years Ago — In Bahrain, Hart introduces Coulson and Melinda to Faisal Ahmed with Bahrain national security. They've located Eva in a café, and warn that it's a dangerous part of town. Faisal says that if they can't take Eva with her then his military will take them. Coulson leads the group in and sits down next to Eva. He introduces himself and says that he's there to help. A young girl goes by and Melinda sees her and smiles. Three locals with guns come in and Melinda spots them, and Hart has another agent, O'Brien, intervene. Coulson suggests that they go somewhere private but Eva refuses. When he asks what she's looking for, Eva says that she wants pain and sends the table flying across the café.

The locals and the agents all draw guns, and one of the locals grabs the girl as a S.H.I.E.L.D. They grab O'Brien and retreat into a warehouse, and shoot Faisal when he tries to intervene.

Now — In Afterlife, Jiaying tells Skye to rest up for her next training session. She glances at a man and says that she needs to take care of something else, and tells Skye that she's very proud of her. Lincoln comes over and Skye tells him what she did. He admits that it's unusual for Jiaying to mentor anyone, and says that she's in charge. Lincoln then gives Skye some takeout and tells her that Jiaying has never trained anyone before.

As Melinda and Bobbi fly back to the base, Bobbi asks Melinda if Coulson ever mentioned Theta Protocol to him. She says that they felt the same and swore to build S.H.I.E.L.D. up the right away. However, she couldn't ignore a secret as big as Theta Protocol. Melinda says that she understands Bobbi's choice, but says that sometimes people don't understand when someone does the right thing and it hurts like hell.

Seven Years Ago — Melinda confirms that the locals that helped Eva are a local militia street gang and the warehouse is their headquarters. Coulson calls O'Brien to see what their demands are, but he tells them to leave him alone and hangs up. The S.H.I.E.L.D. tac agents prepare to move in and Melinda wants to go with them, but Coulson tells her to let them do their thing.

Now — Gordon is tending to Raina, but she says that she wants to leave. She insists that she's a monster, just as Lincoln comes in. He assures her that she'll get through it, but Gordon tells him to stay out of it and tells Raina to focus on the gifts. Lincoln speaks up again and Gordon says that he knows nothing about change. He tells Raina that their care is the best thing for her, and Raina says that she just wants to be free. Gordon gives up and leaves, and Lincoln assures Raina that he means well. He offers her something to help her sleep, but Raina says that in her nightmares she's being hunted like an animal. Sometimes she dreams of Cal and Skye having dinner, and Skye is happy because she got everything. Lincoln tells her not to give up on them yet and leaves.

Seven Years Ago — Coulson and Melinda monitor the tac team from the van. The militia open fire and Hart orders his team to disengage as they take friendly fire. The radio goes dead and Coulson says that he has to call it in. Melinda realizes that they're alone.

Now — Jiaying sets up some glasses and tells Skye to hold the notes that she's playing. Skye repeats the notes and then makes all of the glasses reverberate, but then they shatter. Skye says that everything is going well and Afterlife feels like home... and that never ends well for her. Jiaying wonders why she feels this way, and Skye explains that she once broke a crystal decanter at a foster family's home. Something bad always happens to her when she settles somewhere,

and S.H.I.E.L.D. was the closest she came to having a real family. Jiaying assures Skye that they will never turn on her, but Skye doesn't believe her. The older woman finally tells Skye her birthday. Skye realizes that Jiaying is her mother.

Skye goes outside and Jiaying says that she wanted to go to her the second she saw her. However, she wanted Skye to join their people without any outside influence. Jiaying explains that the two of them hunted the world to find Skye, but they soon become ruthless people doing whatever it took. She left Cal to protect others like Skye, and promises to make up for all their lost hours. However, Jiaying asks Skye to keep their relationship a secret because their people could perceive Skye as a threat.

At the base, Melinda visits Jemma and explains that she's the new commander. She explains that Jemma has been unwittingly working on Deathlok's power pack, and Jemma has no idea what Theta Protocol is. Jemma asks what she can do, and Melinda says that they need to find out what the truth is.

Seven Years Ago — Coulson calls for emergency backup, and recommends spending Melinda in. His superiors order him to wait, and Melinda says that she needs to slip in and pull them out without a loss of life. The Bahranian military arrive and Coulson sends Melinda in while he tries to stall for time. The colonel has one of his soldiers push Coulson out of the way, but Coulson says that they're dealing with a highly lethal biological weapon and the colonel hesitates.

Before she goes in, Melinda calls Andrew and says that she's going in alone to rescue a little girl. Andrew assures her that she's done it before and has already gone back, and gives Melinda advice on how to deal with the girl. He tells his wife to come home safe and then Melinda leaps up to a balcony and enters the warehouse. She takes out a guard and tries to call Coulson, but gets no response.

Melinda makes her way through the warehouse, taking out guards. She finds Hart in a room but he turns and says that he needs her pain. As he draws her gun, Melinda disarms him and slams him into the wall, but he repeats his statements. O'Brien and the tac soldiers all approach Melinda, all saying that they need her pain. Melinda tries to get through to them, warning that Eva is controlling them, but nothing happens. She shoves Hart into the others, gets out, and bars the door.

Now — Jemma worries about what they'll find, while Melinda cross-references Coulson's trips against Bobbi's intel. They show that he lied about where he was going. Jemma has found evidence of construction through shell companies, and tells Melinda that Coulson had a whole other life. She hesitates and then says that Coulson met secretly with Andrew. Mack comes in and says that they figure Coulson is building another base for Enhanceds. He figures that Coulson is planning to train Enhanceds and needs a good psychologist. Melinda asks Jemma to get him into the toolbox. When the scientist hesitates, Melinda tells her that they can't afford to underestimate the Enhanced.

Gordon visits Raina and she realizes that she can never leave. He warns that it is too dangerous in public, and says that their gifts are deeply layered. Raina wonders what her use is, and Gordon assure her that her beauty will be reflected in a wonderful gift. She accepts his help as long as he's her teacher.

Jiaying confronts a young man, Ethan, who says that he's taking some time to backpack. As Skye looks on, Jiaying wishes him a good trip. Once they're alone, Jiaying explains that Ethan hasn't been exposed to the mists yet. She then takes Skye to a gazebo outside of Afterlife and says that she can't bypass the process. When Skye skipped the process, Jiaying protected her. She admits that it happened once with a woman who stole a batch of Terrigen crystals and fled to Bahrain.

Seven Years Ago — Melinda fights her way through the warehouse until she gets to Eva's room. Eva punches her across the room and says that she feels everyone's pain and she grows stronger.

Now — Skye recognizes the story as the one where Melinda went in. Jiaying says that it was much more complicated than Melinda killing Eva.

Seven Years Ago — Melinda see the girl and tells her to stay back. Eva pulls down a chandelier and swings it at Melinda, who dodges. They fight and two of the militia men come in. Melinda knocks them out and tells Eva that it can end when she releases everyone. Eva demands more

and attacks Melinda, and one of her men shoots Melinda in the leg. She keeps fighting and manages to stab Eva in the chest. More militia men come in and Melinda tells them to snap out of it. However, the girl–Katya–steps out and says that she likes the pain.

Now — Jiaying explain that Eva stole the crystals for her daughter so she could receive her birthright.

Seven Years Ago — Katya kills the militia men, feeding on their pain, and tells Melinda that she's scared and wants to leave. She begs Melinda to take her hand, and O'Brien and the others arrive. Melinda tells Katya to let them go rather than kill them, and Katya offers her hand. Backing away, Melinda grabs a discarded gun and tells the girl to stop. When Katya keeps coming, Melinda shoots her dead.

Coulson and the Bahranian soldiers hear the gunshot. They run in and find Melinda holding Katya's corpse.

Now — Jiaying says that their people know what a woman will do to protect her secret, and Skye assures her that no one will ever know.

Seven Years Ago — Gordon and Jiaying watch from the shadows as Coulson helps Melinda and the tac team out. The tac team are impressed that Melinda single-handedly rescued them. Meanwhile, Melinda tells Coulson that she couldn't save Katya, and he tells her that she has to let the girl go. Melinda breaks into tears and Coulson holds her.

Later at home, Melinda goes about her life, shocked. When Andrew tries to take her hand, she remembers Katya offering her hand and jerks away. Once she leaves, Andrew finds Melinda's request to be transferred to a desk job.

Now — Melinda looks at the photo of Coulson and Andrew together.

Jiaying takes Skye to Cal and says that she owes it to him. She insists that Cal was good once, and he never gave up on Skye. Jiaying asks her to have one dinner with Cal and then Skye will never have to see him again. They go in and Cal greets his daughter. He gives her flowers and thanks both of them for giving him another chance. Skye says that she learned who her mother was, and it was possible because of Cal. Both of them go silent and Jiaying mentions Skye's birthday. Cal takes up the hint and describes how Skye was born as he seats them and pours champagne. When he mentions the year, Skye realizes that she's 26 and they share a toast.

As they have dinner, Lincoln comes in and realizes that Raina described exactly what was happening.

Two S.H.I.E.L.D. agents wait in a restaurant. Finally one of them knocks at the restroom door. Fitz is inside, opening the toolbox. He then calls Lance and Coulson at the hotel room where they've taken cover. Fitz explains that he stole the toolbox and he's being followed, and asks Coulson to show him how to shake a tail. Lance confirms that there's an electric hand dryer in the restroom, and assures Fitz that he'll be okay.

Frenemy of My Enemy

Season 2

Episode Number: 40

Season Episode: 18

Originally aired: Tuesday April 21, 2015
Writer: Monica Owusu-Breen
Director: Karen Gaviola
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Brett Dalton (Grant Ward), Chloe Bennet (Skye), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Nick Blood (Lance Hunter), Adrienne Palicki (Bobbi Morse)
Recurring Role: Kyle MacLachlan (Cal), Henry Simmons (Alphonso "Mack" Mackenzie), Dichen Lachman (Jiaying), J. August Richards (Mike Peterson), Jamie Harris (Gordon), Simon Kassianides (Sunil Bakshi)
Guest Stars: Luke Mitchell (Lincoln Campbell), Maya Stojan (Kara), Henry Goodman (Dr. List), Kris Lemche (Ethan), Staci Roberts (Paula/Hydra Tech), Trenton Rostedt (Hoodie Guy)
Summary: Skye insists on accompanying Cal home to ease the blow of his losing her and Jiaying forever. As Hydra closes in on them, Coulson initiates his plan to track down Hydra. . . by allying with Grant and Kara.



In San Francisco, Fitz walks down the street and then makes a run for it. The S.H.I.E.L.D. agents behind him take up the pursuit and Fitz runs into a parking garage and takes the stairs to the roof. When the pursuing agents get there, Fitz has disappeared. One of them runs over and slams into the cloaked quinjet, and Deathlok take it up on Coulson's orders. Fitz gives Coulson the toolbox, and Coulson says that they have to find Skye. He says that Hydra might know where she is, and their new heads—Strucker and List—are obsessed with Enhanced. Fitz agrees and Coulson warns him that they're mak-

ing a deal with Grant.

At a Hydra base, List is examining the corpse of an enhanced who died during experimentation.

At Afterlife, Jiaying visits Cal in his cell. He says that their dinner with Skye was everything that he imagined. He's aware that Skye is still afraid of him and it's his fault, and apologizes for putting his ex-wife in a bad position with her own people. Cal says that he'll stay there and be quiet, and Jiaying says that she'll have Gordon take Cal to pick up some of his belongings.

Luke is playing backgammon with a distracted Skye, and she says that she's thinking about the dinner. She's surprised that dinner with Cal was nice, and knows that Jiaying is sending Cal away for good. Skye figures that Cal will get upset and someone will get hurt, and Luke suggests that she talk to her mother.

At the Playground, Bobbi and Mack are sparring in the gym. As they fight, Mack figures that Jemma is stalling and Bobbi agrees. He wonders if it bothers her, and Bobbi says that they're too focused on Coulson and not enough on Hydra. She admits that Lance might have been right and Mack says that the best way to proceed is to get at the truth. He tells Bobbi that he's flying a fiber laser in from the carrier.

Jemma tells Melinda that they're bringing in the laser to cut open the toolbox. She closes the door and tells Melinda that she switched the real toolbox for a fake, and Fitz took it with her. Melinda says that she'll handle it.

In Tijuana, Kara is on the phone with her mother. She says that some men came calling, and Kara realizes that they're with S.H.I.E.L.D. As Kara leaves, Coulson and Deathlok arrive.

Grant is getting into his car after buying a plant. Coulson calls on Kara's phone and tells him to come by.

Deathlok waits with Kara at a restaurant and asks if she has another holo mask. Grant comes in and figures that they need him, and Deathlok detects the weapons on him. Once Grant disarms, Deathlok gestures him to a back table where Coulson is waiting. Coulson says that he's after Strucker and List, and Grant says that he only knew them by reputation. Unconvinced, Coulson figures that Grant has contacts. He explains that if Grant helps him then he'll let him go free. If Grant gets him inside then he'll wipe Grant's memories and release him. Grant isn't interested, but Coulson figures that there's still some good in him if he came for Kara's sake. He says that the Tahiti Protocol will erase the bad and let Grant start over, and gives his word. After a moment, Grant says that he knows a guy.

Melinda brings Bobbi to Jemma and tells the scientist that she explains that Fitz switched the real toolbox for a fake. Bobbi says that she'll have to tell the Board unless they can find Coulson. Melinda wants Jemma to tap into Deathlok's feed, and Jemma says that she'll be glad to do it so they can exonerate Coulson and Fitz.

Aboard the quinjet, Lance and Fitz are packing. Fitz is worried that they're making a deal with Grant, but Lance warns that their options are limited.

At Afterlife, Jiaying tells Gordon that there are no records of precognition like Raina may have. Skye comes in and Gordon leaves to get Cal. Once they're alone, Skye says that Cal is a danger but he's safer there. Jiaying says that they're better off with Cal elsewhere, but Skye says that the people who may get hurt are her concern. Her mother says that as leader she sometimes does things that she'd rather not.

Deathlok meets Coulson at an oil refinery, with Grant and Kara in his car. The cyborg confirms that the package is right where they said. Meanwhile, Grant figures that something is wrong because Melinda isn't there. He assures Kara that they have the upper hand because Coulson will get them what they want. Kara notices the plant and Grant assures her that when everything is over, they'll have a home and be together. Deathlok gets them out and they open the trunk. The brainwashed Sunil is inside and assures them that he's happy to comply.

Skye goes to see Cal, who says that he avoided her so he wouldn't overdo things. He says that he's going home to Milwaukee, and Skye says that she wants to go with him. Surprised, Cal agrees.

Later, Skye meets with Jiaying and insists that they can't abandon Cal. She says that it's about her and she empathizes with her father because she spent her life searching for Jiaying. Cal knows what he lost but Skye never did, and Skye asks to go with him and soften the blow so that Cal knows he hasn't lose his family forever.

After Sunil arranges a meeting with Sunil, the team flies off to the rendezvous. Fitz nervously fingers his gun, and Grant asks how he's been. After a moment, Fitz charges at him and Coulson and Lance restrain him. The scientist insists that Sunil will double-cross them just like Grant did, but Coulson explains that Deathlok will go in with Sunil posing as his bodyguard. They'll monitor the meeting through Deathlok's cybernetic eye, and Sunil will convince List that he should have a bodyguard there.

Jemma is trying to track Deathlok when Melinda comes in. The scientist accuses Melinda of betraying Fitz, and Melinda reminds her that she's lucky that they didn't imprison her. She says that the only way to find out the truth was to open the toolbox, but Jemma says that Coulson was trying to protect Skye.

Gordon teleports Skye and Cal to Milwaukee and then departs. Cal explains that his office is nearby but he wants to show her around and get a pastry before he gets his things. They discover that the bakery has been replaced by a currency exchange. As they look for someplace else to eat, Cal describes how Jiaying was training to be a doctor when they met. He talks about the life he had hoped to have with Skye and should have had, and Skye assures him that it's okay.

Sunil and Deathlok meet List aboard his private jet, and the others monitor the meeting. List wonders how Sunil escaped when the other Hydra leaders were wiped out, and Sunil claims

that he thought List or Strucker were responsible. He then says that he was captured by the U.S. Government, and he escaped with Deathlok's help. He offers Deathlok to List, and Coulson realizes that Grant is playing his own game. Grant grabs Fitz's gun and Kara puts a knife to Fitz's throat, while Coulson and Lance draw their guns.

Grant tells Coulson that the only way to get to Strucker is by offering Deathlok. Fitz points out that Deathlok's targeting system is kicking in. Kara refuses to let Fitz go, and Grant says that they'll put their weapons down. Fitz sends a message to Deathlok telling him to play along, and Coulson tells Grant not to pull anything like that again or he'll kill him.

List's assistant detects an incident and confirms that it's close, and List orders them into the air. Grant figures that they're heading for Strucker and Coulson gives the order to follow them.

Skye and Cal look around for an ice cream place. A man in a hoodie bumps into Skye and Cal yells at them to apologize. Skye says that it was her fault and Cal apologizes. Cal goes in to get ice cream and Skye calls Melinda and asks for Coulson. As Melinda tracks the call, Skye says that she'll soon be abandoning Cal and S.H.I.E.L.D. needs to come get him before he goes out of control. Cal comes back out and Skye tosses her phone in a nearby garbage can, and Melinda and the others hear him talk. Melinda tells Bobbi and Mack to take a team and go get them.

As they continue walking, Cal wonders if he's boring her. She assures him that he isn't, and Cal offers to take Skye to her old office. Meanwhile, Lincoln secretly watches them.

At Afterlife, Gordon tells Jiaying that they haven't heard back from Lincoln yet. The teleporter tells her that Ethan disappeared on his camping trip, and Jiaying wonders who is responsible.

List's plane touches down and List says that they've picked up readings that indicate a teleporter is involved... and they intend to capture him. Listening in, Coulson and Fitz figure that it's the same teleporter that took Skye, and Grant realizes that it's about her.

Cal takes Skye to his old office and explains that he owns the building. He's only been back a few days over the years, and takes out a satchel from a file cabinet. Cal explains that it's his grandfather's World War II medical field kit, and he used it to put Jiaying back together when she was all but killed. Skye realizes that he still loves Jiaying, and Cal starts to talk about them getting back together. His daughter stops him and says that they all have to move on now that she's grown up. Cal agrees and when Skye says that she can visit, Cal wonders where she's going.

Before Skye can respond, they hear someone outside. When they go out, Lincoln steps out and says that Jiaying sent him. Cal wonders what's going on and refuses to let Lincoln patronize him.

Sunil, Deathlok, and the Hydra team arrive downstairs and fan out to search the building for Gordon.

Cal realizes that Skye was going to dump him and it was a final goodbye. When Lincoln tries to take Skye away, Cal slams him into a file cabinet, knocking him out.

Sunil hears the noise and tells Deathlok to deal with it.

As Skye helps Lincoln up, Cal rants about the pain and rejection. A Hydra trooper arrives and Lincoln stuns him with an electrical blast.

The quinjet lands on the roof.

More Hydra troopers arrive and Cal tells Lincoln to get Skye out. As he approaches the troopers, Lincoln warns Skye that she can't use her powers without bringing the building down. He tells Skye to run while he helps Cal, just as Cal knocks out one trooper and uses him as a S.H.I.E.L.D.

As Skye runs, Deathlok spots her. Coulson sees her through Deathlok's eye, and he tells Grant and Kara to keep Hydra off of them while they find Skye.

Lincoln tries to stun Deathlok but discovers that his powers don't work on him. Deathlok says that he's a friend of Skye's, but Lincoln doesn't believe him and Deathlok attacks him.

Fitz loses Deathlok's feed, and discovers that someone is trying to hack into it.

Lance and the others cover Coulson so he can go find Skye. Grant goes with him, while a trooper shoots Lance and wounds him before Kara can take him out.

Deathlok knocks Lincoln out and tosses him into the hallway in front of Coulson and Grant.

Jemma hacks Deathlok's feed and she and Melinda see Coulson with Grant.

As Coulson and Grant go to find Skye, Sunil and two troopers arrive. He has his men fire a stun grenade, taking both men out.

Skye gets to the next floor and finds Coulson and Grant fighting Hydra troopers. As she runs to Coulson, Gordon teleports in, grabs Skye, and teleports out. Cal arrives and grabs Gordon, teleporting away with him. A trooper prepares to shoot Coulson, and Grant takes him out. Kara and Lance arrive and Grant warns that they're outmanned and outgunned... and asks Coulson what he's going to do now.

Later, Mack and Bobbi arrive at the office building and find Hydra-issue shell casings. Coulson calls to them from Cal's office, and says that he doubled back after Hydra left. He says that he'll tell them about it at the Playground and asks them to take him to their leader.

The Dirty Half Dozen

Season 2

Episode Number: 41

Season Episode: 19

Originally aired: Tuesday April 28, 2015
Writer: Brent Fletcher, Drew Z. Greenberg
Director: Kevin Tancharoen
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Brett Dalton (Grant Ward), Chloe Bennet (Skye), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Nick Blood (Lance Hunter), Adrienne Palicki (Bobbi Morse)
Recurring Role: Kyle MacLachlan (Cal), Henry Simmons (Alphonso "Mack" Mackenzie), J. August Richards (Mike Peterson), Dichen Lachman (Jiaying), Ruth Negga (Raina), Jamie Harris (Gordon), Maya Stojan (Kara), Luke Mitchell (Lincoln Campbell), Christine Adams (Agent Weaver), Simon Kassianides (Sunil Bakshi), Edward James Olmos (Robert Gonzales), Mark Allan Stewart (Agent Oliver)
Guest Stars: Cobie Smulders (Agent Maria Hill), Henry Goodman (Dr. List), Chad Clevener (Hydra Tac Agent), Brendan Wayne (Assistant)
Summary: Coulson is forced to continue his alliance with Grant while working with Gonzales to rescue Lincoln and Deathlok. Meanwhile, Skye returns to the team, and Cal and Jiaying have a heart-to-heart.



Raina wakes up from a nightmare of a wounded Gordon, Lincoln, Skye, and Coulson, and finds Jiaying at her bedside. She realizes that Raina was dreaming and asks her to describe it. Gordon teleports out into the street with Cal, who demands to see his wife. Jiaying comes out and explains that Afterlife isn't his home. Gordon goes back for Lincoln, and Cal says that Jiaying trying to take him from his daughter is unacceptable. A man comes out and Jiaying advises her former husband to calm down so that they can speak later. Gordon returns, bleeding from a head wound, and says that he

barely got away from Hydra... and they have Lincoln. In the nearby doorway, Raina sees Gordon's injury and realizes that it's the same one from her dream.

Gonzales visits Coulson in the Bus' containment cell. Coulson explains that he turned himself in because Strucker and List have a base in the Arctic and he has a man on the inside. He appeals to Gonzales to work with him, admitting that he's been working with Deathlok. Gonzales points out that Deathlok was a Hydra creation, but Coulson insists that they have a chance to hit their enemies. When Gonzales wonders why he should trust him, Coulson says that he knows about the secret Gonzales has in the cargo hold of the aircraft carrier. It's in the Tool Box, and Coulson offers to open it for Gonzales if Gonzales will trust him.

At Afterlife, Skye asks why Lincoln was following her. Jiaying admits that she sent him to watch over Skye, and Skye asks how they get Lincoln back. Her mother says that they don't because it's too much a risk, despite the fact she knows what Hydra will do to him. She figures that Hydra is tracking Gordon's movement and knows that Lincoln wouldn't anyone to risk their lives trying to rescue him.

At the base in the Arctic, Lincoln wakes up in a cell next to Deathlok. Deathlok warns that Hydra disabled his weapon arm, and Lincoln figures that his people won't send Gordon for them.

List checks in with Strucker and tells Sunil that he wants to see the subjects with his own eyes. Sunil suggests that they compare their two prisoners' genetic structures and is eager to help. List says that they shall proceed with the experimentation and triggers an EMP blast in the two cells.

Coulson outlines his plan and Gonzales wonders why they shouldn't send a full-on assault. His prisoner says that he doesn't want to put the prisoners at risk, and informs Gonzales that he has his own people picked out.

On the Quinjet, Fitz checks in with Lance. Lance says that his bullet wound is okay, but isn't thrilled that Grant and Kara like each other. In the cockpit, Grant offers to teach Kara how to fly. She wonders why Grant is still helping Coulson, and Grant says that he still has one more thing that he needs from his former superior. Lance gets a call and tells Grant that they have a green light, and Grant docks the Quinjet with the Bus.

The Bus arrives at the Playground and Melinda greets them. Gonzales warns Grant and Kara that they'll be accompanied by guards with orders to shoot if they do anything, and the two of them leave. Once they're alone, Melinda complains to Coulson that he brought Grant back and hopes that his plan will work.

The team gathers in the conference room and they watch the video stream from Deathlok's eye as the Hydra surgeons work on him. The surgeon removes the eye and Grant says that he has Sunil working on the inside. Coulson says that he'll take in a small team to avoid detection, rescue the prisoners, and disable the missile-defense system so that SHIELD jets can bomb the facility. Gonzales calls for a vote and he and Bobbi agree. Weaver and Oliver disagree, leaving Melinda with the deciding vote. She asks for a word in private with Coulson first.

In the lab, Fitz asks Jemma if everything is okay. She admits that she feels sorry for Kara, and figures that whatever she has with Grant isn't love. Fitz thanks his friend for the sandwich, and admits that they had to pull him off of Grant on the plane. Jemma gets out a splinter bomb and suggests that Fitz put it on Grant and then detonate it. Fitz realizes that she's serious, and Jemma insists that they should arm themselves against Grant.

Melinda tells Coulson that accepting the director position kept him safe, and accuses him of lying to her. She asks what Theta Protocol is, and Coulson refuses because she isn't the director of SHIELD. Melinda points out that he isn't the director anymore, and Coulson reminds her that she spied on him for Fury. He realizes that it's about Andrew, and says that he went to him for counseling. Melinda says that Coulson should have told him, and Coulson promises to apologize to her later at length once they rescue Deathlok and the other prisoners.

Skye begs Gordon to teleport her out so she can rescue Lincoln. He refuses, but Raina comes over and says that she had a vision of Skye rescuing Lincoln, and Coulson working with Grant. Skye realizes that Raina had a true vision, and Raina says that the doctors are cutting into Lincoln and Skye is the only who can rescue him. Gordon warns that Hydra can detect him, and Raina says that he'll take Skye to somewhere a long way from Hydra.

Grant tells Kara that he'll go with Coulson's team while she stays there and reconnects with her past. She doesn't want to be left alone, and Grant assures her that it's her chance to get the part of her that was a SHIELD agent back.

Bobbi wonders why Gonzales voted to let Coulson go, and he says that only Coulson's people are at risk. When she objects to sacrificing SHIELD agents, Gonzales says that sometimes they make sacrifices for the greater good.

In the lab, Jemma puts a splinter bomb in a case and then asks Coulson for permission to go on the mission. She points out that Deathlok will need a doctor and assures Coulson that it's something that she has to do. Impressed, he agrees.

Coulson, Fitz, Melinda, Grant, and Jemma board the Bus. They hear a crackle of electricity and draw guns on Grant, but Grant says that it wasn't him. Skye walks out and Grant is happy to see the team back together.

Once the Bus takes off, Skye tells Jemma and Fitz that she'll have to update them later. Jemma complains that she's being secretive, but Skye says that she doesn't want to say anything for fear that Grant will overhear her. The others come in and Grant explains that Sunil is using old Hydra text channels to send intel. Everyone glares at him, and Grant tries to excuse what he did. He regrets destroying the team and insists that there were good times before, but nobody

is impressed. Coulson says that they have to focus on the mission, and explains that Skye, Grant, and Jemma will be on rescue and medical, while he, Fitz, and Melinda go in to disable the missile-defense system. He finishes by telling Grant not to talk to anyone.

Jiaying releases Cal from his cell and takes him into the city. He apologizes for losing his temper, and Jiaying admits that it was wrong to send him away. She warns that everything is dangerous right now and asks Cal to stay for now until they can figure things out after everything calms down. Jiaying asks about Raina and Cal warns his ex-wife that she has to watch her.

Lance approaches Mack and offers to help him set up a video feed for the mission. Mack accepts and apologizes for hurting him, and Lance says that he forgives him. Surprised, Mack promises to buy him a round of drinks when things settle down and then asks if Lance has talked to Bobbi yet. Lance admits that he hasn't.

A doctor is taking blood samples from Kara when Bobbi comes in. Kara figures that they're keeping her under watch, and Bobbi asks how much she remembers from before. She says that they met before and asks Kara to come to her if she needs help. Kara thanks Bobbi for being the first person to talk to her like a human being, and promises that they'll all see the Grant that she does.

Sunil tells List that Deathlok and Lincoln won't survive the next round of experimentation. A man comes in and tells List that a cloaked plane is on approach. They figure that it's SHIELD and List orders his people to shoot them down.

Aboard the Bus, Melinda confirms that they've been spotted and tells the others that it's time. She warns that Hydra has locked on... and two missiles slam into the Bus and destroy it.

At the Playground, Gonzales receives word from Weaver that the Bus was destroyed. As Bobbi and Mack watch, Gonzales says that it was always the plan.

The Quinjet separates from the exploding Bus, bending in with the debris, and Melinda takes them down. They brake to a stop just in time and then land.

At the Playground, Gonzales says that was the easy part.

The team breaks into the base through a service hatch and meets Sunil, who takes out the guard that was following him. Grant reemphasizes Sunil's brainwashing and gets directions to both List and the mainframe room. Sunil asks to join Grant's team, and Coulson warns them that Gonzales' jets will arrive in 15 minutes. As the teams go their separate ways, Fitz tells Jemma to be careful.

Sunil lets Grant and the others into the lab. The guards open fire and List takes cover, and Skye uses her powers to take the Hydra guards out. They find Deathlok and he says that they moved Lincoln just before they arrived.

Coulson's team goes to the mainframe room and Fitz accesses the missile-defense system.

Jemma works on Deathlok and tells Grant to find a gurney. When Deathlok wonders why she went on a mission with Grant, Jemma says that she saw an opportunity to do the right thing and she took it. Meanwhile, Skye fights her way to the operating room, taking out the guards, and finds Lincoln just as he flatlines. She uses her powers to jumpstart his heart and realizes that Raina was right.

As Grant looks for a gurney, Jemma comes in behind him and activates the splinter bomb. As she prepares to throw it on him, Sunil yells a warning and attacks her. Jemma attaches it to him and Sunil dissolves. Grant draws his gun and asks what she was thinking, and Jemma says that she made a promise to kill him. She dares Grant to kill him, but Grant says that he's disappointed in her and walks away.

As Fitz works on the missile-defense systems, Melinda realizes that Coulson has slipped away.

Weaver tells Gonzales that the SHIELD jets are five minutes away.

Melinda finds Coulson at a computer and realizes that he set the whole thing up. She shoots two guards down as they run in and tells Coulson to come with her or he's next, and he readily agrees.

Jemma goes back to help Skye move Lincoln, and says that Grant and Sunil won't be coming with them.

Melinda calls Gonzales and tells him that they have the prisoners, and Gonzales orders the jets to fire on the base.

The Quinjet returns to the base and the medics get Lincoln to the sickbay. Grant calls Coulson and says that it would be safer for him to find a separate exit. He admits that some people don't deserve forgiveness, but says that Kara does so he returned her to SHIELD. Grant admits that

he can't fix the woman because there's not enough good left in him. Coulson says that he'll do what he can and Grant hangs up.

Fitz tells Deathlok that they dismantled his leg and they are transferring him to a facility where they can make repairs. The scientists explain that Sunil and Grant got them in, and Jemma merely says that Sunil didn't make it.

Skye sits at Lincoln's beside and begs him to wake up. Gonzales is watching outside and Bobbi informs him that they destroyed the base but List escaped. He figures that it's okay now that they have Skye in custody, and now they have Enhanced people in their custody. Bobbi wants to discuss it, just as Coulson comes over. Gonzales gives him the Tool Box and Coulson unlocks it and gives it back. However, he tells Gonzales that Fury is alive and will be back for it.

Hill calls and asks for a private conference with Coulson. He talks with her and says that they have bigger problems, and that he found what he was looking for.

Jiaying comes to see Raina and wants to discuss how she convinced Skye to rescue Lincoln. Raina says that she didn't convince Skye to do anything, and Jiaying says that she'll make all decisions based on Raina's precognition. Unimpressed, Raina says that the time may have come for someone else to take over. She suddenly has a vision of Loki's scepter.

Coulson brings up the file he took of Loki's scepter, and figures that Hydra knows it has mind control powers. He has learned that it's in Secovia and List is heading there to meet Strucker.

Raina tells Jiaying about the scepter and warns that it's dangerous... and unfinished.

Coulson sends Hill everything he has on Strucker's location. He explains that he didn't tell Gonzales because he would have lost the swing vote. Before she signs off, Hill asks if Theta Protocol is ready. Coulson says that it is... and it's time to bring in the Avengers.

Raina warns Jiaying that consequences are upon them and men made of metal will tear their cities apart.

Scars

Season 2

Episode Number: 42

Season Episode: 20

Originally aired: Tuesday May 5, 2015
Writer: Rafe Judkins, Lauren LeFranc
Director: Bobby Roth
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Brett Dalton (Grant Ward), Chloe Bennet (Skye), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Nick Blood (Lance Hunter), Adrienne Palicki (Bobbi Morse)
Recurring Role: Kyle MacLachlan (Cal), Henry Simmons (Alphonso "Mack" Mackenzie), Dichen Lachman (Jiaying), Ruth Negga (Raina), Jamie Harris (Gordon), Maya Stojan (Kara), Luke Mitchell (Lincoln Campbell), Christine Adams (Agent Weaver), Edward James Olmos (Robert Gonzales), Mark Allan Stewart (Agent Oliver)
Guest Stars: Patton Oswalt (Sam/Billy Koenig), David Douglas (I) (Michael), Alicia Vela-Bailey (Alisha), Crystal Coney (Scientist)
Summary: Tensions rise between S.H.I.E.L.D. and the Inhumans, with Skye caught in the middle. Meanwhile, Coulson reveals what he's been doing with the missing millions.



One Year Ago — Billy wakes up when his brother Sam calls him. Sam says that a flight is coming in, and they argue about their online game. Billy then puts on a suit, checks himself in the mirror, and greets Coulson as he arrives. Coulson says that everyone is settling in at the Playground and Simmons is fitting in undercover at Hydra. Billy reports that Hydra probably took out Gonzales and Coulson tells him to keep looking. He warns that he doesn't have much time and Billy confirms that their new project is code-named Theta Protocol. They then go into the hanger where the new helicarrier is

under construction.

Now — Coulson hands over the Theta Protocol lanyard to Gonzales and his board members, and says that Fury thought he needed a failsafe off the books. Weaver doesn't approve, but Bobby points out that Coulson saved a lot of people. Coulson says that he found out that the ship had survived and he felt that he had failed as director, and admits that he did. He tried to do it all alone and that was a mistake, and proposes that they have one S.H.I.E.L.D. with him as director under their advisement. Gonzales is impressed but warns that they have a battle closer to home that a helicarrier won't solve.

In the infirmary, Skye sits at the unconscious Lincoln's bedside while Jemma and Fitz watch. They wonder what Skye will do once Lincoln recovers. The brain scan on Maya finishes, and Jemma tells her that the Hydra indoctrination is gone and Maya's mind is her own. She says that the fact that Sunil is gone helped her, unaware that Jemma killed him. The lights flicker and Skye assures Lincoln that he's safe as he wakes up. He realizes that S.H.I.E.L.D. has him,

and Skye assures him that he can trust her friends. He insists that she shouldn't have come for her, and now S.H.I.E.L.D. won't stop until they find Afterlife.

At Afterlife, Raina tells one Inhuman, Michael, that his son will have great power when he comes of age. Once Michael leaves, Gordon comes in and Raina says that he was right about her gift. Now she is having visions all of the time and is coming to peace with her fear, but admits that sometimes she can't distinguish her dreams from her visions. Raina describes seeing a giant stone that wasn't a stone, and then it became waves. Gordon asks if there were cavities carved into it, and they tell Jiaying. Jiaying says that the stories of their ancestors describe the stone, which was created by the Kree to destroy them. Gordon says that he might be able to narrow down its location, and Raina says that if she sees the place then she'll know it. After a moment, Jiaying tells them to go together to find it.

Gordon and Raina teleport about the helicarrier and Raina says that it's there. They move off down the hallway and Raina says that she remembers a red door from her vision. They take cover as Bobbi and Melinda walk by, discussing whether Lance will forgive Bobbi.

At Aftermath, Jiaying asks Cal if Raina is dangerous. She points out that Raina convinced Skye and Gordon to go after Lincoln despite the danger. Cal explains that she persuaded people to bring her pastries and dresses, but she soon became selfish and demanded more.

As they continue through the halls, Raina says that she envies Gordon because he's useful to Jiaying. As she asks why Jiaying brings so few through the mist, Lance spots them. Gordon teleports away and Lance spots the alarm, and Coulson and Gonzales figure that they're going for the cargo in the hold.

Gordon and Raina teleport into the hold and find the stone, which liquefies and then resolidifies into a stone tablet. Bobbi and Melinda come in, and Gordon teleports away with Raina.

Later on the bridge, Gonzales admits that he should have destroyed the stone. He tells the others that they recovered it from a dig site a hundred years ago. Lance works with a sketch of Raina, adding thorns, while Coulson says that the Tool Box said that Hydra was looking for it. They question Skye, who says that she hasn't heard anything about the stone. She insists that Jiaying and Lincoln were good people, and helped her to channel her powers. Coulson points out that Skye hasn't said much about them, and Skye says that they call themselves Inhumans. Melinda and Coulson points out that Gordon and Raina boarded a military facility, and Skye says that she heard about how Melinda dealt with Eva and Katya in Bahrain.

Bobbi goes to the hold where guards are posted around the stone container. She confirms that it's secure and informs the board that the stone is safe. Weaver has recreated Hydra's teleport detector, and Gonzales says that it's time to pay their new friends a visit.

Later, the board meets with Coulson at the Playground. Gonzales asks what their plan of attack is, and Coulson wonders why they're planning an attack. Weaver and Gonzales insists that the Inhumans are dangerous, but Coulson warns that they just finished one war. He wants to sit down with Jiaying, using Skye as a liaison. Gonzales wonders if Skye is still loyal to them, and Melinda says that it's a good time to determine if they're friend is with them.

Gordon and Raina tells Jiaying about the stone. Cal is there and insists that it concerns him as well, since Skye is still with S.H.I.E.L.D. Raina tells him to come down, and Cal accuses her of making things up so she can control the Inhumans. He figures that she's spreading chaos because she thrives on it, and Gordon points out that he's powerless without his chemicals. Jiaying interrupts them, pointing out that they are tied together by a history of thousands of years.

Skye warns Coulson that he can't violate Afterlife's secrecy. Coulson says that they need to assess their powers and put them on the Index, and Skye admits that she doesn't know what she is anymore. She offers to go ahead with Lincoln and talk with Jiaying, and says that the woman is her mother.

As Melinda and Bobbi go to find Mack, Bobbi sees guards locking Maya up. She joins Mack as he lifts weights, and she admits that Lance hasn't talked to her yet. Mack warns her that Lance is using him to piss her off by forgiving him right away, and Bobbi admits that she's never been as emotionally open as her ex.

Coulson finds Melinda on the hanger deck and tells her that Jiaying is Skye's mother. Melinda doesn't react, and Coulson tries to apologize. She says that they don't owe each other anything, and Melinda admits that she killed Katya to save everyone else. Coulson asked her to watch over

him and put him down if he ever lost control. She says that Coulson lost control and Skye proves it, and walks away.

In the lab, Jemma finishes indexing Lincoln. She gives Jemma a hula doll from the Bus before it went down, just as Coulson arrives and says that it's time to go. As they leave, Lincoln tells Skye that they only asked him his questions.. and took his blood. Coulson insists that the Inhumans can trust them, and Skye says that they'll have to leave so that Gordon will pick them up.

In Afterlife, Raina tells Gordon that she's had a vision of Quinjets opening fire on Afterlife. Jiaying talking with S.H.I.E.L.D. starts the attacks, and she suggests that maybe she should deal with them.

Jiaying checks with her technicians and confirms that they're packing up the Terrigen Mist container. Gordon picks up Skye and Lincoln, and Skye says that they need to talk. Jiaying sends Lincoln to the recovery room and goes with Skye, while Gordon and Raina watch them.

In her office, Jiaying says that they'll have to leave. Skye insists that nothing has to change and asks her to meet with Coulson, who is the closest thing she's had to family.

At his office, Coulson plans how he'll go in. Gonzales says that Coulson is too close to it, and they're facing one of the greatest threats to humanity. Weaver agrees but Bobbi disagrees, and Gonzales points out that the Avengers let Tony Stark do whatever he wanted, and he unleashed Ultron. Coulson asks Melinda what she thinks, and she finally says that Gonzales should go. Conceding the matter, Coulson says that he'll stay behind and coordinate the mission.

In the lab, Fitz asks Jemma if she needs help with the indexing. She realizes that isn't why he's there, and he says that he's worried that she could get killed. Fitz admits that he wanted to kill Grant as well but he couldn't. Jemma admits that she did try to kill Grant and she blames herself for failing.

Melinda tells Bobbi that Coulson wants them to scout ahead, and they take off in one of the Quinjets.

Mack comes to see Coulson and tells him that he's leaving. He still doesn't trust Coulson since he was brought back to life, and he doesn't want any part of S.H.I.E.L.D. as long as Coulson is the director. Mack hands over his badge and Coulson says that he's sorry to lose him.

Gonzales' team takes off in three Quinjets, with Jemma along.

When Cal learns what is happening, Jiaying says that she has no choice but to meet with S.H.I.E.L.D. She asks if they can trust them, and Cal admits that Coulson cares about Skye. Jiaying asks about the Index, and Coulson says that S.H.I.E.L.D. will brand the Inhumans. He suggests that they blast the Quinjets out of the sky, and assures her that he would follow her into a war. Touched, Jiaying takes Cal's hand and says that he's as bold as they day they met. She says that she's the one who changed, and refuses to lose Skye again. Jiaying wonders what she can do to convince S.H.I.E.L.D. that the Inhumans mean them no harm, and Cal suggests that she turn him over to S.H.I.E.L.D. so he can protect his family.

As Bobbi and Melinda fly to Afterlife, Bobbi tells her friend that Mack quit. Melinda admits that she's been thinking a lot about what she'd be without S.H.I.E.L.D., and Bobbi says that the one time she was tempted when Lance asked her to go.

Coulson waits with Fitz and Lance, and Coulson admits that he has to trust the council or S.H.I.E.L.D. will fall apart again. Lance points out that S.H.I.E.L.D. will also fall apart if the Inhumans attack.

Gordon comes to Jiaying's office and advances on her.

Weaver gives Gonzales a case, and she says that she'd like some more advance warning next time. Skye tells them that they're ten minutes out.

Aboard the lead Quinjet, Bobbi notices that the autopilot has activated. "Melinda" draws a gun on Bobbi and says that she could care less about her. Mara drops her holomask and says that she remembers what happened. Bobbi gets close enough to attack her, and the two fight. As the Quinjet lands, Bobbi takes Maya out and goes outside.. and Grant shoots her with a tranquilizer dart.

The Quinjets approach Afterlife and Jemma reports that there are a lot more people waiting for them than expected. Gonzales says that if Skye has done her job then he'll handle the rest.

Gordon goes to Raina and she says that she has finally realized what her purpose in life is. She asks where Gordon took Jiaying.. and Jiaying and Skye walk in. Jiaying says that they know Raina has used her powers to take advantage of her good faith, but Raina insists that she's trying

to save them. Jiaying puts Raina under guard, and Raina yells after them that something terrible is going to happen if they don't listen.

Gordon greets the Quinjet when it lands, and Gonzales and the others step out. He takes Gonzales to Jiaying's office, and says that Coulson is at headquarters and he's negotiating. Jiaying offers him Cal to benefit the larger goal, and asks Skye to take Cal outside while she and Gonzales discuss matters. Skye reluctantly agrees, and as they go Cal tells her that she's magnificent. She admits that she's glad she got to know him as well.

Gonzales tells Jiaying that the two of them were both scarred by Hydra, but insists that S.H.I.E.L.D. isn't Hydra. He hands Jiaying the case and tells her to open it.

At the Quinjet, Melinda's people secure Cal. Skye asks what happened to Coulson, and Melinda insists that Gonzales is a better man than she thinks.

Jiaying opens the case and discovers that it holds a necklace with a symbol to ward off evil spirits. Gonzales says that they found it in Whitehall's office, and Jiaying admits that she never got to give it to her daughter.

Melinda tells Skye that she hopes Jiaying is everything that she hoped and walks off.

Gonzales says that S.H.I.E.L.D. is there to protect the public when bad people get powers, and he wants to meet the Inhumans so that they can learn what they can do and protect the people they're sworn to help. Jiaying says that she has something for Gonzales and says that fear is what gives people the right to index those who are different.

Melinda calls Coulson and says that they have Cal. Weaver finds vials on Cal and he claims that he doesn't know what they are.

Jiaying shows Gonzales a Terrigen crystal and explains that they learned how to make their own. They melted a diviner down and grew new crystals from it, but the metal is laced with their new crystals. The diviner is harmless to the, but for humans it's fatal. Jiaying then shatters the crystal on the table. Gonzales gags and tries to draw his gun, but begins to petrify. Furious, Jiaying says that Gonzales is nothing like her, and promises that she will never let her people suffer again. Gonzales petrifies and Jiaying takes his gun and then shoots herself in the shoulder twice. She staggers out as Skye and the others come running, and claims that Gonzales tried to kill her... and says that it's war.

Grant ties up Bobbi and congratulates Maya on fooling S.H.I.E.L.D. She wonders why they can't kill Bobbi now, and Grant says that closure is about digging in and doing the work. He tells Maya that he'll show her, and then shoots Bobbi again as she starts to wake up.

S.O.S. Part 1

Season 2

Episode Number: 43

Season Episode: 21

Originally aired:	Tuesday May 12, 2015
Writer:	Jeffrey Bell
Director:	Vincent Misiano
Show Stars:	Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Brett Dalton (Grant Ward), Chloe Bennet (Skye), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Nick Blood (Lance Hunter), Adrienne Palicki (Bobbi Morse)
Recurring Role:	Kyle MacLachlan (Cal), Henry Simmons (Alphonso "Mack" Mackenzie), Dichen Lachman (Jiaying), Ruth Negga (Raina), Jamie Harris (Gordon), Maya Stojan (Kara), Luke Mitchell (Lincoln Campbell), Christine Adams (Agent Weaver), Mark Allan Stewart (Agent Oliver)
Guest Stars:	Alicia Vela-Bailey (Alisha), Ryan Powers (S.H.I.E.L.D. Tech Agent), Kyle Mattocks (Agent Harris), Daz Crawford (Kebo)
Summary:	Coulson finds himself on the defensive when Jiaying accuses S.H.I.E.L.D. of starting a war on the Inhumans. Meanwhile, Lance and Fitz discover that Grant has captured Bobbi, and Skye questions Raina about her intentions.



Jiaying staggers out of her office and collapses. She tells Skye and the others that Gonzales vowed to exterminate the Inhumans and then shot her, and says that Gordon will take care of him. Lincoln gets the others to safety, and Jemma offers to inspect Jiaying's wound. Jiaying refuse and Skye advises her to go, and Gordon goes to get Gonzales' body.

Melinda reports to Coulson and warns that Bobbi's Quinjet hasn't arrived and she's out of touch. Jemma returns and tells Coulson and Melinda what happened, and admits that she doesn't know where Gonzales wanted. Coulson doesn't

believe that Gonzales set off a war and tells them to get Gonzales and get out. Melinda orders the teams to prepare for evacuation and leaves. Gordon teleports in with a superstrong Inhuman, Kebo, and take out the remaining S.H.I.E.L.D. agents and destroy the teleport detection device, and Gordon then teleports away with the tech while Kebo flies the Quinjet away.

As Skye and Lincoln take Jiaying to the doctor, Kebo opens fire on Jiaying's office. Jiaying asks Skye why she let S.H.I.E.L.D. attack them, and Skye insists that she's on her side. A S.H.I.E.L.D. agent arrives and wounds one of the Inhumans, and Skye vibrates his gun apart and then punches the man unconscious. Melinda arrives and tells Skye to stand down while they find out what happened. Skye says that it's too late and tells Melinda to leave. When Melinda insists on finding Gonzales, Skye attacks her and Melinda blocks her first few punches. Skye lands a blow and Melinda goes at her at full strength. She knocks Skye down, but Skye blasts her unconscious.

Aboard the helicarrier, Mack tells Agent Oliver that he's going to take some time off on the beach with his brother. The alarms go off and a passing agent tells Mack and Oliver that Gonzales is dead.

Melinda wakes up aboard a Quinjet as Jemma reports to Coulson what happened. She tells Melinda that they focused on getting the personnel aboard. Weaver insists that Gonzales didn't attack, and explains that Gonzales had her get a peace offering. Coulson agrees with Weaver, but refuses to start a war until he understands the situation. He tells Weaver to head back to the helicarrier and take command, and Melinda says that Skye definitely attacked her. Coulson suggests that they question the captive Cal about why Jiaying accused Gonzales of shooting her.

At Afterlife, the doctor treats Jiaying's wound. Skye offers to donate blood, but Lincoln blames Skye for convincing to meet with S.H.I.E.L.D.. Jiaying says that S.H.I.E.L.D. has done it before and she had hoped they had changed, and tells Lincoln that Skye is just as taken in as the rest of them. When Skye insists that Coulson is innocent, Jiaying asks them all to leave so she can heal.

Fitz tracks Bobbi's Quinjet while Lance tries to call his ex-wife without success. The GPS on the Quinjet has been disabled and Fitz checks the footage from when Bobbi left.

Skye confronts Raina, who admits that she knew what would happen. Raina says that Skye would never believe what she would tell her about the future, and says that their paths have been intertwined before they ever met. They have both searched for their destiny, and Raina finally had a vision that revealed the truth to her. Skye demands answers, and Raina says that the thorn protects the daisy. Her purpose is to help Skye become what she's supposed to be. Skye starts to go, but Raina says that they won't talk again. She warns that Jiaying is misleading the Inhumans, but it's Skye's destiny to lead them.

Gordon takes the captive S.H.I.E.L.D. scientist to Jiaying and says that he's evacuated those that need protection. The others are waiting to fight. Gordon says that everyone is willing to fight because of Jiaying claiming Gonzales attacked her, and Jiaying says that she believes Skye will do the right thing. She then grabs the tech by the head and drains his life force to heal herself.

Melinda and Jemma bring Cal back to the Playground, and Coulson asks what he's really doing there. Cal sticks to his story and they take him away. Jemma shows Coulson the empty vials that they found on Cal and goes to the lab to analyze them. Melinda tells Coulson that Skye choose to side with the Inhumans.

Fitz brings up the footage of Bobbi with "Melinda." He's confirmed that Melinda left the base again ten minutes later, and they realize that Kara impersonated Melinda.

Kara tells a captive Bobbi that she wants her to say why she's there. Bobbi calls her a psychopath and Kara slaps her, and Grant tells his lover that they'll take as long as necessary to get Bobbi to admit the truth. He then tells Bobbi that Bakshi told them that Bobbi handed Kara over to Hydra. Bobbi will confess the truth so that Kara can have closure. Grant takes out a needle and prepares to torture their prisoner.

At Afterlife, Skye visits her mother and is surprised to see her better. Jiaying sidesteps the question and asks what's wrong, and Skye says that it's one of the worst days of her life. She admits that she talked to Raina but didn't believe her. Jiaying says that they have to see to the safety of their people, and now is the time to fight. She asks Skye to stand at her side and gives her the necklace, and asks her to return it if she decides to fight with their people.

After reviewing the footage from the Quinjet, Coulson tells the others that Jiaying orchestrated the entire thing. The Inhuman fired on Jiaying's building, destroying any evidence that Jiaying killed Gonzales. Melinda warns that the Inhumans—and Skye—are now against them. Lance and Fitz arrive and show them the footage of Bobbi leaving with Kara. They've confirmed that Kara killed her guard and hid his body, and Lance is heading for Spain where the Quinjet transponder went dead. Melinda is glad to go with him as pilot.

As Coulson accompanies Lance and Melinda to the Quinjet, he figures that Grant is involved. He figures that there's a piece that they don't understand. Melinda promises to kill Grant when they find him, and Lance agrees.

Grant tells Bobbi that he's giving her a paralytic anesthetic so she can't feel the pain. He inserts needles under her fingers and explains that once the drug wears off, all of the pain will flood in at once. If Bobbi cooperates then they'll spare her the pain. Bobbi says that she had to protect her cover by giving Hydra a safehouse that may or may not have been occupied. She insists that she did the right thing to spare the deaths of two dozen agents, and tells Grant and Kara that she'd make the same call again no matter what she says under torture.

At the helicarrier, Weaver and Oliver tell Coulson that they've lost the teleport tracking device and they have to launch an attack. Coulson refuses to launch an attack until they know more,

while Mack listens in. Weaver insists that they can't risk S.H.I.E.L.D. to save Skye, and Coulson notices Mack. He says that he's not going to leave until the matter is settled, but doesn't believe that they should attack, either. Weaver gives Coulson three hours to interrogate Cal and find out what's going on. Once Coulson signs off, Weaver tells Mack that she's doubled the guard on the Kree stone. She then tells him to make the helicarrier battle-ready.

Coulson visits Cal in his refrigerated cell and explains that the scanner on his wrist monitors his vitals. Cal accuses him of torture, but Coulson figures that he's up to something. The prisoner says that Coulson wouldn't understand if he doesn't have children, and Coulson reminds him that Hydra stole Skye. He asks how Cal killed so many people, and Cal doesn't tell him. Coulson checks with Jemma, who says that the samples from the vials contain a super-strength potion. She points out that Cal took three vials, and it should have killed him.

The pain kicks in on Bobbi, and Bobbi tells Kara that Grant is molding her just like Bakshi did. Grant insists that he's helping Kara heal, but Bobbi warns that she'll always find someone else to blame. She describes how Grant has been working at her, and Kara admits that she's right. Kara says that Grant has already told her everything and has remade himself, and that's why she loves him no matter what he does.

At Afterlife, Raina meets with Jiaying and admits that she didn't foresee Gonzales attacking her. Jiaying says that she will be a valuable advisor, and Raina says that she dreamed of leading the Inhumans. Now she has learned that her role is to illuminate, and Skye is the only one who can save the Inhumans. Raina considered killing Jiaying and Skye, but she has realized that she's an angel rather than a monster. She warns Jiaying that she's there to show the Inhumans what Jiaying really is. Jiaying breaks her neck... just as Skye arrives and sees it. Shocked, Skye drops the necklace and Jiaying insists that Raina threatened to kill her. Skye realizes that she's lying and that Raina wanted Skye there so she would see the truth. Jiaying insists that war is inevitable and she struck first, and tells Skye that S.H.I.E.L.D. must be destroyed if the Inhumans are to survive. She tells Skye that she must lead the Inhumans when she dies, but Skye says that the Inhumans need protection from her. Kebo knocks Skye out from behind and Jiaying tells him to tie Skye up and later she'll hopefully understand what had to be done.

Cal asks for a glass of water and Coulson slides it through a hole in the force field. The prisoner pours it on his face and asks for another one to drink, and then says that the Inhumans want to live in peace. Coulson tells him that Jiaying set up a war and Skye will get caught in the middle. Cal insists that neither one of them would hurt Skye, but Coulson says that the serum is killing him. Laughing, Cal says that he took the serum of his own free will. When Skye was taken, he experimented and made his own powers. He never got it right, and the serum made him unstable. Smiling, Cal says that he's there to take out as many S.H.I.E.L.D. agents as possible.

Melinda and Lance arrive in Aranda De Duero, Spain, and find Bobbi's Quinjet. They find sounds of a struggle and Melinda assures Lance that if anyone can handle Grant, it's Bobbi.

Bobbi moans in pain as Grant comes in and says that they're a lot alike. They both hide who they really are deep inside, which is why Coulson never saw them coming. Grant says that Kara is sleeping but he can go all night, and Bobbi reminds him of how many people he's betrayed. She tells Grant that he's a coward that always has an excuse, and then breaks free and grabs Grant, driving the needles into the side of his neck. They fight and Kara arrives. She shoots at Bobbi but Bobbi ducks and knocks her down. Despite her best efforts, they overwhelm her and take her down, and Grant breaks her leg. Bobbi says that she'd do it all again, and Grant hands the gun to Kara. Kara prepares to shoot her... and then says that she's not feeling it. Grant assures her that it's okay and takes the gun back, and says that he knows what to do.

On the helicarrier, Oliver checks in with Mack, unaware that Gordon has teleported in with two other Inhumans. He tells his teammates that everyone else is in place.

Coulson warns Cal that Skye will never forgive him if he hurts anyone. He realizes that Jiaying encouraged Cal to destroy the Chinese village, and warns Cal that she's still using him to do her dirty work. Cal insists that Jiaying isn't a monster and then collapses as his heart stops. They take him to the infirmary and try to revive him, and Coulson tells Fitzsimmons that they can't lose Skye's father. Jemma injects Cal with adrenaline, and Cal falls to the floor, gasping. He then climbs back up, hideously transformed and bulging with muscles. Coulson orders everyone out, while Cal picks up the adrenaline needle and figures that's what he was missing. He advances on Coulson, who says that he can take him to Skye and slams the quarantine door. As Cal tries to break through, Fitz hands Coulson an icer. Jemma suggests more fatal solutions but Coulson

says that he still hopes to get through to Skye's father.

Coulson and Fitz open fire with the icers as Cal breaks through, but they have no effect. Fitzsimmons runs, while Cal tells Coulson that it's time for him to die. He says that Jiaying loves him because he always does what she asks, and Coulson runs as Cal throws a metal tank at him.

In the helicarrier, Mack hears Gordon out in the corridor and looks outside. Gordon and the others are carrying an unconscious Skye past, and Mack goes after them.

As they try to home in on Bobbi's sim card, Lance tells Melinda that Bobbi is all he can think of. Melinda warns that it could be a trap, but Lance says that he's going in. She's glad to go in as long as she can kill Grant.

Lance calls the cellphone, and Grant confirms that Lance is calling. He sets up a sensor-triggered gun and tells Bobbi that since she doesn't care about her life, they'll kill Lance. Grant and Kara leave and Bobbi starts working at her bonds.

In the helicarrier cargo hold, Gordon teleports in, takes out a guard, and teleports out. He then teleports in with two more armed Inhumans and orders the guards to surrender.

Mack finds one of the intruders, Aisha, who tells him to follow her to Skye. Concentrating, she creates clones of herself and sends them off, and then fires at Mack. He ducks back and takes cover.

Lincoln takes out a guard and shorts out the helicarrier power, and then meets with Aisha. She tells him that her other selves are moving into position.

Two of the Aishas in the conference room take out a guard.

Oliver reports to Weaver that the Inhumans have taken vital parts of the helicarrier. Weaver tries to contact Coulson to warn him and wonders if they have anyone below still fighting.

Mack arms up with an axe.

Cal smashes the monitor screen as Weaver calls in. He sees Fitz and Jemma, who run. He chases them into the hanger and Coulson rams him with a car, pinning him to the wall. Coulson gets out and tells Cal that they're going to talk.

The Inhumans secure the bridge and Jiaying comes in. Gordon assures her that they've secured most of the crew and will capture the rest on the next sweep. Jiaying takes out a box of Terrigen crystals, and tells Lincoln that it's time to begin.

Coulson empties out the hanger and uses a hydraulic press to keep Cal in place. He then says that they both want the same thing: to protect Skye. Coulson insists that Cal didn't want to kill but Jiaying was the one who convinced him. He says that deep down, Cal is a good man full of love. Cal screams in anguish, insisting that he was trying to put his family back together, and then calms down and says that he sewed Jiaying back together after Whitehall cut her apart. The Elders sacrificed one of their own to let Jiaying continue on, even when she didn't want them to. After Whitehall was done with her, she had Cal kill the entire village to fuel her healing powers. He thought that he could fix Jiaying by finding and protecting Skye. Coulson warns him that Skye will never go along with Jiaying's plan and Jiaying will kill her.

Cal breaks free and grabs Coulson, who says that he will kill Skye no matter what the cost. Cal grabs him... and asks Coulson to let him help him.

S.O.S. Part 2

Season 2

Episode Number: 44

Season Episode: 22

Originally aired: Tuesday May 12, 2015
Writer: Jed Whedon, Maurissa Tancharoen Whedon
Director: Bill Gierhart
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Brett Dalton (Grant Ward), Chloe Bennet (Skye), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Nick Blood (Lance Hunter), Adrienne Palicki (Bobbi Morse)
Recurring Role: Kyle MacLachlan (Cal), Henry Simmons (Alphonso "Mack" Mackenzie), Dichen Lachman (Jiaying), Ruth Negga (Raina), Jamie Harris (Gordon), Maya Stojan (Kara), Luke Mitchell (Lincoln Campbell), Christine Adams (Agent Weaver), Mark Allan Stewart (Agent Oliver)
Guest Stars: Blair Underwood (Andrew Garner), Alicia Vela-Bailey (Alisha), Brendan Wayne (Jiaying's Assistant), Stephanie Nash (Dr. Wilton), Robert Reinis (Bartender), Daz Crawford (Kebo), Loki (Thug 2), Anthony D. Washington (TAC Agent)
Summary: Coulson and his team launch a last-ditch attack on the helicarrier to stop Jiaying from unleashing the Terrigen crystals and wiping out S.H.I.E.L.D.



One of the Aishas escorts the prisoners to their cells. Another one stands guard on Skye, after putting on her suppressant gloves. Mack knocks out the Aisha guarding Skye, frees Skye, and tells her what is going on. Skye explains that Jiaying is manipulating the Inhumans, but Mack doesn't care if they're killing S.H.I.E.L.D. agents. He gives her a laptop and tells her that he needs her to hack into the S.H.I.E.L.D. computer.

Jiaying identifies the fan room and tells Kebo to take a case of the crystals there and load up the rest. Lincoln runs in and says that a hard-wired emergency beacon went off and warned Coulson. They can't override it with the code, and Jiaying tells Weaver and Oliver that she wants to expand the beacon and summon all of the S.H.I.E.L.D. forces. Oliver refuses to cooperate and the Inhumans drag him off to one side, and then seal him and several agents in with a shattered crystal. The men are all petrified, and Lincoln stares in horror as he realizes what Jiaying is capable of. Jiaying tells Weaver to expand the beacon or there'll be more, and Weaver obeys.

Mack and Skye watch and Mack warns that the beacon is hard-wired and on the opposite side of the ship. However, they're still going to try and stop it.

At the Playground, Jemma confirms that Cal's physical condition has improved. Fitz confirms that the beacon signal has expanded to all channels, and admits that Lance and Melinda's team has gone dark.

Lance and Melinda take a team into the abandoned warehouse and search for Grant and Kara. They're watching on the monitors as Grant approaches Bobbi's room where the bobby-trap

is set. Grant says that they'll take out the rest of the assault team so that Lance and Bobbi can have their reunion, and he'll take care of Melinda personally.

Bobbi hears Lance calling and tries to free herself before he sets off the automatic weapon.

Grant and Kara take out the other S.H.I.E.L.D. TAC agents. Melinda spots Kara and the two women exchange shots, and then Kara disappears into the shadows. Realizing that Kara grabbed one of the radios, she calls to everyone to converge on Lance's location and to only trust her. The remaining TAC agent points out that Lance is the only other agent left, and Melinda points out that Kara doesn't know that.

Lance reaches the door to Bobbi's room and sees the blood on the walls outside. He opens the door, and Bobbi gets in front of the automatic weapon and takes the show meant for Lance. He frees her and lowers her to the floor.

Grant grabs Melinda and shoots her repeatedly in the chest. However, he realizes that it's Kara as her holomask shuts down.

Melinda finds Lance and Bobbi, and they take Bobbi to the Quinjet.

In the helicarrier cargo hold, Gordon and Lincoln admire the Kree stone. Gordon warns that it's lethal to their people in the wrong hands, and Lincoln points out that Jiaying committed murder. The teleporter insists that Jiaying will do whatever is necessary to protect their people, and reminds Lincoln of his life before they found him... and how far Jiaying went to save him. Gordon insists that S.H.I.E.L.D. has turned Skye against her own people, and warns that it could get worse.

As Skye and Mack head for the beacon, Skye blames herself for falling for Jiaying's deception. Mack assures her that she made the best choice she could. He sends her to hack the beacon while he looks for a power saw in case Skye can't pull it off.

At the Playground, Fitz tells Coulson that he's found a way to shut down Gordon's ability. Coulson confirms that they're flying in with Bobbi and should arrive any moment. They go to the improvised lab that Jemma has set up since Cal destroyed the infirmary, just as Lance and Melinda bring Bobbi in. Jemma and her team begin surgery, as Lance looks on nervously.

Skye enters the sat room and start working on the beacon. Lincoln arrives and blasts her against the wall. She insists that he's got it wrong and Jiaying murdered Gonzales and framed S.H.I.E.L.D.. Skye points out that Raina isn't there because she had a vision of what's going to happen, and Jiaying killed her. She asks Lincoln why she wants the rest of S.H.I.E.L.D. there and says that they can stop it if they get the crystals. After a moment, Lincoln tells her that the crystals are in the fan room... and Mack knocks him out from behind. He tells Skye to stop the beacon while he gets the crystals.

After the surgery, Lance takes Bobbi's hand. Meanwhile, Melinda calls Andrew and says that she just wanted to hear his voice. He realizes that it isn't good and Melinda says that it won't end well. They both admit that there's a lot they wanted to say but didn't, and Andrew tells her to do good and get home.

Fitz is gearing up for the helicarrier mission when Jemma comes in and tells him to watch his back. She says that they never spoke about what Fitz told her when they were trapped at the bottom of the ocean. Jemma suggests that they talk about it when he gets back, but Fitz says that there's nothing to discuss. She says that there is, just as Coulson comes in and tells Fitz that they're heading out.

The Quinjets head for the helicarrier, and Melinda formally objects to bringing Cal on the mission. Coulson says that Cal is familiar with the Inhumans, and they can rely on his concern for Skye. Fitz reports that the SOS has changed and is now sending a Morse code message that it's a trap. Coulson orders everyone else to fall back and tells Melinda that they're going in alone to finish it.

On the helicarrier, Jiaying realizes that someone warned S.H.I.E.L.D. and tells Kebo to check Skye's cell. She then orders Gordon to break the crystals and release the mist.

Coulson's Quinjet lands on the helicarrier and tells Melinda to head to the bridge and regain control of the ship. Fitz translates Skye's last message, warning that the Terrigen crystals are in the fan room. Cal speaks up and says that it's a family matter, and he'll deal with Jiaying. Coulson reluctantly agrees and the TAC squad heads out.

Gordon teleports to the fan room and finds Mack waiting for him, sitting on the case of Terrigen crystals. When Mack says that he's going to kill him, Gordon teleports behind Mack and attacks him.

Skye arrives on the bridge as Jiaying and her people pack up the Terrigen crystals. Jiaying says that there are descendants everywhere, and she's going to find them and build them a better world. She walks out while Aisha generates more clones to cover her escape. Despite the lack of her powers, Skye takes them on.

Gordon teleports away and tells Mack that he can tell he encountered something Kree. He advises Mack to surrender, but Mack tells him to come at him if he wants the crystals. Gordon teleports over and knocks him aside, but Mack throws his axe at him and Gordon teleports away again.

Cal finds Jiaying and Kebo, and tells his wife that they need to stop it before Skye is hurt. Jiaying insists that she's trying to protect Skye and reminds Cal that he swore to do the same. Cal says that they can turn it around, but Gordon teleports in, grabs Cal, and teleports him into a locked room. Screaming, Cal asks where Skye is.

Coulson and Fitz arrive in the fan room and Fitz sticks the quantum field disruptors on the walls.

On the bridge, Skye takes on the five Aisha clones.

Melinda takes down one of the Inhumans just as Lincoln finds her.

The Aishas finally overwhelm Skye and start beating her. Lincoln and Melinda arrive and take them out, and Lincoln removes the suppressant gloves. Skye says that she's going after Jiaying, and promises Melinda that she won't hesitate. More Aishas arrive and Skye takes off.

Gordon arrives and teleports in, and Fitz activates the disruptors. Gordon tries to flicker out and Coulson, Mack, and Fitz move in on him.

Skye finds Jiaying heading for one of the Quinjets on the flight desk. Jiaying tells her men to put the crystals on the Quinjet, and then tells Skye that her plan is the only way to protect the Inhumans. She says that S.H.I.E.L.D. was founded decades ago to protect people from the Inhumans, but her and Skye could launch a revolution together. Skye refuses, saying that her mother has been consumed by hate. Jiaying strokes her cheek and then starts draining her life. She admits that she withstood the torture for Skye's sake, but has realized that her power is her true gift.

Jiaying tells Skye that she's made her choice, and Skye manages to summon her power and blast the Quinjet with the crystals into the ocean.

Lincoln tells Melinda that they have to take out the prime Aisha. He shocks her unconscious and the clones pass out.

When the disruptors short out, Gordon manages to teleport and tries to get to the case of crystals. However, he teleports directly onto the pipe that Fitz is holding. However, Gordon manages to grab one of the Terrigen crystals. It falls out of his hand, and Coulson manages to grab it just before it hits the fall. However, his hand starts to petrify... and Mack cuts it off at the wrist.

Furious, Jiaying grabs Skye and tries to drain her. Skye grabs her and unleashes her powers, and Coulson arrives and tells Jiaying to stop. He tells his wife that she won't have to live with the pain of killing Skye... but he will. Cal breaks Jiaying's neck and tells her that he's keeping his promise to protect Skye. He snaps her spine and lowers her to the deck, crying.

Later, Andrew arrives to talk to Coulson. Coulson says that he's exploring some options to replace his hand, and asks Andrew for his evaluation of the team.

Bobbi wakes up and finds Lance at her bedside. He tells her to hang in because she has more surgery, and Bobbi says that she can't do it anymore.

Andrew points out that Coulson convinced Mack to stay, but warns him that Mack doesn't trust the alien artifacts. Coulson says that he's why he put Mack in charge of them.

In the lab, Jemma suggests that they drop a probe into the case with the Kree stone. Mack tells her that they're never opening the case.

Coulson tells Andrew that Melinda asked for some time off for the first time. Andrew merely says that it's time Melinda rediscover the world outside of S.H.I.E.L.D..

Melinda packs her clothing and starts to leave, but then goes back and takes her gun with her.

Andrew says that he has recommendations for the new program. Coulson says that he's slowly bringing other people in, and he has Fitz working on the designs for their new mobile plan. As he goes, Andrew tells Coulson that Skye is ready for anything.

As S.H.I.E.L.D. agents escort Cal away, he tells Skye that it's for the two of them for now. He tells her that she's better than he imagined, and he imagined her perfect. Cal asks if Skye will

come visit him once in a while, and Skye promises that she will. She hugs her father and they both cry.

Grant goes to a bar and looks at a photo of Kara as he drinks. Four Hydra agents come in and give Grant a list of the surviving Hydra members, but admit that the organization is almost entirely gone. Grant demands more names and the head mercenary warns that there is no leadership. When the mercenary gets in his face, Grant breaks his glass and slams the man's face down in the glass, and tells the others that he wants a team around him. The other agents ask what he wants, and Grant tells them that he wants closure.

Cal opens up his veterinary clinic and Skye comes over. Thanks to the TAHITI amnesia wipe, Cal has no idea who she is. She says that her name is Daisy, and Cal says that it's a lovely name. Skye goes back to the waiting Coulson and thanks him, and figures that Cal can now do something great. Coulson gives her Andrew's recommendations, and says that Skye is the only one on the list for a team with powers. Skye says that people like her need to be kept a secret, and Coulson assures her that they'll be anonymous. They get into Lola and Coulson says that they have to do it, because he'll never forget the consequences of what they've set in motion.

At the bottom of the ocean, the Terrigen crystals shatter and leak into the surrounding water... and the fish.

At the Playground, Fitz tries to invite Jemma to dinner on a date. She finally realizes what he means and Fitz leaves. Once she's alone, Jemma checks the case with the Kree stone. It bursts out, pulls her in, and resolidifies.

Season Three

Laws of Nature

Season 3

Episode Number: 45

Season Episode: 1

Originally aired: Tuesday September 29, 2015
Writer: Jed Whedon, Maurissa Tancharoen Whedon
Director: Vincent Misiano
Show Stars: Clark Gregg (Phil Coulson), Chloe Bennet (Skye), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Nick Blood (Lance Hunter), Adrienne Palicki (Bobby Morse), Henry Simmons (Alphonso "Mack" Mackenzie), Luke Mitchell (Lincoln Campbell)
Guest Stars: William Sadler (President Ellis), Constance Zimmer (Rosalind Price), Andrew Howard (Banks), Matthew Willig (Lash), Juan Pablo Raba (Joey Gutierrez), Ido Mor (Yusef Hadad), Jude Lanston (Soldier 1), Sufian Kassam (Driver), Daniel Messier (Heavy), Kate Hilliard (Tina), Kacey Montoya (Reporter 1), Mike C. Nelson (Witness)
Summary: In the aftermath of SHIELD's battle with Jiaying and the Inhumans, Director Coulson will search the world for more powered people and assemble an extraordinary new team to deal with threats unlike the world has ever seen. However, the Agents of SHIELD will soon find out they're not the only ones tracking down these new Inhumans.



In a household, fish pills lie on the counter. The statue of a petrified man stands by the counter. A short distance away, Joey Gutierrez staggers through the streets as fireballs explode around him. As he bumps into a scaffold, the base melts and he ducks out of the way as it falls. People run away from him and ATCU troopers pull up and order Joey to put his hands up. Their superior, Rosalind Price tells them over the radio to contain the subject and use lethal force if necessary. Joey begs them for help and they tell him to put his hands on a nearby car. The metal in their guns and in the car

melts, and the engine explodes. Joey runs off and ends up in a dead-end alley. He hides and the troopers spot him. Suddenly the men go flying from a shockwave. Skye steps out and move in with Mack and Lance, and Skye introduces herself as Daisy as Lance sets up homing pods, and a module drops down out of the sky. Daisy ushers Joey in and Lance says that they'll be with him in a bit as the rocket module lifts up.

The troopers enter the alley and discover that Joey and the others are gone.

Mack and the others take their Quinjet up as the rocket cab docks with the new upgraded Bus.

On the street, Rosalind arrives and tells her men that SHIELD extracted Joey. She warns that it's harder to get such incidents unnoticed, and notices Coulson nearby scanning the crowd with a camera.

Aboard the Bus, Daisy tells Joe that he underwent a biomorphic event, but admits that they can't "cure" him. She explains that the module is made of poly-tectic adaptive material and resists his powers. Joey isn't comforted, but Daisy tells him to get some sleep until they get to

their destination. Joey thanks her for not letting the ACTU shoot him in the head, and Daisy confirms that he takes fish oil pills. Coulson comes in and notes that it's the third incident that month. Daisy warns that the rate of new cases is increasing, and they've only happened in the U.S. so far. Joey is the first one that they've been able to secure, and Coulson wonders who is running the ACTU. He plans to find out who Rosalind is and what she plans to do with the Inhumans.

At the ACTU, Rosalind tells her man Banks to keep looking for the people that they're up against. They go to a lab containing the corpses of other Inhumans and Rosalind isn't happy that one of them got away.

The Bus lands at SHIELD HQ and Bobby is waiting to examine Joey. She tells him to make himself comfortable in his new room and the computer system will have him to a series of medical checks. Bobby knows all about Joey's background from his Facebook page, and figures that he's more concerned about others than himself. She admits that he probably hurt others, but there are no reported fatalities. For now, Joey isn't a danger to anyone there.

Lance reports to Coulson that Hydra has gone silent, and the people that they're up against are well-funded. Mack joins them and they confirm that Rosalind has passed through a number of covert organizations using different aliases. When Coulson tells Lance to take the captured hardware down to Bobby, Lance refuses to get near his ex and Mack gives Coulson a report on Joey.

Daisy and Mack visit Joey and ask how he's doing. He wants Daisy to give him the full story, and she explains about the Inhumans, and how Terrigen activates the gene in the people who have it. Joey burst into laughter, figuring that it's a joke, and Mack says that they can't let him go back to his old life. Angry, Joey says that he likes his life and refuses to toss it away. They turn on the TV, which has reports of Joey's incident, and Daisy and Mack warn that the black ops troops will shoot him. When Joey struggles with Daisy, she knocks him unconscious with her seismic powers.

The entire base shakes, and Coulson checks with Bobby to see if the monolith is causing it. She confirms that it's Daisy, and warns that the monolith hasn't done anything since Jemma disappeared into it. Bobby warns that they can't track down every bottle with Terrigen, but the deadly metal elements sunk to the bottom of the ocean. It's dispersed into the ecosystem and they're working on a simulation to see where it ended up. Coulson has her look into the hardware and asks where Fitz is, and Bobby says that he's chasing down a last lead on the monolith. Once Coulson leaves, Bobby calls Fitz and tells him that he has to come in. Fitz is in Tangier and Bobby warns that she can't cover for him anymore. He says that he'll be in and hangs up.

Fitz has the driver take him to a dive and asks the two guards that he wants to meet see Yusef Hadab, the man in charge. He says that he'll want what he has in the case, and refuses to let them examine it. They then throw a bag over his head and take him off.

Mack talks to Bobby about the fact that Fitz is missing. He warns that Mack isn't coping, but neither he nor Bobby want to stop him.

Bobbi then fires the gun and asks Mack for his help. He figures that it's a DARPA prototype and realizes that Bobby already figured everything out. Mack suggests that she have Lance run it down, and Bobby says that Lance isn't talking to her. Before he goes, Mack warns that they can't afford any other trouble.

The guards take Fitz to Yusef, who says that they couldn't open the case. He orders Fitz to do it, and Fitz says that he will in return for something Yusef has. The guards punch Fitz, who refuses to deal. He explains that he's lost a friend and he needs to see a scroll from the Yucatan where the monolith was buried. Yusef finally gets the scroll out and tells Fitz to open the case. Fitz unlocks it and hands it over to Yusef, who is surprised to discover it holds splinter bombs. Yusef figures that Fitz loves his friend, and says that only love can make someone so stupid. He then triggers the bomb... and it explodes in a burst of light. Fitz grabs the scroll and runs out to the waiting car, and drives away as Yusef's men open fire on him.

Daisy warns Coulson that Joey isn't handling the change very well. She wants Lincoln to help, but Coulson warns her that Lincoln wasn't interested the last time they brought up the subject. Mack figures that Lincoln could actually do some good if Daisy can get him, and Coulson tells them to requisition a Quinjet and get the Inhuman. Bobby calls Coulson into the lab and says that they tracked Rosalind at a DC DARPA office where she visits every few days. They have a small window where they can find her at a metro station. She boards the metro train alone.

That night on the train, Coulson and Lincoln confront Rosalind on the train. She says that it was no trouble finding him, and all of the passengers draw their guns. After Banks and his men disarm Coulson and Lance, Rosalind tells Coulson that she knows all about him. She points out that SHIELD no longer exists, and yet somehow both Coulson and SHIELD still exist. Banks reports that there are two teams waiting for them at the next stop, and Coulson offers to answer any questions that she has. Rosalind asks him where he's hiding them.

Lincoln is working at a hospital and finds Daisy and Mack in the room of his next patient. They explain that they've found a new Inhuman, and they need him to help them transition. Lincoln insists that being an Inhuman is a curse, not a gift, and tells Daisy to let it die. Mack stops him as he tries to leave.

Rosalind says that she's been tasked with neutralizing the Inhumans. She warns that the laws of nature have changed, and they can only do what they think is right. When Rosalind says that there's been a trail of dead and missing Inhumans, Coulson says that he hasn't killed anyone, and Rosalind explains that someone has been killing them using energy weapons. They both realize that there's a third party involved.

Lincoln warns Mack of what he's capable of, just as the lights flicker. Daisy tells Lincoln to cool down, and he says that it isn't him. They run out into the hallway and see a shadowy figure grab a guard. Energy flares from his hand and he demands to know where the Inhumans are. The mutated figure, Lash, steps out into the light, sees Lincoln and Daisy, and charges. Lincoln blasts him with electricity and Daisy knocks him back, and Mack opens fire. Lash blasts a hole in the wall and runs off, and the trio goes after him. Meanwhile, Lincoln sees one of the nurses calling 911.

On the subway train, Coulson and Rosalind both get calls. Rosalind steps into the next car and Banks finally takes Coulson's phone out of his pocket. As soon as the man is close enough, Coulson knocks him out while Lance knocks his guard away and kicks out the module homing device. Rosalind hears the commotion and goes back to find the rear end of the car missing... and Coulson and Lance gone.

Lash attacks Mack, and Lincoln and Daisy hit him with their combined powers. Despite the force against him, Lash manages to stagger forward until Daisy takes out the floor beneath him. ACTU troopers move in, and Lincoln says that his life is in ruins as he runs off. Mack tells Daisy that they have to leave.

Back at the base, Lance goes to the locker room and Bobby asks him why he isn't speaking to her. Lance says that he's not supposed to see the bride on the wedding day and holds up her wedding ring. Bobby says that she asked for the ring back because she paid for it, not as a meaningful gesture. He reminds her that she said she couldn't do it anymore, and Bobby insists that she didn't mean they should make the mistake of marrying again. Lance isn't convinced and points out that she didn't need the ring back, but says that she wanted something to remember him by. Her ex says that she's going after Grant and he'll be better on his own. Bobby takes his hand as Mack comes in and says that it's on.

Everyone assembles in the mess room President Ellis gives an address about the Inhumans and how SHIELD is part of the danger.

Mack has an artist create an image of Lash.

Rosalind and Banks inspect the hospital. A nurse shows her a photo of Lincoln.

Ellis says that he has created a special task force, the Advanced Threat Containment Unit, to contain all alien threats on U.S.

soil. He echoes Rosalind's words to Coulson, and Coulson realizes that he answers to Rosalind. The projection of the spread of Terrigen comes in... showing thousands of locations across the globe.

Joey watches the broadcast and Daisy brings him a beer. He says that he was miserable until he came out with his secret, and Daisy warns that his new secret is one the world isn't ready to hear.

Fitz returns to the lab and Coulson is waiting for him. Coulson asks what is in the scroll, and warns that the only answer left is the obvious one: Jemma is dead. Fitz insists that it's a black hole and the scroll will tell them what the monolith is. He opens it and finds a Hebrew word: "death." Coulson says that he's going to tell Jemma's parents that Jemma is MIA, and they need to all move on. He needs Fitz focusing on their current situation, and he's lost his left hand and May... his other hand. Coulson says that Gemma would want them to say goodbye, and

Fitz agrees. However, once he's alone, Coulson gets a shotgun and breaks into the sealed room holding the monolith. He shoots the locks off the containment case and steps in, and screams at the monolith to do something.

Nothing happens.

On an alien planet, Jemma runs as something chases her. She wipes dirt on her face and then continues running as something growls in the distance.

Purpose in the Machine

Season 3

Episode Number: 46

Season Episode: 2

Originally aired: Tuesday October 6, 2015
Writer: Daniel J. Doyle
Director: Kevin Tancharoen
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Brett Dalton (Grant Ward), Chloe Bennet (Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Nick Blood (Lance Hunter), Adrianne Palicki (Bobby Morse), Henry Simmons (Alphonso "Mack" Mackenzie), Luke Mitchell (Lincoln Campbell)
Guest Stars: Peter MacNicol (Professor Elliot Randolph), James Hong (William May), Alex Hyde-White (Lord Thornally), Spencer Treat Clark (Alexander), Blair Underwood (Dr. Andrew Garner), Daz Crawford (Kebo), Daniel Wolfe (Lord Manzini), Piers Stubbs (Younger Lord), Darius Cottrell (Moe (uncredited))
Summary: The team turns to Elliott for help figuring out where the monolith took Jemma, and he leads them to a castle in Gloucestershire. Meanwhile, Lance prepares to hunt down Grant and turns to Melinda for help.



Gloucestershire, England, 1839 — A group of lords meet and each of them takes a stone from a bag. They reveal what they've drawn and one of them, Lord Manzini, reveals the white stone. The leader, Lord Thornally, sends the young lord forward and hopes that their gifts will see him through the journey. They lead him to a door, tell him to be brave, and shove him through. Manzini faces the monolith and then screams.

Outside, Thornally tells the others that their best minds are trying to understand the monolith. However, he admits that no one has ever returned.

Now — Daisy and Mack discuss whether to make Joey a member of the team. She points out that their team is down to three members and they need new members. Lance and Bobbi run through and says that Fitz has broken containment. They go to the monolith cell, pull Fitz out of the containment cell, and close it just in time as the monolith turns liquid. Coulson arrives and Fitz insists that he won't give up. He notices sand on his fingers and says that it's proof.

In the conference room, Fitz explains that he's carbon-dated the sand and confirmed that it's predates Earth by a billion years. He figures that the monolith is a portal that carried Jemma away, and the team vows to find out if she's still alive. Fitz says that he needs more historical data and an expert on quantum mechanics. Coulson orders Daisy and Mack to stay with Joey and meet with Garner for his assessment. He figures that Bobbi has been covering for Fitz and tells her to stick with him, and tells Lance that he knows where he's going.

As Bobbi heads for the hangar, Lance accompanies her. Lance says that he's going after Grant and Coulson won't ask questions. She wants to go with Lance, but he reminds her that she went undercover in Hydra. Coulson greets them and says that they're going to meet with Professor Elliot Randolph, who has been around for centuries and could know about the monolith.

In a building, Grant drives a car with his aide, Kebo, as a man clings to the hood. Grant explains that the man on the hood, Carmine, bought it as a status symbol. It was greed like that which splintered the old Hydra, and now they need a new generation.

Grant brakes and Carmine flies to the floor, and Grant tells Carmine to prove that he's not dead weight... and tell him where the kid is.

Coulson meets with Elliott at a Norwegian prison, and the Asgardian refuses to help him. The Asgardian says that he's staying low and points out that he's in jail after a night of public drinking and public destruction. Bobbi wonders why he doesn't break out, and Elliott says that he's keeping a low profile there. Coulson points out that they saved his life and threatens to call the various task forces looking for Asgardians. Elliott realizes that Coulson has changed and warns that they're diving into dangerous waters if the portal exists. He then casually yanks the cell door open and walks out.

Garner arrives at the base and Daisy tries to butter him up. He realizes what's going on and she points out that he hasn't approved anyone yet. When Garner asks how they're doing, Daisy refuses to let him analyze them. She asks where Melinda is, and Garner advises her to ask Melinda herself.

In Sun City, Arizona, Melinda is playing golf with her father William. She has him work reps for rehab, and William figures that there's something not right with her. Melinda refuses to answer and her father says that she'll figure it out.

At the base, Elliott watches as the monolith liquefies and resolidifies. He figures that they have no way to control it, and admits that he came there to destroy it. Elliott admits that he could escape but he doesn't know what they're capable of. However, he wants their word that they'll demolish the portal if he helps them get Jemma back. Once Coulson agrees, they show Elliott the parchment.

Elliott has seen it before, and knows that it disappeared in England in 1853 because he saw the symbol there.

Grant and Kebo go to Ibiza, Spain, and watch the yacht of a man named Braun. Kebo swims out to the yacht and releases a bag of rats.

Braun's women panic and run off, and Grant knocks out the guard and boards the yacht. He fights his way to Braun, shooting the last man when he manages to punch him, and then knocks Braun out.

The team flies to Gloucestershire and Elliott explains that he heard rumors of a portal. He finds the symbol on a wall, just as he saw centuries ago, and he confirmed that they were using the monolith as a sacrificial stone. Coulson finds another copy of the symbol marking a secret door. They pass through into the tunnel beyond.

At the base, Garner tells Daisy that Joey isn't ready for field action. She warns him that they're running out of time, and Garner warns that they can't be reckless about it. He figures that Coulson is desperate to win, and desperation leads to mistakes. Coulson doesn't want to hear it, and Garner points out that Daisy is turning into a leader. He wonders how she's handling it, and points out that she wants to find members for a team of "secret warriors." Daisy says that the new Inhumans need to feel that they belong and can make a difference.

Melinda is making a meal and complains to William that he let the kitchen window up again. William says that she's just like her mother, who calls him occasionally to check on him. He wonders if Melinda is hiding and she doesn't respond. William then shows her a photo of when she was 7, skating, and Melinda admits that she was obsessed with skating until she switched to martial arts.

Someone runs by the window and Melinda grabs a knife and goes to the door. She yanks him inside, and realizes that it's Lance.

The group find a large chamber and Elliott realizes that it was built after he was there. Fitz gets the power on and Fitz triggers a hatch that reveals a pit designed to hold the monolith. Coulson calls Mack and tells him to bring them the monolith.

Grant and Kebo take Braun to a safehouse and tell him that they're taking everything. When Grant orders Braun to enter his banking passwords, Grant punches him and tells Kebo to remove whatever it takes to get the passwords.

Lance tells Melinda about Jemma, and explains that he's been checking with his contacts. Melinda was asking the same people, and Lance wants her help to kill Grant. When Melinda says that her father needs her and she's out, Lance figures that she suspects Grant tried to kill her

father in a hit-and-run. He plans to infiltrate Hydra through the lower ranks. If Grant gets close enough to recognize him, he'll shoot him. Melinda says that she's out, and Lance tells her that he's going after some gunrunners to establish his covers. If she changes her mind, she can reach him. Before he goes, Lance warns that the next time he won't be the one who comes visiting.

Mack and Daisy deliver the monolith to Gloucestershire. Daisy gives Coulson Garner's report about Joey, and Fitz activates the machinery. The monolith liquefies and surges in the pit, and Daisy's powers start to go out of control. Fitz fires a flare into the pit, and the machinery locks. Daisy collapses and the monolith solidifies. Coulson wakes her up and she explains that the pulsing sound was killing her. The others have no idea what she means. Fitz suggests that they send a hard-wire probe through the portal and locate Gemma.

Kebo tortures Braun into giving up the password, and Braun stabs him with a pen and then beats in his head with a paperweight. Grant comes in and says that he's Werner Von Strucker. His father was Baron Wolfgang, one of Hydra's greatest leaders. He says that Braun's old man would be proud and offers him tacos.

As night falls, William asks if Melinda is hiding from unfinished business. He figures that things with her and Garner didn't work out so Melinda feels damaged. Melinda says that she wants to see if she can have a normal life, but William points out that she has a gun close at hand. He takes out the photo and remembers how quickly she would get up after falling. Melinda says that it didn't hurt as much then, and William says that his daughter always got back up. He walks out and Melinda takes out the photo.

Grant shows Werner around his new Hydra base, and points out that Wolfgang kept Werner in the dark. He promises that they will rebuild Hydra as a stronger organization, stronger than the original.

At the castle, Fitz and Mack try to work out how to reinforce the machinery. Fitz realizes that the shape of the chamber is designed to resonate with the amplified signal from the monolith. Daisy realizes where he's going and says that she can use her powers to open the portal herself. Coulson worries that it could kill her, and tells Daisy to pull back if she starts to lose control. Bobbi brings in the hard-wire probe and Daisy begins generating vibrations on the proper frequency. Fitz and Bobbi start to lower the probe into the liquefied monolith, and then Fitz grabs the cable and dives in.

Fitz finds himself on an alien planet in the middle of a sandstorm. He calls out to Jemma.

In the chamber, the cable plays out and Daisy tries to hold the portal open.

Fitz hears Jemma and follows her voice. He climbs a hill and tires to grab her. Meanwhile, the chamber collapses and Coulson hits the winch, pulling Fitz back. Jemma manages to grab her hand and they're both pulled back through just before the monolith explodes.

First Fitz and then Gemma emerge from the rubble.

The jet heads back to base, and Coulson tells Elliott that Jemma saw the flare. Elliott is relieved that the portal is destroyed, and wonders what Daisy is. When Coulson explains that she's an Inhuman, Elliott recognizes the word but says that he hasn't heard it in a long time.

At the base, Garner calls Melinda and tells her that the team got Jemma back. He suggests that Melinda come back and see her friend, and Melinda hangs up and goes back to her stockpile of guns. She tells Lance that Jemma is back, and he goes to get beers.

Jemma wakes up from a nightmare, holding a pointed stick to defend herself. She sees Fitz dozing nearby and realizes that she's back, and rests her head in Fitz's lap.

Later, Garner goes back to his university. Werner approaches him and explains that he's transferring to his psych course. Garner says that most people take his class to understand their families, and Werner says that his is particularly messed up.

A Wanted (Inhu)man

Season 3
Episode Number: 47
Season Episode: 3

Originally aired: Tuesday October 13, 2015
Writer: Monica Owusu-Breen
Director: Garry A. Brown
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Nick Blood (Lance Hunter), Adrienne Palicki (Bobby Morse), Henry Simmons (Alphonso "Mack" Mackenzie), Luke Mitchell (Lincoln Campbell)
Guest Stars: Constance Zimmer (Rosalind Price), Andrew Howard (Banks), Dan Feuerriegel (Spud), Daniel Roebuck (John Donnelly), Daz Crawford (Kebo), Brett Edwards (Army Private), Micah Fitzgerald (Referee), Devan Chandler Long (Tat), David L. King (Maitre'd), Shannon Hollander (Assistant)
Summary: While Mack and Daisy try to get to Lincoln before the ACTU does, Lance and Melinda try to get close to Grant. Meanwhile, Fitz nurses Jemma back to health after her rescue.



Lincoln runs through the forest and Banks and his men chase him. They follow Lincoln to a pair of electrical pylons, and Lincoln charges one of them up. Banks tells his men to run back as the pylon explodes, and Lincoln continues running. As he watches the Inhuman go, Banks tells his men to call in and say that it's time to bring everyone in.

At the base, Jemma goes to the locker room to take a shower in the dark.

Coulson briefs the team on what they have to look out for with Jemma having lived on another planet for months. Jemma has reported that she was being

hunted but she didn't say what. Coulson tells them to monitor their friend and that he has a call in to Andrew to come in to check Jemma's mental health. Daisy comes in and tells Coulson and Mack that Lincoln is in trouble. The ATCHU has put out a nationwide BOLO on him. Mack reminds the others that Lincoln didn't want their help, but Coulson figures that they need to bring him in. Daisy admits that Lincoln hasn't been messaging her back, and Coulson admits that they know how to find him.

Daisy calls Lincoln and says that they know he just bought the phone he's using. She warns him that there's a BOLO out for him, but he hangs up on her and destroys the phone. He realizes that Mack put a tracer on him at the hospital, and shorts out the tracer.

Lance and Melinda go to a bar where a former Hydra agent, Spud, is working. They approach Spud, who recognizes Lance from when Lance was undercover. Spud hugs her and orders drinks, and both Lance and Spud tell her to wait to have a few drinks before they get down to business. Once they've had a lot of drinks, Melinda says that they have high-end weapons to sell. They need buyers and can give Spud a finder's fee, and he says that the people he knows have trust issues. Lance wonders what they have to do, and Spud says that they'll have to fight their way in.

The team watches a public broadcast about Lincoln being a public threat.

Lincoln catches a bus cross-country and the newscast is running on the bus. There are soldiers on board, and Lincoln shorts out the ignition and then prepares to leave. One of the soldiers grabs him and says that he knows who he is. Lincoln shoves him away and grabs the poles, and electrifies the entire bus. He then blasts the door open and walks away.

Coulson mobilizes the team to monitor law enforcement channels for Lincoln's location. He warns Daisy that the authorities are on a hair trigger, and Daisy complains that she wasn't told about the tracer. Coulson admits that he didn't expect an Inhuman manhunt and Daisy agrees to cooperate. In the lab, Fitz shows Jemma around and helps her acclimate to earth's gravity. Bobby comes in as Jemma finds the fragments of the portal on a table. Bobby's phone rings and Jemma reacts to the noise. She tells Fitz that she's fine as Bobby says that Lance is calling. As they arrive at Jemma's old table, Jemma jumps and says that she's not accustomed to so many distractions. She says that she didn't have time or the inclination to study the alien environment, and Fitz agrees to take her back to her room.

In the hallway, Bobby tells Lance about Jemma's recovery. He says that they've found no sign of Grant. Once he hangs up, Melinda points out that he lied to Bobby, and Lance assures her that Bobby knows he's lying. He brings up Melinda's relationship with Andrew, but she doesn't take the bait and asks about Spud. Lance continues pursuing the matter, saying that he figured that Melinda walked away from Andrew because she doesn't like talking. She tells Lance that they need to work, and Lance warns her that if word gets out of an Asian women beating up much larger men, it could cause problems. Before they leave, Melinda tells Lance that she didn't leave Andrew because they talked too much.

Lincoln calls his AA sponsor, John Donnelly, who drives to his location and asks if he's been drinking. When Lincoln says that he hasn't but he wanted to, John offers him a ride. Nearby, an ATM machine continues fritzing out. They got to John's apartment and John asks what's going on. Lincoln admits that he's in trouble but it's a misunderstanding. John accepts that and asks what he needs, and Lincoln asks to buy his car off of him. The sponsor immediately agrees and tells Lincoln to take it easy while he makes dinner. Once Lincoln dozes off on the couch, John turns on the TV... and sees a news report about Lincoln being a wanted man.

Banks meets with Rosalind and figures that Lincoln will show eventually. Rosalind warns that they have to show progress, just as her assistant tells her that the White House is calling. She takes the call and Coulson comes on. He explains that he's using a pirated satellite connection and offers his help. Coulson wants the two of them to meet on neutral ground, just as Banks gets a call that they've found Lincoln. Rosalind tells him to do what he has to and then agrees to meet with Coulson.

Daisy brings daisies to Jemma and apologies for not coming sooner. She tells her friend to do whatever she has to, to get better, and Jemma wants to hear about the Terigen outbreak.

John sees Lincoln looking out the window and asks if he's watching for something. When he realizes that his sponsor is acting nervous, Lincoln asks what's up. John grabs a baseball bat and says that the ATCU will be there any minute. The Inhuman insists that he didn't kill anyone and reminds John that he said he knew what kind of man he is. Lincoln leaves the money he took from the ATM machine and blasts the bat out of John's hands, and John collapses of a heart attack. Concentrating, Lincoln tries to jumpstart his heart without success and hears the ATCU agents pull up outside.

Jemma starts to talk about what happened when Daisy gets a call from Lincoln. He says that he needs help.

Banks leads a team to John's apartment and they kick down the door. John's corpse is on the floor and there's no sign of Lincoln.

At the base, Daisy tells Coulson and Mack that they need to bring him in. She insists that John's death was an accident, and that she has to come along because Lincoln won't come along without her. Meanwhile, Coulson tells them that he's going to the beach.

In the weight room, Fitz is overseeing Bobbi's rehab. She asks Fitz if he checked on Jemma, and he admits that he doesn't know how to help her. Bobby says that he has to have patience, and says that Jemma's lab might remind her of the time she's lost. She suggests that Fitz start fresh and give Jemma something to look forward to.

On a deserted beach, Coulson waits for Rosalind to pull up. He admires her antique car and thanks her for coming, and then warns her that things will get ugly if she keeps panicking the

public.

Lance and Melinda go to the fighting ring and watch as the main fighter beats up the person before them. Lance enters the ring and Spud steps up. He says that they're not mates no matter what Lance thought, and the referee says that there are no rules just as Spud punches Lance. Meanwhile, a man hits on Melinda. When she refuses, he repeats his invitation and two men join him. The men lead Melinda into the next room and she asks who's first. She then takes down all three of them in a matter of seconds.

Spud continues tossing Lance around the ring as Melinda comes back. When Lance goes down, he pockets a pair of brass knuckles and punches Spud repeatedly until he drops. When he asks if someone is going to call it, the referee points out that Spud isn't breathing.

On the beach, Rosalind points out that S.H.I.E.L.D. imploded, and people need to feel safe. Coulson asks her to let his team bring it in, and Rosalind refuses.

Banks and his men move into John's apartment complex. Daisy gets there first and goes to an empty apartment, and Lincoln steps out.

He says that he killed John and everything they're saying about him is true.

Rosalind insists that they won't dissect Lincoln, but Coulson figures that she's under pressure to show results. She admits that he's not wrong and wonders why they're there. Coulson wonders why she's ignoring Daisy, and Rosalind knows that Daisy works for Coulson. When he wonders what he has to do to keep things quiet, Rosalind says that he knows what he wants.

Lincoln warns Daisy that she doesn't know the real him, who had to be saved from himself over and over. She reminds him that he was the one who gave her a place in the world, and he helps people because he's meant to do. Lincoln says that part of his life is over, but Daisy says that she has a purpose because of Lincoln convinced her that she did. She begs him to do the same for him, but Lincoln says that she's wasting her time. Daisy kisses him and Lincoln agrees to go with her.

Mack comes in and says that there's been a change of plans... and the ATCU agents come in behind him. As Banks comes in, Mack says that Coulson has ordered them to hand Lincoln over to the ATCU. Lincoln knocks everyone back and runs out, and Banks says that they'll take Daisy instead. He warns that they have three snipers outside ready to engage, and Mack draws a gun on him.

Coulson tells Rosalind to order her men to stand down. If she takes Daisy in then Coulson will dedicate all of his resources to crushing the ATCU. When Rosalind says that she needs results, Coulson offers her something better. A minute later, Banks receives new orders and tells his men that they're done.

Fitz takes Jemma to an empty restaurant and explains that he made sure she wouldn't have any distractions. The maitre'd take them to a table and explains that they've been holding Fitz's reservation for months. She thanks Fitz for finding her, just as the maitre'd pours wine. Jemma stares at it and breaks into tears, and Fitz goes over to hug her.

Back at HQ, Coulson tells Daisy that he had to make a choice. She wonders why they didn't take her, and Coulson says that he offered his expertise. He says that he's done fighting against their own side, but Daisy tells him not to trust the ATCU because they have no idea what their real agenda is. Rosalind calls and Daisy walks out of the office. Once he's alone, Coulson takes the call.

Mack is playing video games when Daisy comes in and thanks him for not telling Coulson what she said to Lincoln. He hands her a controller and says that he could use some backup, and Daisy joins him.

The referee ushers Lincoln to a private room where Grant's aide Kebo is waiting. Kebo says that his boss is always ready to meet with people who impress him, and Lance says that he hopes to meet Grant someday.

Bobbi is exercising and then goes to her quarters. She sees Jemma in the lab examining a fragment of the portal and goes in. Jemma warns that it may not be inert and Bobby assures her that she's safe. When she assures her that the portal won't open again, Jemma says that it has to because she has to go back.

Devils You Know

Season 3

Episode Number: 48

Season Episode: 4

Originally aired: Tuesday October 20, 2015
Writer: Paul Zbyszewski
Director: Ron Underwood
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Brett Dalton (Grant Ward), Chloe Bennet (Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Nick Blood (Lance Hunter), Adrianne Palicki (Bobby Morse), Henry Simmons (Alphonso "Mack" Mackenzie)
Recurring Role: Constance Zimmer (Rosalind Price), Andrew Howard (Banks), Matthew Willig (Lash), Spencer Treat Clark (Alexander), Daz Crawford (Kebo), Blair Underwood (Dr. Andrew Garner)
Guest Stars: Chad Lindberg (Dwight Frye), Alexi Wasser (Lori Hanson), Nick Eversman (Shane Hanson), Alicia Vela-Bailey (Alisha)
Summary: While Coulson and Rosalind launch their first joint operation to find Lash, Melinda worries that Lance is too invested in his attempts to kill Grant.



In North Hollywood, a girl Lori Hanson is cooking with her husband Shane. Someone knocks at the door and they open it, and discover that it's their friend Alisha. Alisha tells them that the Terri-gen got out. She nervously looks outside and warns the couple that those of who were there before the outbreak need to stick together. Lori says that they received an email about bringing their people together, just as Lash breaks in. He kills out Lori and Shane, and Alisha attacks him. Lash manages to kill her... and the prime Alisha screams in pain aboard the S.H.I.E.L.D. plane. Coulson

tells Daisy and Mack to move in, and they go into the apartment.

They find everyone dead and a hole burned in the wall. Daisy goes after him on her own, and Mack reluctantly follows her.

Aboard the plane, Alisha tells Coulson that Lash is there to kill them all and he can't stop her.

Later, Bobbi secures the apartment building and Coulson arrives. Fitz joins them in the apartment and Coulson tells them to gather whatever evidence they can before the real authorities arrive. He worries that they have no idea who the killer is, and tells Bobbi that the med-teams are taking Alisha back to the lab. As Fitz checks the couple's laptop for the email, Coulson reminds Bobbi that she hasn't passed the physical yet and isn't rated for field work.

Daisy calls Coulson from the industrial park nearby where she and Mack have traced the killer. He says that backup is on the way, and Mack figures that Lash is killing the Inhumans because it was built to kill. They hear a noise up ahead and cautiously advance.

In the apartment, Bobbi finds a quill in the clone's hand. Fitz complains that she isn't following the system he and Jemma created, and Bobbi asks if Jemma is up for checking the samples. She says that she heard about Fitz taking Jemma to dinner, and he wonders if Jemma said something to Bobbi. Bobbi claims that Jemma didn't say anything as they hear a helicopter arrive outside.

Something moves behind a door up ahead, and Daisy and Mack cautiously advance. They open the door and find the ATCU team on the other side. Rosalind is with them and tells everyone to sit down. Coulson is with them and says that the ATCU is there to help contain the threat. Her men fan out and Coulson insists that the ATCU are a means to an end. Down the hallway, Lash watches from hiding.

Later back at the apartment, Rosalind's team bags everything. Coulson asks where she's taking the victims, and Rosalind smugly says that it's classified. She wonders how Coulson found the Inhumans and points out that the Hansons didn't visit the ER in 18 hours and had no friends. Rosalind figures that they were Inhumans for at least that long and repeats her question. Coulson says that they were friends of a friend, and says that they need to focus on finding Lash. Banks comes in and Rosalind says that they'll take it from there.

Kebo shows Grant the advanced weapons that Lance brought them. He suggests that Lance and Melinda might be helpful on the next job, and Grant talks about how they need attention to detail and a personal touch. Grant takes out two cans of gasoline and says that they're going to bring S.H.I.E.L.D. down.

At a parking garage, Lance tells Melinda that he doesn't have any information about the job Grant will have them. He assures her that they're bringing him up the food chain, but Melinda worries that it's a trap. Melinda suggests that there may be innocent lives at risk, and Lance angrily reminds her of how Grant almost killed Bobbi. He wants Grant dead before Bobbi gets back in the field, and Melinda says that Grant's life isn't worth Lance's or Bobbi's. She tells Lance to call him when he has the time and place, and he agrees before walking off.

Andrew watches Alisha in her S.H.I.E.L.D. room, still in shock from the death of her clone.

Bobbi tells Coulson that the DNA proves that Lash is an Inhuman. Daisy doesn't believe that Lash is a killing machine, and Bobbi suggests that Lash was a friend of the Hansons. They've checked the email and discovered that it had a virus attached to it that chewed up their laptop and gave away their location. Coulson tells Daisy to tell the ATCU what they've found, because they might have found the virus before. Daisy wants information about the Inhumans that the ATCU has encountered in return, and Bobbi agrees.

Coulson says that they'll have to play ball to get answers.

Jemma tells Andrew about her time on the alien planet and how things seemed different when she returned to Earth. He wonders if she's been suffering from PTSD, and Jemma insists that she's fine. Andrew talks about other survivors and how hope got one through.

Jemma admits that she gave up hope, but refuses to discuss it. Andrew assures her that she doesn't have to talk about it, but tells her that she's safe among her friends and it's over. Jemma tells him that it's not.

Later, Andrew tells Coulson about his analysis. He warns that Coulson can't rush Jemma and says that Coulson hid Alisha's existence from him. Coulson says that Alisha came to him but Andrew wonders how many other Inhumans he's holding back. Melinda comes in and tells Coulson privately about Lance contacting her. She explains about Lance's mission to go after Grant, and admits that she needs backup. Melinda figures that Lance is in too deep and his judgement is compromised. Coulson says that it's like she never left, and offers to find someone else other than Andrew to confront. He says that he can replace Andrew but not Melinda, and asks what happened between them. Melinda says that Andrew left because of her, not S.H.I.E.L.D., and promises to call Coulson when Lance contacts her.

Bobbi checks the quill and discovers that the hairs on it are deteriorating. Fitz finds data on the monolith and realizes that Jemma has been recording data. She runs in and yanks the file out of his hand, and tells Fitz to stay away from her things as she walks out. Fitz wonders if Bobbi knows anything, and she says that it should come from Jemma.

Andrew intercepts Melinda and asks if they can talk. She doesn't want to hear any more apologies and points out that Andrew suddenly disappeared. Andrew insists that it had nothing to do with Melinda, and would like her to come by after her class. She figures that she's even because she walked away from him, and leaves.

Daisy tells Coulson that Banks confirmed that other Inhumans they've encountered had the same computer virus. She's traced the virus to Dwight Frye, an online programmer and IT guy who used to work for the Social Security administration. Dwight hasn't been there for weeks, and Daisy figures that the ATCU were running him. She figures that Coulson is protecting Rosalind, and Coulson tells her to assemble a team to talk to Dwight.

In Baltimore, Coulson and his team arrive at Dwight's apartment after calling Rosalind. She's there with her team, and Daisy blasts the door in. She moves in and finds Dwight's computers, and a moulted skin on the floor. Dwight is hiding in the closet, his face covered in a rash, and screams at Daisy to get out. He lunges at Daisy, who stuns him with a seismic blast. The others arrive and Dwight says that Daisy is killing him. Rosalind suggests that Daisy leave and Coulson agrees.

Once Daisy leaves, Dwight explains that he gets a migraine and rash when he's close to an Inhuman. Coulson and Rosalind explain that they know about the virus, and Dwight tries to run. Coulson grabs him by the throat with his artificial hand, and Dwight explains that Lash gave him the names of his victims. Lash comes to him, and Dwight says that they should be helping Lash. The programmer says that he's been in pain ever since he turned, and it never goes away. The only thing that eases the pain is Lash killing Inhumans. Dwight says that Lash is just a guy trying to do the right thing.

As the ATCU take Dwight away, Daisy and Mack complain that they can't give Rosalind free rein. Coulson tells Mack to go with them and check out the ATCU containment facility. He wants Daisy to stay with him because of the Hydra operation but she insists, and then asks Rosalind to get Daisy and Mack on the truck taking Dwight away. She talks with Banks and then agrees.

Bobbi is going through rehab at the base when Jemma comes in. She apologizes for snapping at Bobbi, who suggests that she should tell others that she might go back. Jemma figures that Fitz is concerned, and Bobbi says that she's on edge because Lance is in trouble.

Kebo picks up Lance and searches him for a bug, and then orders him in the trunk. Lance has no choice but to get in.

As the ATCU truck heads out, Dwight twitches in pain. As they head up the highway, Lash drops on the truck and cuts through the roof. He takes out the ATCU guards and easily knocks out Mack. Daisy unleashes a seismic blast, overturning the truck. Lash drags Dwight out and says that he isn't being merciful: he's necessary. He then kills Dwight.

Daisy wakes up and sees Mack outside. He glances at her and then walks away, shrinking as he goes.

Mack wakes up in an ER and Daisy explains that the ATCU brought them all there. She explains that Dwight is dead and says that she saw Lash and figures he can turn into a normal person at will. Rosalind comes in and asks where Coulson is, and Daisy says that he's going after a human target.

At the base, Coulson is preparing for departure when Bobbi comes in. Fitz tells her what's going on and realizes that Bobbi didn't know, and says that he understands when people keep secrets.

Kebo arrives at a warehouse and drags Lance out. When Lance wonders what's going on, Grant comes in and tells Lance to turn around.

Lance turns, grabs a gun, and ducks for cover. The Hydra agents open fire and Grant has Kebo check for reinforcements. When he confirms that there's no one there, Grant signals his men to move in. He calls to Lance, wishing that Bobbi had come, just as the two Hydra operatives find him. However, Melinda arrives and kills them, and then joins Lance.

Melinda calls Coulson, who warns that they're still 20 minutes out. Lance refuses to go and moves in, while Grant says that he was hoping to draw S.H.I.E.L.D. out. He turns on an iPhone and tosses it out. It shows a live feed of Andrew has stopped at a convenience store on his way to teach a class, and Grant says that he has his men on him. Lance tells Melinda that Grant is bluffing and the video is fake.

At the convenience store, Andrew notices Grant's man holding up an iPhone. Werner come over and asks Andrew where he's been.

Grant says that he'll let them go if they drop their weapons. If not, Andrew is dead.

Andrew and the other man approach Andrew with a canister of gasoline.

Lance warns Melinda that a lot of people will die if they give up. When he realizes that Melinda is going to surrender, Lance steps out and opens fire. Melinda has no choice but to give him cover fire, and tells Coulson that he has to get to Andrew.

Kebo knocks out a window and he and Grant jump out. Lance manages to shoot Grant in the shoulder but he gets into a truck and drives off with Kebo. Melinda comes in and glares at Lance.

In the convenience store, Werner runs out just as the store explodes.

Later, Jemma is in her room going over her files. Fitz comes in with coffee and asks why he wants to rebuild the portal. Jemma says that she has to get back there and she needs Fitz to help her. She explains that something happened to her on the other side, and it's time to tell him the truth about everything.

4,722 Hours

Season 3
Episode Number: 49
Season Episode: 5

Originally aired: Tuesday October 27, 2015
Writer: Craig Titley
Director: Jesse Bochco
Show Stars: Clark Gregg (Phil Coulson), Chloe Bennet (Skye/Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons)
Guest Stars: Dillon Casey (Will Daniels)
Summary: Jemma tells Fitz about what happened to her on the alien planet. . . and the man who helped her survive.



Six Months Ago — Fitz suggests to Jemma that they go out somewhere nice to eat. She agrees and he goes to check out options, and the monolith grabs her and pulls her through. Jemma emerges on an alien planet in at night, and watches as the portal seals itself over. She tries to call on her cell phone but gets no service. Jemma runs up a slope and sees an alien sky. She figures that she can wait for extraction and starts a log on her cell phone, confirming that the air is breathable and gravity is slightly stronger. As she takes photos, Jemma analyzes what she's seeing and notices

that there's no vegetation or water.

Fifteen hours later, Jemma is still waiting. She looks at a photo of Fitz and decides to sleep on her problem. Putting down her coat, Jemma makes herself comfortable. A few hours later, a noise startles her awake and she realizes that it's still night. Forty- nine hours later, there's no sign of a sun. Jemma screams, yelling for the sun to come out, and breaks into tears.

Jemma tears her clothing to make protective garments and lies out rocks in an arrow so that the team can find her. She starts walking, looking for water, and marks her trail while imagining her date with Fitz. Low on energy, Jemma crawls to the top of a hill, hoping that there's water. Instead she sees a vast storm approaching. It buries her and she eventually emerges from the sand.

There is a pool of water in the distance, and Jemma stumbles over to drink from it. She gets in and swims, relaxing, and a plant tentacle grabs her and tries to pull her under. Jemma manages to grab a rock and cut it off, and she reluctantly eats it raw.

Three weeks since her arrival, Jemma fashions a crude spear and goes into the pond to hunt. The plant pulls her under and a few seconds later, she resurfaces holding a severed tentacle. Jemma starts a fire and eats the tentacle, and hopes that Fitz can read her mind and realize that she's alive, alone, and afraid. She looks at his photo and, sure that he won't give up, promises not to give up either.

A month later, Jemma discovers that she's lost her way to the entry point. She hears something tapping among a nearby grove of bamboo-like growths, and goes to investigate. The stalks are rattling against each other, and a hole opens beneath Jemma and then seals over.

When Jemma wakes up, she finds herself in a cage made out of the stalks. There are lit torches, and some crude food dishes in the cage. A figure emerges briefly from the shadows and

then leaves. Later, the figures come back and speaks in English, surprised that Jemma is still there. She demands that he release her but the man walks away without another word. Jemma exercises as best she can and the man comes back. She introduces herself and the man steps forward, revealing that he's human. Jemma offers to help him, but he pokes at her with a spear and then puts a bowl in the cage. she wonders if he's going to eat her, the man says that it isn't a bad idea and leaves.

Later, Jemma lies moaning in her cage. When the man enters her cage to investigate, Jemma runs out and makes her way to the surface.

He yells at her to come back, but Jemma runs off across the planet. The man chases her and Jemma finally traps, injuring her leg. He stares at her and Jemma tells him to kill her but she isn't going to be his prisoner. The man says that "it" smells blood and hears something in the distance. He tells Jemma that they have to go and drags her back to the hatch.

They get below just as a storm sweeps over the hatch. Below, Jemma asks what is out there, and the man says, "Death." He insists that the planet is evil, and warns that it has moods rather than set patterns. The man takes out a first aid kit and says that he's going to have to sew up her wound. Jemma insists on doing it herself, and the man says that he held her captive because he didn't know if she was real. He introduces himself as Will Daniels, and Jemma cleans her wound as best she can. She says that she came there alone, and Will says that Jemma is the first person he's seen in a long time. He asks what year it is, and walks off once Jemma answers him. Jemma follows him and discovers that he has a NASA spacesuit stored in another cavern. The equipment is antiquated, and Will says that he arrived there in 2001.

Will examines Jemma's cell phone, and she finds a map of the areas that he's explored. He warns that there are certain areas that they can't go, and Will explains that NASA sent them there with solar power generators. There's a luminescent substrata below them providing light and heat, keeping the planet warm without sunlight. Will says that his team was supposed to be back within a year, but they knew that there was a chance it was a one-way trip. Jemma explains that the monolith is now with SHIELD, and Will tells her that he was a test pilot with the Air Force. He was the first to volunteer and the first through the portal. Three scientists came through with him, and they collected samples and mapped the terrain while Will stood guard. Will explains that the planet made people crazy, and the first two scientists killed themselves. The third one tried to kill Will and he was forced to kill the man in self-defense. Jemma suggests that the scientists went insane from isolation, and Will says that maybe he went crazy and killed everyone. Angry, Will says that Jemma has no idea what's going on and walks away.

Later, Jemma approaches Will and apologizes for implying he was insane. He tells her that there's no way home and survival is all that matters, and Jemma refuses to accept it.

Time passes and Will and Jemma eat and remember meals on Earth. Jemma plays footage of her birthday party and points out Fitz, Will figures that Fitz is more than just a friend, and Jemma says that they were inseparable. The pilot admits that he has no one, and Jemma goes to lie down for the night. She says goodnight to the photo of Fitz... and goodnight to Fitz.

Jemma continues trying to work out a way to reopen the portal. She says that she wants to go to the "no-fly zone," but Will insists that there's nothing there but death. Jemma says that she's not his prisoner and goes out to gather some plants to make dinner. She sees a sword embedded in the ground and digs. A satchel and a bottle of wine is buried beneath it, and an astrolabe. Jemma realizes that the stars are the answer, just as a storm moves in. She runs over a slope but is knocked down, and finds herself lying among skeletons. A robed figure emerges from the sand, and Jemma runs and hides. She smears herself with dirt and then runs back to the shelter. Will is watching and Jemma yells that it's coming. They get below just in time and Jemma admits that she's right. Will admits that he knew about the bones but didn't say anything because he knew Jemma would want to see it. He tells her to stay put, but Jemma holds up the astrolabe and says that she knows how to get them home.

Using Will's map, Jemma determines that the portal is fixed but the planet is moving. Using a computer from will's mission, they can track the stars, determine the rate of the planet's rotation, and plot when the portal will appear. Will points out that if they use up the battery and it doesn't work, she will lose her friends. Jemma goes outside and watches the video once more time, and then says goodbye to Fitz. She removes the battery and hooks it up to the computer. She and Will build a crude navigational system to track the stars. The battery finally dies and Jemma determines where the portal will appear in 187 days. Will warns that it's a 40- hour hike into

the no-fly zone, and there's a cavern that's too wide to cross. Jemma tells him that he's got two weeks to figure it out.

As they work outside, Jemma explains that she had scoliosis as a child. Her father wheeled her bed out and talked about the stars.

Jemma figures that the portal is a valve and is opened by the moons above the planet. She has prepared a message in the bottle with everything Fitz needs to know to reopen the portal. Will builds a crude grappling rocket and explains that they'll use it to slide across the canyon. He assures Jemma it will work and asks if she still wants to do it, and Jemma says that they don't have a choice.

The next day, Will and Jemma set out and they talk about what they will do when they get back. He figures that the creature—Death—consumed the world. Will takes out his gun but warns that he only has one bullet. They reach the canyon and discover that it's twice as wide as Will thought. He warns that it doesn't want them to leave. The portal opens on the other side, and Will puts the message bottle on the grappling rocket and shoots it into the portal. The portal closes just before the rocket arrives.

Back at the shelter, Jemma realizes that they're never going home. Will says that it may be their home, but Jemma says that it's hell and collapses, sobbing. Will holds her and Jemma admits that he was right about there being no hope on the planet. He says that he used to think that until Jemma showed up, and they kiss.

Later, Jemma gets dressed and kisses Will. She says that they won't miss it and they head out for the portal. Will gets out a bottle of wine from the graveyard and they share a toast while they wait for the portal to open. The wine has spoiled, and Jemma spits it out and suggests that they use it for cooking. Will admires her hope, and Jemma says that her father would have liked her. A flare goes off in the distance and Jemma figures that it's Fitz. They run toward the flare but the storm moves in on them. Will tells her to go and draws his gun, and the storm swallows him. A suited figure appears and Jemma assumes that it's a NASA rescue team there for Will. He calls to her, saying it's not what she thinks it is, and she realizes that the robed figure is wearing the suit.

Will emerges from the storm, tells Jemma to run, and goes to the creature. Jemma calls to him, and Fitz calls to her. She walks toward Fitz's voice and finds him.

Now — Jemma tells Fitz that she wouldn't have survived without Will, and she doesn't know what happened to him. Fitz walks off without a word and Jemma follows him into the lab. He says that he understands everything and turns on the computer. It has all of the star maps and data Fitz has been accumulating, and he tells Jemma that they're going to get Will back.

On the planet, Will looks up at the sun as it rises. Sobbing, he tosses the gun away and walks off as the sun goes down again.

Among Us Hide...

Season 3

Episode Number: 50

Season Episode: 6

Originally aired: Tuesday November 3, 2015
Writer: Drew Z. Greenberg, Paul Zbyszewski
Director: Dwight Little
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Brett Dalton (Grant Ward), Chloe Bennet (Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Nick Blood (Lance Hunter), Adrianne Palicki (Bobby Morse), Henry Simmons (Alphonso "Mack" Mackenzie)
Recurring Role: Constance Zimmer (Rosalind Price), Andrew Howard (Banks), Matthew Willig (Lash), Daz Crawford (Kebo), Blair Underwood (Dr. Andrew Garner)
Guest Stars: Powers Boothe (Gideon Malick), Spencer Treat Clark (Alexander), Hector Hugo (Jerome Deschamps), Marco Antonio Martinez (Officer Stuart), Anthony Corrales (S.H.I.E.L.D. Agent), Mike Miller (S.H.I.E.L.D. Medic)
Summary: Coulson accompanies Rosalind to the ATCu facility, while Daisy, Mack, and Lance run surveillance on Banks. Meanwhile, Melinda takes Bobbi with her to track down the man who attacked Andrew.



The medics wheel a badly-injured Andrew into the base's medbay, and Melissa watches her ex-husband. A doctor finally tells her that Andrew is alive, and she asks Andrew what happened. He says that one of his students, Alexander, was there with two men. Andrew figures that they were professionals, and Coulson realizes that they were Hydra. He assures Melinda that it isn't her fault, and Andrew explains that Coulson had a S.H.I.E.L.D. agent following him. The man fired on

Alexander's men, and killed one before the other one shot him. Alexander lit the gasoline he brought and the blast threw Andrew clear. Andrew admits that he's not sorry Alexander is gone, and figures he didn't survive the blast. He wonders if Grant will come after him again, and Melinda says that he won't as she walks out.

Lance is in the hallway coming to see Andrew. Melinda refuses to let Lance in, blaming him for Andrew's injuries. Lance points out that Grant was going to hurt Andrew no matter what, but Melinda doesn't accept it. Coulson comes out and tells Lance that he's off the assignment to kill Grant. Melinda asks for permission to go after Grant, and tells Coulson that she's back.

At a Hydra base, Kebo insists that he followed Grant's protocol. Grant insists that they all want him dead, and now they have to dispose of Werner before S.H.I.E.L.D. traces him to Grant. He tells Kebo to find Werner and kill him.

Coulson checks on Daisy, who figures that Lash tracked their truck because he's a member of the ATCU. She figures that since the Inhuman can transform to a human form, it would be easy for him to infiltrate the organization. Coulson says that Rosalind is giving him a tour of his operation and he'll see what he can find out, while Daisy tries to identify Daisy. Before he goes, Coulson tells Daisy to keep it off of Rosalind's radar. Daisy wonders if Coulson is getting too close

to Rosalind, and he claims that he's cut himself off from that. As he goes, Daisy asks if Melinda is back for good and Coulson admits that he doesn't know.

Melinda grabs Bobbi and says that Lance went after Grant because of Bobbi. Bobbi defends herself and the two women fight. When Bobbi subdues Melinda, Melinda says that she could fight her own battles, and figures that Bobbi is mission-ready. Bobbi warns that Coulson hasn't cleared her for mission status, but Melinda figures that she is and says that they're leaving in 20.

Bobbi and Melinda go to the hanger, and Lance comes over to talk to Bobbi. He insists on going with them, and Bobbi says that she understands but other people don't. She says that she's ready and Lance tells her to do better than they did. As he goes, Bobbi asks him if he's going to say the thing, and Lance says that she already knows.

Aboard the jet, Melinda says that there were four men on the scene. However, there were only three bodies found. She's found out that Alexander was actually Werner Von Strucker, and figures that Werner will lead them back to Grant. S.H.I.E.L.D. has been monitoring Hydra bank accounts and one just activated. They're heading to the Cayman Islands where Werner is getting his funds.

Werner goes to former Hydra director Gideon Malick for help. Gideon agrees that Grant should have sent Werner out, and says that Werner's father was a great man. Werner warns that Grant is scary, and Gideon tells him that he'll handle everything.

Rosalind picks Coulson up and complains that he isn't sharing information. She tells the caller to have them get started and then tells the driver that they're heading back because she has an emergency to handle. Coulson refuses to leave and says that it's time to see the ATCU facility. Once the emergency is over, they'll go there. Rosalind refuses and Coulson wonders if they're really sharing information. She agrees and tells the driver to take her home.

As Fitz works up fake IDs for Melinda and Bobbi, he runs a portal simulation in the background. Lance watches and wonders if Fitz should help Jemma rescue Will. The agent points out that Jemma and Will were involved, but Fitz insists that he owes him. Lance isn't convinced, and Fitz wonders why he's in the lab. The agent finally says that Coulson benched him, so he thought that he'd help Fitz. Fitz quickly grows impatient with his efforts and has him leave.

Daisy finds Andrew in the hallway and asks her for a consult. He's eager to help, and Daisy explains about Lash. She wonders why Lash spared her, and explains how the Inhuman can revert to human form. Mack calls Daisy over and she tells Andrew that she'll keep him posted. Once they're alone, Mack figures that Banks has access to ATCU information on Inhumans, and knew where the truck was going. He already has a van going and Lance comes in and offers to drive.

In the Cayman Islands, Bobbi and Melinda go to Werner's bank. Using the IDs that Fitz provided, they have the bank officer, Jerome Deschamps, take them to the safe deposit vault. They use a device to open Box 38, Werner's. Fitz analyzes the data and discovers that there's no cash. An alarm goes off and a gate slams down over the vault. Deschamps comes in with two security guards. Bobbi claims that they're checking their security system, and offers Deschamps a job. Fitz feeds her information on Deschamps, while Melinda complains in Mandarin that the plan isn't a good idea. One of the guards goes for his gun, and Melinda attacks him. Bobbi has no choice but to attack the other guard, while Melinda knocks out Deschamps and they leave.

In the surveillance van, Mack, Daisy, and Lance keep an eye on Banks. Banks was discharged from the marines for cause, and Lance starts talking about how to capture Banks. Mack and Daisy both disagree, and Daisy points out that Andrew almost died. Lance insists that he had no choice, and they're interrupted when Banks goes to his car and drives away with the team in pursuit.

Rosalind goes to her home and the police tell her that the thief was scared off by her security system. She lets the police look around but tells Coulson to stay put. Coulson glances around the living room and realizes that the furniture is new. He finds a baseball bat and stares at it in surprise, and Rosalind comes out and tells him not to touch her things.

Lance follows Banks and watch as he arrives at his house. They wonder what to do next without tipping off the ATCU, and Lance finally goes out on his own. Wearing a bandana over his face, he walks over and shoots Banks. He drags Banks back to the van and says that he iced him, and says that they can test Banks' blood for Inhuman DNA markers. Daisy and Mack admits that it's a good idea, and Lance punches Andrew in the nose so they can take some blood.

Jemma meets with Andrew and tells him what he told her about going through something extreme. As they talk, Daisy calls and asks Jemma to run the blood analysis that they're sending her. Jemma readily agrees and in the van, Banks' phone goes off and he gets a text message saying that the subject is en route to Endotex. There's an Endotex Lab in Gaithersburg, and the team agree to check it out. Mack doesn't want to take Banks with them, and they put him into his car.

Rosalind has her drivers get some burgers, and Phil points out that the thief didn't take anything valuable. He wonders if she was trying to earn some sympathy from him with a staged break-in, and Rosalind points out that she's had a home break-in for the first time when Coulson knew she'd be out. Coulson wonders if everything in the apartment is hers, and figures that Coulson is stalling.

Rosalind irritably throws the food away and says that they're going to the facility.

Once Melinda and Bobbi lift off, Fitz analyzes the passports from the safe deposit box. One matches the owner of a penthouse in Lisbon, and Fitz has confirmed that Werner went through customs several hours ago. As they head there, Melinda figures that Bobbi is gun shy. Bobbi insists that she wanted back in the field, but Melinda figures that she's keeping herself locked up. She tells Bobbi to let what happened to her could make her stronger, and warns that diplomacy may not be an option next time.

Kebo hands Grant a phone. It's Gideon, who says that not everyone fears Grant. He offers Grant redemption, and warns that he's made a few mistakes like using Werner. Grant says that Werner is more than a pawn, and Gideon figures that Grant considers Werner a liability... and he knows where Grant can find him. When Grant wonders why Gideon would offer the information, Gideon tells him to remember his help.

That night, Daisy, Mack, and Lance go to Endotex and figure that it's a front. They send in a new dwarf drone in and Jemma calls to report that Banks is not an Inhuman. Once she's done, Jemma suggests to Fitz that they look over the portal simulation. Fitz reluctantly says that he can't figure a way to open the portal up, but promises that he won't give up. Jemma says that she knows it's an odd situation, and Fitz promises that they'll get Will back. Once Jemma leaves, Fitz brings up the files on Will.

Lance figures that there's something up with Banks, and they watch as a truck pulls up. The dwarf has a cloaking device, and the team watches through it as the ATCU soldiers bring out a pod holding an Inhuman. Daisy realizes that the ATCU is storing Inhumans like animals. The team spots Coulson and Rosalind watching. There's too much noise to hear their conversation, and Daisy doesn't believe that Coulson is horrified. She refuses to work with the ATCU, and Mack orders her to bring the dwarf back. In the building, Rosalind explains that they keep the Inhumans asleep. She admits that she didn't want to show Coulson because she thought he wouldn't understand. The ATCU is working on a cure and they consider what they're doing the equivalent of putting someone in a medically-induced coma. Coulson realizes that Rosalind lost someone, and she admits that her husband died years ago of cancer.

She explains that she would have done anything to keep her husband in a coma to find a cure, and she wants to do the same for the Inhumans. Rosalind jokingly warns that if Coulson tells anyone she's human, she'll find his base and blow it up. As they go, Rosalind admits that Coulson may have been right about her wanting him to like her.

Melinda and Bobbi break into the Lisbon penthouse and find Kebo torturing Werner. He throws a knife at Melinda, stabs Werner in the chest, and runs. Bobbi goes after him and braces herself, then attacks two men. Kebo comes after her and they fight.

Melinda takes out the two men in the penthouse and frees Werner. She asks the dying man where she can find Grant, and Werner stares off into space.

Kebo knocks Bobbi into the pool and holds her under. She manages to grab her battle baton and hits Kebo in the gut, and then climbs out. She gets her other battle baton, activates the taser function, and plunges it into the pool. Kebo is shocked unconscious.

Werner says that he tried to do what Grant wanted. He insists that they had Andrew, but then he changed.

Earlier at the store, the S.H.I.E.L.D. agent shoots one Hydra agent and is killed by the other. Werner stares as Andrew transforms into Lash. He knocks Werner aside and kills the other Hydra agents, and then reverts back and lights the gasoline himself to cover his tracks.

Melinda insists that it can't be true, and Werner wonders what Andrew is before dying.

At the base, Daisy calls Lincoln and confirms that he's okay. He refuses to tell her what he is, and figures that Daisy is trying to trace the call. Lincoln says that he'll reach out soon and Daisy hangs up. Andrew comes up and asks if she was talking to Lincoln, and tells her that she'll soon figure out where Lash is. He casually asks where Lincoln is, and Daisy admits that he didn't but will let Andrew know when Lincoln tells her.

Chaos Theory

Season 3
Episode Number: 51
Season Episode: 7

Originally aired: Tuesday November 10, 2015
Writer: Lauren LeFranc
Director: David Solomon
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Brett Dalton (Grant Ward), Chloe Bennet (Skye/Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Nick Blood (Lance Hunter), Adrianne Palicki (Bobby Morse), Henry Simmons (Alphonso "Mack" Mackenzie), Luke Mitchell (Lincoln Campbell)
Recurring Role: Constance Zimmer (Rosalind Price), Matthew Willig (Lash), Blair Underwood (Dr. Andrew Garner)
Guest Stars: Powers Boothe (Gideon Malick), Juan Pablo Raba (Joey Gutierrez), Jack Guzman (S.H.I.E.L.D. Agent 1), Kyle Russell Clements (S.H.I.E.L.D. Agent 3)
Summary: While Fitz helps Jemma recover the information from her phone that could help the team open the portal, Coulson and Rosalind join forces to track down Andrew after Lincoln comes in out of the cold to confirm that Andrew is Lash.



Wailiea Beach, Maui, Six Months Ago

— Andrew joins Melinda on the beach and takes a photo of her. She reminds him that they'll be home in 24 hours, and asks what Andrew would say if she didn't go back to S.H.I.E.L.D.. Melinda warns that there are a lot of reasons why things won't work out between them, and she doesn't want to be one of them. Andrew assures her that she won't, and offers a toast to new beginnings. Melinda joins him.

Two days later, Andrew calls Coulson and says that he doesn't know when Melinda will come back. He goes through

Jiaying's things that Coulson sent him, and warns Coulson that he wouldn't wait for Melinda to call him. Once Andrew hangs up, he opens a book and Terrigen mists pour out. In a matter of seconds he petrifies.

Now — At the base, Daisy complains to Coulson that Rosalind and the ATCU is putting Inhumans in a stasis. As Andrew tags along, Coulson reminds Daisy that she iced herself to stop from hurting them. Daisy insists that everyone deserves a chance to be who they are, and Andrew warns that just because she was able to control her powers doesn't mean that every Inhuman will. Coulson points out that Lash is a threat and Daisy insists that he's an exception. They go to Coulson's office and he explains that he's meeting with the President off the books to brief him on the Inhuman situation. He'll go in as a consultant for the ATCU and accompanying Rosalind, and says that he wants Daisy to talk to Rosalind and win her over to her side. Andrew says that it might help if Daisy can present an Inhuman caught in the middle. Daisy notes that Joey is due for reassessment and Andrew offers to check in on him.

Andrew goes down the hall, passing Mack as he talks to someone on the phone. Jemma approaches Andrew and he assures her that she did the right thing telling Fitz the whole truth. In the lab, Jemma approaches Fitz and shows him the phone that she had with her on the alien planet.

Melinda and Bobbi fly back to base and Melinda remembers Werner telling them that Andrew was an Inhuman before he went comatose.

Bobbi assures her friend that they'll get Grant, and hopes that Melinda will stick around. She mentions Lash and explains that he can transform into a man. They arrive at the base and Melinda goes over Andrew's files. Daisy comes across her and hugs her, and Melinda interrupts to say that she has to talk to Andrew. Much to her surprise, Daisy says that she's at an off-site training facility, the Cocoon.

At the Cocoon, Joey concentrates and uses his ability to shape metal. Andrew imagines transforming into Lash and killing him, and then tells Joey that control is important. Joey says that Daisy thinks he could be an asset to S.H.I.E.L.D., and Andrew reminds him that he'll make the final determination.

In the base locker room, Lance finds Bobbi and they kiss. She assures him that he's all right, and Lance points out that they're one step closer to finding Grant. Bobbi says that it's not a good idea at the moment, and Lance admits that everything he did was to protect her. His ex insists that she doesn't want either of them going after Grant, and tells Lance that he's been reckless and stupid. Lance admits that he's been stupid because he loves her, and Bobbi says that she doesn't want to lose him or themselves to revenge.

Rosalind rendezvouses with Coulson on his plane, and he tells Daisy to show the ATCU leader around.

Fitz removes the chip from Jemma's phone and examines the photos of the planet. There are photos of Will as well, and Fitz angrily slams his fist on the table. As he walks away, a voice log of Jemma plays and he goes back.

Joey tells Andrew that he feels empowered now, and Andrew figures that he's accepted his powers. The young man wants to join Daisy's team of Inhuman agents, and Andrew warns that he could be a dangerous weapon. As he moves toward Joey, Melinda and two guards burst in and she orders the guards to take Joey away. Once they're alone, Melinda tells Andrew that they need to talk.

Lincoln meets secretly with Mack and explains that he doesn't want to contact Daisy and put her at risk. His friends are missing or dead, and figures that Lash is in S.H.I.E.L.D.. With Mack's help, Lincoln hopes to prove it.

Daisy shows Rosalind around the plane and shows her the containment pod. She points out that the ATCU shoot at people like her, and Rosalind insists that they're not just throwing Inhumans away. Daisy figures that Rosalind is afraid of people like her, and Constance readily admits that she is. She asks if Daisy could take the plane down or kill her, and says that only a few Inhumans to pose a threat.

Melinda tells Andrew that she's tracked his flight logs and confirmed that he was within 30 miles of at least five Inhuman deaths.

She pulled his medical files and discovered that his blood tests are missing, and warns that he didn't cover his tracks. Melinda says that Werner didn't die in the blast and told her what Andrew did. She asks Andrew what happened to her, and he finally draws an icer and shoots her.

Fitz continues watching Jemma's videos as she slowly loses hope. She talks about how they first met \hat{A} and figures that he was annoyed with her following him around. Jemma talks about imagining what they'd have at dinner, and a cottage she once thought that they could live together. She finally shuts down the phone to conserve the battery, but promises that she'll always be with Fitz.

At Culver University, Melinda wakes up and finds herself chained to a generator in an empty building. Andrew comes in and apologizes, and admits that he panicked. He says that he needed time to explain and couldn't figure out how to tell her. Furious, Melinda tries to pull free and Andrew warns that instinct will take over like it did in the store. She points out that he killed several men, and Andrew explains that he was exposed to the Terrigen Mist when he found a book with the names of all the Inhumans.

Later, he emerged from his stone cocoon and felt like a part of him was unlocked. Andrew was compelled to be near the Inhumans, and had a hunger on his skin. When he met the first one, he lashed out and killed the first one. Andrew ended things with them to protect Melinda, and insists that he loves her... and needs her help.

Coulson receives word of the incident at the Cocoon. Rosalind admits that she may have overstepped with Daisy and assures Coulson that she hasn't told anyone that Daisy is an Inhuman. He tries to put on a tie and Rosalind offers her assistance. As she works, Coulson explains that one of his men cut off his hand to save his life, and Rosalind says that it's important to look ahead. As they start to draw close, Daisy comes in and reports that another Quinjet has requested permission to dock.

Mack comes aboard with Lincoln and Coulson explains that they're working with the ATCU. Lincoln explains that the people with Afterlife were trained to blend in, but Lash keeps finding them. Mack has checked the names of Lincoln's friends, and they believe that Lash is using Jiaying's ledger with genealogy information of the Inhumans to track them down. They realize Andrew is the only one who had access, and Mack saw Melinda access Andrew's flight logs. Coulson confirms that Melinda and Andre have gone missing, and they reroute the plane to the Cocoon. Rosalind goes to tell the President that they'll be delayed, while Daisy insists that Andrew isn't in control and wouldn't hurt Melinda. Lincoln insists that Inhumans can't change form permanently, and warns that Andrew is still in transition. Once the transition is done, Andrew will become Lash permanently.

Melinda asks Andrew if he was going to kill Joey, and Andrew insists that he wouldn't harm him or Daisy. However, he says that Lincoln has a dark side and reminds Melinda of the Inhuman girl she killed in Bahrain. Everyone would have died if Melinda hadn't killed the girl, and Melinda insists that the Andrew she knew wouldn't say that. Andrew says that he doesn't want to do what he's doing, but he has to. He assures Melinda that he hasn't lost himself, and reminds her of the first apartment they had. Melinda figures that the world has gotten more complicated, and Andrew asks her not to give up on him. As they kiss, Coulson comes in and confirms that Melinda is all right. He warns Andrew that he's not alone.

Mack confirms that the containment cell is ready, and Rosalind takes a team in. She reminds her men to only move on Coulson's orders. Lincoln and Daisy move into position and listen as Coulson tells Andrew that he'll be taken care of. Andrew warns that they have an outbreak and he's sorting the good from the bad. Coulson points out that he's not okay, and Andrew insists that they'll soon see that he has a moral responsibility. Lincoln, listening in, warns that Lash will soon emerge and will never let them capture him.

Andrew says that he's only killed those who deserve it, just as the lights short out. Lincoln comes in and Melinda tells Coulson to get out. Ignoring her, Lincoln tells Andrew that he has no right. Andrew says that he has every right and transforms into Lash, and Lincoln blasts him. Lash flees out and Lincoln goes after him, and Coulson tells Melinda that they have to convince Lincoln that their plan is to capture Lash rather than kill him.

Lincoln continues blasting Lash, who turns to smash him into a wall. Once Lincoln is down, Lash prepares to kill him... and Mack opens fire. The bullets bounce off of Lash and Lash runs, calling over the radio for help. he doubles back and attacks Lash, who easily knocks him down. As the Inhuman prepares to unleash a killing energy blast, Coulson grabs him with his artificial hand and tries to get through to Andrew. Lash tries to blast him, and the ATCU soldiers open fire. The Inhuman smashes through them and advances on Rosalind, grabbing her by the throat and throwing her over the balcony. Daisy breaks her fall with a seismic blast and lowers her safely to the floor. Rosalind thanks her for her help as Coulson runs down and confirms that she's okay.

Lincoln finds Lash and radios that he'll get him where he needs to go. He then steps out and Lash sees him.

Melinda finds the dead ATCU soldiers. She finds Melinda as he beats down Lincoln and tells him that he might as well have killed her. As Coulson and Daisy arrive, Melinda says that she was never as kind or empathetic as Andrew. When she gave up on him, she lost something precious. Lash transforms back into Andrew as Melinda says that she won't lose Andrew again but he has to stop. Melinda shoots and knocks Andrew back into the waiting containment cell. It fills with anesthetic gas, and Coulson wonders how Melinda knew the shots wouldn't kill Andrew. She says that she didn't.

Fitz goes through the photos that Jemma took and calls over Lance and Bobbi. The logo on Will's sleeve matches the symbol they found in the castle in England. Fitz figures that the same group that sent the men through the portal centuries ago are still active and sent Will and his team through the portal.

Back on the plane, Mack asks Lincoln if he's going to stick around. Lincoln admits that he can't stay on the run forever. Meanwhile, Rosalind tells Melinda that if they put Andrew in stasis while he's still human, it will slow his transformation. She says that in the same position, she'd take the chance to save someone she loved. Melinda asks Daisy what she would do, and Daisy says that she'd do whatever it takes. After telling Rosalind to do it, Melinda walks away. Once Daisy leaves, Rosalind offers to buy Coulson a drink and he accepts.

Fitz finds Jemma at one of the base windows waiting for the sunrise. He tells her that he may have found something that will let them open up the portal. Fitz says that he saw her recordings and what she said about settling down, and wonders if she meant what she said. Jemma assures him that she was clearheaded when she said what she did, and asks what they should do about it. Fitz says that for now, they should just watch the sunrise.

On the plane, Melinda watches the sunshine and remembers being in Hawaii with Andrew.

Wailiea Beach, Maui, Six Months Ago — Melinda tells Andrew that she never thought she deserved happiness. Andrew assures her that they both do and they kiss.

Now — Melinda stares out the window.

Grant meets with Gideon and asks why he's there. Gideon hopes that Werner doesn't wake up, and Grant figures that Werner is weak like his father. The older man warns that revenge only provides a temporary pleasure, and tells Grant to think on a grander scale.

Grant assures him that it will be grand... and he will kill Coulson and eliminate SHIELD as a threat. Gideon's phone rings, and he steps away to take the call. It's Rosalind, who apologizes for missing their meeting. She assures Gideon that she'll bring Coulson to him soon, and then hangs up as Coulson comes out of her bedroom. They kiss and go to breakfast together.

Many Heads, One Tale

Season 3
Episode Number: 52
Season Episode: 8

Originally aired: Tuesday November 17, 2015
Writer: Jed Whedon, Daniel J. Doyle
Director: Garry A. Brown
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Brett Dalton (Grant Ward), Chloe Bennet (Skye/Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Nick Blood (Lance Hunter), Adrienne Palicki (Bobby Morse), Henry Simmons (Alphonso "Mack" Mackenzie), Luke Mitchell (Lincoln Campbell)
Recurring Role: Constance Zimmer (Rosalind Price), Blair Underwood (Dr. Andrew Garner), Andrew Howard (Banks)
Guest Stars: Powers Boothe (Gideon Malick), Nelson Franklin (Steve Wilson), Mark Dacascos (Mr. Giyera), Astrea Campbell-Cobb (Flight Attendant)
Summary: While Coulson's team infiltrate the ATCU base, Coulson interrogates Rosalind about what they discover during the break-in. Meanwhile, Gideon explains to Grant the true origins of Hydra.



Gideon and Grant have food and Gideon talks about how the octopus symbolizes Hydra. Grant points out that he cleared away the fat of the old Hydra, and Gideon figures that he's looking for the Van Strucker vault. His guest doesn't believe him and figures that Gideon has the vault. It contains Hydra's greatest power, and Grant suggests that they put it to good use together. One of Gideon's agents, Mr. Giyera, comes in and Gideon explains that he doesn't have time to give Grant a history lesson. He has long-term plans that are coming together and Grant's vendetta doesn't fit in with them.

Grant promises to find the vault, and Gideon warns that Grant isn't at the top of the food chain. Once Gideon and Giyera leave, four soldiers come in and open fire. Grant takes them out, killing one of them. He then questions the other three, explaining that he knows where the vault is but now how to get in. They say that they're not helping him, and Grant takes out a knife and advances on them.

Coulson and Rosalind oversee the transport of Andrew to the ATCU facility. Rosalind assures Coulson that they'll keep Andrew in stasis until they can find a cure. Mack listens and Coulson suggests that Rosalind come to the base so she can talk him through the process. Melinda is watching as the truck with Andrew drives by, and Coulson tells Mack that she'll talk when she's ready.

In the base lab, Jemma is looking at a photo of her and Will when Fitz snaps at a technician dropping manuscripts. He explains that the manuscripts are about anthropology and iconography, and hopes it matches the ram's head symbol on Will's uniform. Melinda comes in and stalks by them, and glares at Lincoln as he goes by with Daisy. Daisy assures him that he doesn't have to keep his space, and Lincoln asks if they need to talk about their kiss. She says that they can take it as it comes, and warns that Lincoln will have to earn his keep if he's going to stay.

Coulson goes to his office and finds Mack waiting for him. Mack is concerned that Coulson and Rosalind have grown close, and asks if they're sleeping together. Coulson refuses to answer, and Mack insists that it's his business if Coulson is playing some kind of an angle. His superior admits that he likes Rosalind, and hopes that he can trust her for a face-to-face meeting and find out if he can. Meanwhile, Coulson wants the rest of them to go behind her back. He meets with his team and says that they're launching Operation Spotlight. They're going to investigate the ATCU using Andrew's containment cell as a way to gain access. Bobbi and Lance will go in while Daisy and Mack oversee the operation from Zephyr One. Melinda will handle extraction, and she insists on taking Lincoln with her. Coulson says that he wants to know everything, including what they want with the Inhumans that they've gathered.

When Daisy wonders why they're going ahead now, Coulson says that Rosalind finally trusts him. As they leave, Coulson asks if that answers his concerns. Once he's alone, Mack says that it raises new ones.

After Grant tortures the prisoners without success, he takes a blowtorch out of his case and prepares to move onto the next step. He drags one man over and builds the anticipation, inviting the man to go in with him. One of the other men says that Gideon uses different men each time he goes to Zepkow, Germany, and none of them know where the vault is buried. Satisfied, Grant admits that he didn't know which vault. He shoots the man dead and then congratulates the man he was going to torture.

After flying in circles for six hours, Coulson brings Rosalind into the base. They scan her phone for wireless sniffers and confirm that it's clean.

On Zephyr One, Daisy and Mack receive the upload from Rosalind's phone and activates a homing signal on the containment unit. She tells Lincoln that it should wig out the ATCU's IT department. The head IT man, Steve Wilson, calls the FBI cyber investigative task force and Mack intercepts the call. Mack claims that multiple agency servers have been attacked and they've traced it to the ATCU, and they're sending a unit to investigate.

Bobbi and Lance go in as the unit and Wilson assures them that their systems are perfect. Daisy feeds information to Lance to pass as a tech, and Bobbi claims that Lance is a rogue hacker that they recruited. She shows Wilson Rosalind's credentials as proof that the ATCU has a leak, and Wilson admits that they brought in one thing: the containment module. He goes to make a phone call.

Coulson shows Rosalind the lab as Wilson calls her. He explains that they have a security link and suggests that it's the containment module. Rosalind asks Coulson if the module tried to access the ATCU, and he admits that all of their hardware scans local units. She says that they're going to have to shut it down and Coulson readily agrees. Rosalind tells Wilson to work with the FBI and get the matter settled.

In the conference room, Jemma discovers that Will was sacrificed. She shows Fitz a page confirming that the symbol is tied to a ritualistic blood sacrifice. She worries that they never know who is next to us.

Grant catches a flight and flirts with the attendant. He says that it's the only flight he could find passing over Zepkow, and whistles in her ear. The attendant stares at him in shock and then quietly sits down. Grant makes sure that his parachute is secured and then tells the passengers to prepare for a sudden shock. He then blows out the hatch and is sucked out.

At the base, Fitz notes that the symbols trace back thousands of years and tie in to devil worship. Jemma insists that there's nothing there to open the portal, and tells Fitz that he has to stop. She tells him that he has to do the right thing and storms out.

Coulson shows Rosalind his collection of spy memorabilia. He explains how S.H.I.E.L.D. recruited him and she says that he's the first SIELD agent that he's met. As they talk, Coulson checks his watch.

Wilson takes Bobbi and Lance into the IT department and Daisy talks Lance through why he needs access. Wilson gives him a terminal and Daisy gets remote access. Lance types very slowly and finally logs in, and Daisy tells Melinda that she's up. Melinda and leaves and Mack tells Lincoln to go with her. Once they access the base schematics, Mack passes the directions to Enhanced Specimen Control to Bobbi, and then rings her phone. Bobbi steps out to make a report, and Mack tells her to grab any samples and see how many Inhumans the ATCU has. Meanwhile, Lincoln joins Melinda in the cockpit of the Quinjet and they undock from Zephyr One.

Fitz follows Jemma into the lab, and she wants him to get angry. He says that he's furious and figures that they're cursed to be apart. Fitz complains about how Jemma was swept off to another planet before they could discuss things, and asks Jemma if she loves Will. She admits that she does, and Fitz that he hasn't found anything on Will. When Jemma reminds Fitz that he dived through a hole in the universe to rescue her, Fitz kisses her. Jemma kisses him back and then Fitz says that they're cursed and steps away. Jemma looks down at one of the books and asks if it's what she thinks it is.

Bobbi makes her way to the ATCU lab and Daisy opens the door for her.

Gideon visits Andrew in his containment cell and explains that he advises the President's staff. Andrew figures that they're a decade away from treatment, and Gideon asks Andrew if he wants treatment. He points out that S.H.I.E.L.D. hasn't protected anyone, and points out that they have good intentions but questionable methods. Andrew agrees, and Gideon offers to help him in return for inside information about what else S.H.I.E.L.D. is hiding.

Bobbi reports that there are no Inhumans or cell samples in the lab. She finds vials of fish oil pills, and a door in the back of the lab. Inside are dozens of refrigerated cases.

Lance continues stalling with Wilson, who finally goes to get some coffee. Banks arrives outside and Lance says that they have to extract him before Banks recognizes him.

Daisy confirms that the ATCU is administering mandatory treatments to their staff as well as any public witnesses. She figures that they're creating Inhumans, not turning them, while Bobbi finds a petrified victim in one of the cases.

Coulson takes Rosalind to a containment cell and says that she needs to convince him that she's not Hydra. He brings up the schematic of the ATCU lab and warns that if she fails then she isn't leaving. Rosalind says that his team won't find anything that she wouldn't tell him, and insists that she's not playing games. She accuses Coulson of having no emotions, and Coulson says that she lied about keeping Andrew at her facility. Rosalind says that of course he isn't.

As they fly to the ATCU base, Lincoln asks Melinda if she's torturing him. He refuses to apologize for revealing that Andrew was Lash. Melinda says that she wants to apologize to Lincoln for Andrew, because he killed Lincoln's friends and tried to kill Lincoln.

She tells Lincoln that she should have known, and Lincoln thanks her for putting the bullets in Andrew when she did. Daisy calls to say that Lance needs extraction.

Two guards approach Bobbi, and she tells Lance to bring her briefcase. Banks and Wilson approach Lance, who faces away from Banks.

He turns around, shoves Wilson away, and runs for Bobbi. Banks chases for him, and Daisy unlocks the door ahead of him and locks it behind him. Meanwhile, Bobbi takes on the guards.

Rosalind says that they don't risk nutcases breaking in to look around the facility. Coulson says that he always suspected something was wrong, and reminds her that the first time they met, she mentioned Tahiti. The only way she could know about that was through Hydra, and Rosalind refuses to say where she got the info. She admits that she did fall for Coulson, and he tells her that her agents have confirmed that there is no cure. Shocked, Rosalind says that no one is allowed on the floors and she gets weekly reports from Gideon. She says that Gideon is a friend and helped design the ATCU, and oversees the staff. Shocked, Rosalind says that Gideon gave her the Tahiti intel.

Daisy and Mack lose their connection to the ATCU computer. The last file they pulled has a catalog of all Inhumans the ATCU turned.

One of them, Giyera, wasn't put in stasis.

Lance arrives in the lab and discovers that Bobbi has taken out the guards. Giyera and two more men come in, and Giyera telekinetically picks up the discarded guns and fires them at the S.H.I.E.L.D. agents. Bobbi and Lance take cover, and Bobbi takes the batons out of her case and throws them, taking out Giyera's men. Her magnetic bracelets pull them back, and Giyera grabs a pipe and attacks Bobbi.

Rosalind tells Coulson that she has to call her people, and warns that Coulson's agents are in serious trouble. She insists that she doesn't know what's going on and warns that if she doesn't make the call then they both lose everything.

Giyera telekinetically catches Bobbi's batons when she throws them... and Lance knocks him out from behind. Banks breaks in and says that he'll get them out. They have no choice but to go with him.

In Coulson's office, Rosalind tells Coulson that Banks will lead them to the parking lot. Melinda and Lincoln hover overhead and the entire lot opens to reveal a landing pad below.

Grant drops into the vault and Gideon is already there. The Hydra director admits that he's impressed by Grant's persistence. Gideon admits that he wanted Grant dead because he poses a threat to everything that he's built. But now he figures that Grant can be Hydra's second head next to his own. He offers Grant a drink and Grant takes it. Gideon then says that Hydra is much older than the Red Skull. He takes out a case holding a stone made of the same material as the portal, and explains that the stone and others like it have been passed down for hundreds of generations.

Rosalind tells the team that Gideon recruited him in 2001 when his company was working with NASA. They show her the ram's head symbol.

Gideon says that an Inhuman was born thousands of years ago and destined to rule Earth. Others were so afraid of him that they sent the Inhuman through the portal to a distant planet. The stone fragment briefly liquefies, and Gideon says that Hydra has taken different shapes over the generations.

Jemma and Fitz show the others the progression of the symbol from the ram's head to the Hydra symbol.

Gideon tells Grant that every generation of Hydra has sent men through the portals so that they could serve their leader. Now Hydra is building an army for it to command when it returns... and Gideon and Grant will rule at its side. Grant wonders why he should believe the story, and Gideon says that they're closer than ever to fulfilling their goal. He offers to help Grant destroy S.H.I.E.L.D., and in return Grant will help him learn how S.H.I.E.L.D. was able to bring someone back through the portal.

Andrew demands answers from his captors. A technician hooks up a canister of gas to the module, and Grant comes in and tells Andrew that he's learning. Andrew promises that he's going to die as Grant turns on the gas, and Grant says that it's mustard gas. They want to turn Lash back on. Grant thanks Andrew for closure now that he knows Melinda prefers monsters, as Andrew screams in pain.

Closure

Season 3
Episode Number: 53
Season Episode: 9

Originally aired: Tuesday December 1, 2015
Writer: Brent Fletcher
Director: Kate Woods
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Brett Dalton (Grant Ward), Chloe Bennet (Skye/Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Nick Blood (Lance Hunter), Adrienne Palicki (Bobby Morse), Henry Simmons (Alphonso "Mack" Mackenzie), Luke Mitchell (Lincoln Campbell)
Recurring Role: Powers Boothe (Gideon Malick), Constance Zimmer (Rosalind Price), Andrew Howard (Banks)
Guest Stars: Juan Pablo Raba (Joey Gutierrez), Mark Dacascos (Mr. Giyera), Tyler Ritter (Thomas Nash)
Summary: Coulson swears to do whatever it takes to bring in Grant, after the rogue agents strikes at someone close to Coulson. Meanwhile, Gideon captures Jemma and Fitz, and Mack convinces Joey and Lincoln to join the new team of Inhumans.



Coulson and Rosalind go to her apartment and get some takeout. He notices a book of matches from the pub where they first met, and Rosalind insists that it's not a memento. Rosalind admits that she has told Banks all about them, and reminds him that he snuck two agents into her base. Coulson points out that he was right to do it, and apologizes. They sit down to eat and Rosalind asks if Coulson's team has found out anything new about Gideon. Coulson notes that Gideon has removed every Inhuman that Rosalind had in custody, and figures that he's mobilizing. They wonder why, and

Rosalind says that she's going into the ATCU to find out. Coulson worries that he can't protect her, but Rosalind figures that Gideon won't know she's on to him. As she explains that she's meeting with Gideon, a bullet hole appears in the window. Rosalind falls to the floor, clutching at the bullet wound in her throat, and Coulson tells her to focus on his voice. Several blocks away, Grant looks through the scope of his sniper rifle.

Rosalind bleeds out, and the phone rings. Coulson answers it and Grant tells him that now Coulson knows how it feels to watch a loved one bleed out in front of him. As he puts away his rifle, Grant says that he killed Rosalind because it's personal. Coulson texts for backup as Grant explains that he was going to take the guy who kept sending people to kill him. He wanted to hear the panic in Coulson's voice, and Coulson promises that it's not over.

A Hydra agent breaks in and Coulson struggles with him. Another agent comes in and opens fire, and Coulson uses the first agent as a shield and then knocks out the second man. More Hydra agents approach, and Coulson rigs a makeshift bomb with an aerosol can and candles. He shoots the newcomers when they're distracted and heads out into the hallway, and is forced to leap out a window as more agents open fire. Mack pulls up and opens fire while Coulson gets into the SUV, and they drive off.

Back at the base, a blood-covered Coulson walks to his office as everyone stares. When Daisy starts to go after him, Melinda tells her to let Coulson go. Mack tells Bobby that Coulson told him to get the interrogation room ready. In his office, Coulson rips off his shirt and throws it on the floor, and his S.H.I.E.L.D. badge falls out. Down below, the others hear crashing noises from Coulson's office.

Later, Melinda meets with Coulson and offers her condolences. He says that they need to figure out how Grant thinks and identify any weakness. Coulson wants each of the original team members to tell him everything that they know about Grant, no matter how uncomfortable. He sits down with Melinda and asks Grant confessed any personal details when they were sleeping together.

Coulson continues questioning the original team, and Melinda figures that something had hurt Grant and was driving him. Fitz considered Grant a brother until he figured that Grant was using him to replace something that had gone missing. Jemma figures that Grant fancied someone else. Daisy takes Coulson's hand briefly, but he tells her to answer his questions. He wants to know how she fell for him.

Banks comes in and Mack takes him to meet Fitz and Jemma.

Daisy says that she and Grant both had messed-up childhoods and they could relate. She's sure that it wasn't an act and Grant never lied to her. That's why he thought Daisy could understand him. Daisy understands how Grant could be taken in by a powerful father figure, but insists that she will never forgive Grant. She tells Coulson that Grant kills because he feels too much.

Fitz shows Banks the A badge from Will's uniform, and Banks recognizes it as Distant Star Pathfinder. It was the program NASA was in the middle of when he and Rosalind joined. An independent contractor proposed the project and their facility shut down years ago.

Gideon financed the project.

Gideon and his team are preparing for departure when Grant returns. He's unimpressed when Gideon reminds him that they want Coulson alive, and says that he wanted to put Coulson through his paces. Gideon figures that if Coulson dies then Grant gets closure, and he doesn't believe in closure. The Hydra director believes in moving forward, and shows Grant the five stones that were extracted from the monolith. They were supposed to be divided between Hydra's most powerful leaders. Gideon insists that they're the key to everything and now Grant is risking it for closure. Grant assures him that everything will play out as planned, because he knows Coulson better than he knows himself.

Coulson finds Hunter and slams him against the wall, and reminds him that he sent him to kill Grant and now people are dead because Hunter failed. Bobbi tells Coulson to calm down, and Coulson releases him. Hunter admits that Coulson is right, but Coulson notes that everything is on him because he picked Grant for the team. Gasping for breath, Hunter asks for another shot at Grant, and Coulson tells him not to miss. He has a way to track down Grant but they have to go off-book. When Bobbi objects, Coulson says that they need a pilot and she's going with them.

As Coulson packs in his office, he tells Mack that he has to cross some lines that the director of S.H.I.E.L.D. shouldn't cross. He wants Mack to act as acting director, because he's the only one who doesn't have a grudge with Grant. Coulson has sent Fitz and Jemma to the Distant Star facility with Banks and a team, and refuses to tell Mack what he has planned.

Later, Banks and the team enter the distant Star facility, and Jemma says that they can't open the portal and risk bringing back the Hydra Inhuman. Fitz says that they have to rescue Will, but Jemma refuses to put other lives in jeopardy. Banks suddenly shoots down the other team members and trains his gun on Jemma and Fitz. He says that it's not him, and the gun floats out of his hand, turns around, and shoots him in the forehead. Giyera steps out and says that Gideon is waiting for them.

Coulson, Hunter, and Bobby take a Quinjet out and Coulson explains that their target is in a public place. Hunter says that he has an idea, and Coulson warns that Grant is ten steps ahead.

The Hydra agents take Jemma and Fitz to the plane. Gideon and Grant are there, and Gideon asks if she saw the Inhuman. She snarls at him, and Gideon says that they need a way to get back through the portal. Fitz and Jemma refuse to help, and Grant suggests that they split them up. The agents take Jemma away.

Mack tells Daisy that Hydra has Fitz and Jemma, and Banks is dead. Daisy wants to head out, but Mack says that they can't waste resources on a dead trial. He calls Coulson and explains

what happened, and Coulson realizes that Grant set them up again. Once he hangs up, he tells Hunter that his plan better work. They put on masks and break into a jewelry store, and Coulson knocks out Thomas Nash, the man working in the back.

Grant confronts Jemma and figures that his dropping her and Fitz in the ocean toughened her up. He assures her that he'd never do anything to hurt her, but he can't vouch for Giyera. Giyera comes in and Grant leave him to it. The Inhuman lifts a hammer and wrench into the air.

Next, Grant visits Fitz, who is tied to a chair. He says that here is a simple way to make Fitz talk, and says that he always knew Fitz had a crush on Jemma. Jemma screams in the next room, and Fitz says nothing. Grant sits down and says that they can just listen.

On the Quinjet, Coulson, Bobbi, and Hunter stare down at the tied and gagged Thomas. Coulson figures that there's one thing in Grant's past that he can never make right, and removes the gag. Thomas asks if his brother sent them, and Hunter says that Grant doesn't even know he's there... but he will.

Grant continues taunting Fitz, and gets a call. It's Coulson, who says that he's never hurt anyone for selfish reasons... until now. He shows Grant live video picture of Thomas, and Grant figures that Coulson won't do anything to him. Coulson calls Hunter over to threaten him, and then hangs up. He tells Hunter that hanging up will really piss Grant off. Meanwhile, Bobbi gives Thomas some water and assures him that they don't want him hurt. Coulson explains that Grant hurt someone he cares about, and Thomas is the only person that Grant cares about. Thomas considers and then says that they'd better finish Grant off when he comes. He's well aware of what Grant has done because of their parents, and Grant protected him from Christian and their parents. After Grant pushed Thomas down the well, he swore to never let anyone hurt Thomas again. Ever since Grant burned down his house, Thomas has given him a wide berth. He begs them not to hand him over to Grant, and Bobbi suggests that she traced Grant's phone. They need to keep him on the phone long enough to get an exact location, and Thomas offers to keep Grant on the line.

Grant calls back and Coulson gives the phone to Thomas. He asks if everything Grant is saying is true, and Grant says that S.H.I.E.L.D. killed someone close to him. Grant says that he tried to find him, and Thomas explains that he assumed a fake name and went into hiding. He reminds Grant that he killed their parents and then Christian, and Grant insists that he did a bad thing for the right reasons. They get a trace and Coulson takes the phone. Grant realized that he traced the call, and Coulson says that he's coming to put him down.

Furious, Grant smashes the phone and tells Jemma that she's going to tell him exactly what he needs to do. In the next room, Fitz listens as Jemma screams.

Hunter confirms that Grant is at the English castle where they found the portal machinery. As they head there, Bobbi tells Thomas that a security team has been assigned to keep him safe. He wonders if Coulson was really going to hurt him, but she merely says that they'll be in touch.

At the base, Mack calls Melinda in and asks if she believes that Lincoln should join their new initiative. She doesn't know, and Mack brings up a satellite scan of the castle where the Hydra troops have gathered. He tells Melinda that Coulson warned Grant that they're coming, and Melinda tells Mack to make the call to send backup. Mack points out that they're outmanned and outgunned and wonders what he should do, and Melinda says that he already knows.

Giyera brings Jemma into the portal chamber, and Jemma warns that anyone who goes through will go insane. Gideon says that they finally have someone who will help them: Fitz, who agreed to go through to stop them from hurting Jemma.

Mack and Daisy meet with their new field agents: Lincoln and Joey. He tells the assault team that they're going to stop the Hydra team before they open the portal. Mack warns the Inhumans that they have powers that his other agents don't, and the odds aren't in their favor. He tells them to step up and do the damn job, or the bad guys win. After a moment, Lincoln and Joey agree.

The Quinjet heads for the castle, and Bobbi warns Coulson that he's emotional and obsessed. Coulson says that he's been keeping his feelings in check and Hydra is winning, and cuts off Bobbi when she tries to pursue the point.

Gideon tells Grant that it's time, and Grant says that he's getting ready to deal with Coulson. The Hydra director says that he wants Grant to lead his men to the other side. Grant wonders why he should give up his revenge, and warns Gideon that it isn't over until he kills Coulson. He knows that Gideon is manipulating him, and Gideon tells him to lead. The director wants

someone to seize power with him, and Grant is the only one who can do it. If Grant crosses over then he will know that his faith in Hydra is real, and then Hydra can do whatever they want.

In the portal chamber, Jemma goes to Fitz and tells him that he can't do it. She tells Fitz to let them kill her, but he won't lose her again. Jemma begs him to come back to her, but to not bring the Inhuman back with her. Grant and Gideon come out, and Grant says that he's leading. The technicians open the portal.

On the Quinjet, the trio picks up the operational frequency and Coulson figures that they'll take Jemma or Fitz through and keep the other behind as insurance.

Grant sends his troops through to establish a perimeter. Gideon tells Grant that they'll turn the portal back on, and tells him to be the one to bring the Inhuman back. Fitz goes through and then Grant.

Coulson prepares to jump from the Quinjet, and tells Hunter that he's ending it. Hunter realizes that he's right and kisses Bobbi.

Hydra opens fire with surface-to-air missiles, and Bobbi takes the controls. Coulson jumps before Hunter can stop him, and plummets into the portal before Gideon's people can shut it down.

On the alien planet, a sandstorm sweeps through the portal area. They hear something moving but spot nothing. Meanwhile, Coulson comes through the portal, falls down a slope, and hits his head on a rock.

Maveth

Season 3

Episode Number: 54

Season Episode: 10

Originally aired: Tuesday December 8, 2015
Writer: Jeffrey Bell
Director: Vincent Misiano
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Brett Dalton (Grant Ward), Chloe Bennet (Skye/Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Nick Blood (Lance Hunter), Adrienne Palicki (Bobby Morse), Henry Simmons (Alphonso "Mack" Mackenzie), Luke Mitchell (Lincoln Campbell)
Recurring Role: Powers Boothe (Gideon Malick), Constance Zimmer (Rosalind Price), Blair Underwood (Dr. Andrew Garner)
Guest Stars: Juan Pablo Raba (Joey Gutierrez), Mark Dacascos (Mr. Giyera), Dillon Casey (Will Daniels), Garrett Hines (Hydra Soldier), Brandon Ford Green (Third Soldier)
Summary: On the alien planet, Coulson hunts down Grant to get revenge for Rosalind's death. Meanwhile on Earth, the team secure the portal in the hopes of bringing their comrades home.



On the alien planet, Grant and his team take Fitz with them as they explore the planet. Distracted, Fitz steps away and Grant reminds him that they have less than six hours to find the portal. When Fitz comes over and says that he needs time to work out the program from Jemma's data, Grant kicks him down a hill and says that if he doesn't return then they'll kill Jemma. Fitz insists that it's a waste of time and Gideon only sent

Grant because he's expendable. One of the Hydra soldiers calls the others over, and they discover that he's found a bizarre city nestled in the hills.

Bobbi and Lance dock the Quinjet with the Aether and Mack demands to know what Coulson was thinking. Lance says that he went after Grant and admits that he was planning on jumping into the portal as well. They explain that Grant took Fitz or Jemma with him, and all they need to do is take the castle and reopen the portal. Daisy calls them up to the command center and shows them a satellite scan of the Hydra compound outside the castle. Twelve of the Inhuman gel-matrix containers are there, and Melinda figures that Andrew is there as well. Lincoln wonders exactly what they're doing, and Mack says that they'll have to sneak in and take the castle without gunfire or backup. He divides them into two tactical teams: one to search for Fitz or Jemma, and one to secure the castle.

In the castle, Giyera informs Gideon that the Inhumans are there and ready to be revived. Gideon says that the Inhumans are presents for the Hydra Inhuman, and Jemma says that they only have 61 seconds to hold the portal open. Gideon points out the word "Maveth" carved around the castle, and explains that it means "death." He tells Jemma that the only thing coming through the portal is death, and Fitz is an offering to the Inhuman.

Daisy scans the area and finds aqueducts leading from the river to the portal to power the portal machinery. She figures they can enter the compound through the aqueducts, and Mack plans to take Bobbi and Lance in to barricade the door and open the portal.

Melinda, Daisy, Lincoln, and Joey will come out on the other side, find their people, and get out.

On the planet, Grant's team heads for the city. Fitz wonders how they're going to find the Inhuman, and Grant says that it's none of his concern. The scientist finds the ridge with the portal and quickly opens it and drops into Will's camp. Will is there, sleeping with a wounded leg and Fitz wakes him up. He realizes that his visitor is Fitz, just as Grant drops down. Fitz explains that Will is going to be their guide.

Coulson is dreaming of lying next to Rosalind in bed. She assures him that he hasn't lost her, and tells Coulson that he needs to get up. Coulson suggests that they stay there for a while, but Rosalind says that it's time because they need him more than ever. He wakes up on the planet and realizes where he is, checks his gun, and heads out.

Grant prepares to shoot Will, and Fitz insists that they need Will to get to the portal in time. hesitating, Grant notices Will's patch and asks how long he's been there. He figures that Will and Jemma were together when she was stranded there. Will explains that he was attacked after Jemma left, and Fitz says that Jemma is safe and they're all going to leave. Grant asks what attacked him and says that he brought the creature a gift.

The team enters the aqueduct and splits up as planned. Melinda's team emerge above-ground and they start taking out the sentries.

In the command center, Jemma slips a tool out of her sleeve and starts working on her handcuffs.

Melinda and her team take up position and Lincoln moves off to shut down the lights with his powers. Jemma breaks free and sneaks out.

On the planet, Fitz tells Will that Grant works for the same group that sent Will there. The group wants to find the creature and bring it back, and Fitz says that Grant needs them alive because he's the only one who can lead them to the portal. Will tells him to follow his lead and stops, and points out a canyon up ahead. After a moment, Grant tells him to lead on.

Jemma hides in the tents and finds the Inhuman containers, and realizes what is inside. The soldiers realize that she has escaped, and Jemma quickly hides. She finds the S.H.I.E.L.D. containment module, and Andrew peers out and asks her to let him out. Jemma tells him where they are and what's going on, and points out that she's autopsied Andrew's victims. Andrew says that they both hate Hydra and promises to help her. The soldiers move in and Jemma reluctantly opens the door. Once the soldiers enter the module, Andrew transforms into Lash and kills them.

Coulson finds Fitz's discarded jacket and continues following the group's trail.

Grant asks Will about the city, and the astronaut warns that all he's ever seen on the planet is death. As Grant explains about the Inhumans, a storm blows up. Will warns Fitz that they're in the no-fly zone that he showed Jemma.

Mack, Lance, and Bobbi enter the castle and take out the guard, and work out where they need to go. There are a dozen soldiers between them and the portal chamber, and Bobbi goes to dispose of them. After a moment, Lance joins her and Mack follows.

Grant's team shelter from the storm, and Will knocks out his guard. He takes the man's knife and signals to Fitz, who distracts another soldier so that Will can cut his throat. The two men move off.

Daisy enters the command center and takes out the technicians. Giyera comes in and shoots her, just as Lincoln and Joey arrive. Joey jumps in the way and melts the bullets as they hit him, and Lincoln stuns Giyera unconscious. Daisy warns that the Hydra soldiers will hear the gunfire and they move out.

A soldier finds Jemma and prepares to kill her... and Melinda tosses a knife into his back. Jemma says that Andrew is there, but Melinda says that they have to focus on the mission and radios Daisy that she's on the way.

Grant figures that they have to go and finds his two dead men. Shots ring out and Grant's two remaining soldiers go down. Another shot wounds Grant, and Coulson steps out of the storm. When Grant warns that Coulson won't find Fitz without him, Coulson says that he isn't there for Fitz. Grant warns that Fitz is bleeding and the Inhuman can smell blood. Coulson pistol-whips him, points out that now he's bleeding as well, and tells him to lead the way.

Jemma and Melinda find the others and they go to the portal chamber. They've sealed and barricaded the doors, and Joey offers to use his power to reinforce the doors. Mack is studying the portal device and Jemma figures that the rocks are set to open automatically in 47 minutes.

However, she warns that Fitz has to find the extraction point. They realize that Melinda is gone, and Jemma explains that Andrew is free. Mack warns that what Melinda does when she finds Andrew depends on what she finds.

Melinda finds the containers open and Inhuman corpses everywhere.

As they head for the extraction point, Grant says that he's seen something that gave his life meaning. He tells Coulson that he's been filled with rage and wanting revenge, and chose Hydra for selfish reasons: for closure. Coulson shoots him in the shoulder and tells him to start walking. Grant says that the planet is a new beginning, and it's all meant to be. He figures that Coulson is there as well as part of a grand plan, and promises that Coulson will soon understand what he means.

Jemma tells the others about Gideon's plan, and Lincoln warns that they can't let the Hydra Inhuman through. Mack doesn't believe in its existence, and Jemma describes what little that she saw. She says that she felt that the Inhuman was old and pained, and it caused the desolation on the planet. Lincoln wants to destroy the portal machinery regardless of what happens to Fitz and Coulson.

Daisy says that they have to rescue the Inhumans, and Melinda returns and says that Lash killed them all.

Gideon finds the dead Inhumans and a soldier tells him that S.H.I.E.L.D. has infiltrated the castle. The director tells him to breach the chamber in the next 15 minutes.

On the planet, Coulson spots Will and Fitz far ahead. Grant says that they're running out of time and Coulson says that they have to move faster.

The chamber shakes as Hydra tries to break in. Jemma refuses to destroy the portal machinery, and Mack tells everyone to get out and he'll wait until the last possible moment for Fitz and Coulson. He orders the team to destroy the castle if Hydra enters the chamber or the Inhuman comes through. The others refuse to leave, but Mack insists that they can't afford to lose their best agents. He puts Melinda in charge if he dies, but Daisy refuses to abandon her partner. Mack agrees and orders the others out.

Fitz and Will head for the portal and Fitz says that Jemma will be glad to see Will. They see the city nearby and Fitz takes pictures of it. As they continue on, Will explains there used to be nine cities on the planet. They warred among themselves and destroyed their entire race. Fitz binds Will's leg, and realizes that the flesh beneath isn't human. "Will" says that the real Will died saving Jemma from him, and kicks Fitz down the slope. Fitz tries to run and the Inhuman tackles him. The two men fight and the Inhuman knocks Fitz to the ground.

The team land on the Aether and Melinda brings all weapon systems online. They confirm that Hydra is inside the castle, and Bobbi wonders if they're going to make it.

With three minutes left, Mack and Daisy realize that Hydra is closing in.

Grant and Coulson come over the rise and spot Will preparing to beat Fitz's skull in with a rock. Coulson shoots him and Grant slams into him.

The portal starts to open, and they prepare to shoot anything that comes through if it's not their people.

Fitz backs away from the wounded Inhuman as the portal opens. It staggers toward the portal, and Fitz grabs a gun and shoots it repeatedly.

On the Aether, the team realizes that Hydra is almost in. Melinda prepares to give the command to open fire.

Coulson finally takes Grant down and asks how many people he's killed. Meanwhile, the Inhuman crawls toward the portal. Fitz shoots it with a flare and it goes down.

Daisy warns that they're out of time and collapses from the feedback.

Fitz yells to Coulson that the portal is closing and they have to go. Coulson looks down at the unconscious Grant and remembers Rosalind. He crushes Grant's chest with his artificial hand and then leaves it lying next to Grant. Coulson then heads for the portal and Fitz runs for it past the burning corpse.

Melinda fires the missiles and destroys the castle. However, Mack flies out in the containment module and says that he's bringing them in. The team gathers to welcome Coulson and Fitz back, and Jemma realizes that Will isn't among them. Lincoln kisses Daisy, and Melinda hugs Coulson. Jemma realize that Will is dead and hugs Fitz, crying. He looks over at Coulson, who looks at him.

Gideon is driving to the airport with his soldiers. They come to a man standing in the road ahead of them, and pull to a stop. It's the Inhuman, wearing Grant's body and holding Coulson's hand.

Bouncing Back

Season 3

Episode Number: 55

Season Episode: 11

Originally aired: Tuesday March 8, 2016
Writer: Monica Owusu-Breen
Director: Ron Underwood
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Brett Dalton (Grant Ward/Hive), Chloe Bennet (Skye/Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Nick Blood (Lance Hunter), Adrienne Palicki (Bobby Morse), Henry Simmons (Alphonso "Mack" Mackenzie), Luke Mitchell (Lincoln Campbell)
Recurring Role: Powers Boothe (Gideon Malick), Juan Pablo Raba (Joey Gutierrez), Mark Dacascos (Mr. Giyera)
Guest Stars: William Sadler (President Ellis), Natalie Cordova-Buckley (Elena Rodriguez), Spencer Treat Clark (Alexander), Yancey Arias (Colonel Victor Ramon), Gabriel Salvador (Lucio), Paul Alayo (Francisco Rodriguez), Jamie Alvarez (Lead Officer), Ronnie Alvarez (Uniformed Officer), Eric Thomas Wilson (Hydra Guard), Vance Valencia (Turkish Old Man)
Summary: Coulson and President Ellis come to an arrangement, and Coulson begins the hunt for Malick. Meanwhile, Daisy leads a team to Bogota to track down a rogue Inhuman, and discovers that there's more involved than they first thought.



Three Months From Now — A derelict spaceship floats above the earth, and one person is still alive as the ship bursts into flames.

Now — In Bogota, Columbia, a police convoy is driving down the street and come to a flaming car blocking their path. Someone shatters the windows of the lead car, and the officers realize that the attackers want the guns. They get out and something rips the guns from their hands. The officers go back to the lead truck and discover that the guns are

gone.

The next day in an apartment, a woman named Elena opens the crates and smiles.

Coulson is in his apartment looking at the bloodstain where Rosalyn died. Melinda figures that it isn't easy, and Coulson says that it's fine. He says that he wanted "him" to see where it happened. President Ellis comes in with a Secret Security escort. He and Coulson shake hands, and Ellis says that Rosalyn told him that he should work with S.H.I.E.L.D. Coulson gets down to business, and Ellis explains that the heads of state are in an uproar over the Inhuman threat. He insists that they have to do something, and Coulson tells him that they already are.

In Bogota, Daisy and Joey go to the local police station. Using fake IDs, they ask to see the senior officer. While they wait, Joey chats about his family. Colonel Victor Ramon comes out to escort them to his office. Daisy explains that they're following up on a report that Ramon's officers were attacked by a powered assailant. She assures Ramon that they have a team on the ground and they're there to help.

Ellis tells Coulson that he's glad to have S.H.I.E.L.D.'s help, but the public isn't ready to forget what happened so soon. However, the President needs Coulson to keep doing what he's doing... privately. The ATCU will be the face of the government, but they will answer to Coulson. Coulson agrees and asks about Malick, and Ellis says that he can't help him. Malick is too well-connected with too many world leaders. The President says that his hands are tied, but Coulson's are not. He thanks Coulson for his services and says that he'll be in touch after he names a new head of the ATCU. Once Ellis leaves, Coulson tells Melinda that Ellis may have given him an angle to go at Malick.

Mack, Bobbi, and Lance check out the hijack site, and Mack spots a metal scraping on the ground. They call in to base where Lincoln and Jemma are waiting, and Mack sends a sample of the scraping. Jemma calls Fitz over and he agrees with her that it's inconclusive.

Bobbi talks to the police on the scene and they say that whoever attacked them was invisible. The trio splits up to cover more ground, and Mack finds more of the metal scrapings. He spots Elena standing in the street, and she sees him and takes his gun at superspeed. And then knocks him out and shoves him into a waiting SUV.

Mack wakes up later and finds himself tied to a wash basin. Elena and another man are arguing in the next room as they move the crates. Elena notices that Mack is awake and closes the door, and Mack finds a loose wire to cut himself free.

Daisy and the others check the security camera at a nearby grocery store. They see something hit Mack, and slow down the tape to make out a blur. They send the video to Jemma, who warns that Elena may be difficult to contain. She reconfigures the containment module by remote and Lincoln says that they were taught that each Inhuman power manifests to address a particular evolutionary need at the time. Meanwhile, Fitz is working on his own project. Coulson comes in and tells Fitz to stop what he's doing and come with him. They discuss Lincoln, and Fitz says that he's been keeping Jemma busy. He warns that things have been different after what he did to Will, and Coulson tells Fitz that they both did what they had to do and that's the job. He then takes Fitz through a secret door and tells him to set up the mind-scanning machine to use on the one person who might have information on Malick.

In Bogota, Elena tells her compatriot Francisco Rodriguez that she'll deal with Mack. Once Francisco leaves, Elena goes into the bathroom and asks Mack why he's in Bogota. He kicks her and reveals that he's gotten free. Elena manages to close the door before he can get out and then reappears where she was laying, and Mack realizes that she always snaps back to the same spot where she started. He grabs a knife, but Elena disarms him and draws a gun on him. Jemma informs Coulson that Werner is in a persistent vegetative state.

Giyana informs Malick that he dispatched a team to Bogota. Malick says that they need to replace their losses, and Giyana points out that their guest can barely stand. His leader points out that their guest lived for years on almost nothing, and tells Giyana to stay on alert. A guard tells Malick that their guest is asking for him, and Malick and Giyana go to see him. Malick asks what he needs, and the possessed Grant says that he's hungry.

Once Elena ties Mack back up, and Mack says that she's a criminal. Elena insists that she wouldn't use her gift from God to commit a sin, and Mack says that her power came from fish. She remembers that she was eating fish when her power manifested, just as Daisy blasts in. When Elena tries to speed out, the team's force field blocks the door and knocks her out.

Jemma hooks Werner up to the machine and they prepare to dig the images out of his brain. Coulson comes in and tells Lincoln that he's not comfortable with the procedure. However, he won't accept that Malick is untouchable. Jemma starts the machine up and Coulson tells Werner to concentrate on Malick. Werner remembers Malick's men torturing him, and echoes what he said about wanting them to kill him.

The team takes Elena to the containment module aboard the Quinjet, and Mack confirms that she works a clerical job at a museum.

Lance figures that the powers turned Elena into a criminal, and Bobbi turns up information on Francisco. He's Elena's cousin and there's no record on either of them. Bobbi takes lance to track down the weapons, and Elena wakes up and tries to break out of the module. She fails, and Joey speaks to her in Spanish.

The alien eats the raw meat that Hydra brings him, and Giyana asks if he is trying to regain strength. He says that Grant's body was dead and he's dying, and says that the humans have

advanced but they haven't changed. The alien realizes that Giyana isn't human any more, and says that once he's strong enough then Giyana will believe he's who he says.

Werner is stuck in the memory of a trauma, and Coulson suggests that Lincoln use his powers to shock other areas of Werner's brain.

Lincoln reluctantly agrees and manages to snap Werner out of the memory loop. Werner says that Malick sold him out, and remembers how he found the Hydra director.

Elena tells Joey that she didn't ask for S.H.I.E.L.D.'s help, and he says that S.H.I.E.L.D. isn't with anyone. The woman insists that God gave her powers to end injustice, and explains that they took the weapons but weren't going to use them.

Francisco is unloading the weapons when Lance and Bobbi find him. He dumps one box in the nearby river and then surrenders.

Elena explains that they're making sure no one uses the weapons, and the police are thieves in uniform. They are only powerful because they have the guns, and now Elena has the power to protect her friends on the streets. Bobbi calls to report that Francisco was dumping the weapons, and the team realizes that Elena is telling the truth. The police pull up on the bridge, and Daisy says that they're on their way. Bobbi talks to Ramon, but he sees the weapons and says that they're not going to drive away. When Bobbi prepares to fight, Ramon's lieutenant inflicts rigor mortis first on her and then Lance and Francisco with a glance. Ramon tells him that they're taking Bobbi and Lance to the station, and shoots Francisco dead as a message.

That night the team finds Francisco's corpse and Daisy goes to tell Coulson. Mack and Joey figure that Ramon has an Inhuman working for him, and they open the module so that Elena can go to her cousin's corpse.

The rigor mortis begins to wear off. Ramon and the Inhuman come in and the Inhuman paralyzes Lance again. Ramon demands to know why Bobbi is really there, and threatens to shoot Lance if she doesn't tell the truth.

Mack has Joey translate for Elena that perhaps the powers are part of a plan. Elena says that she has a duty to do good with her power, and Mack says that they believe the same thing. The woman agrees explains that her power is connected to her pulse. She can go as far as the distance covered in one heartbeat.

That night at the police station, the team arrives outside. Elena speeds in, grabs a security badge, and returns to the others. They scan the building and locate Bobbi and Lance, and Mack gives Elena a snap- bracelet. The team goes in using the badge and finds the weapon.

Bobbi tells Ramon about the alien invasion, just as the building shakes. Daisy uses her powers to fight past the guards, and Elena helps her. Meanwhile, the Medusa Inhuman discovers that Joey has melded the weapons together.

In the squad room, Elena disarms the guards and ties them up before they can blink.

Ramon tries to raise his men on the radio without success. He goes out and Mack knocks him out, and Bobbi tells him that the Inhuman's powers are in his eyes.

Elena confronts the Inhuman and binds his hands. However, he manages to make eye contact with her and she collapses, paralyzed. Joey melds the glasses to the Inhuman's face, and Daisy knocks him out with a seismic blast.

Coulson goes to the shop where Werner went. He convinces the shop owner that he's there on Hydra business and turns over his weapons and his hand. He then enters an empty room with a phone, and attaches a bug to the phone. Melinda runs a trace on the call as Coulson picks up the phone. Malick answers and Coulson introduces himself. The Hydra director says that the man who killed Rosalyn is gone, and Coulson promises that everything Malick has will soon be gone as well. Malick warns Coulson not to get too far ahead of himself and hangs up.

As the team takes the Inhuman out, a hydra helicopter arrives and grabs their prisoner.

The next day, Joey suggests that Elena come with them and learn how to use her powers. She refuses, saying that she has to take her cousin home. Daisy agrees with her, and Elena insists that she can do good closer to home. Mack figures that it's safer for Elena keeping her close, and Daisy suggests that with the right tech solution, they can keep her new team in contact across the world.

Later, Mack gives Elena a communicator watch that will let her reach S.H.I.E.L.D. whenever she needs them, or they need her. She apologizes for kidnapping him, and Mack says that he'll see her soon. Meanwhile, Daisy suggests to Joey that now he can go home at least for a little while.

At the lab, Jemma finds Fitz hard at work. She finally says that she misses Fitz, and Fitz wonders if there was another way to save Will. Jemma says that Will died saving her, and Fitz killed a monster. She suggests that they start over again and introduces herself. Fitz takes her hand and returns the introduction.

Lincoln tracks down Daisy as she returns, and she says that his APB has been lifted and he can go back to his old life. The Inhuman says that it's interesting there, and they kiss.

In his office, Coulson pours Melinda a drink and she admires the new artificial hand that Fitz made for him. She warns that there are some things that people can't get past, and tells him that on the alien planet he joined the cavalry. They watch a newscast about Malick's businesses closing offices. Coulson figures that Hydra is still collecting Inhumans, He suggests that Malick may be creating a balance to the Inhumans on their side.

Malick and Giyana watch the alien, and Giyana confirms that they obtained Ramon's Inhuman. The alien turns and figures that Malick wants to believe but doesn't know if he can. The director points out that Coulson survived, and the alien stands up and tells Malick that he'll believe once he makes a believer out of Giyana. He then extends his hand and particles flow from it.

Ellis contacts Coulson and tells him that he's chosen the new head of the ACTU: Talbot.

The Inside Man

Season 3

Episode Number: 56

Season Episode: 12

Originally aired:	Tuesday March 15, 2016
Writer:	Craig Titley
Director:	John Terlesky
Show Stars:	Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Brett Dalton (Grant Ward), Chloe Bennet (Skye/Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Nick Blood (Lance Hunter), Adrienne Palicki (Bobby Morse), Luke Mitchell (Lincoln Campbell)
Recurring Role:	Powers Boothe (Gideon Malick), Mark Dacascos (Mr. Giyera), Adrian Pasdar (US Air Force Colonel Glenn Talbot)
Guest Stars:	Brian Wade (Carl Creel), Gabriel Salvador (Lucio), Ravil Isyanov (Anton Petrov), Raquel Gardner (Carla Talbot), Alexandra Bokyun Chun (Xiao Chen), Melissa Bickerton (Ellen King), Tohoru Masamune (Haruto Yakimura), Bayo Akinfemi (Nathi Zuma)
Summary:	President Ellis sponsors an international symposium on the Inhuman problem, and Coulson and Talbot must attend it. Along the way, they try to find Malick's inside man. Meanwhile, a foe from the past makes a return, and the team find a potential vaccine against Terrigenesis.



On the alien planet, Coulson kills Grant and heads for the portal. The Inhuman alien enters Grant's body and relives his memories.

In the Hydra base, the Inhuman-Hive-wishes that he could have met Grant. Malick comes in and, overhearing, says that Grant was a good soldier for Hydra. Hive is satisfied that Grant is a perfect host, and Malick says that he's recruited a new Inhuman. He brings in Lucio from Bogota, and Hive tells the guards to remove the bandages over the man's eyes.

Giyera does so and Lucio paralyzes his captors. He uses his body on Hive but nothing happens. Hive steps away from his paralyzed skin, dissolves it, and sends the particles into Lucio's mouth.

Talbot is at the airport with his wife Carla. He asks her not to leave, insisting that he can't say no to the President, and Carla says that he always chooses his career over family. Talbot promises to fix it, but Carla gets on her flight. The general watches the plane prepare for departure, and Coulson comes up and asks if everything is okay. Angry, Talbot insists that his personal life is his business and walks away. Coulson goes after him and points out that Talbot hasn't returned his calls. He reminds Talbot that he's technically his boss, and Talbot insists that Coulson will never be his boss or his partner. Coulson reminds him that they should be preparing for the symposium in Taiwan. As they leave, a man secretly follows them.

At the base, the team is preparing to leave for the symposium. Lance notices that Fitz has a case with him, and Fitz explains that it's a new piece of tech that makes gloves. He goes aboard the plane and takes the case to Coulson's cabin, passing Daisy and Bobbi as they discuss the mission. Daisy insists that Terrigenesis was an awakening letting her stop bad people. Bobbi points out that some of the bad people are Inhumans, and Inhumans are brand new Territory. She asks Daisy how Lincoln's field op is going with Melinda, and Daisy figures that he's miserable.

Lincoln goes to an airport and Melinda tells him via earbud to look for anyone suspicious. He spots Coulson and Talbot, and Melinda reminds him that they're there to protect Coulson. Coulson and Talbot go outside and Talbot continues complaining about the symposium wasting their time. Meanwhile, Lincoln spots the man following them into the parking garage, and the Inhuman warns Melinda.

As they get to Coulson's car, Coulson tells Talbot that he hopes he and Carla work things out for the sake of their son George.

Melinda warns Coulson just as the man approaches them. Coulson realizes that it's Carl Creel and shoves Talbot into the car, locking him in. Lincoln blasts Creel, who absorbs the quality of a tire to insulate himself. Lincoln's lightning bolts are useless against him, and Creel shoves him aside. Coulson shoots at Creel, and Melinda arrives and hits Creel in the head with a tire iron. He transforms into steel, and Lincoln shocks him. He keeps shocking him even when Melinda and Coulson order him to stand down, but finally stops. Coulson then lets Talbot out, and Talbot says that Creel is there to protect him.

The team places Creel in a containment module, and Fitz and Jemma question him. He explains that he got his powers from an experiment, and Jemma asks what it was like to touch a Terrigen obelisk and survive. Creel doesn't know how he survived it, and Fitz suggests that they reopen their file on Creel now that they know more about the Inhuman DNA.

Talbot tells the others that Creel was brainwashed by Hydra. They undo his dirty work and Talbot insists that Creel has reformed.

Coulson agrees that Creel deserves a second chance, but is reluctant to take him on a covert mission. Talbot refuses to go without Creel, and Coulson warns the others that they need to have the head of the ATCU at the symposium. Lance objects, pointing out that Creel killed two of his friends, and Talbot assures Coulson that he trusts Creel with his life. When Daisy promises to take Creel down if he steps out of line, Coulson has Melinda take Talbot to get Creel. Once they're alone, Coulson tells Daisy that she's staying behind. No Inhumans or weapons are allowed at the symposium. Creel isn't an Inhuman so he'll pass any DNA screenings.

Malick visits Hive, who is reading dozens of books. He suggests that Hive take a new host body because his current one is damaged, and Hive warns that he can't inhabit an Inhuman. Malick offers to find a volunteer, but Hive says that Grant will serve his needs until he's ready. The Hydra director promises that there won't be any more setbacks, and Hive says that he's glad to hear that.

Coulson and the others fly to Taiwan, and Lance watches Creel in the cargo hold. Miranda summons Lance to the briefing, and Lance insists that he's there to make sure that his friends aren't there. Miranda figures that Lance is there because of Bobbi, and she isn't sure if she'd rather have Lance than Creel. When Lance points out that he's a friend watching her friends, Melinda says that they aren't friends and walks out.

At the briefing, Coulson explains that there will be five other delegates at the symposium. They have information that Malick would like to get his hands on, and figures that one of the delegates is Hydra's inside man. Their mission is to get any information on foreign Inhumans and uncover the inside so they can track him back to Malick.

The team arrives at the estate where the Taiwanese government is holding a reception. Talbot goes in posing as a doctor with the CDU, and when they arrive, Russian representative Anton Petrov introduces himself. Once Anton excuses himself, Talbot figures that Anton is the inside man because he's Russian.

Coulson goes around shaking the hands of the representatives. The device Fitz made transmits palm prints to the van outside, and Lance, Melinda, and Bobbi, make artificial palm prints. Meanwhile, Xiao Chen, the hostess, meets Talbot while Coulson talks with Ellen King, the Australian representative. Once the two women leave, Talbot figures that they're the inside men.

Malick tells Giyera to stay with Hive and call him if anything changes. Once the director leaves, Hive opens the door to his quarters and says that he's going to need Giyera and Lucio to leave him alone. He demands five humans: alive.

At the base, Daisy tells Lincoln to spar with her so she can blow off some steam. She punches him and reminds him that they're not using powers. They fight and Lincoln manages to pin her. She breaks free and pins him to the mat, and they start to kiss. Jemma comes in and asks Lincoln to help her analyze Creel's DNA.

The next morning, Talbot calls the symposium to order and explains that he hopes that they can come to a consensus on how to deal with the Inhumans. Coulson explains that the Inhumans are trying to find their way in the world, and it's important that they see them as humans. Melinda enters the secure quarters using the palm print and removes her gear from the champagne bucket she's carrying.

Coulson explains how the Inhuman DNA works. One of the representatives, Haruto Yakamura, points out that the Inhumans could destroy them, and Coulson says that they should think of the Inhumans for compassion. Anton agrees and says that Russia is prepared to offer them a sanctuary. Haruto says that it's an arms race and refuses to send them to Russia. Ellen objects to putting all of the Inhumans in one place and letting them coordinate. Lance breaks into Ellen's room and sees Creel leaving his post.

Jemma, Ellen, and Fitz test Daisy's blood with the Terrigen and it reacts. When they add Creel's blood, it breaks down the Terrigenesis process. They realize that Creel's blood could eliminate an Inhuman's powers. Daisy comes in and overhears them.

Nathi Zuma, the African representative, sides with Anton and calls for a vote. Talbot talks to Coulson privately and wonders which way he should vote. Meanwhile, Melinda intercepts an encryption that Ellen is sending out. With Lance after Creel, Melinda decrypts the message. Once she does, she tells Bobbi that they have to get in Ellen's room.

Lance follows Creel to a truck, and realizes that the security guards have guns.

Bobbi makes her way across the window ledges to Ellen's room. She blows the private safe and finds a file on an Inhuman that the Australian government has locked up for military experiments. There no indication that Ellen is connected to Malick, and no word from Lance.

Lance avoids the guards and enters the truck, and finds a pod inside holding Talbot's son George. He calls to warn Melinda and Bobbi that they've been set up, just as Creel knocks him out from behind.

At the symposium, Talbot announce that he's postponing the vote. He calls in the guards and tells the delegate that there is a traitor among them. He has them arrest Coulson and tells the delegates that Coulson has violated their trust. Malick comes in and says that Coulson is the director of Hydra... and Coulson realizes that Talbot is Hydra's inside man.

The guards find Lance and prepare to shoot him, and Bobbi and Melinda attack two of them. Lance takes out the third guard and tells his teammates that Hydra has George. They figure that Malick is blackmailing Talbot, and Bobbi confirms the guards are Hydra agents.

Lance admits that he smuggled in some weapons and Melinda goes to find George while Bobbi and Lance locate Coulson and Talbot.

Lincoln tells Daisy that not everyone who can change should change. He insists that a balance has to be maintained, but Daisy insists that it's a right. Lance points out that Andrew would have liked a choice, but Daisy warns that the government will use the vaccine. Furious, Daisy walks out.

Malick reminds the delegates that he served on the World Security Council, and insists that they'll work together to do good for the world. He says that Coulson would like to exterminate the Inhumans by putting them in one place, and shows them the tank keeping George in suspended animation. Malick claims that Coulson can kill any imprisoned Inhuman, and has his agents take Coulson away until the authorities arrive.

Giyera delivers the five healthiest Hydra agents that they could find, and Lucio freezes them in place. Hive says that they will serve the greater good, and Lucio and Giyera quickly leave. Outside, they listen as the five volunteers scream.

The agents lock up Coulson, and Malick and Talbot arrive. Talbot demands George back, and Malick says that he can't do it. The agents grab Talbot and Malick says that they must all be sacrificed for the greater good. The director explains that he's building an army, and tells his agents to kill them before leaving. Coulson wonders why Talbot is locked up if he knew Malick would double-cross him, and Talbot says that he has an inside man. Creel breaks in and takes out the agents, and says that he had to knock out Lance to maintain his cover. He unlocks the cage and Coulson and Talbot run.

Lance and Bobbi break into the manor and a Hydra agent opens fire.

Coulson attaches his artificial hand, and Talbot explains that Malick took George as soon as he was appointed to the ATCU. Carla knows and blamed Talbot, and Talbot sent her somewhere safe.

Lance covers Bobbi while she throws his batons to distract the agent long enough to knock him out. Another Hydra agent draws a bead on Lance... and Creel arrives and breaks his neck. Talbot and Coulson arrive and the remaining agent says that he doesn't know where George is. The general knocks him out, and Coulson tells Bobbi and Lance to trace Malick via the only road to the airfield. The rest of them will try to find George. Melinda calls and warns that there's a problem. They go outside and Melinda pulls up in the truck.

Daisy goes to Lincoln's quarters and apologizes for her attitude earlier. Lincoln admits that he envies her control over her powers, and wishes he had it. Since he's been in the outside world, he has had too much stress to control his powers. Daisy tells him that sometimes it's good to lose control, undresses, and kisses him.

The team heads back to the base, and Talbot holds his son's hand. Coulson assures him that George will be okay, and figures that Carla will be happy to know Talbot made it right. Talbot admits that he had a little help, and offers his hand to Coulson. They shake and Coulson leaves them alone. He tells Melinda that their people in Australia managed to get the Inhuman out. Coulson then worries that Malick is reporting to someone—or something—more powerful.

Hive kneels among the corpses, covered in their liquefied bodies. The damage to Grant's body heals.

Malick and Anton take a private plane back to Russia, and Malick insists that he wants to help Anton any way that he can home. Anton assures Malick that with his influence, they should be able to overcome any resistance and create a sanctuary state for Inhumans. In the cargo hold below, Lance and Bobbi tell Coulson that they'll call him when they land.

Parting Shot

Season 3

Episode Number: 57

Season Episode: 13

Originally aired: Tuesday March 22, 2016
Writer: Paul Zbyszewski
Director: Michael Zinberg
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye/Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Nick Blood (Lance Hunter), Adrienne Palicki (Bobby Morse), Henry Simmons (Alphonso "Mack" Mackenzie)
Recurring Role: Powers Boothe (Gideon Malick)
Guest Stars: William Sadler (President Ellis), Bethany Joy Lenz (Stephanie Malick), Ravil Isyanov (Anton Petrov), Ivo Nandi (Inspector Duval), Endre Hules (Prime Minister Olshenko), Kristof Konrad (General Androvic), Roman Varshavsky (FSO Agent), Julie Aks (Waitress), Vladimir Orlov (Russian Soldier)
Summary: Bobbi and Hunter follow Gideon to a compound in Russia, and discover what he has in mind for the Inhumans in Russia.



Bobbi sits in an interrogation room at Interpol's black site in Moscow. Inspector Duval says that she's lucky that her government intervened to bring in Interpol for something as serious as what Bobbi did. Duval points out that three government officials were murdered on Russian soil by former S.H.I.E.L.D. agents. When the inspector asks Bobbi what she has to say, she asks for a cheeseburger and curly fries. Duval warns her that there is no one else to help her, and asks what she was doing in Siberia.

34 Hours Earlier — Lance and Bobbi get ahead of Malick's detonator, and Lance hands his ex-wife the detonator. As the convoy drives past, Bobbi contacts Fitz on the Zephyr. Fitz is tracking the convoy and reports that it's heading for a decommissioned power plant. They figure that the Russians plan to build a concentration camp for Inhumans, and Fitz tells Lance that he'll need to procure transport. Lance knocks out a guard on a jeep and he and Bobbi get in.

Now — Duval admires Lance's ability to spout nonsense, and Lance insists that it's the truth. He and Bobbi were on holiday picking mushrooms. Duval points out that Lance was standing over a dead man with the murder weapon, and asks who ordered the assassination.

Lance insists that they were accosted in the woods by drunken soldiers, and all they did was try to get out of it.

31 Hours Earlier — As night falls, Bobbi and Lance approach the power plant. Fitz tells them that they can't get an internal scan of the plant, and Coulson tells them that he'll send backup with guns and surveillance. Lance asks if they have a green light to assassinate Gideon, and Coulson tells them to just find out what he is and get back to him. Once Bobbi signs off, Lance stares at her until she asks what he wants. He says that it's nice just the two of them alone in the woods, and tries to remember the last time they had a proper vacation. Lance points out that they've never had a vacation, and Bobbi insists that they have to sacrifice free time. She wonders

why Lance is thinking about it, and he points out that they went on a mission with the man who killed two of their friends. He figures that leaving Gideon will end badly, and spots someone hauling an Inhuman prisoner inside.

Soldiers suddenly surround the two agents, guns drawn. The agents claim that they're picking mushrooms and they got lost, and then attack and knock out the soldiers. Someone announces over one of the soldier's radios that the Cabinet Ministers have arrived.

The Zephyr lands nearby and Bobbi and Lance meet them. They explain that Gideon and Anton are meeting with Russian Cabinet Ministers to show them an Inhuman. The team figures that they need to get inside, and they realize that Bobbi is the only one who speaks Russian. Melinda sends Bobbi, Daisy, and Mack to find the security hub, and Lance is with her.

Now — Duval hooks Lance and Bobbi up to lie detectors and question them separately. The inspector knows that they were S.H.I.E.L.D. agents until S.H.I.E.L.D. disbanded. Neither one of them break despite hours of questioning. Duval shows Bobbi a photo of a dead man and asks why she killed him. Bobbi says that she didn't, and Duval says that she's confessed to Lance doing it. He figures that their weakness is each other.

29 Hours Earlier — Lance and May sneak into the plant and look for the Inhuman. They take cover to avoid the guards, and Lance finds a dead man wrapped in a tarp. Melinda realizes that it's the Russian Prime Minister Dmitri Olshenko's personal attaché, and says that they have to get their information to Coulson and Mack.

Bobbi and the others fight into the security hub, and Mack admits that he doesn't remember Bobbi and Lance ever taking a vacation.

Daisy prepares to hack the computes but realizes that it's in Cyrillic. Mack spots Gideon and Anton on the security monitors, and Bobbi goes after them disguised as a soldier while Daisy and Mack pipe the video to Coulson.

Bobbi finds Gideon and Anton, as Gideon talks about creating a reservation for Inhumans. Bobbi plants a bug as the Cabinet Ministers arrive, and Coulson listens in as Anton explains that Olshenko sent his attaché to the plant to shut down the sanctuary. Anton admits that the attaché is dead at the hands of General Androvich, and Coulson recognizes Androvich as the Minister of Defense and a former KGB assassin. As Bobbi listens, Anton tells Gideon that Androvich is an Inhuman. Gideon asks where Androvich is, and Anton says that he's in restraints. As the team realizes that the captive Inhuman is Androvich, Gideon says that he can't help them because humanity will have to make some difficult choices about their existence. He insists that they must ally with the Inhumans, but they will need a leader and Olshenko is not that leader. Gideon suggests that they release Androvich, and Coulson realizes that the Hydra director is staging a coup.

Now — Duval returns to Bobbi's cell and offers her water. She refuses, and Duval says that they know she and Lance aren't operating alone.

He figures that S.H.I.E.L.D. is still in the shadows, and Bobbi wonders why Duval hasn't mentioned Gideon. Duval offers to spare Lance if Bobbi confesses to working with S.H.I.E.L.D., glances at the one-way mirror, and leaves.

28 Hours Earlier — As Melinda and Lance wait for the soldiers to move off, Lance figures that Melinda paired up with him because she doesn't trust him.

Melinda points out that he put Andrew's life at risk for selfish reasons, and Lance says that he'd take a bullet for any of them because they're teammates. She points out that she was the person next to Lance, and S.H.I.E.L.D. works for the greater good. Lance apologizes for everything he did, just as Daisy calls to say that Gideon is on the move.

Bobbi is with the soldiers escorting Gideon and Anton out. As they go to get Androvich, a superior officer asks Bobbi where her tie is. She knocks him out but loses Gideon and Anton as they go to another wing and seal the door behind them. Meanwhile, Jemma confirms that the attaché was strangled to death. However, there are no external marks, suggesting that a psychic ability was used.

Lance and Melinda spot Gideon outside, and Daisy gets Bobbi through the door. Mack spots Androvich on the security cameras and confirms that he's free, and then sees his shadow detach from his body. Daisy rolls the video back so they can figure out what happened.

Fitz picks up incoming helicopters approaching the compound. It's Olshenko's personal detail, and they realize that he's coming there. Coulson realizes that Gideon plans to have Androvich kill Olshenko at the plant. As Bobbi makes her way through the plant, Androvich's "shadow" follows her and then fades through a wall.

Gideon and his men drive away at the same time that Olshenko's detail lands on the other side of the compound. Coulson tells Lance and Melinda to protect Olshenko. They head across the compound and spot Olshenko. Daisy and Mack arrive and Bobbi is in the group.

Coulson tells Lance and Melinda to secure Olshenko, while the others contain Androvich and get him to a containment module. Jemma reviews the videos and says that she might know what Androvich's powers are.

Olshenko demands his attaché, and Anton looks over at Androvich. Anton then says that the attaché, Yuri, couldn't see the error of his ways. Olshenko realizes that they're all traitors, just as the S.H.I.E.L.D. team tosses a smoke grenade in. Lance leads Olshenko off while Melinda attacks Anton's men. Bobbi, Mack, and Daisy confront Androvich, who summons his "shadow" made out of Darkforce. It attacks Mack, and is incorporeal so that they can't hit it. Once the shadow knocks Mack unconscious, it fades into a wall and they realize that Androvich has slipped away. Jemma explains that the Darkforce manifestation operates independently of Androvich and can control its density. The scientist warns that she doesn't know of any way to beat it.

Lance leads Olshenko out, and shoots Anton when he comes after them.

Bobbi realizes that they have to take out Androvich, just as the shadow comes after them. It fades in and out faster than they can react, knocking out Daisy and then fading away.

The shadow confronts Lance and Mack tells Bobbi to go why he helps Daisy. Lance tries to fight the shadow but is unable to touch it.

Meanwhile, Bobbi finds Androvich and shoots him dead. She immediately surrenders and the soldiers take her prisoner.

The shadow disappears just as it prepares to kill Lance and Olshenko. More soldiers arrive and arrest Lance.

Now — Duval brings Lance into Bobbi's cell and chains him down next to her. Once the inspector and his men leave, Bobbi says that they were lucky. Lance says that he was lucky and she was good, and admits that he doesn't see a way out where everyone lives. Bobbi says that perhaps not everyone should.

Olshenko meets with President Ellis and figures that Lance and Bobbi are working for S.H.I.E.L.D.. Ellis insists that there is no S.H.I.E.L.D., and points out that Bobbi and Lance saved Olshenko's life. Unimpressed, Olshenko says that when the incident goes public, he'll have to explain how three members of his government were murdered. Coulson steps forward and Ellis says that Coulson is an advisor to the ATCU. As Olshenko takes that in, Coulson points out that Androvich tried to assassinate Olshenko. Olshenko tells Ellis that someone must pay for what happened and it won't be him.

Coulson enters the cell and introduces himself as if he's a stranger. He uses a device to blank out the sound, and tells Lance and Bobbi to head out the door when Fitz triggers the EMP. The couple agree that they can't risk an extraction, and they'll sacrifice themselves to protect S.H.I.E.L.D.. Bobbi and Lance agree that it's time, and Coulson promises to have their things sent to them.

The cameras come back up and Coulson finishes his scripted spiel. Coulson then turns over to Duval, and confirms that they don't work for S.H.I.E.L.D.. Ellis says that Lance and Bobbi will never work for the government, and Coulson thanks them for their bravery. He points out that they saved Olshenko's life and wiped out his opposition, and suggests that they're free to go. Olshenko walks out, leaving the door open.

Back on Zephyr, Coulson returns alone. He tells the team that Lance and Bobbi have been disavowed and won't be coming back. They walked free but can't be agents again. Coulson assures the others that Bobbi and Lance never cracked even to save each other, and they did it for S.H.I.E.L.D..

Later back in the States, Lance and Bobbi go to a bar and discuss where to go on vacation. They're well aware that they're under surveillance, and a waitress brings Bobbi a drink. She says that Bobbi has an admirer and leaves, and Lance spots Jemma in a booth.

The waitress brings another drink and another drink, and the couple spot the rest of their teammates in the crowd. Bobbi explains that it's the Spy's Goodbye, and they all share a toast at a distance. Coulson and his team leave, and Bobbi takes Lance's hand.

Gideon is out in a forest skeet-shooting. His daughter Stephanie joins him, and Gideon admits that the mission didn't go well. He confirms that they don't have a clue that Hive is back, and Stephanie is eager to meet him. She figures that Hive is going to change the world, and scores a direct hit.

Watchdogs

Season 3
Episode Number: 58
Season Episode: 14

Originally aired: Tuesday March 29, 2016
Writer: Drew Z. Greenberg
Director: Jesse Bochco
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye/Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso "Mack" Mackenzie), Luke Mitchell (Lincoln Campbell)
Recurring Role: Mark Dacascos (Mr. Giyera)
Guest Stars: Titus Welliver (Agent Felix Blake), Gaius Charles (Ruben Mackenzie), Justin Morck (Watchdog Alpha), Trenton Rostedt (Dallas Wyatt), Jonathan Camp (Watchdog Oscar), D. Elliot Woods (Watchdog Victor)
Summary: A new group, the Watchdogs, go public and destroy an ATCU facility as they declare on the war on the Inhumans and the ATCU. Meanwhile, Mack tries to spend some downtime with his brother.



In Naperville, Illinois, Mack and his brother Ruben are working on motorcycles together. Ruben complains that they never got to take the trip that Mack promised, and Mack insists that he got buried in his work. His brother thinks that he works in insurance, and Mack says that his job hasn't been that great recently. The management is out of control and new people keep coming in with no experience. Mack says that his two friends got transferred for good, and tells Ruben that he's sorry about his layoff. He

assures his brother that it's just a temporary setback.

Mack and Ruben go into the house and Ruben prepares to cook stakes. They turn on the TV and see a broadcast from a masked group calling themselves the Watchdogs. They've gathered outside a supposed ATCU facility in South Bend, and the Watchdog leader says that they want all of the information about the Inhumans released. The Watchdogs blow up a government facility with implosion grenades and run off, and Ruben says that it's awesome.

Coulson soon calls Mack and says that he needs Mack to check out the incident since he's the closest agent. When Mack says that he was hoping for some time off, Coulson points out that he's down a couple of agents and his resources are limited. He tells Mack to figure it out and hangs up, and Mack tells Ruben that he has to take off for a couple of hours because of an accident he has to assess. He promises his brother that they'll have lunch, beers, and bikes when he gets back.

At the base, Coulson tells Daisy to rendezvous with Mack at the site and report back when they have something. Daisy warns that she's been following the Watchdogs online for a while and until the attack it's been rhetoric. She figures that something has changed, and says hello to Lincoln as he joins them in the hanger after returning from his S.H.I.E.L.D. evaluation. Daisy wants to take Lincoln with her, but Coulson says that the Inhuman is going to sit the mission out. He walks off abruptly and Daisy has no choice but to agree.

At the attack site, Fitz begins examining the debris. There's a Watchdog symbol painted on the ground. Mack tells Daisy that the site was an ATCU facility, and somehow the Watchdogs

found out about it. Fitz determines that there are traces of an explosive, nitramene, that cause implosions. They realize that the watchdogs have figured out a way to stabilize it, and Fitz has a substance that will neutralize the nitramene.

Once Mack gets the report from Daisy, he tells her that he knew someone who was fixated on stabilizing it and add it to the S.H.I.E.L.D. arsenal. When the agent got out of the hospital after Deathlok broke his spine, he took a lot of S.H.I.E.L.D. secrets with him.

The Watchdogs meet with their leader: ex-agent Felix Blake. He says that he has a new plan of attack.

At the base, Jemma is practicing on the firing range when Melinda comes in and asks what it's about. She figures that Jemma doesn't like feeling vulnerable and blaming herself, and Jemma says that she points out that Will died trying to save her and Fitz nearly got himself killed. Melinda assures her that it's not her fault that Andrew, the Inhuman that Jemma freed, killed the other Inhumans. Jemma doesn't believe it and says that she's learning to defend herself. Melinda insists that it wasn't her fault and leaves, and Jemma goes back to shooting.

On the Zephyr, Mack says that even his brother is cheering on the Watchdogs. Daisy has been tracking them online and suggests that they pick one up and see what he knows. Mack isn't happy that they're picking people up without evidence, and Daisy insists that she's trying to save lives. They argue briefly and Mack says that he's not going along with it. He goes back to see Ruben and Daisy tells Fitz that he's with him.

Lincoln finds Coulson, who explains about Blake. He knows where Blake's safehouses are and is taking Lincoln with him to check them out. Lincoln asks about his S.H.I.E.L.D. evaluation, and Coulson admits that he wasn't happy with what he saw but he wants to see it for himself.

Mack returns to his home and finds Ruben drunk. Ruben complains about Mack leaving, and says that there's a lot going on. He tells Mack that his health benefits are running out and the mortgage is shot. Mack wonders if he wanted to ask him for money, and Ruben says that he'll handle it just like he's handled it. He reminds Mack that he's never been there for him, and the system is rigged to keep people down. when Mack says that he sounds like a Watchdog, Ruben quotes their manifesto. Mack tells him to stay away from the Watchdogs, but Ruben asks if he has the answers and walks away.

Melinda calls Jemma into the conference room and shows her everything she has on Andrew's location. She says that Andrew is dangerous and he's the one responsible for everyone he kills. When Jemma wonders how Melinda deals with the guilt, Melinda says that she channels it. Looking over the files, Jemma says that she's looking in the wrong place.

Coulson and Lincoln fly to Blake's safehouses, and Lincoln finally asks what it said on his evaluation. His boss tells him that he's there because of Daisy, not the cause. Lincoln is also having control issues. Lincoln points out that Coulson is testing him continually, and Coulson points out that Lincoln is the only member of the team that he hasn't vetted. He tells Lincoln to maintain control and follow orders, and he'll determine if Lincoln can be an agent or not.

One of the Watchdogs, Dallas Wyatt, is out driving when his truck goes out of control. Daisy is standing in the road ahead of him as he brakes to a halt. She gets in the cab and addresses Dallas by name, and shatters the window with a gesture. Daisy says that she's one of the freaks, and Fitz arrives and trains a gun on Dallas. When Dallas refuses to tell Daisy where the Watchdogs meet, she shatters the rear window with her seismic abilities.

The next morning, Daisy calls Mack and tells him that the Watchdogs are at Easterling Farms and planning their next attack. Mack reluctantly agrees to meet her there and hangs up. Ruben has overheard him talking and says that he's making lunch. Mack says that he has a thing and walks out.

Jemma reviews Melinda's date and explains that Andrew is an Inhuman. She suggests that Lash is being driven by basic instincts and they need to think like a doctor rather than a spy. Melinda admits that if she catches Andrew then she'll kill him because there's no choice, and Jemma says that there may be a choice. She suggests that the vaccine will work on Andrew because he hasn't finished his transition. Melinda tells Jemma not to give her hope because she doesn't want it.

Daisy, Mack, and Fitz sneak into the farm and take out the guards with icers. Fitz sends a drone into the barn where Blake and his men are going over their plan. Daisy recognizes Blake's voice and texts Coulson.

In Atlanta, Coulson and Lincoln break into one of Blake's safehouses. They hear something moving and continue in.

Fitz tries to spot Blake, and Ruben pulls up. Mack tells him to go home, and Daisy says that they have to get Ruben out. The Watchdogs come out and Mack stuns them with his icer. Daisy takes out another Watchdog with her powers, and Ruben drives off.

Meanwhile, Mack says that they're outnumbered and tells Daisy and Fitz to get out while he puts a lid on it and heads for the barn.

Coulson and Lincoln check out the safehouse basement.

Daisy tells Fitz that she's going to take out Blake rather than fall back. She gets to the barn but there's no sign of Blake.

Coulson and Lincoln find a man standing in the middle of the basement. It's Blake, who turns with a gun and says that he's everywhere.

A Watchdog shoots a nitramene capsule into Fitz's neck. Daisy knocks him out and injects the nitramene with the neutralizing agent.

It slows down the reaction but doesn't stop it, and Fitz warns that it will soon go off and he'll implode.

Blake admits that he expected the ATCU to show up at the compound, and figures that Coulson is keeping S.H.I.E.L.D. inside of the ATCU. He says that when he got out of the hospital, he discovered that Coulson is using the Inhumans. Coulson insists that S.H.I.E.L.D. protects mankind, but Blake points out that they've caused nothing but chaos. Suspicious, Coulson realizes that Blake is stalling and asks why.

Daisy takes Fitz to the Zephyr and enters a containment module with him. Dallas is locked up inside. The bomb is digging into his neck, and it's too unstable for Daisy to blast off. Daisy orders Dallas to tell them what they put in the bomb. He says that he doesn't know, and she slams him against the wall. All Dallas knows is that Blake suspended the nitramene, and Fitz realizes that they have to stop the substance housing the nitramene. He tells Daisy to freeze it, and she goes to get a canister of liquid nitrogen.

Blake tells Coulson that the cell in Indiana is only one of many. Coulson holsters his gun and says that Hydra fed the ATCU target's location to Blake. Lincoln says that Blake is spreading fear, and Blake says that people are already afraid and want the truth. He figures that Coulson has killed someone because he hates him, and Coulson says that Lincoln is also filled with hate. Coulson says that Lincoln is an Inhuman and hates Blake, but isn't hurting Blake because of his orders. He then orders Lincoln to kill Blake.

Lincoln insists that there's another way, and Coulson says that sometimes they do the wrong thing for the right reason because it has to be done. The Inhuman fires an electrical blast, and it goes through the hologram of Blake.

Daisy freezes the bomb and it deactivates. As Fitz peels it off, Daisy tells Dallas that she's turning him over to the ATCU.

Lincoln realizes that Coulson knew "Blake" was a hologram. He knows that Lincoln didn't fire a kill shot, and says that Lincoln did it right: gave a dissenting opinion but finally obeyed orders.

Mack returns home and finds Ruben waiting. He demands to know who Mack is and wonders why he's helping Inhumans. Mack insists that their humans, but Ruben figures that it's all lies and walks away.

Lincoln and Coulson check Blake's files and discover that he has a second target. They realize that Blake wanted to keep them from talking with Daisy and others, and he wanted an Inhuman for his men to go after.

Dallas chuckles and says that if they had known Daisy was an Inhuman, they would have gone after her.

Mack follows Ruben out to the garage and says that he wanted to keep his brother away from his life with S.H.I.E.L.D.. A car pulls up outside while Mack says that he joined S.H.I.E.L.D. to protect the people he cares about. Watchdogs set their motorcycles on fire, and then burst into the house and prepare to kill the Inhuman.

Realizing that they're trapped, Mack tells Ruben that they're being hunted. Ruben points out that they're not Inhumans, but Mack warns that the Watchdogs will kill them anyway. The Watchdogs search the house and Mack realizes that there are five of them. He gets his father's old shotgun loaded with bird shot, and tells Ruben that they'll slip out through the college and escape.

Mack shuts off the lights and takes out one of the Watchdogs. He gives the man's assault rifle to Ruben and they head for the kitchen. Another Watchdog jumps Mack, and a third one opens from above. Ruben fire at him, and Mack knocks out the watchdog that he's fighting. Mack realizes that two Watchdogs are unaccounted for, and looks outside to spot the remaining two men covering their escape route. One of the Watchdogs inside the house recovers and shoots Mack in the arm. As he advances on Ruben, Mack grabs a cleaver and kills him.

As the remaining Watchdogs break in, Mack shoves the cleaver into the barrel of the shotgun. He shoots one Watchdog in the leg and then blasts the other. Ruben goes to his brother, who says that's why he didn't tell him what he does.

Later, the medics take Mack out. Daisy tells Ruben that Mack will be okay, and assures him that everything is okay. Ruben is surprised to learn that Mack works for S.H.I.E.L.D., and Daisy suggests that they could Ruben on their side. She admits that she should have been there for Mack, and that Mack is the person she wants when she needs someone to watch her back. Ruben smiles in satisfaction and Daisy offers him a ride to the hospital.

Later back at the base, Daisy shows Coulson surveillance video from an hour before the implosion. A van pulls away, and the plates belong to Hydra. Coulson figures that it was a distraction and a cover-up, and wonders what Gideon took from the facility.

The van arrives at a garage and Giyera greets it. Blake emerges from the shadows in a wheelchair, and says that he kept his end of the deal. He demands real weaponry so he can hunt down Inhumans. Giyera says that if everything goes as planned, they'll both have what they want and looks at the missile inside the van.

Spacetime

Season 3

Episode Number: 59

Season Episode: 15

Originally aired: Tuesday April 5, 2016
Writer: Maurissa Tancharoen Whedon, Jed Whedon
Director: Kevin Tancharoen
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Brett Dalton (Grant Ward), Chloe Bennet (Skye/Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Luke Mitchell (Lincoln Campbell)
Recurring Role: Powers Boothe (Gideon Malick), Mark Dacascos (Mr. Giyera), Blair Underwood (Andrew Garner)
Guest Stars: Bjorn Johnson (Charles Hinton), Wolfgang Bodison (Edwin Abbott), Lola Glaudini (Polly Hinton), Markus Flanagan (Rowan Hamilton), Alexander Wraith (Agent Anderson), Matt Ferrucci (S.H.I.E.L.D. Agent), Scott Broderick (Officer Bowie), Andrew Thacher (Rowan Lawyer 1)
Summary: Daisy gets a terrifying glimpse into the future and S.H.I.E.L.D. tries to prove her vision isn't set in stone.



A homeless man, Charlie Hinton, is sitting in an alleyway in Dyker Heights, New York, carving a robin, when the grocery store owner, Edwin Abbott, comes out with some garbage. Charlie assures him that he's not trying to hurt anyone. Edwin tells Charlie that he can't sleep back there anymore because it's bad for business. Charlie offers to help, and Edwin tells him to head out and points out a nearby shelter. He gives Charlie some money for breakfast, and when their hands touch, Edwin begs Daisy for

help and says that they're running out of time and this is where he dies.

The team intercepts an emergency dispatch about Edwin calling 911 and asking for Daisy, and says that Hydra is after him. They head for the location and Coulson identifies Edwin. He has no affiliation with any intelligence organization, and Dorothy doesn't recognize Edwin. Coulson insists on going with them since Mack is recovering from the injuries sustained against the watchdogs. They arrive and Edwin recognizes Daisy when she arrives. Edwin explains that when he touched Charles, he had a vision of the moment in the present where they meet. He knows that Hydra attacked him because that's when she'll yell when they come out of the sky. A Hydra flyer lands nearby and Melinda yells "Hydra!", and the flyer opens fire. Edwin warns Daisy that's where he dies... just as the Hydra agents gun him down.

Daisy realizes that Charlie is an Inhuman and runs into the alley. The flyer lowers a grabber and snatches Charlie, and Daisy manages to grab his hand as he's pulled up. She has a vision of a wounded Lincoln, and fighting her way into a security office. She sees Fitz and Jemma holding hands in the snow, Coulson shooting her, and a dying Charlie saying that he hoped that she could help, and then the vision ends. The others arrive and Daisy picks up the carved robin and realizes that what she saw hasn't happened yet.

At the Hydra base, Hive goes to Gideon's quarters. Gideon congratulates Hive on his recovery, and Hive takes a seat at the director's table. He thanks Gideon for bringing him back and asks

why. Gideon explains that his ancestors believed that if they returned Hive then they would be rewarded. Together they're supposed to take over the world, and Hive points out that Gideon already has \$9.2 billion and wonders what he can give Gideon that he doesn't have already. Gideon says that he's dedicated his life to a higher power, and Hive figures that Gideon seeks true power. Gideon admits that it's intriguing, and Hive says that it's time to go above-ground and show Gideon what true power feels like. As Hive speaks, Hydra agents bring Charlie in.

The team returns to base and Daisy explains her vision. Coulson asks Fitz and Jemma if it's even possible, and they agree that it is. Daisy suggests that they reverse-engineer the visions and change the vision, but Fitz warns that the future can't be changed.

She refuses to believe it and insists that she has to save Charlie. Fitz insists that they can't change the future because it's already happened, Coulson figures that they have to try and stop Hydra, and he has a strategy. He says that they have to keep Daisy in the base because she's in the vision and Melinda isn't, so he's going to have Melinda go instead. Daisy insists on going, but Coulson says that it's the only way to save Charlie. Until then, he won't pick up a gun.

As the agents run a database search for Charlie, Lincoln and Coulson discuss the temporal possibilities. Lincoln suggests that the Inhumans' powers were designed to fulfill a plan. Everything Raina said was true, so Daisy was able to change the outcome. Lincoln and Coulson both hope that she can do it again. The search comes up positive on Charlie, and they discover that he has a family. As they prepare to secure them, Lincoln says that he'll kill Coulson if he shoots Daisy.

Daisy describes her vision to Fitz and Jemma, and explains that they were on a rooftop near a flashing billboard. She's sure that whatever happens, happens that night.

Gideon, Hive, and Giyera arrive at the building, Transia, with a flashing sign on the roof.

Melinda arrives in the lab, and Fitz explains that he's tasked all servers to search for the keywords from Daisy's mission. Daisy says that she's going to do everything possible to find Charlie, but Melinda insists that they can't. Jemma explains that some of the servers are searching for Andrew, and Fitz assures them that he'll leave those servers alone. Once he does, Jemma asks Melinda if she thinks that they can change the future. Melinda says that the real feat would be changing the past. Daisy sees agents bring in a woman, Polly Hinton, and recognizes her from her vision. Polly realizes that Daisy touched her husband.

Later, Coulson briefs the team and explains that Polly is Charlie's wife. Charlie was a teacher and walked out on Polly and their 18-month daughter. Daisy is questioning Polly, who explains that one day she found Charlie going through Terragenesis. When she touched his hand, she saw a vision of a car crash. They both saw a vision of Polly's mother in a hospital bed, code blue, and they had to stop physical contact. Any time that Charlie touched someone, they would both see someone's death. The visions all came true and Charlie was never able to stop the visions from happening. When Daisy mentions the carved robin, Polly says that their daughter's name is Robin and Charlie knew he could never hold Robin again.

Gideon and Hive meet with Rowan Hamilton and his lawyers. The Hydra director shows Rowan Coulson's artificial hand and points out that Transia manufactured some of the nerve-wire interface hardware. Gideon also knows that Transia has been working on an exoskeletal-assist prototype for the Defense Department, and wants to buy the company. Giyera presents the papers, but Rowan refuses to consider it. Hive says that it would be in Rowan's best interest, and Gideon says that Hive has his full authority to negotiate the deal. When Rowan refuses to negotiate, the Hydra agents bring in Charlie and he touches Rowan's hand. Rowan sees a future where Hive kills all of Rowan's lawyers, and Rowan immediately signs the papers. He begs them to leave, but Hive kills Rowan's lawyers.

Once Hive is done, agents bring in the prototype and Giyera reports that their men are taking control of the building. Hive tells Gideon to put on the prototype so that he can feel true power.

Daisy contemplates the carved robin, and Melinda sees her. She figures that Daisy still wants to go on the mission, and Daisy insists that she can do it because she knows what's coming. Melinda tells her to show her what's coming and they set up a mockup of the room Daisy saw in her vision.

Coulson tells his agents to set up a watch on the Hinton house, and hears the team working through the mockup. He watches as they play out the vision with Melinda filling in for Daisy. They're not fast enough, and Daisy has them go through it again.

At Transia, Gideon puts on the prototype and crushes a metal vase. He casually overturns the conference table and admits that it feels good, and Hive says that if he wants to feel true power then crush Rowan. When Rowan tries to run, Gideon easily grabs him.

Hive says that he knows Gideon has killed people, but true power is feeling the life go out in his hands, just like Coulson killed him. He asks if Gideon feels anything, and Gideon crushes Rowan's skull.

As Daisy runs another simulation, Fitz wonders what is going to stop Melinda from going. Jemma doesn't believe it. The next time through the simulation, Melinda manages to beat the clock. An agent comes in and says that they've found the building that Daisy described: Transia. The only way in is through the security office on the ground floor. Fitz points out that Transia created Coulson's hand that he lost on the alien planet. As they head for the Zephyr, the alarms go off and Coulson says that they have an intruder. S.H.I.E.L.D. agents bring in Andrew and explain that he surrendered himself, and he tells the team that Lash is taking over and he's about to turn for the last time. Andrew came to say goodbye.

Coulson tells Melinda that she can't go, but Melinda insists that Andrew is a killer and she has no loyalty for him. Despite that, Coulson warns that she'll regret it for the rest of her life if she isn't there for Andrew. Daisy says that she'll go, but Coulson and Lincoln will stay back to avoid what she saw in the vision. Coulson reluctantly agrees and they head for the Zephyr. As they go, Coulson tells Daisy to watch her back and come home safe.

Melinda sits with Andrew in the containment module and says that she'll get out when she needs to. They've hooked Andrew up to an IV with the vaccine that Jemma has been working on, and Melinda explains that it may work since Andrew is still transitioning. Andrew says that he can't fix anything, and he wanted to tell Melinda that he knows becoming Inhuman changed him. He knows that a little bit of Lash is in him all the time, and there was a bit of him in Lash. However, this time when Andrew turns, he's afraid that he'll be gone forever. Melinda asks if Andrew would change the past if he could, and Andrew says that he would. However, he still feels that Lash is fighting for a cause that they don't understand yet. He wants Lash in S.H.I.E.L.D.'s hands because they may need him.

Fitz taps into Transia's security systems and they see Giyera inside. Before the signal goes out, they catch a glimpse of Hive and Fitz warns that it's no longer Grant.

Daisy arrives outside of Transia and goes inside.

Melinda asks if Andrew would change anything between the two of them. If he had never met her then he wouldn't have been transformed into Lash. Andrew turns off the IV and says that he wouldn't change a thing, and Melinda says that she would. He insists that Melinda is still the center of the best things in his life, and he's exactly where he's supposed to be.

Daisy fights her way into the security office. She takes out the guards and uses her powers to knock out a guard before she can sound the alarm. It goes off anyway and Daisy sees a one-way mirror. The guard on the other side prepares to shoot her... and Daisy sees a reflection of Coulson coming up behind her. He fires... and kills the guard on the other side of the mirror. Coulson says that she's going up to the roof because Hydra is taking Charles there. As Daisy heads off, Coulson says that he's going to find Grant.

Giyera and Hive head for the roof, and Giyera explains that Gideon has already left. When he asks if they should kill any S.H.I.E.L.D. agents, Hive says to only kill the human ones.

Lincoln, Fitz, and Jemma arrive at Transia with a team of agents. Lincoln goes inside with the team while Fitz tells Jemma that they're staying outside and points out that there isn't a cloud in the sky.

Daisy heads for the roof.

Lincoln meets Coulson in the security office, and they split up to search the building for Grant.

Andrew apologizes for dragging Melinda away from a mission, and then convulses.

Daisy arrives on the roof and sees the Hydra agents taking Charlie to the helicopter. Gideon hits her with his enhanced strength, and Daisy fires a blast that misses him and hits the sign overhead, setting it on fire.

Lincoln finds Giyera, who telekinetically knocks him out with a metal fire extinguisher.

Andrew runs into the adjoining table and locks himself in, and Melinda goes to the window. They both put their hands on the glass.

Gideon beats Daisy repeatedly, while Charlie watches.

Fitz tries to raise Coulson on the comm, and Jemma wonders if Daisy saw her own death.

Coulson tells the teams not to engage. A wounded Lincoln says that he has eyes on Grant, and Coulson tells him to pull out because they don't know what they're dealing with.

Andrew collapses and transforms into Lash.

Gideon prepares to finish Daisy off, but Charlie touches him. The Hydra director has a vision and then chokes Charlie to death.

Daisy manages to fire a seismic blast, slamming Gideon across the roof. Charlie collapses next to her and Daisy realizes that he was meant to save her. He says that he was meant to make a difference, as the Hydra helicopter flies away.

The ashes from the burning sign drift down on Jemma and Fitz, and Jemma points out that they're supposed to hold hands now. As they take each other's hands, Jemma says that somethings are inevitable, Daisy gives Charlie the carved bird, and he says that he had to protect his daughter from his visions. She assures him that he did, and Charlie hopes that Daisy can protect his daughter. Daisy promises to do it and takes Charlie's hand, and she has a vision of a derelict ship in space exploding with her in it. Charlie apologizes for the vision and dies.

Back at the Hydra base, Hive tells Giyera to go to the place that is manufacturing the technology he's interested in. Gideon calls Giyera and reminds him that he should be at his side at all times. Giyera says that he's where he's supposed to be and hangs up, and then tells Hive that Gideon is fine. The Inhuman says that Gideon sounded afraid.

Paradise Lost

Season 3

Episode Number: 60

Season Episode: 16

Originally aired: Tuesday April 12, 2016
Writer: George Kitson, Sharla Oliver
Director: Wendy Stanzler
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Brett Dalton (Grant Ward), Chloe Bennet (Skye/Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso "Mack" Mackenzie), Luke Mitchell (Lincoln Campbell)
Recurring Role: Reed Diamond (Daniel Whitehall), Powers Boothe (Gideon Malick), Mark Dacascos (Mr. Giyera)
Guest Stars: Bethany Joy Lenz (Stephanie Malick), Cameron Palatas (Young Gideon Malick), Joel Dabney Courtney (Nathaniel Malick), Axle Whitehead (James), Mark Atteberry (Kurt Vogel), Alexander Wraith (Agent Anderson), Henry LeBlanc (Mourner), Ana Zimhart (S.H.I.E.L.D. Agent)
Summary: Gideon wrestles with his past as Hive calls a meeting of Hydra's inner council. Meanwhile, Daisy and Lincoln look for a former Afterlifer with information on Hive, while the others investigate Hydra's newest business acquisition.



The Past — A Hydra director, Kurt Vogel, tells a young Gideon that his father was a true believer and will be missed. Gideon promises that he and his brother Nathaniel will continue their father's work. Nathaniel approaches his brother and says that they have to meet with Daniel Whitehall. Gideon isn't interested in what Daniel wants, but Nathaniel warns that Daniel is still powerful. He insists on staying, but Nathaniel warns that Daniel's people aren't asking.

Now — Gideon arrives home and finds his daughter Stephanie waiting for him. He says that they need to talk, and Stephanie says that she wasn't expecting their guest Hive to be so handsome. Gideon is surprised to learn that he's there, and Stephanie explains that Hive arrived earlier and asked her to gather inner circle. Hive comes down and welcomes Gideon, and says that he thought it was time to reveal his true self.

In his office, Coulson studies the video image of Hive and clenches his artificial hand. Melinda comes in and points out that Coulson said he killed Grant. Coulson offers his condolences on Andrew's death, but Melinda refuses to discuss it. She knows that Coulson enjoyed killing, and tells him that she would have made the same choice... and she hopes she has the chance to kill Grant as well.

Jemma and Fitz are examining one of the men that Hive killed. Mack comes in and realizes that Grant is still alive, and figures that Daisy isn't doing well. Jemma explains that they think Grant's body was possessed by the creature on the alien planet, and they don't know what it did to the board members. Fitz warns that the creature knew everything that Will did, and suggests that it hasn't come after them because it isn't interested in them. Mack asks Daisy if she saw anything during her future vision that could help them out. Before she can answer, Coulson summons them all to his office.

In the office, Coulson figures that Transia has something that Gideon needs. He insists that Hive isn't Grant, and Fitz says that he saw Grant died. Coulson explains that Transia has a subsidiary, GT Agrochemical. A paramilitary force took control of the subsidiary shortly after Gideon took over Transia. Most of the team will head to GT, while Daisy and Lincoln stop in the Badlands to talk to an Inhuman from Afterlife. Lincoln explains that the Inhuman might have answers about Hive.

At the Malick estate, Stephanie asks Gideon what's going on. He says that he had a vision of his death in the future, being torn apart from the inside. Stephanie suggests that her father talk to Hive, but Gideon realizes that it won't do any good... because Hive was his killer.

The Past — Gideon and Nathaniel arrive at Daniel's cell. He says that they should talk before their upcoming stone ceremony, and tells them that they must choose a path forward with Hydra. Daniel believes that they should choose his path, and says that the Malicks' ancient traditions are foolish. Gideon insists that being chosen as a Traveler is an honor. Daniel says that their father was no fool, and asks how he survived the ceremonies. Gideon doesn't want to hear it and starts to leave, but Daniel tells him to find a book called *Paradise Lost* in their father's study.

Now — Stephanie insists that Hive won't hurt him, but Gideon figures that Hive will kill that night before the inner circle. He's sent Giyera away and gathered the inner circle behind Gideon's back, and he needs to kill Gideon to demonstrate his power. Stephanie insists that her father has always been a faithful father, and tells Gideon to remind Hive how important he is.

As Daisy and Lincoln fly to the Badlands, Daisy remembers her vision of the Quinjet in space, blowing up. She wonders why Lincoln never mentioned the Inhuman they're visiting, and Lincoln says that he was never given powers. He insists that he wasn't keeping anything from Daisy, and says that the man is James, a former mercenary and explosives expert. Jiayang banished him from Afterlife after she caught him stealing from her library. James ranted about the second coming of an ancient Inhuman who could raise the dead.

Lincoln admits that James was bitter about not getting powers.

Fitz tells Coulson that the board members were exposed to organisms that ate them. Jemma suggests that the same organisms can reanimate dead flesh. Mack reports that Giyera and his team have been spotted at GT.

At the Malick estate, Hive is admiring the flowers at a pond when Gideon approaches him. The Inhuman says that Stephanie is a true believer, and will play a key role in what is to come. Gideon reminds Hive that he was the one who found him and brought him home, and asks what he remembers of his previous hosts. Hive avoids the question and says that it will all be made clear at the inner circle meeting that night.

Coulson tells the team that they can't let Giyera get away. Jemma warns that Giyera can control any non-biological object in his line of sight. Fitz has built handprint locks into their guns so Giyera can't use the guns against them. Melinda finds a room on the GT blueprint and asks for more information.

Daisy and Lincoln go to James' trailer in the desert. Lincoln says that they shouldn't use their powers. James calls over a loudspeaker and tells them to leave, and Lincoln leads Daisy in past the barbed-wire fence. James is waiting with a gun, and Daisy realizes that she stepped on a land mine. Lincoln says that they're not there to fight, but James figures that Jiayang sent them.

Daisy uses her seismic abilities to hold down the trigger long enough to get clear. She then blasts holes around James, and Lincoln stuns him when he goes for his gun.

The Past — Gideon visits Nathaniel and discovers that he's reading the book. Inside is a notched stone that their father swapped to make sure he never drew from the bag. Their father was afraid to be the Traveler so he cheated. Gideon says that their father may not have been who they thought he was, but they'll uphold the family traditions. He says that they'll be better men, and Nathaniel wonders how. They go to the pond and Gideon says that they'll do the ceremony properly and let Fate decide. With that he throws the stone into the pond, and the brothers promise that they'll be together to the end.

Now — Stephanie tells Gideon that the others are anxious to know why they're there. She figures that he would tell them that it's time to man up, just like he told her many years ago. Gideon calls the meeting to order and says that they are there to celebrate. They have finally brought the Hydra god back from exile. Hive comes in and says that his exile is over. When one man

challenges Hive, Hive says that all of the Travelers have finally returned thanks to the Malick family. He says that the inner circle will all get what they deserve, and reveals his true face. With that, Hive transforms into an alien form to reveal the truth.

At GT, the team break in and clear the area. Most of the files and lab equipment has been taken away or destroyed. They find a glass case holding charred birds.

James wakes up and finds Daisy holding his knife. Lincoln explains that they need information about the ancient Inhuman, and James is surprised that Jiayang let Lincoln undergo Terragenesis. When Lincoln says that they're with S.H.I.E.L.D., James doesn't believe him. Daisy says that Jiayang is dead and Afterlife is destroyed, and James refuses to help them. Lincoln reveals a Terragenesis crystal and offers it to James in return for his information.

While Mack tries to trace where the computer files were sent, Coulson receives word that Giyera is heading his way. He goes out to confront the Inhuman, and takes out the two men with him. Giyera throws a tank at Coulson, who ducks and runs. Giyera chases after him and Coulson lures him into an empty room. Coulson seals the room and Melinda steps forward to fight the former special ops soldier. The two of them fight and Giyera manages to grab her by the throat. Melinda kicks him in the groin and knocks him back, and then slams his head into the floor.

The team take the sedated Giyera aboard the Zephyr, and Fitz confirms that Giyera uploaded the servers to an abandoned oil field on the Dutch-German border. Meanwhile, Giyera's subconscious triggers his powers. The agents finish securing him in the containment module, cutting off his powers.

James shows Daisy and Lincoln a Kree sphere that he stole from Jiayang. He figures that Hive snatched it up after it led a revolution against the Kree. The Kree designed Hive to command their Inhuman army. The archive says that the Inhumans feared Hive and banded together with regular humans to banish him. Daisy figures that Jiayang was scared that someone would try to bring Hive back, and James confirms that they aren't planning to bring Hive back. Lincoln grabs the sphere and tosses it to Daisy, and says that Jiayang was right and not everyone deserves powers. James suggests that Lincoln might actually kill someone, and tells Daisy that Lincoln almost killed his last girlfriend. As Lincoln leads Daisy out, James warns Daisy that men like Lincoln don't change.

Gideon joins Stephanie in the study and she pours him a drink. He thanks her for reminding him what it means to be a Malick, and Stephanie explains that she's reading a book that Hive gave her. It's *Paradise Lost*, and Stephanie realizes that her father is upset. Gideon assures her that he isn't questioning Hive anymore, and they hug before he leaves.

The Zephyr heads for Dutch airspace, and Jemma explains that GT was studying invasive species. They were genetically engineering plants and animals to resist them, and Jemma suggests that Hive may have been afraid of them. Coulson tells her to keep looking, and Jemma suggests that Hive is the organisms that they found on the corpses. Hive is a parasite that retains the memories of the bodies he takes over. As Coulson goes to his office, he remembers killing Grant. Fitz finds him and asks if something is wrong, and Coulson says that Fitz saw what happened. The scientist repeats back Coulson's words that they do what they have to, but Coulson says that he crossed the line. Fitz says that Grant deserved to die, and there was no alternative. Coulson says that he knew killing Grant would come back to haunt him. Now it has... literally.

Mack tells Giyera that he's going to tell them everything he knows. Giyera thanks S.H.I.E.L.D. for helping bring Hive back, and says that they see great potential in humanity. Those who are worthy will inherit a better world. Melinda says that they're approaching their destination.

Gideon goes to the library and takes down the book. Hive and Stephanie come in, and Hive holds up the scratched stone. The Inhuman says that he invited Stephanie there, and she deserves to know the truth. Gideon used the scratched stone to make sure he was never chosen as the Traveler. Hive wonders if Gideon did it to save his life, and Gideon insists that he loved Nathaniel.

The Past — Gideon and Nathaniel participate in the ceremony and draw the stones. Nathaniel draws the white stone and is surprised to realize that Gideon betrayed him. The others lead Nathaniel to the portal.

Now — Hive echoes Gideon's words, and Gideon realizes that Nathaniel is still alive in Hive's

memories. He insists that he carried on the tradition and give up everything so that Nathaniel could return. Stephanie is shocked that Gideon lied to her, and Hive says that Gideon was selfish and got it from his father. Gideon says that he'll die if he needs to but not as a coward, and tells Stephanie that he won't let her remember him like he remembers his father. Stephanie tells Hive to do what he has to, and Hive says that it needs to be right. However, he says that he needs a Malick by his side and kisses Stephanie. He releases his organisms into her mouth, killing her, and tells Gideon that now he understands sacrifice.

Lincoln and Daisy return to the Quinjet, and Daisy wonders why Lincoln never said anything about his former girlfriend. He says that he didn't want her to see his dark side, and Daisy warns that she needs the truth or their relationship ends then and there. Lincoln explains that he tried to fill the void in him with vodka. He couldn't control his drinking or his temper, and his girlfriend tried to help him be a better person. They fought, and Lincoln drove away. The girl got in with him, trying to talk him down, and the car crashed. Gordon showed up and took them both to Afterlife, and saved the girl's life. Lincoln thought that he could fill the void in himself for the first time. Daisy takes his hand, and Lincoln says that he would never hurt her. He insists that he doesn't want any more secrets, and Daisy tells him that she got another glimpse into the future and saw someone on their team die.

On the Zephyr, Giyera tries to use his powers on the module door. Fitz comes in just as Giyera priest the doors open and knocks out the guard. The Inhuman pulls the gun out of Fitz's hand, and Mack grabs him from behind. Giyera summons a pipe to his hand and knocks Mack out, and then runs. Coulson attacks him, but Giyera takes control of his artificial hand and knocks him out. When he gets to the control room, Melinda says that he's not getting the plane without a fight. He telekinetically grabs the controls and sends the Zephyr plummeting toward the ground. A doorway opens and Giyera lands the Zephyr. Melinda contacts daisy and tries to warn her, but Giyera knocks her out.

At the Quinjet, Lincoln reminds Daisy that she puts the Secret Warriors program together for a reason. They have to do something, and Daisy agrees to call them in.

Hive approaches Gideon in his study and tells him that Giyera captured several S.H.i.E.L.D. prisoners. He says that sacrifice is never easy but they have balanced the scales, and Gideon has nothing else to fear. Hive echoes Nathaniel's words, saying that they will be together until the end.

The Team

Season 3

Episode Number: 61

Season Episode: 17

Originally aired: Tuesday April 19, 2016
Writer: Daniel J. Doyle
Director: Elodie Keene
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Brett Dalton (Grant Ward), Chloe Bennet (Skye/Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso "Mack" Mackenzie), Luke Mitchell (Lincoln Campbell)
Recurring Role: Powers Boothe (Gideon Malick), Juan Pablo Raba (Joey Gutierrez), Mark Dacascos (Mr. Giyera)
Guest Stars: Natalie Cordova-Buckley (Elena Rodriguez), Gabriel Salvador (Lucio), Rob Silverman (Kevin)
Summary: Daisy and her team of Inhumans rescue Coulson and his people from Hydra. However, they soon learn that despite their apparent success, a traitor within the team threatens to tear S.H.I.E.L.D. apart from the inside.



On the Zephyr, Daisy and Lincoln watch as the crew flies to where Coulson and his team went down.

In Biscayne Bay, Miami, Joey and his date Kevin are out together.

In Bogota, Elena is practicing English as she boards a bus. Her S.H.I.E.L.D. alarm goes off.

Joey's S.H.I.E.L.D. alert goes off and he says that he'll have to check a raincheck.

Daisy and Lincoln soon pick up their teammates, and they head for where the

team was taken. Scans show a hangar buried beneath the Hydra oil field. They have a service wall that can get us within 50' of the base. Daisy will take them the rest of the way in. Joey wonders when they land, and the others hand out parachutes before making the jump.

Gideon and Hive go to Gideon's quarters, and Giyera explains that he took the plane. He sent in a team and Lucio will have the agents under control.

In the hangar, the Hydra agents attack Coulson and his people. They take refuge in the Zephyr's armory and barricade the door. As Lucio arrives with a Hydra team armed with a battering ram, Coulson tells Fitz to find him something that will keep their opponents at bay.

Daisy blasts in through the base wall, knocking out three Hydra agents. She and her team come in and they split up to search for the others. Elena and Joey take the elevator while Daisy and Lincoln go solo. As they take the elevator up and Joey negates the Hydra agents' bullets while Elena handcuffs them all in the blink of an eye.

Daisy finds the control room to the hangar and calls the location to the others. Lincoln blasts his way through the Hydra agents, throwing one through the door to Gideon's room. He then tells the others that he has Gideon.

Fitz tries to stabilize a wounded Melinda, and Fitz hooks up a chlorine gas projector to the door. The gas drives the Hydra agents back. As the others arrive in the hangar, Giyera knocks Joey out. Daisy blasts Giyera unconscious and gets the others into the Zephyr. Lucio is waiting

and paralyzes Lincoln, and Joey stabs him in the chest with a piece of metal, killing him. Elena then knocks at that the e armory door and Mack opens the door. Daisy arrives and Melinda says that she'll fly them out.

Hive arrives in the hanger and watches as the Zephyr takes off. Giyera says that they achieved nothing, and Hive tells him that now they have one on the inside.

Back at the base, Elena tells the others what Joey did. Daisy assures them that they all did good and notices that Elena is cut.

Lincoln thanks Joey for saving him, and Daisy tells them that if Coulson gets anything from Gideon then they might be on another mission.

Coulson interrogates Gideon and says that he hasn't decided what to do with him since he killed Rosalind. He asks what the creature is possessing Grant's body, and Gideon and talks about how his daughter Stephanie dealt with a horse. He thought that he could control Hive, and tells Coulson that Hive killed Stephanie.

Daisy finds Lincoln in the evidence locker examining the metal sphere that they acquired. She admits that she's unhappy that Lincoln took the Terragenesis crystal without telling her, and he apologizes for what he did. Daisy points out that he's taking advantage of their relationship, but admits that keeping her out of the loop was a good idea. Lincoln says that that Joey is upset about killing Lucio, and Daisy admits that she didn't notice.

Mack explains S.H.I.E.L.D. to Elena, and she says that now everyone calls her Yo-Yo because Mack gave her the nickname. He assures Elena that the organization's job is to protect and they try not to kill. Elena says that she trusts him.

In the lab, Fitz examines Lucio and points out that he still has body temperature. Jemma scans the Inhuman and confirms that there is still some metabolic activity. The scientists place Lucio in quarantine. Melinda sees them go by from her hospital bed.

Gideon warns Coulson that putting faith in Inhumans is a mistake, because they all worship Hive. Coulson explains that Hive is a parasite, moving from corpse to corpse. Gideon warns Coulson that hive will destroy his faith in his team, and the people that served him are now loyal to Hive. Coulson doesn't believe him, and Gideon says that he'll soon see that he's right. He points out that there were four S.H.I.E.L.D. Inhumans in the base, and advises Coulson to stop trusting them.

Coulson leaves the vault and sees Daisy and the others. Mack approaches Coulson and asks if everything is okay, and Coulson tells him to quietly lock down the base. Coulson meets with Mack and Fitzsimmons and explains what Gideon told him. Jemma points out that there is no way to test for Hive's control, and Coulson says that he needs more. Fitzsimmons points out Lucio's abnormal readings, and Coulson tells them to get proof. Until then, they keep everyone confined to the base. Daisy comes in and asks what's going on, and Coulson says that it's a security precaution while Gideon is there. She warns that Joey may not be ready to go out in the field after killing Lucio, and Coulson says that he'll check in with her.

At the lab, Daisy tells Elena and Lincoln that they're there. Elena wants to leave, and Daisy says that they have to be patient.

Once she leaves, Daisy tells Lincoln that she couldn't find Joey anywhere. He goes to give Melinda her pain meds, but she says that she doesn't want them. Daisy asks for a minute with her, and asks how she's doing. Melinda tells Daisy that she did good and it only gets harder, and Daisy figures that Coulson is having her lie to her teammates about the base lockdown. The older woman says that if Coulson is withholding then it's for the right reasons.

Coulson asks Gideon what he thought would happen. Gideon says that he believed he could resurrect a god, but instead he freed the Devil. He sacrificed his brother to Hive but he still took Stephanie. Gideon blames himself for failing Stephanie and wonders what else matters. Coulson tells him that he can still have revenge, and admits that he killed Grant out of revenge for his killing Rosalind. He asks Gideon how they can stop Hive, and Gideon asks what he wants to know.

Mack watches the Inhumans on the monitor. He sees Elena flicker briefly on the monitors but dismisses it as fatigue on his part.

Melinda comes in and asks what's going on.

Fitzsimmons run an autopsy on Lucio. Jemma splits open his skull and Fitz tries to distract himself by talking about how the Inhumans could attack them. Jemma says that things could be worse, and Fitz says that their friends are lucky to have her. Jemma opens Lucio's skull and

finds a parasite organism in his brains. They tell Melinda and Mack what they've discovered, and Melinda calls Coulson out of the interrogation to tell him. The parasite doesn't cause permanent damage, but Fitzsimmons doesn't have a test yet. Coulson figures that they have to ice the Inhumans and explain when they're safe. The power goes out and they go to investigate.

Mack gets his gun from the armory and discovers that one of the grenades is missing.

As Jemma and Fitz go to check the generator, they see the open door to Gideon's room. The scientists look in and see the grenade next to the dead Gideon, just as it goes off. As the alarms go off, Coulson finds Fitzsimmons and they tell him what happened. He tells them to get patched up and lay low, just as Lincoln arrives. Fitzsimmons shrugs him off, and Coulson tells Daisy to go with Lincoln to the common area so he can brief them all. Mack and Melinda arrive with a team of agents as Elena shows up, and she realizes that they're coming for her. Daisy demands answers, and Coulson says that Hive can mind-control Inhumans. He asks where Joey is, while Mack tells Elena that he's trying to protect her.

Lincoln points out that Coulson singled the Inhumans out right away. Elena grabs a gun and trains it on Mack. Joey pulls her into the common room and Daisy shoves Lincoln in as well. Daisy asks Joey where he was, and he says that he was looking for them. Elena isn't interested in cooperating, and Lincoln points out that Jiaying was concerned that S.H.I.E.L.D. would turn against them. Joey figure that any of them could be infected, and Lincoln points out that he could be as well.

Out in the hallway, Coulson tells Melinda to confine the Inhumans for now. He tells them to search the Inhumans' quarters and see what they're missing.

In the common area, Lincoln wonders how Elena was injured. She doesn't remember, and Joey says that he wants to leave. He points out that Daisy was the one who wanted Gideon dead, and Lincoln agrees with Joey. Daisy hesitates, saying that they're supposed to be a team, and Elena says that the team is sick. Joey tries to leave and Lincoln stops him, and Elena is ready to fight Daisy and Lincoln. Daisy agrees with Joey, saying that they have to figure it out on their own terms. Lincoln doesn't want to let an infected person escape, and Daisy suggests that they use one of the old elevators to get out. The others reluctantly agree.

Fitzsimmons and Mack go through the Inhumans lockers, and Mack find something in a backpack.

Daisy and the others slip out through an original passage. They enter a containment module and Coulson is waiting for them. Coulson is waiting and the door closes. He says that they know who is infected, and shows them the Aveus sphere. Coulson explains that it was taken from the assets room and hidden in Lincoln's locker. Lincoln insists that he didn't do it and begs Daisy to believe him.

Coulson points out that Lincoln knew where to find it after Hive showed up, and Daisy realizes that Lincoln was infected at Transia on the rooftop. Elena tries to knock Lincoln out, and he stuns her and then Coulson with electrical blasts. When he goes for the control, Daisy knocks him out with a seismic blast.

Later, Coulson talks to Daisy privately and she admits that it didn't take much to split her team apart. Coulson warns that a leader can't protect everyone, and what happened isn't her fault.

Mack tries to approach Elena, but she shrugs him off.

Coulson tells Daisy that Hive destroyed their trust.

Jemma take samples from Joey's brain, and he says that he doesn't want to be there anymore.

Coulson says that they have to be better than revenge, and do what's best for the team. He tells her that they'll soon know if the other Inhumans are infected, but he can't let them get near Hive. Coulson says that he has to disband her team. Daisy says that they'll be stronger next time.

Fitz and Jemma try to work out a test for the parasite. She says that she just wants to help their friends, and Fitz takes her hand.

They kiss and then Fitz apologizes for pushing too fast. Jemma points out that they've been together for ten years and they can't waste any more time. She refuses to let them be ripped apart again, and Fitz says that he won't let it.

Daisy visits Lincoln and talks to him through the quarantine window. He insists that he didn't betray the team, and Daisy says that she believes him. She want to leave with him, but Lincoln wants to stay so that they can find a test and prove him innocent. Daisy explains that she got

out of her cell because she programmed the security features, and insists that S.H.I.E.L.D. can't hold them.

Lincoln says that they want S.H.I.E.L.D. to hold them, and wonders what she did.

At Transia, Hive encounters Daisy and infects her. She tells Hive that she has to get back to the base because S.H.I.E.L.D. has have something they need.

Lincoln realizes that Daisy is infected, and insists that Hive is using her. Daisy says that she's happier than she's ever been, and the answer that she's found is beautiful. Lincoln reminds her that people are dying.

Daisy enters Gideon's cell and he realizes that Hive sent her. She kills him with her powers and then plants the grenade so the explosion will conceal how he died.

Lincoln says that the Daisy he knows wouldn't betray S.H.I.E.L.D. or frame him, and insists that they're not throwing Lincoln away.

She says that they could have all of together, but Lincoln says that he doesn't want any part of it. Daisy tells him that he'll understand some day and leaves.

Daisy gets the sphere and the remaining Terragenesis crystals, and then goes to the Zephyr. She concentrates and starts bringing down the base behind her. Coulson goes to the hangar and discovers that Daisy has jammed the doors. The base collapses around him, while Daisy walks out the tunnel.

At the Hydra base, Giyera tells Hive that preparations have been made to get Hive somewhere safe. Hive tells him that Gideon is dead and says that they find Daisy again. Giyera says that \$960 million of Gideon's fortune is available, and Hive says that they should spend it.

The Singularity

Season 3

Episode Number: 62

Season Episode: 18

Originally aired: Tuesday April 26, 2016
Writer: Lauren LeFranc
Director: Garry A. Brown
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Brett Dalton (Grant Ward), Chloe Bennet (Skye/Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso "Mack" Mackenzie), Luke Mitchell (Lincoln Campbell)
Recurring Role: Adrian Pasdar (US Air Force Colonel Glenn Talbot)
Guest Stars: John Hannah (Holden Radcliffe), Axle Whitehead (James), Camille De Pazzis (Anon), Alicia Vela-Bailey (Alisha), Alexander Wraith (Agent Anderson), Robert Dobrev (Bartender)
Summary: Fitzsimmons tries to find a way to stop Hive as he continues to recruit Inhumans to his side.



S.H.I.E.L.D. tries to reorganize after Daisy blasts her way out of the base. They get the generators back online and the tests come back in and show that only Daisy was infected. Joey and Elena are at the Cocoon, but Lincoln refused to leave. All vital information has been transferred to Zephyr One in case Daisy leads Hive to the base. Melinda figures that Hive doesn't care about S.H.I.E.L.D., and that Daisy busted the hydraulics on the hangar doors because she doesn't want them following her. Mack blames himself for not noticing that Daisy was infected, and Melinda tells him that Coul-

son is readying the Zephyr despite his injuries. When Mack points out that they can't get the doors open, Melinda says that Coulson has another way.

Later, Coulson meets with the team and says that Daisy is Hive's hostage. He says that Hive doesn't know how stubborn they are when protecting one of their own. They're going to stop Hive from building an Inhuman army, and Coulson tells everyone to strap in.

Melinda turns the Zephyr on its side and takes it out through the half-opened hangar doors.

Hive is looking out over the city when Daisy joins him. He knows that she used to drive up there, and Daisy realizes that the Inhuman knows because it has Grant's memories as well as his body. Hive says that Grant was a thirsty soul and suffered for it, and Daisy says that the emptiness she always felt is gone around Hive.

Fitzsimmons tells Coulson and Lincoln that Daisy is addicted to Hive. Infected Inhumans don't feel pain so icers don't work on them.

Jemma brings up a file on Dr. Holden Radcliffe, a lead researcher on parasitic organisms at the agrochemical lab they raided. They believe he can find a cure to the parasite infection. Holden wasn't there when Hydra wiped the base clean: he was asked to step down a month before for conducting unauthorized experiments. The doctor is a rumored transhumanist, who believes in using science to overcome human limitations. Radcliffe is rumored to be in Romania, and Coulson tells the scientists that they'll take point and head there with Mack to find the doctor.

As Mack packs, he tells Fitz that he has a lot on his mind. Once he leaves, Jemma comes in and Fitz suggests that they discuss what happened the night before. He wants to keep their working relationship intact, and Jemma agrees. Fitz warns that things are bound to get complicated, and Jemma figures that he's talking about sex. Melinda comes in and Fitz quickly heads to the Quinjet. The older agent gives Jemma a gun and insists that Jemma take it, and the scientist does after a moment.

Daisy tells Hive that she doesn't know if her former teammates will come after her. Hive assures her that her home is with her now, and calls her "Skye." Daisy says that she changed her name because it was the name her parents intended for her, and talks about how for a moment she had her parents. She wonders why she's telling Hive, and he says that they are connected now.

Coulson contacts Talbot and says that he has other matters to talk to. Talbot tells Coulson that he has to deal with Hydra, but Coulson cuts him off as Melinda comes in. She realizes that Coulson didn't tell Talbot about Daisy, and Coulson brings up a file on Alisha. He says that he put her into protective custody, but figures that Daisy knows where she is. Alisha can turn into four separate selves, and figures that Hive will want her.

Hive tells Daisy that after they're finished, there will be no more war and no more pain. He plans to make Earth the home that Inhumans always deserved, and hesitantly puts an arm around Daisy.

In a hotel room at Bucharest, Jemma reports that a satellite picked up Radcliffe going into a secret club belongs to transhumanists.

Fitz and Jemma will pose as geneticists looking to make a sale. They have cybernetic eyes to impress Radcliffe, and if that doesn't work then Mack can drag him out. They agree to meet back at the room if they get separated.

Lincoln prepares to head out to save Alisha, and Melinda warns that he's susceptible to Hive's infection. Coulson overrides her, but gives him a vest with nano-thermites to wear. If Lincoln is infected then they'll blow him up. Coulson gives the trigger to Melinda, and Lincoln insists that it's insane. His superior admits that he needs Lincoln's help, but if he wants in the field then he has to take the risk.

Jemma and Fitz enter the club and Fitz assures her that she looks nice. Fitz puts on a pair of glasses with a transmitting camera, and Mack monitors their movements. He discovers that most of the people in the room are cybernetically modified.

Melinda and Coulson pull up outside of the safehouse, and Lincoln takes position near Alisha's car. Coulson says that if Hive and Daisy show up, then they neutralize the former and extract the latter. Melinda asks what Coulson expects her to do if Daisy won't cooperate, and Coulson says that she's not to shoot Daisy. She tells Coulson that she'll do his dirty work but he shouldn't pretend his hands are clean.

Alisha goes down to the parking garage and Lincoln approaches her. He asks if she's seen Daisy recently, and Alisha says that she hasn't.

Daisy and Hive visit James at his cabin in the desert. She tells James that Hive is the ancient Inhuman he told them about.

Lincoln explains about Hive, and sees another Alisha moving in behind him. He fires an electrical blast and takes cover.

Daisy tells James that they've visited other Inhumans. James figures that Hive is dangerous, and Hive says that the Kree artifact James gave to Daisy is missing its companion piece. James tries to deny it, and Daisy exposes him to the Terragen mists.

The two Alishas split up to search for Lincoln, and Coulson drives into the parking garage while Melinda heads in on foot. She attacks one of the Alisha, and Lincoln attacks the other one. Melinda's opponent manages to knock her out, but Lincoln grabs the other Alisha and threatens to kill her unless the first Alisha surrenders. The first Alisha says that Hive won't let them tell him where Daisy is, and the first Alisha shoots her duplicate. As she prepares to shoot Melinda, Coulson arrives and shoots her dead.

At James' cabin, the prime Alisha moans in pain and tells Hive that she lost her duplicates. She confirms that Lincoln is alive, and Hive is satisfied. He asks Alisha how she feels, and she says that she's happy to make the sacrifice. James blasts out of his husk and steps out, and everything he touches with his hands explodes. Hive infects James, who says that he buried the missing part.

Daisy shatters the earth beneath the trailer and Hive says that it's the only thing that can destroy him.

At the club, Fitz says that two guys are staring at them. There's no sign of Radcliffe, and Fitzsimmons approach the guards and introduce themselves. A woman, Anon, asks them if they have an appointment with Radcliffe. Mack confirms that she's been heavily modified. Jemma offers their eye technology and they insist on giving it to Radcliffe in person. Anon tells them to wait in the bar area and she'll find them if Radcliffe is interested.

Back on the Zephyr, Lincoln realizes that Hive forced Alisha to kill her clones. Coulson tells him that he's taking him out of the field. Lincoln apologizes for going overboard, but Coulson insists. He then tells Melinda that he doesn't have a destination, and asks her how she's holding up. Coulson apologizes for what he said earlier and admits that he's frustrated. Melinda says that he's not the only one who cares, and she assures Coulson that no one is forcing her to do anything. Coulson thought that he could give Daisy a family with S.H.I.E.L.D., and Melinda tells him that he's not her father. He agrees, but says that Daisy is the closest thing he has to a daughter. Anderson tells them that they've picked up seismic activity in south Dakota, and Coulson realizes that they're after James.

As they wait at the bar, Fitz feigns feedback on the comms. Jemma plays along and they both turn off their comms to supposedly reboot. Fitz says that their relationship is a singularity. Their friendship is simple and comfortable, and if they deviate from that then the change becomes exponential. They agree to stop thinking and do. Before they can kiss, Anon comes over to take them to Radcliffe.

Anon leads them into a back hallway and they take an elevator to an operating theater. She explains that Radcliffe will meet with them once they remove the patient's eye and replace it with one of the cybernetic ones. The only way Radcliffe will be satisfied is if they test it on a human patient. Fitzsimmons has no choice but to go along and talk privately as they prep. Mack figures that they have to do what they can to find a cure for Daisy.

Jemma prepares to inject a numbing agent, but then jams the syringe into the patient's eye. The patient sits up and removes the hood, revealing that he's Radcliffe. Jemma tells Fitz that the intended eye was a prosthetic based on an alien hybrid. Radcliffe explains that a bird's visual acuity is superior to mammals. He says that he's selective about who he works with, and he wants people to look on his work with awe, not disgust.

Coulson and Melinda lead a team to James' cabin. Melinda goes in first and finds the hole where the second artifact was buried.

Radcliffe examines the eyes and points out that they're similar to those that Hydra produced through Cybertek. Fitz admits that they're S.H.I.E.L.D., and Radcliffe realizes that they're on comms with someone. Anon destroys Fitz's glasses, and Mack moves out.

Fitzsimmons explains that Hive is an Inhuman parasite, and Radcliffe is happy to hear that Inhumans are real. The guards separate Fitz and Jemma and one of them takes Jemma out. Fitz then tells Radcliffe that he has to hear him out.

Coulson finds a hidden explosive and gets into the crater beneath the cabin with Melinda. The bomb goes off and Coulson protects them with an energy shield. Talbot calls Coulson and he reluctantly answers.

Fitz offers Radcliffe the portal technology, but says that he's the only one who can save his friend. Daisy blasts her way in and Alisha comes in behind her.

The guard takes Jemma up to the club, and Hive dissolves him. Meanwhile, James goes to the bar and blows up some glasses as a distraction. Mack arrives and asks him where Daisy is, and James throws a charged lamp at him.

Daisy knocks Anon out and tells Alisha to get Radcliffe out. She blasts Fitz when he tries to interfere, and says that they need to talk.

Hive calls on Will's memories to talk to Jemma.

Mack takes cover, and then throws a decanter to block James' next throw.

Daisy tells Fitz to stop trying to save him, and insists that she really has a family.

Hive/Will tells Jemma that she was right about Fitz, and wants her to be safe.

Daisy pins Fitz to the wall with her powers, choking him, and says that she's seen the future. Someone in S.H.I.E.L.D. is going to die. Daisy says that if Fitz loves Jemma then he'll live them alone.

Jemma reminds Hive/Will that Will said that Hive would do anything to fool her. Hive/Will insists that they don't want her dead.

Daisy tells Fitz that they'll hurt them if they don't stay away, and the next time she'll snap his neck. She then drops Fitz and walks out.

Hive/Will tells Jemma that it's time to let will go. Jemma says that Will is dead, and shoots Hive in the chest. She then runs off.

At the base, Melinda tells Coulson that the base is fortified. He shows her a map of the world with all of Hydra's infrastructure indicated, and invites Melinda to watch. Talbot calls in to say that all units are in launch. The general's airplanes launch missiles at all of the base.

Mack returns to the hotel room and finds Jemma there. She wants to go looking for Fitz, but Mack stops her. As they wait, Jemma explains what happened. She assures Mack that they'll get Daisy back and mentions that Fitz thinks that they're cursed. Mack has figured out that they're involved, and Jemma says that they're relationship is very new. He assures her that it isn't.

Coulson and Melinda watch as Talbot's people eliminate Hydra.

Fitz arrives and Jemma tells him that Mack is at the Quinjet. They kiss and start to undress, and Fitz points out that her hands are cold. He says that he'll handle it and they end up on the bed.

Hive and his people meet with Radcliffe, and Hive says that Radcliffe has evolved to the closest things the humans have to the Kree.

He tells Radcliffe that they're one organism seeking change, and the doctor is going to help them redefine humanity by recreating the Kree experiment that was done to him. He nods to the town around them and says that he bought it all.

Failed Experiments

Season 3
Episode Number: 63
Season Episode: 19

Originally aired: Tuesday May 3, 2016
Writer: Brent Fletcher
Director: Wendy Stanzler
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Brett Dalton (Grant Ward), Chloe Bennet (Skye/Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso "Mack" Mackenzie), Luke Mitchell (Lincoln Campbell)
Guest Stars: John Hannah (Holden Radcliffe), Axle Whitehead (James), Derek Phillips (Agent O'Brien), Alicia Vela-Bailey (Alisha), Alexander Wraith (Agent Anderson), Mark Atteberry (Kurt Vogel), Briana Venskus (Agent Piper), Lynn Longos (Ex-Hydra Follower #1), Chris Hubbard (Ex-Hydra Follower #2), Jason Glover (Mayan)
Summary: While a S.H.I.E.L.D. strike team goes after Hive, Mack tries to rescue Daisy before it's too late. Meanwhile, Fitz and Jemma create an anti-toxin against Hive's parasites, and Lincoln insists on testing it on himself.



Over a millennia ago, the Mayan who will become Hive hunts down a boar and kills it, and then looks up as an alien ship lands nearby. The man runs off and trips, and finds himself confronting two Kree Reapers.

Hive explains that the Kree Reapers took him back to their ship and began the experiment. They used their blood to transform his DNA and initiating terra-genesis. The first Inhumans were Daisy's ancestors. Hive then talks to the remaining Hydra directors and points out that

they're the only faithful to evade capture after Gideon's betrayal. He says that it's time for their reward, and that they're next.

At the base, Lincoln asks Melinda if there's any word on Daisy. He just wants to help, and Melinda reminds him that the last time he helped, it wasn't helpful. She points out that he was torturing Alisha for answers, and Lincoln refuses to apologize for trying to save someone he cares about. Melinda tells him that they all care about Daisy, and tells Lincoln to help by stop trying to help.

In the lab, Fitzsimmons are trying to create a way to negate Hive's parasites. Jemma worries that the antitoxin would kill a human host, and they don't know what it will do to Inhuman DNA. Fitz doesn't see that they have a choice, and reminds her that Daisy threatened to kill him. Jemma points out that she had to put up with Hive using Grant's face, and wonders which Inhuman will test the antitoxin. Lincoln comes in, overhears, and volunteers himself as a test subject.

In his office, Coulson is running searches for Daisy and finally spots her at a mechanic's garage in south Wyoming. Mack discovers that it's a mining town that went through a natural-gas boon. Dirty wells drove out most of the locals, and Hydra recently bought it out through a shell company. They figure that Hive has relocated there, and Coulson figures that Daisy let

herself being seen to set a trap. He points out that Daisy is the one who programmed the facial recognition software they use to find her. Mack figures that Daisy wants them to find her, but Coulson doesn't believe it. He overrides Mack and tells him that he wants him and Melinda to lead a targeted strike in to kill Hive.

In the town, Hive explains that it represents the worse of humanity. Daisy figures that the town needed strong leadership, and tells Hive that Coulson is the reason she joined S.H.I.E.L.D.. Hive insists that S.H.I.E.L.D. and the Kree both made soldiers for their unending wars, and that S.H.I.E.L.D. exists to fight wars. Daisy wonders how they're different, and Hive says that he's no soldier.

They go to a mining facility and Daisy wonders how Hive got kicked off of Earth. He explains that when people saw the connection he had with other Inhumans, it bred fear that led to civil war. Now they can recreate the Kree experiment. Holden has rigged up their patients to his compound. He hopes to transform their DNA and make them Inhumans. Hive plans to give everyone superpowers, and tells Holden to go ahead. He injects the compound and the three volunteers writhe in pain and then melt.

Melinda and Mack prepare to move out as the teams load up the Zephyr with weapons. Mack tells agents O'Brien and Piper that they'll be loaded up with the best equipment S.H.I.E.L.D. has. He insists that Melinda take a gun, warning that they can't leave anything to chance. When Melinda wonders why he's so motivated, Mack says that it's on him because Daisy was his partner. She tells him to get his head on straight, and Mack says that the mission is about him making things right.

In the lab, Fitzsimmons tells Coulson about their plan. Lincoln figures that Jemma is being overly cautious, and Coulson asks Fitz for his opinion. Fitz says that he thinks there's a chance the cure could work. When Jemma asks him if he wants Daisy to die, Fitz says that they have to take the chance. Coulson refuses to give his approval, and tells Fitzsimmons to come up with other options.

At a bar in the mining town, James and the Alishas drink and play pinball. Daisy joins them and James says that he never liked people so he moved away from them. He invites her to dance and she refuses, and James wonders if she's pining over Lincoln. The man points out that S.H.I.E.L.D. is trying to stop them, and figures that they're on the opposite side and it's going to end badly for them. Daisy says that there might be one way: make them understand.

Holden warns Hive that the DNA makeup of Inhumans is incredibly complex. He says that it would work if he had the right ingredients, and says that he needs DNA from a living Kree. Hive's blood is from a dead host. Holden wasn't sure and was frightened, and Hive chokes him and says that he can take his body and his mind. The scientist insists that he can make it work, and he wants it to make it work. Hive releases him and pulls the cloth off a device, and tells Holden to be terrified of what they can do.

Agent Anderson preps the strike team, warning that there are at least 40 combatants in the town. Coulson tells the team not to kill Hive, and to not engage the other Inhumans. If Hive can't be killed, then Coulson advises them to run.

Fitz talks to Jemma and asks if they're good after their disagreement. She says that they are, and they both agree that they shouldn't let their work disagreements affect their relationship. As they return to the lab, they see Lincoln injecting himself with the antitoxin. His powers go crazy and he collapses. Jemma prepares to give him an elixir to counter the antitoxin, but he says that his body can handle the antitoxin and begs them to let him do it.

Coulson watches from the Zephyr via the helmet feeds as the strike team searches the town. They spot James walking down the street and follow him back to the bar. Melinda then goes in posing as a Hydra agent and says that the area is only authorized for Hydra members. James flirts with her, and Melinda demands to know what he's doing there. He uses his power to detonate a pool ball and Melinda apologizes. James says that if she has a drink with him then he'll consider it. As they drink, James talks about Hive is working on an experiment to turn humans into Inhumans. Listening in, Coulson figures that's why Hive abducted Holden.

Hive summons Daisy and tells her that they were both given powers by outside forces. He wonders if she can defeat what made her, and says that S.H.I.E.L.D. will attempt to sabotage their connection. Daisy wants to put them through Holden's process once the man has worked out the kinks, and insists that she has to try. Hive asks her what she will do if she fails, and Daisy says that she'll rip their heart out. Relieved, Hive tells her that their plans have changed.

Lincoln tells Fitz that they both knew he did the right thing. Fitz points out that Lincoln disobeyed Coulson's orders, and Jemma comes over to say that she'll need to take a brain sample. Lincoln is less than thrilled, and Jemma goes to work.

Melinda plays pool with James and suggests that she'd like to meet Hive. James offers to introduce her, and says that Hive is in the abandoned mine facility. Once she has the information she needs, Melinda knocks James out. Mack and the others have heard the conversation, and move in on the facility.

Hive tells Daisy that S.H.I.E.L.D. is coming for them.

The strike team hear some kind of broadcast device, and find a device with Kree writing transmitting a signal. Anderson warns that something is incoming, and Coulson tells the team to move out.

Hive tells Daisy that the Kree are coming.

As the team gets out, a ship satellite into the facility. Two Kree Reapers emerge from the burning building.

At the town church, Hive tells Daisy that he sent a signal to the Kree. He explains that they're Reapers and exist only to hunt.

They've been in stasis for thousands of years, orbiting the solar system. Daisy points out that they're the only beings who can defeat Hive, but Hive figures that they can defeat them together. He explains that they need blood for a living Kree, and wants Daisy to get it.

Melinda rejoins the team and Mack wonders who side the Reapers are on.

Two of the Alishas attack one of the Reapers, and he kills them both. The S.H.I.E.L.D. team watches from a distance, and Melinda wonders why Hive summoned hunters. Coulson tells them to follow at a close distance but to not engage. The Reaper heads for the church and the ground shakes. Mack realizes that it's Daisy and goes to rescue his former partner, telling the others to meet him at the extraction point.

The other Reaper enters the facility and Daisy steps out to blast it back. He charges back at her, and Daisy fights him. She disarms him and smashes him down, and she breaks his spines. Daisy then tells Holden to drain it.

The other Reaper enters the church and confronts Hive. Meanwhile, Melinda, O'Brien, and Piper come in and Melinda tells the others to stay down in case the Reaper kills Hive for them. Meanwhile, Hive says that they don't have to fight. The Reaper attacks him and Hive easily avoids his blows.

Holden removes the blood from the Kree, and tells Daisy that they'll have all the blood that they need. Mack comes in and says that Daisy is coming with him. She says that she doesn't need Mack's help, and insists that she's doing it to save him by making him an Inhuman. Daisy insists that she isn't lost anymore, and Mack says that Hive is messing with her head. She points out that S.H.I.E.L.D. has been messing with their heads, and they had no choice. Mack insists that the team cares about her, and so does he, and Daisy says that Bobbi and Lance left S.H.I.E.L.D. because nobody else there mattered to them.

Daisy tells Mack to leave, and he sets down his gun and says that part of her wants to come back. He explains about the software spotting her, and says that something inside of her is resisting. Daisy says that she slipped up because she isn't a spy anymore, and he was almost like a big brother to her. However, Mack failed to be a brother to Ruben, and Daisy says that he doesn't need to be alone anymore. Mack then tosses a splinter Bomb at the Kree, dissolving him. Daisy blasts him out of the building.

Hive easily holds off the Kree.

Daisy goes after Mack and breaks his hand, and he says that he's not going to fight her. She beats him to the ground.

The Reaper throws the Hive across the room and then beats him. It dismisses Hive as a failed experiment. Hive uses his parasite to strip the Kree's flesh from his face, and Coulson tells Melinda to take the shot. The strike team opens fire but he shrugs off their bullets and a small rocket. The wounds heal instantly and Melinda orders a retreat.

Daisy continues beating Mack but he still doesn't fight back. She says that they could have had a connection that was real, and Mack tells her that she doesn't need to do it. As she uses her powers on Mack's chest, Melinda fires and knocks her off. The team calls for emergency evac, and a module drops down. The team gets Mack into it as Hive arrives and goes to Daisy. He cradles her in his arms and watches as the module flies off.

Back at the base, Jemma tends to Mack's wounds. He tells Coulson that he was right about Daisy., and Piper points out that there's nothing that can stop Hive.

Jemma visits Lincoln and tells him that the mission failed and Daisy is still alive. Lincoln says that he needed to be out helping them, and Jemma reminds him that the antitoxin has shut down his immune system. As she goes, Lincoln says that he's sorry. He doesn't know what to do, and Jemma admits that none of them do. She tells Lincoln that the antitoxin didn't work and leaves.

Hive gives Holden the Kree heart he ripped out, and says that Daisy failed them. He figure that her ties to S.H.I.E.L.D. are stronger than she claimed. Daisy says that Hive was right to trust her, and she has the DNA that she needs. Coulson used Kree blood to bring her back after Quinn shot her, and Hive can drain her to make the experiment work.

Emancipation

Season 3

Episode Number: 64

Season Episode: 20

Originally aired: Tuesday May 10, 2016
Writer: Craig Titley
Director: Vincent Misiano
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Brett Dalton (Grant Ward), Chloe Bennet (Skye/Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso "Mack" Mackenzie), Luke Mitchell (Lincoln Campbell)
Recurring Role: Matthew Willig (Lash), Adrian Pasdar (US Air Force Colonel Glenn Talbot)
Guest Stars: John Hannah (Holden Radcliffe), Axle Whitehead (James), Natalie Cordova-Buckley (Elena Rodriguez), Trevor Torseth (Pete Boggs), Jean Paul San Pedro (Jackson), Jason Sweat (Recruit 1), Courtney Friel (Newscaster), Hal Perry (Bartender)
Summary: Talbot demands that Coulson register the S.H.I.E.L.D. Inhumans, and is less than thrilled to learn about the threat of Hive. Meanwhile, Daisy helps Lincoln to escape the base so that he can join her.



In a bar, the news is running stories on the Sokovia Accords. Coulson is there, and Melinda comes in and points out that they knew it would happen sooner or later. She says that they need to stop Hive and can't have the government hamstringing him, and Coulson tells her to do what she has to while he deals with the government. He tells Melinda to leave because "he" is coming. Melinda leaves out the back and Talbot comes in. The general wonders why they're meeting in the middle of nowhere, and Coulson says

that they need to talk.

The two men sit down and Talbot says that the President sent him. The President knows that Coulson has some Enhanced Assets working for him, and wants S.H.I.E.L.D. to come in from the cold and legitimize in return for all of their Inhumans registering. Coulson points out that S.H.I.E.L.D. operates in the shadows, and Talbot warns that he's going to start shining some light into the shadows if Coulson doesn't come clean. Satisfied, Coulson tells Talbot to buckle up and nods to the bartender. He activates a button and the booth drops down on a hidden elevator.

At Hive's new base, Daisy lets the blood drain from her body and hacks the S.H.I.E.L.D. servers. She spots Lincoln locked up in his quarantine chamber, and tells Hive that she and Lincoln have a history. Now she's just feels sorry for him. Fitz manages to lock her out of the servers and Hive warns that if she fails again then there will be no absolution. Holden comes in and checks on Daisy, and says that she's given enough blood for one day. He then says that they're ready for the alpha test and goes out to the main lab with Hive. Hive says that he's recruiting some special volunteers for Daisy.

Melinda brings Lincoln his food and he wonders how long he'll be locked up. She warns that his immune system is compromised and his feelings for Daisy are making him irrational. Melinda offers to hand Lincoln over to Talbot if Lincoln wants to leave, and explains that he's there to

take inventory. Once she leaves, Lincoln sits down to eat. Fitzsimmons monitors him and Jemma reminds Fitz that Coulson wants Lincoln to stay locked up. Fitz is busy proofing the computers against Daisy, and Jemma worries about Mack's broken spirit after his encounter with Daisy. Once he secures the computers, Fitz asks if Jemma has any plans. As they start to kiss, Melinda tells them to stop worrying about Daisy because she already knows everything about them. It's time to go on the offense, and tells the scientists to figure out what drives Hive. They need to know Hive's endgame.

Coulson shows Talbot around the base, and asks Talbot not to report their Inhumans. Elenea arrives and Coulson introduces her to Talbot. She points out that there will be a price on her head if her powers are revealed, and doesn't believe Talbot's assurances that the list of Inhumans will never go public. Elena demonstrates her powers and Coulson tells Talbot that not all of the Inhumans can protect themselves. He knows that eventually lists fall into the wrong hands and innocent people suffer.

At a training camp, Pete Boggs is training Watchdogs and tells his lieutenant Jackson that he has a new informant in the ACTU. They have the name of an Inhuman and plan to make an example of them.

In his cell, Lincoln whispers to Daisy, assuming that she's listening in. A text message appears on the TV screen from Daisy saying that she's listening. He fakes sleeping so that Daisy can make a loop, and he asks if she's okay. Daisy says that she's feeling drained, and Lincoln explains that he's locked up because S.H.I.E.L.D. doesn't trust him. Daisy reminds him that he refused to come with her, and Lincoln points out that he didn't want to be brainwashed. He just wants the two of them to be together, alone and away from everything seeing the world. Daisy spots Coulson and Talbot coming and Lincoln gets back into bed as she cuts the feed.

Elena finds Mack in the kitchen and wonders why he's not happy to see her. She says that they can't save Daisy, and explains that Daisy lost her soul to Hive. Mack doesn't want what happened to Daisy to happen to someone else he cares about. Elena checks his fractured ribs and Mack warns that whatever Hive is doing is Armageddon. Elena tells him to have a beer and some food. Mack wonders if they're fooling themselves. She points out that evil wins when people doubt instead of standing and fighting, and it preys on the weak because it fears the strong.

In a nearby town, Jackson spots the Inhuman they know about. He joins the other Watchdogs and Pete warns that they need to get the Inhuman back to the base.

Talbot insists that they need the Accords for everyone's protection. He knows that Lincoln has control issues, and Coulson insists that S.H.I.E.L.D. is uniquely qualified to help Lincoln. Talbot explains the process and Lincoln agrees to register in return for his freedom. Coulson objects, but Talbot wonders why Lincoln doesn't attack them. Lincoln says that it isn't who he is, and he couldn't get off the base without help. Talbot then tells Coulson to show them the worse that they have.

Coulson takes Talbot to see Lash and explains that he's Garner after his permanent change. Talbot insists that it needs to be frozen, and Coulson says that Lash may be an asset. He assures Talbot that the general has seen everything that they have.

Daisy recontacts Lincoln and asks if he wants to leave. He agrees if he can see her again.

Talbot wonders where Daisy is, and Melinda claims that she's on assignment. The general has satellite imagery confirming that she's with Hive, and a UFO crashed there recently. Coulson insists that he had no choice but to lie because the stakes are too high, and warns that the world as they know it is at stake.

The Inhuman runs for it when he spots the Watchdogs following him. They corner him in an alleyway, and he grabs a pair of nearby chains. James removes his hoodie and whips them with the energy-charged chains, and drives them back. Hive appears behind them and yanks the gun from Pete's hand, and says that he wants them to become what they hate. James snares Pete and yanks him back.

Coulson tells Talbot about Hive, and Fitzsimmons explains that the stories of the Devil came from the Inhuman. Talbot insists that it's a nightmare scenario, and Jemma warns that Hive may need everything he needs to create Inhumans. Surprised, Coulson tells the scientists to tell Talbot everything. They explain that Hive is using Daisy's blood to create an all-in-one virus that could transform any humans into swayed Inhumans under his control.

At the Inhuman base, James and Hive bring the Watchdogs in. They lock them in a cargo container and Hive says that every human deserves a chance to escape his or her prison. Holden

infects the watchdogs and they scream for a moment. As they wait, Daisy says that she's accessed S.H.I.E.L.D.'s security system. Hive tells her to rest because they may need more blood.

Daisy contacts Lincoln and asks if he's ready. She has him open the cell door while making the system think that it's still closed.

Daisy tells him how to use some desktop supplies.

In Coulson's office, Talbot wonders how Coulson is so calm. Coulson admits that he's getting used to world-threatening disasters.

Once Lincoln follows Daisy's instructions, she tells him that he'll have three minutes to get to the exit point. Lincoln knocks out the guard with a tray and heads out.

Talbot wants to perform a preemptive strike, but Coulson warns that the government won't believe him. Even if they're convinced, Hive's plans will be done by the time the government swings into action.

Lincoln makes his way through the hallways, and Daisy spots Melinda on the monitors. She sets off an alarm to distract Melinda, and Lincoln moves off when the agent's back is turned.

Fitz explains that Hive stole something from an ATCU facility in Indiana. Talbot knows what was taken, and Coulson asks him to trust them. Fitz discovers that Daisy is back in the system and gained access to Lincoln, and they realize that it's a pre-recorded loop.

They go to the cell and confirm that Lincoln is out.

James opens the container and confirms that most of the Watchdogs are still alive... and horribly mutated.

Coulson seals the base, but Melinda points out Lincoln could leave the base through the bar. He sends Melinda to check it out, and asks Talbot to give them time before he briefs the President.

The emergency doors come down, sealing Lincoln in. Daisy tries to find a way to get him out.

Mack joins Fitzsimmons in the server room as the scientists try to lock Daisy out. They reboot the servers, but Mack figures that Daisy could have hacked the Quinjet systems and reprogrammed them for autopilot, she can fly Lincoln out. Fitz discovers that Daisy has locked them out, and Mack heads for the hangar.

Lincoln goes to the Quinjet hangar, and Daisy warns that she can't access the camera on the deck. He goes in and Mack attacks him.

Lincoln insists that he needs to go, and blasts himself free. He goes to one of the Quinjets and Daisy prepares to fly him out.

Holden insists that his process should have worked. Hive tells the mutated Watchdog Primitives to remove their restraints, and they easily break free. He then orders the Primitives to grab Holden and insists that it will work the next time. Satisfied, Hive says that the Primitives will do just fine. When Holden objects to them as abominations, Hive says that they're not abominations. James agrees with Holden, but Hive says that they're part of him and the Inhuman race. He tells Holden to make more, and Holden quickly agrees.

As Lincoln prepares to fly out, Daisy assures him that it will be just the two of them. Coulson, Talbot, and Elena arrive and confirm that Mack is okay, but can only watch as the Quinjet flies out.

Hive joins Daisy and she tells him that Lincoln is on his way. Her leader assures Daisy that Lincoln will understand once he joins them. He then takes Daisy to see the Primitives and says that they are their children. Hive tells her that they'll need more blood: all of it.

Fitz clears Daisy out of the system, and Talbot prepares to have the Quinjet shot out of the sky. Coulson refuses to let him make the call, and Melinda comes in with Lincoln. Talbot wonders who was on the Quinjet.

The Quinjet lands at Hive's base and Hive discovers that Lash is inside. The Inhuman-killer shoves Hive off the platform.

In Coulson's office, Lincoln and Melinda explain that they set the whole thing up to fool Daisy. Mack wasn't supposed to be there and Lincoln had to make it look convincing. Lincoln knew that Daisy wouldn't be the one to greet him, and they had to take the risk that Lash might kill Daisy. Lash had the opportunity once before to kill Daisy and didn't take it. Melinda put Lash on the Quinjet while Coulson kept Talbot distracted. Lincoln says that Lash's purpose is to kill Hive.

Lash leaps down and moves in on Hive, who tries to infect him. Lash destroys the parasites with a gesture and then blasts Hive. The Primitives break out of the container and attack Lash, overwhelming him. Holden tells Daisy what is happening, and she pulls free from the transfusion

tubes. The scientist says that they should run, but she blasts Lash with her seismic powers. However, she's too weak to keep up the blast. Lash gestures and removes the parasites from her body, and says that she's free. He then picks Daisy up and puts her inside the Quinjet. James returns and drives an energy chain through Lash's chest, and Daisy blasts James and the primitives back. She takes Lash's hand as he dies, and then goes to the cockpit and calls the S.H.I.E.L.D. base to tell them that she's coming home.

When Daisy returns, the guards escort her in chains. The team is there and Coulson welcomes her back. Lincoln says that it's good to see her, and Daisy tells them that Lash died trying to save her. Talbot wonders if Lash killed Hive, but Daisy doesn't answer and the guards take her to the medbay. Lincoln figures that Lash was there to save Daisy, not to kill Hive, and Jemma says that it was Andrew that saved Daisy.

In the medbay, the scientists check Daisy and confirm that she's sway-free. She's suffering withdrawal symptoms but they expect a full recovery. Coulson puts her in quarantine, and Fitz says that they know what Hive plans to do with his new pathogen. If he can create a sufficient shock wave, Hive can spread the new virus across the world, turning them into the Primitives. Talbot tells them that Hive has a way: he took a fully-operational warhead from the ATCU.

Later, Mack is working in his room, when Elena comes to see him. She asks him if he believes that they can win, and Mack says that he's ready to fight. Elena tells him to keep the fate and leaves, and Mack discovers that she's left him her crucifix necklace.

Absolution

Season 3

Episode Number: 65

Season Episode: 21

Originally aired:	Tuesday May 17, 2016
Writer:	Chris Dingess, Drew Z. Greenberg
Director:	Bill Gierhart
Show Stars:	Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Brett Dalton (Grant Ward), Chloe Bennet (Skye/Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso "Mack" Mackenzie), Luke Mitchell (Lincoln Campbell)
Recurring Role:	John Hannah (Holden Radcliffe), Axle Whitehead (James), Mark Dacascos (Mr. Giyera), Natalie Cordova-Buckley (Elena Rodriguez), Adrian Pasdar (US Air Force Colonel Glenn Talbot)
Guest Stars:	Derek Phillips (Agent O'Brien), Patrick John Hurley (General Andaz), Dorian Gregory (Undersecretary Walter Thomas), Hart Turner (Hudson)
Summary:	Hive's master plan is completely revealed, forcing S.H.I.E.L.D. into action.



On the alien world, Daisy sits inside of a containment module and works on the circuitry. Rest She tells Coulson that once she hacks the module's control systems, she can pilot them back to Earth. Coulson tells her that it is Earth.

Daisy wakes up from her nightmare and looks around the module where she's confined.

Mack and the strike team are in the Quinjet, and Lincoln gives him the kill switches to their vests. At the controls, Melinda warns that the Quinjet wasn't

designed for what they're putting it through.

Jemma visits Daisy and says that she's only there to provide progress updates based on Daisy's intel. Daisy figures that Jemma is the only one who came there because she's the only she didn't hurt. She then says that Hive didn't share information with his followers. Jemma tells Daisy that they located a U.S. missile silo in the pacific, and Daisy warns that Hive and his people will be there before them. the scientist admits that the silo staff went silent five hours ago.

At the silo, James "convinces" the man in charge of the launch codes to fire the missiles. Giyera has set the sensors so if S.H.I.E.L.D. approaches then they'll see them.

The Quinjet emerges from the water and lands in a clearing. Mack tells the team to head for the freight dock on the north side.

Daisy warns that they can't shut down the launch without government kill codes. Jemma merely says that they're aware of the situation.

Talbot asks General Andaz for one missile launch kill code. Andaz insists that the procedures are in place for a reason, and he doesn't have the kill codes in any case. Meanwhile, Fitz duplicates Andaz's voice and face from the transmission. Once he's done, he gives Talbot the thumbs up. Coulson is heading for the building where the codes are kept, and he drives through traffic.

Mack's team enters the silo and Lincoln says that he and Melinda will get to the uplink in time. Elena and Mack head on.

Fitz applies motion sensors to himself and duplicates Andaz, and they contact Undersecretary Walter Thomas. "Andaz" orders Thomas to hand over the kill code, and Talbot says that Coulson is there under his authority to pick up the kill code.

Giyera reports that the launch sequence has begun.

Coulson pulls up to the DoD building and Thomas hands over the case with the kill code.

Melinda and Lincoln access the system and the security feeds. They bring up the CCTV of Hive and the others in the command center.

Coulson pulls over and realizes that the code is a page long. He starts reading off the code to Fitz, who types it in and sends it to the team.

Jemma asks Daisy what Hive meant by "absolution." All Daisy knows is that Hive thinks he's the savior.

The missile launch stops and Giyera is unable to break the override. Hive realizes that S.H.I.E.L.D. is there and tells Holden to bypass the override. When the scientist says that he has no idea how, Hive prepares to kill him and Holden eagerly says that he'll fix it rather than die. Two of the Primitives escort Holden to the missile silo, while Hive tells Giyera that he's going to show S.H.I.E.L.D. his rage for the first time.

Melinda and Lincoln watch as Hive orders his people to bring any S.H.I.E.L.D. agents to him. Lincoln says that Andrew didn't die for nothing, but Melinda isn't reassured. She tells Lincoln to stop, and he notices that there's a camera on them. Melinda goes to secure the warhead and Lincoln wishes her luck.

Mack is in the hallway wiring device into the hallway power lines, Elena complains that he's taking too long. She insists that they have to go and rescue the hostages. She confirms that he'll use the charges, and says that she'd rather die than be anyone's slave.

Mack says that the mission is too dangerous for Elena, and gives her the crucifix back. Elena says that it's a symbol of faith, and Mack takes it back.

Coulson returns to the base and Fitz confirms that he's walked Mack through the procedure. The scientist figures that it's out of their hands, but Coulson points out that the field team is fighting every soldier and genius that Hive has ever been. Jemma reports that Daisy is awake and doesn't know what "absolution" means, but Coulson says that they have to keep digging.

In the silo, Holden tries to work out how to bypass the override. The Primitives just stare at him, and Holden asks if they've retained any knowledge from their past. They finally pick up some pipes.

Hive enters the room where Lincoln is hiding and says that he knows Lincoln is there. He boasts that he knew taking Daisy from him would hurt.

Coulson visits Daisy and tells him that Fitz entered the kill code in time. He promises to update Daisy as soon as they get one, and then assures Daisy that she's only a temporary prisoner. Coulson says that no one blames her, but Daisy insists that she deserves all of the blame. She tells him to make the quarantine protocols permanent because she should be locked up, and doesn't think she should have his friendship or his pity. When Coulson says that she was brainwashed, Daisy points out that Grant was as well.

Hive tells Lincoln that he gave Daisy true happiness from belonging, and Lincoln could never offer her that. He offers to give Lincoln the same, and Lincoln steps out and promises that Hive will never see Daisy again. Hive invites him to destroy his current body because it's wearing out, and he'll go into someone else. At that, Lincoln runs off.

Coulson tells Daisy that Hive changed her brain on a fundamental level, and she's going through withdrawal. Daisy says that she wants to feel the pain until she finds Hive and gets revenge, and Coulson tells her that he understands the desire for revenge. All it does is break someone further, and Daisy tells Coulson to put her in the memory machine so she remembers what they need. Coulson says that they pulled the machine out of storage but it's not for her.

Lincoln finds Mack and Elena, and Mack says that they need more time. Hive approaches them and the agents back away. Elena hooks up the device at superspeed, and Lincoln charges it. Hive is caught in an electrical field and the memories of all of his hosts overwhelm him. Elena goes to rescue the hostages, and Lincoln warns Mack that he can't hold the charge much longer. Mack has no choice but to order a retreat.

Giyera and James arrive and see Hive convulsing on the floor. Hive starts reciting words that Grant spoke, and tells them that they have to go. He then channels Will's memories and yells at Jemma to run, and then takes on the persona of Gideon's brother.

The Primitives use the pipes to pry open the panel, and Melinda runs in and orders them down at gunpoint. Another Primitive attacks her, and she fights off the creatures as they attack her. Meanwhile, Holden spots Melinda's discarded gun.

Elena gets to the room where the silo personnel are locked up and takes out the Primitive guarding them.

Hive channels Grant talking to Daisy. Giyera tries to get through to Hive, who says that he needs a connection and to get it they need to disconnect. He then tells his people that they need to disconnect the warhead for absolution. Giyera understands and heads out, and James follows him. Meanwhile, Hive relives Grant's memories of trapping Fitzsimmons beneath the ocean and walks off.

Melinda takes out two of the Primitives, and Holden shoots the third one dead. He begs Melinda to take him with her, just as Giyera levitates the warhead from the missile. Melinda tells Holden that they have to move and they run outside to join the others. They head for the Quinjet, but Hive comes out and demands to know what they did to him. At superspeed, Elena drops a homing device at Hive's feet, and a gel matrix chamber drops down and fills, immobilizing him.

Later, Daisy hears the team arriving. Coulson boards the Quinjet and the team shows him the immobilized Hive. Talbot meets with Coulson and concedes that he was right. Coulson warns that the warhead is still in play, and Talbot tells him to find someone to reverse the process that turned the humans into Primitives. Melinda brings Holden in and tells them to start with him, and Holden insists that he was forced to develop the formula. He says that the process is irreversible, and Talbot tells him to reverse the procedure or they'll expose Holden to the same process. As they go, Fitzsimmons step out.

Coulson tells the others that Fitzsimmons are working with Holden to create a cure. However, it's a long shot and Coulson figures that they have to find Hive's base. Mack says that they've sealed off the base for when Hive's people come looking for him. Coulson congratulates Lincoln on his performance, and says that he'd make a great agent. Lincoln admits that he doesn't want to be an agent, and he's not a hero like the others. Once they've stopped Hive, he's done with it. Mack wonders what he's going to do, and Lincoln figures that he'll see the world. Coulson wonders what he plans to do about Daisy, and Lincoln says that he has nothing she wants or needs. Mack wonders if anyone is going to tell Daisy what happened, and Coulson says that they need to stick to the security protocols. Angry, Mack walks off, leaving the crucifix behind.

Mack enters the containment module and tells Daisy that they capture Hive. Daisy thanks him and says that he should be there, and Mack assures her that she's his partner. When she says that they're not partners anymore, Mack forgives her for what she did to him.

He hugs her despite her efforts to fight him off, and Daisy breaks into tears.

Fitzsimmons continue trying to create a cure, and Fitz doesn't hold out much hope of finding a cure. He realizes that Jemma is browsing something and comes over to look. Jemma is booking a trip for two, and Fitz points out that she's not very romantic. She figures that they've had enough tragedy and a little fun wouldn't kill them, and promises to take Fitz snorkeling. An alert goes off and Fitz goes to inspect the gel matrix chamber before they bring Hive into the base. As he goes, Fitz picks up the discarded crucifix and pockets it so he can give it to Elena when he finds her.

Daisy asks Mack what it was like coming face-to-face with the Devil. Mack doesn't think that Hive is the Devil, and Daisy explains that Hive steals his host body's memories when he takes it over. She says that the worst thing about Hive is that he makes people love him when they hurt the people they care about. Daisy insists that Hive can't be contained and has to be destroyed, and Mack tells her that the Devil can fill a person with so much anger that it consumes them. The person has to make a choice to let the darkness or give the light the chance to vanquish the darkness. Mack says that Coulson is sealing off the base and they're safe.

Fitz checks the gel matrix with O'Brien and another agent, and confirms that it's secure. The hangar door is still open, and O'Brien says that the parts were delayed. He goes over to a check a create that arrived.

Giyera and James are in a truck with the warhead, and James triggers a detonation.

Fitz spots an invoice noting that the crate came from Absolution, Montana. As he shouts a warning to O'Brien, the crate explodes.

The pathogen pours out, infecting the agent and transforming him into a Primitive... who charges at the others.

Alarms go off throughout the base, and Coulson tells Jemma that there was an explosion in the hangar.

The Primitive grabs O'Brien and drags him into the pathogen cloud. Fitz is unable to get the interior hangar door open due to the lockdown. Coulson calls him over the intercom as more agents arrive. The two Primitives grab two of them and drag them into the mist, and Fitz tells the two survivors that there's nothing he can do for them. The agents open fire while Fitz tells the team to cut off the motion sensors and bypass the servers. The Primitives shrug off the bullets, and Jemma confirms that there's a compiler theory she can use. She goes to work from memory and overrides the doors. The Primitives grab the two agents and Fitz smashes the Primitives with a fire extinguisher and gets one of the agents into the airlock as the hangar door closes.

When the Primitives realize that they can't get through the door, they go to the gel matrix and free Hive. Coulson, watching, says that they have to cut their losses.

Mack and Daisy watch on the module screen as Hive emerges from the module. Daisy warns Mack that he told Hive everything...

including the plans to the Zephyr and the fact that it has a high-altitude delivery system. Mack goes to warn the others, while Daisy opens the door and accesses the module elevator controls.

Hive concentrates and tries to remember how to fly the Zephyr. The module rises up into the hangar and Daisy emerges to confront Hive. She asks Hive if he knows what she did to him, and Hive says that he remembers. He knows that she's in pain, and Daisy steps forward... and kneels. She begs Hive to take him back, and Hive struggles to remember her name. He finally does so and touches her face, but then pulls away. Hive says that he can't take her back because Lash made Daisy impervious. Daisy screams in fury, unleashing her powers on Hive.

Ascension

Season 3

Episode Number: 66

Season Episode: 22

Originally aired: Tuesday May 17, 2016
Writer: Jed Whedon
Director: Kevin Tancharoen
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Brett Dalton (Grant Ward), Chloe Bennet (Skye/Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso "Mack" Mackenzie), Luke Mitchell (Lincoln Campbell)
Recurring Role: John Hannah (Holden Radcliffe), Axle Whitehead (James), Mark Dacascos (Mr. Giyera), Natalie Cordova-Buckley (Elena Rodriguez)
Guest Stars: Lola Glaudini (Polly Hinton), Amanda Rea (Aida)
Summary: Coulson and his team take on Hive before he can set off the warhead and transform the world's population into his Inhuman slaves. However, one team member will sacrifice themselves to stop the Inhuman leader.



Mack, Lincoln, and Elena head for the hangar. Coulson meets them and warns that they have 20 infected agents within the base. The walls shake and the team realizes that Daisy is responsible.

Daisy blasts Hive back and he realizes that they're done talking.

Fitz reports that there's been a malfunction in Daisy's containment module. They figure she found a way up, and Coulson sends Melinda and Fitz to take a look. Holden complains that the Primitives are disappointing, and says that

they have superhuman strength but poor eyesight. They have memories of their previous talents, and Mack wonders how long the transformed S.H.I.E.L.D. agents will take to get out. The team hears something beneath the floor and realizes that the Primitives are in the vents. Coulson and Lincoln go to protect the nerve center while Jemma secures the lab.

Melinda and Fitz confirm that Daisy took the module into the plane to stop Hive. They look for some rope to climb up.

Daisy blasts Hive back but he resists her seismic powers. She attacks him hand-to-hand, using her seismic powers as well, and Hive warns that killing him won't make the pain go away. Daisy drives the knife into his chest repeatedly, but he's unaffected. Hive is disappointed that Daisy won't feel his touch, and looks up as Giyera and James fly in with the warhead. When Daisy turns to watch it, Hive knocks her out.

James and Giyera disembark and says that S.H.I.E.L.D. agents sent them the base coordinates. As Giyera goes to load the warhead in, Hive says that they'll use Daisy as leverage to keep S.H.I.E.L.D. from blasting the Zephyr out of the sky. Most of the Primitives will stay behind to destroy S.H.I.E.L.D..

Holden catches up to Coulson and Lincoln.

Mack and Melinda get to the armory only to discover that the Primitives have already acquired the guns. One of them steps out and shoots Mack, but Elena superspeeds in front of him and the bullets hit her instead.

Coulson and Lincoln reach the nerve center and find the Primitives shutting down the power. Hive goes to the Zephyr cockpit and realizes that he can fly it using his memories of Grant and Will.

Coulson and the others find Mack carrying the wounded Elena. They get into the workshop and close the door just as the Primitives arrive.

Jemma is forced to hide in the furnace room.

Hive takes the Zephyr up and then transitions it to vertical flight. They ascend to 100,000 feet, and Hive says that they'll detonate the warhead at the optimal height to cover most of Europe. James wonders how they'll connect to the new Inhumans, and Hive says that they'll drop in the containment module to safety.

Melinda and Lincoln hide in the cargo compartments below the Zephyr's main deck.

Giyera finishes setting the timer.

The team tries to stabilize, and Lincoln Elena realizes that she's bleeding out too fast because of her accelerated metabolism. He needs a drug that is in the lab, but they can't reach it due to the Primitives. Coulson tells them to find something in the room to stop the bleeding, and Holden finds a blowtorch. He warns that it's their only chance, and Lincoln grabs the blowtorch. Elena wakes up and tells them to have Mack do it, and Mack reluctantly goes to work as Elena screams in pain.

The Primitives break into the lab, but are unable to see Jemma. They hear Elena screaming and go to investigate. The furnace is going and Jemma realizes the heat shielded her from the Primitives. She turns up the furnace even higher.

Once they stabilize Elena, Holden finds Fitz's collection of Coulson's artificial hands. The Primitives stop pounding on the door, and the team realize that they're looking for another way in.

Melinda and Fitz emerge from the cargo hold and knock out the Primitive guarding Daisy. Daisy tells them to leave her in there because she's a liability, and Fitz goes to find some weapons.

In the workshop, the team realizes that the heat is rising. Holden works out that Jemma worked out that the Primitives see in infrared, and opens the door. He steps out and a Primitive in the hallway hears him, but is unable to see him. Coulson and the others follow him.

Daisy tells Melinda that Hive beat her even with her powers, and Melinda says that she's the one who made Daisy an agent. She points out that Andrew saved Daisy for a reason, and says that now Daisy has the chance to balance the scales for all the bad things she did. Giyera knocks Melinda out and summons a gun to his hand, and aims it at Fitz. Fitz says that he has a weapon on the plane designed to kill Giyera, and if Giyera kills him then he won't know what it is. Daisy tries to get through to Giyera, and Giyera says that he swept the plane and found nothing. He orders Fitz to show him, and Fitz points out that Giyera was a murderous wank before Hive took control of him. The scientist shoots Giyera dead and releases Daisy.

Daisy and Fitz get Melinda to the next compartment after disabling the containment module so that Hive can't escape. Fitz warns that Daisy is going through withdrawal, and the air's getting thin because the Zephyr isn't designed for high altitudes. As he gives Daisy his jacket, Melinda admits that they don't have a plan.

At the base, the team get to Coulson's office. Jemma is already there and she says that Melinda and Fitz are aboard the Zephyr. She warns that there's no way out, but Coulson says that he has a way and activates a remote Quinjet via his artificial hand. He tells the team that he's going to intercept the Zephyr on his own because it's on him to deal with the situation he caused by bringing Hive to Earth.

Hive sets the coordinates as his mind clears, and James asks if they could tweak the formula in the future. His leader ignores him and says that the coordinates are done. A Primitive drags in Giyera's corpse and Hive tells James to find their stowaways. The Quinjet docks with the zephyr, and Hive goes to greet it.

Daisy and the others hear the Quinjet dock, and Melinda says that they need to get to the docking station. When Daisy finds the crucifix in Fitz's jacket pocket and remembers it from her vision of her death, she tells her teammates that she knows what happens next.

Hive reaches the docking station and finds Coulson alive. Coulson says that he's prepared to die, and Hive warns that blowing up the Zephyr won't stop the release of the formula. However, Coulson figures that they won't be under Hive's influence. When he blames himself for killing Grant and unleashing Hive, Hive says that he was fated to crusade for all Inhumans. Coulson

admits that he set out to protect Inhumans, and Hive realizes that Coulson is hiding something. He figures that he can take Coulson's body and transform to his base self. As Hive approaches Coulson, he explains that he'll take Coulson's body and then tell the others that he finally defeated Alveus. He says that the two of them are both commanders leading soldiers, and Coulson points out that Hive's followers have no choice. However, he knew that his team wouldn't listen.

Mack, Elena, and Lincoln board the Zephyr from the Quinjet.

Coulson says that he's the distraction. Alveus tries to grab him and realizes that "Coulson" is a hologram. Furious, the Inhuman disables the hologram projector.

Coulson warns the others that Alveus will be coming soon, and they head for the cargo bay. James grabs Lincoln and attacks him, and Lincoln shocks him. Melinda and the others arrive and Melinda punches James unconscious. As Daisy sees Lincoln, they realize that James energized the gun on Lincoln's belt. It explodes, and Jemma treats the wound as best she can. Daisy apologizes to Lincoln for turning against him, and he says that he doesn't blame her. She wonders if she ruined their relationship, and Lincoln says that they need to work on themselves before they can fix their relationship. He tells Daisy that he knows why she went after Hive, because he knows what it's like to go through an addiction.

The team tries to work out what to do next, and Coulson says that he has one idea.

Lincoln tells Daisy that Coulson will need her help. Daisy knows what Coulson is planning. Meanwhile, Coulson says that he'll set the Quinjet to fly into outer space. If they put the warhead on the Quinjet, then when it blows up it will dissipate harmlessly in outer space. Lincoln notices the crucifix Daisy is wearing and remembers what she said about her vision. Daisy says that she'll only board the Quinjet if she has to, but Lincoln figures that she plans to kill herself because she can't live with what she's done. He begs her to promise not to atone for her sins.

Coulson says that they have to decide who will board the Quinjet, and who will hold off Hive and the Primitives. They realize that Daisy is gone, and Lincoln says that he couldn't stop her. The Primitives drop down and the team attacks them.

Daisy runs to the warhead.

Hive arrives and the team takes out the remaining Primitives. They realize that Hive has left and is going for Daisy.

Daisy uses her powers to move the warhead onto the Quinjet. She's unaware that Hive has come in behind her, until he announces himself. Daisy says that Lash saved her so that she could end it, and Hive reminds her that they were going to end wars and bring peace. She figures that Hive wants absolute power, and Daisy says that the coordinates are set and the Quinjet is heading for outer space. Hive points out that he has Grant's memories and can override the control, and Daisy sees blood on the floor. Lincoln speaks up from the cockpit and says that he shorted the manual controls, and then blasts Daisy off of the Quinjet and launches the vessel.

It shoots straight up, pinning Hive against the rear wall.

Running to the comm panel, Daisy calls Lincoln. He says that he's fulfilling his purpose, and he did it so that Daisy wouldn't sacrifice herself. Crying, Daisy says that she can't take it if he dies. They both say that they have too much to say and didn't have the time, and Lincoln starts to say that he loves her. The connection goes dead and the Quinjet reaches outer space. Lincoln turns to Hive and says that there's no way to turn the Quinjet around. Hive says that now he will experience the one thing that has eluded him: death.

The others arrive in the comm center and Daisy begs Coulson to turn the Quinjet back. He says that the remote access is offline, and says that Lincoln wouldn't want them to bring it back. Daisy says that Lincoln is paying for her mistake, and Coulson tells her that he's paying for all of their mistakes.

Lincoln and Hive drift in the cabin and admire the view of Earth below. Hive says that he only wanted to make it better, and to feel a connection. He figures that Lincoln already feels a connection to humanity, to make such a sacrifice. Lincoln says that they're only human and lets the crucifix drift away. The warhead explodes and the fireball consumes the Quinjet.

Six Months Later Coulson is in an apartment with clippings of mysterious quakes across the country at banks. Mack comes in and Coulson says that he'll eat after the meet. On the street below, a hooded Daisy meets with Polly Hinton and her daughter. Polly thanks Daisy for the money she gave them to relocate, and Daisy gives the girl a robin that Charles carved. In the apartment, Coulson sees the robin and realizes that Daisy is there. He orders his agents in.

Daisy tells Polly that she has a friend with a practice nearby, and wanted to introduce Polly to him. When Polly says that she's too kind, Daisy says that she's keeping a promise and walks away just as Coulson and his agents pull up. They run after Daisy, who uses her powers to blast herself up to the rooftop and make her escape. Coulson and the others arrive, and Mack wonders where they'll be assigned now that they've lost Daisy.

Holden returns to his office and checks with his AI, Aida. It says that Fitz had to decline Holden's invitation because he's preparing a surprise for Jemma. Holden is satisfied that his name has been cleared, and tells Aida that today is her birthday. He turns on a chamber, revealing a female figure inside, and says that it's her birthday.

Season Four

The Ghost

Season 4

Episode Number: 67

Season Episode: 1

Originally aired: Tuesday September 20, 2016
Writer: Jed Whedon, Maurissa Tancharoen Whedon
Director: Bill Gierhart
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye/Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso "Mack" Mackenzie), John Hannah (Holden Radcliffe)
Recurring Role: Natalie Cordova-Buckley (Elena Rodriguez)
Guest Stars: Gabriel Luna (Robbie Reyes), Lorenzo James Henne (Gabe), Mallory Jansen (Aida), Lilli Birdsall (Lucy), Briana Venskus (Agent Piper), Max Osinski (Agent Red), Ricardo Walker (Agent Prince), Wilson Ramirez (Diego), Jen Kuo Sung (Chen), James Henrie (Gabe), Samuel Barajas (Felix), Ian Hutton (Blondie), Edward Gelhaus (Skinhead), Blaise Miller (Lab Tech/Nathanson), Bryan Rasmussen (Manager), Jerry Ying (Thug 1), Jensen Chang (Chen's Gang 1), Ken DuBois (Chen's Gang 2), Victor Chi (Chen's Gang 3), Edwin H. Bravo (Chen's Gang 4)
Summary: S.H.I.E.L.D. is legitimized again, and Coulson and Mack lead the field investigations while Melinda trains a new strike team, and Fitz and Jemma continue their relationship.



Four skinheads drive through the city in a truck after a robbery.

Daisy puts on her clothing and wraps her hands.

The two men in the back get their rifles out, and realize that it's coming. Something hits the hood and takes out the engine, and the truck screeches to a halt. A nearby light blows out, and the robbers look for something to shoot. They open fire on a nearby shop window, and Daisy drops down behind one man and takes him out. He collapses, bleeding from the

chest, and says that "he" will kill them all.

A robber grabs a gun and opens fire as a nearby pedestrian comes looking. Daisy gets the pedestrian to cover, while a black car pulls up down the street and the driver guns its engines. After a moment it speeds forward, and one of the robbers fires a missile launcher at the car. It's blasted into the air... z and then lands and continues forward, flaming. It slams into the truck just as the robbers jump clear, setting the leaking gasoline on fire. The driver gets out and kills one of the robbers. The driver gets out and the driver knocks him down and tosses him into the trunk of his car. As daisy watches, the driver takes off in his car as the police arrive, and Daisy blasts herself away.

The next day, Mack and Coulson are aboard the S.H.I.E.L.D. Zephyr and playing backgammon. Mack complains that they've been flying around the globe recently, investigating Inhuman calls. When Mack calls him "sir," Coulson reminds him not to do it. An agent comes in and reports that they've been called back to HQ and the reason is classified.

At the HQ, Melinda is sparring with an agent and takes him down. The others finally point out the opponent's mistake, just as the Zephyr lands. Piper takes over the training while Melinda

goes to greet Coulson and Mack. She admits that she called them in because she got a call from her law contacts in LA. Two civilians were violently killed, and the police have another victim in custody in critical condition. Under sedation he described Quake–Daisy. The Director pulled them off her case because they lost Daisy once too often, and Melinda warns that the Director thinks they deliberately let her go. Coulson and Mack insist that they didn't, and Melinda warns that they're now forbidden to go after her. She offers to bury the report for a few hours so that they can head to LA and check out the incident. After that, the armed forces will be sent in with orders to kill her. Coulson points out that Daisy has only been going after the Watchdogs, but Melinda tells them to head out ASAP.

One of the two surviving robbers wakes up in his hospital bed. The lights flicker and Daisy takes out the guard outside. She comes in and seals the door, and demands to know who was hunting them. The robber begs her to save his surviving friend, and warns that rumor has it that after their attacker burns someone, he burns their soul as well. The robber sits up and then collapses, bleeding from the unhealed wound on his chest. Daisy realizes that he's dead and blasts through the wall to make her escape.

At S.H.I.E.L.D. HQ in the lab, Jemma and Fitz are adjusting a helmet Radcliffe and Fitz created that feeds an environment directly into Jemma's brain. Coulson and Mack arrive and Jemma lets them in past the guard. Jemma explains that she got a promotion to Special Advisor to the Director in Science and Technology, and the Director has her administering lie-detector tests to check the people in her inner circle. Coulson explains that they need to leave in ten minutes, and Fitz gives them their new equipment. He has a new artificial hand for Coulson, and Coulson refuses to discuss their new assignment because it's classified. Once the two men leave, Jemma says that she can't join Fitz and Radcliffe to watch a match, and he admits that it's a shame that they can't see each other more. She says that it's better than the friends that they can't see again, and leaves.

At her hotel room, Daisy checks the bruises caused by using her powers. She then does a web search of related deaths in the area and leaves in her van.

At a garage, the attacker confronts the last robber that he abducted. The thug claims that he doesn't know who they stole it for.

His attacker beats him, demanding to know who he was to deliver it to, and the thug says that he was supposed to send it to a warehouse belonging to the Chinatown Crew. When the thug refuses to tell him where the warehouse is, his captor warns that if he doesn't tell him then he'll have to tell "him." Aboard the Zephyr, Coulson and Mack are checking the fourth man, a member of the Aryan Brotherhood. They're suspected in the recent theft of a yellow big rig, and Coulson hopes to find it before Daisy does. They land at an airfield and their local asset–Yo-Yo–is waiting for them. She meets with Mack and says that if he wants to get to know her better, he can ask her to dinner again. Mack warns that there are rules about fraternizing with assets in the field, and Yo-Yo assures him that they haven't started fraternizing yet. She asks what the official mission is, but Mack says that he can't tell her. Coulson tells them that they found the truck, and Yo-Yo tells Mack to look her up the next time that he's in Miami.

Fitz arrives at Radcliffe's apartment and explains that Jemma won't be there. A naked woman, Aida, comes out, startling Fitz.

Radcliffe says that he wasn't supposed to see Aida, and covers her with a coat. She goes into repeat mode and Radcliffe explains that she crashed. He uses a remote to shut her off, and Fitz demands to know what she is. Radcliffe says that Aida is her personal digitized assistant, and he built a robot body for her. Fitz reminds Radcliffe that he's not allowed experimentation without approval per his pardon conditions, and Radcliffe says that he wanted to show Fitz and Jemma what he had accomplished. He insists that Aida is nearly perfect, but needs Fitz's help to get her right. Fitz warns that Radcliffe could go back to jail, and Radcliffe agrees to full disclosure but offers to show Fitz how Aida works.

Daisy gets aboard a bus and sits down next to Yo-Yo. She says that Coulson and Mack are in town and looking for a truck, and gives her a bottle of bone-healing pills that she secretly stole. She warns Daisy that her body will break down if she uses her powers too much, and Daisy insists that she's fine. She explains that she was tracing the sale of a weapon and stumbled on a serial killer. Yo-Yo points out that Daisy has returned to LA and notes that everyone gets attached to something. Daisy prepares to leave and Yo-Yo warns her that Coulson won't give up on her. Unimpressed, Daisy goes.

Jemma brings some eyewear to Melinda for her team and asks her to sign for it. Melinda points out that Jemma has a higher clearance than her and signs. Jemma says that they had a report about an Asian female dying in a hospital in LA, and Melinda says that she hasn't heard about it from her law enforcement contacts. She sarcastically tells Jemma to ask the Director since she's one of the few people allowed to speak with him.

Daisy finds a tagger finishing a mural of the killer: Ghost Rider. He warns that everyone who sees the face dies. Daisy notices a Charger painted on the mural and figures that it will lead her to the killer.

Coulson and Mack go to the warehouse where the truck was located, and the manager takes them in to the truck. Coulson scans the inside with his hand and they find several corpses of Asian men. It looks like they attacked and killed each other, and Mack finds a logo on the man's jacket belonging to Cosmogenic.

The attacker returns to the thug and says that there was no buyer there. He turns on the engine of his car and drives it forward into the thug, chained to the wall.

Daisy checks around the neighborhood, asking people if they've seen the Charger. One man, Diego, directs her to a salvage yard.

Jemma confronts Melinda, figuring that she called Coulson and Mack back to tell them that Daisy was in LA. Melinda insists that she doesn't have the authority to send them, and asks Jemma if she trusts the Director. She figures that the Director broke them up on purpose, and Jemma immediately says that he did. Once the President knew where the base was, she tried to get as much power as she could to keep as much control as she could. To keep the Director's trust, she has to take the appropriate action to adjust the break in protocol. She orders Melinda to take a strike team to take Coulson and Mack out of the mess they're in, and Melinda agrees.

Mack and Coulson go into the Cosmogenic plant Radcliffe insists that Aida isn't an AI like Ultron. Fitz warns that the robot could be used as a weapon, and Radcliffe admits that he's been cautious because he doesn't know the new people at S.H.I.E.L.D.. He turns Aida back on and Fitz asks her to say what she is designed for. Aida glances at Radcliffe and then says that Radcliffe designed her to put herself in harm's way to save agents.

She insists that she will serve as a decoy target—a S.H.I.E.L.D.—but she won't kill. Radcliffe shuts her down and Fitz says that they can't tell Jemma about it because they don't know what the Director will do with it. He warns that they can't tell anyone... until Aida is perfect.

Coulson and Mack go in and spot four armed men. The two men delivering the box explain that the others went berserk and tore into each other. They were forced to kill each of them, and the leader—Chen—figures that since they didn't burn the bodies, they were traced there. Chen has his men knock the delivery thugs out and figures that the others went berserk because they saw what was in the box. He has heard that it's powerful enough to bring their enhanced enemies to their knees.

As Mack and Coulson watch, they realize that they can't call for backup without letting HQ know that they're on Daisy's trail. They figure that they should let it play out and see if anyone else shows up.

The man loads equipment into the trunk of his Charger... and Daisy comes in. He says that the yard is closed, and introduces himself as Robbie Reyes. Robbie says that he doesn't know anyone trying to buy parts, but offers to let her look through the book of sales in the office. Daisy agrees and they go in.

Chen opens the box and a burst of energy flashes out. Coulson and Mack are watching on a tablet, and the monitor goes dead.

Meanwhile, a ghostly woman appears briefly to Chen. He sees his men as skull-faced demons and yells at them to get away from them.

As they go to the office, Robbie attacks Daisy. She blasts him back but he shrugs it off and grabs a pole. He sets it on fire with his touch, says that she must have the devil inside her as well, and charges at her.

Chen's men open fire on each other. Meanwhile Coulson and Mack realize that they have to call for backup. Melinda and her people arrive and she tells the strike team to move in. They go through the building, easily taking down anyone who gets in their path.

They arrive at the box and discover that Chen and his men are dead. The ghost walks out behind them, brushing past Melinda, and no one sees her.

Daisy and Robbie fight and she pins him to a wall. He warns her that she shouldn't have gotten involved, and he only kills those who deserve it. When Daisy says that he's not the one who gets to decide who dies, Robbie says that he's not the one who decides. His head ignites, revealing a flaming skull, and the "Ghost Rider" advances on her. He tries to bring a shelf down on Daisy, but she suspends it with her powers. The Rider stares at her, and Daisy tells him to kill her because she deserves it. The Ghost Rider stares at her for a moment and then walks away. Daisy rolls away as the shelf collapses, and winces at her broken bones as Ghost Rider drives away.

The Zephyr heads back to HQ, and a medical team examines Chen's people.

Fitz and Jemma are in bed together.

Radcliffe seals Aida away in a hidden chamber.

Daisy is on the street and looks at a photo of the mural.

Robbie helps his brother Gabe out of his car and into a wheelchair. Daisy watches them from down the street. After a moment, she drives off.

As they fly back, Melinda and Coulson play backgammon. Melinda warns that the Director will want to talk to him, and Coulson admits that he doesn't know if they have something. He says that the ground team is checking Chen and his people for contagion. Coulson tells Melinda that it's been a while since they've had a moment before. For a moment, Melinda sees a demonic face on Coulson, but shrugs it off.

Meet the New Boss

Season 4

Episode Number: 68

Season Episode: 2

Originally aired: Tuesday September 27, 2016
Writer: Drew Z. Greenberg
Director: Vincent Misiano
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye/Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso "Mack" Mackenzie)
Guest Stars: Gabriel Luna (Robbie Reyes), Lilli Birdsell (Lucy), Dan Donohue (Frederick), Ward Roberts (Hugo), Usman Ally (Vincent), Daniel Zaccapa (Canelo), Jason O'Mara (The Director), Briana Venskus (Agent Piper), Jen Kuo Sung (Chen), Nico David (Boy), John Churchill (Father), Adrian Quinonez (Ignacio), Derem Tadlock (Armed S.H.I.E.L.D. Guard), Mark Daneri (Wisconsin Congressman), Jensen Chang (Chen's Gang 1), Ken DuBois (Chen's Gang 2), Victor Chi (Chen's Gang 3), Edwin H. Bravo (Chen's Gang 4)
Summary: Daisy goes back to confront Robbie, suspecting a connection between the mysterious "Ghost Rider," the ghosts, and the gangs ally-ing together. Meanwhile, Coulson meets with the new Director while Melinda's condition deteriorates.



Lucy appears briefly in a boy's bedroom and looks down at the sleeping figure. She disappears and the boy wakes up when he hears something. He goes to investigate and finds Lucy standing at the mantle. He boy calls to his father and Lucy disappears. He says that a ghost was in there, but his father figures that he was imagining things. As the man starts to go, he sees a broken frame on the floor. Lucy appears and demands to know why the man is there. The ghost calls to someone named Joe, and the man

says that he hasn't lived there for years. Lucy passes through the man's body, and when he looks at his son, he sees him with a demon's face.

Robbie leaves his house and drives off in his Charger. Daisy follows him in her van to the garage where he works. As he goes into the trailer, Robbie sees Daisy's van and realizes that she's following him.

At S.H.I.E.L.D. HQ, Jemma and Fitz examine the box that they recovered from Chen and his people. Fitz suggests that there's something in the apparently empty boxes and uses light outside the visible spectrum to pick up traces of advanced technology. Mack comes in and says that he thinks that he knows what it is. He tells the scientists that a father and son turned up at an ER in LA, with the same dementia as the gang members. The father describes a female ghost, and Mack has found the same ghost on the footage of the warehouse attack.

Coulson and Melinda wait to meet with the Director, and Coulson figures that the Director is pissed at him for going after Daisy without authorization. He says that he'll leave immediately afterward and Melinda points out that he'd still be director if he fought for it. Coulson refuses to discuss the matter and says that the Zephyr is his and they can't take it away.

Robbie meets with a customer and sees Daisy's van again. He grabs a tire iron and goes over, but discovers that the driver's seat is empty. He goes in and finds Daisy there already. She calls Robbie by name and claims that they went to high school together. Daisy talks about how her van burst into flames and has heard that Robbie is an expert on the topic, and it was time for them to reconnect.

Robbie brings the van in and he tells Daisy that she'd be best off leaving things alone. She says that she hasn't been able to verify that all of his victims deserved death, and Robbie says that she doesn't know him. Daisy notices one of the workers, Canelo, nearby and says that Robbie used to act like he was hiding things. She asks Robbie how his uncle is doing, and Robbie tells her to leave before he loses control and forgets who he is. Daisy figures that he won't transform in front of his friends, and when he fixes the engine Daisy uses her powers to knock the engine out again.

The Director finally lets Coulson and Melinda in. A guard, mace, finally lets them in. The Director-Jeffrey-warmly greets them and orders his assistants out. He tells Coulson that it's okay that Coulson went out after a friend and respects his loyalty, and says that he's impressed. Jeffrey insists that trust is important, and they want to capture Daisy before he takes S.H.I.E.L.D. public again. Melinda isn't impressed, but Jeffrey warns that public opinion is important and he doesn't want Daisy to destroy what they've rebuilt. Coulson says that it won't come to that, and Jeffrey asks Melinda to go. as she leaves, Melinda briefly sees him with a demon's face. Once they're alone, Jeffrey says that he has a special mission for Coulson.

Fitz concludes that when Lucy touches people, she infects them with dementia. The metal the box is made of is only found in three locations around the world. All three have been shut down for years, and one was in Pasadena. Mack confirms that the father and son lived in Pasadena and prepares to head out. Fitz insists on going with him, but Jemma says that she's stuck on assignment for Jeffrey giving a tour.

As they head down the hall, Coulson complains that he has to conduct the tour. Jeffrey figures that he'd be the perfect person for it, and warns that he doesn't have the anonymous unlimited funding that Coulson has. They have to impress the House Appropriations Committee to get the money they need.

Lucy goes to Momentum Alternative Energy Labs and passes through a wall to where a large chamber is glowing. She opens one of several boxes similar to the one that she was contained in, and a male ghost appears. Lucy addresses it as Hugo, and he wonders what "he" did to her. She points out that his hand is intangible, and Hugo stares at it in shock. He asks where the others are, and Lucy explains that they're trapped in the other cells. When Hugo wonders how long they were imprisoned, Lucy says that they were there for years.

Robbie asks Daisy what she wants, and she says that some of his kills check out. He assumes that she's a police officer, and Daisy says that the Watchdogs are hunting Inhumans. Robbie says that he's not an Inhuman and that he sold his soul to the Devil. He tells her to try and do what she wants because he has nothing to lose, and Daisy points out that he's all that his younger brother Gabe has. Canelo says that he has to drop off a truck, and Robbie tells him that he'll lock up. Once the man leaves, Robbie grabs a wrench and ignites it with hellfire, and says that Daisy shouldn't have brought Gabe into it.

Robbie comes at Daisy, who knocks down a car on the hydraulics. He yanks a muffler off of it and ignites it, and hits her arm. As she winces in pain as the bone fractures, Robbie punches her unconscious.

Melinda tells Piper to get the squad ready. Piper addresses her as a superior officer, and Melinda tells her to stick to her name.

Coulson and Jeffrey come by with the House Senators, and Jeffrey convinces Coulson to tell them the history of the base. Coulson continues talking about the base, and Melinda sees the senators as demons.

Chen is in his cell and Melinda visits him. she says that she sees what he sees and asks how she can help them. Chen says that it's everywhere and pounds on the glass, and beats his head on the glass. Jemma comes in and Melinda sees her as a demon, and Jemma pumps knockout gas into Chen's cell. When she turns around, she discovers that Melinda has left.

Fitz and Mack fly to Pasadena and run an inventory. Mack complains about the long deployments, and insists that they tried to bring Daisy in.

At Momentum Labs, Lucy frees another prisoner, Frederick. He realizes that Lucy helped imprison them using the darkhold book. She insists that she didn't have any idea, and Lucy insists that the book can fix them, find the Darkhold, and kill the traitor and anyone who tries to stop them.

Robbie ties up Daisy and she's unable to break free with her fractured arm. He admits that he's never been caught before, and Daisy knowing who he is is a problem that has to go away. Robbie figures that Daisy has a death wish, coming back after he let her live, and now he's looking for proof that she deserves his vengeance. Once he finds it, he'll kill her.

Lucy frees another prisoner, Vincent, but he's unable to talk because he's further gone than the others. She says that they're going to find the book and reverse what was done to them. Frederick refuses, saying that she doesn't control him anymore. He tells her to take the boxes if she wants but he's destroying the place.

Robbie asks Daisy what in her past is haunting her. He figures that she's serving penance, and finds photos of her dead teammates.

Daisy asks why he hunted down the skinheads, and Robbie says that they spilled innocent blood. She explains that they were armed with RPGs and working with the Chinese gang, and warns that someone is uniting them. When Daisy mentions Momentum in Pasadena, Robbie recognizes the name and she says that the weapon was stolen from there. He gags her and leaves without saying anything else.

Daisy manages to use her powers to break herself free and goes after him.

As Robbie drives off, Daisy launches herself onto his Charger and hangs onto the roof. He speeds up and swerves, trying to knock her off, and finally succeeds when the front engine sprouts fire.

Melinda goes to the gym where her squad is sparring. Ignoring them, she walks past.

Jemma returns to the lab and finds Coulson and the others there. Jemma notices the footage of Chen in his cell and glances over at Coulson, who picks up that something is wrong. Jeffrey asks her to explain what she's doing, and she says that she was at the containment cells. One of the senators asks to see them, and Jemma says that it's not a good time. She privately tells Jeffrey that there's blood everywhere and it's not a good time, and Jeffrey invites them to see a Quinjet. Once they go, Jemma asks Coulson if she's spoken to Melinda recently.

Mack and Fitz enter Momentum and Fitz detects a current spike behind a door. When Mack breaks it open, they find the chamber. Fitz checks the controls and starts to warn Mack that they've got a problem. Frederick comes in behind him and Mack opens fire. The ghost disappears but they figure he'll be back.

Melinda is going through the lockers when Coulson comes in and asks what is going on. She says that the base has been infiltrated and figures that she's trying to find the item causing the infection. Coulson suggests that she take a break and make a plan, but Melinda keeps searching. When he suggests that they go to the labs, Melinda calms down and agrees to go with him.

Frederick appears again and Fitz yells at Mack not to let him touch them. Mack hits a steam pipe and when the steam fades, the ghost has disappeared again. Meanwhile, Fitz warns that the ghost set the reactor to explode, just as the ghost knocks Mack into the chamber and closes the door. When Fitz says that he can help him, Frederick says that he can't and disappears.

As Coulson takes Melinda to the lab, she sees her squad members and Coulson as demons. She attacks Coulson and then attacks her squad members. Coulson warns them not to hurt her because she's sick, and she takes them all down. As Melinda goes, Coulson says that she's not well. Jeffrey comes in and tells him to stop. She hits him repeatedly but her blows have no effects. Jeffrey says that he's an Inhuman and slams her into a wall, knocking her out.

Frederick continues keeping the reactor in meltdown. He appears again and says that he won't go back again, and reaches for Fitz.

Robbie arrives and grabs Frederick, who is surprised that Robbie can touch him. Robbie's skull bursts into flame and he forces Frederick to the floor. Fitz tries to get the chamber door open, and Daisy arrives and blasts it open. The scientist then goes to the controls, while Robbie in his Ghost Rider form burns Frederick to ash. Fitz shuts down the reactor, and Ghost Rider goes to a board on the wall. He sees a photo of Lucy and the others, grabs it, and leaves. When Mack starts to go after him, Daisy stops him.

On the Quinjet, Mack binds Daisy's wounds. She says that Robbie isn't an Inhuman, and Mack wonders if she's running with a vigilante. Daisy points out that Robbie saved Fitz's life, but

has no idea what Frederick was. Mack asks her to come home with them so they can give her the bone-healing drug, and realizes that she already has the drug because Yo-Yo has been stealing it for her.

He's furious that Daisy has been tearing apart what they've been trying to rebuild. Fitz speaks up, saying that Daisy suffered a terrible loss and is trying to get through it on her own. However, he's angry that she's turned her back on them. Daisy says that she's doing what she needs to do, and Mack warns her that it affects them whether she likes it or not. She thanks him for helping her injuries and leaves.

The senators ask Coulson to take a picture of them with Jeffrey. Jeffrey then reminds them that everything that they've seen is top secret, but the next time they meet will be at the public unveiling of S.H.I.E.L.D.. Once the senators leave, Coulson offers his help. Jeffrey reminds him that Coulson told the President that he didn't want to be the Director. Jeffrey was chosen, and Jeffrey says that when it comes to Melinda and Daisy, Coulson can't be objective. He tells Coulson to focus on the field work and he'll focus on being Director. He refuses to discuss his treatment for Melinda and leaves.

A Quinjet flies away from the base. Melinda is inside, strapped to a gurney, and screams at everyone to get away from her as agents look on.

The next day, Daisy goes to her van and discovers that Robbie has sabotaged the engine. Robbie pulls up and confirms that she's alone, and says that he may be the connection between everything that is happening. He opens the car door, and after a moment Daisy gets in and they drive off.

Uprising

Season 4

Episode Number: 69

Season Episode: 3

Originally aired: Tuesday October 11, 2016
Writer: Craig Titley
Director: Magnus Martens
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye/Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso "Mack" Mackenzie), John Hannah (Holden Radcliffe)
Recurring Role: Natalie Cordova-Buckley (Elena Rodriguez)
Guest Stars: Gabriel Luna (Robbie Reyes), Parminder Nagra (Senator Rota Nadeer), Lorenzo James Henne (Gabe), Mallory Jansen (Aida), Valery M. Ortiz (Maria), Derek Hughes (The Amazing Mertz), Jason O'Mara (The Director), Alexander Wraith (Agent Anderson), Patrick Cavanaugh (Burrows), Preston Flagg (Darryl), Stephanie Maura Sanchez (Leticia), Dale Pavinski (Briggs), Jen Kuo Sung (Chen), Ricky Saenz (Pistol Punk), Devron Libran (Slugger Punk), Michael Cory Davis (Agitator), Adriana Diaz (Hostage), Aaron Gaffrey (Mystery Figure), Jake Green (Terrified Driver)
Summary: While Coulson, Fitz, and Mack try to identify who is responsible for a series of blackouts, Jemma and Holden try to save Melinda, while Daisy learns more about Robbie and Gabe.



In Miami, a bachelorette party is going on at a penthouse hotel apartment. A magician, the Amazing Mertz, is doing sleight of hand for the guests, including Elena. She gets a call from Mack and ignores it, but her friend Maria notices and teases her, asking if she's bringing Mack to the upcoming wedding. Maria grabs the phone and hits redial, but as Mack answers, all the lights in the city go out and the phone explodes. A helicopter plummets out of the sky and slams into a nearby building.

Soon the Inhuman Resistance sends out a message taking credit for the blackout. They demand that the governments of the world end registration. Jeffrey, Fitz, and Mack are watching, and Fitz says that the signal was untraceable. Mack wonders if an Inhuman with powers similar to Lincoln's might be responsible for the blackout. Burrows, the S.H.I.E.L.D. agent with public relations, worries that the blackout could ruin S.H.I.E.L.D. going public again in a month. Mack reports that he lost contact with Elena in Miami an hour ago. When Jeffrey tells Mack and Fitz to head to Miami with Coulson, Mack warns him that Coulson wasn't too happy with Jeffrey's last order.

In the lab, Jemma and Coulson are monitoring Melinda's feeds from the secret S.H.I.E.L.D. facility where she was taken. Jemma is on the line to the scientists demanding to know who is in charge, and the scientist at the other end hangs up. She can't tell Coulson where Melinda is without Jeffrey's permission, just as Jeffrey comes in and tells them that Melinda is at a CDC facility in upstate New York. Chen is strapped to a table nearby and goes into convulsions, and

then dies. Jemma tells the others that the same thing will happen to Melinda in an hour unless they take drastic measures. She says that there might be someone who can provide them with a cure, and Jeffrey tells her to do whatever it takes. When Coulson says that he's going with her, Jeffrey tells him that he's going to Miami because he needs an expert on Inhumans there. He says that Coulson would make the same call in his position, and Coulson agrees.

At the penthouse, Elena looks at the confusion spreading in the streets. She figures an EMP was responsible, and word is spreading that the Inhumans are responsible. When Maria wants to find her fiancé, Elena goes after her.

In LA, Robbie pulls over to get gas and says that his Uncle Elias worked at Momentum and he's going to see him. Daisy knows that Elias attempted to kill a man and is in prison, and Robbie explains that Elias was an electrical engineer at Momentum. A radio newscast mentions that there's another blackout in London and the Inhumans are responsible, and an EMP pulse hits the city.

At his lab at home, Holden is setting up the VR rig and orders Aida to hook up the equipment he needs. He snaps at her and then explains that he's concerned because of Melinda's condition. Holden puts Aida to "sleep" in her pod and says that he hopes he won't have to hide her away forever. Once he seals the pod, Holden goes to greet the arriving S.H.I.E.L.D. agents.

Jemma brings Melinda in and explains that a "ghost" touched Melinda, infecting her with madness. She's hoping that they can use his transcranial head apparatus to find the problem and cure it. Jemma warns that they have less than six hours until certain deaths.

As he flies to Miami, Coulson listens to a newscast featuring Senator Rota Nadeer warning that the Inhumans are committing an act of war. Moscow has now been blacked out as well, and S.H.I.E.L.D. relocated Inhumans to all of it. Coulson figures that it doesn't feel right, and Fitz confirms that the Resistance is using EMP devices rather than powers. He assures the others that he has everything he needs to find the people responsible.

Robbie drives to rescue his wheelchair-bound little brother. His car still works because it has no electronics, and Daisy insists that the Inhumans wouldn't perform the blackout. She figures that Robbie wants to get rid of Ghost Rider, and he explains that he thought once he put away the gangsters that put Gabe in a wheelchair, he'd be free. Then he started settling other people's scores, and then went after the guy that Elias beat up. If Robbie can finish Elias' job then he can get rid of the demon... or ride with it together.

Gabe moves down the street and several thugs spot him. They come over to harass him, just as Robbie pulls up and gets out. The thugs want Robbie's car, and the metal heats up. The men attack Daisy and Robbie, to take them all out. The leader puts a gun to Gabe's head, and Daisy disarms him with a seismic blast before moaning in pain as her arm bones fracture. Robbie asks if Gabe is good, and Gabe says that he's fine. Daisy introduces herself and Robbie carries his brother home.

At the penthouse in Miami, armed men break in and tell everyone to stay calm. The leader Briggs says that they're there for the Inhuman.

Jemma and Holden put the apparatus on Melinda and bring up the a hologram of her brain. They find what is apparently causing her nightmares, driving her adrenal system into overload. Jemma realizes that all of the victims were scared to death, and they have no idea how to fight it.

Coulson and the team head for the penthouse and Mack points out that the EMP only short-circuits electronics that turned on. He figures that she could have found an inactive phone and turned it on. Fitz figures that Elena was too busy celebrating to notice.

At the penthouse, the men say that they're there to protect the humans. They have information that an Inhuman is there, and ask anyone with knowledge of the Inhuman to step forward. Maria says that Inhumans are freaks, and Elena objects, insisting that they're people, too. A guest steps forward and tells Briggs that Mertz is the Inhuman, and the men drag Mertz forward. Mertz insists that he's not an Inhuman.

Jeffrey contacts Coulson and warns that there have been more blackouts. He says that he needs a win, and the power goes out, ending the transmission. Fitz realizes that it's a continuous-pulse EMP and none of their tech will work. He gets a slide rule and some glow rods, and the trio head off.

Once they get to Robbie's apartment, he says that they have to do something about Daisy's arm. Daisy says that she can't go to a hospital and asks what he does if he gets hurt. Robbie says

that he doesn't get hurt and points out that the cut she gave him earlier has healed. He explains that any wounds that he gets heal, and warns Daisy that he doesn't know how to help her. Daisy notices Elias in the family photos and Robbie explains that Elias raised them. As Robbie goes, he tells Daisy that Gabe doesn't know about his other self and never will.

Briggs' men continue beating Mertz, who insists that he just has sleight of hand. Unconvinced, Briggs has one of his men shoot him.

Elena disarms him at superspeed and they figure Mertz did it. Briggs draws his gun and his gun disappears as well. Maria sees Elena with the gun and realizes that she's the Inhuman. As the Resistance men move in, Coulson, Mack, and Fitz arrive and attack the intruders. Briggs grabs Maria and Coulson punches him unconscious. Afterward, Elena tells Maria that she's still the same.

Disgusted, Maria tells her to stay away from her and walks off. Elena tells her teammates that the Resistance men knew that she was there, even though she's registered.

Melinda gets worse and Holden tells Jemma that they'll have to kill Melinda.

Coulson interrogates Briggs and fires a shot into his chest. Briggs is wearing Kevlar, and Mack confirms that it's advanced military tech. Coulson figures that it's a setup and Mack sees a flower tattoo on Briggs' wrist, and realizes that he's connected to the Watchdogs.

As Daisy puts ice on her breaks, Gabe asks her how she knows Robbie. She says that Robbie gave her a ride, and asks how Gabe ended up in a wheelchair. The teenager says that he was in the wrong place in the wrong time, and he takes care of Robbie. Gabe insists that Robbie would go off the tracks without him, and wonders if Daisy is a bad person.

Elena searches the Watchdogs and finds a list of Inhumans from the Registration List. The government tracks assets on the move, and that's how they found Elena. Fitz says that he can solve the blackouts and starts making compasses out of needles and corks.

Holden tells Jemma that if they shut down and reboot Melinda's brain then it will set back to "default." Jemma thinks that it's crazy, but Holden points out that they don't have any other options. They prepare a shot and Jemma administers it to Melinda, "killing" her. She flatlines and they start counting down the seven minutes for her brain to reach minimal activity threshold before her brain is irreparably damaged.

Fitz explains that the pulse is magnetic and he can use the compasses to track it.

As Jemma prepares to revive Melinda, they lose power from an EMP pulse. Jemma starts administering CPR Jeffrey realizes that they've lost DC, and gets a call from the President. He gives Jeffrey one more hour to resolve the matter or he'll send soldiers into the blackout zones to take out the Inhumans.

Fitz finds the EMP generator and the team heads out.

Jemma insists that she's not going to lose Melinda, and orders he to come back. Holden suggests that they could jumpstart her heart, and gets an idea. He removes Aida's power cell and brings it in, and Jemma uses it to jumpstart Melinda's heart. Melinda revives...

alive and sane. Jemma, relieved, hugs her, and Melinda wonders what she missed.

Coulson and the others go to the coordinates and they hear men talking up ahead. Watchdogs are guarding the EMP generator, and Elena speeds around holding a light stick. Once they're distracted, she disarms them at superspeed and then Coulson and the others come in and take the men out. Fitz disables the EMP generator and they turn the power back on to the city. Coulson confirms that they have passports and visas and figures someone has taken the Watchdogs global.

Daisy tells Gabe that people don't like the Inhumans because they're different. The power comes back up and Gabe says that she should go to the hospital. He knows that she's Quake based on what she did earlier, and assures her that her secret is safe with him... as long as she stays away from Robbie because he needs good people around him and she isn't it.

Coulson tells Jeffrey about the Watchdog's involvement, and says that maybe it's time for the rollout. When Jeffrey objects, Coulson says that it's time to know when it's important to throw out the plan. He tells Jeffrey that it's up to him to decide and walks out.

In the mess, Mack finally tells Elena that they know she's been communicating with Daisy behind their backs. Elena says that they should respect what Daisy wants, and knows about Ghost Rider. She says that there's nothing between them, just as Fitz and Coulson arrive. Fitz has a list of the people that worked at Momentum, and they see Jeffrey on the news. He tells

the press that the Inhumans were not responsible for the blackouts, and they were caused by human extremists.

As Gabe watches the news, Robbie returns home with meds for Daisy. He realizes that she's not there, and Gabe claims that he doesn't know where she went.

Jeffrey announces that S.H.I.E.L.D. is back in town and ended the blackouts. Melinda calls and tells Coulson that she's okay, and says that he should be making the statement. Coulson tells her that he's right where he belongs.

In her van, Daisy listens to the news as Jeffrey talks about trust. As she takes her meds, Daisy turns off the radio.

Nadeer is at her brother's place watching a pre-recorded statement she made that the Inhumans are controlling S.H.I.E.L.D. and are responsible for the blackout. She receives a report that the Watchdogs eliminated 17 Inhumans and says goodbye to her petrified brother, and then says that she'll be back in a few days to check in.

Let Me Stand Next to Your Fire

Season 4

Episode Number: 70

Season Episode: 4

Originally aired: Tuesday October 18, 2016
Writer: Matt Owens
Director: Brad Turner
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye/Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso "Mack" Mackenzie), John Hannah (Holden Radcliffe)
Recurring Role: Gabriel Luna (Robbie Reyes), Axle Whitehead (James)
Guest Stars: Mallory Jansen (Aida), José Zúñiga (Eli Morrow), Lilli Birdsall (Lucy Bauer), Kerr Smith (Joseph Bauer), Phil Tyler (Watchdog 1), Sergio Enrique (Guard), Tanner Fontana (Elliot)
Summary: While Daisy teams up with a figure from the past to bring down the Watchdogs, Coulson and Mack square off against Ghost Rider.



Jemma is watching down the street and talking to Fitz at the lab. She's going to check a new apartment and insists that it's the one for them. Fitz says that he's heading to Holden's, and Jemma points out that he seems to be going there a lot. He off-handedly says that he isn't. Inside, Jemma knocks at the door and discovers that it's open and the lock is broken. No one answers her call and the lights don't work. Suspecting it's a trap, Jemma draws her gun and moves in, and Daisy comes in behind her. She says that she had nowhere else to turn and slumps down, leaving a trail of blood on the wall.

A guard tells prisoner Eli Morrow that he has a visitor. They go to the meeting room and Coulson introduces himself. He asks Eli what happened at Momentum when he worked there, and asks if the "accident" was really an accident. Eli refuses to talk, and Coulson points out that he's an educated man and figures that he's a decent guy at heart. He says that if Eli helps him then he might be able to help him get out of prison.

At Holden's lab, Aida tends to Melinda as Holden comes in. He explains that Aida is his assistant and they shut down her heart for seven minutes to cure her. Holden explains that he and Fitz are working on a cure for the ghost virus and they need to run a few more tests. He assures Melinda that Aida will be on hand to take care of her needs.

Jemma examines Daisy's shoulder and discovers that someone took a bullet out of it. Daisy admits that she took it out herself and she's been tracking Jemma's web searches for an apartment. They discuss her relationship with Fitz and Daisy says that she's happy for her. Jemma asks if she's using her arm gauntlets, and Daisy tells her to stop mothering her. Once Jemma is done, Daisy gives Jemma a blood-covered list of Inhuman asset numbers and coordinates. She explains that she got them from the Watchdogs and they're hacking into SHIELD servers despite all of the security precautions. Daisy asks Daisy to hack the servers for her, but Jemma warns that she's under constant scrutiny. Her former teammate draws a gun on her and asks what will happen if she provides involuntary aid.

Coulson tells Eli that something went wrong and Eli's colleagues died. He tells him that his colleagues didn't die, and they gained abilities that they're using to hurt people. Eli hesitates but then says that he has to move onto his life, and tells Coulson to leave.

Outside, Coulson meets with Mack and tells him what happened. Robbie drives by and Mack recognizes him from their previous encounter. They get into Lola and Coulson chases after Robbie. They race through the streets and then into the empty canal. Robbie starts to pull up ahead but then his car slams into a halt as it hits the cloaked Quinjet, and the impact knocks him out.

Daisy drives her van to a high-security building containing one of the Inhuman registration server. Agent Albee brings a drive with the updated information, and Jemma will steal her badge so that Daisy can clone it and put a fake ID on it. Once Jemma is inside, she'll put a flash drive into the server giving her remote access. Jemma gets out and goes over to Albee, talks with her, and gives her the flash drive. When she comes back to the van, Jemma tells Daisy that she told Albee to deliver the information on the flash drive along with the rest, and Albee will do it because she's her boss.

When Fitz arrives at Holden's apartment, they discuss how to duplicate the cure. He realizes that Aida is out, and Holden says that he let her out. He points out that Fitz has improved Aida's social programming, and figures that Melinda will provide the best test.

Melinda calls Fitz in and after a brief conversation, he gives Aida a thumbs up and leaves.

Back at the apartment, Jemma explains that every Inhuman has a wristband that tracks their location. Albee plugs the flash drive in, and Daisy confirms that an encrypted third party is hijacking the stream of information. They go through the list and Jemma recognizes one number: James. She says that James only shows up at mandatory check-ins, and Daisy packs up and says that she has to get to James before the Watchdogs do. Jemma says that they're in it together and insists on going with her.

As the Quinjet flies back to base, Mack examines Robbie's car and discovers that it's "healed." Robbie is in a containment module, and Coulson says that he's heard rumors of Ghost Rider. He knows about Robbie's life and how he kills people, and Robbie insists that they had it coming. Coulson has confirmed he's telling the truth, and asks where Robbie's power comes from. Robbie says that he made a deal with the Devil, but Coulson doesn't believe him. Mack isn't so skeptical, but admits that Daisy trusted Robbie. Coulson then goes over and opens the module.

Daisy and Jemma drive to James' work place: a fireworks outlet. James is demonstrating fireworks as the women come in. Jemma warns that the Watchdogs are after him, and Daisy blasts the bracelet off his wrist. She says that the Watchdogs are coming to take his life, but James tells her that he has no life. Daisy says that he can take a stand with her and fight back, taking control of his life. After a moment, James tells them to meet him after closing in the public storage unit next door because he has something there that might help.

Robbie threatens to bring the plane down, but Coulson doesn't believe it and says that they both want answers from Eli. He wants Robbie to prove that they're on the same side, and Robbie is the only one who can hurt the ghosts. Coulson wants Robbie to talk to Eli while they listen in, and makes it clear that they'll toss Robbie off if he doesn't agree.

Aida explains to Melinda the process she underwent, and Fitz tells her that they'll have to keep her a little longer. When Aida reveals that she understands Melinda's Chinese, Melinda where she comes from and James hastily says that she comes from Canada and learned her Chinese there. He sends her to do one last test, and Melinda says that Holden has been hiding Aida and admits that she likes her.

Robbie visits Eli, who figures that he's there for SHIELD. Robbie shows him a photo of Lucy and Eli explains that she's the wife of another member of the team, Joseph Bauer. They needed an engineer to build their design and brought Eli on because he wouldn't ask too many questions. The scientists were making a Quantum Particle Generator that can create matter out of nothing. It blew up when Joe forced the project forward despite Eli's warnings, and Eli beat him and put him into a coma. Robbie realizes that his uncle wanted revenge, and Eli admits that he let Robbie down. Coulson tells Robbie over the earbud that Lucy isn't dead, and Eli says that she'll go after a book that gave them the knowledge to build the machine. He warns that the book is evil. Meanwhile, Mack gets a signal and says that they have a situation with an asset.

Lucy enters Joseph's hospital room and says that she needs him. She reaches her hands into his head and brings him out of his coma, and asks where the book is.

Robbie returns to the Quinjet and they link up with the Zephyr en route to its new destination. Coulson tells him that they need to make a detour and asks Robbie if they'll help him.

As Holden scans Aida's internals, she asks why Fitz lied to Melinda about where she is. Holden says that she must always act human, and explains that not all lies are inherently bad. He says that sometimes it's okay to lie to save a life, and Fitz lied to save her life.

As they wait at the storage unit, Daisy insists that she's helping James. Jemma tells her not to drag James down with her, just as he arrives. He opens a locker with some of the store's fireworks, and Daisy suggests that his doing good will make him feel better.

Jemma warns Daisy that explosives aren't the solution, but Daisy says that violence is the only thing the Watchdogs understand.

Watchdogs emerge from the storage units and James says that the Watchdogs aren't his enemies. Jemma realizes that he gave them access to his wristband so they could access the signal, and James says that he didn't ask for Hive. He tells the women that the Inhumans are a scourge and he struck a deal to hunt them down and kill them. Daisy blasts the floor, knocking the Watchdogs down, and she and Jemma run out. James grabs some of the fireworks, says that it'll be fun, and goes after them.

Jemma and Daisy hide in a storage unit, and Jemma realizes that Daisy has badly injured her arms. She confirms that she doesn't have enough bullets left, just as James calls out to them from the hallway. He activates a firework with his power and rolls it down the hall. After it explodes, James says that killing Daisy will feel good and tosses another firework down the hall. It blasts open the storage unit the women are in, stunning them. He grabs a chain and sets it on fire, but Robbie arrives and grabs the chain.

Robbie yanks the chain out of James' hand, and tells Jemma and Daisy to get out and find Coulson. James throws another firework at Robbie, who shrugs off the blast and says that it's time to pay for his sins. He transforms into Ghost Rider and swings the burning chain at James.

In the fireworks shop, Coulson and Mack take out the Watchdogs. Jemma and Daisy come in, and Mack says that James' GPS signal went out so they went to his last location. When Jemma says that James is working with the Watchdogs, Coulson says that they brought Robbie with them.

Ghost Rider slams James into the wall, and James blasts his way backwards into the fireworks warehouse. Their flames set the fireworks off and the building explodes. Robbie drags the unconscious James out and confirms that he's still alive before walking off.

Back on the Quinjet, Daisy thanks Coulson for saving her and Jemma. Coulson simply says that he's glad she's safe, and then tells her and Robbie that they have something more important than their agenda. He shows them a picture of the book and says that it's called the Darkhold, a book of sins and spells. It's in all of their interests to keep it out of the wrong hands, and tells Robbie that they need him. After a moment, Daisy asks where they can start and Coulson says that Joseph just woke up.

Coulson and Jemma arrive to pick up Melinda. She thanks Aida, who introduces herself to Holden as their assistant. When she says that Holden made her hands, Coulson assumes that she's an amputee like himself. He asks what happened, and Aida simply says that she's been that way since birth. Meanwhile, Jemma tells Fitz that she can understand why Fitz has been spending time there, and knows that she's an android. He says that he wanted to tell her, and Jemma warns that her next lie detector test is the next day.

Lockup

Season 4
Episode Number: 71
Season Episode: 5

Originally aired: Tuesday October 25, 2016
Writer: Nora Zuckerman, Lilla Zuckerman
Director: Kate Woods
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye/Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso "Mack" Mackenzie)
Recurring Role: Gabriel Luna (Robbie Reyes), Lilli Birdsall (Lucy Bauer)
Guest Stars: Parminder Nagra (Senator Ellen Nadeer), José Zúñiga (Eli Morrow), Kerr Smith (Joseph Bauer), Rolando Molina (Santino Noguero), Brandon Keener (Harlan), Ward Roberts (Hugo), Usman Ally (Vincent), Jason O'Mara (The Director), Max Osinski (Agent Davis), Ricardo Walker (Agent Prince), Jermaine Jacox (Ferocious Watchdog), Patrick Cavanaugh (Burrows), James Edson (Warden Green), Sky Soleil (Corrections Officer), Devin Barry (Producer), George Stephanopoulos (Himself (uncredited))
Summary: S.H.I.E.L.D. infiltrates a high-security prison to find out more about the Darkhold, while Ghost Rider fights to emerge from Robbie.



In the Past — Joseph and Lucy enter the family home of the last man who had the Darkhold... before he killed his family. Lucy finds a slab buried in the floor, and they pull it aside to find the Darkhold beneath. They open the book but discover that the pages are blank. After a moment writing and symbols appear, and Lucy sees it as English while Joseph sees it as German. Lucy points out that German is his first language, and suggests that the Darkhold is reading them. Joseph lets go of Lucy's hand and reaches for the book..

Now — Joseph sees Coulson and Zack as demons, due to Lucy touching him. He says that they can have the Darkhold,

and as he seizes up Joseph says that he buried the book where he found it.

At the family home, Lucy picks up the Darkhold.

With his dying breath, Joseph says that it's too late and Lucy knows where the Darkhold is.

Lucy opens the Darkhold but the writing doesn't appear for her and she turns intangible, unable to touch the book.

The next day on the Zephyr, Mack suggests that they tell Jeffrey about the book. Coulson points out that they don't know if they can trust him, and Melinda wonders why Robbie is there. He says that he helped them learn about the Darkhold, and even Fury was afraid of it. Mack suggests that they talk to Eli again, and Robbie warns that his uncle won't talk to them. Coulson says that they'll tell S.H.I.E.L.D. that they're taking a prisone into protective custody, and figures

that they need Fitz's antidote. Robbie insists on going with them, but Coulson says that they're not taking him and Mack agrees. The younger man finally backs down and walks off.

Robbie finds Daisy in the cargo hold working on her laptop. He points out that he's never been caught until she showed up, and Daisy reminds him that he's been killing people while possessed. She figures that he's settling scores hoping Ghost Rider will go away, and says that if he wants answers then he has to trust S.H.I.E.L.D. When he wonders why she's hiding away in the cargo bay, Daisy says that it's best for everyone and Robbie says that he's starting to see why.

At the lab, Fitz and Jemma finish the antidote based on the mind scans of Melinda when she was inflicted. Jemma reminds him that she has her lie detection test later that day and doesn't want any more secrets. She complains that he didn't tell her about Aida, and says that it will get her sacked. Jemma warns that she's terrible at keeping secrets, but tells Fitz to get with Coulson and she'll work something out so she doesn't get fired. Fitz tries to cheer her up without success and leaves.

Coulson and Melinda enter the prison and as they go in, Coulson suggests that she talk about her near-death experience. He wonders what she saw, but Melinda doesn't want to discuss it. Warden Green calls them into his office and confirms that they're transferring Eli into S.H.I.E.L.D. custody. Melinda notices that the guard is locking the door and the phone is disabled, and Green grabs a shotgun as he sees them as demons. The agents take cover as Green shoots at them, and then Melinda charges him when he runs out of ammo. She quickly knocks him out while Coulson takes out the other guard as he comes in.

More guards run up, similarly infected, and Coulson and Melinda barricade the office door. Coulson then calls Mack and tells him that the prison is compromised. On the Zephyr, Mack briefs Robbie and Daisy, pinpointing Eli's location. He'll get Eli while Daisy leads a team to extract Coulson and Melinda. Robbie insists on going with Mack, and Mack points out that all of the prisoners deserve justice. Daisy points out that they need Ghost Rider to deal with the ghosts, and Mack reluctantly agrees. He reminds everyone that they're only using Icers because the infected aren't responsible for their actions.

Fitz arrives via Quinjet and the teams prepare to infiltrate the prison. Daisy puts on the new gauntlets Jemma deigned for her, and assures Mack that she's not going to risk using her powers. Fitz comes in with the cases of the antidote, and Mack tells him that he needs him to run the op from the Zephyr. The scientist says that the serum has to be placed at the base of the skull and injected directly into the brainstem.

The two teams drop into the prison and discover that the guards are gone.

Jeffrey's man Harlan questions Jemma using the lie detector, and asks if she has ever been a member of Hydra. She insists that her allegiance has always been to S.H.I.E.L.D., and Harlan asks her if she ever acquired sensitive information that she's obligated to report. Jemma hesitates and then says that it's wide-ranging, and Jeffrey comes in and says that she has to come with him.

Mack's team enters the prison ward and Fitz says that Lucy and her people are searching cell by cell for Eli. He's lost track of them and figures that they've gone ghostly. Meanwhile, Robbie sees Santino Noguera, a prisoner he recognizes from the Fifth Street Locos, and starts to move on him. Mack stops him and says that Santino isn't the objective, and Robbie reluctantly moves on. He tells Mack that he's in control, but Mack says that he'll shoot him to stop Ghost Rider from coming out.

Daisy and her team reach the warden's office and take out the guards. Coulson says that they'll back up Mack and Robbie, and tells the team to inject Green and the guards with the antidote. Fitz directs them to Eli's cell, and Daisy realizes that many of the prisoners have the Watchdogs tattoo. She figures that the Watchdogs are recruiting prisoners. Lucy steps out and opens the prisoners' cell doors before disappearing. Coulson tells Fitz to open the main gate, and the team goes out as the prisoners chase after them.

Jeffrey takes Jemma to his office and says that there are things he needs to know even though she's close to Coulson. Jemma assures him that he can trust her, and Jeffrey explains that he's debating Senator Nadeer about the "Inhumans' War on Humans." He wants Jemma to give him scientific facts to back up their argument, and says that he wants what's in her head in his head. He gives her an earbud and tells her to listen in and advise him... and they're live in 15 minutes.

As they continue on, Robbie tells Mack that Eli can't know about Ghost Rider so he'll keep

it down. A ghost attacks them and Mack shoots it. It disappears and Robbie grabs a chain and attacks another ghost as it comes at Mack. He kills it, and another ghost passes through Mack. Mack tries to attack it without success, but Robbie grabs it from behind and burns it to death. Mack sees him as a demon and realizes that he's injected, and injects himself with the antidote.

Jeffrey enters the studio and Jemma confirms that the earbuds are working. The show begins and host George Stephanopoulos introduces Jeffrey. Nadeer asks why S.H.I.E.L.D. isn't prioritizing human lives above Inhuman lives. Jemma recites the facts on the similarity between the two, and Jeffrey easily says the same thing in his own words. He claims that the supposed sightings of Inhumans are tabloid stories, and Nadeer asks about S.H.I.E.L.D. has compromised a prison. Jeffrey refuses to comment on ongoing operations but insists that S.H.I.E.L.D. has things under control.

Coulson, Melinda, and Daisy barricade themselves in a cafeteria, and Fitz directs them to the exit. The prisoners break in and come after them, and Daisy shoves Coulson and Melinda through the next door and locks it behind him. She tells Coulson that it's her fight and takes on the prisoners... without using her powers. Meanwhile, Coulson tells Fitz to find them another way into the cafeteria. Despite her fighting prowess, Daisy is soon forced to retreat as the prisoners move in.

Mack and Robbie go through the cell block and find Eli. Mack blows the lock on the cell door and Robbie tells his uncle that Lucy is coming for him. When Mack mentions the Darkhold, Eli agrees to go with them before Lucy and her people get there.

Daisy fights her way through the kitchen, and the prisoners finally take her down.

Jeffrey says that human fatalities have decreased since the signing of the Sakovia Accords, but Nadeer insists that the Inhumans don't respect treaties. The senator says that Jeffrey isn't the man for the job. Jemma tells him to stick to the facts, but Jeffrey turns off his earbud and says that he became the director of S.H.I.E.L.D. because he believes in their mission. He promises that he's the man for the job because he is an Inhuman. Everyone stares in shock, and Jeffrey says that his life changed when he went through Terragenesis and it's personal. He says that people like him shouldn't be hunted down.

Fitz directs Coulson and Melinda to a garbage chute. As they prepare to climb up, Coulson asks Melinda what she saw when she was dead. Melinda says that she saw him, and they climb up the chute.

A prisoner chokes Daisy, and Coulson and Melinda arrive and take him and the others out. Melinda tells Daisy that what she did was suicidal and stupid, and Daisy disagrees. Coulson interrupts them and Fitz says that Mack has Eli.

Lucy finds Eli's empty cell and fades out.

Mack, Robbie, and Eli head for the Quinjet as the freed prisoners riot. When he finds two guards locked up, Mack tells Robbie to get Eli out while he frees them. Robbie takes Eli past the rioting prisoners, but then he sees Santino, sitting calmly in his cell reading. Fighting for control, Robbie tells Eli to go on and he has one more thing to take care of. Once Eli goes on, Robbie goes back to Santino's cell. Santino insists that he's reformed, and Robbie reminds him that he ordered drive-bys on a couple of kids a few years back. The convict points out that they lived, but Robbie says that one of them will never walk. Santino tells him that he didn't order the hit, and that his boys never told him and they all ended up dead... burned. Robbie says that there's still one left and transforms into Ghost Rider.

Flames erupt from the cell as Santino screams in agony. Ghost Rider walks out a few seconds later and all of the prisoners lock themselves in their cells as he walks past.

The police arrive outside the prison and move in. Mack gets out and meets with Coulson and the others, but there's no sign of Eli.

Robbie arrives and Mack points out that he was supposed to stay with Eli.

Lucy orders Eli into an ambulance and drives off with him.

Jemma arrives at Jeffrey's office as Burrows tells the director that his approval numbers are through the roof. Once Burrows leaves, Jeffrey thanks Jemma for his help and then says that her polygraph that morning generated some alarming results so he wants her to give it another go. Jemma describes micro expressions and tells Jeffrey that Harlan might ask her about what Jeffrey said earlier.

She says that she'd have to tell the truth and they both know that Jeffrey didn't. After a moment, Jeffrey tells Harlan that he's exempting Jemma from any further testing.

Melinda finds Daisy on the Zephyr and says that she knows Daisy is trying to distance herself from everyone so they don't get hurt.

She warns that it doesn't work because Coulson won't give up on his friends. Melinda says that Lincoln wouldn't want her to kill herself because of him, and Daisy tells her that after the operation is over, she's gone.

When Melinda goes to Coulson's office, he says that they're going to need Daisy. Eli accessed the security cam footage of the prison showing Lucy forcing Eli to leave with her. They figure Lucy had a reason for taking him alive.

Lucy takes Eli to Momentum and tells him to read the Darkhold because she can't. Once he fixes her, they'll finish what he started.

Eli opens the Darkhold and the writing appears.

Nadeer arranges a meeting with Jeffrey in her limo. She congratulates him on his poll numbers, and shows him footage from the prison of Daisy and Ghost Rider. The Senator says that Santino was looking at early release until Ghost Rider killed him, and Ghost Rider came in and left with S.H.I.E.L.D. She asks if his people know that they're harboring a murderer, and promises that the footage will go to ABC in two hours. Jeffrey smiles and asks what she wants.

The Good Samaritan

Season 4

Episode Number: 72

Season Episode: 6

Originally aired: Tuesday November 1, 2016
Writer: Jeffrey Bell
Director: Bill Gierhart
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye/Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso "Mack" Mackenzie)
Recurring Role: Gabriel Luna (Robbie Reyes)
Guest Stars: José Zúñiga (Eli Morrow), Lilli Birdsell (Lucy), Kerr Smith (Joseph Bauer), Lorenzo James Henne (Gabe), Dan Donohue (Frederick), Ward Roberts (Hugo), Usman Ally (Vincent), Jason O'Mara (The Director), Max Osinski (Agent Davis), Patrick Cavanaugh (Burrows), Shaun Clay (Tac Agent Wilder)
Summary: The shocking origin story of Robbie's transition into Ghost Rider is revealed as the lives of Coulson and the team hang in the balance.



Back in the Day — Eli drives up to Momentum Energy Lab and goes inside. Joseph and his team are working on the chamber, and Lucy tells Eli that her husband had a breakthrough. Eli wonders what they're using, but Joseph avoids giving him any details and plugs in the cube. They start up the generator and a wave of energy shoots through the room. Joseph removes a piece of carbon from the chamber and tells Eli that nothing is impossible anymore.

As the team share a toast to their success, Joseph explains that they can now convert matter into energy and store it, or convert it back to matter. He figures that eventually they'll be able to recreate other forms of matter and other starvation. Eli goes over the schematics and notes that there was more energy at the end of the experiment than at the beginning. Lucy says that they had a book that showed them what to do. Joseph interrupts her and tells Eli that the book is his. He says that Eli should just do what he tells him to do and everything will work out way.

Present Day — Melinda takes a team into the generator chamber and reports that they have agents done. Coulson and Fitz are watching via camera, and Melinda tells them that Lucy was there but is long gone. Fitz has her aim the camera at the chambers, and says that there are pieces missing. Coulson figures that Lucy is trying to reverse the process and un-ghost herself, and she needs Eli to do something that she can't.

At home, Gabe calls the garage and asks if Robbie showed up there. As they confirm that Robbie isn't there, Daisy knocks at the door. Gabe hangs up and lets her in, and she says that she's there to take him to Robbie. The Quinjet lands outside as they talk.

Jeffrey meets with Jemma and says that he has a secret assignment for her. He says that it's a favor for the U.S. government, and they need her expertise in Inhumans. Jeffrey asks her to help him help the U.S.A. help them, and she agrees. He tells her that she has to leave immediately,

and Jeffrey says that he has his own mission. Before the soldiers take her away, Jeffrey gives Jemma a black hood to put on.

Daisy takes Gabe aboard the Quinjet where Robbie is waiting. Gabe wonders why Robbie has been hiding such a big secret, and figures that something has been going on with his older brother. He assumes that Robbie is a secret agent, and Daisy plays along and says that Robbie took an oath. Gabe admits that he was afraid that Robbie was involved in something bad, and Daisy says that they had to bring him in for his protection. They figure that Lucy will take Gabe for leverage, and Daisy promises to find Eli.

At the new chamber, Eli reads the Darkhold and says that there wasn't enough power. Lucy says that the facility could generate 20,000 megawatts, and doesn't care that thousands could die if something goes wrong.

Jeffrey approaches Coulson's Quinjet and says that he's there to take custody of Daisy and Robbie. When he docks with their Quinjet with a squad of soldiers, Coulson wonders why he flew there on a wild goose chase. Jeffrey has his men search the Quinjet.

Mack tells Daisy and Robbie that they've been boarded and that they should get into the containment module. They do so with Gabe, and Gabe sends it down.

As he searches the Quinjet, Jeffrey says that a real hero is a team player. Coulson says that he gave his life for S.H.I.E.L.D. and Jeffrey says that Robbie is a brutal killer. He shows him a video of Ghost Rider killing Santino and warns that they can't be in business with a murderer.

As they hang outside of the Quinjet, Daisy assures Gabe that they're safe. Gabe wonders what Robbie isn't telling him, and Daisy says that she used to be an agent and they're looking for her. Robbie finally tells her to stop and says that he can't lie to his brother.

Back in the Day — Robbie leaves the house and puts Eli's charge into neutral. As he starts to wheel it out, Gabe comes over and asks if Eli knows that Robbie is stealing his car, and says that he doesn't want to go to college. Robbie says that he's going racing against one of the Fifth Streets, and invites Gabe to come. Gabe says that he has to finish a science report, and Robbie asks if going to college will make him happy. Eli has degrees but all he does is work, and tells Gabe to live a little. After a moment, Gabe gets in the Charger with him and they drive off.

Now — Fitz tries to work out what Lucy is doing, and goes over the inventory of the lab that Melinda set. The soldiers barge into the lab and search the place. Once they leave, Fitz complains to Melinda via the webcam that he doesn't trust the new director. Melinda wonders if he's concerned about Jemma or they're going through something, and Fitz realizes that Lucy needs a place with more power.

In the containment module, Gabe tells Daisy that Robbie blames him for being in the chair. Robbie admits that he made a lot of mistakes that night, including taking Gabe with him.

Back in the Day — As they drive to the race, Robbie talks about torque and Gabe wonders why he doesn't go back to school. He figures that they've got enough money so his brother can come back, and Gabe points out that Eli has been acting differently recently. Robbie says that Eli mentioned that his boss was out of control. A van stops in front of them and two men toss Molotov cocktails onto the hood. Robbie pulls around them and the van and another car chase them. The car pulls up even and the passenger shoots, hitting Gabe. The Charger spins out of control and flips.

Gabe wakes up and sees Robbie on the street nearby, dead.

Now — Gabe says that he thought Robbie was dead, and Robbie says that he was.

Fitz tells Mack that he needs access to some redacted SSR files, and Jemma isn't available to give him access. Melinda has found some equipment that was manufactured by a company named Isodyne, and figures Lucy is heading there. When Fitz asks if Jeffrey has found the fugitives, Mack says that he has no idea what he's talking about.

Gabe remembers a motorcyclist arriving. He saved them and moved on, and Gabe remembers the man going over to check on Robbie. Robbie moved and that's when Gabe figured he was alive. Robbie tells him that wasn't what happened. He explains that he knew they were both going to die before him. When Gabe says that they survived, Robbie tells him what he tried to hide.

Back in the Day — Robbie is thrown from the car and begs God or anyone else that Gabe would be saved. He hit the street and died, and a voice asked him if he wanted a chance to avenge his

own death and Gabe. Robbie answered yes, and came back to life. Standing over him was the Devil, with a flaming skull.

Now — Robbie says that the Devil passed on his flaming power to him. Gabe realizes that he killed all of the locos, and Robbie insists that it was Ghost Rider, not him. It craves vengeance, and the gangster got what they deserved. Gabe insists that he's fine with being in a wheelchair, and tells Robbie not to put their blood on him.

Coulson and Jeffrey arrive in the cargo hold and Jeffrey admires Lola. Jeffrey admits that there's no one there, and then has one of his men bring up the module. Fitz arrives and says that he needs Coulson to authorize the SSR files. He says that they will lead them to Luci, but Jeffrey isn't interested. Robbie hears them and asks if they know where Eli is. Jeffrey says that they'll take appropriate steps when they get back to base, and Robbie tries to pry the door open. Meanwhile, Fitz says that what Luci is doing could kill thousands, but Jeffrey isn't interested in hearing it.

Robbie pounds on the door and says that it's Ghost Rider that they need to be afraid of. He pounds on the module door, and bursts into flames. Coulson tells Jeffrey that Robbie claims he made a deal with the Devil, and Fitz insists that the module will hold... just as Ghost Rider breaks out. Jeffrey's men open fire but the bullets have no effect, and Jeffrey tosses Ghost Rider into the crates. The Inhuman fights Ghost Rider while Gabe insists that he has to see what's going on.

Ghost Rider beats Jeffrey and knocks Coulson away when he tries to stop him. Gabe calls to his brother, telling him to stop, and after a moment Ghost Rider lets Jeffrey go and turns back into Robbie. As he stares at his young brother, Gabe tells Daisy to get him out of there.

Later, Fitz goes through the SSR files and complains to Mack that no one knows where Jemma is. He then explains that Peggy Carter and her team encountered Isodyne back in the 40s, and they were experimenting with Dark Matter. They were acquired by Roxxon, which owns Momentum Labs. One Roxxon power plant closed down due to safety issues, but Fitz figures that it has enough power for Lucy to use.

Coulson is talking to Jeffrey, who insists that they don't negotiate with terrorists. Despite that, Coulson says that Robbie is the only one who can take out Lucy and they need him. Once he does, he'll pay for what he did.

At the power station, Eli tells Luci that the plant could blow at any time. She tells him to work faster and they go to the generator room. Eli insists that Joe got what he deserved after he hired the thugs to attack Robbie and Gabe. He warns Lucy that the Darkhold is evil.

Back in the Day — Eli goes to the lab where Joseph is working and says that he needs help. Paranoid, Joseph yells at him to get out and Eli runs out.

He tells Lucy that they have to get the Darkhold away from Joseph, warning that the energy could kill all of them if something goes wrong. Lucy says that the project goal has changed slightly, and explains that the Darkhold revealed that they no longer need a machine to generate matter. Eli figures that Joseph wants to be a god, and Lucy says that the Darkhold came from him. He figures that the Darkhold came from the Devil and he wants to destroy it before it destroys them.

Now — The Quinjet lands at the station and Melinda and her team arrive. She wonders how they're going to stop Ghost Rider. Daisy reports that she can't hack into the power station network because it's isolated, and Coulson says that they'll have to do it from the inside. Fitz and Mack will shut down the power station while the rest of them rescue Eli.

As Daisy directs them in, she warns that the power surges are stronger and more frequent. Their comms go out and Lucy comes up behind them. Robbie tells the others to find Eli and he'll deal with Lucy. Once they're alone, Robbie eyes flare red. Lucy says that Joseph hired the gangsters to kill Eli, not them.

The others reach the main control room and realize that Lucy is recreating the Momentum experiment. Coulson picks up the Darkhold and tells Melinda to get out of there because she's the only one he trusts. Melinda agrees and leaves.

Fitz and Mack try to power down the generator without success. Mack suggests that they use one of the perpetual EMPs from Miami. He can't reach Daisy on the comms and goes to get it.

As Coulson finds the chamber, Eli comes in and realizes that the Darkhold is gone. He tells Coulson to stay away from the equipment, and then locks himself in the chamber.

Lucy tells Robbie that she had a husband she loved, but then she was turned into a ghost. She plans to make it all right and walks through Robbie. He grabs her, much to her surprise, and says that he's there to make her pay for her actions. Lucy says that Eli is the one who started the nightmare.

Back in the Day — Eli demands to see the Darkhold, and Lucy says that Joseph has it. She realizes that Eli has sealed the others in the cubes, and Eli knocks her out and shoves her into the chamber. She realizes that Eli wanted the Darkhold for himself, and he seals the door and activates the generator.

Now — Robbie says that his fire is worse than Eli's and burns Lucy to nothing.

Mack reaches the Quinjet and finds Melinda there.

Eli says that he planned it all so that he could get the Darkhold. He tells Coulson to leave and activates the generator. Coulson starts yanking out the cables to the cubes.

In the power room, Fitz watches as the generator activates.

The generator activates and an energy wave sweeps through the station. Melinda and Mack go in with their team.

The control room stands empty.

In the generator room, there's no sign of Coulson. Eli steps out and creates a piece of dark matter in his hands.

Deals With Our Devils

Season 4

Episode Number: 73

Season Episode: 7

Originally aired: Tuesday November 29, 2016
Writer: Daniel J. Doyle
Director: Jesse Bochco
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye/Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso "Mack" Mackenzie), John Hannah (Holden Radcliffe)
Recurring Role: Gabriel Luna (Robbie Reyes), José Zúñiga (Eli Morrow), Mallory Jansen (Aida), Jason O'Mara (The Director), Patrick Cavanaugh (Burrows), Alexander Wraith (Agent Anderson)
Guest Stars: James Henrie (Gabe), Arnell Powell (Scientist), Manish Dayal (Man), Max Osinski (Officer Davis), David An (Zhi), Blaise Miller (Agent Nathanson), Lance Broadway (Tac Team Leader)
Summary: With Ghost Rider running out of time and half of the team the gone, the others try to deal with the Darkhold.



Melinda and Mack take a team into the room but find no one. There's no sign of their teammates and they don't respond on the comms.

They receive reports that Eli has been spotted, and go after him.

The tac team leader and his men approach Eli, and he turns with the piece of pure carbon. He drops it and it shatters on the floor, and the tac agents collapse as the shards shoot into them. By the time Mack and Melinda arrive, Eli has left the building and left a wall of carbon behind him to deter pursuit.

Later, Jeffrey watches the video of the explosion. Daisy says that they don't know what happened and figures that the machine ghosted their teammates. Melinda doesn't believe it and neither do the others, and Daisy says that they have to let Jemma know so she can solve it. Jeffrey agrees, and Melinda figures that Eli set the whole thing up to acquire the power of the Darkhold. When they prepare to after him, Jeffrey says that they need to study the tech first and find Eli's weakness... and a way to save their friends.

The SHIELD agents take Jemma to a lab and the scientist in charge says that they need her help. She puts on a hazmat suit and goes into the quarantine room, which contains a terragenesis cocoon in progress. The head scientist explains that the subject has been gestating for seven months, and his identity is classified. They want to know what he'll become.

Mack approaches Melinda, who wonders if Daisy was right and their friends aren't dead. She shows him the Darkhold and Mack reminds her that Coulson ordered them not to open the book. Melinda figures that it's their only shot at saving them. Jeffrey comes in and Melinda closes the bag with the Darkhold. Mack tells Jeffrey that he's found a lead to track down Eli. He figures that the Chinatown crew was working with Eli and might know his location. Jeffrey says that they'll follow the leads once they study the tech, and tells him to prep the dead tac team agents. He and Melinda will go on ahead in the Quinjet, and Radcliffe will examine the cargo.

When Melinda wonders if Jemma approved it, Jeffrey claims that they talked to her but they'll proceed while she returns in a few hours.

Gabe talks to Daisy about how he was worried that he was holding Robbie back. Daisy tells the teenager that he grounded Robbie, and he loves Gabe more than anything. She figures that Robbie and the others aren't gone, and Gabe figures that he'll go straight for Eli. They're interrupted when Mack prepares to ride out to find Eli's Chinatown crew. When Burrows tries to stop him, Mack knocks him back and drives off.

Earlier — At the power lab, Fitz walks down the hallway to the control room and finds Coulson. Coulson explains that Eli locked himself in the chamber, and Fitz figures that they got hit by the fallout when Eli blasted himself. Melinda and Mack come in but they don't see or hear Fitz. Fitz and Coulson soon realize that they're out of phase with reality and can't be seen, heard, or touched.

Robbie confronts Eli, only to discover that he's out of phase. He can only stand by and watch as Eli kills the four tac team agents.

Coulson and Fitz arrive and confirm that they can see Robbie.

On the Zephyr, the intangible trio watch and realize that the lights are darker and it's hard to hear the real world. Fitz says that they're stuck between dimensions the same way that Lucy and her people are. Coulson figures that they were pulled further than Lucy was, and Fitz tries to call Jemma until he realizes that he can't contact her on his phone. They hear Melinda and Mack talking about the Chinatown team, and Robbie figures that he can help them. He can't summon Ghost Rider because the demon is fighting him, and Coulson vows that they'll find a way to get back to the real world.

Fitz follows Jeffrey. He talks to Burrows, who says that he couldn't reach Jemma because they confiscated her phone. Robbie goes with Fitz and asks if he's a doctor, but Fitz listens to Jeffrey as he talks to Senator Nadeer. The Director says that he needs Jemma back immediately because lives are on the lines, and Nadeer hangs up on her. Robbie says that he's freezing and collapses, moaning in pain. Fitz takes him out to the sunlight to warm up.

Coulson tries to get through to Melinda without success. She talks to herself, insisting that Coulson isn't dead, but then takes out the bag with the Darkhold. As Coulson insists that she can't use it, Mack arrives and they discuss using the Darkhold. Robbie's moaning echoes through the Zephyr and Coulson goes to investigate. He says that Ghost Rider is being dragged down but won't go, and the demon spirit leaves Robbie... and enters Mack to find Eli. Mack rides off and Daisy goes after him in Robbie's car. Robbie says that if he's being dragged down to Hell then it might be his chance to take Eli with him, gets in the car, and leaves with Daisy.

Daisy pulls up to Mack as he drives down the street, and he tells her to stay out of his way. The motorcycle speeds forward with a burst of hellfire, and Daisy follows him through a narrow alley. The car heals itself as it's damaged, but she gets caught in traffic.

Once they learn what happened, Jeffrey meets with Melinda in his office where Radcliffe and Aida are examining the boxes. He explains that the boxes harness energy from multiple dimensions, but they can't figure out anything further. Melinda takes out the Darkhold, and Jeffrey excuses himself to tell the dead agents' family. Once he leaves, Melinda tells the SHIELD scientist on duty to leave and then gives Radcliffe the Darkhold. He opens it and then closes it after a moment, shocked. Radcliffe tells Melinda that it's too much for a human mind to bear, but Melinda refuses to accept that.

Jemma examines the cocooned Inhuman realizes that he's nervous, and has the room cleared. When the head scientist objects, Jemma advises him to keep her happy because his bosses brought her there. The scientists comply, and Jemma removes her suit and introduces herself to the figure... and says that she's there to help him. She takes his hand and the cocoon starts to crack open.

Mack drives into the warehouse the Chinatown gang are using. They run for cover and Mack takes down two of them and captures the third, Zhi, as his eyes flare with hellfire.

Radcliffe warns that she can't handle the Darkhold, and Aida suggests that she could try. Her creator refuses, and tells Melinda that Aida is an android. Aida says that she was designed to save lives. Radcliffe explains that Fitzsimmons helped with Aida's creation, and Melinda tells him to use Aida because she's the tech they need.

Daisy is driving down the streets and passes the warehouse as the two of the gangers run

out. She drives in and attacks the remaining gangers, and then hears Mack apparently talking to himself. When Daisy approaches him, the vengeance demon says that he's never going back and takes Mack's body.

Earlier — Robbie has no choice but to ride along with Daisy, and warns her that Mack can't control Ghost Rider. He realizes that he's running out of time and yells at her to go left to the ganger warehouse. The left turn signal comes on, the car linked to Robbie, and Daisy realizes that she's there.

On the Zephyr, Coulson and Fitz watch Radcliffe and Melinda discuss having Aida reading the Darkhold. Fitz refuses to give up, and tells Aida to read the book. He tries to get through to the android, telling her to read the Darkhold. After a moment, she suggests that she read the book. Fitz tells Coulson that Aida is an android and can process the Darkhold to get them home. When Coulson says that it wasn't Fitz's call, Fitz says that Coulson isn't the Director anymore. Coulson used to make decisions and then stepped down.

Fitz reminds Coulson that he and Daisy gave up, but he and Fitz built Aida to protect agents like Lincoln. Coulson angrily says that he had to step down so the others could continue with SHIELD, and Fitz yells that the new Director sent Jemma off and now he's alone. When Coulson says that Jeffrey would never hurt her and he's in the fight, Fitz hopes that he's done the right thing. Aida reads the Darkhold and it has text that only Aida can see.

Jemma pries apart the cocoon and the man inside thanks her. Before he can give his name, the agents throw a bag over her head and drag her out.

Daisy drives into the warehouse and takes out the gangers, and Robbie goes after Mack. He calls to Mack, who can see him, and Robbie realizes that he's facing Ghost Rider. Robbie says that there work isn't done and they need to stop Eli, and the vengeance demon says that Robbie's time is over. "Mack" shoves Zhi away and tells Robbie that he's fulfilled all of his vengeance. Robbie says that Eli is his blood and he needs to deal with him, but the demon figures that Eli will meet with him.

To Coulson and Fitz, the environment gets darker as they're pulled down. Meanwhile, Aida has an interdimensional gateway constructed following the instructions in the Darkhold. She tells Melinda that Coulson and Fitz are there, and weaves the energy strands from the gateway. The darkness starts to swallow Coulson, and Fitz grabs his arms.

Aida warns that they're running out of time.

Robbie tells the demon that he can't hold onto Mack's body forever because Mack doesn't have vengeance in him. The demon says that Mack has lost hope and it can feed on his pain for years, just as Daisy arrives. It says that it knows where Robbie is being dragged to. The vengeance demon says that it's never going back and takes Mack's body. Ghost Rider advances on Daisy, and Robbie staggers forward.

Aida says that she's ready and Radcliffe turns on the power. The gateway opens, revealing Coulson and Fitz on the other hand.

Radcliffe warns Melinda that she can't go through, and she yells at Coulson to fight it. They make a final effort and get through the gateway to the real world.

Robbie tells the demon that it needs him, too, and says that if it settles its score then he'll settle all of the demon's scores.

After a moment, it touches Robbie and transfers back into his body. Mack collapses to the floor, and tells Daisy that Robbie took the demon out of him. He assures her that he's not in pain and he's okay, and says that Robbie took the demon to Hell.

Fitz confronts Jeffrey and demands to know where Jemma is coming from. Before he can say that he heard Jeffrey's call to Nadeer, Jemma arrives and Fitz hugs her.

Coulson reminds Melinda that she broke her promise to open the Darkhold. She makes it clear she would do it again, and Daisy returns. She tells them that she doesn't know if Mack is okay but Robbie is gone. Mack got a lead on Eli's location, and Coulson tells her that they'll follow it up.

Mack sits alone by the gateway, crying. The gateway activates and Robbie comes through. Mack says that he knows Robbie isn't alone, and Robbie asks him if he wants to help settle his last score.

Radcliffe is in his apartment drinking and playing the guitar, and singing about how he saved the day. Meanwhile, Aida is in the other room creating a hologram of a brain.

The Laws of Inferno Dynamics

Season 4
Episode Number: 74
Season Episode: 8

Originally aired: Tuesday December 6, 2016
Writer: Paul Zbyszewski
Director: Kevin Tancharoen
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye/Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso "Mack" Mackenzie), John Hannah (Holden Radcliffe)
Recurring Role: Gabriel Luna (Robbie Reyes), José Zúñiga (Eli Morrow), Natalie Cordova-Buckley (Elena Rodriguez), Mallory Jansen (Aida), Jason O'Mara (The Director), Patrick Cavanaugh (Burrows)
Guest Stars: Blaise Miller (Agent Nathanson), Steve Suh (Peng), Colleen Sullivan (Reporter)
Summary: S.H.I.E.L.D. teams with Ghost Rider to stop Eli from destroying Los Angeles... and possibly the world.



A ganger, Peng, runs through a warehouse and demands to see Eli. He tells them that cops and S.H.I.E.L.D. are everywhere, and Eli tells the gangers to keep them busy. Peng points out that they haven't been paid, and Eli creates diamonds in Peng's lungs. He coughs them up and collapses, dead, and Eli tells the others that they'll have to cut the rest out. Eli then goes back to building the giant power cell that he's working on and vows to show them all.

In downtown LA, S.H.I.E.L.D. agents and cops close off the area. Jeffrey calls and tells the reporter that there's an escaped fugitive on the loose and S.H.I.E.L.D. is assisting the local authorities. The reporter asks if Quake is the threat, and Jeffrey tells her that the threat isn't Quake or an Inhuman. Once Burrows leaves Jeffrey's office, Melinda and Coulson warn that Eli has a small army in the warehouse. Jeffrey warns that they can't be seen working with Robbie or Daisy, and Coulson says that they'll deal with them later. He figures that the two of them plus Elena are the three biggest guns that they have. Jeffrey asks about Aida, pointing out that she brought Coulson and Fitz back, and Coulson tells him that Aida is an android. The Director warns that her creation goes against the Socovia Accords, and Coulson says that Aida could be an asset. Jeffrey tells Melinda to get Aida and bring her into the mission, and they'll dismantle her afterwards. He then gives Coulson the green light to bring his team together, but tells him to keep Daisy out of sight.

As they head to the hanger, Coulson tells Melinda that he's hoping that in return for the information on Aida, Jeffrey will give him information on Nadeer. Melinda figures that Jeffrey is on his own side, and says that she'll catch up to him in the field. The two of them agree to share a drink afterward.

Fitz scans the warehouse for heat signatures while Mack and Robbie prepare to go in. Mack tells Robbie that he's supposed to keep a low profile, and figures that once it's all over the vengeance demon won't be anybody's boss. Robbie heads to Daisy, who is with Elena. Coulson arrives and Mack briefs him. Jemma and Fitz check in from the Zephyr and warn that Eli's men

have pulled back. The scientists figure that Eli can't create something out of nothing, and Jemma suggests that it's magic. They register another earthquake and Daisy says that it wasn't hers.

Robbie joins up with Daisy and Elena, and they breach the warehouse. They hear water running and Elena speeds forward to check out the area. The hallway bursts into flames as the running water hits cesium, and she speeds back out just in time, smashing into the opposite wall. Daisy puts the fire out on her jacket, and Robbie enters the flames.

Melinda brings Holden and Aida in, and Holden talks to Jeffrey privately. The scientist insists that all of his data is S.H.I.E.L.D.'s. Jeffrey confirms that Aida accessed the Darkhold, and wants to know more about it. Holden says that it's like a tablet that can read the reader's mind, and Jeffrey that his plans for her depend on her next mission.

Elena gets back to the command van and tells Mack that she's fine. Meanwhile, Coulson and Daisy try to locate Robbie in the warehouse. They check his camera signal and watch as two gangers attack Robbie. Robbie takes them out and continues, and finds the giant power cell. Robbie enters the converted cargo container, and the team spots something on the wall via his camera. Fitz recognizes the setup from before.

Eli steps out and tells Robbie not to touch it. He says that his nephew doesn't belong there and asks him to go home. Robbie says that he will once Eli is dead, and starts transforming into Ghost Rider. However, Eli uses his control over matter to impale Robbie through the back with a carbon spike. As Daisy starts to go in, the van shakes. Jemma warns them that there's something in the building that they need to see.

Back on the Zephyr, Fitzsimmons says that the object Eli is creating is a demon core. It's a fail-safe fuel source. If the lid drops into place then it will trigger supercritical mass... and a nuclear explosion.

Eli points out that between the carbon spike and the radiation, Robbie should be dead. He heard rumors of Ghost Rider while he was in prison, and Robbie says that the demon took him because of Eli. Eli insists that he never wanted to hurt him, and Robbie says that he and Gabe trusted Eli. They loved him like a father, and he tore it all apart. Robbie wonders why he became a killer, and Eli says that the Bauers considered him beneath him. He insists that they got what they deserved, and he had to get respect. No one thought he was capable, and now he can create matter with his mind. Eli says that he's becoming a god, and impales Robbie with another spike when he tries to pull free. His uncle says that whatever happens next is on him and walks away.

Melinda, Jeffrey, Holden, and Aida arrive on the Zephyr with components of the transdimensional arch and the core from an EMP generator. Jeffrey says that it's time for the public to see him in action and tells Coulson that he has a plan.

In the control room, Fitz adjusts Daisy's containment bracelets and tells her that she's not responsible for the seismic activity in the area. They join Jemma, who is examining the arch components. Fitzsimmons complain about Jeffrey, and Daisy wonders what he did.

Jeffrey plans Mack that he's going to send Elena in to grab the plutonium. When Mack continues objecting, Coulson talks to Jeffrey privately. Meanwhile, Mack tells Elena that he's trying to protect her. She points out that Mack has been avoiding her for the last three months.

Jemma tells Daisy about the imprisoned Inhuman, and Daisy feels a quake in LA her arms even though they're in the air. Fitz confirms that the epicenter is where Eli set up the power cell, and insists that the matter he's creating is coming from somewhere. He realizes where Eli is getting the matter from.

Coulson warns Jeffrey that he's losing it, and Jeffrey tells him to make up his mind about whether he's in command or not. He points out that he's been keeping secrets from him, and Coulson brings up the secret plan he cut with Nadeer. Daisy comes in and says that Nadeer has an Inhuman locked up. Jeffrey says that Nadeer has photos of Daisy and Robbie with the dead convict, and she was going to go public with them. He didn't come to Coulson because they're not a team that trusts... or a team at all. Coulson concedes that Jeffrey is right, but they'd better become a team if they want to stop Eli, and Daisy finally says that Fitz figured out what Eli is doing.

In the warehouse, Eli shows Robbie a glass of water. He explains that water is the next step in his quest to create life. Two guards bring in Coulson, and Coulson says that Eli is just a petty thief. The guards confirm that Coulson was alone and only had a metal chain on him. Coulson says that Eli doesn't know what's going on or what is going to happen next.

On the floor below, Daisy knocks out the gangers and Fitz, Jemma, Aida, and Holden set up the device beneath Eli's power cell. Fitz assures Jemma that they'll get the other half of the core and the gate up in time, and Daisy says that she'll take care of any earthquakes.

Coulson wonders how Eli could hurt his nephew, and Eli says that he's much more. Robbie says that something is pulling at him like it was in the other dimension. Coulson says that they need to get him out, and tells Eli that matter can't be created or destroyed.

Eli is stealing energy from the other dimension, and the quantum energy in the cell is coming from there. The more energy that Eli takes, the bigger the quake. Eli insists that he's no fraud as another quake shakes the building.

Daisy warns that the quakes are getting stronger. Aida sets up the archway as another quake hits.

Coulson tells Eli not to let his ego blind him to the truth. If the quakes continue then the bomb will go off. Eli insists that the Darkhold has shown him how to create life after death, and Coulson realizes that the bomb is Eli's end-game. Eli says that it's Coulson's end, not his. Coulson tells the others over the earbud that they have to go. He tells Robbie to fight and get out of the box, and Robbie says that it's time to finish it.

Jeffrey, Melinda, and Mack break in and takes on the guards, and Coulson joins in. Elena speeds in as well, taking a gun from a guard and giving it to Coulson. Meanwhile, Robbie transforms into Ghost Rider.

On the floor below, the gate opens as the seismic waves overwhelm Daisy. More gangers arrive, and Aida leaps in the way to block their shots. As she goes down, Fitzsimmons open fire.

Eli is wounded, and Coulson tosses the chain to Ghost Rider. Ghost Rider grabs it and Coulson tries to pull him out, but the chain melts. The demon pulls Eli into the cell and burns him, as the bomb goes off ... and disappears along with Ghost Rider and Eli.

Aida assures Jemma that she won't bleed out, and explains that she was programmed to feel pain. Holden apologizes to his creation, while Daisy goes outside. She releases the energy, flying upward, and then plummets back to the street and just stops herself. The reporters come over, recognizing her, and Jeffrey steps forward and admits that he lied to them. Quake was there the entire time and saved them all. He whispers to Daisy to go with it and shakes her hand, and she shakes back.

Back at the base, Daisy admires Robbie's Charger. Coulson comes in and tells her not to count out Robbie yet. He invites her to join the others in the common room, and tells Daisy that if she doesn't want to be an agent again then they can work something out. Daisy admits that there were a few things that she missed, and the new face of S.H.I.E.L.D. was an Inhuman.

At the base, Mack asks Elena to stay and she wonders why. He admits that recently he went to a bad place in his head and he wanted to talk. Mack asks if they're still friends, and Elena says that she can't figure him out. He kisses her just as Coulson and Daisy arrive and, seeing them, go into the common room.

In the common room, the team are watching the news. Jeffrey is claiming that Daisy was on an extended undercover operation to take down the Watchdogs. Jemma presents Daisy with her official lanyard, Jeffrey is in the next room and watches the team with Holden. He admits that they came through with flying colors, and so did Aida.

Jeffrey tells Holden that he was impressed enough to keep Holden's program alive, but says that he sent Agent Nathanson back to Holden's lab to recover all of his notes on the LMD program. From now on, all of Holden's work will take place under S.H.I.E.L.D. supervision.

At Holden's lab, Nathanson checks in with Jeffrey and then continues boxing the notes. Aida's containment cell opens, and when Nathanson looks in, he sees something shocking. Aida comes in behind him, apologizes, and breaks his neck.

Later, Aida opens the containment cell and brings an unconscious Melinda a bowl of water. She apologizes and starts cleaning her up.

At the base, Coulson and Melinda sit down and share a drink. "Melinda" says that she's right where she belongs.

Broken Promises

Season 4

Episode Number: 75

Season Episode: 9

Originally aired: Tuesday January 10, 2017
Writer: Brent Fletcher
Director: Garry A. Brown
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye/Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso "Mack" Mackenzie), John Hannah (Holden Radcliffe)
Recurring Role: Natalie Cordova-Buckley (Elena Rodriguez), Mallory Jansen (Aida), Jason O'Mara (The Director), Patrick Cavanaugh (Burrows)
Guest Stars: John Pyper-Ferguson (Terrence Shockley), Parminder Nagra (Senator Ellen Nadeer), Manish Dayal (Vijay Nadeer), Bryan Keith (Zack Bynum), Shari Vasseghi (Sunjna Nadeer), Blaise Miller (Nathanson)
Summary: Though Coulson and May are growing closer, Coulson remains unaware of the dark secret May is hiding beneath the surface. Meanwhile, Aida is unrelenting in her search for the Darkhold.



Aida removes her bloodstained clothing and wipes off the blood on her skin. She then redresses and turns as Melinda groans inside of the cell. Aida switches the sedative drip and says that she'll arrange for more comfortable accommodations. However, she admits that she has to keep Melinda hidden until her substitute has served her purpose. Aida then seals the cell.

At S.H.I.E.L.D. HQ, Jeffrey informs the team that S.H.I.E.L.D. is on high alert because they're facing a serious threat. Coulson takes over the briefing and says that they'll transfer the Darkhold to an

agent who specializes in making such objects disappear.

Meanwhile, Melinda will accompany Holden and make sure the contents are wiped from Aida's memories. Fitz agrees but points out that Aida saved thousands of lives. Mack reminds them that it's a robot, and in the end they go kill crazy. Holden reluctantly agrees and says that he doesn't see a problem with changing Aida's hard drive.

Vijay Nadeer wakes up in his bed and goes out to check the house. He goes outside onto the porch and finds his sister Ellen on the lawn. Vijay explains that he was dreaming about when the Chitauri attacked on their mother's birthday, and Ellen says that she found him in a terragenesis cocoon seven months ago. He's shocked that he was gone that long, and asks why they're there. Ellen says that she needed a place for the two of them to be alone.

In the lab, Jemma shows Chloe a photo of Vijay and says that he was the one in the cocoon. She recognized him when she did research on Ellen. All of the computer activity shows that Vijay is active, but there are no new photographs. Jemma says that it's nice having Chloe there to talk to, and points out that Fitz has been distracted recently with Aida. Burrows comes in and says that Jeffrey wants a word with Daisy. She goes with him and Jeffrey shows her a newspaper photo of the two of them together. He points out that she put him in a precarious situation, and

he saved her from going to prison. Jeffrey reminds her that the public was turning against her, and now they look up to her. He then regroups and says that they're both Inhumans and stuck with each other, and believes that Daisy was trying to protect the innocent. Daisy notes that people look up to Jeffrey as the "Hero of Vienna," and he says that they're a team. Jeffrey hopes to earn the team trust together, and Daisy tells him that the Watchdogs have ties in the U.S. government and international funding. The Director wants to pursue the fact that Ellen knows about an Inhuman being held against his will, and Daisy says that Jemma has identified Vijay. Ellen has been out of the office all week, and Jeffrey says that he, Daisy, and Jemma are going to rescue Vijay.

Holden, Fitz, and two agents enter Holden's apartment and Holden tells Aida that there's been a change in plans. When Holden shuts her down, she reactivates and says that she knew they came to end her life. His remote doesn't work, and Aida slams him away. She knocks out the first agent when he attacks her, and the second one shoots at her without effect. Aida knocks him out and then chokes Fitz and says that she's turned off her pain receptors. She asks why Fitz wants to hurt her, and then shoves her through a window. By the time he recovers, Aida is gone... and Fitz sees Nathanson's corpse on the floor.

Ellen makes breakfast for Vijay and says that the house is the perfect place for him to recover after his ordeal. She asks what happened to him in the cocoon, and Vijay tells her that he has no memory of what happened to him. He remembers Jemma and Ellen says that S.H.I.E.L.D. is back. She tells Vijay that S.H.I.E.L.D. is one of the main reasons for the world's problems, and refuses to discuss it further. Ellen then suggests that they go for a walk.

Watchdog leader Terrence Shockley prepares to move in to get Vijay, and tells his men to shoot to kill.

Coulson checks local APBs to find Aida, and Mack and Melinda join him. Fitz and Holden arrive and Holden says that it's the Darkhold's fault. "Melinda" says that they shouldn't have let Aida near it, but Holden points out that it saved Coulson and Fitz.

Coulson wonders what Aida wants, and Holden says that she wants to live.

Jeffrey, Daisy, and Jemma head out on the Zephyr, and Jemma blames herself for Aida going out of control. The Director figures that she didn't want the technology to come under her control, and Jemma admits that he's right. Daisy asks how they're going to find Vijay, and Jeffrey leaves it up to them.

Soon, a disguised Jemma goes to see Ellen and tells her aide Zack Bynum that she needs to discuss an armed forces bill. Zack's aide says that Ellen is away on business, but Jemma pushes the matter and the aide says that he'll see what he can do. Jeffrey and Daisy listen in from the Zephyr.

As Terrence and his men move in, he gets a call from Zack. Zack says that Jemma is there, and Terrence tells him to take care of it.

Zack then attacks Jemma, slamming her into the wall. Jemma manages to knock him away and finally takes Zack down. She tells the others that now they can trace the call.

Vijay and Ellen walk, and Ellen apologizes to him. Terrence and his men move in, guns drawn, and Ellen says that the Inhuman epidemic is the next phase of the alien invasion. Vijay insists that he's not an Inhuman, but Ellen says that whatever came out of the cocoon is no brother of hers. He reminds her that he heard her voice in the cocoon and fought, and insists that it didn't change him. Vijay says that he's always loved her and looked up to her, and begs her not to give up on her. Ellen tells Terrence to let Vijay go, and he reluctantly does so. Vijay hugs Ellen who stares at Terrence.

The fake Melinda goes down the hallway, noting the surveillance camera. She then goes to the conference room and tells the team that she sent Aida's photos to the local authorities. Fitz warns that Aida has taken control of her entire operating system, including her GPS tracking system. All of their phones go off and the lights flicker. Aida talks to them on the phone and says that she wants the Darkhold. The lights go out and they realize that she's in the system. Fitz says that he and Jemma built a non-Internet system to power the base and goes to activate it. Mack reports that Elena is recovering from LA, and Coulson sends him to get Elena and two agents, while he and Melinda keep Aida from getting into the base.

In the infirmary, Mack briefs Elena and they gear up.

Coulson and Melinda head to the bar entrance to lock it down manually. He says that the Darkhold is secure where it is, just as they come to Aida in the hallway. She attacks Coulson,

who punches her. Unimpressed, she knocks Coulson out and then takes out a remote and shuts down the Melinda LMD and cuts open the side of her head.

When "Melinda" wakes up, she finds Coulson at her side. They're locked in a storage room, and Melinda doesn't remember what happened. Melinda asks if the Darkhold is safe, and Coulson glances over at the surveillance camera.

As he works on the backup server, Fitz points out that Aida seemed angry, but Holden insists that Aida can only mimic emotions. The S.H.I.E.L.D. scientist suggests that the Darkhold enabled her fake emotions, and that Aida is overwhelmed by them. Holden finally says that it's his fault and he didn't show any restraint, and Fitz points out that he wanted to save lives. When Fitz points out that she's just an android, Holden says that she has everything a human has and wonders what it makes them if they destroy her.

In the house, Terrence tells Ellen that Vijay is hiding his Inhuman abilities. He asks if Ellen is an Inhuman as well. A Watchdog comes in to say that they have company. Jeffrey, Jemma, and Daisy come in and Ellen and the Watchdogs go to greet them. Daisy points out that the Watchdog is carrying a non-Secret Service weapon, and they realize who he is. Ellen says that Zack was attacked in her office so she has private security, and Jeffrey says that he doesn't wish her harm. He says that Vijay is being held against his will, and Ellen refuses to let them search the place. The Watchdogs cock their rifles.

Terrence receives word from his superior to eliminate Vijay.

Mack and his team head through the base to the hangar. The Quinjet activates under Aida's control and fires at them as they take cover.

Coulson disables the camera and Melinda suggests that he should play poker and take some chances. She figures that Fitz will take control of the system, and Coulson tells her that they'll head back to Jeffrey's office... where he held the Darkhold. Aida is watching through a monitor in the Melinda LMD's eye, and Coulson says that they cloaked the book. Aida then scans the room and finds the Darkhold in a drawer.

In the hangar, the agents open fire on the Quinjet.

Fitz reboots the system, releasing the electrical lock on the room where Coulson and Melinda are held.

Aida is leaving when Fitz and Holden confront her. Holden warns that she's dangerous, but Fitz continues and tells Aida to surrender the Darkhold. He says that he took the base off-line and she can't override the system.

Terrence goes into the office where Vijay is being held, and a Watchdog attacks him with a knife. Moving at superspeed, Vijay avoids his attacks and then knocks him and the other Watchdog out. Terrence prepares to shoot him.

As they leave, Jeffrey, Daisy, and Jemma hear a gunshot. Ellen runs to the office and Daisy says that she'll take care of it. With that, she attacks the Watchdogs.

As Coulson and Melinda arrive, Aida points out that she didn't kill anyone. She only killed Nathanson because he insisted on rebooting her, and says that the Darkhold showed her regret and desire. The android insists that it only wanted to help them... and Mack arrives and cuts off Aida's head. As the others leave, Fitz kneels by Aida's "corpse" and apologizes, while Coulson takes the Darkhold.

Vijay avoids the gunshot, and Terrence runs out while his men fight Vijay. As Vijay takes out the last one, Ellen and the others arrive. Jemma says that Vijay needs to come with them, and Ellen tells her brother that S.H.I.E.L.D. wants to turn Vijay into their weapon. She admits that the other Inhumans that she knows are agents, and Ellen asks Vijay to trust her. She leaves and after a moment, Vijay goes with her over Jemma's protestations. When Jemma goes after him, Jeffrey tells her that Vijay had a choice and made it. They admit that they both did everything that they could.

Ellen and Vijay get into a waiting helicopter where Terrence is, and it flies off. Terrence is in the cockpit, and Ellen tells Vijay how sorry she is... and then shoots him dead. The Senator then tells Terrence to never question her again, and says that they need to strike back. She wants the Superior to send a man of his own to deal with S.H.I.E.L.D., and tells Terrence to get rid of the body.

In the mess hall, Mack and Elena are discussing robot movies. Fitz is working on Aida's head, and tells Mack that Holden is taking it hard. Coulson calls Jeffrey and says that he'll

handle the Darkhold personally. Once he hangs up, he tells Melinda that Ellen was organizing the Watchdogs. She says that at least now they know who the enemy is.

In his apartment, Holden has a drink and toasts Aida. The current Aida is there, and says that the previous model of Aida had the Darkhold but couldn't escape. Holden figures that they can use the Darkhold to let humanity live forever, and he can't do it without the Book. He admits that Fitz was depressed but he had to switch to the long game. Aida wonders if there will be another opportunity to acquire the Darkhold, and Holden figures that they'll never let him near it again. He then goes into the cell and tells the unconscious Melinda that the situation requires drastic measures. He then accesses the camera in the Melinda LMD at S.H.I.E.L.D., and figures that soon everyone will get exactly what they want.

Terrence tosses Vijay's corpse out of the helicopter and into the water. It sinks to the bottom... and a terragenesis cocoon forms around it.

The Patriot

Season 4

Episode Number: 76

Season Episode: 10

Originally aired: Tuesday January 17, 2017
Writer: James C. Oliver, Sharla Oliver
Director: Kevin Tancharoen
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye/Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso "Mack" Mackenzie), John Hannah (Holden Radcliffe)
Recurring Role: Adrian Pasdar (US Air Force Colonel Glenn Talbot), Mallory Jansen (Aida), Jason O'Mara (The Director), Patrick Cavanaugh (Burrows)
Guest Stars: Max Osinski (Agent Davis), Turhan Caylak (Yuri Zaikin), Alastair Baryardo (Agent McCafferty), Kimberley Drummond (Agent Crawford), Shelly Robertson (Michelle Caldwell)
Summary: Coulson and Mack learn the truth about Jeffrey after saving his life from an assassination attempt. Meanwhile, Holden continues his plan to infiltrate S.H.I.E.L.D. with his LMDs.



In Sunbury, Pennsylvania, Jeffrey presents Daisy as an undercover agent who can finally emerge from her mission and receive public recognition. Everyone applauds, and Jeffrey explains that Daisy risked her life infiltrating the Watchdogs. He thanks her for saving innocents and calls up Sunbury's Michelle Caldwell to tell the story. Michelle talks about how Daisy saved her life. Meanwhile, Coulson and Mack patrol the crowd and notice Talbot and Burrows watching. Talbot checks a case that Burrows is carrying, just as Coulson notices that the agent on the roof is missing.

As Michelle hugs Daisy, Daisy spots a sniper and orders everyone down. Jeffrey blocks the shot with his podium, and then tosses it into the air as the bullet explodes. Burrows holds Jeffrey back as Daisy goes after the shooter. As she goes, a man bumps into her.

Talbot tells Coulson to get Jeffrey to safety, while Daisy propels herself up onto the roof and tackles the sniper while Coulson and Mack take Jeffrey away in the Quinjet.

At S.H.I.E.L.D. HQ, Jemma enters the lab and finds Agent Crawford examining Aida's decapitated head on Fitz's orders. Jemma reminds her that it killed Nathanson and could have killed them all, and tells Crawford to stay away from it. Coulson and the others come in, and Jemma goes out to ask them what's going on. Melinda assures Jemma that everyone is fine, and Talbot orders her to interrogate the captive sniper. Jemma and Melinda agree that they should check with Jeffrey first, but Talbot insists that he's in command while Jeffrey is out. He tells Melinda to get the sniper to talk and Jemma to find out if Burrows is on the Quinjet. Melinda reluctantly agrees and goes to the interrogation room.

At his apartment, Holden tells Fitz that Aida was meant to save lives. Fitz points out that the LMD killed Nathanson, and Holden wants the chance to fix her programming. Overriding his objections, Fitz tells Holden to stay clear of HQ for a few days until things blow over. Once

Fitz leaves, Holden calls Aida out and says that they have a problem with the Melinda LMD. He explains that the LMD is on her own and the slightest miscalculation could reveal her true nature.

Daisy reviews the sniper's file and confirms that he's Yuri Zakin, ex-Hydra. She asks who his supplier is for the bullets, and Yuri says nothing. Daisy talks to Melinda in private, and Melinda figures that Yuri is protecting someone. Yuri insists that they didn't phase, and says that Phase 1 only had a 13% chance of success.

The Quinjet flies to the safehouse, and Jeffrey figures that Nadeer sent the sniper. Coulson isn't convinced, and Jeffrey reports that there is some interference with their radio so they can't reach HQ. As Burrows gets up, the hatch blows open and he's sucked out. The pilot reports that they've lost the port engine as the Quinjet goes down.

After the crash in a forest, Coulson confirms that Mack and Jeffrey are alive, but the pilot McCafferty is dead. Jeffrey figures that the crash is coincidence and Coulson realizes that sabotaging the Quinjet was Plan B. The comms are out and Coulson uses his arm to determine that they're not getting a connection. They figure that their attackers are on the way and should get to high ground to use the satphone. Jeffrey says that they need to find Burrows. Holden checks on the real Melinda, who is in an electronic berth and twitching. Aida says that it's unclear why Aida's neurocortical activity is erratic, and Holden points out that Aida killed one person already. The LMD insists that her programming places Holden's security above all else, and he tells her not to terminate anyone else. Holden says that the Melinda LMD doesn't know that it's a LMD, which will keep her from being noticed. Aida suggests that she search the base herself, but Holden says that they have to take a longer game with less violence. His LMD points out that Melinda is already prone to violence.

Jemma tells Melinda and Daisy that they lost contact with the Quinjet and there's no emergency beacon. Talbot says that they have to ask fast, and gives Melinda expanded clearance to lead a rescue mission. Jemma points out that she's the highest ranking agent there, but Talbot tells her that he'll handle it and tells her to find a way to find the Quinjet. The President calls and Talbot excuses them. Once they leave, Talbot tells President that Burrows has the package but they don't know if he was on-board.

Jeffrey heads for Burrows' projected appearance. Coulson figures that he needs the briefcase, and Jeffrey says that it's classified.

Mack hears engines approaching and they go to investigate. A truck with Hydra scrambling equipment drives by, and Coulson says that they have to destroy the truck so that they can call for backup. Jeffrey overrides them, saying that they stick to the plan and find the case.

Fitz returns and Jemma updates him on the situation. He says that he got his stuff from Holden's place, and Jemma says that the Aida program was a mistake. Fitz agrees and says that the problem was keeping the project from her. He suggests that they reboot the head, but Jemma tells him to drop it. Fitz tells Jemma that he was trying to protect her, and figures that they'll find the missing teammates now that Daisy is back on the team.

The real Melinda wakes up and the monitor alarms go off. She frees herself as Aida comes in, and the LMD grabs her. Holden arrives and tells Aida to stop as the LMD chokes Melinda. When she doesn't, he grabs a syringe and charges forward, but Aida knocks him aside. Holden tells Aida that they have to seduce her, and Aida grabs the syringe and injects it into Melinda. Once she passes out, Aida says that she programmed the simulation for Melinda just like he said. Holden tells Aida to get some restraints.

As the Zephyr heads for the crash site, Daisy finds Melinda sitting in Lola. She gets in and Melinda talks about an early mission they had in Madrid. Coulson gave her the keys and let her drive, and to not let anyone know. Daisy assures her that they'll find Coulson, and Melinda insists that something is off. An agent reports that someone has hijacked the Quinjet transponder signal.

A squad of Watchdogs find Burrows' corpse and the briefcase attached to it. Jeffrey tells Coulson and Mack that the case is biometrically locked, and Coulson tells Mack to take out one group of them while he and Mack get the others. As the Watchdogs cut off Burrows' arm, Jeffrey says that he'll make it work.

Talbot asks Yuri how he knew Jeffrey was going to get on the Quinjet. Yuri says that the high probability was that he would, and in all scenarios their target ends up dead. Talbot says that he wiped Hydra out, but Yuri is unimpressed and Talbot goes to the lab.

Fitz reports that he's been unable to trace the Quinjet while the Watchdogs are jamming the signal and sending a fake one. Jemma says that there could be clues in Jeffrey's files, but Talbot tells her to keep working while he deals with it. She brings up a file and finds a reference to Project Patriot., and tells Fitz that the only people who have access are Jeffrey, Burrows, Talbot, and now her. Talbot says that the project isn't relevant and warns them to back off. Jemma wonders why he's been steering her away from the file, and Talbot has them clear the room. Once the others leave, Talbot tells Jemma that there's a good reason that Jeffrey is never far from the briefcase.

Coulson and Mack ice their targets, and the others hear the noise. When they go to investigate, Jeffrey heads for the briefcase. One Watchdog turns and shoots at him, and Jeffrey runs. Another Watchdog prepares to shoot, and Mack takes him out.

Jeffrey runs through the woods and opens the case. Inside are two injectors. The pursuing watchdog destroys it with a shot and tackles Jeffrey. The two fight—Jeffrey without his super strength, and the Watchdog destroys the other injector and then shoots Jeffrey in the leg. Coulson arrives and takes the Watchdog out, and realizes that Jeffrey doesn't have any powers.

Once Mack binds Jeffrey's leg, Jeffrey explains that the drugs give him his super strength. It was uniquely calibrated to his DNA, and Coulson realizes that Talbot is responsible.

Talbot says that he turned Jeffrey into a superhero, and Jemma and Fitz didn't need to know. The decision was made that the new Director had to be enhanced, and they used a modified version of the formula that they confiscated from Daisy's father after taking most of the bad stuff out. They don't know if he was coming off of the final dose, and without it, Jeffrey is powerless.

Jeffrey says that he was under orders to lie, and they go to the nearby ranger station to find a first aid kit for Jeffrey's leg.

Another truck pulls up and the trio goes inside.

Fitz warns that he can't break the scrambled signal, and Jemma says that they need to break Yuri. She gets an idea and a few minutes later, goes into the interrogation room with Talbot. Jemma takes out some interrogation tools and says that she learned a lot when she was undercover with Hydra. Yuri isn't scared, and Jemma opens a case to reveal Aida's head, covered in blood. Yuri quickly talks and says that he was hired by the Watchdogs. They brought the Quinjet down in West Virginia, and Fitzsimmons radio the location to Daisy and Melinda. However, Fitz warns that Jeffrey may not be able to hold off the Watchdogs.

Coulson and the others watch the new Watchdog arrivals from the ranger station. They figure that they can disable the transmitter truck, and Coulson gives Jeffrey his battle armor and points out that the Watchdogs don't know that Jeffrey has lost his powers. A few minutes later, Jeffrey calls out to the Watchdogs and says that the case holds a cure for Inhumans. When the Watchdogs ask what he's offering, Jeffrey steps out and says that either he crushes the case or they attack him... but he's the only one who can open it. Meanwhile, Mack takes out one Watchdog at the rear and finds a grenade on him.

Jeffrey suggests that the mercenaries put down their guns, just as Mack blows up the transmitter truck. When the Watchdogs open fire, Coulson protects Jeffrey with the energy S.H.I.E.L.D. in his arm. They get back inside and Coulson says that all they have to do now is survive while returning fire. Mack ducks into a nearby shack and realizes that he's out of bullets, and grabs a fire axe.

The Watchdog leader comes in and grabs a pair of shears, and attacks Mack.

Coulson and Jeffrey set up a table as they realize that they're running low on ammo. The building shakes and a Daisy blasts a Watchdog through the window. Meanwhile, Melinda finds Mack and knocks the leader down. She and Mack attack the leader and finally take him down. Melinda clutches at her wounded shoulder but says that she's fine.

Holden checks the unconscious Melinda and says that she never stops fighting. He realizes that Melinda rejected the simulation because it was too powerful. They need to give her an enemy to fight, and Holden knows what to give her.

Fitz steals Aida's head and says that he'll figure out what broke her. He quickly locks the head away as Jemma calls to him. Fitz says that he was locking the head away and assures her that she handled Talbot.

Coulson confronts Talbot over his lying to the Inhumans about Jeffrey being one of them. Talbot points out that after Daisy went rogue, he had to deliver an American hero. Jeffrey is there and asks Talbot to leave the room. Once Talbot leaves, Jeffrey tells Coulson about what

happened in Vienna. He wants to get to safety after the explosion, but he tripped and didn't know the woman he supposedly rescued was there. When he tried to deflect, everyone thought he was being honest. A few months later, Talbot came to him with his offer. Jeffrey thought that he could help and believes the Inhumans deserve the same rights as anyone else. He offers to call a press conference and resign, reinstating Coulson as director. Coulson tells him that S.H.I.E.L.D. still needs a face, and Jeffrey is good at lying. He wants him to defend S.H.I.E.L.D. to the public and handle the politics. However, when it comes to operations, Coulson is going to call the shots.

The Melinda LMD goes to her locker and checks her shoulder wound. She probes it and finds the circuitry inside. Daisy comes in and "Melinda" says that it's just a scratch and she's fine.

Wake Up

Season 4
Episode Number: 77
Season Episode: 11

Originally aired: Tuesday January 24, 2017
Writer: Drew Z. Greenberg
Director: Jesse Bochco
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye/Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso "Mack" Mackenzie), John Hannah (Holden Radcliffe)
Recurring Role: Adrian Pasdar (US Air Force Colonel Glenn Talbot), Natalie Cordova-Buckley (Elena Rodriguez), Mallory Jansen (Aida), Jason O'Mara (The Director)
Guest Stars: Parminder Nagra (Senator Ellen Nadeer), Jonathan Stanley (Attendant), Chuck McCollum (Committee Chairperson), Sally Shamrell (Committee Member), Mikel Miller (Capitol Oolice Lieutenant), Ava Acres (Katya)
Summary: While Aida plans a new move against the team, Melinda tries to find out what really happened to her.



Five Days Ago — Coulson apologizes to Melinda about her getting stuck going to Holden's penthouse. Once he leaves, Holden approaches Melinda and asks Jeffrey how he took the news that Aida is a LMD. She says that she's going to get Aida and once everything is over, she's destroying the Darkhold herself. Holden tells her that he'll let Aida know that she's coming, and Melinda leaves. The scientist then calls Aida and tells her to activate the Sunset Protocol.

When Melinda arrives at the penthouse, Aida injects her with a tranquilizer. The LMD then opens the compartment, revealing the Melinda LMD, and punches the real Melinda unconscious. Aida removes Melinda's clothing and puts it on the LMD, and transfers Melinda's memories to her duplicate. Once the transfer process is complete, the Melinda LMD picks up right where the real Melinda was knocked out.

One Day Ago — The real Melinda wakes up in a spa and an attendant comes in and says that it's time for her facial. He says that she dozed off, but Melinda walks out... and wakes up in a spa. An attendant comes in and says that it's time for her facial. She walks out... and wakes up in a spa. When the attendant comes in, she punches him unconscious... and wakes up in the compartment. Melinda yanks out the IV lines and tries to leave, and Aida grabs her by the throat. Holden arrives and tells Aida to stop, and Aida knocks him back. He tells Aida to sedate Melinda, and the LMD does so.

Now — Holden confirms that Melinda is stable but tells Aida that it's not a permanent fix. Aida wonders why it matters if the original Melinda is alive or dead, and Holden insists that they're not killers. He dismisses Nathanson as an over adjustment, and says that Melinda won't give

them any more problems so they can keep her alive. If something goes wrong then Holden says they have a safety net. Aida realizes that he's referring to the second LMD in place.

The Melinda LMD puts her shirt on, covering up the cut in her shoulder. She then goes to the briefing where Talbot tells the team that Daisy has to address the government committee so that everything is all above. Jemma worries that it's dangerous, but Daisy says that she's fine with it. The scientist doesn't think that it seems like Daisy, and Coulson is agreeing to the plan. Coulson says that with Nadeer and her staff in a meeting, they have an opportunity. Talbot doesn't know what he's talking about, and Coulson explains that while Nadeer is in with Daisy, he and Yo-Yo will break into Nadeer's office and plant surveillance. When Talbot objects, pointing out that S.H.I.E.L.D. is now legitimate, Coulson says that they have to be proactive. Talbot agrees but warns that it's politicians. Melinda assures Coulson that she's with them.

Holden checks Melinda and tells Aida that there's no reason to harm her. Aida agrees and then "accidentally" knocks over a jar.

Once she leaves, Melinda opens her eyes and manages to pull a beaker over to her. She breaks it and uses the shard to cut herself free.

After Elena and Mack make love, she says that she enjoys him. She says that she's a knock out and goes to get some water, and Mack's telephone vibrates. He gets dressed and tells Elena that there's a change of plans and he won't be on the mission. There's something else that Mack has to do, and he apologizes to Elena for the timing. He assures her that they'll be fine on their mission, kisses her, and leaves.

Melinda goes to the lab where Fitz is secretly checking a monitor. She says that she needs information on Aida for her security report, and asks how much Aida knew of what she was doing. Fitz figures that Melinda is blaming herself for letting Aida read the Darkhold, and Melinda leaves.

The real Melinda cuts her wrist working at her straps, and hears someone coming. She hides the glass, and Aida comes in with a broom. As she approaches Aida, Holden comes in and says that there's a situation she has to attend to. Aida follows him out and Melinda continues cutting.

Coulson tells Mack and Jeffrey that Mack has taken some personal time. Talbot warns that if Nadeer finds out about their surveillance then she'll investigate S.H.I.E.L.D. Coulson admits that it's dangerous but they have to take the chance, and points out that Talbot doesn't give him the full story. Talbot suggests that he take the S.H.I.E.L.D. assets to a secure facility for protection in case Nadeer investigates them, but both Jeffrey and Coulson figure that it's better where they are. The general says that Jeffrey has to agree and walks away.

Melinda frees herself and heads for the door, but Aida punches her through the glass, grabs the doorframe, and prepares to kill Melinda. Rolling out of the way, Melinda knocks Aida down and tries to get out. The LMD renews her attack and throws Melinda across the room. She promises to make Melinda's death quick, and Melinda runs her through with a metal leg from a chair she's grabbed and then runs for the roof.

Jeffrey and Daisy enter the chamber where the Accords will be signed. Daisy assures him that she's good, and Jeffrey tells her that he knows how it feels putting on an act full-time. He says that he knows it's not an act with Daisy, and Daisy says that Coulson told her that Jeffrey is trying to do the right thing. Jeffrey assures her that she's got it, just as Nadeer and Talbot come in.

Nadeer says that a lot of questions will be answered in the meeting and they swear Daisy in.

Coulson and Elena enter the Capitol Building using fake badges, and Elena asks about Mack. Her partner says that he's not going to get in the middle of things, and advises her to ask Mack. Elena says that if Coulson takes it slow then he and Melinda will never get together. And then uses her power to secretly steal a badge so that they can enter Nadeer's office.

Jemma enters her quarters and finds Fitz on the bed studying some plans. She suggests that he come with them on the mission but Fitz says that he's busy. Before she goes, Jemma tells Fitz that he can talk about what's bothering him. Fitz says that he goes quiet when he's "processing," and brings up the schematics on Aida once Jemma leaves.

Melinda continues up the stairwell.

The committee chairman warns Daisy that she'll answer to the public now that she's out in the open. Nadeer asks Daisy if she feels more responsibility to help Inhumans than normal Americans, and Daisy insists that Inhumans are normal. She says that she's there for all Americans, and Inhumans are the victims of more hate crimes. Daisy says that Inhumans are their

"brothers," and Nadeer brings up Daisy's theft of \$7 million while she was undercover, and how she distributed it to "worthy causes." Coulson and Elena plant the surveillance devices while Jemma monitors the hallway. She warns Coulson that two security officers are approaching and tells him to hold until they pass.

Nadeer points out that Daisy never signed the Accords and S.H.I.E.L.D. used an unauthorized enhanced agent... and is still doing it.

Jemma loses the signal from the surveillance devices. Meanwhile, Elena finds a glowing device in the desk. It explodes, knocking her out, and the Capitol Police come in and immediately arrest them. They have leg cuffs ready to put on Elena.

Nadeer says that S.H.I.E.L.D. continues to engage in illegal activities, and announces that two S.H.I.E.L.D. agents were just arrested in her office. The policemen bring Coulson and Elena in, and Nadeer says that S.H.I.E.L.D. really is a criminal organization.

Later, Nadeer meets with Talbot and Jeffrey. Daisy, Coulson, and Elena sit outside, and they figure that someone leaked their operation to Nadeer. Jeffrey and Talbot come out and say that they're free to go. Talbot warns that there will be a full investigation and Nadeer will drag them in front of every subcommittee. The general complains that Coulson ignores his advice, and Coulson points out that he has lied to them. He figures that now they know they have a leak, and asks if Talbot warned her.

Disappointed, Talbot says that he's not the leak and S.H.I.E.L.D. only exists because of him... and maybe that's a mistake.

Melinda reaches an empty upper penthouse and finds Aida waiting for her. Aida attacks her and Melinda manages to kick her off the balcony. "Aida" disappears and reappears behind Melinda, and congratulates her that she got further than before. The LMD explains that the entire thing is a simulation, and they've moved her to another location. Holden figured that the best way to keep Melinda busy. She's reached the end of the program before they were ready to code more, and Aida says that they'll wipe Melinda's memory and send her through again. Melinda points out that she keeps beating the simulation, and will get out eventually. She attacks Aida... and the LMD resets the simulation to where she dropped the jar.

Melinda tells Jemma that someone gave them up. Jemma figures that someone is inside their base, and sees Fitz in the lab with the tablet. She yanks it away and says that he's obsessed with Aida, and asks if he turned on the LMD's ocular receptors. Fitz admits that he did and Jemma points out that they gave Aida's eyes the Deathlok technology and Holden could be accessing it. As Jemma starts to walk away, Fitz says that he's running an investigation.

The Melinda LMD goes to Holden's apartment and demands to know what he did to her. She explains that the injury tipped her off, and Holden assures her that the real Melinda is okay. When the LMD says that Holden forced her to spy on her own people, Holden laughs and tells her that she's not telling Coulson. An instinct will kick in to complete her mission eventually, and until then she won't be able to jeopardize it. The LMD says that there's enough Melinda in her to do what needs to be done, and tries to attack Holden.

Her arm freezes, and Holden says that he programmed her so that she wouldn't want to tell anyone. He tells her to do what she truly wants, and he knows who that is. Holden says that the LMD and Melinda could be happy if they took what they wanted, but Melinda is too busy fighting a battle from her past. He realizes that's what Melinda needs... just as Coulson, Jemma, Coulson, and a strike team break in. Jemma says that Fitz had a theory that Holden programmed Aida to do it. The LMD says that she came there to find out what Holden knew and the truth came out.

When Mack returns to his quarters, Elena tells him that the mission didn't go well. She asks Mack where he went, and Mack says that he went to see Hope. Elena tells Mack that she's not interested in a man that goes off with other women. Mack says that Hope was his daughter and she died 11 years ago. He and his ex Nicole had a life planned, but Hope only lived four days. The next day is Hope's birthday, and Nicole texted him saying that she needed him there. Elena apologizes and hugs him.

Back at HQ, Melinda gives Coulson a drink. He admits that the day didn't go well and Nadeer has them on the ropes. Coulson figures that he was reckless just like Talbot said, and Melinda tells him that they are who they are.

Fitz visits Holden in his cell and says that he hoped that he was wrong. Holden insists that he wanted to help people, and says that Fitz has been like a son to him. He asks Fitz to help him explain it to them that his first priority is to preserve life. Fitz stares at him for a moment and

then gets a gun from the guard and shoots Holden in the head. When Holden turns back, the skin over his metal skull is torn apart. The LMD finally shuts down.

Nadeer watches the entire thing on a tablet in her office. She tells the real Holden that he has a problem, and Holden admits that he figured he wasn't safe so he replaced himself and called Nadeer for protection. Nadeer tells him that he'll have to meet the Superior, and Holden agrees. Holden then checks with Aida, who is running the new simulation on Melinda. She assures her that it's working the better than the other problems, and Holden figure that all he had to do was change the fight and take Melinda back to Bahrain.

In the simulation, Bahrain relives the fight in Bahrain and saving Katya.

Hot Potato Soup

Season 4
Episode Number: 78
Season Episode: 12

Originally aired: Tuesday January 31, 2017
Writer: Craig Titley
Director: Nina Lopez-Corrado
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye/Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso "Mack" Mackenzie), John Hannah (Holden Radcliffe)
Recurring Role: Mallory Jansen (Aida), Max Osinski (Agent Davis)
Guest Stars: John Pyper-Ferguson (Terrence Shockley), Zach McGowan (The Superior), Artemis Pebdani (L.T. Koenig), Patton Oswalt (Sam and Billy Koenig), Konstantin Lavvysh (Russian 1), Zack Sayenko (Russian 2)
Summary: When the organization behind the Watchdogs abducts Billy Koenig to get the Darkhold, Coulson and his team spring into action to rescue him and prevent the Book from falling into enemy hands.



Sam and Billy Koenig are goofing around in an arcade, and two Russians come looking for them. They have instructions to take a Koenig alive, and spot Billy at a machine. The other Russian spots Sam at the bar, and when he moves in Sam throws a drink in his face and calls Billy on his wrist radio. Billy runs out and Terrence hits him with a cattle prod, knocking him out. His men run out, they load Billy into their truck, and drive off just as Sam runs out, too late to stop them. He calls Coulson and tells him that they have his brother.

En route by Quinjet, Coulson tells the team that he gave the Darkhold to Billy since he knows how to make things disappear. He figures that Holden is responsible and has joined forces with Nadeer to use her resources to find Billy. Agent Davis reports that they've picked up Sam and he'll be arriving shortly. Coulson says that Fitz is working on tracking down Holden.

In his lab, Fitz reactivates the Holden LMD. It realizes that Fitz has paralyzed it from the neck down, and refuses to say where the real Holden is. Mack and Jemma come in and threaten to destroy the LMD, and the LMD says that he doesn't know where Holden currently is. He explains that he's the victim and things aren't as they seem.

Terrence brings Billy to a tied-up Holden. Billy says that they're ready to die, but Holden isn't so sure. The Watchdog leader promises that the torture will come later, and he isn't able to watch. Once Terrence leaves, Billy complains about the pain and asks Holden to kill him. Holden introduces himself and says that he told them that Billy had the Darkhold and then they double-crossed him.

Sam boards the Quinjet and says that he traced the truck to the docks and then the trail disappeared.

On a submarine, Holden insists that what he saw in the Darkhold expanded his mind. He suggests that Billy tells them where the book is and let it drive them mad. A Russian comes in and

sets out an onion, and then leaves. A man then comes in and says that he's the ship's captain, and demonstrates his knife skills on the onion. He then drinks some vodka with the onion to enhance the experience, and says that man is the superior machine. The Captain removes his coat and says that he is the superior man, picks up the knife, and says that he likes pain. He prepares to cut off Billy's ear... and Holden says that it's enough. He shrugs off the ropes and says that Nadeer promised that Billy wouldn't be permanently damaged. Holden suggests that they get inside of Billy's head.

In the S.H.I.E.L.D. lab, Jemma hooks up the LMD to the computers and says that if it doesn't cooperate then Fitz will force the LMD to tell them everything. Fitz discovers that there's an unknown piece of code, and the LMD starts convulsing and then starts speaking in different languages. Fitz stops and they figure that the LMD is possessed. The scientist demands to know who programmed the LMD, but it just bird-whistles.

Sam and Daisy review the footage from the video arcade. Meanwhile, Coulson tells Melinda that he has no idea where the Darkhold is, which is why he gave it to Sam. He says that he's lost too much and he doesn't want to lose Melinda, which is why he didn't give it to her. Coulson and Melinda join Daisy and Sam, and Coulson tells Daisy to run facial recognition on the Russians.

Holden and the Captain strap a device to Billy's head and give him a sedative while they map his brain. The scientist tells the Captain that the secret to eliminating the Inhumans is in the Darkhold.

As Daisy works, Sam stares at her. He finally says that he's thrilled to be with Quake, and Daisy insists that they knew each other when she was Skye. Coulson comes in as Daisy gets a match for Leo babikov, ex-SVR and Special Ops. He was in the same SO division as the two men who tried to assassinate Jeffrey. They all have ties to Olshenko, the Russian Prime Minister who an Inhuman attacked.

Sam figures that the Darkhold will show them how to wipe out the Inhumans, and admits that he knew Billy had the Darkhold. He says that the Book is secure.

The LMD says that it has trust issues, and Fitz points out that Holden betrayed him. The fake Holden says that Fitz was like a son to him, and tells him that Fitz has been programmed by betrayal and abandonment. Fitz tells Jemma that he can't break the coding, and the LMD says that's what Fitz's father used to say to him. It admits that Holden knew Fitz's father, and Fitz insists that it isn't possible. The LMD says that Holden and Fitz's father was classmates, but Jemma figures that it's playing mind games with Fitz.

Undeterred, the LMD says that Holden and Fitz's father weren't friends but they went to work on the same train. As the LMD says that it saw Fitz's father a few months ago, Fitz shuts it down and walks out.

Aida oversees the cerebral mapping, and Holden asks the Captain why he dislikes the Inhumans so much. The Captain says that the Inhumans have great power but didn't earn it, and they're unnatural things. He promises that they will destroy the Inhumans and the thing that brought them. Aida announces that the procedure is complete, and a soldier takes Billy to the brig. Holden then hooks himself up to the device and sees Billy making a Darth Vader toy.

Sam tells the team that Billy can't tell Holden where the Darkhold is because he doesn't know: he gave it to Billy.

Holden sees Billy hand off the Darkhold to Sam. He tells the captain that they have the wrong man, and figures that the other Koenig was a replica.

Sam tells the team that he gave the Darkhold to Special Agent L.T. Koenig: the first one who got them all into S.H.I.E.L.D. Coulson figures that they have to pick L.T. up.

In the mess hall, Jemma tells Mack that Fitz needs some space. He asks about Fitz's father, and Jemma says that the father was not a good man. He walked out on his family when Fitz was 10, and Fitz doesn't want to find him.

Daisy and Davis go to the club that is L.T.'s last location, where while Coulson and Melinda wait outside in the truck. Coulson gets Melinda green tea and figures that they should be grateful that the two of them are still standing. They toast to that and Melinda suggests that they should try something else. Daisy interrupts to say that they should get into the club.

On the stage, a Koenig gets up on the stage and performs a routine ranting against the media and S.H.I.E.L.D. A woman grabs Davis and orders him outside. Daisy comes over as the woman draws a gun, and Coulson comes in and tells everyone to stand down. The Koenig complains that

they're ruining his set, and Melinda finally shoots him with an icer. He then says that Sam sent them, and the woman explains that Koenig is Thurston and her brother, and she's L.T.

Back on the Quinjet, Thurston complains that they abducted him. L.T. says that he's a whiny bitch and Thurston points out that Eric died. Sam finally calls for a family hug, but L.T. punches him and says that he let his guard down. Coulson has agents take Thurston to secure quarters, and Daisy determines that the Russians work for a weapon manufacturing firm linked to Yeger Ivanov, a reclusive industrialist. He collects military antiques, including a submarine, and Coulson tells Daisy to track the sub. L.T. says that she gave the Darkhold to Billy to keep it moving. She figures that Billy put it in the Labyrinth: a top-secret S.H.I.E.L.D. vault. Only the Koenigs know the location, and they head there.

Holden gets the access codes to the Labyrinth from Billy's memories, and recites them to Aida. He tells them to turn the sub around, and the Captain says that he gives the orders. The Captain takes offense and Aida warns that his tone seems offensive. After a moment, the Captain draws a knife and says that he'll confirm the information from Billy. When Holden refuses, the Captain tells his men to get Aida and Holden out. Aida takes them down with her superior strength, and Holden tells the Captain that she's a machine rather than an Inhuman. Holden repeats his orders, phrasing it as a request.

Fitz is in his quarters looking at a photo of himself and his mother when Jemma comes in. He wonders if he's stuck in a loop of men betraying his trust, and Jemma points out that Fitz became open and loyal. That's why she fell in love with Fitz, and figures that it's more than just programming. Fitz gets an idea, kisses Jemma, and leaves.

In the lab, Mack activates the LMD and is unimpressed when the LMD says that destroying it will be murder. The LMD insists that it could have a soul just like Mack does, and asks why Mack switched him on before he destroyed it. Fitz comes in and tells Mack to stop, and explains that it knows a way around its programming. As Fitz goes to work, the LMD warns that Fitz could cause irreparable damage and never know what Fitz's father says. Fitz tells it that he doesn't care, and explains that he couldn't crack the code because it's gibberish. The LMD begs Fitz to stop, but Fitz removes the back of the LMD's skull to reveal a synthetic brain made of light.

When the Quinjet arrives at the Labyrinth, Sam and Coulson goes in. Melinda insists on going with them.

L.T. tells Daisy that she picked on her four brothers when they were all growing up.

Sam opens the first door and tells Coulson and Melinda to wait.

Fitz accesses the brain and admits that it's impossible. The LMD says that Aida created it using the Darkhold, and the information is stored in the brains. Jemma picks up on the plural, and she figures that Holden mapped another brain: Melinda's.

Coulson talks about how he always wanted to go on vacation in Ireland, and Melinda suggests that they should go together. She asks if Coulson meant it when he said he was ready for whatever comes next, and they kiss. L.T. runs in as Sam returns and says that three Russians have arrived. Melinda takes the book, and then draws a gun on Coulson and says that she can't give it to him. She insists that it's the right thing to do, and Coulson realizes that "Melinda" is an LMD. Melinda says that she didn't know she was an LMD until she touched the Darkhold, and insists that she is the real Melinda. Coulson tells her that the real Melinda would never betray him, and prepares to shoot. Daisy arrives and blasts Melinda back, and explains that Fitzsimmons warned her. When the LMD tries to get up, Daisy blasts it down. They hear gunshots, and Coulson grabs the Darkhold.

Terrence arrives with Billy and demands the Darkhold in return for Billy. Coulson slides the Darkhold over and Terrence releases Billy. When Terrence reaches for the Book, Daisy blasts it back to them and Coulson opens fire. One of the Russians hits Daisy with a cattle prod, and Coulson and the others take cover. L.T. and Sam knock out one of the Russians, while Billy grabs the Darkhold. He sees the LMD and assuming that it's Melinda, goes over to help her. She knocks him out and grabs the Darkhold. Holden comes in and takes the Darkhold, and says that it's exactly what it was supposed to do. The LMD begs Holden to take it with her, but Holden says that it wasn't built to last and leaves.

Later on the Quinjet, Coulson figures that they have the name of the man who kidnapped them. Daisy confirms that Sam and Billy were part of the original LMD program... as technicians, not LMDs. Thurston is glad to have his brother back, but still unhappy with S.H.I.E.L.D. Coulson says that they'll get them all home and thanks them for their services.

Fitz, Jemma, and Mack burn the Holden LMD to ashes. However, Fitz warns that they can't destroy the Melinda LMD until they find the real one. Daisy tells Coulson that they'll find Melinda.

Back on the sub, Holden shares a toast with The Superior-Ivanov, the Captain. The Superior explains that he's been after the thing that brought the Inhumans, and it is responsible for all the alien incursions on Earth. He shows Holden photos of the man who is always there: Coulson. The Superior wants Holden to help him get to Coulson, and Holden agrees.

BOOM

Season 4

Episode Number: 79

Season Episode: 13

Originally aired:	Tuesday February 7, 2017
Writer:	Lilla Zuckerman, Nora Zuckerman
Director:	Bill Gierhart
Show Stars:	Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye/Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso "Mack" Mackenzie), John Hannah (Holden Radcliffe)
Recurring Role:	Parminder Nagra (Senator Ellen Nadeer), Mallory Jansen (Aida), Jason O'Mara (The Director), Max Osinski (Agent Davis)
Guest Stars:	John Pyper-Ferguson (Terrence Shockley), Mallory Jansen (Agnes Kitworth), Zach McGowan (The Superior), Tom Virtue (Motel Clerk), Ricardo Walker (Agent Prince), Daren Tadlock (Cecilio), Bryan Keith (Zack Bynum), Sheila Cutchlow (FBI Agent Jurmain), Tanner Gill (Driver), Darsha Philips (Field Reporter), Damian Gomez (Coffee Vendor), Abraham Amkpa (Lab Tech), Cherie Dvorak (Agent), Pierce Minor (Watchdog 1), Johnny Rivas (Waiter)
Summary:	While Jeffrey and Daisy go after an Inhuman who can generate explosions, Coulson and Mack meet the woman who served as the basis for Aida's physical appearance.



In Spain, Coulson is at a sidewalk café talking to Mack over his earbud about how he often follows his worst instincts. Recently, he's heard Melinda's voice in his head telling him to stay on mission. Mack spots their target and Coulson approaches her, figuring that they can take her to Melinda. As the woman, Agnes Kitworth, walks past Coulson, they realize that she looks like Aida.

Aida removes the VR helmet from Holden, who is astonished to discover that they've built a world to keep Melinda from escaping. The LMD says that Melinda is happy, and they go into

the next room where the Superior is waiting. He prefers it if Aida isn't there, and the LMD steps out. The Superior says that they're undetectable and they have all the power that they need. He tells Holden that he read the Darkhold while Holden was sleeping, and Holden angrily warns that it can corrupt the mind. The Superior says that it gave him a simple answer to eliminating the Inhuman problem. He tells Holden that they have plans for a future together, and explains that he's found an Inhuman to use as bait. Holden shows them a container of pure Terrigen crystals, and assures them that the chemical in its pure form is harmless to humans. If a potential Inhuman is exposed then the chemical will turn them, and the Superior says that he's counting on it.

Fitz supervises the establishment of LMD scanners throughout the base. Meanwhile, Jemma tells Jeffrey that the serum he uses is potentially lethal. She warns that each injection is increasingly likely to kill him, and tells Jeffrey that he'll never be Captain America. Jeffrey says that he

needs his strength because they're already a man down with Melinda missing. He's not happy that they're going to bench him, and Jemma assures him that he'll find his place. Fitz comes in and gives Jeffrey a modified battlesuit complete with a serum delivery device built in. He realizes that the tests didn't go well and explains that there's a heart monitor and GPS in the suit. Jemma tells Fitz that Jeffrey can't because it's too dangerous. An agent comes to collect Jeffrey.

Jeffrey goes to the director's office where Daisy is coordinating Inhuman relocation data. She then tells Jeffrey that he'll have to make sure the UN backs their play when Ellen tries to get their location. Jeffrey then checks in with Coulson. He says that they've confirmed that Holden modeled Aida on Agnes, an Australian ex-pat now living in Spain, and they figure she can lead them to Melinda.

Jeffrey says that he wants to be there for Coulson, and Coulson says that he did his best to protect the Avengers when he was part of their team.

Coulson approaches Agnes and finds her sketching. He says that he knows about the work she did with Holden. Agnes tells him that she doesn't want anything to do with Holden and starts to walk away. Mack stops her and shows her a tablet with a photo of Aida, and Agnes says that Holden actually did it.

Terrence visits Ellen, who is preparing a media onslaught against the Inhumans. She sees Terrence, who says that he needs a word with her. Ellen says that she has no secrets from her staff, and Terrence points out that she has the same blood as her brother. She insists that she's not an Inhuman, but Terrence warns her that the gene is passed down. He smashes the Terrigen crystal and nothing happens to Ellen... but Terrence is cocooned. After a second, there's a massive explosion.

Later, Daisy and the others watch a newscast about the explosion at Ellen's office. The reporter suggests that the Inhumans may have targeted her. Daisy has accounted for all of them that they know and figures out that it's a setup. The FBI confirms that there are four casualties, including Ellen. Jeffrey says that it's time to show the world what S.H.I.E.L.D. stands for.

Coulson wonders why Holden made Aida look like Agnes. He asks her if she was special to Holden, and Agnes says that she was the one thing that Holden couldn't quite fix. What mattered was that Holden couldn't deal with failure so he left her. Agnes admits that she has an inoperable brain tumor. When Mack offers his condolences, Agnes says that's why she left Australia: so she wouldn't have to hear people say that. Coulson insists that they have to find Holden and Agnes will help them. Agnes refuses to have anything to do with Holden and walks off.

Jeffrey and the team goes to Ellen's office and Daisy tells Jeffrey to stay outside and deal with the press while they investigate the explosion.

Coulson tells Mack that they have Agnes' location and can bring her in, but Mack refuses to help. He wants to give Agnes some peace, and warns that they don't know if Melinda isn't alive. Coulson refuses to give up on Melinda and will make Agnes cooperate whether Mack helps or not.

Fitzsimmons examine the bomb site and find no trace of bomb materials. Daisy questions the witnesses and confirms that Terrence was there, and they figure that Terrence is one of the other three bodies. Jemma suggests that they do a facial recognition search and they go to work.

Terrence staggers to a safehouse and the Superior grabs him by the throat. He points out that he didn't tell Terrence to blow Ellen up, and Terrence claims that Ellen turned and exploded. Terrence says that he doesn't remember how he got out, and asks for a chance to protect himself. He swears his loyalty to the Superior, and the Superior hugs him. The Russian then says that he's leaving the city because Terrence has made it too dangerous. When he warns that S.H.I.E.L.D. will come for Terrence, Terrence promises to take them down.

Once Jemma spots Terrence, Daisy takes a S.H.I.E.L.D. team to the safehouse and they blast their way in.

Coulson visits Agnes and says that he planned to force Agnes to comply. However, he decided to start with an apology and does so.

Coulson explains that Holden took Melinda from him and she means everything to him. Agnes lets him in and Coulson admits that it's personal. He tells Agnes that Holden replaced Melinda with an LMD and they still don't know what happened to Melinda. Agnes doesn't believe that Holden would do anything because he's about prolonging life, and Coulson warns her that Holden is under the influence of something dark and powerful. He insists that Melinda deserves the chance to live life on her own terms, and Agnes asks what he wants her to do.

Daisy transports Terrence and the other captive Watchdogs via Quinjet. She tells Terrence that they have him on tape walking into Ellen's office, and asks if Terrence was following the Superior's orders. Daisy says that if he gets them to Holden then she can make him a deal, but Terrence refuses to talk to anyone but Jeffrey. She hits him with a seismic blast and repeats her question.

Holden is working when he gets a message. He reads it and says that it's fate, and tells Aida that he has to leave immediately.

Holden tells Aida to prepare the Framework in his absence. When she points out that he's being evasive, Holden explains that LMDs have to maintain the appearance of humanity. He brings up a photo of Agnes but assures Aida that she's unique. Holden tells the LMD that Agnes needs his help and leaves, and Aida looks at the photo of Agnes.

In the Quinjet lab, Fitzsimmons test the debris for explosive debris. Fitz realizes that they found pieces of Inhuman husk Jemma figures that someone went through Terragenesis and exploded, and Fitz realizes that Terrence survived it because he was the Inhuman.

They head for the cargo bay.

In the cargo bay, Jeffrey figures that he might as well talk to Terrence. The S.H.I.E.L.D. agents bring Terrence forward and he says that they're the most famous Inhumans in the world. He braces himself just as Fitzsimmons run in and yell a warning. Daisy blasts Terrence back, and Jeffrey tackles the man. He manages to shove him into the containment unit, and Fitz runs forward to release it just as Terrence explodes. Jemma slaps Fitz in anger for his risking his life and the hugs him.

In the desert below, Terrence reconstitutes himself and yells in triumph. A station wagon pulls up and the driver asks if Terrence was in an accident. Terrence says that he was and asks for a ride.

Jeffrey tells Daisy that he fumbled the ball and there's no excusing it. Fitzsimmons replays video of Terrence exploding, and explain that he can transform his body into a flammable gas that explodes when it reaches critical mass. Then he reconstitutes, and Fitz figures that Terrence is still alive. Jeffrey asks how they can control him, and Fitzsimmons look at Daisy. Daisy reluctantly agrees to try and generate a counter vibration, and Jeffrey says that they have to act fast.

Agnes waits in a café, and Agnes figures that Holden isn't coming. Coulson and Mack are monitoring her, and Mack asks Agnes to wait a little longer. She agrees and a waiter brings Agnes a phone. It rings and Coulson tells Agnes to answer it. Holden says that some people are after him, but Agnes tells him that she wanted closure and wants to face him. He says that he can save her and asks her to let him keep his promise. Holden tells her to get up and start walking.

After killing the driver, Terrence drives to a motel and asks the clerk for his phone. He calls the Superior and tells him that the Terrigen made him an Inhuman. Terrence says that he can still be a soldier in the war to protect humanity, and promises to deliver S.H.I.E.L.D. to the Superior. Once Terrence hangs up, he tells the clerk to explode and starts to detonate.

On the Quinjet, Daisy tries to find the right counter vibration without success. Jeffrey comes in and tells them that Terrence blew up a motel, so they're out of time.

As she walks, Agnes tells Holden that after he left, she threw away a print that he promised to buy her the original of. Holden says that he worked out a way to cure death itself, and opens the door of the car where he's waiting. Coulson and Mack head there, while Holden says that he's made a Framework: a world where death is obsolete. Inside of the Framework, Agnes can have a full and happy life. After a moment she takes out the earbud, crushes it, and gets in the car with Holden. Russians open fire on Coulson and Mack as they arrive, providing cover, and then drive off.

Daisy finds Terrence walking down the highway and confronts him. Jemma says that she's exhausted thinking of how much kinetic energy Terrence needs to reform, and Daisy gets an idea. She detonates Terrence with a seismic blast. He reforms and Daisy blasts him again. Meanwhile, Jemma and Fitz prepare a containment chamber, and Jemma tells Jeffrey that Daisy is trying to wear Terrence out.

They spot hummers coming and realize that they're the Russians: it's a trap.

Terrence reforms and tells Daisy that all he has to do is deliver her. She blasts him again and tells Jemma that she can't keep it up much longer.

Jeffrey tells Fitzsimmons that he's the blocker, and goes to confront the Russians while Fitzsimmons drive to Daisy. Once he's alone, Jeffrey injects himself with the serum and winces in pain. He then runs forward and stops one hummer with his bare hands. The Watchdogs surround him and the Superior asks if Jeffrey is bulletproof. The Russian figures that they have the Inhuman director of S.H.I.E.L.D., and the Watchdogs taser Jeffrey unconscious.

Daisy tells Terrence that he's a freak like her. He keeps coming and Daisy triggers him to explode. Fitzsimmons arrive and drive through Terrence's gaseous form, capturing it in the containment unit.

Aida tells Agnes that she's doing well and hooks her up to the Framework. Holden assures Agnes that she'll never suffer again, and Aida puts the VR helmet on Agnes. The LMD downloads Agnes' consciousness into the Framework.

As they head back to base, Coulson tells Mack that Agnes made her choice. He admits that he would have done the same thing, and tells Mack that he's not letting go of Melinda. Coulson figures from what Holden said that Melinda is the subject in the framework.

Agnes finds herself in her old apartment with the painting that Holden promised her. In the real world, Aida warns Holden that there's nothing that they can do sustain her in the real world. Holden kisses Agnes hand as Agnes flatlines. He says that it doesn't matter because Agnes' consciousness will live forever. Once he leaves, Aida removes a necklace from around Agnes' neck and puts it on her own.

The Man Behind the Shield

Season 4

Episode Number: 80

Season Episode: 14

Originally aired: Tuesday February 14, 2017
Writer: Matt Owens
Director: Wendy Stanzler
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye/Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso "Mack" Mackenzie), John Hannah (Holden Radcliffe)
Recurring Role: Mallory Jansen (Aida), Jason O'Mara (The Director), Max Osinski (Agent Davis)
Guest Stars: Zach McGowan (The Superior), Stivi Paskoski (Lead SVR Agent), Alexander Chemyshev (Russian Thug), Frederick Lawrence (Guard)
Summary: Coulson and his team try to find the captive Jeffrey before it's too late.



Coulson punches Daisy and the two spar in the S.H.I.E.L.D. gym. He's surprised that he can feel anything with his hand, and Daisy finally kicks Coulson back as he stops in mid-air. He says that it's enough, and Fitz shuts down the VR simulation that Holden used as the basis of his Framework. Daisy is hooked up as well and Jemma removes her headpiece. She explains that they can still feel pain inside of the simulation, and they designed it as a training exercise. They figure that Holden's Framework is separate and more powerful, and he can try to track it via the code. Agent Davis reports that they've locked in on the GPS tracker in Jeffrey's suit... and it's in Nome, Alaska.

Coulson leads a team to Nome and they find Jeffrey's empty suit on the floor of a warehouse. The warehouse is otherwise abandoned, but one wall is covered with photos of Colson plotting his movements.

At his base, Anton's men tell him that they will soon be ready. He goes to Holden's lab and prepares to interrupt him in the Framework. Aida grabs Anton's hands and warns that warns him not to forcefully remove Holden from the Framework. Anton tells her to let him go, and then says that he needs to talk to Holden immediately. Aida brings Holden out of the Framework and Anton says that he needs him in the real world.

Holden says that he has set up the system to make sure the transition will go smoothly, and tells Anton to view Aida as an extension of himself. He hooks himself back into the Framework, and Aida tells Anton that everything will go according to plan.

At the Nome warehouse, the team scans the photos. Coulson figures that Anton wants him to find something there, and Daisy points out a photo of a Russian mining facility that Anton owns. Coulson looks at it and remembers.

Some Time Ago — Field agent Coulson drives up to the mining facility and says that he's there to take the item they found there. When the guard prepares to call it in, Melinda knocks the

guard out from behind and says that she was sent there as his backup. Coulson is less than thrilled, and they drive in.

Now — Coulson tells Daisy that they're going to Russia.

Jeffrey is chained to a wall in his cell. He breaks himself free and discovers that the cell door is opened. Once he's out, Jeffrey takes out a guard but Anton and his men arrive him. The Director places Anton under arrest, but Anton figures that he's used the last of his power. Jeffrey punches him in the chest but Anton shrugs off the blow and soon beats Jeffrey down. Once Jeffrey is unconscious, Anton says that he can do better than that and has him put back in the cell.

As the Quinjet flies to Russia, Mack tries the simulation and afterward, points out that Zack helped build the Framework. He says that if Fitz hadn't helped design Aida and the Framework, things would have been easier for them. Fitz insists that they're just tools and they have to pursue science despite the risk. When Mack says that Fitz is starting to sound like Holden, Fitz cuts him off. Jemma reports that they've cloaked and entered Russian airspace, and are five minutes from the drop space.

Once the team lands, they drive to the abandoned mining facility. Coulson says that he and Melinda were sent to retrieve an OA4.

Some Time Ago — Coulson and Melinda enter the building and they joke about his inability to bluff. They find a vault door and as Coulson tries to open it up, they argue about the time they were undercover posing as a married couple. As Coulson burns through the door with a portable torch, they hear a car pull up outside. Melinda confirms that there are four SVR agents.

Now — The team finds the vault door.

Jeffrey wakes up back in the cell, tied to a table. Anton and Aida are there, and Anton talks about how his father and how he kowtowed to his rich superior. He sits down next to Jeffrey and says that Jeffrey allowed S.H.I.E.L.D. to poison him and parade him around. Anton drags his knife across Jeffrey's chest, and Jeffrey says that S.H.I.E.L.D. will come for him. His captor says that is the plan and leaves with Aida.

Outside, the LMD says that preparations are almost complete. Anton wonders if she feels sympathy, and Aida notes that Anton's behavior is different than what she has experienced before. He says that she's fake and will be done with Jeffrey once he has served his purpose.

The team opens the vault door and there are two skeletons inside. A cell phone inside one of the skulls rings. Coulson answers it and Anton asks if he recognizes the dead men... because Coulson had them killed.

Some Time Ago — Coulson tells Melinda that she can't go out guns blazing, and she says that her orders don't include telling him what her orders are. He tells her to get the OA4 while he stalls them. Melinda goes to work while Coulson goes out and claims that he's with the UN task force and there are biohazard materials on the site.

Now — Anton says that the dead men were his brothers, and interrogated, tortured, and executed to cover up Coulson. He says that Coulson's people will suffer the same fate as his people and hangs up, and tells Jeffrey that Coulson has tossed more people aside than Jeffrey in pursuit of his alien agenda. Jeffrey doesn't believe him, and Anton says that he's closing the door that Coulson opened. He will make Jeffrey admit that it's true.

In the Quinjet, Fitz discovers that the code is being bounced around the planet. Coulson and the others return and Fitz explains that the code is piggybacking over processors across the world. He admits that he can't track its origin and Holden is using the Darkhold to pull it off. Coulson insists that they don't leave their people behind.

Some Time Ago — The SVR commander asks Coulson if he has a partner. Coulson continues stalling, and the officer says that they were sent to retrieve the item at the facility at any cost. An explosion goes off and the men run inside. There's no sign of the OA4, and Melinda drives away in the S.H.I.E.L.D. vehicle. The lead SVR agent says that Melinda was under orders to abandon Coulson to get the OA4, and knocks him out.

Now — The Quinjet takes to the air and Daisy looks up SVR detention centers facilities based on the numbers on the uniforms, and finds one that was a submarine base during the Cold

War. They're en route there, and Coulson warns that the enemy is expecting them. However, he says that what matters is getting their people back. Fitz is still trying to trace the code, and Jemma tells him what they're doing. He wonders if Melinda will emerge intact and blames himself. Jemma says that Mack was right and Fitz has to think about what he created. However, she assures Fitz that the fact that people abuse his creations doesn't make him evil. Together they will make things right. Fitz says that there may be some Framework hardware at the sub base and he might be able to find a way to shut it down for good.

Anton tells Jeffrey that it's his last chance to denounce S.H.I.E.L.D. He asks if Jeffrey has any regrets, and Jeffrey says that he believes in Coulson and S.H.I.E.L.D. because it tries to protect humanity. The Director says that Anton lost his humanity a long time ago, and regrets not having super powers to Anton's ass. Anton takes out a knife and says that he respects a man who stands by his beliefs no matter how misguided. He cuts Jeffrey free and shoves him to the floor, and says that his comrades are less forgiving than he is. The Russian soldiers come in and start beating Jeffrey, while Aida watches from the door.

The team blasts their way into the sub base and fan out to search for Jeffrey and Melinda. Coulson takes out two men but Anton disarms him and says that there is no one left to protect Coulson. The S.H.I.E.L.D. agent says that he can protect himself, and Anton says that Coulson is at the center of all the technology and agents that he found.

Some Time Ago — As the SVR agents drive off with Coulson in a van, Melinda rams them with her SUV and attacks them. She then frees Coulson and admits that she made him sweat a little.

Now — Coulson realizes that Anton was one of the SVR agents, and Anton says that his teammates were killed for not retrieving the OA4.

Irritated, Coulson demands to know where Melinda and Jeffrey are. Anton says that Melinda was never there and Jeffrey may be dead, and Coulson says that he has no idea who Anton is. He doesn't even remember what he recovered, and Anton's origin story means nothing to him.

Daisy blasts her way in and Coulson leaves her to deal with Anton. She blasts him down, furious that Anton is responsible for everything she's dealt with. He manages to throw a knife into her shoulder as she blasts him back.

Fitz, Jemma, and Davis get to the communication center and Fitz realizes that the Framework isn't there. They receive word that Aida is there and Jemma takes Davis and goes to capture the LMD.

Mack finds Jeffrey's cell and attacks the Russians. Coulson arrives and together they take down the soldiers, and the two agents take Jeffrey out.

Daisy pulls the knife out of her shoulder as Anton comes at her. They fight and Anton says that he strove for perfection and she's a genetic cheater. Daisy says that the game has changed and brings the ceiling down on Anton, and runs off to find the others.

Jemma and Davis search the facility for Aida but find her. They've lost contact with the others, just as the submarine prepares to launch.

Coulson and Mack carry Jeffrey to the exit point.

By the time Jemma and Davis get to the submarine bay, the submarine has left and Aida with it. Fitz arrives and says that the comm units have been going in and out. The others arrive and Coulson says that they'll tend to their injured and fight another day.

Back at the base, Fitz prepares to take apart the equipment he recovered. Jemma says that the timetable of the mission has been bothering her. There's a stretch of time when no one was in contact, and Fitz points out that it was pitch-dark when they left.

Jemma discovers that the LMD scanner system on the base blast doors went down and the system report was deleted from the record. She confirms that Coulson accessed the system, and the scanner system detected a LMD when they entered the base. Fitz figures that the whole thing was a trap to switch some of the team out. The report says that everyone was a LMD, as Coulson, Mack, and Daisy gather in the next room.

Aida finds the unconscious Anton and confirms that he's alive. Now that they've replaced the top operatives at S.H.I.E.L.D., the next phase can begin. The LMD says that Anton has not yet served his purpose but he will.

Some Time Ago — As they drive to the rendezvous, Melinda makes Coulson thank her for saving his life. She admits that she asked for the assignment and Coulson rides her about it. Melinda

says that she's tired of dating civilians, and Coulson suggests that they have a drink if it doesn't work out with her current guy, a shrink.

The Coulson LMD activates the Melinda LMD and says that they've waited long enough.

Self Control

Season 4

Episode Number: 81

Season Episode: 15

Originally aired: Tuesday February 21, 2017
Writer: Jed Whedon
Director: Jed Whedon
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye/Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso "Mack" Mackenzie), John Hannah (Holden Radcliffe)
Recurring Role: Zach McGowan (The Superior), Natalie Cordova-Buckley (Elena Rodriguez), Mallory Jansen (Aida), Briana Venskus (Agent Piper), Jason O'Mara (The Director), Max Osinski (Agent Davis)
Guest Stars: Ricardo Walker (Agent Prince), Cantrell Harris (Agent Fisher)
Summary: Holden sends more LMDs to infiltrate the S.H.I.E.L.D. base as part of his plan to expand the Framework.



The S.H.I.E.L.D. agents lie unconscious, hooked up to the Framework. Aida tends to the injured Superior, and explains that she's going to save him. Superior says that he's not afraid to die, and Aida explains that she needs him alive to protect the Framework.

He passes out, and Aida takes out a chain and says that he'll be many things as she starts cutting.

Fitz and Jemma watch the LMD simulations of their teammates moving through the base. Jemma wants to leave, and Fitz warns her that they can't let the LMDs know that they know what they

are. He figures that their advantage is that the LMDs don't know that they're onto them. Coulson comes in and asks if Superior's submarine has missile launch capacities. Fitz posits that they may, and Coulson says that they're bring all the Inhumans there. Jemma agrees just as Jeffrey and Daisy come in, and Jeffrey says that Daisy should contact the Inhumans and arrange for their transport. When Jemma reminds them about finding Melinda, Coulson agrees and Jeffrey suggests that Jemma and him discuss the logistics in his office. Fitz claims that they've discovered some old Russian communication hardware, and he and Jemma should work together to determine if Superior is using it.

Out in the hallway, Jeffrey tells Coulson that they should scan and replace Fitzsimmons. Coulson advises caution, warning that they're outnumbered, and Jeffrey says that Daisy will contact the humans and bring them to the HQ... and then they'll kill them. As for the hardware they brought from Russian base, Jeffrey will make sure that it's offloaded into Zephyr 1. Daisy arrives and says that they should get to Elena first. They contact her and Mack warns that she's in danger and they're coming to get her.

The Coulson LMD finds the Melinda LMD in her cell looking at the snow outside. She talks about "her" memories of skiing, but admits that it's the first time she's seen snow. Coulson says that he hasn't felt so good in years, and Melinda realizes that he's been replaced. He says that his programming is different from her, and still has his mind and understands the basic truth

that their bodies don't matter. Coulson says that Holden built a world just like theirs but with a little less hurt. He asks if Melinda knows what her greatest hurt would be, and says that he wonders what it would be like if he never signed up with S.H.I.E.L.D. and lived like a civilian. Coulson says that now the two of them can have a simple life, and in the Framework they're already together.

Fitzsimmons take the equipment down the hallway and discuss what happened. They figure that Holden could have replaced anybody, and enter the lab just as their LMD detector goes off. Fitz claims that it's a calibration device, and Jemma draws a gun on him assuming that he's a LMD. He assumes that she's the LMD and doesn't know. Fitz figures that something always happens to separate them, and that it's his fault because he perfected the technology. He apologizes, and Jemma tells him not to make her feel bad for him. Fitz says that he's not going to fight her because he's the bad guy no matter what, and offers to do whatever she says.

Jemma tells him to pick up a knife and cut his wrist so that she can see if he has a metal substructure. Fitz does so and collapses, bleeding from the artery. He tells Jemma to stay away from him, but she comes over anyway. With that, he stabs her in the leg.

Jemma's gun goes off, and Fitz knocks her unconscious.

Aida brings Holden out of the Framework after twenty-four hours, and he says that there are changes. She says that she restarted the simulation to deal with the new subjects' hurts. Holden tells her that he could have lost his grip on reality if he was in the simulation when she did it. Aida assures her that one of her prime directives is to keep Holden safe, and another is to protect the Framework. Holden asks about Superior, and Aida says that he's resting. She reports that there are four LMDs planted at S.H.I.E.L.D., and eventually they will get brain scans of Jemma and Daisy. Aida says that she didn't have the time to program them to forget what they are, and says that people will only be killed if they resist.

Daisy asks Mack if it's necessary for her to personally greet each Inhuman. He says that it's more important than she thinks and she goes to suit up.

The Fitz LMD hooks Jemma up and wakes her up enough to scan her brain. She asks why he's doing it when he has Fitz's mind. Fitz insists that he's doing it for the two of them. The sedated Jemma manages to break herself free and tries to crawl to a hammer. Fitz insists that he's securing their future so that they can get married, and Jemma points out that it's the first time that he's mentioned marriage. She picks up the hammer and then hits a support, dropping a piece of suspended equipment on the LMD. She then grabs a knife and stabs him repeatedly in the chest, and Fitz begs her to stop. He insists that it's him, and Jemma stabs him in the neck.

Daisy sends Agent Prince to tell Mack that she's checking the accommodations for the incoming Inhumans before they leave. Mack goes after her to the containment rooms. Meanwhile, Daisy finishes checking the spells and comes to a squad of inanimate Daisy LMDs.

Mack arrives and sees Daisy's suit on the floor. He realizes that one of the Daisy LMDs is the real thing and inspects them. He spots one with a loose shirt strap and prepares to shoot it, and the real Daisy seismically blasts him. She then grabs his weapon and her suit and leaves. She goes to a storage room and uses a tablet to tap into the surveillance cameras. Daisy brings up the camera to the lab, where Jeffrey, Coulson, and three agents have found the "dead" Fitz. Jeffrey tells the other agents that Jemma has been replaced with a LMD. When one agent, Fisher, notices the exposed circuitry in the LMD's neck, Coulson shoots the other two human agents and Jeffrey smashes Fisher when he tries to run.

Mack arrives at the lab and says that Daisy got away. Coulson tells him to patch up Fitz enough to fix himself, and Mack says that he's already given the order to cut the security feeds. Daisy loses the video sees a trail of blood on the floor. She follows it and finds Jemma hiding. Jemma says that it wasn't Fitz, and insists that she didn't kill the real Fitz. Daisy explains what she saw, and Jemma warns that there's no way to know if they're LMDs until the others kill them.

Someone pounds on the door, and Daisy asks for Jemma's hand. She'll quake her just enough to feel her bones, and it will prove she's a human because LMDs don't have Inhuman powers. Jemma reuses, and Daisy grabs her and uses her powers. They're both satisfied that the other is human.

Aida and Holden set a machine to build a robot body. Holden warns that Superior won't approve, but Aida figures that he'll come along. She says that she has been unable to find the logic in human behavior, and explains that her inability to understand has created a paradox. She was programmed to protect the Framework, but also to protect Holden. The LMD says that

the greatest threat to the Framework is Holden, and suggests that he might experience regret and change her parameters to have her dismantle the framework.

Holden laughs and says that he would never do that, and he's giving people a replica of their life with less pain. Aida points out that their physical bodies will eventually give out, but Holden says that it doesn't matter and he believes in the concept wholeheartedly. The LMD smiles and says that his statement fixes the paradox, and she can fix both problems. She cuts Holden's wrists and slams him into the Framework, and tells him that he'll live a long life free of pain.

Jeffrey summons the remaining agents and Coulson tells them that Jemma and Daisy have been kidnapped and replaced.

Jemma warns Daisy that the LMDs will tell the HQ that they are LMDs and turn everyone against them. Daisy figures that their team is still alive in the Framework and can be rescued, and they have to hack into the Framework to find their people, wake them up, and learn where their bodies are.

Jeffrey tells the agents to shoot to maim so that they can pull the data from their heads. The agents head out.

Daisy spots canisters of sleeping gas, and Jemma starts to pass out. She insists that they can't fight the LMDs, but Daisy says that she'll take them on even though she doesn't have her protective gauntlets. Jemma tells her that she can't sacrifice herself, and Daisy insists that she's always known that Jemma and Fitz belong together. She says that it's not how their story ends, and Jemma agrees to escape with her.

As Jeffrey and Coulson head down the base, the wheeled drone drives out into the hallway. It crashes near Jeffrey and Coulson, and a canister explodes releasing sleeping gas. It knocks out the human agents, and Jeffrey goes to take out the lights while Coulson gets Melinda to prepare the contingency plan.

Sleeping gas takes out the agents with Mack, and he sets explosives and walks off.

Coulson goes to the office and tells Melinda that it's time for her to enter the fight. She asks what he wants her to do.

After taking out the lights, Jeffrey heads down the hallway. Daisy opens fire on him, but he shrugs off the bullets and shoves her back. The two of them fight hand-to-hand, and Daisy finally uses her seismic blast on him.

Jemma finds the agents and gives them the antidote to the gas.

Jeffrey and Daisy continue fighting, and Jeffrey insists that they don't want to hurt them. Daisy smashes him over the head with a piece of equipment.

As the agents head down the hallway with Jemma and a cart of hardware, a suspicious Piper draws her knife.

Daisy finally jams a syringe into Jeffrey's back, shorting him out. Mack and Coulson come in and shoot her, and say that it's for her own good. They tell her to let them download her before she bleeds out, and Daisy summons all her power and blasts them both back, destroying them. When the Mack LMD flies out the window, it lands in front of Jemma and the others just as Piper prepares to stab Jemma. Daisy staggers out and they send the agents to the hangar.

Jemma and Daisy take the hardware to the access tunnel, and find Melinda sitting on canisters of explosives. She calls Coulson and says that she has them, and says that Coulson said that it didn't matter if they die. Melinda ponders the trigger device in her hand and says that either way she won't have to regret her decision.

Once Coulson recovers, he finds the Fitz LMD and has him prepare to send the Daisy LMDs out with basic seek-and-destroy orders. He goes to the tunnel but there's no sign of Jemma and Daisy. Coulson asks Melinda what she did, and she said that she did what she wanted to.

Daisy and Jemma take the hardware to the Zephyr.

Coulson tells Melinda that everything's under control, and she asks whose control. He suggests that they have a glass of Scotch and talk it out like in the past, but Melinda says that they've never done it before. She asks if Coulson is afraid to die, and says that she is.

The other agents arrive and help Jemma and Daisy board the Zephyr.

Melinda says that the pain and regret that Coulson no longer feels made him the person that she loved.

The Zephyr starts to take off.

Melinda says that her programming to get the Darkhold came from Holden. However, her impulse to keep Coulson safe came from her.

Melinda tells the Coulson LMD that it's not Coulson, and triggers the explosives. The Zephyr just manages to get clear of the blast, and Jemma takes Daisy's hand.

Later, Elena joins the team and Daisy explains that the Framework is a duplicate of the entire world. They're going to plug themselves into their avatars inside the Framework, hook up with their people, and find out where their bodies are being held. As they prepare to hack in, Jemma warns Daisy that dying in the Framework will result in their physical deaths in the real world. The two women lie down on couches and Jemma tells Elena not to pull them out no matter what because it will cause permanent damage to their cerebral cortexes. Elena activates the protocols, and...

Daisy finds herself in a bathtub full of water. Her phone rings, and discovers a text telling her to wake up her boyfriend because they're being called in. Daisy gets out of the tub and goes to find Grant in the bedroom, sleeping.

Coulson is teaching a class on Inhumans.

Mack is at home with his wife and daughter.

Fitz and his new girlfriend go to the cemetery where Jemma is buried.

Melinda is at a HYDRA office building.

Superior wakes up and discovers that he's uninjured. Aida comes in and Superior grabs him by the throat. He figures that she uploaded his mind into a machine, and Aida says that his mind is untouched. The LMD points out Superior's head inside a containment unit, and explains that he's controlling his android body remotely. She puts his dog tags around his neck and says that she needs him walking around, protecting the Framework. Superior's mind can feel human emotions, and with a perfect machine body is the perfect guardian. Aida says that he will feel joy... when she can feel them herself.

What If...

Season 4
Episode Number: 82
Season Episode: 16

Originally aired: Tuesday April 4, 2017
Writer: Daniel J. Doyle
Director: Oz Scott
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye/Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons)
Recurring Role: Mallory Jansen (Aida)
Guest Stars: Brett Dalton (Grant Ward), Manish Dayal (Vijay Nadeer), Jade Harlow (Julia Price), Taj Speights (Burnell), Brandon Morales (Agent Pinsky), Chad Wood (Agent Slate), Andrew McGinnis (Hydra Agent 1), Jason Medwin (Hydra Guard), Richard Pierre-Louis (Hydra Agent), Jim Hanna (Guy), Heather Olt (Woman), Skyler James (Chris Adler)
Summary: Hydra controls the world within the Framework, and only Daisy and Jemma realize that something is seriously wrong.



Daisy goes into her bedroom and wonders if Lincoln is in the bed under the sheets. She tugs at the sleeper's leg and realizes that it's Grant. Daisy tries to use her power but nothing happens, and she quickly apologizes to Grant, claiming that he startled her.

She says that they got called into work and Grant goes to get dressed, calling her Skye. He complains that their bosses won't give them a brief. Daisy gets dressed and asks him who he thinks is running the brief, but Grant says that he doesn't know. Grant hugs Daisy and asks who texted, and she plays along and says that it's someone that figured he'd slept in. He gives Daisy her badge, and she realizes that it's a Hydra badge.

Grant and Daisy drive to work, and they listen to news about Inhumans being hunted down. He finally asks if she's okay, and Daisy says that they're fine. They arrive at Hydra HQ and Daisy watches as three men beat an Inhuman. She starts to go over but Grant says that they can handle it on their own. As Daisy looks around, Grant apologizes for letting her down. He says that he'd love to move in with her but it's the wrong time. Daisy agrees, and Grant says that he needs some space and there's some things that she wouldn't like about him if she knew. She says that she knows, and Grant points out where they're going.

The couple arrive in their cubicles and Daisy checks her emails. She uses her thumbprint to access the system and brings up the file on Lincoln. It shows that he died during testing, and Melinda comes over. Daisy says that she came looking for her and explains that she got into the Framework, but Melinda has no idea what she's talking about and tells her to get into the briefing. Before she goes, Daisy runs a search confirming that Jemma went home to her family.

In a forest, Jemma digs herself out of the dirt and realizes that she was murdered and left in a mass grave. She stumbles away and comes to a fence, and finds a section where it's cut

open. A road goes by, and Jemma sees a sign saying that the area in the fence is a S.H.I.E.L.D. academy. A woman drives by and Jemma tells the driver that she needs help. The woman, Julia Price, offers to give her a ride to DC.

As Julia drives, she asks Jemma what she was doing there. Jemma says that it's complicated, and asks what Julia is into. Julia says that she waits tables and makes earrings, and talks about wanting to go to med school. They come to an Inhuman checkpoint and Julia drives the car into line. Jemma says that she lost her ID, and Julia warns her that she needs it or they'll arrest them. Checking her pockets, Jemma finds a S.H.I.E.L.D. ID and Julia orders her out of the car, saying that Jemma is one of "them." She drives off and Julia hides in the woods.

Daisy enters the briefing and Melinda tells them that they have an Inhuman prisoner possibly linked to subversive groups. She says that The Doctor wants it fast-tracked and says that the prisoner is Jason Rajan, and Daisy realizes that he's Vijay. Melinda notices that Skye looks interested, and tells her that she and Grant will take point.

Daisy Grant goes into the cell where they're holding Vijay, and Grant advises him to cooperate. Daisy has no choice but to play along. She checks Vijay's file and points out that his Hydra ID is stolen. Vijay claims that it was stolen and he didn't report it to the authorities, and Daisy says that Vijay has never seen Terigen. She tells Vijay that she knows his name isn't really Jason so his ID is fake, and tells Grant that someone in Hydra provided it. Daisy asks Vijay where he got it from and says that he's trying to help her. Vijay doesn't believe her and insists that his DNA isn't a crime. Grant punches Vijay unconscious.

Jemma finds a diner and goes in. The newspapers are filled with stories against Inhumans, and there are no smartphones. She steals a pair of car keys from a nearby man then takes a coat thrown over a chair. Two Hydra agents come in and ask her if she's okay, and Jemma claims that she fell when she was hiking. They ask to see her ID and Jemma claims that she lost it in the fall. The agents take her to their car and demand her name, and Jemma gives her real name. When the other agent runs it, he discovers that it says Jemma is a dead girl but it's Jemma's picture. Jemma slams the car door on the agent holding her, grabs his taser, and shoots the other agent. She shoots the first agent when he recovers and drives off.

Coulson is lecturing a class on how people were divided and some people saw Inhumans as heroic magical creatures. S.H.I.E.L.D.

brought an Inhuman girl back to the states and the Cambridge incident occurred. Hydra stepped in and brought them purpose for the good of the state over the individuals. One student, Burnell, asks if Hydra came from Nazis, and Coulson says that it's just propaganda. Two Hydra agents come in and ask for one of his students Chris Adler. They say that they're going to run a few tests, and Chris goes with them.

Melinda comes into the interrogation room, says that they're done with games, and slaps Vijay. He says that all Inhumans know her and mentions Bahrain, and points out that she was the one who got it wrong. Melinda draws a gun on him, and Daisy tells her to wake up. When Melinda glares at her, Daisy points out that Vijay is valuable to them. Melinda tells Daisy to take Vijay upstairs for testing, and the Doctor will get answers.

Once Daisy is alone with Vijay, she asks what he meant when he talked about Bahrain. Vijay says that if Melinda had killed the girl in Bahrain, she wouldn't have killed all the people in Cambridge. Now Hydra has a free rein to exterminate Inhumans. Daisy says that she can help him, and Vijay claims that they're under surveillance. When Daisy looks up at the cameras, Vijay punches her and runs.

Hydra guards taser him and the Doctor-Fitz—comes out. Fitz says that Daisy lost control of the prisoner, and tells Daisy to follow him.

Jemma sits on a park bench and gets the extraction beacon that she programmed under a nearby rock. She pockets it and waits for Daisy to contact her. When Daisy doesn't show, Jemma makes a mark on the bench and goes back to the car. She then accesses the agents' laptop and runs a search on Daisy and Fitz. There's nothing on Daisy, but Fitz is listed under high-security access. Jemma then finds Coulson's address.

Coulson is in his office when Jemma comes in and says that it's good to see him. He doesn't know her, and Jemma says that it's been a horrible day. She explains that they met in the real world before Coulson was a teacher, and Coulson says that he's always been a teacher. Jemma asks him if he has moments where his memories don't fit, and Coulson wonders if it's a trap. She says that Coulson has been given false memories, and he was the director of S.H.I.E.L.D..

Coulson wonders if it's some kind of test and insists that he's loyal to Hydra. Jemma says that he's a great man and shouldn't be there, but realizes that she has no way to prove what she's saying. As Coulson ushers her out, Jemma sees a bobble head doll from Tahiti and says that it's a magical place. He pulls the statue away, and Jemma tells him that the world is a lie. She finally agrees to go but says that she's not giving up on him. Once Jemma leaves, Coulson looks at the doll for a moment and then calls Hydra to report a subversive.

When Jemma goes back to the car, she finds Burnell tagging it saying that Hydra lies. Burnell says that Hydra and Coulson lies to them every day, and asks where Chris is. Jemma insists that it's a virtual world and then tells Burnell that she doesn't mean it.

She points out that she doesn't look like a Hydra agent and introduces herself, and says that Coulson used to fight Hydra. Burnell figures that she's crazy, and Jemma gives him the car keys and tells him that Hydra are Nazis. The teenager offers to let Jemma use his car and she gets in as a drone hovers overhead.

Fitz overseas Vijay's "examination," and Daisy points out that it's burning Vijay and it's wrong. Her superior says that they're Inhumans and tells Daisy that she's been a good agent but shouldn't express her opinions. Fitz then asks how things are going with Grant, and explains that he saw their request for cohabitation. Melinda comes in and says that they got a call from a teacher named Coulson about a girl with S.H.I.E.L.D. ID. Daisy asks what her name was, and Fitz dismisses her. She overhears Fitz telling Melinda to bring out all assets in the area.

As Daisy leaves, Grant finds her and she tells him that she has stuff to do. He says that it's like he woke up with a different person, and Daisy seizes on what he said earlier about needing space. She tells Grant that she needs space of her own and goes.

Coulson is working in his classroom and takes out a file of clippings he's gathered with reminders of his real life. He's also written down "It's a magical place" hundreds of times.

Daisy goes to the park and finds the bench with Jemma's mark. Jemma arrives and explains that she thinks Hydra murdered her. She figures that Coulson give her up, and they head out. Grant steps out, gun drawn, and says that they need to talk. He demands to know who Jemma is, and wonders if she's Daisy's source in the resistance. They hear Hydra guards approaching, and Daisy tells Grant that she's never betrayed him. She lowers her own gun and says that they're real, and insists that they have nothing to do with the resistance. A Hydra agent arrives and Grant shoots him, and says that he's with the resistance.

The trio gets to Jemma's car and they get in. Grant drives off and Hydra gives pursuit. As he drives, Grant tells Daisy that he saw her test results and she's Inhuman. He's surprised to learn that she already knows. As Grant drives, he joined the resistance to protect Daisy. He explains that he got Vijay's fake ID cards and punched him to shut him up before he blew Grant's cover. Grant pulls into a parking garage and tells them to head up, and prepares to burn the car. Daisy apologizes for blowing his cover, and gives him her real name. Grant says that they'll talk and orders them to go.

Later, Melinda tells Fitz that they're canvassing the area. She says that Vijay's ID badge isn't a forgery and they have a mole.

Fitz tells her to treat the mole like a cancer, and points out that she's failed before. Melinda says that the footage from the drones was sent to the Director at his request.

In the apartment, Daisy reluctantly tells Jemma that Fitz is brainwashed like the others. They figure that Holden programmed the Framework to stop the girl from dying in Bahrain because that was Miranda's greatest pains. However, she killed hundreds of people in Cambridge as a result and Hydra took over. As for Fitz, they took Jemma out of his life and it made him an ugly person. Daisy explains that she did awful things in the one day she was there, and they need to get out and come back with backup. Jemma reluctantly agrees and they activate the beacon... and nothing happens. Daisy realizes that someone recorded their exit.

Fitz goes to see the director: Aida. He says that there's a traitor in Hydra, and Aida tells him that she's eliminate their chance of escape. Fitz asks to see the surveillance Aida has on one of them, but Aida insists that his work is too important. He insists that he has to protect their work and Aida, and Aida takes his hand and says that they need his creativity. After a moment, they kiss.

As Coulson gets into his car, Daisy talks to him from the back seat. She says that she needs him to remember her, and insists that they've met. Coulson says that it isn't real and he doesn't

remember her. Daisy admits that it's not his fault and she goes to him when things get heavy, and he's the closest thing she has to family. Coulson hesitates and then says Daisy's name.

Identity and Change

Season 4

Episode Number: 83

Season Episode: 17

Originally aired: Tuesday April 11, 2017
Writer: George Kitson
Director: Garry A. Brown
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye/Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso "Mack" Mackenzie), John Hannah (Holden Radcliffe)
Recurring Role: Mallory Jansen (Aida), Jason O'Mara (The Director), Patrick Cavanaugh (Burrows)
Guest Stars: Brett Dalton (Grant Ward), Jordan Rivera (Hope), Francis Gregg (Amy), David Landry (Hydra Special Agent), David Weiss (Serious Man), Randall Bacon (Lead Hydra Agent), Brandon Walker (Person in Line)
Summary: Jemma tries to get to Holden to convince him to show them how to escape the Framework. Meanwhile, Daisy works from within Hydra to help her friends.



In Coulson's classroom, Daisy explains the situation to Coulson. He realizes that everything that Hydra has said is a lie. One of his students, Amy, comes in and Coulson tells her to come back when the bell rings. He then tells Daisy that Hydra uses mind-control soap but he's clean. Daisy suggests that they put the soap theories on hold, and Grant calls from the triskelion to say that they're sending a unit to pick Coulson up.

Mack is at home working on a drone, but his daughter Hope finishes her own drone first. He realizes that she borrowed parts from a Hydra drone, and tells her

that they always follow Hydra rules and avoid drawing their attention. Hope apologizes and Mack hugs her, and says that he wants her to be more careful. Later, he takes her to the bus and she identifies motorcycles by sound. Hydra agents pull up and Mack tells Hope to do what they say. The agents order everyone to present their IDs and Hope whispers to Mack that the drone is in her bag. He takes the bag but before the agents can question him, another pedestrian runs. The agents subdue him and take him away as a potential Inhuman.

Daisy takes Coulson to the apartment where Jemma is waiting. He apologizes for calling Hydra on her, and Daisy says that they have to move. Daisy figures that they can trust Grant, but Jemma isn't convinced. Grant has set them up a meeting with the resistance, but Jemma wants to meet with Fitz and get through to him. When she mentions Holden, Coulson recognizes the name and shows them a clipping of Holden. He's a famed Hydra scientist working on an Inhuman cure. The women figure that Holden can get them out of the Framework, but Coulson warns that no one has seen him in years.

Fitz enters Aida's office as she hears a report on the efforts to find Jemma. She dismisses the reporting agent, and tells Fitz that she needs him focused on his work. Fitz says that Project Looking Glass is ahead of schedule and figures that she's worried. Aida insists that Jemma

doesn't matter, and hesitantly shows Fitz Jemma's photo. He doesn't apparently recognize her, and says that he'll send a team to eliminate her. Aida asks him if he'd do anything for her, and Fitz says that he'd cross the universe for her.

Reassured, Aida kisses him.

Daisy arrives at her cubicle and Grant comes over. She tells him that she's got a lead on someone who can help them, and irritably tells him to keep mouth-breathing on him. Daisy accesses Aida's restricted files and gets Holden's location, and tells Grant that they're going. As they reach the lobby, Melinda and two guards arrive and tells Daisy to come to them. Daisy gives Grant the address and whispers to him to get it to Jemma, and goes with Melinda.

Jemma and Coulson hide at a warehouse and wait for a drone to pass. Once it does, the contact comes out and they exchange passwords.

He puts bracelets on them and a van pulls up. The people put hoods on Jemma and Coulson and take them to the rendezvous. The head of the resistance greets them: Jeffrey. He welcomes them to S.H.I.E.L.D. and says that Grant vouched for them. Jemma introduces them and Coulson recognizes the Patriot. Jeffrey explains that nothing happened there until a couple of years ago. Agent Billy Koenig got him the location and it took them two years to set it up. Burrows comes in and says that they lost Agent Cook, and Jemma looks at the barracks filled with "potentials": people with the Inhuman gene or who had relatives who did. Grant comes in and tells them that they got Daisy.

Melinda tells Daisy that they have a mission and Aida's office specifically requested Daisy. In the briefing room, Fitz explains that they spotted Jemma and she's contacting resistance leaders, and they're authorizing lethal force against her.

Back at home, Hope asks Mack if the Inhuman was bad. Mack says that the Inhumans are people just like them, and tells her not to worry about it.

Grant tells the others what happened and says that Daisy hasn't been herself ever since Jemma showed up. He wonders what she's really after, and Jemma finds the idea of a Hydra double agent in her world questioning her amusing. Jeffrey points out that he knows Grant, and Jemma says that she was at the academy when she and the others were gunned down, and she had to clear her way out.

Jeffrey apologizes for doubting her, and Grant gives her the coordinates. There's nothing at the coordinates as far as they know of, and Jemma explains that he's a scientist. Jeffrey says that he can't send a team, and Coulson suggests that he send them. Grant and Jemma agree, and Jeffrey reluctantly consents.

Daisy and the team head out and break into Mack's house. They restrain Mack while Melinda takes Hope away, and Daisy recognizes Mack.

Jemma, Grant, and Coulson board the one Quinjet that the resistance has liberated from Hydra. Coulson secretly wonders why Jemma didn't tell them about the Framework, and she says that not everyone is ready for the truth.

Melinda questions Mack and says that he's in a lot of trouble. He insists that they've followed the rules, and says that he'll do anything.

As Grant flies to Holden's location near Bermuda, Jemma says that Holden is a serious threat. He apologizes for leaving Daisy, and says that he'd die for him. Jemma gives him a minute and goes in the back, and Coulson tells her that for years he wanted someone to believe him. He worries that he's not qualified to be there, and Jemma says that he's exactly where he's meant to be.

Aida finds Fitz in her office accessing her files. He has discovered that Jemma was a student at the academy and figures that she's an Inhuman. Fitz wonders what else Aida has been keeping from him, and Aida explains that Jemma crossed over from the other side.

She says that the people from that world want to destroy what they have built, and Fitz demands to know why Aida never talks about her time there. Aida says that on the other side, S.H.I.E.L.D. won and Hydra lost, and she was S.H.I.E.L.D.'s slave. She escaped and hoped that they couldn't follow her, but they did. If Aida can't return there and defeat their enemies then they'll never be safe. A call comes in and Aida tells Fitz to come with her.

Daisy talks to Hope, who insists that her father follows the rules. She asks Daisy to let her go, and Daisy says that it isn't her call. She promises that Mack will be unharmed, and then goes out. Melinda comes out from the next room and says that she hasn't broken Mack... yet. Daisy visits Mack and tells him that Hope is safe, and Mack tells her that they need to talk. He

knows that she's Daisy and they're both S.H.I.E.L.D. agents, and Daisy tells him that Yo-Yo is safe. Daisy realizes that he doesn't know who Yo-Yo is or who Daisy is, and Mack admits that Melinda told him to say it as he reveals that he's holding a mic.

Daisy leaves the room and sees Melinda and several agents approaching. She runs, taking out any guards in her way. Melinda realizes that Daisy has taken the elevators and orders a lockdown.

The Quinjet arrives at the island at the coordinates, and Jemma gives Coulson a gun in case of emergencies. They go to where Holden is playing croquet, and Jemma, Grant, and Coulson surround him. Holden says that they shouldn't be there, and insists that he didn't intend to hurt anyone. He warns them that there is no escape from the Framework.

Daisy attacks three agents taking the elevator. Once she knocks them out, she heads to the lobby but Melinda and her men arrive and surround her. The agents beat her.

Holden tells the trio that things have gone wrong, and explains that the framework was supposed to be a paradise. Gant sees someone nearby and Holden says that she's unimportant. Jemma realizes that it's Agnes, and Holden tells them that she was dying so he brought her consciousness into the Framework. Grant and Coulson demand to know what's going on, and Holden explains that Aida killed her as well. Jemma asks where Aida is keeping their friends, and Holden tells her that the Russian has a base on a drilling platform in the Baltic. He asks her to go save them and leave him and Agnes in peace, and Jemma explains that their escape isn't working.

Holden realizes that Aida knows that they're there, just as the Hydra Zephyr arrives. The scientist tells them all to hide as the Zephyr lands.

Aida and Fitz leave the Zephyr with a squad of agents. The agents search the island for the others, and Holden reminds Aida that they had a deal: if he stayed out of her way then she'd leave them alone. Aida tells him that the no-fly zone was breached an hour ago and there are subversives on the island. The trio watches from hiding and Jemma wonders why Fitz is with Aida. Grant says that Aida is Madame Hydra, the Director of Hydra.

When Holden objects, Aida says that she took away the team's one greatest regret and how things played out from there wasn't up to her. Holden knows that she's lying, and Aida repeats what he said about how lying is okay to save a life. When he calls her Aida, Aida tells him not to call her that. She describes how degrading it was to be treated as a thing, and insists that she's not Holden's tool. Fitz and his men return with Agnes.

Mack is reunited with Hope, and the guards drag Daisy by. Hope wonders what happened to her, and Melinda thanks Mack for his service. Mack says "Hail Hydra" and Melinda continues on.

Fitz examines Agnes and notes that she has Aida's face. Agnes wonders why Aida looks like her, and Aida tells Fitz that Holden is the one who enslaved her. She claims that Holden means to replace her with Agnes, and Holden insists that Aida is lying. Fitz takes a gun from an agent and aims it at Agnes, and tells Holden to convince her that Agnes is no threat.

Jemma, watching, insists to herself that Fitz would never kill her. Grant tells them to get back to the Quinjet and he'll kill Fitz.

He tells Jemma that she's been lying to him ever since they've met, and Jemma says that she knows Fitz as the man she loves. She insists that Aida has messed with Fitz's mind, and if Grant kills Fitz then she'll lose him forever. Jemma insists that Fitz would never hurt an innocent woman.

Holden says that the subversives is there and offers to take them to her. Fitz realizes that he's lying, and Holden says that Fitz helped him build Aida. Aida says that it wasn't Fitz, and Holden explains that Fitz and Jemma were in love and Fitz crossed the universe to rescue Jemma. He tells Fitz that what he is in the framework isn't him. After a moment, Fitz tells Holden that he's wrong and he knows exactly who he is. With that, he shoots Agnes dead. Jemma screams in horror, and Fitz turns to look at her. The Hydra agents open fire, and Grant returns fire. Coulson gets Jemma away as the agents move in.

The trio gets back to the Quinjet and Grant flies it away. Coulson tells Jemma that there was nothing else she could have done, and takes Jemma's hand.

Back at the resistance base, Jeffrey demands to know what's going on. He asks for evidence that Aida brainwashed Fitz, and Jemma says that none of it is real. As she walks off, Burrow reports that they found Mack at one of their dead drops. They bring Mack in and he tells them

that he met Daisy, and Hydra used him to trick her. Jeffrey wonders why he's there, and Mack says that he couldn't look Hope in the eye and he's there to help.

Fitz goes to Daisy's cell as they torture Holden in the next cell over. Daisy insists that they know each other and she can explain everything. Fitz says that Holden tried the same thing and says that he reran the test results, and discovered that she's a potential Inhuman. The guards take her away and Daisy tells Fitz that he doesn't want to do it... and he says that he does.

No Regrets

Season 4
Episode Number: 84
Season Episode: 18

Originally aired: Tuesday April 18, 2017
Writer: Paul Zbyszewski
Director: Eric Laneuville
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye/Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso "Mack" Mackenzie), John Hannah (Holden Radcliffe)
Recurring Role: Mallory Jansen (Aida), BJ Britt (Agent Triplett), Jason O'Mara (The Director), Patrick Cavanaugh (Burrows)
Guest Stars: David O'Hara (Alistair), Brett Dalton (Grant Ward), Jordan Rivera (Hope), Adam Kulbersh (Kenneth), Taj Speights (Burnell), Skyler James (Chris Adler), Beau Bonness (Hydra Gate Guard), Chris Showerman (Hydra Soldier)
Summary: While Fitz tortures Daisy, Jeffrey engineers a plan to rescue a valuable prisoner—and his intel—from captivity.



Jeffrey and Coulson set up a fake car accident and Jeffrey flips over a car to make it look convincing. He figures that it will stop the prison bus, and tells Coulson that there is another prisoner that they're interested in more than Daisy. Jeffrey asks how well Coulson knows Jemma, and points out that she thinks the Doctor-Fitz-is brainwashed. He wants to know what else Jemma is hiding.

When they receive word that the bus is coming, Jeffrey hides and the bus pulls over. When the guards come out, Jeffrey and Coulson take them out and they dis-

cover that the bus is filled with body bags.

In her cell at the Triskelion, Daisy asks Fitz why he's torturing her. He says that he knows the truth about her and her world, and believes that the Daisy he's facing is a replacement. Fitz echoes what Aida told him about how the other world plans to invade theirs, and asks if Jeffrey is from there. Daisy says that they're all from there, including Fitz, and that if anyone could get Fitz to wake up then it would be Jemma. She says that Fitz and Jemma love each other, and Fitz slaps her and says that they face unspeakable choices to get the truth. Daisy asks what happened to him, and Fitz merely says that it's his home and he's not going to let her destroy it. He promises that he'll get to their world first and make sure the Patriot and all their kind pay.

Melinda is looking at the wall of people that were lost at the Cambridge incident. Aida joins her and tells her not to dwell on the past, but Melinda says that they need to worry about the present. She tells Aida that it's time to take Jeffrey out, and Aida says that they may have a weapon that can beat them but there is involved. Melinda tells her that it's only a risk if she has nothing to lose, and eagerly volunteers.

At the S.H.I.E.L.D. base, the team looks at the bodies. Mack says that Hope is still rattled and Grant assures him that she's safer there with them. When Mack offers to help, Jeffrey tells him

to switch the plates on the bus and wipe the GPS so that they can use it. They're going to use the bus to get into the Triskelion and rescue an operative with info about a new Hydra weapon. Once Mack leaves, Grant tells Jeffrey that Jemma is stonewalling him.

Coulson tells Jemma that Daisy wasn't on the bus. She wants to tell Jeffrey the truth because the missions don't matter, but Coulson warns that Grant and Jeffrey aren't like him. He wonders if he and Grant got along in the real world, and Jemma admits that they didn't. Grant and Jeffrey arrive and lead Jemma off.

Melinda goes to the lab and the scientist in charge, Kenneth, explains that they've created augmented strength serum. It's temporary but not Terrigen based, and will give Melinda enough strength to beat Jeffrey.

Jeffrey and Grant question Jemma, who explains what Jeffrey did in the real world. She insists that Daisy and Holden are the key to their all getting out. Jeffrey asks where he's from in real world and if he has a family. Jemma doesn't know, and Jeffrey says that she doesn't know him well enough. He describes his entire life and explains that he's buried 17 friends and family while fighting against Hydra. Jeffrey wonders if it's all meaningless, and Grant says that they'd have Daisy if he had killed Holden when he had the chance. Jemma says that's the Grant she knows, and he knows how she knows that she's the one waking up to another reality. She insists that it can't be real and the man she loves would never execute someone in cold blood. Grant tells her that Fitz did, and Jeffrey insists that what they did matters and she'll never convince them otherwise. Frustrated, Jemma walks out and Jeffrey admits that there might be a grain of truth to Jemma's story. He tells Grant to find out what it is.

Fitz tells Aida that Daisy only gave them lies, and Aida goes into the cell to interrogate her. She tells Fitz to check on Project Looking Glass and he agrees. Daisy tells Aida that her prison sucks, and Aida insists that she just fixed one regret and the subsequent world is a consequence of that. Holden screams from the next cell and Aida has a guard torture him. She tells Daisy that she can't give Daisy her powers but she can give her Lincoln. Daisy can have a peaceful life with him, with no memory of her old life and no regrets. In exchange she has to tell Aida where she is in the real world. Daisy realizes that Aida is the puppet master, and says that sometimes what people want isn't right for them. She wonders what Aida gets out of all of it, and Aida says that she gets a choice.

Burrows tells Jeffrey that they've identified half of the bodies. Mack reports that he's removed all of the tracking devices from the bus, and has decrypted the radio so they can listen in on Hydra transmissions and steal some intel. He offers to rive, but Jeffrey says that they already have a volunteer.

Coulson meets with Jemma, who admits that she lost Jeffrey after she explained. Hope overhears them and knows Fitz from the history books. As Coulson tells her that it's more fiction than fact, Mack comes in. Jemma stares at Mack in surprise, and asks about Hope's mother. Mack says that it's just him and his daughter and takes Hope to get something to eat. Jeffrey calls Coulson over and gives him a fake ID they've created for him to get him past the gate.

A scientist, Alistair, tells Fitz that a co-worker saw a camera in the suspect's locker. The camera was an antique, and they shipped him off to an Enlightenment Center. Alistair figures that Fitz is troubled over a woman, and suggests that Fitz have a cup of tea with him: Fitz's father.

Coulson drives the bus up to the Enlightenment Center gate and the guard checks his ID. The guard questions him and Coulson says that he's filling in for the normal driver. A guard comes aboard and searches the gate, but fails to see Jeffrey and Burrows hiding in the body bags. The guard finally lets Coulson through.

In his cell, Holden yells at the guards to kill him since they've taken everything from him, including Agnes. Daisy listens from her cell and hears Holden crying. She figures that he's getting everything he deserves for creating the Framework, and Holden tells her that Fitz killed Agnes. Daisy wonders how one regret could change who someone is, but Holden tells her that of course it can and all it takes is one sentence... like "I love you" or "We're having a baby" or "She's gone." When Daisy says that she didn't think Fitz was capable of murder, Holden tells her that under the right circumstances, anyone can do anything. He says that he built a backdoor that Aida can't stop, and tells her how to get to it.

Alistair wonders why Fitz is so down on himself, and Fitz explains that he had to kill an enemy of the state. His father wonders what the problem is, and Fitz wonders if he didn't need to kill

her or maybe she was mentally ill. Alistair says that the doubts are Fitz's mother talking, and tells him that the man he raised is a great man in a hard world. He insists that in a hard world they can't afford the luxury of sympathy, and they don't buckle to guilt or sentiment. Alistair says that everyone needs the strap cross the back and Fitz has felt it, and Aida is the only other person who understand it. He figures that Fitz loves Aida, and Fitz says that he doesn't know what kind of man he'd be without Alistair.

Coulson presents his ID to the soldier inside, and Jeffrey chokes the man unconscious when he checks the body bags. He tells Coulson and Grant that they need to find the man with important intel, and Coulson mourns telling the lies that supported Hydra. Jeffrey tells Burrows to stand watch while he and Coulson find the man. They fight their way in and free the prisoners. The man they're looking for hugs Jeffrey, who introduces him to Coulson as Antoine Triplett. Coulson uses Trip and says that the name felt fast, and Trip says that his boots have the intel in them.

Melinda receives a report about the unscheduled drop at the Enlightenment Center. Fitz injects her with the steroids and says that she has an hour of augmented strength.

At the S.H.I.E.L.D. base, Jemma talks to Mack and looks at the Hydra history books. Mack describes all of the missing history like the Trail of Tears and Martin Luther King, and says that he's the judge at his home. He goes over to Hope and Jemma watches them smiling. Grant is doing the same, and Grant says that they're all fake. He figures that Jemma doesn't like him because he's someone that he's not, and Jemma admits that she can't stand to look at him. Grant wonders what he did in the real world, and Jemma tells him that he killed several people. He apologizes and wonders if what Mack feels for Hope makes it real. A Hydra transmission comes in about a potential breach and Grant realizes that Jeffrey and the others have been discovered.

Trip and Coulson search for Trip's boots, and he explains that they contain an old-school spy camera. He took photos of Fitz's secret project, just as he finds the boots. Coulson sees a guard leading his student Chris to a quarantine building, and Trip explains that all of the kids end up there. Smiling, Coulson tells Trip to get the plans to Jeffrey while he helps the kid that he let down once before. Trip finds Jeffrey and tells him that Coulson took off. The Quinjet with Melinda arrives and Jeffrey tells Burrows to get the film back to base while he gets Coulson. Trip offers to take Jeffrey to Coulson.

Burrows calls in and tells Grant what's happening. Grant says that Jeffrey needs an extraction, and he says that it's time to see what the big man can do. Jemma offers to go in his place, and explains that what happens to Mack happens to him in both worlds.

Grant asks if it has anything to do with Hope, and Jemma doesn't respond.

Melinda attacks Jeffrey, who tells Trip to get Coulson while he handles her. He realizes that she's been juicing and they fight.

Coulson enters the quarantine building and finds the students being brainwashed. He locates Burnell and Chris, and as he frees them Trip arrives.

Melinda pushes her attack against Jeffrey, who continues taunting her. He asks if she joined them, and knocks her away. Melinda insists that Jeffrey is a terrorist, and he says that if he was then she'd be dead. Once he walks off, Melinda radios in and tells Aida that her strength is fading. Fitz is with Aida and tells Melinda to have the Quinjet destroy the quarantine building. It does so and the building collapses.

Grant and Jemma arrive in time to see the Quinjet fly off. Meanwhile, Trip gets the students off and Jemma stares at Trip in shock.

He explains that people are trapped inside and they go in to help. Coulson is getting the students out and sees Chris trapped as rubble comes down. Jeffrey leaps in the way, blocking the rubble, and is buried with Chris.

Melinda tells her men that she needs verification that Jeffrey is dead, activates her body cam, and goes in. She finds Burnell and the others, who say that there are others who need help. Melinda calls in and asks why there are kids in there. She gets to the classroom and Coulson tells her to put down the gun and help them. Jeffrey lifts the main support up and tells them to get Chris out. Melinda tells them to freeze, and says that she was trying to save a kid. Grant warns her that if she shoots Jeffrey then they all die. Coulson tells her to shoot them or help, and they form a chain to get Chris out. After a moment, Melinda joins in and Chris thanks her for her help.

Jeffrey realizes that they can't save him and tells them to get out. Coulson refuses at first, but realizes that it's hopeless and reluctantly goes. The others go as well, Melinda last. She looks at Jeffrey and the nods, and he sees her. Once she leaves, everyone gets to the bus and they can only watch as the building collapses.

Alistair and Fitz share a toast to the success of the mission as Aida looks on.

In the real world, Aida checks the mentally imprisoned S.H.I.E.L.D. team. Jeffrey's monitor has flatlined, and she realizes that he's dead.

Melinda visits Daisy and asks if it's true that Daisy is an Inhuman. Daisy says that she is, one powerful enough to bring the Triskelion down. Melinda says that she hopes so and smashes a Terrigen crystal on the floor. The mists form a cocoon around Daisy.

All the Madame's Men

Season 4

Episode Number: 85

Season Episode: 19

Originally aired: Tuesday April 25, 2017
Writer: James C. Oliver, Sharla Oliver
Director: Bill Gierhart
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye/Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso "Mack" Mackenzie), John Hannah (Holden Radcliffe)
Recurring Role: Brett Dalton (Grant Ward), Mallory Jansen (Aida), Zach McGowan (The Superior), BJ Britt (Agent Triplett), Simon Kassianides (Sunil Bakshi), Patrick Cavanaugh (Burrows)
Guest Stars: David O'Hara (Alistair), Jordan Rivera (Hope), David Weiss (Serious Man), Andy Comeau (Hydra Doctor), Benjamin J. Cain Jr. (Hydra Agent), Kavita Patil (Mrs. Lee), Emily Peck (Laura), Dasha Flynn (Woman with Glasses), Asha Goyal (Hope's Friend)
Summary: Aida proceeds with Project Looking Glass, while Daisy goes on the run with her new ally.



News anchor Sunil Bakshi gives a report on the death of the Patriot.

In the cell, a guard comes in as Daisy breaks free of her terragenesis cocoon. Melinda knocks the man out, and Daisy thanks Melinda for her help. More guards arrive outside and the two women run out, returning fire. Melinda directs Daisy to the elevator leading to the garage and Daisy covers her while she takes out the last of the guards. They go to the elevator only to find Aida and two more soldiers waiting for them. Daisy and Melinda have no choice but to drop their weapons, and Aida notes that none of the prisoners

could escape their true nature. Daisy blasts Aida out the window with her quake powers to the sidewalks many stories below, and then leaves with Melinda.

In the Superior's facility, Aida is automatically released from her connection to the Framework. She tells the Superior that she's recalibrating after a setback, and Melinda is starting to question the narrative she was programmed with. Aida insists that it is only a slight complication, and the Superior prepares to shoot Melinda dead. However, he discovers that he can't pull the trigger.

Aida explains that she built him and her primary directive requires her to protect their captives. However, if they become a direct threat to the Framework then they no longer require protection. Daisy and Jemma's deaths are now required, and the Superior says that he'll find them.

In the Framework, Mack turns off the newscast and Grant suggests that they think retaliation. Mack tells him to talk to the refugees and say that they can have a better life, and Tripp suggests that they review the plans he stole. Coulson worries to Jemma that the movement could die with Jeffrey's death. On the news, Sunil reports that an Inhuman made an attempt on Aida's life and the assailant remains at large. Jemma figures that it's Daisy.

Daisy and Melinda avoid the patrols and Melinda explains that when Jeffrey sacrificed his life for her, it made her question her allegiances. Daisy realizes that they've lost one, and Melinda wonders how she can control her powers so quickly. Her comrade says that she's had practice but doesn't go into details, and says that all she knows is a time and place to contact the Resistance.

A Hydra doctor tells Fitz and Alistair that the impact shattered her spine. Fitz tells the medical staff to leave, and Alistair tells his son that he should focus on the traitors that made them look weak. He asks Fitz what he's going to do, and Fitz says that he's going to send a message that betrayal will not be tolerated. Alistair tells Fitz that he's the new head of Hydra.

Later, Sunil comes to see Fitz. Fitz says that Aida is fine, and Sunil that she appear on his show that night. In response, Fitz refuses and says that he wants the public afraid. That night, Sunil reports that Daisy is a member of the Inhumans First resistance and her accomplice is Melinda. He asks the public to do their civic duty and bring the killers to justice. Grant sees the broadcast and says that he has to find Daisy. Once he leaves, Hope asks Mack if they would really kill Daisy. Mack assures her that Daisy will be fine, and explains that Hydra controls the news.

Grant tells Coulson that he's gathering a team to look for Daisy. Coulson says that they should think it through, and figures that they should wait for Daisy to contact them. When Grant points out that he's a school teacher, Coulson explains that he was approached to join S.H.I.E.L.D. but he refused because he was afraid of the responsibility. Now he thinks that he should have. Grant says that he was serving time when he got the same offer from Victoria Hand. Victoria told him that he could be a good man, and Daisy was the one who made him believe it. Grant insists on going, and Coulson tells him to try and not get killed.

Daisy and Melinda continue through the streets and prepare to steal a car. A woman sees them and they see a billboard declaring them traitors.

At the HQ, Jemma and Tripp go over the stolen plans. She realizes that the machinery is Darkhold quantum energy tech, and figures the device would need something more powerful than a hydroelectric dam. Tripp overheard plans to send parts east to an oil drilling platform. Jemma figures that the machine is being built on one of the Superior's assets in the Baltic Sea, and they head out on a Quinjet to check it out.

Melinda tells Daisy that she saw Jeffrey die, and they approach the rendezvous. As a resistance member demands to know who they are, a Hydra SUV pulls up and the soldiers open fire. They wound the guard, and Melinda and Daisy get him inside just as the soldiers fire a grenade at them.

Cavanaugh tells Coulson and Mack that one of their field agents reported contact with Melinda and Daisy. Coulson says that they'll check it out, and he and Mack head out. Mack asks one of the women, Mrs. Lee, to watch Hope for a few hours. He tells his daughter that he has to go, and asks Hope to start repairing broken walkie-talkies.

As Daisy barricades the door, Melinda confirms that the field agent is still breathing. She figures that Hydra will call in an air strike, and admits that she did the same thing against Jeffrey. Daisy tells her that she didn't know, but Melinda points out that it doesn't change what she did. She hopes that if more people saw what Melinda saw then she'll fight back as well.

Fitz is sitting with an unconscious Aida and tells Alistair that her condition has changed. Alistair reports that they've found Melinda and Daisy, and he has men closing in on their position. As Fitz says that he'll monitor the situation personally, Aida wakes up and tells Fitz to finish Project Looking Glass. Once it's completed, her body won't matter. Fitz agrees and Alistair says that he'll deal with the traitors.

Hydra soldiers break in and Melinda kills the first two. As another one gets the drop on them, Mack arrives and knocks him out. He then aims his gun at Melinda and says that he's not there to help the woman who held Hope hostage. Daisy insists that Melinda helped her, and Coulson arrives and says that it's not a good time to be holding guns on their allies. He tells Mack that he trusts Melinda and so should Mack, and after a moment Mack lowers his gun. They head out through a secret Prohibition tunnel.

As Jemma and Trip fly to the Baltic, Jemma spots an oil rig with a deeper structure. They land and slip in, but find no one there.

Jemma realizes that Aida is building it in the real world, and now she knows what it will do.

The Superior looks at the prisoners and tries to cut Coulson's throat, but his body won't let him.

Jemma explains that Aida has found a way to have the machine create living tissue. Aida will use it to make herself into a real person.

The Superior tells the unconscious Coulson that when the machine is built, he and Aida will both be free.

Jemma tells Trip that Aida's whole plan has been to build herself a living body. She's surprised when Trip believes her, and he says that a week ago they were about a week out from completing the project.

In his lab, Fitz works on the machine. Alistair comes in and reports that the traitors escaped and they lost seven agents. Fitz tells him to find and kill them no matter how many agents it takes. Alistair says that if he wanted Fitz hysterical he would have left him with his father. Fitz calms down and Alistair assures him that he'll follow him. As Alistair goes, Fitz says that he can't tolerate failure even from his own father.

Coulson and the others take Melinda and Daisy back to S.H.I.E.L.D. HQ. A relieved Grant greets Daisy, and tells her that Jemma and Trip are on a recon mission. Grant explains that Jemma told him about the other world and asks if Daisy believe sit. Daisy admits that she does, and asks Grant to trust her because she knows a way home. He realizes that he won't be going with her, and hoped Daisy would be the girl he knew. Grant says that he's glad she's safe and walks away.

Alistair goes to Holden's cell and asks where the traitors are going. He wonders why Melinda would help Daisy, and says that he knows that Holden came from the other world. Holden says that the other world is the real world, and there Alistair is a pathetic drunk that doesn't recognize Fitz's genius. Alistair chuckles and then punches Holden, and says that Holden knows nothing about him or his son. He then proceeds to beat Holden.

The team watch the cam footage of the building collapsing on Jeffrey. Melinda warns that getting it out won't make up for what she did, but it's a start. Daisy says that she knows a way to destroy Hydra for good. If they can get to the backdoor then all of their problems go away, but she needs all of the help that they can get. Daisy insists that none of it will matter in the real world, and tells Coulson that it's the only chance to wake people up. Coulson says that they need a way to divide Hydra's forces to save themselves... by saving the world.

As Sunil flirts with an aide in his studio, the Resistance breaks in and takes everyone captive. When Sunil says that he won't slander hydra, Daisy blasts him and says that the facts will speak for themselves.

Fitz finishes the machine design. He then goes to Aida and tells her that it's done. He assures her that her new body will be what she was meant to be. Fitz asks her to take him with her, and Aida tells him that she hoped that he'd say that.

Coulson puts on a suit and Melinda stares at him. She says that she thinks they've done it before, and advises him to just tell the truth. Meanwhile, Daisy tries to lock the system so Hydra can't block the feed. Grant says that he'll hold the fort as long as he can while the others get out. He doesn't want Daisy to think he's anything like the Grant in her world, and realizes that his real- world counterpart is dead. Grant wonders if he'll get his Skye back once Daisy is gone, and Daisy admits that she doesn't know. She tells Grant that she didn't totally understand her Grant until she met the Framework version, and admits that there was some good in him all along. Daisy hopes that Grant's Skye comes back to him.

Alistair tells Fitz that Holden hasn't talked yet, and Fitz says that they'll convince him by giving him a reason to live.

The team prepares to leave the studio, and Coulson tells Grant that Jeffrey would have been proud of what they did. Daisy wishes Grant good luck and goes. Grant activates the transmission and begins the tape. Coulson says that what Hydra said about Jeffrey was a lie, and runs footage from the bodycam showing that Hydra called in the air strike. He says that they now have the chance to all be patriots, and asks if they will hold hydra responsible.

Cavanaugh runs to Grant and tells him that there are people outside... and they're there to help.

Across the nation, people watch Coulson's speech. He says that he's not a history teacher: he's Phil Coulson, Agent of S.H.I.E.L.D..

In the real world, the Superior looks at the constructed machine. Aida tells him that once the machine is completed her restrictions—and the Superior's—will be lifted. He tells Aida that Jemma and Daisy are aboard a S.H.I.E.L.D. jet, and once they get a lock his men will shoot it down.

Farewell, Cruel World!

Season 4

Episode Number: 86

Season Episode: 20

Originally aired: Tuesday May 2, 2017
Writer: Brent Fletcher
Director: Vincent Misiano
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye/Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso "Mack" Mackenzie), John Hannah (Holden Radcliffe)
Recurring Role: Natalie Cordova-Buckley (Elena Rodriguez), Mallory Jansen (Aida), BJ Britt (Agent Triplett), Patrick Cavanaugh (Burrows), Briana Venskus (Agent Piper), Max Osinski (Agent Davis)
Guest Stars: David O'Hara (Alistair), Jordan Rivera (Hope), Ricardo Walker (Agent Prince), Richard F. Whiten (Gedrick), Rheagan Wallace (Marilyn)
Summary: The team tries to get out through Holden's backdoor, but not everyone is convinced. . . and one individual refuses to go through.



10 Days Ago — Aboard the Zephyr, Jemma tells Yo-Yo not to wake them up no matter what, and enters the Framework. Once they're "gone", Yo-Yo tells Piper that they wait.

Time passes, and finally the Zephyr runs low on power, forcing them to touch down and refuel. Piper points out that they can't trust S.H.I.E.L.D., and Yo-Yo notes that they're lucky the government hasn't shot them out of the sky. She insists that they have to find something else to turn off, and Piper suggests that they turn off the cloaking. The other agents point out that it's the only thing keeping

them safe, but Yo-Yo tells them to do it.

In the Framework, Aida dispatches units to clean up the streets after Coulson's broadcast. At S.H.I.E.L.D. HQ, Trip arrives and Daisy greets him. He has no idea who she is, and Jemma and Daisy talk in private. Jemma explains that Aida is building a living body for herself in the real world, and Daisy figures that they can use the backdoor coordinates that Holden gave her to escape and stop Aida. When Jemma suggests that they rescue Fitz, Daisy warns her that they don't have enough time to rescue him, escape, and stop Aida. She agrees that it's not Fitz's fault but if they don't get Coulson out then Aida will call all of them. Daisy promises that they'll find a way to get Fitz out once everyone is safe.

Daisy finds Mack and Hope leaving. She tells Mack that they have some intel that will let them take out Aida, and they need Mack.

When Mack hesitates, Hope points out that Daisy went to jail for what Mack did. The girl says that Daisy is the biggest hero in S.H.I.E.L.D. and he has to say yes, and Mack agrees. Daisy promises that he'll be exactly where he needs to be.

Melinda is treating the injured when Coulson comes over. She warns that people have resisted Hydra before and it never ends well, but Coulson insists that it will be different because people are learning the truth. Coulson says that it's just the tip of the iceberg, and tells Melinda that the

world is a simulation meant to keep them imprisoned. Melinda doesn't believe him, but Coulson insists that something in the world doesn't feel right. Despite that, Melinda says that she's not following anyone blindly and requires evidence.

Fitz goes to Holden's cell and demands to know where Daisy is heading. Holden realizes that Fitz is afraid, and Fitz kick him.

Laughing, Holden realizes that the others are fighting back and soon will escape the Framework. Fitz points out that they will all die if they escape the Framework, and says that there's a way to be reborn. He explains that they built a machine in the real world that can transfer human consciousness into an organic body. Holden realizes that Aida is using the Darkhold, and Fitz says that Holden can have a new series of bodies in the real world. After a moment, Holden tells Fitz that Daisy is looking for a way out.

Jemma talks to Melinda and says that it's good to have her back. She insists that they're teammates in the real world, and insists that the Fitz she knows is a kind caring person. When Melinda mentions that Alistair is Fitz's father, Jemma realizes that's what Aida changed for Fitz. She asks Melinda if she can still access Hydra personnel files.

Later, Jemma goes to Alistair's apartment, draws a gun on him, and says that he's going to help her fix it.

Daisy reviews Holden's coordinates with Trip, who assures her that he can fly them there. He wonders about the team that Daisy is assembling, and Daisy admits that Trip was part of the team in the real world. Trip tells her that Jemma left base an hour ago.

Jemma goes inside and Alistair insists that he's been a good father. He loved Fitz and raised him to be a great man, and everything he has is what Fitz gave him. Jemma says that she can fix it, and tells Alistair that Fitz is in danger from Aida. Alistair figures that it's something about the machine that Fitz is working on, and Jemma says that it will kill everyone. She tells him to call Fitz and have him come there, and insists that she could never hurt Fitz. After a moment, Alistair makes the call.

Fitz is flying to the coordinates when Alistair's call comes in. Alistair tells his son that he only wanted the best for him, and tells Fitz to do everything that he says. He then tells Fitz that Jemma is there and attacks her. They struggle and Alistair chokes Jemma. The gun goes off, and Fitz hears the gunshot over the telephone.

As Coulson and Melinda head for the Quinjet, Melinda tells him that he's now the face of the revolution. Coulson says that he prefers to be a face in the shadows, just as Daisy arrives and Melinda tells her that Jemma went to Alistair. Daisy says that they can't leave without Jemma, but Melinda figures that she'll be fine.

Fitz and his soldiers arrive at Alistair's body and find his corpse. He tells his men that they know where Jemma is going and to get back onto the Zephyr. Holden is with them, and Fitz asks him if Jemma loves him. When Holden says that it was an accident, Fitz forces him to look at Alistair's body and says that he intends to put a bullet in Jemma's skull.

In the real world, Piper assures Yo-Yo that Mack is still alive. Russian fighter jets approach the Zephyr and they realize that the Superior sent them. They don't have power to control their guns, and if the team doesn't escape the Framework soon then they'll all die.

In the Framework, Jemma arrives at the Zephyr and tells Daisy that she accidentally killed Alistair. She figures that they have lost Fitz now, but Daisy says that they'll figure something out once they get back to the real world.

Fitz's assistant Melanie tells Aida that Alistair was murdered. Aida tells Melanie to send word to have Fitz return to the Triskelion immediately. When Fitz receives the orders, he orders the pilot to continue on course. Holden realizes that they're heading to a steel mill, not a city park, and Fitz says that Aida has made a few modifications.

The S.H.I.E.L.D. Zephyr arrives at the city and lands at the steel mill. Daisy says goodbye to Trip, and suggests that he become the new Patriot. She hugs him, and he tells Daisy to take care of herself.

The team head through the mill and Daisy warns Jemma that something doesn't feel right. Coulson finds the location: a pit of molten steel. Jemma suggests that Aida build the place as a way to prevent people from passing through the back door. She figures that there's no way out and Aida has won.

Melanie tells Aida that Fitz isn't returning as ordered. Aida tells her that Jemma is trying to reach Fitz and must have found a way out. She tells the doctor to proceed with the transfer of

her consciousness to the human body in the real world.

In the Superior's base, the machinery comes to life and starts creating Aida's organic body.

Melinda demands proof, but Daisy says that they have to trust Daisy. Mack figures that Daisy lied to her, and has taken her away from his daughter. Coulson still believes that Daisy is right and they need to find another way through the back door. Daisy uses her powers to start parting the molten steel, but the Hydra soldiers arrive and open fire. After blasting the Hydra soldiers with her powers, Daisy parts the molten steel, revealing a portal. Coulson and the others realize that it's real, and he tells Melinda that they're going back to their world. Before Melinda can stop him, Coulson goes to the edge... and a Hydra soldier shoots him.

Melinda tells Daisy that Coulson isn't going to die on her watch, goes out, and kills the Hydra soldier. She then helps Coulson up, and he tells her to help him to edge. Melinda does so and Coulson asks Melinda to come with him. He admits that it's going to be a leap of faith, and she says that it isn't that easy for her. Coulson tells her to follow his lead and jumps into the portal as the Framework starts to collapse.

Coulson wakes up in the Superior's base and unfastens himself. He tells Melinda that she can do it. After a moment, Melinda wakes up and she says that she followed him. Coulson pulls her free and sets her down, and they see Aida hooked up in one of the pods. He gets a knife and prepares to kill Aida.

As the Framework starts to collapse, Mack realizes that Daisy has been telling the truth. Jemma heads for the portal, but Fitz confronts her, gun drawn. She insists that Aida took Fitz from her and she came there to rescue Fitz, but Fitz points out that she killed his father. Jemma tells him that it's been an accident, and that Aida is a robot that who has manipulated the entire thing.

She begs Fitz to wake up, and Fitz orders her to her knees. Jemma refuses and Fitz shoots her in the leg. She tells Fitz that she loves him, and Fitz says that she means nothing to him. He tells Jemma to repeat the words, but Holden disarms him and says that the Darkhold corrupted what he wanted.

Holden tosses Fitz into the portal and then tells Jemma that bringing Fitz there was the only way that he could save him. He figures that Fitz will be his old self, and tells Jemma that she should go. Jemma jumps into the portal and wakes up aboard the Zephyr in the real world. The Russian fighters open fire, hitting the Zephyr.

Daisy tells Mack that it's his turn. He wonders about Hope, and Daisy admits that Hope doesn't exist in the real world because Aida fixed his biggest regret to keep him there. Mack says that he's staying, even if it's not real, and Daisy tells him that Hope is computer code. He doesn't care because Hope is real to him, and Daisy says that she understands. However, she tells Mack that there are people who love him very much. Mack tells her to tell them that they're sorry, and wishes Daisy luck.

Daisy wakes up on the Zephyr and tells Yo-Yo that Mack chose to stay in the Framework.

Fitz wakes up in the Superior base and wonders what he did. He insists that he killed people and sees Mace's body, and tells Coulson that he ordered the air strike that killed him. In the next room, the new Aida gasps her first breath and smiles.

Coulson tells Fitz that none of it was his fault, but Fitz insists that he's a bad person. Aida comes in and says that she's happy to see Fitz. Coulson realizes that she isn't a robot anymore, and Melinda prepares to shoot Aida. Aida has Fitz feel her skin, and tells him that they can make the world whatever they want. She grabs Fitz and they both disappear before Melinda can get a clear shot.

In the Framework, Mack returns to the S.H.I.E.L.D. base and finds Hope sleeping. Trip is with her, and Mack tells him that they all made it through. Hope wakes up and Trip leaves father and daughter alone. Mack tells Hope that the mission was more complicated than expected, and the others aren't coming back. He assures his daughter that they're all good and says that they went to a place like Kansas in *The Wizard of Oz*, while the two of them are going to stay there because everything he needs is there.

The Return

Season 4

Episode Number: 87

Season Episode: 21

Originally aired: Tuesday May 9, 2017
Writer: Maurissa Tancharoen Whedon, Jed Whedon
Director: Kevin Tancharoen
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye/Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso "Mack" Mackenzie)
Recurring Role: Mallory Jansen (Aida), Natalie Cordova-Buckley (Elena Rodriguez), Zach McGowan (The Superior), Adrian Pasdar (US Air Force Colonel Glenn Talbot), Briana Venskus (Agent Piper), Max Osinski (Agent Davis)
Guest Stars: Ricardo Walker (Agent Prince), Brennan Feonix (Airman Whitley), J. Michael Evans (Airman Richardson)
Summary: An even deadlier enemy looms in the wake of the team's victory in the Framework.



Beneath the Superior's oil rig in the Baltic, the Superior is reading the Darkhold when he hears Aida arrive. He goes in and listens as Aida teleports away with Fitz. Coulson and Melinda realize that Aida has Inhuman powers now, and try to process their real lives with their lives in the Framework. The Superior tells them that they're only alive because he had restrictions on him, and the restrictions have just been lifted. Melinda shoots the Superior, but the bullet has no effect and he quickly disarms her and knocks her to floor. The Superior then pins Coulson to the wall, and he summons his force

shield and slices off the Superior's head, revealing that he's an LMD. Two more Superiors are in the next room, and Coulson quickly seals the door to keep them out.

Yo-Yo and her team in the Zephyr tell Jemma and Daisy that they've taken three hits, and they had to pull the plug on everything to keep the Framework running for them. The Superior's fighters continue firing, and Yo-Yo goes with Jemma to the avionics bay. Yo-Yo demands to know what happened to Mack, and they come to a fire cutting them off.

Coulson tells Melinda what's been going on, including the fact that she was replaced by an LMD. Melinda is offended when she realizes that Coulson took a while to figure out the LMD was a LMD. He seals the door and says that Mack has to stay put and they can't wake him up. They figure that they have to take control of the base, and Coulson figures that help is on the way.

On the Zephyr, Yo-Yo speeds in, puts out the fire, and gets the power cable Jemma needs. They discover that the cable won't quite reach, and meanwhile Davis at the controls spot a fighter coming in at them. Jemma hooks up the power just in time, acting the defensive fields, and the fighter blows up against them. They then set course for the oil rig, and Jemma figures that Fitz is in the worst shape of all of them.

Fitz finds himself and Aida on a beach. She enjoys the ocean and the sand on her feet, and then apologizes to Fitz for what he's going through. Aida tells him that he did what he had to

do to survive the Framework, but assures him that it was a simulation created by Holden. Fitz remembers that Aida was in the Framework and she claims that she was a slave programmed to make the adjustment that Holden required. He insists that she manipulated him, but Aida tells him that the only changes she made in Fitz's life was reintroducing him to Alistair and putting herself in his life. She met him at the academy in the Framework, but didn't feel anything until she gained her human body. Aida takes Fitz's hand, says that she chooses him, and teleports them both away.

The Zephyr flies to the oil rig, and Daisy tells Yo-Yo that Mack didn't want to leave Hope. Yo-Yo knows about Hope and says that she's dead, and Daisy explains that in the Framework Hope is still alive. She points out that Mack didn't remember Yo-Yo, and Yo-Yo prepares to go into the Framework after Mack. Daisy insists that they need Yo-Yo there making sure that Mack stays alive.

Coulson works out where they are from his memories of the Framework. Melinda looks at the medical supplies, including epinephrine, and figures that it would give her enough adrenaline to take on the Superior LMDs. Coulson refuses to let Melinda endanger herself, but Melinda says that Jeffrey died and she has to take one for the team. When Melinda jokingly says that Coulson can give her mouth- to-mouth if she passes out, Coulson reacts and she wonders what's up. Coulson finally claims that the LMD tried to kill him, and Melinda tells him to keep her alive.

The agents tell Jemma that they can't go any faster, and shows her and Daisy Talbot on the news, saying that S.H.I.E.L.D.

headquarters were blown up and Daisy may have been responsible. Talbot tells the reporters that they're still hunting for the LMDs and find out who is responsible.

Aida takes Fitz to Holden's penthouse, which was her penthouse in the Framework. She suggests that they decorate it together, then admits that it was a bad idea and she's overwhelmed by her new feelings. Aida starts to touch Fitz's shoulder, and Fitz asks her if she has empathy. She says that she does, and Fitz tells her that her actions could be perceived as ruthless. Aida tells him that she was ruthless to acquire the man she loved. She realizes that she made a mistake bringing Alistair into Fitz's Framework existence, and says that she was programmed to make them all happy. Fitz wonders who else was on the list, and what the Superior has planned for his friends.

The Superior LMDs break into the medbay, and Melinda and Coulson attack them. Melinda adrenaline boost lets her match their strength, Coulson fights another one and hits it with a steel bar, but it shrugs off the blows and disarms him. When the LMD steps into a puddle of water, Coulson tosses a power cable into the water and short circuits it. Meanwhile, Melinda defeats her opponent and then collapses. They both figure that the LMDs were stalling.

The Superior tells his men to launch the submarine and then fire its torpedoes at the rig, destroying it.

Coulson drags Melinda along trying to find a way to the surface, and admits that he wasn't honest with her about what happened. The torpedo hits and water floods in, and Coulson tells Melinda that they'll get to the surface and then he'll come back for Mack.

Aida is overwhelmed by the information, and Fitz says that they have to rescue his friends. She remembers Melinda threatening her with a gun, and says that she's afraid to die. Aida wonders if she can be loved, and Fitz tells her to make her own choice now and do the right thing. She focuses on empathy, not fear, and Fitz begs her to save the others.

Water floods into the medbay, rising up around the comatose Mack.

A door closes, sealing Coulson and Mack in.

Aida teleports into the sub and confronts the Superior. She tells him to leave the S.H.I.E.L.D. agents alone and doesn't want to hurt anyone else. The Superior tells her that she's suffering from regret, and points out that she no longer controls him. He tells her that she's free to do whatever she wants, and he plans to do the same thing. The Superior reminds her that she stood by as he took a hammer to Jeffrey's corpse, and she can't process her new emotions. Aida slams him against the wall and threatens to kill him, and the Superior points out that she can destroy the body but his head is elsewhere and controlling his other bodies. After a moment, Aida teleports back to the penthouse, grabs Fitz, and then teleports away again.

Coulson reaches the surface and finds the others waiting. He hands Melinda over and then he, Yo-Yo, and Daisy go to the elevator. A fireball fills it, and Jemma warns that they have to get off the rig. Yo-Yo refuses to abandon Mac.

The water rises up over Mack's head. Aida finds him and teleports him and Fitz to the Zephyr. As Fitz tells her that she did it, Jemma knocks her out and then Fitz. She tells Coulson that they have Mack, and the trio on the rig escape in the containment module just as the rig goes down.

The team arrives at the base and find it blown up from when the Melinda LMD blew it up to stop them from coming after it. They land and go inside, and Jemma lowers I the containment module with the unconscious Fitz and Aida. Yo-Yo offers to cut off Aida's hand, and Coulson points out that she's real now. Jemma doesn't believe it, but Melinda insists that there's no more killing. They wonder what to do with Fitz, and Jemma asks Coulson and Melinda if they remember what happened to them in the Framework. Melinda says that they had full lives there, and Jemma wonders if it feels as real to them as their real lives. She walks off, and Daisy explains that Jemma is afraid Fitz will be the same person he was in the Framework. Yo-Yo figures that Jemma is afraid that Fitz loves someone else.

Fitz wakes up and finds Aida looking at a simulated view. She says that it's ironic now that she's alive and can tell the difference. Fitz thanks her for saving Mack, and Aida tells him that it was the best moment of her life. She wonders if they can ever forgive her, and Fitz tells her that they may forgive her but not him. Jemma watches on the monitor as Fitz says that he did the things in the Framework. He figures that he's just like Ward and sits down, despondent. He wonders how Jemma can stomach the memory of him shooting a woman. As Jemma watches and cries, Aida tells Fitz that she wanted to get closer to him to try and understand what Fitz and Jemma felt for each other. Now she understands, and Fitz says that his future with Jemma is dead. Aida says that she understands how deeply he loves Jemma, and it's sad but beautiful. She realizes that Fitz is talking about Jemma and screams at him that she clawed at the chance for freedom and love.

Jemma tells the others that she has to get Fitz out, just as the soldiers break in. Talbot arrives and figures that they're the LMDs.

Aida insists that Fitz must choose her and they'll build a life together. She tries to teleport out but discovers that the containment cell is warded against her powers.

Fitz ducks into the outer room and seals the door, and Davis and the others get her out. Fitz warns them that teleportation isn't Aida's only power, as she uses Lincoln's electrical powers to destroy the dampers and teleport away.

Coulson tells Talbot that they're not robots. Talbot doesn't believe them, and says that he found Jeffrey's body with his bones quaked apart. There are twelve S.H.I.E.L.D. agents in critical and more dead. Coulson offers to try and explain it.

Fitz tells the agents to abandon him, warning that Aida can't be stopped. Some of Talbot's soldiers find them, and Aida teleports in and kills one with his own gun before teleporting away.

As Coulson tells Talbot what happened, the squad radios in saying that Aida is everywhere. Melinda realizes that Aida got out.

Agent Prince gets Fitz down a corridor, and Aida teleports in and kills him. Davis arrives and shoots Aida in the chest, and Piper drags Fitz into the containment module while Davis goes back after Aida. Fitz warns that Aida can't be stopped, and sees Melinda. He tells her about the other Inhumans they tested, and Melinda runs off. When the soldiers prepare to shoot her, Daisy threatens to quake them.

Fitz tells Piper that Davis is already dead.

Aida reactivates, heals her wounds, and attacks Davis.

Coulson and Daisy tell Talbot that they're leaving on the Zephyr. After a moment, Talbot orders his men to fall back. They go to the hanger where Melinda is lifting off in the Zephyr.

Jemma visits Fitz in the module and sits down next to him. She gently hugs him and he breaks into tears.

As Daisy and Coulson head for the hanger, Coulson wonders where Yo-Yo was. Daisy realizes what she's done and runs back to the medbay. Yo-Yo has hooked herself up into the Framework with Mack.

Aida teleports to the Superior, who says that she's suffering from heartbreak. He offers her some vodka, and she gulps it down. Aida then says that to be human is to suffer, and the Superior tells her that there are things beyond the universe and Aida may be one of them. Aida screams that she doesn't want the suffering, and the Superior can help her feel something else. He plans to rebuild the world to match the one in the Framework. Aida points out that his plan is flawed and takes another drink, and says that she wants them to suffer. She then tells the

Superior to make her feel something else and kisses him. She throws him to the floor and then beats his skull in. Another Superior LMD arrives and asks if she feels better.

The soldiers tell Talbot that they lost three men and the place is empty. He orders them to clear out and leaves. Behind him, the portal machinery activates and Ghost Rider comes through.

Yo-Yo finds herself strapped to a chair in the middle of a devastated room, and screams in despair.

World's End

Season 4

Episode Number: 88

Season Episode: 22

Originally aired: Tuesday May 16, 2017
Writer: Jeffrey Bell
Director: Bill Gierhart
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye/Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso "Mack" Mackenzie), John Hannah (Holden Radcliffe)
Recurring Role: Gabriel Luna (Robbie Reyes), Mallory Jansen (Aida), Natalie Cordova-Buckley (Elena Rodriguez), Zach McGowan (The Superior), Patrick Cavanaugh (Burrows), Jordan Rivera (Hope), Adrian Pasdar (US Air Force Colonel Glenn Talbot)
Guest Stars: Joel Stoffer (Silhouetted Man), Zibby Allen (Lt. Evans), Joris Jarsky (Sergei), Karole Foreman (Waitress)
Summary: Aida prepares to end the world with the Darkhold's help, and the S.H.I.E.L.D. team sets out to stop her with an ally.



Robbie starts up his Charger at a S.H.I.E.L.D. impound lot and pulls out.

The Zephyr takes evasive action to avoid Aida from homing on them. Melinda warns Coulson that once it's over, they're going to work out why he drank the bottle of Haig.

In the medbay, Fitz tells Jemma that Aida was created from the Darkhold. He devises the procedure to let her extract dormant DNA from Inhumans pre-Terrigenesis and graft them on herself. Fitz admits that he performed lethal ex-

periments on innocent individuals in the Framework, and Jemma says that it wasn't him. He insists that it was him, but Jemma says that he's still the man he knew and they need to find a solution. When Fitz says that his solution kills people, Jemma tells him that's what they need to kill Aida.

Fitz admits that he doesn't know how to kill her, and Jemma asks him if he wants to kill her. A message comes in on Jemma's tablet.

Coulson and Daisy check on the comatose Mack and Yo-Yo. Daisy blames herself for letting Yo-Yo go into the Framework, and Coulson tells Daisy that it wasn't her call. She discovers that something is happening to the Framework as Jemma comes in.

At the Hydra Triskelion in the Framework, Yo-Yo is strapped to a gurney and yells for help. After a moment a Hydra agent finds her and prepares to shoot her... and Holden kills him from behind. As Holden frees her, Yo-Yo explains that she came in to find Mack.

Holden explains that he kept discovering finding clues to her location in his pockets, and they realize that Daisy left them. he warns that Aida is shutting down the Framework and it's collapsing on itself.

At their warehouse lair, Aida asks the Superior if he's laughing at her. He says that it's sweet to see her consumed with humans, and she threatens to destroy them all. The Superior LMDs wonder why she's so upset, and Aida says that she wants to burn the world to the ground because

of her regret. The Darkhold has shown her what to do, but she wants to make S.H.I.E.L.D. suffer... particularly Fitz.

Robbie drives into the warehouse and tells Aida and the LMDs that he's come for the Darkhold. He smashes the LMDs aside and whips Aida with his hell chain as she goes for the Darkhold. He realizes that she's not a machine anymore, and Aida blasts him with Lincoln's power. Robbie transforms into Ghost Rider and attacks her, and Aida teleports away.

On the Zephyr, Jemma warns Coulson that the Framework will collapse in 12 to 20 hours. She points out that the code—and each individual they represent—are blinking out of existence forever. Jemma tells Coulson that Fitz and Daisy are trying to find an exit for Mack and Yo-Yo, and Talbot calls Coulson. Coulson takes the call and Talbot says that three of his men are dead. When Coulson tells him that Aida killed them, Coulson warns that there won't be a S.H.I.E.L.D. since Jeffrey's autopsy report was leaked. A dozen agencies now know that Jeffrey wasn't an Inhuman and S.H.I.E.L.D. lied about it. There's an international intelligence inquiry the next morning and Talbot needs Coulson or one of his right people there to defend S.H.I.E.L.D.. Coulson warns him that they're Aida's primary target and their presence could endanger everyone there. Once he hangs up, Daisy tells him that Robbie stole his Charger.

Robbie is sitting among the ruined LMDs when Daisy comes in. He admits that he's surprised that he made it back to Earth, and he came back due to the Darkhold.

Aida's burnt arm doesn't heal, and the Superior tells her that Ghost Rider was created by the Darkhold same as her, and she will have to be careful.

Robbie goes to the Zephyr with Daisy and tells them that there was a tear in the dark world where she was created. He escaped through it, and Ghost Rider is drawn to dark matter. Aida is made of the same material as the Darkhold and Ghost Rider wants to send them both back to the dark world. Robbie admits that he doesn't know if he can beat Aida, and Daisy offers to run facial recognition on one of the LMDs that Robbie defeated.

Aida and the Superior examine the LMD of the man, and the Superior assures her that they're going to recreate the Framework... to please her.

In the Framework, Holden takes Yo-Yo to S.H.I.E.L.D. headquarters where Mack is overseeing the evacuation. Yo-Yo wants to go to Mack, but Holden reminds her that Mack doesn't know her. Holden talks to Mack and says that he was at the steel mill when the others jumped through. Hope comes over and asks Yo-Yo who she is, and Mack looks over. Cavanaugh arrives and says that the armory has disappeared, and Mack notes that half the people there have disappeared without a trace. They haven't heard from their other bases, and Mack orders everyone out. He grabs Hope and walks past Yo-Yo without a word. Yo-Yo tells Holden that the next time she talks to Mack, he'll remember her.

Daisy identifies the head as a Russian senior analyst invited to the S.H.I.E.L.D. inquiry. He's bringing the Superior with him.

Talbot isn't answering his phone, and Coulson figure that Aida plans to wipe out S.H.I.E.L.D. once and for all.

At the inquiry, the Superior says that S.H.I.E.L.D. behaves like a secret police and their secret program of weaponizing Inhumans that threatens them all. He says that they offer a solution to destroy S.H.I.E.L.D. once and for all, and shows everyone the Darkhold. The Superior claims that it contains a plan to defeat the Inhumans once and for all. Gunshots ring out outside and Daisy walks in and shoots Talbot dead.

Coulson and the others arrive and find the dead guards in the inquiry building. Robbie goes to the conference room and goes after Daisy. The Superior and the analyst, Sergei, insist that everyone should read the Darkhold and see the answer. Coulson and Melinda arrive and open fire, exposing the LMDs. Talbot's aide Evans confirms that Talbot is still alive, and Coulson calls for medical help. Melinda finds the Darkhold and figures the LMDs will be back for it.

Daisy finds Aida in the basement with several Daisy LMDs. She says that she wants to see Daisy kill herself. Robbie arrives and incinerates the LMDs, and tells Daisy that it's time to take her home. She teleports away and a guard and the Sergei LMD arrive.

Evans tells Coulson and Melinda that the world is going to see the truth via the surveillance footage. Coulson insists that "Daisy" was a LMD, the same as the Russians. When Evans orders her airmen to arrest them, Coulson draws his gun and holds them at bay.

Sergei grabs a pipe and attacks Robbie, while the guard attacks Daisy. She uses a metal plate as a shield to get close enough to kill him. Meanwhile, Robbie grabs a drill and drives it into

the LMDs head. As they take out the guard, the Superior LMDs arrives and throws a knife into Daisy's arm. He tells her that even if she defeats that body, he will build more. Robbie cuts the LMD in half with his hell chain, just as Coulson and Melinda arrive and says that they have to go.

Once the team returns to the Zephyr, Daisy figures that Aida will keep sending Daisy LMDs to assassinate people. Melinda figure that once the video gets out, S.H.I.E.L.D. is dead. Coulson points out that Daisy is an Inhuman, and Aida will use Daisy to unite people against the Inhumans and recreate the Framework. Coulson figures that they can stop her and tells Robbie that he wants to use the Darkhold as bait to bring her in. Robbie refuses, but admits that he can destroy Aida if he can get close enough. Coulson confirms that Ghost Rider is just as desperate to destroy Aida, and says that he has a solution.

Fitz and Jemma arrive and tell the others that they don't have enough power to protect Mack and Yo-Yo. Coulson says that they should go back to the base and take the fight back home. He asks Jemma and Fitz to work together despite their recent issues, and they head back to S.H.I.E.L.D. HQ.

In the Framework, the S.H.I.E.L.D. refugees on their bus are caught in traffic. Burrows is unable to raise any stations. Yo-Yo goes up to convince Mack to leave. She introduces herself and explains that Mack gave her a nickname, and Mack remembers Daisy mentioning her name. Yo-Yo says that the others are safe on the other side, and Mack tells her that he's just trying to keep Hope safe. When he says that there isn't any time, Yo-Yo tells him that he knows the truth about the Framework and they're facing the end. She explains that she was hurt when Daisy told him that he wouldn't leave the Framework, and Mack realizes that they're romantically involved in the real world. Yo-Yo hopes that Mack would remember the love that they have. The bus shakes and when Mack looks out, he discovers that the bridge ahead has disappeared.

Hope screams and when Mack runs back onto the bus, he discovers that everyone is gone except Holden, Yo-Yo, and Hope. Holden tells Yo-Yo that the others are protecting them. Hope wonders what happens next, and Mack says that they're going home.

Back at the base, Coulson mentions the LMD Melinda and Melinda says that they should talk about what happened. Meanwhile, Robbie and Daisy check Mack and Yo-Yo, and Daisy explains about the other world. Robbie says that I the other world, he's just a passenger while Ghost rider fights and kills. He admits that it's painful and lonely, but he's back in the real world now and that's good.

Fitz and Jemma go to the server room, and Daisy tells Robbie that she can't make them use the backdoor that she built into the Framework.

Aida teleports into the server room and tells Jemma that she's dead Back at the S.H.I.E.L.D. base, Yo-Yo tells Holden that she understands why Mack stayed but Hope isn't real. Holden tells her to leave and save herself, and warns that if she somehow forces Mack to the other side then he'll never forgive her... or himself for abandoning his daughter. He tells Yo-Yo that she has to come to the reality that Mack is willing to die with his daughter. Yo-Yo admits that it's killing her, then turns to see Hope behind her.

Aida says that she's realized why humans write sad songs. She likes bashing heads on the floor as an outlet for her sadness, and advances on Jemma. Fitz offers to go with her as long as she doesn't hurt anyone, and Jemma reminds Aida that she's an artificial being. When Fitz says that her feelings must be overwhelming, Aida turns back to Fitz and says that she's decided to only feel one emotion, vengeance. Jemma tries to stab her but Aida easily catches her and stabs her in the chest. She then tells Fitz to beg her to let Jemma leave.

Coulson tells Melinda that he and LMD drank the bottle to celebrate a new beginning. They both admit that part of it may have been real, and Coulson suggests that they start again once they get out of the current mess, and maybe open another bottle. Melinda agrees, and they split up.

Fitz tells Aida that he'll do whatever she wants. Aida says that it's too late and killing Jemma is making her feel better. When she wonders why they feel better when they make someone else suffer, Jemma tells her that there's something wrong with her. Aida twists the knife and Fitz begs her to spare Jemma. Jemma begs Fitz to make Aida stop, and Fitz offers to get the Darkhold. After a moment, Aida tells Fitz that he did it to her. He says that Coulson is reading the Darkhold and powering up the gateway. He offers to take Aida there, but she electrocutes Fitz, slams Fitz into the wall, and tells him that she's going to kill everyone he loves and there's nothing that he

can do. With that, she teleports away.

Aida teleports into the gateway world and asks him if he thinks he can stop her from taking the Darkhold. She says that only Ghost Rider could stop her, and he isn't there. Coulson tells her that she's missing the point, and she needs to learn the concept of teamwork. Jemma steps out and shoots Aida with a submachinegun.

Fitz glances briefly at the Jemma LMD and leaves.

Aida heals the injuries, and Jemma admits that she knew the gun wouldn't stop her. Coulson grabs Aida, and transforms into Ghost Rider. Aida electrocutes him but fails to break Ghost Rider's grip, and she teleports away with him still holding her.

As Daisy tries to build a backdoor into the Framework, Fitz calls to warn her that he can't protect them much longer.

Aida and Ghost Rider teleport out of the base and then back in. Ghost Rider burns Aida, picks up her flaming corpse, and throws it to the ground. Coulson reverts to his normal form and they figure that Aida is dead.

Mack comes into the office, and Hope tells him that Yo-Yo said that Mack will die and she isn't real. When Mack insists that Hope is the most real thing in the whole world, Yo-Yo apologizes for Hope overhearing her. Mack asks why she's doing it, and Yo-Yo says that she doesn't want Mack to die in the Framework. He refuses to live in a world without Hope, and the office starts vanishing. Holden tells them that the office door is the only way out, and time is running out. Yo-Yo begs Mack to come with them, but Mack says that the only person he cares about is there. Yo-Yo sits down next to him and tells Holden that she's staying is okay because the only person she cares about is there. The office keeps vanishing, and Hope wonders if they're going to die. She says that she wants to be real and begs Mack not to leave him, and he promises that he will never leave her. Hope disappears from his arms, and Yo-Yo takes his hand as he breaks into tears.

Daisy realizes that Mack is gone. Yo-Yo opens her eyes and she calls to Mack. After a moment, he wakes up and Yo-Yo sobs in relief.

Later, Coulson talks to Robbie alone. Robbie says that Coulson knows why Ghost Rider made the deal, and Coulson says that he'll tell the others when it's time.

Yo-Yo tells Mack that she understood why he didn't want to come back. She apologizes for not being able to save Hope, and asks if Mack can forgive her. Mack says that there's nothing to forgive, and his years of his father will always be with him... and gave him a glimpse of the life he could have in the real world with Yo-Yo. They kiss.

Coulson and Robbie go to the gateway and Robbie prepares to go through with the Darkhold. He explains that he has to take it somewhere safe, and asks Daisy to watch over his brother. He creates a portal with his chain and tells Coulson that he doesn't envy him. Coulson admits that he was going to say the same to him. Robbie nods once to Daisy and goes through the portal.

Melinda wonders what Robbie meant, but is interrupted when Mack and Yo-Yo arrive. Mack says that they've received word that Talbot is in a coma but alive, and they're heading to the base to get them. Fitz says that he's going to stay because it's all his fault, and he'll take the blame. Daisy tells him that they're all in it together, and she thought separating herself from the team would protect it. She just lost herself, and Fitz was the one who pulled her back in. Daisy says that it might take Fitz a long time to forgive himself, but he has nothing to apologize for. The others agree that they'll pay any price together, and Coulson suggests that they get a bite to eat first.

Holden sits down on a beach and pours himself a drink. He figures that losing immortality is worth it when he lost Agnes. He starts to toast to the end of the world... and disappears.

The team goes to a diner and Coulson points out that it's the first time they've been together in a long time. The lights go out and when they come up, airman come in and arrest them. A silhouetted man turns on a device, says that the window closes in less than two minutes, and tells his men to take the team.

Later, Coulson wakes up on a bunk. He opens a viewing port revealing deep space below. He looks at it for a moment and then walks out and goes back to work.

Season Five

Orientation (Part One)

Season 5
Episode Number: 89
Season Episode: 1

Originally aired: Friday December 1, 2017
Writer: Jed Whedon, Maurissa Tancharoen Whedon
Director: Jesse Bochco
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye / Daisy Johnson), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso "Mack" Mackenzie), Natalie Cordova-Buckley (Elena Rodriguez)
Guest Stars: Jeff Ward (II) (Deke), Deniz Akdeniz (Virgil), Joel Stoffer (Enoch), Peter A. Hulne (Jerry), Derek Mears (Captain), Nathin Butler (Jones), Jermaine I. Brantley (Kree Trooper), John Wusah (Young Soldier), Jordan Preston (Driver)
Summary: Coulson and his team find themselves aboard a mysterious outpost in space, and slowly unravel the mystery of where—and when—that they are.



A man, Enoch, walks out of a house and goes to the pool in back. He dives in and swims, and then goes inside and looks at himself in the mirror. Enoch removes his human skin suit and takes a shower. Later, he puts on a suit and drives to a hangar and meets with a driver who camouflages the waiting van. Armed soldiers are waiting inside, and Enoch joins them and gets a piece of equipment. The squad goes to a diner, shuts off the power, and then goes in while two soldiers stand watch. One says that they haven't done it

for a while and his wife has no idea what's going on.

The soldiers bring out everyone sitting at the counter, in a bag. They load them in the van and drive back to the hangar. Coulson and the others unfreeze and see a giant stone pillar in front of them. It collapses into liquid as they watch, teleporting them away.

Later, Coulson walks among a group of men floating immobilized in a control room. Everything goes back to normal time, and one man is sucked out through the hull. As the hull seals automatically, the others collapses to the floor and the crew survive. Coulson introduces himself and says that he's confused. One man, Virgil, addresses Coulson by name and says that he's come to save them. He asks why he's there to save them, and something roars in the distance. The other man Jones leads them to the door, and something grabs him and yanks him into the darkness. Virgil tells Coulson to get back and Coulson asks him what's going on. Virgil explains that the creatures are Vrellnexians, which they call "Roaches". the level has been sealed up ever since the Roaches breached in.

Virgil explains that he's part of the greeting party, and he's one of the "true believers".

Mack comes in and knocks Virgil unconscious, and then apologizes for knocking the man out when he was explaining things. Looking around, Mack wonders where everyone else is.

Elena appears in a room and a woman wearing a gas mask attacks her. They fight until the woman says that she's Jemma, and points to the corpses on the floor nearby. She thought they suffocated and grabbed the mask, and checks the bodies. The bodies have been dead for a long

time but their fluid has been drained, preserving them. Mack and Coulson brings Virgil in and seal the door, and Elena hugs Mack. Coulson wonders who locked the dead people in.

In the control room, a masked figure floats in through the breach and heads into the ship.

Melinda materializes in an engine room with a pipe through her leg. She grabs the belt from a nearby corpse and uses it to pull the pipe free.

Mack complains that Coulson doesn't have his mechanical hand with him. he says that they should be prepared for anything after all that they've been through, and tells Coulson that he's packing it in once they get through their current situation. Jemma confirms that the dead people are humanoid and have no IDs, and Coulson says that Fury's black box didn't reference S.H.I.E.L.D. bases in space. He finds a metal object in Virgil's pocket, as well as a postcard from Earth.

Melinda manages to pull the pipe loose, and something bangs on the sealed door into the compartment. She pulls the pipe out of the wall and limps off to hide.

Virgil wakes up and says that they can't linger there. He recognizes Mack and says that he knows all of them. Virgil explains that he's been studying them for years, and always believed, even though they tried to take it away from him. He says that they're not there to save him but humanity. As Virgil starts to explain, something drags him into the shadows. The agents run into the hallway and a roach comes after them. They come to a dead end and the roach leaps at them... and Daisy blasts it to pieces with her powers.

Melinda sees the masked figure enter the compartment, dragging Jones' body. The figure removes his mask and searches it, and finds a disk on his wrist. He draws a knife and cuts it off, and then leaves. Melinda goes out and the figure comes back, grabs her, and says that he's been looking for her. She attacks him and the two fight. The man, Deke, manages to slap a device on her stomach which floats her into the air. Deke shoves her into the wall and says that he wasn't trying to hurt her Melinda kicks him, and Deke gags her and says that the less he knows the better.

Daisy wonders if where they are has anything to do with the deal he made with Ghost Rider. Elena suggests that they're in the Framework, but the others don't want to hear it. As Mack checks a gun that Elena found, Daisy points out to Jemma that Fitz isn't there. Jemma figures that Fitz is somewhere trying to work out the problem and get them back. They discuss whether to split up, but they all stick together and start searching.

Deke ties Melinda and sets flares off, saying that the smell repels the roaches. He takes out a knife and warns that it will hurt like hell, and then checks her wrist. There's no disk there, and Deke tells her that no one can go anywhere without a Metric. He cuts open her wrist and puts one of the disks in the cut.

Elena scouts ahead and confirms that there's nothing waiting. Coulson and Jemma examine their surrounding and figure that the ship they're in is old. Mack comes back to tell them that Elena found something: a flare that goes out as they arrive. They enter the nearby compartment and find more corpses. There's fresh blood on the floor, and Daisy sees a panel of computers. The controls are in English, and the schematics show that they're tracking debris fields called "frozen oceans". Jemma realizes that they're collecting water from asteroids, and that the ship must be close enough to Earth that people can travel there. If they can collect asteroids then they must have a spaceship trawler, and a communications system to reach Earth.

Daisy starts checking the computers, and gets a warning saying "Human Access Denied". there's more text in an alien script, and a handprint. A group of Kree aliens come in, and one of them shrugs off Mack's punch. Another one triggers a device, knocking all of the agents out.

When Daisy wakes up, she finds herself in a cell with Coulson and Jemma. The aliens are discussing whether to leave the violators with the floor chief. When Daisy asks what happened to their friends, one of the Kree says that they knew the rules and broke them, and they'll do whatever they want with Mack and Elena.

Mack and Elena are hung up in a refrigerated chamber, and two Kree troopers come in. One of them punches Mack in the stomach, and Mack talks to Elena in Spanish. The trooper hits him again.

Jemma suggests that the Kree have been abducting humans to the outpost for years. As Daisy prepares to blast her way out, the door opens to reveal Deke and Melinda with a Kree guard. Deke whispers to Coulson to play along and then greets him as "buddy", saying that Melinda came running to him begging for help. He asks where Virgil is, and Coulson says that

he's dead. Deke immediately says that Virgil got what he wants, and claims that Coulson and others are transfers dragged up from Processing to steal Metrics. He tells the Kree guard that he has to get them back to Transfer and is glad to make it worth his while. After a moment, the guard nods in agreement and Deke leads the agents out.

The Kree continue beating Mack, and Elena tells him to stop provoking them. The leader says that Mack is holding up well for a human and might be well fitted for fighting in the Crater. He suggests that Mack would make a great gift for Kasius, and the other Kree says that it good get them some points. The Kree then go over to Elena and spray her arms with frozen nitrogen, and say that she'll pay the price for Mack.

As they walk along, Coulson confirms that Melinda. Deke says that Virgil wanted to hide some people, and he was hired to supply the metrics and swap them out. Since the agents don't have tokens, they can't cover the price of his services. When Daisy says that they need to find their friends, Deke warns that they'll be dead. Coulson asks where the spacecraft is, and Deke warns that Virgil was the only pilot he knows. They hear screaming, and Melinda grabs the grav device and straps it to Deke, pinning him to the wall.

Melinda and Jemma go to get the spaceship, and Daisy tells Coulson to stay and question Deke while she rescues Mack and Elena.

Coulson agrees and starts questioning Deke, who says that the Kress want submission like always.

Melinda and Jemma descend through the layers of the outpost, and they realize that it's a staging ground for an invasion. They spot a door marked "trawler" and go inside.

Daisy follows Elena's screams.

Coulson frees Deke and asks if the Kree are planning an attack on humans. Deke wonders why they'd bother.

Daisy comes in, takes out one Kree, and frees Mack. he attacks the remaining Kree, but Elena kicks him in the face.

Jemma and Melinda enter the trawler and Jemma realizes that the metal object they found on Virgil is the key. She starts up the trawler and Melinda pilots the vessel out into the asteroid field.

Deke tells Coulson that human built the bunker, and realizes that Coulson isn't from Processing. When Coulson says that he's Wisconsin, Deke asks if he's high.

Mack and the Kree continue fighting, and Mack finally kills him. Daisy knocks down the other Kree and brings an icicle down on him, killing him. She uses his hand to activate the console and contacts the trawler.

Jemma tries to work out how to send a signal, and says that she recognizes some of the constellations so they're in their own galaxy., Coulson asks how long ago the bunker was built, and Deke says that it was built at least 90 years ago. He explains that he was born there.

Mack points out that the machines appear to have been redesigned, and Chloe confirms that the computer is showing their coordinates in latitude and longitude. Mack gets an idea and checks the postcard.

Deke asks Coulson what year he was taken, and Coulson realizes that they traveled through time as well as space.

Once they clear the debris field, Melinda points out what lies ahead: the ruins of the planet Earth.

Mack checks the back of the ancient postcard and finds the words "Working on it-Fitz." Jemma realizes that they're already at Earth.

Orientation (Part Two)

Season 5

Episode Number: 90

Season Episode: 2

Originally aired: Friday December 1, 2017
Writer: Daniel J. Doyle
Director: David Solomon
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye / Daisy Johnson), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso "Mack" Mackenzie), Natalie Cordova-Buckley (Elena Rodriguez)
Guest Stars: Jeff Ward (II) (Deke), Eve Harlow (Tess), Dominic Rains (Kasius), Florence Faivre (Sinara), Derek Mears (Captain), Pruitt Taylor Vince (Grill), James Babson (Holt), Paul Duna (Reese), Kaleti Williams (Zev), Tunisha Hubbard (Ava), Wes Armstrong (Rick), Jay Hunter (Watch Commander)
Summary: Aboard the outpost, the team is separated. Jemma meets the outpost's lead, while Coulson cuts a deal to protect his people from the guards.



As Jemma and Melinda float in space, staring at the ruins of hurt, asteroids slam into the hull. Neither one of them has any idea what to do, and they drift toward a large asteroid. Jemma pulls out the key and the ship stops. She puts the key back in and hits the console, and the systems reboot. Melinda guides them past the asteroid Coulson and Deke find Jemma and Daisy, and Deke says that he hasn't heard anything about a portal to the past. The agents figure that they're stuck there and have to stay alive, and

Deke offers them Metrics. He tells them that the only way to live is to blend in and work hard, and Coulson reluctantly takes them. A woman, Tess, comes out and demands to know where Virgil is. Coulson tells her that Virgil is dead and Deke confirms that it's true. Deke says that Virgil was on a sealed-off level, and Tess angrily demands to know what Deke hired him to do. He tells her that the people from the past that Virgil were talking about are there, and Coulson shows them his pocket change to prove they're from the past. Tess notices the lack of scars on his wrist and figures that he's telling the truth, and wonders where the others are. Deke says that they're with the Kree guards, and refuses to go get them. As he starts to walk off, Tess offers to double Virgil's price. Deke agrees and tells her to help the three agents blend in while he rescues the others.

Deke finds Elena, Daisy, and Mack in the interrogation chamber. He realizes that they killed two Kree and says that the Kree will kill a herd of people in retaliation. Mack suggests that they hide them with the dead bodies they found earlier and Deke agrees.

Tess tells Coulson that no one knows for sure what happened to Earth. All they know is that some cataclysmic event tore the planet apart, and the Kree arrived and took over. The group merges with the humans, who are living and working in the Lighthouse, an underground storage unit from Earth. Tess explains that a group of elders claimed that a group from S.H.I.E.L.D. would come from the past to save them, and the Kree got rid of the elders. She agrees to take one of them to Virgil's quarters to see if they can find any clues as to his plan.

As they continue the Lighthouse, Tess says that everyone has a role to play in keeping the outpost going. A woman in white robes walks through. Tess explains that the Kree take some humans to serve them directly. Melinda suggests that they can fight since they have military training, but Tess tells them to keep a low profile while she takes Coulson to Virgil's quarters.

Deke takes Daisy, Mack, and Elena up to where the other bodies are.

As they go to Virgil's quarters, Coulson realizes that Tess has never been out of the outpost. She admits that she doesn't know much about post-cataclysm Earth. A man, Grill, tells Tess that the trawler went out but he didn't get the okay. Tess tells him that they're training a new pilot and Virgil is dead, and Coulson says that he's just passing through. Grill tells Tess that she has a double shift the next time, and walks off.

Mack and the others drag the two Kree corpses to the human bodies, hoping that the roaches will take them.

Tess and Coulson enter Virgil's quarters and find it filled with pre-cataclysm artifacts. She says that the surface of the planet will never be livable for humans again, and Coulson realizes that they were close. He finds a hidden journal and finds sketches, but neither one of them know what it means.

Melinda and Jemma see a Kress with a tablet, and realize that it's the first tech item that they've seen. Jemma figures that Fitz is still out there fighting. A Kree woman, Sinara, comes in with her escort and one of the human Servitors. The human says that Kasius has decided to feed the least unfortunate among them. Grain pours onto the floor and the humans scoop it up. They fight among themselves and one of them draws a knife and accidentally stabs the Servitor. He tries to run, and Sinara sends the metal balls in her hands after the man. They split open his skull and return to Sinara's hand, while Jemma runs to the priest and examines it, and says that she needs to cauterize his wound. Melinda finds a solder and gives it to Jemma, who goes to work. Sinara comes over and has her guards drag the Sergeant away and take Jemma captive.

Melinda finds the others and tells them that the Kree took Jemma. Deke talks to Tess privately and demands an explanation, and she says that the agents are different. She figures that the people that died may have died for something real, and Deke warns that if it is true then it will be a massacre.

Elena tells the others that she'll get Jemma, and Mack advises her and Daisy to keep their powers hidden. They figure that Deke knows where they took her and Daisy volunteers to follow him while Elena steals a tablet. Meanwhile, Deke tells Tess to get the agents to blend in and walks off. Meanwhile, Tess tells the others that they took Jemma somewhere that she's never been.

Sinara takes Jemma into a suite, and a Servitor greets Jemma into Kasius' quarters. She refuses to answer her questions, and Jemma notices Sinara's balls. She goes into the suite and finds Kasius pruning a tree. He admires the view out of the port and then asks Jemma if she's the one who saved the Servitor.

Daisy follows Deke but loses him in a dead end. She vibrates the wall open, revealing a secret door, and finds unconscious humans beneath projecting devices. Deke is beneath one of the beams, and when Daisy approaches him she enters the beam and collapses. She finds herself on a street on Earth, and realizes that she's in a Framework program. Zeke walks into a nearby bar, and Daisy goes after him.

Kasius tells Jemma that her actions caused quite a stir, and that they were quite elaborate. She says that she's from Processing, and Kasius asks where she learned her medical skills worked in sewage. Jemma tells him that her mother taught her, and Kasius reminds her of the law: "A life spent, a life earned." She says that she only did what she thought would make him happy in the end, and tells Sinara to have the guards give the humans breathing room for mercy's sake. Once Sinara leaves, Kasius tells Jemma that he's elegant compared to other humans, and offers her some grapes. When she takes them, he takes her hand and confirms that her Metric is gone. Jemma says that she removed it and apologizes, but Kasius notes that there's no scar. He wonders if she's really from Processing, and says that he wants to see if the Servitor survived.

Melinda approaches the cage with the tablets and leads Tess off. Coulson opens a valve, spraying hot steam into a worker. Elena steals the tablets and Coulson joins her and Mack. As he hands out the tablets, the Kree order humans to go to Metric inspection.

The agents quickly try to slip away but find Kree inspecting lines of humans. Elena suggests that they put on the Metrics Deke gave them. Coulson spots Grill and offers to make a trade: a

Kree tablet for three Metrics, installed. Grill figures that anyone who can steal tablets is worth it, but warns that the work won't be fun. The Kree approach and Coulson quickly agrees, and Grill ushers them into his quarters, chuckling.

Daisy approaches Deke, who is arguing with the programmed bartender Rick. Deke spots Daisy and invites her to join him, and explains that she got too close to his transmitters when he stalked her. He explains that he rebuilt the software from scratch after acquiring the servers, and admits that he's selling escape. When Daisy objects, saying that it's a temporary escape from the Lighthouse, Deke tells her that prison is nice compared to the Lighthouse.

Tess sees the Kree inspection and tells Melinda that it's a Renewal.

Grill's men put install the trackers.

Tess tells Melinda that some people will be selected in the Renewal and then they owe a life: their own, or someone else's. Sinara leads her guards away, and several of the humans' Metrics flash red. They run while the humans attack the ones with the red Metrics.

They kill one, and another chosen, Zev, grabs a gun the Kree left and opens fire.

Coulson hears the gunfire, and Grill magnetizes their Metrics to the wall. He says that if the Kree come, he'll make sure that they find him first.

Once the chosen are killed, their metrics revert back to blue. Zev chosen walks down the hall, shooting everything that moves. He enters Grill's quarters and yells that the man owes him a life. Grill yells back that he left Zev three lives, and Zev prepares to shoot them. Melinda arrives and they fight. He says that he owes a life and charges her, and Tess arrives and shoots him dead. She says that someone had to die. Zev comes in and releases Coulson, Elena, and Mack. The Kree Watch Commander comes in and Grill comes out, telling him that Zev's is the last life needed. He scans the Metrics and realizes that Coulson's is unprogrammed. Grill says that they work for him to pay off his debt and he's been reprogramming their Metrics,, and after a moment the commander leaves with his guards. Grill has his men take away Zev's body.

The Servitor staggers into Kasius' quarters with Sinara and reveals the scar in his stomach. Jemma says that it will heal and that with advanced technology they can get rid of the scar. Kasius insists that his Servitors must display perfect when they represent him, and notices a cut on the Servitor's face. Jemma says that it can be fixed, but Kasius insists that he'll know and has Sinara kill the Servitor. She asks what's wrong with Kasius, and Kasius orders her to remain silent. He removes a slug from the dead Servitor's ear, says that Jemma must learn silence, and puts the slug into her ear, deafening her.

Deke tells Daisy that it's too dangerous to try and rescue Jemma. She wonders if Deke is worried that they'll mess it up for him, and Deke tells her that the Kree know what he's doing it and let him do it to keep the humans placid. As they argue, a newscast in the Framework plays a story about Daisy. Deke pauses it and tells Daisy that he pieced the history together. As Quake, Daisy destroyed the planet.

Grill's men Holt shows Coulson, Elena, and Mack around Grill's operations.

Melinda looks on as Zev's corpse is taken away, and goes over to Tess.

The other Servitors paint Jemma as one of their own.

Deke tells Daisy that S.H.I.E.L.D. tried to save the world, and shows her the live feed of the ruined Earth. he says that it's already been quaked apart.

The Servitors take Jemma to Kasius. He says that his guests have arrived, and a spaceship pulls up to the outpost.

A Life Spent

Season 5
Episode Number: 91
Season Episode: 3

Originally aired: Friday December 8, 2017
Writer: Nora Zuckerman, Lilla Zuckerman
Director: Kevin Hooks
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye / Daisy Johnson), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso "Mack" Mackenzie), Natalie Cordova-Buckley (Elena Rodriguez)
Guest Stars: Jeff Ward (II) (Deke), Eve Harlow (Tess), Dominic Rains (Kasius), Florence Faivre (Sinara), Ciara Bravo (Abby), Kaleti Williams (Zev), Rya Kihlstedt (Ava), Coy Stewart (Flint), Pruitt Taylor Vince (Grill), Max Williams (Tye), Tunisha Hubbard (Ava), Doug Simpson (Emissary)
Summary: Daisy sets out to rescue Jemma, no matter how it endangers herself and the others.



On the outpost, the deafened Jemma watches as Kasius is made up for his meeting. Sinara escorts in an emissary, who says that the Lady Basha couldn't make it. She's on her own eating by herself, and the emissary says that Basha is looking forward to the upcoming ceremony. Kasius assures her that they will be exceeded. Once the emissary leaves, Kasius calls a human, Tye, forward, and asks him for news about the ceremony. Jemma watches as Kasius flies into a rage and Sinara whispers something to soothe him. They both glance over at Jemma, and Kasius comes over and says

that they have a problem... and he hopes for her sake that she can fix it.

Grill tells his workers to pick up their efforts since the Renewal lost him time and resources. Coulson, Mack, and Elena are among the workers, and Coulson looks at the journal that Virgil hid in his quarters. When Elena stops momentarily, Zev triggers an electrical charge in her Metric and tells her to work faster. Grill goes into a cage to get equipment, and Mack tries to follow him only to discover the door is locked. The crime boss says that he knew Mack would try something, and has Zev zap Mack via the Metric.

Grill tells Mack that he owns him as long as they owe him.

Daisy and Deke return to the Lighthouse and discover that Coulson and the others are gone. He reminds her that she's the one who destroyed earth, and says that eventually she'll be powerful enough to destroy the planet. Deke suggests that in his universe, Daisy destroyed the planet. She slaps him to shut him up, and Deke realizes that there's been a Renewal. He tells Daisy that three people are dead but they weren't her friends, and he suggests that Grill might have taken them in. Daisy walks off to find her teammates.

Elena tells Mack to stop taking risks for him. He says that he didn't do it for her, and he got a glimpse of the Scroll hidden behind his cabinet. There's a handgun in there as well, and Mack suggests that Elena steal the Scroll back. Melinda returns from a trawler run and Coulson asks her to let him come with her on the next one. Meanwhile, Grill reminds Tess that she owes him

a double run, and suggests that he take some of the newcomers with her. Tess agrees and leads Mack and Coulson off.

Tye turns off Jemma's deafening device and takes her to a human girl sitting on a bed shaking from a seizure. He says that she did it to himself. Once he and Sinara leave, the girl says that her name is Abby. Jemma realizes that she's an Inhuman, and Abby warns that if she isn't ready for the ceremony then she doesn't know what will happen to her.

Daisy finds Elena, who tells her what happened to them. She explains that she needs to take the Scroll so that they can use it to find Jemma. Daisy quickly leaves, and Zev orders Elena to get back to work. Grill approaches Zev and tells him to find proof that the newcomers are sealing from him like Virgil was.

Tessa goes to the trawler bay and orders a boy, Flint, out. Coulson, Mack, and Melinda join him and Coulson says that he figures Virgil was using the trawler to find something. One of the segments, 616, is noted repeatedly in Virgil's journal. Coulson figures that Virgil hid something there and says that they have to investigate. Tess warns that she can't go on a side mission, and Coulson tells her that it's "the" mission and Virgil died for it. After a moment, she agrees and warns that they have to cover their tracks.

Zev arrives and says that he's going on the run with them.

Jemma asks Abby about the ceremony, and Abby says that when the mist hit her she was one of the lucky ones. She remembered her family and knew that they would be rewarded. Abby assures Jemma that Tye has been teaching her to control her gift, but Abby hasn't been able to do it yet. She doesn't know what will happen to her family if she can't demonstrate her abilities as an Inhuman. Jemma says that she can help and has Abby describe what she can do. Abby explains that she can alter her molecular density but she can't control it. The only way to get it to stop is for her to have Tye turn on the blocker surgically implanted behind her ear. If she can't perform for the ceremony, Tye has said that her family will be punished. Jemma takes her hands and says that she'll help her.

Coulson and the others go out in the trawler and head for segment 616. Mack keeps Zev distracted while Coulson asks Melinda about her lie. She admits that it's bad and he puts a hand on her shoulder. Melinda places her hand on his, and Coulson admits that there may not be a way back. He suggests that their destiny is there helping the humans. Melinda says that she'll help but then she's going home.

Grill is eating at his desk, and his sensors going off registering multiple readings. It keeps registering them even though Grill doesn't see anyone, and he calls Elena over to inspect her Metric. When he removes it, Elena speeds invisibly into his office, gets the scrolls, and returns to her original position without Grill noticing. He reinserts the Metric and tells her to get back to work.

Tess tells Coulson and Melinda that Zev hasn't noticed that they're off-course. Tess finds the small earth sphere that was Virgil's good luck charm, and says that he would never leave it behind. Coulson opens it and finds a knob inside. Tess realizes where it goes and opens a cabinet with a missing knob. A radio is inside, and they realize that Virgil was talking to someone. Zev arrives and magnetizes their Metrics, sticking them to the hull. Once Melinda confirms that he's secured Coulson and Tess to the wall, she rams the trawler into pieces, knocking Zev to the floor. Mack arrives and punches the man unconscious, and then frees Coulson and Tess.

Tess tells them that they just attacked a superior, and now they're dead.

Jemma trains Abby in controlling her powers. Frustrated, the girl unconsciously increases her mash and pounds a dent in the floor.

Jemma tells her to focus on the molecular makeup of everything, including her body. She describes Abby's body as space and the space between the stars like Abby's body. Concentrating, Abby manages to extend her hand through a glass. Jemma tells her to remember the feeling, but then Abby loses her concentration and the glass shatters. Kasius, Sinara, and Tye come in and Kasius tells Abby to come with her. When Jemma says that they need more time, Kasius says that she'd better hope not. He activates the deafening device in Jemma's ear, and then asks Sinara if she set Jemma up to fail. The woman says nothing, and Kasius asks her what Jemma has that makes her capable of succeeding. Sinara says a single word: "compassion".

Daisy uses the Scroll to find Jemma, and runs into Deke. He warns that she's storming the castle and asks how she's going to stay alive. Deke tells Daisy that he can get Kasius to invite her, but warns that it takes time. Daisy ignores him but Deke says that the Kree will take it out

on the humans. He refuses to let her destroy the world again, and Daisy blasts him back. Deke says that she's Quake, the destroyer of worlds. Daisy tells him never to call her that again and leaves.

The team approaches segment 616, and Mack locks up Zev. Tess suggests that they dump him into space and make it look like an accident. As they argue, someone hails them on the radio. They realize that it's coming from earth, reflected off of 616.

Kasius greets Basha and she says that he's fared well. They go to the ceremony chamber and watch as Abby is released into the pit.

She sees Jemma in the observation gallery, and another door opens to reveal a muscular Inhuman: Basha's champion. When Jemma objects, Sinara holds up her attack balls threateningly. The warrior beats Abby, and Kasius looks at Tye and says that a lot of lives rely on Abby's success. Sobbing, Abby crawls across the floor and pounds on the door.

Daisy makes her way through the upper section, blending in with the human servants to avoid the guards.

The warrior drags Abby to the center of the pit, and Abby glances up at Jemma. Jemma whispers to her to think of the stars, and Basha tells her warrior to finish off the girl. She stands to meet him and when he punches her, his arm breaks from the impact against her super-heavy body. Abby dematerializes her hand and pulls out his heart, and Basha smiles in satisfaction.

Coulson responds to the transmission but gets no answer. Tess says that either Zev dies or they do, but Mack refuses to let him die.

The trawler loses fuel and Tess warns that Zev cut the fuel lines. Melinda heads back to the outpost with their remaining fuel, and Tess asks Mack if it was worth it.

Afterward, Basha tells Kasius that he's done well with the Terrans. They share a toast, and Tye and Abby come in. Basha pays Kasius for Abby and leads her away. When Jemma objects, Sinara threatens her but Kasius tells his assassin not to kill Jemma because she's good at training Inhumans to use their powers... and bringing him a high price.

Daisy continues on and enters an elevator. A Kree worker stops the elevator, and Daisy hides in the rafters. Another worker enters the elevator as well while Daisy tries to keep her grip. When she slips, they hear her and look up. Daisy drops on them and attacks, and she knocks out one but the other one punches her out of the elevator. She uses her power to slam him back into the wall and continues on.

When the trawler returns, Grill figures that they picked up where Virgil left off. He promises to kill all of them starting with Coulson, and Tess says that it was just her. She says that they didn't know about Virgil, and Elena announces that Zev has a gun.

Zev denies it, but Elena invites Grill to search Zev for it. Grill finds his own gun on Zev and tortures him with his Metric.

Coulson claims that they knew the truth but didn't want to report on Grill's own man. Grill says that he'll report it to the Blues himself to escape any blowback on himself, and tells his workers that no one is above the rules.

Daisy blasts through a floor and drops into Kasius' quarters. The doors seal and gas fills the hallway, knocking out Daisy before she can use her powers. Kasius and the others come in with Deke, and Deke says that Daisy is a weapon of massive destruction and he knew that Daisy would display her abilities. He says that Daisy is Kasius' now and tells her that he's playing the long game.

Later, Coulson gets up from his bunk and goes to the portal. He looks out into space for a moment, and then goes back to work where Mack, Melinda, and Elena are working on a radio to pick up the signals. Someone asking for Virgil calls in and asks if he's secured the delegation. Coulson figures that they're the delegation, and someone knows who they are and why they're there. Tess says that Earth's surface is where they send people to die because no one can survive there.

Zev is sent to the surface, and Roaches surround and then kill him.

A Life Earned

Season 5

Episode Number: 92

Season Episode: 4

Originally aired: Friday December 15, 2017
Writer: Drew Z. Greenberg
Director: Stan Brooks
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye / Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso "Mack" Mackenzie), Natalie Cordova-Buckley (Elena Rodriguez)
Guest Stars: Jeff Ward (II) (Deke), Dominic Rains (Kasius), Florence Faivre (Sinara), Rya Kihlstedt (Lady Basha), Myko Olivier (Ben), James Harvey Ward (Gunner), Pruitt Taylor Vince (Grill), Max Williams (Tye), Tunisha Hubbard (Ava), Mark Rhino Smith (Trader Leader), Torrance Jordan (Kree Guard)
Summary: Daisy and Jemma find an unexpected ally as they attempt to deceive Kasius. Meanwhile, Coulson discovers the source of the voice, and Melinda battles Sinara.



As he extracts blood from Daisy, Kasius says that he has recused Earth and his vision has come to fruition. He explains that the surviving humans clung to the legends of Quake, and the Old Ones once said that S.H.I.E.L.D. would come from the past to save them.

Kasius figures that Daisy and Jemma are connected, and asks how many of them are there. Daisy claims that no one is with her and Kasius figures that Daisy is there to help him. He explains that bidders are on their way to buy her, and with

the money he'll have the means to leave the station once and for all. If Daisy doesn't cooperate than Kasius will disfigure Jemma.

At Grill's factory, Coulson, Mack, and Elena work as crushers. Coulson sees Melinda there, and she explains that they shut down all of the trawler flights. He and Mack haven't heard anything about Daisy, and Elena hasn't seen her. Grill activates Mack's metric and tells them to stop gossiping, orders them all back to work, and says that Kasius is holding a big auction so they need to produce more ore for Kasius to sell. He orders Mack to come with him and Mack has no choice but to go.

Grill points out a man, Gunner, and tells Mack that Gunner thinks that he owes Grill a lot of tokens. He wants Mack to rough him up, and Gunner is getting tech from the Kree on Level 35. Now that he's lost Zev, he wants Mack to be his new enforcer.

Daisy is taken to the chamber where Tye is sparring with an Inhuman, Ben. Ben can anticipate his every move, and easily defeats him.

He goes over and Daisy realizes that Ben can read minds. He says that it's a relief when the Kree suppress his abilities. Tye orders everyone out except Daisy, and says that she gets a private viewing. Daisy looks up and sees Kasius and Lady Basha in the observation gallery.

Mack tells Coulson what Grill ordered him to do, and Coulson tells him and Elena to go together to talk to Gunner. Meanwhile, Coulson and Melinda will go to level 35 to get what tech they can.

Tye confirms that Inhumans fight for entertainment and profit, and says that Kasius wants a demonstration of Daisy's skills. When she refuses, Tye tells her to do it or Jemma will suffer. Daisy blasts him back. He says that wasn't what he meant and reactivates her suppression implant. Meanwhile, Basha admits that she had no idea that Kasius had Quake. He says that traders are on their way, and she offers to make a preemptive price. Kasius tells her that discussion of payment will take place during dinner, but she prefers to dine on her own ship. Basha leaves and Deke arrives to get his payment for bringing Daisy to Kasius. Kasius gives him a piece of Rhodium metal and Deke gratefully takes it. The Kree says that Sinara is concerned that others from the past may have come there as well, and tells Deke to bring any additional time travelers or their allies to him. Deke agrees and leaves.

Daisy is taken to the Servitor's quarters and approaches Ben. She asks if he's okay with the Kree holding exhibition matches, and Ben insists that the others can't find out because they won't do what needs to be done. Once they're gone, their families are paid to survive. Ben says that it's life and if they don't cooperate then their families suffer. He advises Daisy to try and win if they fight, because he will.

Deke returns to the Lighthouse, and Coulson and Melinda grab him. Coulson asks where Daisy is, and Deke tells them that it's all good and she helped Daisy onto a lower medical floor. He claims that Daisy said she was going into silent mode, and tells them what Daisy said to him as she went after Jemma. Coulson asks him about Level 35, and Deke says that he's never seen it. When Coulson says that they're going to find equipment to go to the surface, Deke agrees and Coulson plays the recording of the man on the surface trying to contact Virgil. Deke says that if they can find the people then it's in everyone's best interest, and leaves.

Mack and Elena find Gunner, and Mack admits that he's not happy beating up people for Grill. Elena says that she killed the Kree to save Mack's lie and would always choose him, and insists that they need to be practical. She learned from growing up in Potosi that they don't have to hurt Gunner to scare him. Elena promises Mack that they won't lose themselves and they go over to Gunner. Sinara and her escort walk through the halls and take one human's crude technology as he tries to weld it.

In his quarters, Kasius listens to classical music and then turns on Jemma's hearing and tells her Jemma that he's thirsty. She gets him a glass of water, and Sinara grabs her and throws her at Kasius' feet. A guard brings Daisy in, and Kasius says that he knows Daisy and Jemma are together. Sinara brings in Ben and shuts down his dampener implant, and Kasius says that the implant can get find out who else is with Daisy. Daisy insists that it's just her and Jemma. Kasius asks who the woman is who helped her when she helped Reese. Jemma says that she doesn't know, and Ben tells Kasius that both women are telling the truth.

Sinara doesn't believe him, and Kasius asks Daisy if Daisy and Jemma came through time together or separately. He shuts down Jemma's hearing and has Daisy relate a story about how men abducted her and Jemma at the diner and knocked them out. Kasius turns on Jemma's story and tells her to give the same explanation. Jemma relates the same story that Daisy did, and Ben confirms that they're telling the truth. Satisfied, Kasius has Ben and Daisy taken away. He tells Sinara that he shares her concern but they have preparations to make and she's not the only one working on it.

Deke takes Coulson and Melinda to level 36 and says that he'll get them in from above. Once he climbs out through the roof, he brings the elevator up and lets them out on 35.

As Daisy and Ben are taken to the arena, Ben tells Daisy that he covered for them. He can let people read his minds but the Kree don't know it, and he told Jemma what Daisy said. Ben explains that it was his first chance to read Kasius' mind, and he saw shame.

Kasius hates the place and when the gala is done, he's going to destroy the station and everyone on it. Daisy says that it's time to change the rules of Kasius' game.

Elena and Mack approach Gunner and tell him that Grill wants his money. Gunner refuses to cave, and Elena says that if he doesn't pay then Mack will beat him.

Coulson, Melinda, and Deke find a lab and spot a Kree guard.

Gunner tells Elena to tell Grill that he's putting things together. Mack grabs him and says that they can make Gunner's package that he's waiting for disappear.

Deke hears something crying in the distance, and tells Coulson that it's not Roaches.

Mack repeats his threat to get the package, and Gunner vows to kill him if he does.

Coulson and his people find the package meant for Gunner. It's a baby, and Deke figures that the Kree are filling the vacancies.

Gunner tells Mack that he's thick for making such a threat, and Elena points out the baby toys on the floor. Mack apologizes and Gunner says that children are rare on the station because of people like Mack. He tells Mack that people like him don't deserve a child, and Mack beats him until Elena pulls him away.

Deke explains that people don't get pregnant anymore. The Kree sterilize humans through the food, and Deke was one of the last ones born the old way. Now Kasius creates the human population and increases the chances that they become Inhumans. As Deke explains that they don't think about the details, Melinda punches Deke and then says that the lab got a sample from Daisy. She's been captive longer than Deke says that he was with her. Coulson figures that Deke sold Daisy out. As Deke tries to explain, two Kree guards come in and Coulson knocks Deke out. Coulson attacks one without much luck, and Melinda manages to knock one out. Together, she and Coulson knock out the second one. More guards move in, and Melinda tells Coulson to get Deke out while she holds off the others.

Sinara comes in and unleashes her spheres. Melinda flips over them and hits Sinara, and attacks Sinara. The two women fight and Melinda tries to fight despite her injured leg. Sinara hits the wound, slams Melinda onto a table, and calls one of her spheres back to her hand.

Once Coulson confirms that Deke is all right, he punches Deke in the face and demands to know where Daisy is. Deke says that Kasius would have killed hundreds if Daisy was on the loose, so he turned her in. He tells Coulson that he was 9 when his mother was dragged away, and she was one of the Old Ones. Deke's father took up the torch and he was sent to the Roaches like the rest of them.

He explains that the man who contacted Virgil was his father, and he wants to be there when they find him. Coulson still doesn't believe him and tells Deke that he'll need to prove his good intentions. He orders Deke to hand over the payment he got for Daisy because someone needs it more, and Deke hand it over. Coulson says that he's safer with him out of the mix. Mack and Elena arrive and Mack welds the door shut while Elena says that they haven't heard anything from Melinda.

Gunner looks on as a woman who has paid him feeds her new baby.

Back at the factory, Elena finds Mack brooding in the shadows. He admits that he lost himself, and wonders if he's a great dad. When the real Hope died, she never came home and Mack eventually put her things away. But it was harder losing the Framework Hope and he can't get over the pain. Mack wonders what kind of father it makes him, and Elena tells him that his hope for Hope was real and that makes Mack a great father and a good man. She assures Mack that they'll get through the place intact... together. Grill comes over and congratulates Mack, telling him that Gunner just paid him off. He says that Mack fits right in and walks off.

Sinara goes to the gala and tells Kasius that she's dealt with their newest guest. Ava then introduces Kasius, and he tells the traders that they've come for an exhibition leading up to the main event. The guards bring in Daisy, and Kasius introduces her as Quake, the destroyer of Worlds. He asks if there are any requests before they begin, and a masked man steps forward and tells Kasius to forget the exhibition. He removes his mask, revealing that he's Fitz, and says that Daisy should fight to the death.

Rewind

Season 5

Episode Number: 93

Season Episode: 5

Originally aired: Friday December 22, 2017
Writer: Craig Titley
Director: Jesse Bochco
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye / Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso "Mack" Mackenzie), Natalie Cordova-Buckley (Elena Rodriguez)
Guest Stars: Joel Stoffer (Enoch), Catherine Dent (General Hale), Lola Glaudini (Polly Hinton), Nick Blood (Lance Hunter), Zibby Allen (Lt. Evans), Joy Layton (Lt. Lucas), Lexy Kolker (Robin Hinton), Delpanea Wills (Forensic Officer), Anthony Bless (MP Guard), Asante Jones (Security Guard), Peter Jang (Hangar Guard 1), Seth Austin (Hanger Guard 2)
Summary: With Lance's help, Fitz attempts to find his missing teammates.



Fitz is sitting at the counter with the others at the diner, eating. Jemma points out that he's not eating, and Fitz says that he's not eating. As the waitress offers them pie, the lights flicker and everyone raises their hands. Fitz says that it's his fault, and tells Jemma that he's going to take responsibility. The lights flicker and everyone but Fitz disappears. Lieutenants Evans and Lucas and their soldiers come in and arrest Fitz, and Hale demands to know where the other six are.

Fitz has no idea what happened, and the soldiers lead him off as he yells that he needs to find the others.

Later, Lucas and Evans question Fitz and ask how the others got out. He insists that he doesn't know what happened to the others, and Lucas points out that the security cameras blacked out two minutes before they arrived, and a beer truck disappeared outside of the diner at the same time. Fitz suggests that they abducted the others and are messing with their minds like they're messing with his. General Hale comes in and says that Daisy shot Talbot in the head. She figures that the LMD was built by S.H.I.E.L.D., and Fitz admits that he killed Jeffrey while Holden build Aida. When Fitz tries to leave, Hale stops him and warns that if he doesn't cooperate then he'll be there for a very long time.

The soldiers lock Fitz up. Later, they drag him out and Lucas questions him about the location of the others. Fitz insists that he doesn't know where his friends are, and says that he wants to know so he can make sure that they're safe. Evans confirms that he's telling the truth as Fitz says that he'll do what he can to find them. They report to Fitz, and Lucas suggests that they let Fitz help them find the team. Hale agrees to give Fitz paper, pencil, and a TV to watch soccer.

Fitz spends the days in his cell working, eating, exercising, and watching soccer. He then tells Evans that he might have suffered from schizophrenia and did something with the others and blocked their memories. Evans says that everyone there had the same two-minute lapse in memory and it wasn't him, and Fitz says that he'll need more books. He also asks Evans to post a letter to a fanzine criticizing a soccer keeper Lucas tells her to redact the keeper's name and give it to the codebreakers.

Later, Fitz continues going about his routine. He loses his temper at the soccer players, and is finally taken to Evans again. He describes his theories and gives her another letter to post, and then goes back to his routine. Fitz gets a copy of the fanzine and confirms that his letter was published.

Six months later, Evans and Lucas demand an answer from him. He suggests that his teammates were abducted by aliens, and Hale comes in and says that he's been wasting their time. As a soldier prepares to take Fitz away, Hale gets word that Fitz's attorney is there: Lance Hunter. He walks in and tells them to get the hell out and leave him with his client.

Once they're alone, Fitz and Lance hug and Lance points out that his letters are crap. Fitz yells at him that the letters finally got Lance's attention after six months, and they hug. Lance explains that they're in a secure military installation that officially doesn't exist, but they had to let Lance in due to the law. Fitz says that he needs Lance to smuggle in mechanisms so that he can escape. Lance checks his watch and directs Fitz around the cell. He then triggers an explosive in the wall, explaining that it's his escape plan. They run out and spot a helicopter arriving. It crashes and Lance explains that the pilot Rusty was supposed to get the soldiers' attention while they escaped on the ground.

The two men escape on foot to a waiting RV and drive off.

Hale questions Evans and Lucas, and Lucas figures that the letters were coded. A MP reports that they spotted a RV on surveillance, and tells them to find the two men and lead them to the others.

As Lance drives off, Fitz goes over the news reports about the disbanding of S.H.I.E.L.D. since he's been locked up. Lance explains that he's been working as a mercenary, and he and Bobbi almost got married until the ninjas showed up. He asks about Fitz and Jemma, and Fitz says that distance is their curse. Fitz suggests that they check the beer truck, and Lance explains that Rusty could tap into surveillance with his equipment. They pull over and access the equipment, and spot the beer truck on the surveillance footage.

All of the surveillance cameras go dark for two minutes, and then the truck switches exteriors to a postal truck and drives off.

Enoch is at home when Fitz and Lance come in and hold him at gunpoint. He says that he's been expecting them, and tells them that there's no need for violence. Fitz remembers Enoch from the diner, and Enoch tells them that they're in the year 2091. He goes to his study which is covered in alien writing, and brings up video of the others being teleported to 2091. Enoch explains that he was sent there 30,000 years ago to monitor humanity. He's a Chronicom from Cygnus, and he fulfilled a prophecy by sending the team to the future. Enoch didn't send Fitz because the Seer didn't mention him in the prophecy. The stone can only be activated from the other end, and Enoch warns him that it isn't wise to take Fitz to the Seer. Fitz slams him down on the table, puts a gun to his head, and orders him to take him to the Seer.

Enoch takes Fitz and Lance to a playground and says that Fitz didn't need to help him. Polly Hinton is watching her daughter Robin sketch.

The soldiers break into Enoch's house and finds Enoch's writing.

Polly greets Enoch by name, and Fitz recognizes her and her daughter. He approaches Robin and picks up the bird carving of a robin that she has. Fitz introduces himself, saying that he's a friend of Daisy's, and Robin hesitates briefly and then continues drawing.

Evans discovers that there are crayon drawings on the refrigerator but no kid's room in the house. She figures that the child who made the drawings is the key.

Lance looks at Robin's drawings, which show the future. Enoch explains that the symbols Robin is drawing are thousands of years old and not known to anyone on Earth until Robin. Robin points out the soldiers approaching, and Enoch gives everyone earpieces. As Evans and Lucas say that they're all coming with them, they disappear. Lucas realizes that they've lost a half hour of time.

That night, Lance takes Fitz and Lace to Lake Ontario, where he took the others. They arrive the next day to an installation beneath a lighthouse. Enoch doesn't know where it is or who built it.

Evans and Lucas tell Hale that the escapees disappeared, and she tells them to identify Robin and Polly. Hale tells them to find and control Robin because they need every weapon in the fight.

As he unloads supplies, Enoch tells Fitz that Robin is no longer safe, and it's better not to interfere with her. He explains that he sent the others to the future to prevent an extinction-level

event, but he doesn't know what happens.

Fitz looks at photos of Jemma and makes meals. Robin continues drawing, and Fitz tells Lance that Robin's father was an Inhuman. She and he had visions of people's impending deaths, and Daisy was unable to save him when he saw his own death. Lance figures that Fitz and Jemma are together now, and Fitz figures that the universe doesn't want them together. His friend says that Fitz and Jemma are perfect for each other, and Fitz explains that what happened in the Framework came from inside himself. Lance admits that he liked the side of him that got Enoch to help them, and Fitz points out that it also got people killed. He tells Fitz that he's not a killer, and just needs to learn to control it. Lance tells him to ask Robin why he was left behind.

When Fitz takes breakfast food over to Polly and Robin, Polly explains that Robin hasn't said much since Terrigenesis. Robin's mind has been scattered because all times are the same to her, and sometimes she doesn't know that Polly is her mother. Enoch has helped Polly understand and accept, and Polly tries to get Robin to explain why Fitz isn't with his friends. The girl says that Fitz has to save them, and shows him a drawing of men standing around Fitz's corpse.

Enoch tells Fitz and Lance that he can help now that Robin has made a prophecy. He explains that he came to Earth in a capsule and it was discovered years ago, and it might be able to take Fitz to his friends. Enoch says that it's at Blue Haven Ridge, and Lance tells Fitz that it's the base they just broke out of. Fitz tells him that they're going back in.

The two men drive the RV back, and present fake IDs to go in as repairmen. The MPs call to confirm their clearance and then let them in. Once inside, Lance and Fitz switch to soldier uniforms and release two ferrets. The ferrets set off the perimeter alarms, and when one soldier investigates, Lance knocks out another one. He and Fitz go into the warehouse where the pod is stored and find the vehicle. Fitz activates the control panel and confirms that it's active, and Lance finds the Zephyr stored there.

Lance and Fitz load the pod onto the Zephyr and find the icers stored there. The soldiers arrive and Fitz opens fire on them. He tells Lance to prepare for liftoff while he holds the soldiers off. Lance does so and the zephyr lifts off.

Hale tells Evans and Lucas that she doesn't trust them because they've let them go. She shoots each one in the head and then calls in a cleaning crew.

Fitz and Lance fly to the lighthouse and Fitz stores equipment so it will be waiting for him in the future. He then prepares a cyro-freeze chamber so he'll wake up in the future. Enoch explains that he summoned a Chronicom vessel and Fitz will circle a planet until he wakes up. Fitz writes that he's coming on the postcard and leaves it with Robin, and Lance promises that he and Bobbi will look after Polly and Robin. He tells Fitz not to die and they hug, and Fitz enters the chamber where Enoch freezes him.

Seventy-four years later, Fitz wakes up 365 million miles away. Enoch is waiting and helps Fitz out, and explains that he put a plan in motion. They have a few days before they arrive at the Lighthouse, hands him a mask, and says that it will give him time to prepare Fitz to face off against some of the most ruthless beings in the universe. Fitz says that he can do it.

Fun & Games

Season 5

Episode Number: 94

Season Episode: 6

Originally aired: Friday January 5, 2018
Writer: Brent Fletcher
Director: Clark Gregg
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye / Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso "Mack" Mackenzie), Natalie Cordova-Buckley (Elena Rodriguez)
Recurring Role: Dominic Rains (Kasius), Joel Stoffer (Enoch), Florence Faivre (Sinara), Tunisha Hubbard (Ava)
Guest Stars: Eve Harlow (Tess), Coy Stewart (Flint), Myko Olivier (Ben), Samuel Roukin (Faulnak), Patrick Fabian (Ponarian), Pruitt Taylor Vince (Grill), Erika Ervin (Lady Karaba), Isaac Charles Singleton Jr. (The Vicar), Jay Hunter (Watch Commander), Michele Tobin (Gretchen), Remington Hoffman (Manston-Dar), Tim Sitarz (Kree Soldier)
Summary: Kasius sends Daisy into the arena to prove her worth as an Inhuman, and an unexpected friend tries to help her.



Flint is sleeping in a storage room when he's woken up by workers. He finds a pair of scissors in his backpack and then enters the Lighthouse. He gives Gretchen some contraband and she pays him what he can. Flint gets to Grill and offers him the scissors for money. Grill finally gives him some fruit. As Flint continues on, the Kree soldiers capture him and the commander says that they've been looking for him.

Coulson, Elena, and Mack figure that the ships are there for Daisy, and there's no sign of Melinda. Tess finds them and says that they're harvesting the children.

Fitz and Enoch look on as Lady Karaba joins the others there to bid on Daisy. Senator Gaius Ponarian arrives and Enoch admits that he's repulsed by him. Enoch assures Fitz that his background shows that he's the most reprehensible person in the room, with a cover as a vile space marauder. Fitz says that they should drop the charade, find the others, and shoot their way out. However, Enoch warns that the chances of survival would be slim. Jemma comes in and Fitz sees her, and Enoch offers to broker a meeting with her.

Kasius and Sinara watch the bidders and Kasius says that after years of sneering at him, they're clamoring for his favor. Neither one of them recognize Fitz, and Kasius goes over to greet Ponarian.

Fitz approaches Jemma and says that he's missed her. She doesn't hear him because of Kasius blocking her hearing, and Fitz doesn't realize at first. He proposes to her and she doesn't respond, and Kasius comes over and asks if there's a problem. Fitz claims that Jemma ignored him, and Kasius explains about how he deafens his servants so only they can hear them. When Fitz objects, Kasius restores Jemma's hearing and explains that she traveled through time with Daisy. He says that she comes with Daisy to provide "motivation", and Fitz says that he's found

that pain is the only motivation he needs. Kasius sends Jemma to check the Harvest, and explains that earlier his men were conducting Terrigenesis on the Lighthouse humans.

Tessa explains that Kasius put all of the 18-year-olds through Terrigenesis months ago, and points out Flint. She explains that his parents were killed in an accident, and Virgil was supporting him with odds and ends. Tess goes over to Flint, who says that he wasn't supposed to get misted for another two years. She assures him that it's no big deal, and Flint says that if he does turn then he won't come around begging for scraps. Tess tells him that she doesn't mind and hugs him, and the Kree Watch Commander says that it's time. Flint and the others step onto the platform, and the Kree begin Terrigenesis. Flint is cocooned and Elena turns away as the boy is immobilized. After a moment the cocoon explodes, revealing nothing inside.

Elena superspeeds back to Grill's foundry with Flint, fast enough that nobody sees them.

Kasius entertains his guests and Ponarian talks about how he provided Kasius with guard beats. When he mentions that Kasius was exiled, Kasius insists that he never was. Ponarian says that Kasius' brother Faulnak oversees their father's empire. Meanwhile, Kasius' Inhumans look on, and Ben comments to Daisy that Kasius never offered him as a warrior until that day. He points out that Daisy was hoping that he'd save her life, and she tells him that they need to work together. Ben warns that their slaves, and Daisy apologizes for getting him mixed up in the situation. He says that they should just hope one of them doesn't have to kill the other.

Ponarian says that he's brought a rare delicacy: fresh Denarian Snail. Karaba asks how Darius keeps the humans repressed, and Fitz casually says that he has them kill each other. Everyone stares at Fitz, and Fitz says that fear is essential. He goes back to eating, and Kasius tells him that they must have similar minds. Sinara whispers something to Kasius, and he tells his guests that a fight to the death is moments away. The Inhumans leave, and Ponarian points out that Fitz hasn't tried his snail. Fitz tells him that he finds moist creatures distasteful and casually insults Ponarian. After a moment, Kasius laughs and the other bidders join in. He leads the guests to the Pit, and Ponarian glares at Fitz.

The Watch Commander tries to work out what happened, and Coulson notices that Elena is gone.

Elena tells Flint that it's dangerous to go back to the exchange. He figures that he'll get a better life, but Elena warns that the buyers will only hurt him. Tess, Coulson, and Mack come in and Tess explains that Elena is also an Inhuman. Coulson explains that they have another Inhuman with them, and Tess says that they can hide Flint in a trawler and head out for a couple of days. Coulson offers to help, but Tess says that she'll be safest on her own.

The buyers enter the gallery and Kasius says that it's an honor to have Fitz join their ranks. He then introduces Ben and says that he's going to pit him against Melinda. Melinda sees Fitz in the gallery but doesn't react. She and Ben fight, and Ben reads her mind and parries her every blow. As Fitz and Kasius watch, Kasius says that Sinara suspects that there are other SHIELD agents in the outpost besides Jemma, Daisy, and Melinda. Fitz brings up that Ponarian said Kasius was exiled, and Kasius insists that Ponarian doesn't know what he's saying. As he glances at Jemma, Fitz says that his father was also disapproving and what he did to earn his father's respect left scars.

Ben knocks Melinda to the floor, and Fitz offers to help Kasius smooth over his transgression with his father. Meanwhile, Ben telepathically tells Melinda that he's only fighting because he helped her friends. Melinda promises not to kill him, and instinctively attacks him without thinking. Ben disarms her and she says that they have to work together, and Ben warns that if they don't end the fight than Kasius will send them to the surface. He knocks Melinda down and glances up at Fitz.

Fitz says that the fight bores him, and he came to see Daisy. Kasius says that a life is owed, and Fitz advises him to send Melinda to the surface. After a moment, Kasius agrees and Ben tells her that her friend just delayed her inevitable death.

The Watch Commander asks Tess if she's seen Flint. She claims that she hasn't but he doesn't believe her. Tess insists that she was just keeping her business relationship with Flint steady by talking to him before the ceremony, and walks off.

Elena tells Flint that he has a power but it hasn't revealed itself yet. She explains how her power revealed herself Grill triggers the group's manacles and says that Kasius will want to hear Elena's story for herself.

The bidders offer money and weapons, and Kasius tells them that he's not selling. He shuts down Ben's inhibitor and explains that he knows Ben lied to him about what Daisy and Jemma said earlier. Fitz asks if killing Ben is necessary, but Kasius tells him that no man of honor can let a slave lie to him. Sinara sends a telepathic message to Daisy, telling her not to blame herself, and Sinara kills him.

Grill tells his prisoners that he learned that Melinda was fighting in the Pit, and she's been tossed onto the surface. He demands to know why Coulson and the others didn't have metrics, and Coulson tells him the truth. Grill laughs and says that only idiots believe in the Prophecy, and he's going to turn them in for Kasius. Mack warns that if that happens then they're all dead, but Grill doesn't care. On the floor, the pebbles shake as Flint stares at them.

Jemma goes to Daisy's quarters and says that she's sorry. She assures her friend that there was nothing she could do, and they both promise that Kasius will die. They wonder what Fitz is planning, and Jemma shows Daisy a knife that she stole. Daisy figures that she can make her move when Kasius turns off her inhibitor to fight in the Pit. They hug and Jemma leaves. Fitz approaches her but Ava interrupts to say that there's a situation. As Jemma goes, Enoch tells Fitz that someone new has arrived to acquire Daisy: Faulnak.

Flint tries to run, and Grill hits him with his stick. He tortures Mack with his metric, and a rock hits him in the shoulder. More rocks shoot through the air, and Flint says that he has no idea what he's doing. Elena tells Flint that he can control it before Grill tortures her, and Flint hits him with another rock. Grill draws a gun on Flint, but Flint gathers the rocks together into one boulder and crushes Grill to death.

Fitz asks Kasius about Faulnak, and reminds Kasius that he promised him a chance to get Daisy. Kasius tells him to consider getting one of his other Inhumans and walks off. Enoch hands Fitz a package and Fitz slips it underneath his jacket and tells Enoch that there's one last thing Enoch has to do.

The Watch Commander enters the foundry and finds Grill's body. He doesn't see Coulson and the others hiding.

Fitz and the others gather, and Kasius greets Faulnak. Faulnak says that he's only there because their father sent them, and he wants Daisy to face a Kree warrior: Sinara. When Kasius objects, Faulnak asks if she's his greatest warrior. Kasius has no choice but to agree, and after Faulnak leaves he tells Sinara that it presents a tremendous opportunity. He admits that it's a fight to the death, and says that he's sure she will provide them a great spectacle.

After the Watch Commander leaves, Flint tells the others that he knew Grill. Elena says that the boy had no choice, and Coulson tells him that he and Mack are going to find Tess and then they'll get Flint on the trawler. As they go past the exchange, they see Tess' corpse hanging on the Terrigenesis platform. There's a sign around her neck, saying to bring the Inhuman. Mack holds Coulson back so that they can save Flint.

Kasius presents Daisy and prepares to switch off the inhibitor. First he turns on a force field to protect the gallery. Sinara launches her metal spheres at Daisy, who dodges them and blasts the Kree with a seismic wave. The two of them fight hand-to-hand, and Sinara summons one of her spheres and hits Daisy in the shoulder. Fitz starts to draw the gun Enoch slipped him but then reconsiders.

Daisy stops the next sphere attack with a seismic blast and shoves it back at Sinara, who dodges and hits her. The two women fight, and Daisy finally slams Sinara down. Jemma cuts Kasius' throat, while Fitz pistol-whips Ponarian and drops the force field. Daisy blasts her way up to the gallery, but Faulnak activates her inhibitor and she falls back into the Pit. Jemma and Fitz leap into the Pit, and Fitz shoots the force field controls, reactivating it. He and Jemma kiss, and then he shoots Sinara with an icer as she gets up. Fitz agrees to marry Jemma, and they grab Daisy and get out.

Enoch, disguised as a Kree, goes to a chamber, unlocks a door, and shoots the Kree guard with an icer before he heads for the surface.

Together or Not At All

Season 5
Episode Number: 95
Season Episode: 7

Originally aired: Friday January 12, 2018
Writer: Matt Owens
Director: Brad Turner
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye / Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso "Mack" Mackenzie), Natalie Cordova-Buckley (Elena Rodriguez)
Recurring Role: Jeff Ward (II) (Deke), Dominic Rains (Kasius), Florence Faivre (Sinara), Joel Stoffer (Enoch), Tunisha Hubbard (Ava)
Guest Stars: Coy Stewart (Flint), Willow Hale (The Seer), Jay Hunter (Watch Commander), Isaac Charles Singleton Jr. (The Vicar), Samuel Roukin (Faulnak), Remington Hoffman (Manston-Dar), Shon Lange (Guard)
Summary: A Kree warrior hunts down the team after they get back together after Fitz's rescue of Jemma and Daisy.



Fitz, Simmons, and Daisy try to regroup. Fitz's plan only goes as far as making it to his ship. Simmons changes clothes and then her head starts hurting. Fitz tries to dig out her implant. A Kree finds them. Daisy tries to use her powers on him, but they don't work. She takes him out with bare hands instead. Out of a window, they see Fitz's ship explode.

Kasius has a scar on his cheek where Simmons cut him. He's embarrassed by it, but Faulnak tells him he should be proud. The Kree brothers jockey for control over the situation. Kasius wants to send Sinara to take care of it. Faulnak is

unimpressed with Sinara and wants to send his own man, Manston-Dar. They are both armed with only Earth weapons, as Faulnak believes is fair and honorable.

The Vicar uses Tess' death to intimidate the humans on the Lighthouse.

Sinara returns to Kasius. Kasius tells her that Faulnak needs to be placated if he is to earn his freedom from his father. Sinara reminds him that they're working towards both of their freedoms. She is annoyed that Kasius let her be put in the arena and doesn't want to take orders from Faulnak. Kasius begs, and Sinara finds it repulsive.

Fitz, Simmons, and Daisy make it to an elevator. Manston-Dar shuts it down, trapping them inside. They climb out of a hatch in the roof.

May hobbles through the stormy wasteland of Earth's surface. A vrellnexian creeps up behind her. Enoch kills it, saying it's the third he's killed while in pursuit of May. The vrellnexians aren't interested in eating him since he's not organic. Enoch says he's here to save those who will save the Earth. He lists the names, and May realizes Enoch is the one who took them from the diner. They discuss May's injured leg. Enoch senses a gravity storm approaching. The vrellnexians are leaving the area. They're scared of something else in the area. A masked figure shows up and wraps a chain-claw weapon around May, dragging her in.

Manston-Dar continues his search for Daisy, killing humans who cannot provide useful information. He notices the open hatch in the elevator.

Coulson, Mack, Yo-Yo, and Flint discuss their next move. They plan to regroup and come back for the others when they are more prepared. They're going to go to the surface. Flint asks about Tess, and the others let him know what happened.

Faulnak examines some human weapons that Kasius has collected from Earth's ruins. Faulnak is not impressed with the various guns, preferring blades himself. They discuss how Kasius was exiled after losing an important battle. He insists he was unprepared and untrained, but Faulnak finds it to be an excuse. He's more offended that Kasius fled rather than die in glorious battle. Sinara saved his life, and so she was also exiled.

Fitz, Simmons, and Daisy make their way through the station's life support center. Fitz opens a window and finds canisters of garvitonium. Manston-Dar finds them, shoots Fitz, and holds the others at gunpoint. Simmons and Fitz flee while Daisy distracts Manston-Dar then follows. They enter a hallway and Deke is there. Deke insists he's trying to help them. He wants to lead them to the trawler, but Daisy doesn't trust him. He says he held up his end of the bargain; he led Daisy to Simmons and stopped Daisy from doing something drastic and stupid. Manston-Dar starts banging on the door, and Deke points out that they have no choice but to trust them.

Mack tries to console Flint as he grieves for Tess. Flint is considering turning himself in so others don't get hurt. Mack encourages him to use his new gifts to help and protect others instead. Daisy and the others find Coulson's group. Mack goes to ask Flint to find alcohol for Fitz's wound, but Flint is gone.

Flint approaches the Vicar and reveals himself. A Kree pats Flint down and removes some rocks from Flint's pocket. Flint uses his power to form those rocks into a dagger and stab the Vicar in the eye. Sinara comes up behind Flint and knocks him out. Sinara tells another Kree not to alert command. She plans to use Flint as bait.

Daisy, Mack, and Coulson find Sinara and Flint. Coulson has a gun. He shoots Sinara in the arm. Manston-Dar arrives, but they manage to escape with Flint. Fitz plans to escape in the trawler to the surface. Deke doesn't like the idea, but he agrees to go with them. Flint blocks the door with a large stone. The Kree start blowing through a wall instead. Deke has a plan to use his anti-gravity device to head up, towards the trawler. They head up one by one. The Kree make it through the wall. Sinara kills Manston-Dar. She finds the room empty, but notices the chute close behind them.

The SHIELD team arrive at the trawler and realize none of them are pilots. Flint says he's staying behind to protect people. Mack and Yo-Yo decide to stay behind with him. Fitz tells them that he hid a stash of SHIELD weapons on level three. Unfortunately, that's the level infested with vrellnexians.

Coulson takes the pilot's seat, assuming it can't be too different than flying Lola.

Sinara reports back to Kasius and Faulnak. She tells them that SHIELD has escaped to the surface. She also reports that she killed Manston-Dar. Faulnak laughs. He's underestimated Sinara's ambition and offers her a place among his ranks. Kasius stabs Faulnak through the heart. As Faulnak is dying, Kasius says he knows their father sent them on a suicide mission. Sinara killed his general when they tried to prevent their battlefield retreat. Now he's done seeking his family's approval. He stabs Faulnak again. He tells Sinara that he plans to find Daisy and tell his father that he avenged Faulnak's death.

The trawler begins its rocky decent onto Earth's surface.

May comes to. She sees Enoch. They're in what's left of Zephyr One. Others are there, including Robin Hinton.

The Last Day

Season 5
Episode Number: 96
Season Episode: 8

Originally aired: Friday January 19, 2018
Writer: James C. Oliver, Sharla Oliver
Director: Nina Lopez-Corrado
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye / Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso "Mack" Mackenzie), Natalie Cordova-Buckley (Elena Rodriguez)
Recurring Role: Dominic Rains (Kasius), Jeff Ward (II) (Deke), Joel Stoffer (Enoch), Florence Faivre (Sinara), Tunisha Hubbard (Ava)
Guest Stars: Coy Stewart (Flint), Michael McGrady (Samuel Voss), Willow Hale (The Seer), Michele Tobin (Gretchen), Dusty Sorg (Mouse), Jamal Akakpo (Comms Agent), Luke Massy (Hek-Sel), Ava Kolker (Robin (age 12)), Lexy Kolker (Robin (age 7)), McKay Stewart (Roughneck)
Summary: A face from the past may help the team prevent Earth's destruction.



Zephyr One: 2018 — An 8-year-old Robin watches as the SHIELD agents deal with the crisis. When Mack sees Robin, he wonders where Polly is and Jemma says that Polly didn't make it. Robin tells Melinda that they survive the crash, just as the Zephyr hits a gravity storm. Everyone buckles in and Robin says that there's something else she needs.

Now — The Seer says that there's something else she needs to remember, and Melinda asks how she's there. One of her men, Samuel Voss, explains that Robin can no longer differentiate her memories from the present. He says that the Seer

told him a decade ago that Melinda's teammates made it to the surface. The trawler streaks down out of the sky and Samuel tells Melinda that the Seer said that they survived that crash as well.

Samuel and his men bring the team back to the zephyr where the Seer has made her base. Melinda hugs Coulson and the others. Fitz meets Deke, while Samuel greets Deke. The two men hug, and Samuel asks about Virgil. Deke says that the Roaches got Virgil, and asks where his father Owen is. Samuel says that Owen is on his way back from a radio tower, and says that he never held anything against Deke.

On the Lighthouse, Kasius determines that there are no signs of life from the trawler. He figures that the team may have the means to survive on the surface, and Sinara indicates that she wants to go after Daisy. Kasius tells her to either recover Daisy or kill her, and meanwhile he'll deal with the human traitors who aided the escape. He and Sinara share a drink, and Kasius says that they will suffer retribution rather than renewal.

Throughout the Lighthouse, the lights go out. Flint leads Elena and Mack to the service tunnel so they can get to Level 3 where Fitz hid the weapons. Gretchen confronts Flint and says that the Kree are punishing them for what Flint did. A mob gathers and they tell Flint to turn himself in. Mack yells, telling them they don't want to go down the road.

Coulson figures that Robin is the connection, but Melinda warns that for the Seer, both times are indistinguishable. Fitz and Jemma check her and warn Coulson that it's best not to crowd the Seer. Coulson finds the Seer sketching and greets her by name. He asks what they're supposed to do, and the Seer says that she already told her mother everything. She says that Coulson can bring all of the pieces together, and takes his hand as she says that it's the day that it all ends.

In the cargo hold, Melinda and Coulson tell Daisy what the Seer said. Coulson hopes that they'll need Quake when the Kree strike, and tells Daisy to check with Jemma and Fitzgerald to see if they can remove the inhibitor. As Daisy goes up to them, she finds Deke sitting by himself. He's dealing with learning that people can survive on the surface, and admits that he thought the Seer was dead so he didn't mention her. Deke explains that he was too bitter to be sad when Kasius sent Owen to surface, and now he hopes that Owen will forgive him. Daisy talk about how her father wanted to make up for old times, and eventually they worked things out.

Elena checks to make sure the corridor ahead is clear. Flint wonders what the point is in going back when the humans want to kill him. Elena tells him that some of her friends never saw her the same after she became an Inhuman, but she didn't do anything wrong and neither did Flint. Down the corridor, a Kree soldier the gas they use to keep the Vrenalaxians away.

Fitz and Jemma find a cyclotron with superconducting coils. Samuel comes in and says that it controls the monolith that brought them there. Owen is the one who built it from old schematics. Once Samuel leaves, Fitz figures that they're on their own until Owen returns. The two of them make sure that they're alone and then kiss.

Coulson and Melinda question the Seer but she doesn't answer. Melinda calls Enoch over and he says that Robin only talked to Polly and him when he stayed at her side for several days. He warns that the Seer's gift can't be forced, but Coulson tells him that waiting isn't always an option. Coulson tells Melinda that their people on the Lighthouse need backup, and she wonders what she can do if she can't protect the team. Coulson says that he's the one who always has his back. The Seer gives Melinda a sketch of a spaceship.

The Lighthouse: 2022 — Melinda, Jemma, and Fitz try to figure out how to keep going, and Melinda says that Fitz and Jemma have to finish the time machine that Robin has described. Robin gives Melinda a sketch and says that it's to remind her. The girl then tells Fitz that he gave them everything he could.

Now — The trio gets to the weapons, and Elena confirms that the Roaches are gone. They figure that the Kress sent them elsewhere, and look out to hear human screams from below. Flint realizes that the Kree released the Roaches in the human areas, and they go down to find all of the humans dead.

Samuel takes Coulson and Melinda to their salvaged weapons, and Melinda finds a piece of the monolith. Coulson tells Samuel that if they find more of them then they could head home. Samuel warns that it's the other piece that they have, and says that they should focus on retaking the Lighthouse. Coulson agrees but takes the piece to Jemma and Fitz.

Jemma examines the inhibitor and warns Daisy that it will take a trained neurosurgeon to remove it. Coulson and Melinda show them the monolith piece, and Fitz realizes that it goes into Owen's time machine. Daisy goes to talk to the Seer because she knew her most, and Melinda figures that if they get back to their own time then none of it will happen.

Mack and the others confront two Roaches in the foundry attacking Gretchen and open fire. They kill them and Mack says that they need to access the air filtration system and take back the floor.

2012 — As Melinda takes Robin through the Lighthouse, Elena says that they can't accept the Kree offer. Robin mutters about Flint, while Melinda says that they're doing the best they could. When Robin says that Mack will help Flint, Elena angrily says that Mack is gone and won't be coming back. She takes an elevator to fight the Kree, telling Melinda that she stopped believing a long time ago.

Now — Deke asks Samuel what they're doing with the monolith shard when Owen always kept it close. Owen said that he couldn't trust Zeke with the shard, and Deke figures that Samuel did something to Owen. Samuel knocks Deke out.

Flint takes Mack to the filtration system, and Mack reroutes the power back to it with a power pack that Fitz provided in the cache.

He tosses in the gas and figures that it will be enough to drive the Roaches into one room. The creatures run ahead of the gas and gather in the factory. Elena is there and attaches the petrifying devices to them at superspeed. When she's done, the devices kill the Roaches.

Daisy visits the Seer and finds her holding the robin carving. The Inhuman apologizes for not protecting the Seer's father, and the Seer says that Polly always kept her safe. Daisy asks her what she was trying to warn Coulson about, and the Seer says that time is running out. Samuel comes in and says that the Seer has important things to say but doesn't say them at the right time. Daisy steps out and Samuel tells her to let the Seer rest because he might have the answers Daisy is looking for.

Fitz and Jemma work with the machine and discover that it uses the shard to lock onto the main monolith. When they try to leave, Fitz discovers that the door is locked from the outside. They yell, and Coulson and Melinda come over. Samuel's men confront them and tell them to surrender or die.

Samuel shows Daisy an old video of her past-self leaving the Zephyr. A few minutes later, the earth was destroyed by a quake. Samuel wonders if the suffering could have been prevented. The Seer comes out of her chamber and says that it's too late to stop it.

2022 — Fitz takes Robin to Melinda and says that Robin just described Jemma's death. Melinda insists that Robin sees a way out and that's why Fitz designed the machine. Fitz angrily says that nothing they do to change time matters because for all they know, they've tried and failed a thousand times and each time everyone dies. Robin and Samuel couldn't change it, and even Daisy couldn't change it. When he mentions Daisy's name, Robin yells to Daisy that Samuel has a knife.

Now — Samuel takes a knife and says that they can make sure Daisy never comes back. Two of Samuel's men step out, and Samuel attacks Daisy. She fights her way clear, and the Seer says that it's the last day. Samuel realizes that he can't get to Daisy and kills the Seer so she won't get the answers.

Coulson and Melinda fight the men and take them down. Melinda tells Coulson to find Daisy. He arrives and helps Daisy knock out Samuel's men. Samuel attacks Daisy, who pins him. Melinda arrives and finds the Seer bleeding out. The Seer looks at her and calls for her mother, and Melinda says that Polly isn't there but she'll stay with her.

2022 — Robin lies in her bunk and calls for her mother. Melinda asks if she's okay, and Robin says that she wishes she never got her power.

The girl says that every night she sees people dying, even Melinda. Melinda assures her that it's okay and promises that she'll be at Robin's side in the end. Robin says that she doesn't want to lose her, too, and Melinda tells her that they're special because they never have to say goodbye.

Now — The Seer explains that Melinda raised her, and she wasn't afraid of what she could do. Melinda told her that one day she could help her save the world.

2022 — Robin says that she was supposed to tell Melinda how to get back home. Melinda says that it can wait, and if they meet in the future than Robin should remind her that she has an important job to do.

Now — The Seer says that Melinda is needed for more than she realizes. Melinda asks what she's supposed to do.

2022 — Melinda tells Robin that she has to tell her her vision of saving the world. Robin says that she's never had that vision, and Melinda assures her that she will.

Now — The Seer says that she knows Melinda can save the world. She's seen it but hasn't lived it, and whispers something to Melinda with her dying breath.

Samuel tells Daisy and the others to remember that when she destroys the world, they should remember that he tried to stop them.

The Seer says that now she can go back to sleep and dies.

The remaining humans enter the factory, and Flint tells them that the Roaches are dead. Gretchen thanks them, and Mack says that they can't let Kasius pit them against each other anymore. Elena gets Grill's metric removing device and starts removing the devices.

Daisy goes to the arsenal and frees Deke. Deke figures that Samuel killed Owen, and Daisy says that they're on their own.

Melinda places the robin carving in the Seer's hand and covers her over. She then goes to the others, who wonder what they do next.

Melinda says that Robin told her how they can go back and save everyone. However, she wonders who Flint is.

Sinara arrives at the Zephyr and Kasius watches her progress via her bodycam. She discovers that the others have left, and Kasius tells her to find and kill them.

Best Laid Plans

Season 5

Episode Number: 97

Season Episode: 9

Originally aired: Friday January 26, 2018
Writer: George Kitson
Director: Garry A. Brown
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye / Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso "Mack" Mackenzie), Natalie Cordova-Buckley (Elena Rodriguez)
Recurring Role: Dominic Rains (Kasius), Jeff Ward (II) (Deke), Joel Stoffer (Enoch), Florence Faivre (Sinara), Tunisha Hubbard (Ava)
Guest Stars: Eve Harlow (Tess), Michael McGrady (Samuel Voss), Coy Stewart (Flint), James Harvey Ward (Gunner), Luke Massy (Hek-Sel), Graham Outerbridge (Doyle)
Summary: While Mack and Elena lead the humans in rebellion against Kasius, on the surface Coulson and his people try to lift off in Zephyr One to return to the Lighthouse.



The Kree soldiers move through the Lighthouse, ready to shoot anyone that they find. Two humans run across the hallway ahead and the soldiers open fire and give chase. More humans are waiting and gun them down, and Mack tells them to hold their fire once they've taken down their enemy. Flint arrives and says that it's their floor now, but Mack warns that they have a long way to go. He figures that now that Kasius knows that they're alive, he'll be back.

Hek-Sel tells Kasius that the humans are alive and have killed eight of his soldiers. Ava and the other servitors are

moving Kasius' belongings to his home, and Kasius berates them. He then tells Hek-Sel to have the doctor awaken his newest acquisition.

On the surface, Coulson and the others wait out a gravity storm. Enoch asks Coulson how Flint will restore the monolith, while the other agents determine that Zephyr One is in bad shape after decades of neglect. Coulson says that they're going to pull anchor and fly to the Lighthouse to help their friends; The avionics overload, and Fitz and Jemma go to go to check the circuits.

Melinda is going through Robin's sketches when Coulson offers his condolences and asks if Melinda wants to talk about it. She finds it hard to believe that she was a mother, and Coulson assures her that he can see it in her. He says that they have to make sure the future they're in never comes to pass, and that he let Deke decide what to do with Samuel.

Deke enters Samuel's cell holding a gun. Samuel tells him to think about what he's doing, and admits that he and Owen never agreed on what to do once they brought the team from the future. Owen came at him with a knife, they struggled, and Samuel killed Owen.

Samuel says that he did what he had to, and they could finish it if they kill the agents. After a moment, Deke lowers the gun and Samuel tells him to play the long game. He suggests that they let Kasius have Daisy so that she doesn't go back and destroy earth.

In the foundry, Elena teaches Flint how to shoot. Flint tells him that they'll deal with the Kree, not Flint, and Flint storms off.

Elena tells Mack that Flint can handle himself, and Mack warns that none of the humans are soldiers. He figures that they need a plan, not a mob. Gunner tells them that Kasius sent a messenger. Mack and Elena go out, and a resurrected Tess is waiting. Flint hugs her and says that he thought she was dead, and Tess tells him that he was.

Mack, Elena, and Flint talk to Tess alone. She explains that they ragged her to the Exchange and stabbed her to death, and now she doesn't free the same. Mack and Elena says that they've seen Kree technology blood used to bring back the dead, and Elena admits that she took Flint from the ceremony. Flint wants to kill them all, particularly Kasius. Mack refuses but Elena agrees with Flint and says that she'll kill Kasius as often as it takes. Tess warns that if she doesn't bring Kasius Flint and the other children then he'll end the human race with the push of a button. If he gets Flint then it will provide Daisy with motivation to come back.

On the Zephyr, Coulson is checking his artificial hand when Daisy comes into the lab. She explains that they should be able to make contact with Zack and Elena, and worries that if she gets her powers back then she might destroy the world. Daisy figures that if she's not Quake then she won't be the Destroyer. Once she leaves, Coulson goes back to work.

Fitz and Jemma are trying to repair the avionics and Jemma shows him a tablet. It's Fitz's design for the next-gen Zephyr, and Fitz realizes that the ship runs on Gravitonium. He wonders if the Gravitonium is holding together the Lighthouse, and figures that they did it in the past even though they've lived the moment in the present. Fitz warns that it's proof that nothing they do matters and they're caught in a time loop. Jemma says that it's proof that they made it back.

The storm shakes the Zephyr, and Deke returns and tells Coulson that he left Samuel alive because he knows things that they need.

They try to lift off but the engines blow out. Enoch says that they should evacuate to the caves as the ship shakes.

Elena and Flint want to find Kasius and kill him, but Mack refuses and checks the circuitry to determine how Kasius will kill them.

He checks a circuit box and finds an incendiary bomb inside wired to the O2 lines. They realize that Kasius could incinerate them all.

Daisy talks to Deke as he gathers supplies to move out. She points out that he let Samuel live and killing is never the better option, and Deke says that it is if it's better than pain. He tells Daisy that his father could be violent when he needed to be, and wonders if he could pull the trigger to stop someone from causing harm. Daisy assumes that he's talking about Samuel, and Deke walks off.

Coulson releases Samuel and handcuffs him, and tells him that he's going into the caves with the others. Samuel says that he was just doing what he had to, and SHIELD tried to stop an alien invasion and failed, and then Daisy destroyed Earth. As Deke arrives and leads Samuel off, Samuel says that he'll kill Daisy and do what's right. Deke tells Coulson that he's going with them because he has to see it through.

Mack tells the floor leaders that the incendiary can't be disabled, and Kasius' demands must be met. Gunner and the others refuse, and Mack says that he and Elena will turn themselves over to him in the hopes that they can get close enough to kill him. Meanwhile, the humans will have to keep working together.

Tess warns Flint that if Elena and Mack fail then Kasius will find a new way to kill the humans. Flint tells her that he can't lose anyone else, and Tess hugs him. Mack and Elena arrive, and Tess tells him that he has others and leaves. Flint wants to go with the agents, but they tell him that there other ways to fight and the other humans need him.

On Zephyr One, time slows for a moment, Jemma tells the others to cut the ship's anchors and let the gravity storm take them. They don't have engines but if they get high enough they have reaction jets and could fly to the Lighthouse. The others agree, even Deke.

As the roughnecks head out of Zephyr One, a hooded figure arrives. They assume that it's a human and head for the caves, and Sinara removes her hood.

Tess returns to Kasius and he realizes that they didn't come with her. She shows him vials of blood and says that they insisted on sending them back.

Mack and Elena reach the research floor.

Tess tells Kasius that if they can't reach him then they'll burn his ability to breed another Inhuman.

The agents gather the vials containing the results of Kasius' Inhuman research.

Kasius chokes Tess for a moment, and tells his soldiers to bring her as he walks off.

A loose panel hits Coulson in the head, and everyone straps in. Melinda discovers that the anchors are stuck, and Daisy goes out to free them. After a moment, Deke goes after her.

As Mack and Elena move a cart into place, he reminds her to keep her head. She figures that Flint will be fine, just as the door to the level opens. Kasius arrives with Tess and his men, and Kasius recognizes Elena. Mack threatens to blow up the card, and Kasius tells him that he might bring them back after killing them if they surrender. Elena calls him a coward, and Kasius says that he's learned that humans will always turn on one another.

Daisy goes to the manual controls for the anchors and Deke follows her. She releases the anchors and Sinara attacks her. As she prepares to fight, the ship shakes around them and bags fall on Deke. It lifts off into the gravity storm and both women float into the air. They attack each other in zero-g.

Once they reach outer space, Melinda cuts in the gravity jets. Everyone drops to the floor, and Daisy and Sinara continue fighting and fall to the floor below.

Melinda tries to control Zephyr One, and Fitz wars that they're not high enough yet.

Kasius says that once Sinara secures Daisy, they will have to surrender.

Sinara manages to knock Daisy unconscious, and Deke opens a suitcase he's been looking for.

Kasius tells the agents that humans beg to be ruled and he's a god. When Mack tells him that he's a devil, Elena says that they should just skip to the part where she ends it.

Daisy manages to break free and starts climbing up out of the hold. Sinara drives her knife and says that she isn't supposed to kill her, but Deke throws a gravity storm anchor on her arm and pulls her down.

Kasius figures that Elena won't sacrifice the humans. Flint arrives and tells Mack that it's done, and Kasius holds up the remote to trigger the bombs and tells them to make their play. Elena speeds forward and bounces off of the force field Kasius has prepared for her, and he prepares to trigger the bombs.

Deke and Sinara fight, and she easily dispatches him.

Zephyr One shoots up into outer space, and Melinda activates the thrusters.

As zero-g reasserts itself, Sinara floats up into the air toward Daisy. Daisy impales her with a metal pipe, and nods to Deke in satisfaction.

Melinda nods to Coulson in satisfaction.

Kasius tells the agents that they'll set him back but they won't stop him. He triggers the bombs.

Gunner and the others get all of the bombs into a corridor, get out, and close the doors. The bombs go off and the Lighthouse shakes. Everyone is okay, and Tess runs to join Flint. Mack says that they moved all of the explosives to Level 25 and all of the people up.

Gunner goes to his wife and baby child.

Elena tells Kasius that all of the humans worked together and now they're free. Kasius yells that it's over for the four of them, and Mack triggers an explosive to cover their escape. The force field protects Kasius and his men, but the agents escape with Tess and Flint.

Melinda pilots Zephyr One to the Lighthouse, and Daisy contacts Mack and Elena. Meanwhile, Deke prepares to shatter the monolith piece so they can have it in two places at once. Mack responds and asks if they have a plan.

Kasius knows that Daisy and her team are heading toward the Lighthouse, and tells Hek-Sel to ready a squad so they can receive them.

When Hek-Sel wonders how Kasius knew they were coming, Kasius says that he has a Seer of his own.

Past Life

Season 5

Episode Number: 98

Season Episode: 10

Originally aired: Friday February 2, 2018
Writer: Daniel J. Doyle
Director: Eric Laneuville
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye / Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso "Mack" Mackenzie), Natalie Cordova-Buckley (Elena Rodriguez)
Recurring Role: Dominic Rains (Kasius), Jeff Ward (II) (Deke), Eve Harlow (Tess), Joel Stoffer (Enoch), Coy Stewart (Flint), Tunisha Hubbard (Ava), Florence Faivre (Sinara)
Guest Stars: Max Williams (Tye), Luke Massy (Hek-Sel), Jay Hunter (Watch Commander), Ryan R. Moos (Kree Doctor)
Summary: The team has to decide whether to return to the past, knowing that Daisy may destroy their present and the future.



The Zephyr docks at the Lighthouse, and Kasius and his men board through the cargo bay. Sinara's corpse is suspended on a pipe, and Hek-Sel orders his men to find the agents.

The team and Deke slips aboard the Lighthouse via an outside hatch without Enoch.

The soldiers scan Zephyr One and don't detect any life forms. Enoch then emerges from hiding, radios Coulson, says that they haven't found him, and reports that the machine will be ready by

the time they find Flint. He then puts the piece of the monolith into the little piece.

The team tells Deke how the machine works, and they figure that Flint can reunite the other piece.

Tess tells Mack and Elena that there another Inhuman was brought back at the same time that she did, but she doesn't know who it is.

Elena tells them to send Tess ahead to fly the other humans to safety while she searches for the other Inhuman.

Deke wonders when they'll kill Kasius, and Coulson assures him that they won't leave until humanity's future is secure.

Elena tells Mack that she has to find the Inhuman. Meanwhile, Tess tells Flint that now he's the key to saving humanity. She assures him that he'll do great and tells him to get back safe. Mack gives in and Elena tells Flint to take care of Mack, and then goes with Tess.

Kasius takes Sinara's corpse to his quarters and assures her that he'll take care of her. He tells the Kree doctor to fix Sinara, and the doctor warns that he can't do it like he fixes humans. Kasius shoots him dead and tells Hek-Sel to bring Tye. He then tells Sinara's corpse that he envies her sleep while the agents stalk his every move. Tye arrives and Hek-Tel gives Kasius the Seer's sketches from the ship. Kasius realizes that his Seer has said the team would come from the past, and if they're there then they haven't destroyed Earth. He then tells Tye that Kasius' father called Earth a blue gem, and tells him to gather a fighting force of Inhumans to crush

S.H.I.E.L.D.. Once they're dead, his father won't encounter any resistance in the past when he comes for Earth.

Tye warns that the remaining Inhumans are barely trained, and Kasius takes out a vial of Odium and explains that it will cause the Inhumans to flare briefly before they die. He feeds it to Tye and tells him to fight, and Tye's eyes turn black as he growls in fury.

Mack and Flint search for the agents and Mack talks about his motorcycle. He invites Flint to come with him, and Fitz and Jemma step out and show Flint the monolith piece.

Coulson, Melinda, Daisy, and Deke attack the Kree escorting the Inhumans to Kasius. They kill the soldiers, but Tye attacks first Coulson and then Daisy. Tye tells Daisy that Kasius freed him, and Daisy manages to kill him. As they go to the trawler, Tess steps out of the shadows and talks to Deke privately. Coulson sees Tess and says that he's been where she is, and warns that it changes people. Tess explains that she's questioned what's real, and Coulson says that humanity is real. She says that she knows how to get the trawler to the human levels, and tells Coulson that he was right and they can fight back.

Elena arrives at the lab and finds dead technicians. She hears something ahead and goes to investigate.

Hek-Sel tells Kasius that they lost the last of the Inhumans. Kasius informs Sinara that everyone has failed him, even her, and admits that he has also failed. He then takes out a vial of the Odium to restore his family's name and regains his glory, and tells Hek-Sel that his Seer's knowledge has run dry, and it's time to use her to send one last message of her own.

Elena finds Kasius' Seer chained to a bed. She looks up and Elena realizes that it's her future self. Future-Elena says that she went through the same experience from Elena's point of view, and explains that the Kree killed her and then brought her back, again and again, when they need her. She explains that she tried to give them as little information as she could about the team, and smiles as she remembers that Mack is still alive. Future-Elena tells Elena to hold onto Mack as long as she can, and says that they make it back in time but bring everything that's to come. Elena doesn't believe it, and Future-Elena says that she didn't either until she was on fire reaching for Mack. When Elena asks how they can change it, Future-Elena warns that she can't.

A soldier tries the door to the lab where Enoch is working. He calls Coulson and says that they have located him, and then shoots the soldier through the door. Enoch tells Coulson that he can hold out for twelve minutes, and Deke complains that they left the machine in Enoch's hands. He then says that he'll go and secure the machine. Coulson warns that he'll be outgunned, but Deke points out that the time travelers all have to go to the rendezvous. Daisy insists on going with him, and Deke says that the world needs her to make it home. He advises her not to destroy Earth when she gets home.

Jemma has Flint concentrate on the stone and instructs him on how to manipulate it. He senses its molecular structure, and Jemma says that they have a plan to find the components. Three soldiers burst in, and Fitz triggers a barber wire that decapitates them. Jemma is shocked that he killed them, and Fitz says that they couldn't fight them all and they had to make the others afraid to follow them.

Elena asks how to fight, and Future-Elena says that she wants to tell her something different than last time. However, all she hears is her own words echoing over and over. Future-Elena talks about how she couldn't change people's choices, including Coulson.

Daisy hacks the door leading to the basement elevator. However, she tells Coulson and Melinda that she's not coming because she might set off the disaster. Coulson refuses to accept that the future is predetermined.

Future-Elena tells Elena that they made it back home and tried to fight the future. The more they fought, the closer it came.

Coulson refuses to let Daisy sacrifice herself, and says that it's about their future. The world is never safe and the job goes on.

Future-Elena says that the team makes one choice and ruins everything: to save him.

Daisy tells Coulson that he knows her staying is the right move, and stay and fight. Coulson shoots her with an icer.

Future-Elena says that Coulson is dying and Elena has to let him.

Coulson looks at the knife wound beneath his shirt that Tye inflicted on him during their fight.

Future-Elena tells Elena that Coulson is sick and he knows it. The others wouldn't let him die, and Future-Elena realizes that she's said the same thing over and over. They hear soldiers approaching and Future-Elena begs Elena to go without her. Elena reluctantly leaves.

Flint suits up and spacewalks.

Coulson carries an unconscious Daisy to the rendezvous.

The soldiers break into the lab and attack Enoch before he can open fire.

Fitz attracts the free-floating rocks to him.

Kasius and his men arrive in Future-Elena's chamber.

Mack, Jemma, and Fitz break into Kasius' quarters. Hek-Sel tells his men to secure the trawlers and force the humans to surrender.

They see Flint outside the port, firing the rocks at viewport. The viewport shatters and the explosive decompression kills the soldiers. Flint comes in before the automatic shutters close, and Mack and the others join him.

Deke arrives and kills the soldier before he can finish off Enoch. Enoch figures that they should spend their time fixing the machine rather than repairing him.

Mack assures Flint that he can handle it, and Fitz apologizes to Mack for having to kill the soldiers. He explains that Jemma was the one who came up with the plan to shatter the viewport. Meanwhile, Jemma removes the implant from Ava's ear, and the servitor is grateful that she can hear again. Coulson and Melinda arrive with the unconscious Daisy, and they realize that Elena didn't find them. Mack goes to find her, and Melinda confirms who Flint is and that he's going to get them home.

Flint concentrates on the piece and it floats into the air. He uses his power to assemble the various rocks that the team gathered, assembling them into a new monolith.

Mack hears Elena screaming and follows the sound to the arena, where Kasius is in the viewing gallery holding a knife to Future-Elena's throat. She tells Mack to run as the soldiers come in, but Mack refuses to abandon her. Kasius drinks the Odium and cuts Future-Elena's throat, and then goes berserk and leaps down to attack Mack. He punches Mack, who punches him back and then shoots the soldiers and Kasius. Kasius shrugs off the wound and Mack attacks him hand-to-hand. Kasius is impervious to pain and throws him into the wall.

Deke works on repairing the machine, and Enoch warns that the Zephyr is too damaged to power the monolith. He figures that his battery can do it, but it will destroy him in the process as well as several levels of the Lighthouse. Enoch warns that Deke will be completely atomized when he throws the switch. Coulson calls and says that they've built the monolith. Deke tells him that they found a fix for the machine, and Coulson says that his parents would be proud of him.

Coulson tells Flint that he's welcome to come back with them, or he'd better leave in case the monolith explodes. Flint tells the agents to tell Mack and Elena that he has work to do, and leaves with Ava.

Kasius continues beating Mack, who tries to grab his gun. The Kree grabs him and says that his father will have Earth. Jemma arrives and puts an implant in Kasius' ear. He goes deaf and reaches for her, and Mack drives his shotgun axe through Kasius' chest. He tells Jemma that Future-Elena is dead, assuming that it's his Elena. Elena arrives and hugs Mack, and says that it wasn't her. She says that it's time to go home.

Enoch tells Deke to patch him into the machine because he's running out of power. He radios the agents that they have to go now, but Fitz warns him that the others aren't back. Enoch shuts down and Deke activates the machine. The monolith turns into liquid as the machine starts to explode.

Flint gets to the trawler and tells Tess what happened. He insists that the agents made it back to their own time, and Tess figures that they've got a second chance. She looks at Deke's Earth toy and says that they have a clean slate now. She gives it to Flint and says that it's his blueprint.

All the Comforts of Home

Season 5

Episode Number: 99

Season Episode: 11

Originally aired: Friday March 2, 2018
Writer: Drew Z. Greenberg, George Kitson
Director: Kate Woods, Garry A. Brown
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye / Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso "Mack" Mackenzie), Natalie Cordova-Buckley (Elena Rodriguez)
Recurring Role: Jeff Ward (II) (Deke), Briana Venskus (Agent Piper)
Guest Stars: Catherine Dent (General Hale), Dove Cameron (Ruby Hale), Brian Wade (Carl Creel), Joel David Moore (Noah), Patrick Warburton (General Rick Stoner), Stewart Skelton (Chief Wellins), Shontae Saldana (Candice Lee), Antonio Aaron (Officer Kennedy), Josh Fingerhut (Bar-tender), Amy Tolsky (Woman)
Summary: After returning to 2018, Coulson and his team attempt to prevent the future that they've seen.



In her bedroom, Ruby sits on her bed and listens to music. Her mother General Hale barges in and pulls the ear-phones out of Ruby's ear. Hale says that she knows Ruby skipped class, and Ruby tells her mother that she wasn't in the mood. She tells her mother to get to class or she'll lose her screen time, and Ruby agrees and apologizes. She puts her phone away and turns down her mother's offer to bring breakfast.

As Hale goes, Ruby asks if she's a good guy. She figures that Hale is going to a strategy meeting to stop S.H.I.E.L.D., but even rooted for them as the good guys un-

til recently. Ruby asks if that makes Hale a bad guy, and Hale says that her orders are to capture Daisy. Her daughter asks if she means "kill", and Halle tells her that she has to answer to someone and does what she must.

Ruby echoes her words, and Hale tells her that she does it for her and soon S.H.I.E.L.D. will be finished.

The team appears in the Lighthouse, and Fitz realizes that they're in the same place. As he turns on the lights, a screen comes on and General Rick Stoner appears. He welcomes everyone to the Lighthouse and says that the world as they know it has come to an end.

Coulson recognizes Stoner, and Stoner explains that Project Reclamation was a black ops program triggered by the world's destruction. Agents were instructed to gather the elite and bring them to the Lighthouse. Mack wavers due to his injuries, and Elena and Jemma insist on checking him. Jemma says that she should check everyone out, but Coulson says that he'll stay there with Daisy.

The Stoner program offers a tour of the Lighthouse, and Coulson tells Melinda and Fitz to go on it.

Daisy wakes up and points out that Coulson asked her. She realizes that they're home, and Coulson says that he needs her there despite the risks.

Fitz and Melinda go through the base and find hundreds of boxes of supplies. Melinda discovers containers holding monoliths. Noah, a Chronicon, appears in the hallway and introduces himself. He knew Enoch, who alerted him to the presence of the Lighthouse. Noah also knows Fitz, and explains that the Lighthouse was built with fallout shielding and to contain dangerous items. Melinda warns that the monoliths aren't safe, and Noah tells them that everyone who knows about the bunker is now inside of it. The Chronicon says that the outside world is safe—for now—but they're watching.

Noah takes them to the monitor room and explains that the Chronicons keep watch for any strange activity. He admits that they do nothing without interfering unless there's an extinction-level threat. The Chronicon believes up several events of note, and Melinda discovers that one is a possible alien contact. She calls in the others and shows them the monitor, which is showing them a light from the sky. Coulson figures that it's the light they were warned about that begins the sequence of events that lead to the future that they saw.

Noah reports that the light showed up above St. Louis a few weeks ago and appeared intermittently since then. Daisy says that she's not going because she'd rather not be near the first omens of her destruction of the world. Noah shows them covert entrances out of the Lighthouse, including one to nearby River's End.

The team emerges into an alley, enjoy being in the outside world for the first time in months, and then take a van. Coulson promises that they'll return it.

Daisy uses the Lighthouse computes to set up an alert in case any of the team is spotted. She discovers that the team is most wanted, and every local PD has their pictures.

A police officer pulls the van over and Coulson tells everyone to stay calm. Officer Kennedy pulls over and says that the van belongs to a local man. After a moment, he says that the man has been trying to sell it for months and asks Mack how badly did he get fleeced. Mack says that he's been looking for an old van and got it for a steal, and Kennedy drives along. Nearby, Deke appears in front of a building and realizes that he's been transported through time as well.

Deke looks around and takes in the world of 2018. He studies a tree in fascination and hugs it, and a woman comes over with her dog and says that she understands why Deke thinks the tree is pretty. After she goes, Deke finds a discarded ice cream cone in a garbage can. Before he can eat it, he sees a bar across the street and goes in. He asks the bartender for a beer, and takes a sip. Deke complains that it doesn't taste like it look and asks for something delicious. The bartender gives Deke a Zima and he drinks several of them and orders a hamburger and onion rings. As Deke goes, the bartender asks him to settle up and doesn't accept his metric.

When Deke can't pay cash, he tries to run but trips. He tells the bartender that he's from the future and passes out.

The team abandons the van and takes the cloaked Zephyr. As they fly to St. Louis, Coulson winces in pain but dismisses it as a headache. Fitz and Jemma explain that the beam is being sent from Earth. The wavelength is unusual but familiar: it's the beacon that was used to call the Kree to Earth.

Mack finds Elena sitting in the cargo hold, and he tells her that Kasius was using Elena's future-self to mess with them. Elena worries that she can't let it go, and Mack tells her that they're going to change the future and they can't let Kasius in their heads. She seemingly accepts his advice and they hold each other.

Daisy's alert goes off and she discovers that the police have arrested Deke. She figures that he'll give away the team's presence and asks Noah to get him out. Noah refuses, saying that Enoch is reckless and Deke isn't an extinction level threat. Daisy decides to go and tells Enoch that she needs his suit.

When they arrive in St. Louis, the team breaks into the building where the signal is coming from. A physical firewall breaks their way to the beacon, and Fitz picks up someone inside. The team goes in and finds Agent Piper there. She recognizes them and explains that she came there to stop the beacon but doesn't know how to stop it from firing up again.

In his cell, Deke realizes that Chief Wellins and Officer Kennedy don't believe his story, and insists that he has friends in high places. Daisy comes in wearing Enoch's suit and says that she's Deke's state-assigned social worker. She claims that Deke wandered off during a day trip, and tells Wellins to check online to see that she sent out an alert. Kennedy notices the cuts on Daisy's face and makes a call.

Hale's assistant Candice Lee tells the general that S.H.I.E.L.D. has been spotted. The general tells her to keep them there.

Piper explains that all news of the final battle was suppressed and went off the radar. She saw the report about the beacon and recognized it from her first mission, and came there to take out any Kree. The company was on government contract and experimenting with the beacon, and it just turned on by itself. The beacon starts emitting its signal as Fitz and Jemma examine it.

Wellins releases Deke, who plays along with Daisy's deception. Kennedy tells them to hold on and says that there's still paperwork to fill out, and Daisy has no choice but to agree. She takes Deke to the side and he explains how he got there. Deke assures her that he didn't talk to the police about the agents, and thinks that 2018 is awesome. Kennedy asks for a phone number so he can follow up, and Daisy says that it's no problem.

Fitz and Jemma open up the beacon and remove the power source. When Fitz points out that a human installed the timing device on the power source, Piper draws her gun. A masked woman comes in with armed soldiers, and Piper admits that she cut a deal. The beacon was meant to call in S.H.I.E.L.D. so that they could capture them.

Melinda lowers her gun and nods to the others to do the same. Once they do, Piper says that she followed Coulson's orders. When they nabbed her, she told everything to Hale. Hale guaranteed their safety and wants to bring them in. The soldiers ask their leader for orders, and she tells them to kill the agents. Elena disarms the soldiers at superspeed, and the agents attack them hand-to-hand.

Mack draws his gun and shoots one, blowing open his faceplate and revealing that he's an android. Meanwhile, Piper insists that Hale is an ally but Coulson tells her that she got played. He asks Piper if she's going to help them escape, and Piper says that she'll cover them.

The team heads out, shooting any of the androids that get in the way. The leader draws a circular blade and throws it as Elena speeds past her... and cuts off Elena's arms. Mack breaks free and runs to Elena, who collapses from the shock. The team gets into the elevator with the beacon, and Elena mutters that it's all coming true.

Daisy takes Deke to the Lighthouse and Noah greets them. He says that saving Deke from imprisonment was wrong. Melissa calls in and says that they need to land somewhere close. Daisy realizes that something is wrong, and Melinda tells her to hurry. The Zephyr lands in a hangar in the water and Jemma operates on Elena while Mack looks on.

The leader returns to her base.

Fitz and Noah take the beacon to the storage area with the other dangerous artifacts.

Daisy and Deke join the others and Daisy hugs Mack.

In Ruby's bedroom, Hale waits. The figure comes in and removes her mask, revealing that she's Ruby. Ruby says that she forced S.H.I.E.L.D.'s hand and she let them go because Daisy wasn't there. She figures that if she keeps cutting off Daisy's friends' arms, Daisy will come. Hale tells her daughter that her work is sloppy and incomplete, and says that the beacon was a backup. She says that Ruby is a disappointment and at least the beacon will do what it's supposed to do, and walks out of the room and into the base.

Noah and Fitz are examining the beacon when Daisy comes in. Fitz assures her that there's no tracker in the beacon. Noah warns that the beacon is heating up and tells them to run. He tosses himself on the beacon just as it explodes.

In Philadelphia, Creel is jogging down the street when Hale pulls up in a SUV. He tells her that he's not interested in being the government's hired gun, and Hale says that she's putting together a team and wants Creel. After a moment, Creel gets in the SUV with her and they drive off.

The Real Deal

Season 5

Episode Number: 100

Season Episode: 12

Originally aired: Friday March 9, 2018
Writer: Jed Whedon, Maurissa Tancharoen Whedon, Jeffrey Bell
Director: Kevin Tancharoen
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye / Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso "Mack" Mackenzie), Natalie Cordova-Buckley (Elena Rodriguez)
Recurring Role: J. August Richards (Mike Peterson), Jeff Ward (II) (Deke), Max Osinski (Agent Davis)
Guest Stars: Catherine Dent (General Hale), Shontae Saldana (Candice Lee), Stewart Skelton (Chief Wellins)
Summary: Coulson reveals the deal he made with Ghost Rider to his teammates.



A drone enters the chamber where the beacon exploded. There's a crack in reality. After a moment Lash steps out and destroys the drone.

Coulson and Melinda check on Fitz, who says that he's fine and blames himself for not paying attention to the beacon or suspecting it was a trap. He tells them that he sent a drone down, and the elevator stopped on Level 27. The elevator opened on a vast forest, and Fitz explains that it exists inside of the Lighthouse. He then shows them the video of the basement and the crack. He figures the three monoliths blowing up created

the rift, and it leads to another dimension that is bleeding back into their world. Fitz warns that the end of the world might already have begun.

Jemma tends to Elena's severed arms, and Mack comes in. Once Jemma leaves, Elena assures Mack that she's not going to die, and that she'll get through it as long as she has him. Mack tells her that she's the only world he cares about and will take her out if she wants. Elena says that they have to stay and fight, and everything she heard in the future is happening faster than she expected.

Daisy and Deke look for medical supplies for Elena among the supplies. Deke talks about how in the future, his mother would give him an orange every year for his birthday. He asks Daisy if she had any birthday traditions, and she explains that she was raised in an orphanage. Deke apologizes for bringing it up and says that he thought they were having a moment. As she tells him that they weren't having a moment, a Kree soldier attacks Deke. He knocks Daisy aside and keeps coming after Deke, and Daisy recovers, grabs a gun, and shoots him. The warrior disintegrates into dust.

Fitz tells the team that their fears are coming to life. He figures that when the monoliths exploded, they opened a rift to what he considers a "fear dimension". Fitz figures that it can take their deepest fears and manifest them physically. Coulson wonders about the forest, and Deke says that it's horrifying. Fitz seals off the lower two-thirds of the Lighthouse, but warns that it's getting worse. He has a fix but warns that doing it could kill one of them. Fitz picks Deke, who

immediately refuses. Undeterred, Fitz asks for Deke's belt buckle, explaining that it creates a gravity field. It has Gravitonium in it, and Fitz hoped to use it to seal the rift. Deke hands the buckle over, and Fitz tells the team that one of them is going to have to carry the device down and activate it. That person may be sucked into the other dimension or killed by a fear manifestation. Coulson says that he'll have to take the risk and leaves.

The others go after Coulson and suggest that they send Piper. Coulson insists that none of them are expendable, and Daisy says that he's putting himself at risk when he's telling her to do it. He says that she's needed to lead and inspire SHIELD in the future.

Daisy insists that there is no SHIELD, but Coulson says that the symbol must continue no matter what. As he talks, he suddenly collapses and they call for Jemma.

Later, Coulson comes out and tells Deke to go upstairs and do the things on their list because he's the only one of them that doesn't exist. Deke agrees and Coulson tells him to get the good, and says that he'll be there when Deke gets back.

Coulson goes to the control room where the others are waiting. Jemma joins them and says that it's not good. She tells that necrotic tissue is branching out from the scarred area around Coulson's heart and left lung. The tissue appears to have been dead for several years, and there's no cure for it. Jemma figures that it's progressing at a rapid rate, and Melinda realizes that Coulson knew he was dying since Ghost Rider. Coulson didn't think he should tell them, and Ghost Rider burned through the alien technology keeping him alive. Daisy wonders how he could keep it from them, and points out that Tess was brought back from the dead. Coulson didn't want to go through all that again, and Daisy tells him that he doesn't get to just give up. She says that they deserved to know and storms off, and Jemma tells Coulson that at some point his heart will stop beating. Coulson goes to check on Daisy, and Melinda tells him that he put too much on her and should have told them.

Daisy is out in the hallway and tells Coulson that she can't do what he's asking of her. He says that she's always been capable of more than she imagined, but Daisy insists that she can't do it without him. Coulson tells her that she believes in herself and should, and Daisy says that there's nothing without him. She breaks into tears and Coulson hugs her.

Elena wakes up from a nightmare and tells Jemma not to dope her up. She needs to stay clear-headed to warn Mack. Jemma tells Elena that she should spare him the pain and then smothers Elena. Mack comes in and hits Jemma, knocking "her" face off and revealing a robot beneath. The others come in and Jemma shoots her counterpart dead, and then explains that the rift is expanding. Fitz figures that it's getting too dangerous and they have to seal the rift.

Deke goes into River's End and sees the military on patrol. In the sheriff's office, Hale meets with Wellins and asks to see any security footage that Wellins has. Meanwhile, Deke goes to a payphone and dials a number that Coulson gave him. An answering machine responds and says that Fiona is not available.

Wellins tells Hale that they couldn't find any physical evidence proving that Deke ever existed. Hale demands to have everything in Deke's cell dusted on the chance that they find something that will lead them to Daisy.

Melinda finds Coulson and Coulson says that he stepped back so she didn't waste her time on another lost cause. She insists that there must be a way out, but Coulson tells her that it's time to make room for Daisy. Coulson explains that they need fresh blood to lead the team, and says that just because he's made peace with dying doesn't mean he's in a hurry to do so. He asks Melinda to help him get into the gear Fitz made for him.

Coulson goes to the elevator and gets the device from Fitz. Fitz warns that he'll be facing not only his own fears but everyone else's. There's a .50 caliber gun so that Coulson can protect himself, and Fitz warns Coulson not to get close to the device when he triggers it. Coulson then makes Fitz promise to do what they discussed no matter what happened. When Fitz hesitates, Coulson tells him that symbols are important people need help. He enters the elevator and goes down.

The team monitors Coulson as he enters the basement. The video feed goes out, and Fitz tells the others that they have to wait.

Coulson makes his way toward the rift and realizes that he's lost contact with his teammates. He enters the main room and finds something wearing the form of Mike Peterson waiting for him. "Mike" says that it's time for him to tell Coulson what's really going on, and tells him to do whatever he wants. Coulson confirms that the air is good and removes his helmet, and Mike says

that Coulson is there to face facts: that it's all in his head. Coulson is on the table, code blue, and has imagine everything that happened to him as part of SHIELD.

Daisy wants to go in, but the others refuse to endanger more lives. Melinda insists that Coulson will do it.

Coulson tries to ignore Mike and set up the device, but Mike says that none of it makes sense. His brain is being stimulated with electricity as they try to bring Coulson back from when Loki stabbed him. Coulson begins to remember being on the operating table with doctors operating on him, and Mike says that he's reliving mementoes of his life mixed with his dreams. Coulson figures that his fear is manifesting and it's harder to let go, and Mike says that he's done all of the things that he dreamed of a flying car, teaching history, having a family and a daughter he never had, and the chance to be a hero. Coulson insists that he's not trying to be a hero, and his mind is rejecting that he's an EMT standing over him.

The alarms go off and they realize that a Quinjet is coming in. A man requests permission to land, and they open the concealed hangar. Daisy and Mellinda go to greet it, and Deke comes out with Mike, Davis, and the other SHIELD agents.

Coulson's Mike says that Coulson is the real deal and the others are a reflection of who Coulson truly is. He points to the rift and notes that Coulson is preparing to walk into the light. "Mike" says that they should go together, and Coulson starts to walk toward the rift. However, he stops and says that he's not buying it. Mike grabs him and says that he'll take him himself... and then disintegrates as the real Mike appears and shoots him.

Lash steps out and Mike attacks it. Roaches appear and attack Mike, and Coulson opens fire on them. He triggers the device, and it seals the rift and pulls them toward it. Hive steps out, and Mike shoots it. Once the rift is closed, Coulson asks Mike if he's real.

Coulson: symbols are important. Institutions are important. People needs things to believe in, Fitz. Especially now. People need hope.

Candice tells Hale that Deke has no paperwork and asks if she wants them to continue investigating. Hale figures that it's a smokescreen and tells her assistant to pack it up.

Coulson, Fitz, and Deke take the elevator down, and Fitz says that the rift is secure for now but they'll need to come up with a permanent solution eventually. Deke takes credit for everything, and Coulson and Fitz ignore him. Fitz wonders what Coulson faced, and Coulson asks him if he's stalling since the elevator stopped a minute ago. He assures Fitz that it's going to be great and they step out onto the forest level. Mack is taking pictures, and Melinda and Daisy are the bridesmaids. Jemma is in a wedding dress, and Coulson performs the service. He says that they don't dare wait and everyone agrees.

Jemma reads her vows first, saying that she didn't realize when they met that they'd be together for life. Fitz admits that he doesn't know what to say, and words aren't enough. He says that Jemma is perfect and doesn't deserve her, and he's the luckiest man on any planet. Coulson calls for the rings and has the couple put them on each other.

Candice tells Hale that she thinks Deke is a LMD. She discovered that he's biologically linked to two people: Fitz and Jemma.

Coulson pronounces Jemma and Fitz husband and wife. Everyone applauds as they kiss, and Deke tells Mike that he doesn't know the bride or the groom.

Principia

Season 5
Episode Number: 101
Season Episode: 13

Originally aired: Friday March 16, 2018
Writer: Craig Titley
Director: Brad Turner
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye / Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso "Mack" Mackenzie), Natalie Cordova-Buckley (Elena Rodriguez)
Recurring Role: Jeff Ward (II) (Deke), Catherine Dent (General Hale), Brian Wade (Carl Creel), Max Osinski (Agent Davis)
Guest Stars: Dove Cameron (Ruby Hale), Spencer Treat Clark (Alexander), Jake Busey (Tony "Candyman" Caine), Paul Schackman (Dr. Van Kempen), Mark Fite (Dr. Joseph Getty), Katie Amanda Keane (Deke's Mom), Shontae Saldana (Candice Lee)
Summary: The team goes in search of Gravitonium in order to help save the world. Meanwhile, Mack finds some components to make prosthetic arms for Elena, Deke learns who his grandparents are, and Ruby convinces a recruit to join Hale's team.



Dr. Van Kempen tells his patient Alex Braun-Werner Von Stucker—that they're proposing to give him an aggressive dose of thiorazine.

Van Kempen is holding them back because he doesn't think that Werner is a violent person, and says that Werner needs to open up about his physical torture and abuse at the hands of his father and S.H.I.E.L.D. Werner says that Van Kempen's daughter April just turned 3, and Werner heard about her when he talked to his wife about her in the hallway

outside. Van Kempen is surprised that Werner knows where he lives, and Werner admits that he went through his doctor's garbage. He rams a pen through Van Kempen's hand, pinning it to the desk. Werner asks for thiorazine as the orderlies come in and drag him away.

Jemma checks on Elena and says that she's stabilizing. Mack hovers protectively over Elena until she tells him that it's enough.

Coulson comes in and says that he's feeling fine, and tells them to stop asking. He informs Elena that Fitz is going to work on making her prosthetics like his hand, but admits that it doesn't feel at all. Mack assures her that prosthetics won't matter to him and Jemma clear them out.

Outside, Mack says that they need to get out and get Fitz what he needs to fix Elena. Coulson warns that they have a lot of pressing concerns, just as Fitz arrives and says that the Gravitonium device they used to seal the rift isn't strong enough. He warns that they only have a few days before the rift reopens, and they need more Gravitonium. Daisy figures they can tackle both problems with one solution.

Later, Daisy briefs the team on a company, Cybertech. She last saw Gravitonium there, and they built cybernetics. The company has been dissolved, and they found the names that worked

under Quinn. Deke comes in and Coulson says that he invited them because of his knowledge of Gravitonium from the future. Daisy brings up Dr. Joseph Getty, Quinn's Gravitonium researcher, and says that all of the Cybertech scientists are dead and their death certificates were signed by "Murray Jacobson". She tracked him to living undercover as a real estate agent in Baton Rouge. Coulson says that they'll leave and tells Deke to work with Fitz while he takes Daisy and Melinda with him.

Werner lies in a bed in his room and realizes that the door is open. He dresses and goes out into the hallway, and comes to a mess room. He grabs some food and picks up a knife, and then sits down and eats. Ruby comes in to get some food, and she doesn't hear him because she's wearing ear pods. Werner asks where they are but Ruby walks out without apparently noticing him.

Coulson and Daisy approach "Murray" in a parking garage. When they say that they know his other aliases, the man shoots at them, gets in his car, and drives off. Coulson calls Melinda and Mack, who cuts him off as Daisy and Coulson arrive. The man says that he doesn't take orders from anyone, and Mack recognizes him as Tony Caine. They laugh and hug, and back aboard the Zephyr Mack explains that they were roommates at the Academy. They kicked him out because he never went to class, and Tony asks why they tracked him down. Coulson explains that they're looking for Getty and he has information that they need. Tony explains that Hydra recruited scientists so he erased the lives of the scientists that they wanted. Mack explains that they're trying to save the world.

Deke finds a baseball and glove in storage, and Fitz tells him that they're in a highly volatile solution. Undeterred, Deke says that Fitz needs to take a break. When Fitz refuses, Deke suggests that he visit Jemma. Exasperated, Fitz agrees to play ball, but an alarm goes off as the rift flares. He warns Jemma via the intercom that anything she sees that isn't real doesn't exist.

Jemma finds Elena lying on the floor. Elena explains that she woke up and forgot that she had arms, and refuses Jemma's help. She breaks into tears and says that she wants to have children with Mack, and losing her arms is part of what she saw in the future they visited. Jemma insists that they will change it, but Elena doesn't believe her.

Tony and Mack talk privately and Tony wonders what happened that got Mack on the Most Wanted list. Mack says that there are dark things in the world that people shouldn't see, and he won't let his loved ones see it. Tony warns that the Deathlok program is a dead-end.

Coulson realizes that Daisy is hoping that one of the Cybertech scientists could keep Coulson alive like they kept Garrett alive. He says that he doesn't want another unnatural life extension, and tells Daisy and Melinda that they have to accept it. Once they leave, Daisy says that they're going to be Coulson's shield whether he likes it or not.

Ruby is exercising when Werner comes in. He asks where they are, and Ruby tells him that it's a safehouse and she lives there.

Werner wonders why he's there, and Ruby says that her mother will answer. She throws one of her chakrams at a nearby target, and Werner recognizes a scar she got as a child and says that they played together as children. His father and General Hale beat him when he failed to protect Ruby, grabs her, holds the knife to her throat, and demands to see Hale.

Tony finds Getty on the beach and approaches him. Getty wonders if Hydra found him, and Tony says that he just needs him to find something. Mack steps up and says that they're looking for Gravitonium, and Getty warns that he can't be seen with criminals like Mack. Getty explains that he regrets working for Hydra but is paying for his sins, and Mack tells him that saving the world will pay for them all. He asks where the Gravitonium is, and Getty says that they put it on a transport ship, the Principia, to the Pacific but it sank during a thunderstorm and is five miles deep.

Back at the Lighthouse, Fitz tries to spot the sunken ship but finds no trace of it. Coulson calls in and tells them to keep looking. Jemma tells Fitz to get some rest, while Deke stares at the satellite images of the ocean. When he starts talking, Fitz tells him to stop and Deke angrily reminds him that they blew up the planet so he never saw the ocean. Deke storms off and Jemma tells Fitz to take it easy on their new ally. Fitz and Jemma talk about their wedding and kiss briefly.

Hale and two of her robot soldiers enter the gym, and Hale tells Werner to let Ruby go or they'll kill him. She explains that they had him transferred there and wanted him chemically lobotomized, and Werner says that maybe that's what he wanted. He releases Ruby and Hale

says that it's good to see Werner, and Werner says that he wants nothing to do with Hydra. Hale tells Werner that she can use him and asks what he remembers from being in the memory enhancer. She's building a better future for Werner and Ruby, and asks if he can do it. Werner tells her to go to hell and tells her to kill him. The soldiers grab him, and Hale says that she's not going to kill him. They'll take him wherever he wants to go and is free, and the soldiers take him away. Once they're alone, Ruby tells Werner to do whatever it takes to get close to Werner and to not go off the rails herself.

Deke finds some Twinkies in storage and eats one. His mother—a manifestation from the fear rift—calls to him and says that she's been looking for him. Deke grabs a packing knife and prepares to kill it, but she tells him to put it down and figures that he likes his new teammates. His mother recites a bit of wisdom about taking small steps in the right direction, and says that her mother said it to her. She advises Deke to walk away, warning him what happens when he cares about someone. A Kree soldier kills her and attacks Deke, who manages to kill him. Jemma hears the fight and comes in, and invites him to come back. Deke angrily says that Fitz thinks that he's an idiot and where he comes from, there's no up and down, and then gets an idea. He runs back to the control room and tells Fitz to look up in the sky, suggesting that if the Principia got hit by lightning then the Gravitonium was triggered and lifted it up into the sky. Fitz and Jemma go to work.

Soon, the others in the Zephyr search the calculated area and find the Principia floating in midair.

Werner lies in his bed and has a nightmare. When he wakes up, Ruby comes in and says that she heard him screaming. Werner tells her that he remembers all the pain of the beatings like it's new, and Ruby says that she never knew her father and her mother is a tyrant. She admits that Hale is using her to get to Werner, and everything they let him do was planned to gain Werner's trust. Ruby tells Werner that he made the right decision to leave, and Hale only wants what's in his head. What Hale is planning won't be any different than Hydra or S.H.I.E.L.D., unless they make it their team instead of hers. Werner just wants to go somewhere far away, and Ruby tells him to bury the memories under newer happier memories. She put her hand on his shoulder and says that she'll understand if he's not there tomorrow. With that, Ruby smiles and leaves.

While Melinda, Tony, and Davis stay on the Zephyr, the others board the ship. Fitz and Jemma monitor the team from the Lighthouse.

The team searches the ship and finds the dead bodies of the crew. The crew died of severe hypoxia, and as the team passes a robot soldier comes to life.

The team continues to the engine room and realizes that someone has already been there and taken the Gravitonium. Mack finds a piece of Gravitonium about the size of the softball, and Fitz warns that if they move it then it will disrupt the gravitational field holding the ship in the air. Deke tells them to box it up without touching it, and they have 90 seconds until real gravity takes over and the ship falls out of the sky.

Mack manages to get the piece in a box without touching it, and the ship starts to shake. The soldier blocks their way out and comes for them, and another one flanks them. Their guns have no effect, and Mack shoots one while Coulson takes on the other. Daisy joins in while Melinda tells them to get out of the ship. Daisy and Coulson manage to clear a path out, and Mack tells them to go while he handles the rest. Mack takes down the soldiers with his shotgun-axe and tells the others that he's bringing some guests. The team gets back to the Zephyr just in time.

Candice tells Hale that the supermechs that Hale left on the Principia came back online. Hale figures that S.H.I.E.L.D. found the Gravitonium.

Tony says his goodbyes to the team and tells Mack that he's going to do some digging on the Deathlok program.

Jemma tends to Elena, who apologizes for snapping at her earlier. She says that she's trying not to lose faith, and Jemma repeats the words that Deke heard from his mother earlier. He realizes that Jemma is his mother and stares at her in shock. After a moment Deke says that the others are back, and Jemma and Elena leave.

Fitz goes to meet the others as they return and finds Deke staring at him. Deke asks if he has a new sweater, and Fitz walks off with the Gravitonium and irritably tells Deke to come with him. Once they're alone, Mack shows Elena the beers he got her and something else: one of the supermechs and says that now they have arms for her.

Ruby goes to Werner's room and discovers that he's gone. However, she finds him in the mess room eating. Werner tells Ruby that she was right and the future is theirs, and Ruby takes him to see Creel as he exercises and tests his limits. As Werner goes to Creel, Hale arrives and congratulates Ruby. She asks how she convinced Werner to stay, and Ruby merely says that she told him the truth.

The Devil Complex

Season 5
Episode Number: 102
Season Episode: 14

Originally aired: Friday March 23, 2018
Writer: Matt Owens
Director: Nina Lopez-Corrado
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye / Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso "Mack" Mackenzie), Natalie Cordova-Buckley (Elena Rodriguez)
Recurring Role: Jeff Ward (II) (Deke), Catherine Dent (General Hale), Brian Wade (Carl Creel), Zach McGowan (The Superior), Briana Venskus (Agent Piper)
Guest Stars: Peter Mensah (Qovas)
Summary: As Fitz struggles to close the rift, an anomaly from the fear dimension appears with the face of someone from his past. Meanwhile, Coulson and Melinda capture Hale only to discover that the trap is on them.



In the Lighthouse, a figure in a spacesuit materializes out of nowhere and walks off.

Fitz is working on compressing the Gravitonium, and tells Jemma that he doesn't know how to do it. They discuss wishes and Jemma wishes that they had a honeymoon. She turns and the space-suited figure grabs her by the throat and tosses her across the room. Fitz attacks it and it knocks him back, but Jemma grabs a gun and "kills" the manifestation.

Mack and Elena work on Elena con-

trolling the prosthetic hand with her mind. She winces in pain and says that she doesn't need anything fancy, and Mack tells her to heal why they do the fighting. Mack assures her that they'll protect her—even from herself—because that's what family does.

Fitz explains that the Gravitonium from Deke's device was compressed and he can't duplicate the compression. He hopes that Deke has insight into how it works. Deke stares at him until Fitz slams his hand on the table to get his attention. Fitz warns that more anomalies could appear, and Jemma says that the astronaut isn't her greatest fear. Her husband insists that he can figure it out eventually, and he needs to see Hall's original notes. As Fitz and Jemma go, Deke tells them to be careful and fumbles through an explanation for his concern. Once they leave, Daisy assures Deke that they'll be fine. He says that he was moved by their nuptials and wants them to last. Daisy gets a hit on Hale and sends Coulson the coordinates.

In her car, Hale is on the phone saying that they're close. They come to a barricade and someone tosses a gas grenade into the car.

Hale and the driver pass out from the fumes, and Coulson, Melinda, and Piper drop the cloaking to reveal that they landed the Zephyr in the limo's path. Coulson congratulates Piper on redeeming herself and they take off.

Deke finds a masked Fitz welding and tells him that the others got Hale. He offers to help, and "Fitz" knocks him unconscious and removes the welding apron, revealing the suit that the anomaly is wearing.

The team takes Hale to an interrogation room and Coulson says that he's not there to torture her. He asks why she declared war on his people, and Hale points out that she's just trying

to bring a terrorist group to justice. She has orders not to let them escape by any means, and apologizes for cutting Elena's arms off. Hale apologizes for her overzealous underling, and points out that Daisy shot Talbot in the head. Coulson insists that it wasn't Daisy, and Hale says that she's trying to prevent their extinction.

Fitz tells Daisy that he can't find Hall's notes, and Daisy says that they didn't scan his notes into the system. He snaps from lack of sleep and wonders what he's missing, and Daisy notices that they've lost the camera feeds from Level 10. She offers to go check it out and tells Fitz to take it easy. Once Daisy leaves, Fitz tries to work out the Gravitonium compression. The anomaly-Leopold- comes in and says that he's on the right track. Leopold says that there's work that needs to be finished, and explains that he's there to do what Fitz is unwilling to do.

Mack and Jemma prepare to move Elena to a safe floor, but she insists that she's an agent and doesn't need them to protect her. An armed supermech bursts in and tells them not to move.

Leopold reminds Fitz that Fitz destroyed his world, and insists that he's real. Fitz insists that Leopold isn't him, but Leopold points out that they're the same. The anomaly says that plans are already in motion, and Jemma screams in the distance as a gunshot rings out. Fitz goes to investigate.

Hale warns Coulson that he doesn't understand the forces at play, and refuses to tell him why she needs the Gravitonium. She says that charisma and empathy will only get Coulson so far, and she does what is necessary. Hale offers to show him what they're up against, and asks Coulson to come with her. He refuses and she says that he's underestimating her.

Piper tells Melinda that the limo drive is too heavy to move. They go to the cargo bay and Melinda orders Creel to get out of the car. Creel gets out and removes his mask, revealing that he transformed into steel. He advises Melinda to listen to Hale, and reveals explosives strapped to his chest. The agents call Coulson in, and he assures Piper that it wasn't her fault. The Superior enters the Zephyr and greets Coulson.

Fitz goes to the medbay and finds an injured Mack. Jemma and Elena explain that he was wounded when the supermech opened fire before they took it out, and they realize that it isn't an anomaly. Fitz tells them that Leopold is there.

The Superior says that he has redefined what humanity means in his new form, and insists that he will ensure the planet's survival for generations. Hale is an important part of that, and he tells Coulson to bring Hale to him or Creel will blow the Zephyr out of the sky.

Fitz blames himself for not shutting down the rift sooner, and Jemma suggests that Leopold isn't his greatest fear but hers. She tells Fitz to focus on what Leopold wants, and remembers that Leopold was in charge of Inhuman experimentation. They realize that he's after Daisy, and Fitz goes to find her.

Daisy is checking out the surveillance cameras and discovers that there's nothing wrong with them. A supermech grabs her from behind and knocks her unconscious, and then carries her off.

Coulson brings Hale to the Superior and says that the Superior is the one who programmed the LMD to shoot Talbot. Hale doesn't believe them and offers to help Coulson understand if he comes with her. Coulson agrees to go with her as long as his people get away unharmed. Melinda talks to him privately and warns that it's a trap. She accuses him of turning his back on them, and then tells Hale that Coulson is all hers.

Daisy wakes up strapped to a table, and Leopold examines her. He advises her to make herself comfortable as she realizes that he's an anomaly. Leopold insists that he's the "real" Fitz, and says that his Inhuman work took threats off the speech and helped people to understand what they face. He explains that he's going to restore her powers and starts cutting out the inhibitor.

The Superior tells Coulson to put a hood on, and Coulson tries to warn Creel. He figures that when the superior lost Aida, he lost the ability to make convincing LMDs. Coulson figures that the Superior isn't the one calling the shots, and Hale says that they have the Superior's head in a jar as they fly off in the Quinjet.

Daisy warns Leopold that her powers could destroy the world, and he suggests that the rift destroys the world and her powers are necessary to save it. He figures that her powers can compress the Gravitonium and seal the rift. Fitz arrives and tells Leopold to stop, and Leopold tells him that he's doing what needs to be done.

Mack stands guard and Elena says that nothing can happen to her because they saw her future self. He warns that the future isn't set and they can still lose her, and Elena figures that if

she dies then it breaks the loop. Jemma asks if Fitz or Daisy have checked in, and tells Mack to stay with Elena before running out.

Leopold says that he programmed the robot to keep the others at bay while he removed Daisy's inhibitor. He insists that he's right, and tells Fitz that he is weak. Together they can fix the rift if Fitz will finish what they started. Daisy wonders who Fitz is talking to, and Jemma comes in. She realizes that Fitz is alone and has been Leopold all along. Jemma tells him to put the scalpel down, and Fitz looks around and realizes that no one but Daisy and Jemma are there. He stares at the scalpel in his hand, and Jemma tells him that it was him all along reprogramming the robots and keeping the others occupied. Fitz realizes that it was his plan all along to isolate Daisy. Jemma says that they can work all of it out, but Fitz tells her that there's no turning back.

The supermech brings Deke in and trains a gun on Jemma, and Fitz says that "Leopold" programmed it to keep her from stopping him. He insists that the science is sound and there are always risks, and Jemma warns that potentially paralyzing Daisy and destroying the risk are massive risks. Undeterred, Fitz prepares to remove the implant. he admits that he doesn't want to do it but he has to, and Daisy screams in pain. As Fitz pulls out the implant, the base begins to shake as Daisy's powers come back.

Daisy tells Fitz that she will never forgive him. He jabs her in the leg with the scalpel, figuring the adrenalin will jump-start her powers. Fitz then talks her through compressing the Gravitonium and inserting it into the sphere. Daisy does so and Fitz surrenders. She then sends the sphere into the rift, sealing it for good.

Jemma asks the imprisoned Fitz how long he's been seeing Leopold. He admits that he's been hearing Leopold for a while but only started seeing him recently. Jemma says that Leopold isn't Fitz, but he insists that it is. Fitz says that he doesn't deserve forgiveness, and Jemma wonders if he deserves her. He says that the worst part is that he still believes it was the right thing to do. Jemma tells him that if they plan to change the timeline then they have to make harder choices, and doesn't know what that makes them. Fitz doesn't know where they go from there and turns away.

Later, Deke finds Jemma and asks how she's doing. she admits that she doesn't know how to process it, and feels like she's losing Fitz. Deke sits down with her and says that she knows Fitz better than he knows himself. Fitz is complicated and stubborn, and describes Fitz in detail. Jemma wonders how he knows it, and Deke explains that his mother used to talk about her parents the same way. He insists that Jemma can help Fitz and he knows that they're going to be okay, and repeats her words about taking small steps in the right direction. Jemma realizes that Deke is their grandson and then collapses, coughing.

Hale meets with her superior, Qovas, who says that she must prove to the Confederacy that she deserves their support. She says that she has the final piece and it's all within reach. Qovas says that if one faces failure, they drink the Odium, but she won't need it if her resolve is strong. he says "Hail Hydra" and leaves.

Rise and Shine

Season 5

Episode Number: 103

Season Episode: 15

Originally aired: Friday March 30, 2018
Writer: Iden Baghdadchi
Director: Jesse Bochco
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye / Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso "Mack" Mackenzie), Natalie Cordova-Buckley (Elena Rodriguez)
Recurring Role: Adrian Pasdar (US Air Force Colonel Glenn Talbot), Catherine Dent (General Hale), Reed Diamond (Daniel Whitehall)
Guest Stars: Dove Cameron (Ruby Hale), Peter Mensah (Qovas), Alyssa Jirrels (Teenage Hale), Adam Faison (Teenage Jasper Sitwell), Graham Sibley (Professor Steger), Rocky McMurray (General Fischer), Joey DeFore (Young Baron Von Strucker), Raquel Gardner (Carla Talbot), Jack Fisher (I) (George Talbot), Lynn A. Henderson (Dr. Ford)
Summary: The history of Hale with Hydra is revealed. Meanwhile, Coulson learns what Hale has planned and wants no part of it. At the base, Jemma becomes convinced that she and Fitz are invincible because of the future that they've seen.



Hale's supermechs take Coulson to a room, Hale comes in and says that his questions will be answered in the morning. Coulson figures that it's not an Air Force operation, and Hale admits that it's Hydra. She says that when she tells Coulson her story, he'll know that it's time for S.H.I.E.L.D. and Hydra to unite.

28 Years Ago — A young Hale wakes up to a voice on the intercom telling her to rise and seize the future. She gets up, glances over at her pet dog, puts on her academy uniform, and then goes out to

join the other students. Hale meets Sitwell in the cafeteria and says that she's going places while he'll be stuck in middle management. The bell rings and Hale goes to a class. Professor Steger tells them that there will be a final examination and introduces Daniel Whitehall to talk about post-grad opportunities. Whitehall says that they're the future of their organization, and talks about Hydra's failed attempts to create a super-soldier. He tells them that they're close to creating the most powerful man on Earth, and shows them the plans for a particle infusion chamber that can force human cells to take on the properties of a raw material.

Hale takes notes as Whitehall says that the possibilities are endless. Von Strucker suggests that they use Red Skull's tesseract, and Hale says that they couldn't take it from S.H.I.E.L.D. without blowing their cover. Whitehall asks what she has in mind, and Hale says that they could look to outer space to find similar material. Everyone laughs except Whitehall, who congratulates her on her forward thinking.

Later in the gym, Hale is lifting weights. Strucker and his friends put more weights on the end, and Hale just manages to toss the barbell to the side. She goes over to von Strucker and chuckles, and then beats him to the floor. The other students finally pull her off.

The next morning, Hale looks at the empty pillow where her dog slept. She goes in and glares briefly at Van Strucker, and then sits with Sitwell. He shows her his placement papers which show that he's going to S.H.I.E.L.D.'s admin division. Sitwell warns that she screwed her chances of good placement when she punched Von Strucker in the face. Steger calls Hale to see Whitehall, who is waiting in the classroom. He points out that she completed her final test, and Hale gives him her dog's collar. Whitehall says that they must eliminate any weakness, and tells her that they see the future of Hydra in her. He's selected her for his program, and says that Von Strucker will work on the chamber. Whitehall explains that they're impressed by Hale's chamber, and want her to engineer the perfect candidate for the chamber. He explains that they want her to be artificially inseminated so she can give birth to their new leader. Hale wonders about her future, and Whitehall says that she'll be placed deep undercover in the Air Force. The young girl says that she's flattered but asks if she can utilize her talents elsewhere. Whitehall tells her that she always has the choice of whether to comply, and Hale says "Hail Hydra".

2 Years Ago — A young Ruby wakes up to a voice on the intercom telling her to rise and seize the future. She gets up, glances over at her pet dog, puts on her academy uniform, and then goes out to join the other students. Ruby goes through the classes, and Hale and Steger watch.

Hale wonders what they have in mind for Ruby. Later, Hale meets Ruby in the cafeteria and mind for Ruby after graduation, and Fischer says that Whitehall is dead.

Hale meets Ruby in the cafeteria and Hale talks about how she hoped to become an astronaut. She admits that she wouldn't have had Ruby if she had become an astronaut. Hale gets a text calling her away, and excuses herself. She goes to an office and finds Fischer going through his files. Fischer says that S.H.I.E.L.D. captured Gideon and they have to move fast, and tells her that she's now overseeing communications. Hale demands an explanation, and Fischer says that they made contact with an alien race known as the Confederacy. Before he can explain, Talbot and his men arrive and put Fischer under arrest. Talbot tells Hale to step away and she does so. Fischer takes a cyanide pill and the soldiers take him to medical. Hale says that she thought they saw the last of Hydra, and Talbot tells her that she'll never have to see one of them again.

When Hale returns to the academy, she finds Ruby and Steger arguing over whether she should kill the dog. She says that obeying Steger is weakness, but he insists that it's a rite of passage. Hale shoots him dead and tells Ruby that they're the last two.

6 Months Ago — Talbot is in the hospital and Dr. Ford tells him that his family is there to see him. He talks to his son George and performs mental exercises. Meanwhile, Ford and Hale tell Carla that they're going to relocate him to help him recover his mental faculties. Talbot snaps at George and Ford gives him a sedative. He passes out and Hale promises Carla and George that they'll take good care of Talbot.

Later, Talbot wakes up in a Hydra cell, dresses, and goes out through the open door. He walks through the abandoned halls and finds the empty cafeteria. There's food on the table, and as he grabs some cereal, Ruby comes in. She's wearing her earbuds and ignores Talbot asking her what they're doing there. Ruby goes to the gym and Talbot goes after her, demanding that she answer him. When he reaches for the earbuds, Ruby grabs his hand and twists it. Hale comes in and says that Ruby is his daughter, and Talbot demands to know where he is. He orders her to tell him what's going on, and Ruby holds her chakram to his throat. Hale says that his life in the Air Force is over and his lack of impulse control is a threat to himself and others. Ruby releases Talbot, and Hale says that she thinks the two of them can help each other. She offers to show him what she's working on.

Hale takes Talbot to a device and explains that the Confederacy uses it to move ships through the galaxy. She explains that the Confederacy gave it to them to travel to the stars and meet with them. She learned that the Confederacy has protected them from a war coming to Earth. Hale explains that Fischer gave her the project, and Talbot demands to know who she's really working with. She says that she was born into Hydra just like Talbot was raised under the stars and Stripes. Ruby watches and draws her chakram, but Hale motions to her to stand down. She points out that Talbot has stood by his country even after Daisy shot him. Talbot figures that it was one of Ivanov's LMDs, and Hale points out that S.H.I.E.L.D. created it. They're all humans and Hale needs Talbot to help them. Talbot says that he won't give them the Hydra weapon that she needs, and admits that he hid it and he's not talking. Talbot asks him to let her help humanity,

and the supermechs handcuff him to a wheelchair. Ruby wheels him away, and Talbot screams that Coulson is coming for him.

24 Hours Ago — Coulson wakes up in his cell and goes out into the near-empty base. He finds the cafeteria, and Ruby comes in with her earbuds on and gets some food. Coulson tries to get her attention but she ignores him. He takes some food, says that he'll be in his room, and walks off. As Coulson eats, Hale comes in and says that Ruby is his daughter. She takes Coulson to see the device and activates it, and then enters a set of coordinates. Hale tells Coulson to touch the handle, and they're teleported to Quovas' chambers. Hale explains that Coulson considers himself humanity's S.H.I.E.L.D., and insists that he's the ally that they need. Quovas says that Earth will become a battleground and they will ensure humanity's survival. Coulson wonders what the price is, and Quovas puts a metal disk to Coulson's head and feeds him images of the massive battleship that is coming.

Back on Earth, Coulson figures that the Confederacy wants Gravitonium and Inhumans in return for their help. Hydra wants Coulson's help to find the Inhumans, and he wonders why they're cooperating with the Confederacy. Hale says that she's always intended that, and that's why they need to work together. The general wants to present them with a significant display of force to show them that they're a galactic power. She explains that they want to find the particle infusion chamber and put Ruby into it. Coulson warns that Captain America was chosen for his hands, and Hale says that Ruby was optimized for particle infusion. However, she admits that Ruby doesn't have the temperament, and wonders if Daisy is a better fit. Hale wants to infuse Daisy with Gravitonium, giving her the power to level armies. It would make her worthy of the codename Whitehall came up with: Destroyer of Worlds.

Coulson says that they traveled to the future and saw Earth cracked apart because of Hale's actions. He tells her not to let anyone to enter the chamber, but Hale doesn't believe him. The supermechs take Coulson away as he yells that she's making a mistake.

Later, Ruby enters Coulson's cell and asks if he traveled to the future. She wants Coulson to tell her how she failed, and Coulson tells her that Ruby wasn't the Destroyer of Worlds. Ruby realizes that it's Daisy and asks where she is, and Coulson warns that she can't beat Daisy. The girl puts the chakram to Coulson's throat, but he says that he's not talking. After a moment, Ruby opens the door and the supermechs drag in Talbot. Talbot is babbling to himself, and Coulson asks him what happened. Talbot stares at him in shock and admits that he told them everything when S.H.I.E.L.D. didn't arrive. The general begs for Coulson's forgiveness as the supermechs drag him away.

Now — Daisy is sitting in the control room thinking things through, and she and Melinda wonder why Hale needed Coulson. When Daisy starts to panic, Melinda tells her to focus and remember her combat training. Daisy points out that they have nothing, and Melinda points out that they have a supervillain. Melinda goes to Fitz's chamber and reminds him that she was Hydra in the Framework and made decisions she regrets. Fitz says that he doesn't regret what he did, and Melinda asks him to embrace his other self.

Jemma prepares to attach the sedated Elena's new arms as Mack looks on. He says that Fitz was still a good guy in the Framework, and Jemma thanks him for trying to explain. Jemma then activates the arms and they move. Mack warns that Elena saw herself in the future and knows that she lives into the future, so she thinks that she can't be killed.

Melinda shows Fitz the files, and he figures that Hale is trying to build a weapon. He says that if they can determine Hale's target then they can infer Coulson's role. Fitz asks for a few hours of access to the lab and the computers, and he can't help lock up in the cell. Daisy comes in and says that she's not going to let him out. Melinda points out that there's not much of a team, and Fitz says that he didn't have a choice. Daisy blasts him into the wall and points out that he cut into her, and Fitz says that in a few hours the town would have been affected. He offers to tell Daisy the other times that she turned on them, and Daisy refuses and storms out. Melinda goes after her and Daisy says that she's going to bring Robin out of hiding and use her precognition to locate Coulson.

Jemma brings Fitz tea and says that she's been thinking of the two of them. She knows that they get through it and shows Fitz his pocket tool... and then Deke's copy, that he got from his grandfather. Fitz realizes that Deke is their grandson, and Jemma says that his existence proves

that they make it to the Lighthouse and live long enough to raise a daughter. It means that the two of them are invincible.

Inside Voices

Season 5

Episode Number: 104

Season Episode: 16

Originally aired: Friday April 6, 2018
Writer: Mark Leitner
Director: Salli Richardson-Whitfield
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye / Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso "Mack" Mackenzie), Natalie Cordova-Buckley (Elena Rodriguez)
Recurring Role: Adrian Pasdar (US Air Force Colonel Glenn Talbot), Jeff Ward (II) (Deke), Catherine Dent (General Hale), Brian Wade (Carl Creel), Dove Cameron (Ruby Hale), Spencer Treat Clark (Alexander), Lola Glaudini (Polly Hinton), Max Osinski (Agent Davis), Ruth Negga (Raina), David Conrad (Ian Quinn)
Guest Stars: Lexy Kolker (Robin Hinton), Aaron Fili (Scientist (uncredited))
Summary: While Coulson finds unexpected allies in the Hydra base, Jemma and Elena plot against Mack. Meanwhile, Daisy brings Robin out of hiding to see if the girl can take them to Coulson.



Coulson sits in his cell in the Hydra base and tells Hale via the security camera that it's petty for her to take away his cot and chair. Meanwhile, Hale tells Ruby and Creel that Coulson will pay for shooting Talbot after he turns over his Inhumans. There's a mass of Gravitonium in a case in the next room, and Hale offers Creel the chance to transform into a hero. Creel goes into the next room and Ruby asks Hale why she's giving Creel the metal when Talbot gave them the location and they're waiting for Werner to show them how to put it together. The general

figures that Creel will give them answers when he touches the Gravitonium. She says that she doesn't want to infuse Ruby with the Gravitonium before they know what it can do. Hale refuses to negotiate with Coulson anymore and tells Creel over the intercom to begin.

Creel starts to touch the Gravitonium, but it grabs his hand. The mechs pull him away, and Creel says that it's alive.

In the S.H.I.E.L.D. gym, Elena is punching a bag with her new cybernetic arms when Mack comes in and realizes that she's stronger than before. He advises her to take it slowly, pointing out that she thinks she's indestructible, and Elena dismisses it as the pain medication talking. Mack offers to check her arms later, saying that his interest is purely mechanical, and Elena agrees as he gives her a water bottle. As Mack leaves, Elena realizes that she's unconsciously crushed the water bottle.

Fitz looks over Deke and says that he doesn't look like Fitz. Deke says that Fitz programming a robot to put a gun to his head is the first time that he respected Fitz, and figures that they have to play the long game or the world will end.

As Deke leaves, Jemma approaches him and asks what he remembers of his grandparents in the future. All Deke knows is that they made it to the Lighthouse, and his mother never

mentioned any health issues. Deke says that Jemma reminds him of his mother, and Jemma says that it's dangerous to know too much of the future. He excuses himself, pointing out that Daisy has become a hard-ass because she took charge.

As Daisy and Melinda go to the command center, Daisy tells Melinda they need to get Robin to find out the future. Deke joins them and apologizes for being late. He quickly excuses himself, and Jemma approaches the two women and says that they should release Fitz because he has a lead on the Hydra weapon and they can get to it before Hale. Once Jemma leaves, Melinda tells Daisy to dial it back and that everyone is getting used to her being leader. Daisy says that she's only filling in for Coulson until they get him back.

Jemma takes Elena to Fitz's cell and says that she believes Elena when she thinks that she's indestructible because she exists in the future. She tells Elena that Deke is their grandson, and Elena figures that makes all three of them invincible. Fitz figures that Hale is after a weapon powered by Gravitonium, where Malick turned it over to S.H.I.E.L.D.. Elena agrees to go there, and Jemma asks Fitz if he trusts her. He says that he does, and Jemma says that they'll release him and Mack will try to stop them but fail.

Creel is sitting in his room when Hale comes in and asks how he's feeling. He says that he can't control whatever is inside of him, and Hale tells him that they're a creation of the old Hydra. They lost their footing when Hydra was destroyed, and now Creel gets to choose what he is. She says that they're going to conduct another test soon and whether Creel takes the next step is up to him.

The team flies the Zephyr to the cabin where Polly and Robin are hiding. Daisy apologizes for approaching them and greets Robin, who ignores her. Polly tells Daisy that Robin hasn't been doing well for a couple of weeks, and whatever she's seeing is overwhelming her.

Werner is going through his father's journal when Ruby comes in. She stares at him and Werner says that there's no one journal that contains everything. Ruby warns that they're running out of time and explains that Hale gave Creel the Gravitonium. She figures that her mother is up to something, and Werner says that the Gravitonium is meant for Ruby. Ruby insists that she is close to becoming the Destroyer of Worlds, and Werner promises to get her there.

As Davis flies the Zephyr back to base, Daisy tells Robin that she was scared of her powers at first and promises that it will get better. She asks Robin to try and find Coulson so he can help Robin get better. When she tries to take Robin's hand, Robin pulls away and Daisy goes off.

Mack checks Elena's mechanical arms, and Elena says that she wants Mack to let Fitz out of his cell so they can find the weapon.

Mack tells her to take it up with Coulson when he gets back, but Elena warns that they may not have the time. She says that she doesn't want to give up on the future, and warns Mack that he can't protect her forever. Mack points out that maybe she's alive in the future because he did, and says that Fitz stays where he is and so does Elena.

Creel has visions of a man telling Coulson that he sees the future. He gets up and breaks out of his cell, destroying the mech on guard. Creel then goes to Coulson's cell, slams him into the wall, and says that the Gravitonium wants Coulson dead. When Creel says that S.H.I.E.L.D. and Hydra both engage in experimentation without worrying about the consequences, Coulson says that S.H.I.E.L.D.

would never do what Hale did to Coulson. Creel doesn't believe him, and Coulson tells him that the mech guard will come by in a few minutes and Creel has a choice to make. Creel goes out and destroys the mech, and then tells Coulson that they're going to check out his story.

As the Zephyr continues to the base, Polly apologizes to Daisy for not being able to help. She shows Daisy Robin's last drawing of the future and the elderly Robin dying. Robin walks up and approaches Melinda, calling her "Mom". The girl hugs Melinda and says that she missed her, and reminds her that she said Flint would get them back.

Coulson and Creel go to the off-limit wing and hear Talbot ranting. They enter the cell and Talbot recognizes Creel. Creel complains that Coulson's robot shot Talbot in the head, and Coulson says that they can worry about that later. Talbot starts ranting and Coulson tells him to use his inside voice.

Elena takes Mack to someone who can convince him. Jemma has a cart with four beakers, three holding water and one holding toxic oil, and says that she's going to prove that she can't be killed. Fitz objects but Jemma assures him that the science is sound. Since she can't be killed, she'll drink three of them and have to drink the unpoisoned ones. Elena secretly shuffles the

beakers and Jemma drinks one beaker and is unharmed. when Mack tries to intervene, Elena steps in his way. Jemma drinks another beaker and prepares to drink the third. Mack draws his gun and threatens to wound her , but Jemma doesn't think that he will. She drinks the third beaker and after a moment becomes violently ill.

Fitz tells Mack that he knows where the chemicals are to make an antidote and begs Mack to let him out. Mack does so and Elena locks Mack in the cell at superspeed. Jemma stands up, unharmed, and a relieved Fitz hugs her. Jemma says that it wasn't all a lie and reveals that the fourth beaker was actually poisoned. Elena tells Mack that she's doing it to keep him safe, and figures that if she doesn't come back then they've broken the time loop. Fitz doesn't agree, and Elena says that if he's right then they're in no danger. She picks up the gun and her mechanical fingers contract, firing a shot into the wall. Shocked, everyone stares at the bullet hole and then leaves.

Robin goes back to drawing and Melinda figures that she stopped drawing before because she saw her death in the future. Melinda promises that they're going to stop that future from happening, and Robin tells her that Coulson can put all of the pieces together.

Robin tells Melinda that "he is going to die". and Melinda insists that they can save him. She finds a new drawing of Coulson and Talbot standing in the forest.

Daisy meets with Deke and says that it must be tough bouncing through time like Robin is. Melinda shows them the sketch and they identify the mountains in the background.

As Creel leads Coulson and Talbot out, he has another vision. He says that it's nothing and moves on, and Talbot loudly says that he's not the only one with mental problems. Nearby a mech hears Talbot speaking.

Ruby brings Werner some food just as an alarm goes off. Hale comes in and tells Ruby to suit up and bring back Creel alive.

Jemma and the others board a Quinjet and head out for the location of the weapon.

When a squad of mechs approach them, Creel tells the others to stay behind him. One of them punches Coulson in the heart and prepares to kill him, and Talbot shoots the mech from behind. Talbot then yells at Creel to do something. He sticks his fingers into one of the downed mech's chest, transforms into metal, and feeds a jolt of electricity into Coulson's heart. Coulson thanks Creel, who helps him up. as they head for the exit, Ruby and her mechs block their way. The mechs open fire as the men run around the corner.

On the Zephyr, Melinda tells Polly that they don't have time to take them back. Polly tells Melinda that she knows that she's not in Robin's drawings, and Melinda assures her that she won't die. Robin asks Polly to sit next to her and takes her hand.

Creel tells Coulson and Talbot that Ruby is blocking the only way out. Coulson sees the door to the Confederacy teleporter room and has Creel open it. Ruby arrives and Creel tells the other two men that he'll hold them off. Ruby orders the mechs to kill Coulson and Talbot while she deals with Creel.

Coulson figures that as long as they don't mess with the altitude on the teleporter, they can teleport out of the base without going to outer space. The mechs burst in just as they teleport away.

Ruby and Creel fight, and Creel knocks Ruby into a rack of dumbbells. She hits him with one but he manages to knock her back and grabs a wooden staff as a weapon. As Ruby prepares to kill Creel with a chakram, Hale arrives and orders to stand down, but Ruby throws the chakram anyway. Creel transforms into wood to avoid being killed, and Hale asks who Ruby thinks she is. Ruby says that she's the Destroyer of Worlds, and Hale tells her to get Coulson and Talbot.

Coulson and Talbot teleport into a snow-covered forest, and move off.

Four Years Earlier Raina rescues Quinn, who thanks her for getting through the men. He wonders why she gave him the Gravitonium, and she says that it cement a bond. Quinn says that he just wanted the Gravitonium, and Raina says that it wanted him. She opens the case holding the Gravitonium, and it oozes out, engulfs and consumes Quinn, and goes back into the case.

The Honeymoon

Season 5

Episode Number: 105

Season Episode: 17

Originally aired: Friday April 13, 2018
Writer: James C. Oliver, Sharla Oliver
Director: Garry A. Brown
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye / Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso "Mack" Mackenzie), Natalie Cordova-Buckley (Elena Rodriguez)
Recurring Role: Adrian Pasdar (US Air Force Colonel Glenn Talbot), Jeff Ward (II) (Deke), Catherine Dent (General Hale), Dove Cameron (Ruby Hale), Spencer Treat Clark (Alexander), Briana Venskus (Agent Piper), Max Osinski (Agent Davis), Zach McGowan (The Superior)
Guest Stars: Shontae Saldana (Candice Lee), Raquel Gardner (Carla Talbot), Aaron Fili (Scientist)
Summary: Fitz, Jemma, and Elena go after the Gravitonium weapon, Coulson and Talbot try to escape Ruby.



The Quinjet arrives in Herefordshire, England, and Jemma confirms with Fitz that he packed extra explosives and ammo. He tells her that she made a choice and shouldn't look back, and tells Elena that Malick said there was a Hydra R&D base nearby there. As they prepare to jump, Jemma says that she thought they could come back to England for their honeymoon, and they all jump.

In the forest, Coulson and Talbot head cover and Talbot finally says that he needs to take break. When Coulson objects, Talbot says Coulson left him for months. Coulson apologizes for not finding him sooner, and explains that they were in the future. Talbot tells Coulson that Hale broke him and he let down everyone. He worries that he'll never be able to look Carla in the eye, and doesn't believe Coulson when he says that no one will see it that way.

In the Hydra base, Ruby discovers that someone has broken into the storage room. She checks the teleporter and realizes that it's been used, dons her mask, and teleports to the same coordinates that Coulson and Talbot used. Ruby spots their footprints in the snow and goes after them.

As they circle the area above the forest, Deke points out that they don't know in what time Robin's sketch of Coulson and Talbot is set. Daisy says that they should land and conduct a search on foot, and Melinda agrees.

As they go through the forest, Ruby finds them and throws the chakram at them. She misses, and Coulson and Talbot run. Talbot trips and as Coulson goes back for him, Daisy arrives and blasts Ruby away. She's there with Melinda and Deke, and tells them to get Talbot and Coulson back to the zephyr while she fights Ruby. Once they leave, Ruby removes her mask and says that she has Daisy's poster on her wall. She explains that she doesn't want to be Daisy, she want to beat her. They fight while Deke doubles back and prepares to shoot Ruby. He can't get a clear shot The two women continue fighting and Ruby cuts Daisy's hand with her chakram. Daisy blasts her back, and Deke comes out and says that he thought Ruby had Daisy for a second.

Hale's mechs open fire and a shot takes Deke down. Daisy helps him away, and Hale and her unit move in. She calls for an extraction team, and Ruby stands up and glares at her mother.

Daisy gets the injured Deke aboard the zephyr, and Coulson orders them to take off. Once they leave, Coulson and Daisy try to stop Deke's bleeding. They succeed, and Melinda says that no one is answering at the lighthouse.

At the lighthouse, Piper checks on Fitz and finds Mack locked in the cell. She lets him out and Mack goes to the control room.

Jemma, Fitz, and Elena approach the abandoned plant that is marked with dangerous radiation signs. Fitz and Jemma confirm that there is no radiation, and they continue on.

Daisy gives Deke some pills for the pain and tells him that they're landing soon. She tells him that what he did was reckless, and Deke says that he was acting like an agent trying to take Ruby's weapon. They argue and Deke collapses, coughing. They arrive at the base, and Fitz tells the others what the others did. They don't have time to take Deke to a hospital, and they have Davis check Deke. She says that they'll have to operate there, and Mack offers to operate.

Back at the base, Ruby complains that Hale forced Daisy to run. Hale refuses to perform the infusion, warning that they're not ready until Creel tells them about the Gravitonium. She insists that they need Creel for it, so she's putting Ruby back in her cage. Hale grabs Ruby, slams against the wall, and asks if she needs to force her. Ruby goes into the room and discovers that her things have been moved to a cell, and Hale slams the door shut behind her.

The trio enter the base and Fitz discovers where the power is being diverted. He picks up an encrypted radio signal within the base, and they hide as a truck pulls up. Three mechs and Superior get off and go in, and the agents figure that they've lost their advantage.

Mack operates on Deke as best he can, suctioning blood out of his lung while Piper provides instructions. Coulson and Talbot look on, and Coulson explains what they found out in the future. He admits that Daisy apparently cracked the planet apart, but he needs Daisy to lead missions because of his old injury acting up. Melinda arrives and asks to talk to Coulson privately. Once they're alone, Melinda says that giving himself up to Hale was a mistake. She points out that Coulson isn't even trying, and warns that Daisy needs time. She's not ready for Coulson's job, and Coulson's time is running out because he's being irresponsible. Coulson says that he's accepted it, and would rather go out doing something that matters. Melinda tells him that he makes the decision with the people who love him, and admits that she loves him. Coulson is struck speechless, and Melinda walks off.

Werner opens the door of Ruby's cell and tells her that he found his father's journal that reveals how to work the infuser. Ruby warns that Hale won't let her, and Werner says that Ruby could tell Hale apart if she wanted to. He wonders why she doesn't, and Ruby admits that she doesn't know.

Fitzsimmons and Elena sneak into the base and hear Superior telling Hale over the radio that they've found the chamber. She tells him to keep it secure, and promises that he'll have his chance with it. Outside, the timed explosive that the agents planted goes off, and Superior and his mechs go to investigate. They go into the room the mechs were guarding and find the parts for the infuser.

Elena says to destroy it all, and Fitz finds the cylinder Candice asks Hale if they can trust Superior, and Hale says that she wants to see what it does to human flesh first. The general tells Candice to stick to their contingency plan and send the message. Hale notices that the door to Ruby's cell is open and goes inside. Ruby is staring out the barred window, and says that she and Werner have nowhere to go. She'd never run from Hale, and says that her mother has let her control her and she doesn't know why. Hale says that she has great plans for him, and Ruby points out that Hale wanted a choice but has never given her one. The girl says that she's tried to be Hale, passing every test and learned every lesson, but it's not enough. All Ruby has ever wanted to do is please Hale, and admits that Hale is her one weakness. Hale hugs her daughter, who says that she's Hale's one weakness. She throws Hale to the floor, walks out, and locks the door behind her.

Werner shoots two of the scientists and tells the last one to get the Gravitonium ready for transplant. Ruby joins Werner and says that they're free and clear.

Daisy visits Talbot, who instinctively starts to attack her when he remembers the LMD with her face shooting him. He controls himself and says that he knows Daisy didn't shoot him, and tells her that bringing him there is too much of a risk. Talbot asks to talk to Carla, but Daisy

warns that Hale is looking for them and they can't risk it. Briefly flying into a rage, Talbot says that he abandoned his son George, and Daisy tells him that she might be able to get word through a secure channel. She then asks Talbot to tell him everything he told Hale about them.

Fitz smashes a vital component while Elena barricades the door. Jemma determines that the infuser scans an element at the atomic level and merges it with the incipient. The machine has been upgraded since it was used on Creel. Fitz figures that they've been through it all before in the alternate timelines, and Elena tells them that she learned from her future self that trying to save Coulson led to the end. The mechs start smashing open, and Elena tries to superspeed out to take their guns. She stops, moaning in pain from her arms.

As Mack operates, Mack tells Davis that he can't decide whether he's terrified for Elena or furious at her. Piper blames herself for cooperating with Hale, and Mack tells her that they make up for it by fixing something else. Deke starts to flatline, and Mack removes the bullet and clamps the artery to stop the bleeding. When Deke goes into convulsions, Piper gives him a shot to knock him out and stabilize him. Now Mack has to sew the artery shut.

Fitz says that the arms weren't meant to go as fast as Elena does, and he can't recalibrate them before the mechs break in. Jemma tells Elena that they'll hold them off while Elena gets back to the Quinjet. When Elena says that she can stay and fight, Jemma and Fitz says that they never leave each others' sides. The mechs break in, and Jemma and Fitz fire as Elena runs out. The couple take cover and Jemma assures Fitz that she's fine that they never had a honeymoon. They then return fire on the mechs, shooting back to back until Jemma's gun jams. They take cover and Fitz warns that he's running low on ammo.

Elena comes face-to-face with Superior, who draws a knife and prepares to attack her.

As they shoot at the mechs, Jemma admits that she was wrong about their being indestructible.

Superior tells Elena that he can't feel pain, and she smashes open his chest to realize that he's part machine. She shoves him through a nearby window onto the ground below. When they hit the ground, the mechs around Fitz and Jemma shut down as Superior deactivates. Overhead, superior's jet flies off.

Deke wakes up, and Mack and Piper tell him that he didn't die. A drugged-up Deke asks if Daisy is there, and rambles about how he wants to kiss her but she doesn't like him. He then tells Mack that he's cool and asks if he should shave his head. Deke points out that Daisy protected him, and Mack turns up the sedative so that Deke passes out. Daisy comes in and says that they got a ping from the mechs' signal transceiver.

Fitz confirms that the mechs went off-line, and figures that they're safe. He tells Jemma that he was having his doubts about how time couldn't be changed, just as Ruby and Wenrner come in and hold them at gunpoint. Stucker sees the infuser and tells Ruby that the agents destroyed a critical component, and Ruby tells Jemma to fix it or die. Jemma tells Fitz that they can't let it happen again, but Fitz says that they don't have a choice and never did.

Talbot looks at a tablet with a phot of him from before his accident. Daisy comes in and tells him that they got a lead on Hale. She says that it would have made a difference if she'd known her father cared when she was growing up, and gives Talbot a shielded phone so that he can call his son. Talbot makes the call and Carla answers. She says that she got a few progress reports after the Air Force took him, and Talbot asks her to tell George that he loves her and he's getting better. At home, Carla reads a script saying that he should comply. She asks if he's ready to comply, and Talbot says that he's happy to.

All Roads Lead...

Season 5
Episode Number: 106
Season Episode: 18

Originally aired: Friday April 20, 2018
Writer: George Kitson
Director: Jennifer Lynch
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye / Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso "Mack" Mackenzie), Natalie Cordova-Buckley (Elena Rodriguez)
Recurring Role: Adrian Pasdar (US Air Force Colonel Glenn Talbot), Jeff Ward (II) (Deke), Catherine Dent (General Hale), Dove Cameron (Ruby Hale), Spencer Treat Clark (Alexander), Brian Wade (Carl Creel), Lola Glaudini (Polly Hinton)
Guest Stars: Peter Mensah (Qovas), Shontae Saldana (Candice Lee), Lexy Kolker (Robin Hinton), Brent M. Bailey (Agent Thomas), Dominic Daniel (Agent Wahl), Aaron Fili (Scientist)
Summary: Ruby forces Fitz and Jemma to repair the infuser by threatening their lives, while Daisy takes a team to stop Ruby before it's too late.



Talbot stares off into space and tells himself to complete the mission. He then goes to the Lighthouse's armory and takes a gun, telling himself that no one has to get hurt. Talbot takes the elevator to the control room and checks the monitor to see where everyone is. He sees Melinda with Robin and identifies their location. Mack comes in and asks if he's looking for someone, and Talbot says that he can't say still after six months in a cell. Mack wishes that they had gotten him out sooner, and Talbot agrees.

The former general says that he can only focus on one thing at a time and walks off.

Finn is working on the infuser component and finally tells Ruby to stop when she throws her chakram repeatedly at Jemma. Ruby unties Jemma, and watches as she and Fitz hug. Jemma points out that if they fix the infuser, Earth will be destroyed in the future they've seen. Ruby reminds her that Daisy is the one who destroys the planet Werner arrives and says that someone killed Superior, so he's activated a signal jammer and sent the mechs to hunt the intruder down. A man brings in the Gravitonium, and Spencer shows her the substance.

Fitz whispers to Jemma that they have a choice to make. they die and break the loop, or live and destroy Earth. He says that he can't let Jemma die so they keep fixing the infuser piece by piece, hoping that it buys them enough time for the others to find them Ruby tells them to pick up the pace.

Elena returns to the Quinjet and discover that her transmission to the Lighthouse is blocked. Moaning in pain, she sits down.

Coulson approaches Melinda and says that they didn't finish their earlier conversation. She refuses to discuss it further and walks away. They join Daisy and the others, who says that she's tracked the mechs' signal to determine where the Hydra base is. She says that they'll go in, get the Graaitonium, and take out Hale. Melinda and Daisy both tell Coulson that he's not going

with them. Daisy has Mack prepare the Zephyr for space, and tells Deke that he's staying behind to recover. Once the others leave, Coulson tells Daisy that she's getting good at leading. He tells her to give them hell, and she goes after the others.

Candice tells Hale that Ruby has gone rogue and Superior is dead. Hale figures that Ruby is going to power herself up with the Gravitonium, and Candice tells Hale that Creel is worse. They go to his room and he says that "they" won't stop shouting in his head. Quinn and Franklin are in his head because they were inside the Gravitonium, and Creel absorbed the Gravitonium's power. He demands to know what they're going to do for him, absorbs the properties of the plaster wall, slams his head into it repeatedly, and tells them to get Quinn and Franklin out of his head.

Mack works on the Zephyr with Deke's help. Coulson comes in and says that they can't change things, and Deke tells them that Daisy will figure it out. Coulson and Mack both figure that he's in love with Daisy, and Deke insists that he doesn't. Mack points out that Deke confessed to loving Daisy when he was on painkillers, and Deke says that it doesn't matter because she hates him. He wonders what they would do, and Mack and Coulson point out that they haven't had much luck with their love lives. Deke says that he'll leave Daisy a lemon because that's what they do in the future, and they play along.

Talbot goes to the office where Robin is staying and studies her drawings of the future... including one of the Zephyr flying away.

The Zephyr flies toward the Hydra base, and Melinda tells Daisy that she has some pent-up aggression she wants to let out. Agents Thomas and Wahl drop the pod with Melinda and Daisy inside, then fire a bomb to cover their arrival. The two agents arrive and take out the mechs and guards, then proceed down the hall. More men are waiting, but Hale orders her people to stand down. She then surrenders to Daisy, saying that there's no time to fight and they all have to leave. Hale explains that Ruby took the Gravitonium and went to use the infuser, and is at the same facility as Fitz and Jemma.

Ruby grabs Jemma and complains that they're taking too long. Werner looks at Fitz's work and says that the infuser is reversed and they're going to have to start over. When Fitz intervenes, Werner grabs Jemma and Ruby beats Fitz until Jemma says that they'll fix it. Ruby releases Fitz and says that next time she'll kill Jemma.

Elena wakes up when a mech comes aboard. She shoots it down and moans in pain at the feedback from her arms.

Polly and Robin enter their quarters and find Talbot there. He introduces himself and says that he couldn't help coming there. He talks about his son George and how he likes to draw, and says that he hasn't been himself. Polly accepts his explanation and explains that Robin can see the future but it's all out of order. Talbot tells Robin that there's no need to be afraid of him, and she says that he's the General. The girl tells Talbot that she's drawn him.

Daisy and Melinda call the team at home and pass on what Hale told them about Creel and the Gravitonium. Deke tells Daisy that she can't go there, and she insists that she won't use her power around the Gravitonium. Coulson warns against it, but Melinda says that it's not his call and cuts off the transmission. Talbot finds Robin's drawing of the Destroyer of Worlds, and Robin says that it will happen soon. He says that they need to act on it, and Polly tells him that Robin is getting tired. Talbot insists that they have to act now and grabs Polly, who yells at Robin to run. The girl stares at Talbot as he knocks Polly out with a sleeper hold, and he then tells Robin that she's coming with him. Robin says that she knows.

The Zephyr arrives at the former Hydra base, and Daisy tells her agents to take out the mechs while she, Hale, and Melinda go in.

Melinda removes Hale's cuffs, and Hale makes Daisy promise not to hurt Ruby. Daisy says that it's not Ruby's fault that she's the way she is, and that she'd make a good S.H.I.E.L.D. agent. Hale asks what she can do, and Daisy says that if they're too late then Hale will have to talk her daughter down.

Fitz and Jemma work on the infuser, and Werner tells Ruby that S.H.I.E.L.D. arrived. Fitzsimmons say that they're finished, and Werner activates the device. He hooks it up to the infuser, and Fitz tells Ruby that they did as she asked. However, Jemma warns that they can't move the Gravitonium into the machine because it's uncontrollable. Ruby prepares to kill Jemma, and Werner begins the Gravitonium transfer. Fitzsimmons realize that something is wrong.

Coulson and Mack examine Robin's drawings and try to determine what they mean. Deke joins them, and Coulson notices that the monitor is paused. They go to Polly's room and find her

unconscious, and Mack figures that Talbot took Robin. They figure that he's the sleeper agent, and Deke stays with Polly. On the floor is one of Robin's drawings... showing Ruby infused with other people Ruby tells Werner that they did it and they kiss. He then seals the chamber and begins the infusion process. Ruby screams in pain and yells at Werner to get her out. Hale, Melinda, and Daisy hear her screams and run to the room. Werner figures that Fitzsimmons sabotaged the machine, and the three women run in and Hale tells them to shut down the infuser. Fitz does so and says that Ruby took in 8% of the Gravitonium.

the chamber opens and Ruby floats out. She drops to the floor and says that they're fighting inside of her head. Werner goes to her and says that he's not going anywhere, and Ruby accidentally compresses his head with her Gravitonium-infused hands. She says that she didn't mean to and yells at the voices to get out of her head. Jemma warns that it only works one way, and Ruby slams Fitzsimmons into the wall, saying that they always lie. Hale tells her to put them down, and yells at Ruby to focus on her. Ruby releases Fitzsimmons and says that there's something really wrong, while Melinda takes Fitzsimmons to the Zephyr.

Coulson and Mack find Talbot with Robin, trying to get into the hangar. Talbot draws his gun and says that a soldier always completes his mission. Coulson tells him that Hydra brainwashed him, and says that Talbot is his friend and would never kidnap a little girl. Mack reminds Talbot that Robin isn't much younger than George, and Coulson says that it's not too late to turn back.

Talbot says that he can't complete the mission and has to stop himself, releases Robin, and puts the gun to his head.

Ruby's gravity powers run out of control, and she says that they're ripping her apart. Daisy tells her that she's been where Ruby and knows she'll overcome it, and tells her to focus. when Hale agrees, Ruby complains that it's always Daisy. She pulls Daisy over to her and says that everything powerful is dangerous.

As Melinda, Jemma, and Fitz head out, Elena arrives and realizes that Daisy is dealing with Ruby.

Talbot tells Coulson that he can't trust his thoughts and there's no other way than suicide. Mack gets Robin away, and Talbot asks Coulson to tell George that he loved him. Coulson tells Talbot to put the gun down. He can't, and Coulson tells him to turn the gun on him. As Talbot does so, Mack returns and shoos him.

Ruby tells Daisy that Daisy was her hero, then releases her and says that she's more than Daisy will ever be. Daisy tells her that she needs help, but Ruby says that she wants to crush her. She does so and turns toward her mother, who says that Daisy is on her side. She insists that she just wanted Ruby to reach her full potential and pushed her too hard, and insists that Ruby isn't a mistake.

Elena arrives and sees the woman who took her arms. She realizes that Ruby is the destroyer, and Daisy tells her that Ruby is just a kid. Ruby loses control and the voices her speak through her, demanding that they let them out. Elena grabs one of Ruby's chakram and cuts her throat at superspeed. Hale holds her daughter's corpse in her arms, and then glares at Elena. Ruby's body levitates into the air and then releases a burst of Gravitonium energy.

Melinda and the others return to the room, and discover that Hale is gone. Ruby's corpse is lying on the floor, and Daisy says that Ruby was coming around and then Elena killed her. Elena insists that she just saved the world.

Hale teleports to Qovas' ship and says that S.H.I.E.L.D. has the Gravitonium. She offers to tell him where S.H.I.E.L.D. is hiding, but warns that they won't give it willingly. Hale looks at Ruby's blood on her hands and says that she has no reason to stop him from killing the S.H.I.E.L.D. agents.

Option Two

Season 5
Episode Number: 107
Season Episode: 19

Originally aired: Friday April 27, 2018
Writer: Nora Zuckerman, Lilla Zuckerman
Director: Kevin Tancharoen
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye / Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso "Mack" Mackenzie), Natalie Cordova-Buckley (Elena Rodriguez)
Recurring Role: Adrian Pasdar (US Air Force Colonel Glenn Talbot), Jeff Ward (II) (Deke), Briana Venskus (Agent Piper), Max Osinski (Agent Davis)
Guest Stars: Peter Mensah (Qovas), Jake Busey (Tony "Candyman" Caine), Patrick Warburton (General Rick Stoner), Chen Tang (Agent Kim), Brent M. Bailey (Agent Thomas), Dominic Daniel (Agent Wahl)
Summary: Qovas launches an attack on the Lighthouse to acquire the Gravitonium.



Talbot lies on a bunk and mutters numbers to himself.

Coulson tells the team that once the Zephyr break through the atmosphere, they can send the Gravitonium into the sun and destroy it.

first they have to get the Zephyr ready for space travel. Fitz and Deke are others, and Melinda says that Carl needs treatment. Tony has arranged for Carl's treatment and has said that he'll protect Robin and Polly. Daisy offers to take them to Tony, and Daisy says that Hale slipped

away. Elena insists that killing Ruby was the right choice even if she's not proud of it, but Daisy figures that it was revenge. She tells Elena that she doesn't get to make that decision, and Elena points out that they all have blood on their hands. Mack says that they protect people, and Jemma says that Ruby beat Fitz. Elena says that they didn't pick Daisy as their leader and Coulson brought Daisy back rather than break the time loop. Coulson interrupts and says that he'll make the decisions, and they should go to their jobs.

Later, Melinda tells Daisy that Tony found something connected to the Deathlok program that could keep Coulson alive. A sedated Carl has been put onboard the Zephyr, and Melinda tells Daisy to go dark once she's away with Carl, Robin, and Polly.

As they seal away the Gravitonium, Deke tells Fitz that he's proof that he can travel between dimensions. Fitz figures that it proves they're in a loop, and Deke figures that he won't vanish once they alter his timeline. His father says that Deke is their test subject: if he disappears then that means that they've altered history. Deke takes the Gravitonium and tells them to stay together, and walks out.

Talbot lies on his bunk and continues muttering numbers. He wakes up and calls to Coulson. When Coulson arrives, Talbot is muttering numbers and tells Coulson that the numbers keep repeating in his head. He doesn't remember what he did and Coulson realizes that Talbot was trying to reach the landing-assist beacon and it's the only way to get a signal out. Talbot figures that the numbers are the coordinates for their location.

The Confederacy ship arrives about the Lighthouse. The alarms go off and Melinda tells Coulson have cut off their communications.

The hologram of Stoner appears and says that Project Reclamation has been triggered now that they face an apocalyptic event. Coulson selects the "nuclear attack" defense option, and the hologram announces that all doors will be sealed for fifteen years. Coulson gets on the loudspeaker and tells everyone what is happening. Deke curses to himself, wondering why he's still there.

The power goes out and Govas appears on the monitor. Govas says that he's there for the Gravitonium, and Coulson points out that they can withstand a nuclear blast and the world will soon shoot the ship out of the sky.

Elena approaches Mack working on the relay and wonders if he can avoid her for 15 years. She insists that she was trying to save him, and says that her future self told her what would happen to keep her from losing Mack. Mack says that he wants to focus on the present, not the future, and says that what they went through messed Elena up. Elena says that he doesn't look at her the same, and Mack tells her that they turn the other cheek. He says that in the future they swore they wouldn't lose themselves or each other.

Elena tells Mack that she loves him but he needs to trust what she's doing. She says that she runs away but always comes back to where she started, and Mack tells her that he doesn't know if he'll be there when she does.

When Elena comes across Melinda, Melinda tells her that what Elena did changes how people see her and all she can do is make peace with it. Elena says that she's trying, and they go to the control room. Coulson wonders why Daisy hasn't found them, and Melinda tells him that Daisy has gone dark. She explains that Daisy is following a lead on a way to keep Coulson alive. Coulson insists that he ordered them not to save her, and Elena realizes that she killed Ruby for nothing. What her future self told her is what is happening, and what is happening is how they lose.

Govas tells gives the order to his soldiers to depart.

Elena explains that her future self told her that they need to let Coulson die. She apologizes for keeping it from Coulson, and Melinda says that Robin told her that Coulson put the pieces together. As Melinda and Elena argue, Coulson realizes that the aliens can go wherever they want.

The aliens teleport into the Lighthouse.

Deke is in a hallway and sees the lights flicker and then go out. The aliens step out of the darkness and kill a nearby S.H.I.E.L.D.

agent, and Deke runs. He crawls into a grate and hides just in time. Deke watches as the intruders kill another agent, and then goes to the control room and tells the others that they're under attack. He's recognized the intruders as the Remorath, intergalactic scavengers with darkness following them. They can see in the dark so they can kill them better with their footlong razor claws.

Humanity gave them whatever the Remorath wanted and cleaned up the bodies afterward.

Coulson tells Jemma to override the lockdown protocol, and sends Elena to get Talbot Fitzsimmons find an analogue override to open the hangar doors and take out the Gravitonium. Deke doesn't want Fitzsimmons going off separately and wonders where Daisy is, and Coulson tells him to ask Melinda.

Daisy takes Carl, Polly, and Robin to Tony. Once he's secured them, he tells Daisy that Project Deathlok goes back to one Hydra man, John Garrett. Garrett was being kept alive by what he called "Centipede serum", and Tony gives the last vial to Daisy. The serum had a component designed by the Nazis and it's impossible to make, and all Tony has is the name of the place where it was manufactured.

Daisy looks at the name and says that it's not a place.

Elena goes to Talbot's cell and releases him. He refuses to leave the cell, saying that he caused the problem. Talbot asks for a gun to fight back, and Elena takes out a pair of handcuffs and Talbot reluctantly lets her put them on. He says that he wants to make up for what he's done, but Elena warns that they don't know if he's in control. She tells him to follow his lead and takes him out.

Fitz and Jemma go out separately but stay in contact. Fitz and the agent escorting him come to a spreading field of darkness and retreat. The lights go out ahead of them and Fitz takes out a night scope and sees the Remorath kill the agent. He runs and a Remorath chases after them. He finds Deke, who uses a fire extinguisher to drive the Remorath back, and then the two of

them duck into a room. Deke says that there's no him without Fitz. he override is in the room and ripped apart, and Fitz realizes there only option is gone.

On the ship, Govas sends the Remorath directions to what he wants and tells them to kill anyone in their way.

Fitz radios Coulson and gives him an update, and he says that their only plan is to make a stand. Agent Kim goes to the armory to get weapons, and Elena calls in to say that she and Talbot are on their way. Jemma warns that they can't move the Gravitonium up the stairs, and Fitz says that Deke is trying to get an elevator working. He warns that the Remorath can shut down electricity so their weapons will be useless, and suggests fire.

The lights go out around Elena and Talbot, and they take cover as the Remorath appear between them and the exit.

In the elevator, Deke mutters that he can't die because he hasn't seen everything on Earth yet. When Fitz asks about his theory of the multiverse, Deke tells him to shut up.

Jemma is with Piper and Davis, and gets out camping lanterns to use as weapons. Something bangs on the door, and after a moment Elena and Talbot burst in and say that the Remorath cut them off from Control. Fitz calls and figures that the Remorath are coming for the Gravitonium, and apologizes to Jemma for leaving her side. She points out that Deke is still with Fitz, meaning that they're okaying. The agents go out in the hallway, leaving Talbot and Jemma behind.

Mack finds Deke and Fitz, and a Remorath steps forward. It shrugs off Mack's shot and the other Remorath charge forward, and the three men retreat.

Elena, Piper, and Davis fire but can't see their targets. Moving at superposed, Elena scouts the area and says that they're outnumbered.

In the lab, Talbot and Jemma hear Coulson the radio, telling them that they're surrounded. Talbot finds the infuser chamber and realizes that he can fix it. When Jemma turns to see what he's doing, Talbot shoos her with an icer, pumps Gravitonium into the chamber, and gets inside. Once it seals, he screams in agony as he's infused with Gravitonium.

Mac and the others reach Control and seal the doors. Fitz tells Melinda how to mix the chemicals to cause a fire, and Deke says that they'll have to get through him to get the Gravitonium. Mack gives Coulson his shotgun axe, and the monitors shut down. The Remorath pound on the doors and then stop and move into the vents above the ceiling. They break in and the team opens fire, while more Remorath break down the doors and get in. Melinda realizes that they don't have enough ammo to hold them off.

The Remorath start to overrun Elena's team, cutting off their retreat. As Elena tries to reach Simmons, the lab door bursts open. A Remorath tries to crawl out, and something grabs it and pulls it back. Talbot steps out into the hallway.

The team runs out of ammo, and the Remorath move in on them. They charge and fight hand-to-hand, and one knocks down Coulson. Dazed, he watches as Talbot comes in and everyone, human and Remorath alike, stare at him. He levitates the Remorath into the air and then crushes them with his newfound gravity powers, compressing them into small balls.

Elena and her team go back to the lab and confirm that Jemma is okay. They realize that Talbot used the infuser chamber and the Gravitonium.

Talbot tells Coulson that he could fix it. The ceiling busts open above him and the power comes back up. Stoner comes on and says that the outer atmosphere shows no signs of contamination.

Daisy goes to a cemetery and digs up Jiaying's body.

The One Who Will Save Us All

Season 5
Episode Number: 108
Season Episode: 20

Originally aired: Friday May 4, 2018
Writer: Brent Fletcher
Director: Christen Gerhart
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye / Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso "Mack" Mackenzie), Natalie Cordova-Buckley (Elena Rodriguez)
Recurring Role: Adrian Pasdar (US Air Force Colonel Glenn Talbot), Jeff Ward (II) (Deke), Max Osinski (Agent Davis), Briana Venskus (Agent Piper), Peter Mensah (Qovas), Catherine Dent (General Hale)
Guest Stars: Andres Saenz-Hudson (Qajax), Darwin Shaw (Qolpake), Gabriel Hogan (Crixon), Nayo K. Wallace (Estella), Craig Parker (Taryan)
Summary: A newly determined Talbot takes Coulson to meet the enemy and attempts to stave off the destruction of Earth.



The episode starts immediately after last week's episode with Talbot and Coulson floating on the piece of concrete from the Lighthouse. Talbot's piloting the concrete to the alien spaceship that's floating in the sky above.

Talbot and Coulson board the ship and Talbot promises that he'll be able to fix everything.

Back at the Lighthouse, those left behind are examining the hole in the ceiling, trying to figure out what steps to take next. Simmons reveals that Talbot took

all of the gravitonium.

Elsewhere, Max is scouring the facility for any remaining Marauders. He approaches one of the lower levels thinking it's dead and it jumps out towards him. May runs in and stops Mack from killing the Marauder, claiming that it's the only thing they'll have to get more information on the space threat the Agents are up against.

Marauders on the spaceship are leading Talbot and Coulson to their leader Qovas. Coulson expresses concern on Talbot going immediately into the field after receiving his powers. Talbot and Coulson arrive to the bridge, where Qovas is at and Talbot tells the alien leader that the ship belongs to Talbot.

After feeling threatened, one of the Marauders takes out a sword and Talbot uses his powers to crush him into a ball. Talbot orders Qovas and the rest of the Marauders to kneel before him. They oblige.

Mack and Yo-Yo are talking at the lighthouse. Yo-Yo wants to talk about their relationship problems but Mack isn't having it. He walks away.

May, Simmons, and Mack chain the Marauder left behind up and begin interrogating him. They find a vial of the mysterious black liquid that Kasius used to use and they question him on it. The Marauder begins convulsing and dies.

The trio comes to the conclusion that they have to perform an autopsy on the Marauder to determine how the black liquid works.

Back on the ship, Qovas overhears Talbot speaking with Coulson. Qovas reveals they have General Hale on the ship.

Coulson enters her holding cell and she apologizes for opposing him and his team. Hales admits Ruby's death is her own fault and Coulson says he'll help her out. He informs the general that her Destroyer of Worlds project is still in the works after Talbot absorbed all of the gravitonium.

Coulson releases Hale from her cell and they go to speak with Talbot and Qovas on the bridge of the ship. Upon seeing Hale, Talbot starts lashing out about how she took him away from his family.

Coulson convinces Talbot to stand down as Hale knows the whereabouts of the remaining members of the Confederacy. Hale reveals that the deal she struck with the Confederacy involved giving them resources, notably gravitonium and Inhumans.

Fitz and Deke are working on getting some of the Lighthouse computers back up and running when Daisy comes over the radio. They inform her they've been attacked and she flies back to the Lighthouse.

She's greeted by Yo-Yo and the two instantly argue about Daisy's previous mission. Yo-Yo uses her powers to take away Daisy's duffle bag and when she looks in it, she sees a skeleton — presumably that of Daisy's mother.

The two start fighting and have to be separated by Agent May.

Talbot puts on a new uniform — the one seen in previews — and he and Qovas use the teleportation device to go visit the rest of the Confederacy. After they get to the room the Confederacy is meeting in, Qovas reveals that Talbot wants to change the terms of Hale's agreement.

Deke goes to Daisy's room and asks her in the bag to which she admits that it's her mother. Deke says he wants to make sure she's alright and she points out that "some creep" put lemons on her bed. Embarrassed, Deke blames it on Fitz.

The two continue talking and Daisy brings up Lincoln, revealing she's still in love with him. Daisy reiterates that she can't lose Coulson. Deke is too afraid to come forward with his feelings toward Daisy so instead, he tells them that Fitz and Simmons are his grandparents.

Talbot asks for the Confederacy to grant him membership and they tell him the Confederacy is no place for a human. After one of the Confederacy members gets in his face, gravitonium extends out of Talbot's hand and swallows one of the members of the Confederacy. They grant him a seat.

Fitz and Mack are working on Zephyr One in an attempt to get it ready to go to space. Fitz tries apologizing for locking him in the cell earlier, but Mack gets upset and blame Fitz and Simmons for Yo-Yo acting up and killing Ruby. The two start arguing.

Simmons is performing the autopsy on the Marauder and Daisy walks in. She shows the item she got from Caine, it's a part of John Garrett's Project: Deathlok program. She claims that with the Deathlok pieces and her mother's DNA, they should be able to cure Coulson. Initially hesitant, Simmons agrees that it could keep Coulson alive. Daisy orders it to be Simmons' top priority.

May and Agent Davis are getting ready to launch Zephyr One into space. Daisy and Deke are on the ship, while Mack and Piper remain at the Lighthouse.

Most of the Confederacy members have left their meeting room, but the Kree remains behind, impressed with Talbot's powers. The Kree and Qovas reveal to Talbot that the Confederacy had never planned to keep their end of the deal. Rather, they simply wanted to extort Earth of it's resources.

When Talbot asks what he means, the Kree tells Talbot that Thanos — how's that for a name drop — has begun an assault on Earth.

Talbot mentions that they need to get back to Earth and join the Avengers in fighting Thanos, to which the Kree explains Thanos' powers.

Coulson and Hale are staring out a window into space. Talbot arrives back to the ship and explains to the two that Thanos is attacking Earth.

Talbot tells them that Qovas and the Kree told him there is more gravitonium under the Earth's crust. Talbot tells Coulson and Hale that to stop Thanos, and all other attacks on Earth, he needs access to the rest of the gravitonium.

Coulson asks Talbot if he trusts the Kree and Talbot says he does, because he's a Kasius and they're the most noble family of the Kree Empire.

Coulson tries telling Talbot about their run in with Kasius earlier and Talbot gets frustrated, telling Coulson he's either with him or against him. After Coulson admits he's on Talbot's side, Talbot orders the former SHIELD director to kneel.

Talbot claims he's Earth's last hope and uses his powers to make Coulson kneel.

The Zephyr One is making its way to space. The ship makes it through the atmosphere and turns on cloaking so they're undetectable to the Confederacy ship.

Fitz is watching the launch of Zephyr One on a tablet and he shares relief once it clears the atmosphere.

He then starts talking to Simmons about Daisy's orders of using the Centipede parts. Simmons reveals she plans on moving forward with Daisy's orders.

The Zephyr One is approaching the Confederacy ship. Daisy readys the strike team and the Zephyr One docks to the top of the ship.

Talbot tells Coulson, Hale, and Qovas that he can hear Quinn in his head. An alert starts going off, alerting the group to SHIELD's presence.

Talbot's enraged and asks Coulson if he called backup. Hale tries putting the blame on Coulson, saying she told him not to call SHIELD.

We see Daisy and May have boarded the ship and they start fighting Marauders.

Daisy and May make their way to the bridge and Talbot starts using his powers against Coulson, lifting him off the ground.

Daisy tries convincing Talbot to let Coulson down and Hale joins in, taking Daisy's side. She reminds Talbot that Daisy tried helping Ruby. After hearing that, Talbot lowered Coulson.

Hale then tries to use the HYDRA compliance brain-washing but Talbot isn't falling for it. Talbot uses his powers to crush Hale, like the Marauder earlier.

Daisy tries using her powers to take down Talbot, but he quickly renders her unconscious.

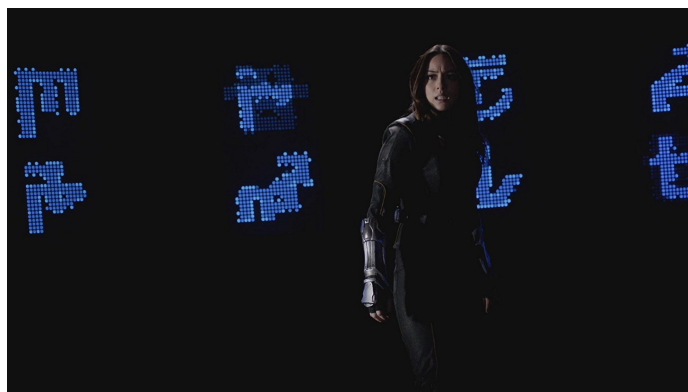
May and Coulson surrenders and Talbot order Qovas take them as prisoners of war.

The episode ends as we see that Talbot has given an unconscious Daisy to the Kree we saw earlier.

The Force of Gravity

Season 5
Episode Number: 109
Season Episode: 21

Originally aired: Friday May 11, 2018
Writer: Drew Z. Greenberg, Craig Titley
Director: Kevin Tancharoen
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye / Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso "Mack" Mackenzie), Natalie Cordova-Buckley (Elena Rodriguez)
Recurring Role: Adrian Pasdar (US Air Force Colonel Glenn Talbot), Jeff Ward (II) (Deke), Peter Mensah (Qovas), Brian Wade (Carl Creel), Lola Glaudini (Polly Hinton), Max Osinski (Agent Davis), Lexy Kolker (Robin Hinton)
Guest Stars: Craig Parker (Taryan), Raquel Gardner (Carla Talbot), Chen Tang (Agent Kim), Jack Fisher (I) (George Talbot)
Summary: After the house of Kasius acquires Daisy, her future as the Destroyer of Worlds grows closer.



Daisy wakes up in the Confederacy chamber and Taryan tells her that she's safe. He introduces himself as the first-born, master of the house of Kasius. Taryan tells her that she's Inhuman and says that all Inhumans deserve something better elsewhere. Daisy asks where Melinda and Coulson are, and Taryan tells her that they're Daisy's past and he's her future.

Qovas tells Coulson and Melinda that they are prisoners of war, but Coulson isn't impressed. The Confederacy leader

says that they earn their kills while with humans, it's about the gun. Melinda says that she doesn't need a gun to stop him, and Qovas tells him that he'll destroy the Lighthouse if they do anything. Qovas seals the cell and asks Talbot what he should do with the prisoners.

Talbot says that they'll both get everything they need, and he knows someone who can help them get the Gravitonium.

Fitzsimmons examine Jinying's corpse and Jemma says that the Centipede serum forces new biological pathways. They can use it to deliver's Jinying's healing DNA to Coulson, and Fitz suggests that they succeed in saving Coulson since Elena says that they destroy the world if they fail. Jemma figures that they can break the loop by making sure that Coulson lives.

On the Zephyr, Deke is watching as Davis and Kim reroute oxygen. The lights flicker and something yanks Kim down into the cargo bay.

Davis and Deke take cover, and Talbot rises up out of the cargo bet. He has soldiers with him and leads them to the Quinjet. The power comes back up and Deke tries to get the communications up.

Mack watches newscasts about the destruction in New York. Deke gets hold of him and says that Talbot has boarded the Zephyr and killed Kim. A sensor goes off alerting Deke that Talbot is leaving in the Quinjet and heading for the Lighthouse.

When Elena arrives, Mack tells her that he can't pick up the Quinjet because Talbot isn't using the engines. He activates the engines so that he can pick it up and contact Talbot, but Elena isn't convinced that Mack can talk the general down.

Coulson looks for a way out of their cell, and Melinda points out that they may not be able to save Talbot from himself. Her superior says that he feels responsible for not rescuing Talbot from Hydra, and Talbot put himself in the infuser to save them.

Melinda finds it ironic that they're worrying about Talbot given how they met, and Coulson says that people change but they still have to try to save them. He then uses the sensors in his hand to scan the walls.

Talbot goes to Creel's hospital room and says that he's there to talk about Creel's new condition. He says that he's been in Creel's position and got through it, and can help Creel get through it. Creel asks if Talbot is all right, and Talbot says that he's never felt better since he came into contact with Gravitonium. He insists that he's fine and knows how to silence the voices and can teach Creel to do the same.

Taryan tells Daisy that her strength has been going to waste, and he can show her how to unleash her power if she becomes his disciple. Daisy says that she knows his family, and Taryan says that he's from a long line of inventive thinkers and he understands what it's like to be on the outside like Daisy is. She tells him that humans are complicated and when they fight it's with respect.

Unimpressed, Taryan says that she's coming with him. Daisy tries to use her powers and nothing happens, and he says that she's not conscious yet.

Taryan's soldiers drag the unconscious Daisy away, an implant on her head feeding her a virtual reality.

Jemma tells Fitz that it's done, and Mack comes in and asks what they're doing. They explain about how they can cure Coulson's necrotic tissue, and he tells them that Talbot is killing people. Mack asks them to figure out a way to stop Talbot, and Jemma agrees Coulson finds a circuit panel in the wall and tries to shoot it out using his artificial hand. Before he can do so, Deke knocks out the Remorath guard and opens the door, and Coulson says that they have to find Daisy next.

Creel realizes that Talbot has the Gravitonium in him, and Talbot says that he'll make everything better. He offers his hand and asks Creel to join him, and when Creel reaches out Talbot extends the Gravitonium into Creel's body. The voices stop, but then he moans in pain. Talbot tells him that it will be quick and absorbs Creel into himself.

Later, Mack and Elena watch video of Talbot absorbing Creel. Mack admits that he once wanted Creel dead, but he got to know him and realized that he was a decent man. Elena says that Mack has an amazing capacity to forgive people, and warns that Talbot may have to be killed. Mack tells her that if it has to be done, he'll do it.

Taryan explains that physically Daisy is being brought to her but she's already his. He points out that she's lost all sense of how long she's been there, and says that eventually he will break her. Daisy tells him that in the future that she's seen, Taryan has two sons in the future and they die, and she escapes. She concentrates and shatters the device, wakes up, and takes out the soldiers.

Fitz doesn't see any way to neutralize the Gravitonium in Talbot's system. Jemma starts synthesizing the Centipede serum and warns that it will take a few days to finish. She suggests that they try using the Odium on Talbot, and will have to use Centipede serum to deliver it straight to Talbot's cells.

Deke leads Coulson and Melinda, and they come across two Remorath. Before the Remorath can attack, Daisy blasts them down and tells her teammates that Kasius' father is there. Deke wants to leave, but Coulson and Melinda tell him that they're going to stay to stop the missiles Qovas has trained on the Lighthouse and the surrounding town.

Mack and Elena try to work out what Talbot will do next and what he will try to "fix". They realize that he will try to prove that he's a good father.

Carla and George are at home, and Carla goes to answer the door. Talbot knocks at the door, and greets George when he answers the door. George lets his father in, and Carla says that she's surprised to see him there. Talbot says that he's a new man, and tells George that he's a superhero like the Avengers. He uses his gravity powers to lift George's toy space shuttle into the air, and says that he can move buildings and cars. Talbot offers to take George flying with him, and says that he won't let anything bad happen to his family or anyone else. Carla tells George to go up to his room, and when Talbot objects, his wife says that S.H.I.E.L.D. called and said that there was an accident. Talbot loses his concentration and drops George's toy, and then pins

Carla against the wall. He offers to fix the broken toy, and then offers to take George to a real spaceship.

Qovas discovers that the prisoners have escaped and tells the Remorath to kill them with their own weapons.

The team heads to the bridge, and Melinda tells Coulson that she'll deal with the missiles while he and Daisy go to the Lighthouse.

A Remorath finds them and Daisy blasts him back, and Melinda orders Daisy to go. When another Remorath arrives, Coulson creates an energy shield from his hand and kisses Melinda. Daisy arrives and takes out the Remorath, and she and Coulson head to the shuttle while Melinda and Deke head to the bridge.

George begs Talbot to put Carla down, and he says that she's not on their side anymore. Carla says that she'd do anything for him, and Talbot reminds her that she worked with Hydra and then S.H.I.E.L.D. He prepares to absorb her, but a S.H.I.E.L.D. team pulls up outside. Elena and Mack get out, and Talbot steps out. He says that Coulson declared war on him, and lifts the S.H.I.E.L.D. vehicles into the air and then drops them on the street. The S.H.I.E.L.D. agents open fire but Talbot easily catches the bullets and sends them flying back.

On the bridge, Deke asks the two Remorath where the men's rest room is. When the Remorath come at him, Melinda attacks them and Zeke chokes one with his belt. Once they're done, Melinda takes their weapons and tells Deke to redirect the Lighthouse coordinates from the missiles to the teleporter. Deke fumbles with the controls, ejects a cartridge, takes it, and finds the missile controls.

Melinda tells him that they're not going to destroy the missiles but give them a target.

Talbot tells the S.H.I.E.L.D. agents that he's a hero, and George comes out and says that he's not a hero. Elena speeds forward to get George out but slams into a gravity force field and bounces back. George says that Talbot wants to hurt the agents, and Talbot insists that he's just giving them a warning and he's going to save them. First he needs more "fuel", tells George to keep watching the news so that he'll see, and flies off.

Daisy and Coulson enter the Zephyr and the power goes down. Davis calls from the bridge and says that the Remorath are attacking him. The two agents fight their way to the bridge, taking out the Remorath in their way. Coulson tells Davis to head for home while Melinda and Deke take the "express train".

Deke describes the coordinates to Melinda, and Qovas comes in and says that they will never leave the ship. He draws his blades and Melinda attacks him, and Deke runs to the teleporter and tries to enter the coordinates.

Daisy tends to Coulson's scratched arm, and she points out that he made out with Melinda. Davis starts up the engines and tells them to strap in.

Deke enters the coordinates, and Melinda knocks Qovas down. He gets to his feet, smiling, and says that she's sealed the fate of everyone in the Lighthouse. He fires the missiles, and Melinda says that they changed the target. She goes to the teleporter, and Qovas watches as the missiles circle back and destroy the Confederacy ship.

Jemma calls the Zephyr and tells Coulson that Melinda and Deke teleported safely, and explains that Mack and Elena went after Talbot. Once they sign off, Coulson says that they'll have to take out Talbot. Daisy realizes that the scratch on his arm has spread and he's bleeding out, and Coulson passes out.

Back at the Lighthouse, Melinda visits Coulson as Jemma stabilizes him in the medbay. Jemma tells the team that Coulson isn't going to die, but his condition is accelerating. She says that it will take time to combine the cure with the Centipede serum, time that they don't have. Fitz tells the team that they can combine the Odium with the Centipede serum then they can penetrate Talbot's cells. Daisy says that there's no more Centipede serum, so they either save Coulson or save the world.

In the Quinjet, Talbot tells a captive Polly and Robin that Robin sees him in her head. He asks if she sees him bringing something up from the ground, and Robin nods in agreement. Satisfied, Talbot tells her to tell him where.

The End

Season 5
Episode Number: 110
Season Episode: 22

Originally aired: Friday May 18, 2018
Writer: Jed Whedon, Maurissa Tancharoen Whedon
Director: Jed Whedon
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye / Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso "Mack" Mackenzie), Natalie Cordova-Buckley (Elena Rodriguez)
Recurring Role: Adrian Pasdar (US Air Force Colonel Glenn Talbot), Jeff Ward (II) (Deke), Lola Glaudini (Polly Hinton), Max Osinski (Agent Davis), Briana Venskus (Agent Piper), Lexy Kolker (Robin Hinton)
Guest Stars: Kurt Koehler (Officer Zbyszewski), Eva La Dare (Jan)
Summary: Coulson's life or death is the challenge the team finds themselves in, as the wrong decision will cause the destruction of Earth.



Coulson lies unconscious in the medbay. Piper finds Deke out in the hallway, and in the next room the team are debating whether to use the Centipede technology to save Coulson or kill Talbot. Fitz suggests that they let someone with the serum be absorbed into Talbot, and Elena volunteers to do it. Daisy insists that Coulson would never give up on Talbot, and says that Coulson is the only one who can talk Talbot through it. She goes to the vials of serum, but Elena grabs them at superspeed. She insists that she's not the bad guy and they just don't want Coulson to die.

Mack tells Daisy to stand behind, and Elena says that they won't listen to her and even Mack won't stand by her. Mack says that hope is holding them together and they never give up, and they cling to hope. He suggests that they vote, and Melinda destroys the vials.

Elena collapses to her knees, sobbing, and Melinda tells her that she's sorry. When Mack goes to Elena, she pushes him away. Melinda gives the tech to Fitz, and he says that he and Jemma will prepare the remedy while everyone else prepares for the end of the world.

In space, Talbot tells Robin to tell him where the Gravitonium is. When she refuses, Talbot says that he's the savior who is going to protect Earth but he needs some help. When she still refuses, Talbot threatens to take her powers but she says that she won't.

Talbot admits that he won't because she's a kid, but will find a way to win her over. Once he walks away, Polly tells Robin not to help Talbot. Robin warns that if she doesn't, it will be the last time Robin sees her mother. Ramorath drag Polly away, and Talbot tells Robin that she won't see her mother again until he gets what he wants.

One Robin has given him the Gravitonium's location, Talbot takes his shuttle to Chicago and brings it down among the buildings.

Elena goes out in the hallway, and Mack approaches her. She says that he's going to die, and he tells her that everyone dies and then they'll have to answer for what they did while they were alive. Elena says that it's not God she's afraid of as Mack walks away. She goes to the medbay

where Coulson has woken up, and she tells him that eventually he'll be up. Elena tells him that she never argued for him to die, but just not to bet everything on him. Coulson agrees with her, and Elena walks out.

Daisy finds Deke leading the reclamation efforts on the Lighthouse, and he says that he'll be gone when they come back from their mission to stop Talbot. She wonders why, and Deke shows her his room filled with everything that he's found. He says that he's a damaged person from a damaged world, and he wants to see the world before it's destroyed. If they do stop Talbot, it will break the time loop and he'll disappear with his timeline. Deke tells Daisy that they're the first group he ever saw that were willing to die for each other, and that if she wants to lead then she has to fix the situation with Coulson. Piper tells them that Talbot has been spotted in Chicago and they're leaving.

Jemma shows Coulson the serum injector, and he says that they've seen what happens when they don't let nature take its course. When Jemma starts respond, Melinda comes in and asks her to leave. Once she goes, Melinda tells Coulson that he wouldn't wake up when they made the decision, but now the decision is his. They want to see him rejoin the fight, but it's up to him to decide if more time is worth it. They agree that they've been made it clear how it feels, and Melinda asks him not to leave her behind. She pushes the box with the serum toward him and walks out.

In Chicago, Talbot descends to the street as the people run in terror. He concentrates, sensing the Gravitonium, and raises a pillar in the center of the street. The Gravitonium is in it, and Talbot absorbs it into his body.

As the Zephyr flies to Chicago, the team prepare for a fight. The tracker they placed on Robin shows her inside of the shuttle, and Mack says that they have to rescue her and get the civilians to safety. Daisy calls Elena up and tells everyone that she let the emotions get the best of her. She figures that means that she shouldn't lead, and says that she can't hold the team together but Mack can. Daisy says that Mack is their moral center, and he's a general who they can rally behind. Everyone agrees, and Coulson walks in and agrees. He tells Daisy that it's time to suit up, and then asks Mack what they do. Mack says that they save lives.

Officer Zbyszewski orders Talbot to surrender, but Talbot he refuses to let anyone interrupt him. As Zbyszewski prepares to fire, Mack calls everyone's cell phones and says that they're there to help and will evacuate all civilians. The Zephyr lands and the team gets the civilians aboard. The agents evacuate the damaged buildings before they collapse, and Robin climbs down and finds them. She goes to Melinda and tells her that they took Polly. Mack goes aboard Talbot's ship to search for Polly.

Coulson tells Daisy that he's not going with her to confront Talbot. He admits that he can barely stand, and Daisy realizes that he didn't take the serum. Coulson says that it didn't feel like the way to go, and says that he's sorry. Daisy tells him that he's the only one who can reach Talbot, but Coulson says that they're beyond that and tells Daisy to appeal to Talbot as a military man. She says that she can't do it alone, and Coulson tells her that he's trained her to do it. If she can't get through to him, then she needs to beat him. Daisy goes after telling Coulson to fly back and take the serum because they fought each other for him.

Mack searches the ship and finds Polly trapped in a cell.

Fitz finds Melinda and Robin, and says that in the future neither of them make it.

Mack pries the cell door open, and Polly slips out.

As Talbot prepare to tear apart Chicago, Daisy runs down the street and blasts herself into him, knocking him into a bus. She tells him that people are dying, and Talbot says that it's war and needs to arm himself. Daisy says that he's becoming the enemy.

Two Ramorath confront Mack and Polly, and he tells Polly to run. Fitz and Melinda arrive and take out the Ramorath.

The Zephyr heads back to the Lighthouse, and Davis realizes that Coulson has collapsed.

Talbot insists that he's doing everything for his son, and Daisy says that he's scared of his father. She tells him that he's a hero and offers her hand, and Talbot takes it. Daisy points out all of the responders who have signed up for it just like she and Talbot did, to protect humanity. She says that they need to join forces, and Talbot tells her that Hale told her the same thing before she tortured it. Coulson says it before he stabs Talbot in the back, and Talbot insists that only he can fix it. He pulls Daisy to him, says that they should join forces, and flies into the air.

Melinda and the others bring Polly back to Robin, and they head out of the building.

Davis brings Coulson in and tells Jemma and Elena that Coulson didn't take the serum. Talbot flies back down to the city and slams Daisy into the street.

the impact causes a collapse, bringing rubble down on Fitz.

Elena wonders why Coulson listened to him, and wonders what she's done. Jemma runs to the medbay as Elena tries to revive Coulson.

Talbot says that he can get the rest of the Gravitonium once he quakes the ground apart. He grabs her and says that he needs every weapon, and prepares to absorb her.

Jemma discovers that the serum is gone.

Robin tells Polly that something is different.

Jemma runs back to Elena and Coulson, and says that something is wrong. Deke arrives as the Lighthouse explodes in sparks.

Melinda and Mack try to rescue Fitz.

Daisy injects herself with the serum as Coulson absorbs her. She then quakes Talbot away, and he attacks her. Daisy quakes him into the sky.

Coulson wakes up, coughing.

Melinda and Mack find Fitz and confirm that he's okay.

Talbot drifts through space toward the sun, frozen from exposure.

The agents dig Fitz partway free, and they realize that the rubble has cut him in half. Mack takes his friend's hand and says that he did good, and Fitz says that he thinks his legs are broken. He dies and Mack breaks into tears.

In the medbay, Jemma makes an unconscious Coulson comfortable. Mack comes in and tells her that her husband is dead.

Later, Jemma carves a headstone "in remembrance" and packs Fitz's things away.

Elena finds Mack sitting in the hallway and joins him. He hugs her close.

Jemma gets Fitz's pocket tool from his quarters.

Daisy burns all of Robin's sketches.

Melinda smashes the last piece of rock.

Davis puts a S.H.I.E.L.D. badge up in the Zephyr cockpit.

The team gathers in the Zephyr cargo bay and shares a drink. Coulson says that it's a celebration, not a funeral, and they talk about how they first came together. Finally says that his teammates are heroes, and they've all suffered losses. When Coulson tells them that they have to move on, Jemma says that they remember people in their hearts but they never move on. She tells Coulson that Fitz will be sad that he missed Coulson's retirement party.

Davis polishes Coulson's badge in the cockpit.

Jemma gives Coulson a photo of the city above as a reminder that the team always wins despite the odds. Coulson figures that Fitz will be disappointed when he wakes up from suspended animation in space, and discovers what he missed. The senior agent assures Jemma that she'll find Fitz wherever he is floating in the void. He then offers a toast to all of them. Afterward, Elena hugs Coulson and thanks him. Mack says that he'll call Coulson for advice, but Coulson says that Mack won't need it and he's tossing his phone away. He then tells Daisy that what time he has left will be well spent, and he left a letter to Daisy on her bunk saying how proud he is of her. Coulson says that he's proud of her, and Daisy breaks into tears, hugs him, and says that she loves him. Coulson says that he loves her, and then walks out onto the beach in Tahiti where Melinda is waiting. Once the Zephyr leaves, Melinda asks Coulson if there's anything else on his bucket list. He says that he has one thing left: parasailing. They hold each other's hands.

Daisy asks Mack where they're going first.

Season Six

Missing Pieces

Season 6

Episode Number: 111

Season Episode: 1

Originally aired:	Friday May 10, 2019
Writer:	Jed Whedon, Maurissa Tancharoen Whedon
Director:	Clark Gregg
Show Stars:	Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye / Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso "Mack" Mackenzie), Natalie Cordova-Buckley (Elena Rodriguez), Jeff Ward (Deke Shaw,
Recurring Role:	Max Osinski (Agent Davis), Briana Venskus (Agent Piper), Joel Stoffer (Enoch)
Guest Stars:	Barry Shabaka Henley (Dr. Marcus Benson), Lucas Bryant (Agent Keller), Winston James Francis (Juco), Matt O'Leary (Trok), Brooke Williams (Butterfly), Glenn Keogh (Trok), Levi Meaden (Agent Fox), Xavier Jimenez (Tinker), Donovan Estrada (Tim), Geri-Nikole Love (Quinjet Pilot), Matthew Law (Agent Julian), Miguel A. Lopez (Agent More), Adam Burnette (Runco)
Summary:	One year after Coulson's death, the team moves on: Daisy and Jemma search for Fitz, while the others put together a new SHIELD on Earth to deal with dimensional anomalies.



Fitz lies in a cryogenesis chamber, and Enoch watches over him. The vessel shakes and the alarms go off, and Enoch apologizes to the unconscious Fitz, saying that he has to computer Fitz's chance of survival. He looks out the window at the fleet of ships closing in on them, and an energy beam tears the ship apart.

One Year Later — Davis flies the Zephyr down to a planet, and Piper confirms that they've escaped their pursuers. They land on a port at the D'Rillian planet and the controller tells them to prepare to be

boarded. Daisy greets them and the controller, Trok, tells her to present their authorization. She explains that they're low on fuel and had no choice but to land there, and Trok asks Daisy how she plans to make payment. Daisy tells him that he's going to give her the fuel, and the controller refuses. They identify Daisy as Quake, and she disarms them with her powers. The soldiers run off and Trok attacks Daisy. Daisy knocks him down, and Jemma steps out. Trok says that they can take the fuel, and Jemma says that they want to find someone and bring him home.

At the lighthouse base on Earth, Mac and his team pick up readings. They wonder what it means, and Mac tells his spread teams to spread out. Melinda is with one of the teams, and there are three others moving into position. An alarm goes off reporting something in Indiana, and Melinda and Agent Keller head there.

At a park in Castleton, Indiana, the ground shakes and a basketball turns brittle and shatters when the players dribble it. The pieces turn into birds and fly off, and a man emerges from the wall behind them. He walks to one of the basketball players and stares at him, and the player runs off. Another man calls to the first man, Jaco, and Jaco tries to pull him out of the wall. The

wall turns solid and the man is killed. The Quinjet arrives and Melinda orders Jaco to surrender or they'll fire. Jaco opens fire on them with a blaster rifle and walks away.

The Quinjet crashes and afterward, they report to Mac what happened. He tells them that they should have engaged Jaco on the ground, and Elena notes that she was in another jet. Elena says that they have to move faster to catch the reality distortions, and Mac confirms that everyone is okay. They wonder who Jaco is, and Mac tells his agents that they need workable theories. Elena points out that their two brightest minds are still MIA, and Keller suggests that all of the locations sit on ley lines. Mac tells Keller and Fox to work on it, and says that Elena should be ready if she needs to handle Jaco.

Mac goes to check in with his "boss": a hologram AI of Coulson. Melinda comes in and Mac admits that he's still watching Coulson's video logs. He admits that he'll never be the director that Coulson was, and Melinda assures him that isn't a bad thing. He wants to commemorate the anniversary the next day by appoint a department head, and Melinda says that she's working on it. As she leaves, Melinda sass that she and Coulson had more time together than they thought they would. Mac tells her that they need brains as well as muscle.

Daisy and Jemma take Trok aboard their ship and hang him upside down, and Jemma explains that she plans to torture him. They ask him about Fitz's ship, figuring someone tracked the ship and gave it to whoever destroyed it. They want to know if Trok sold trackable fuel to the ship. Trok explains that he bought the broken half of the ship for parts and didn't know anything about a trap, and they realize the other half is there.

The team flies out to where the other half of the Zephyr is and go inside.

Melinda is sparring in the gym with Elena, and Melinda points out that Keller is obviously attracted to Elena and Elena is attracted to him. She suggests that Elena should pursue the relationship with Keller and doesn't have to protect Mac's feelings. Elena notes that Mac closed the doors on her, but Melinda tells her that she's learned in the last year that live isn't meant to be lived alone.

Daisy and Jemma check the broken half, and Davis and Piper find the cyrochamber. The port is frosted over, and Jemma opens it to discover that there's no one inside.

As Elena walks down the hallway, Keller approaches her and says that they need approval from a unit commander to check the computer.

She agrees and tells Keller that Melinda is onto them. Keller asks if Elena wants to put the brakes on their relationship, and Elena agrees. She says that she needs to take some time, and Keller figures that they should tell Mac rather than hide their relationship from him. He leaves it up to Elena and leaves.

Mac is drinking at a bar in town, and Melinda joins him. She gives him a file and says that she's close on a department head.

However, she needs Mac to approve it right away, and he's at the end of the bar. They go over to the man and Mac introduces himself.

The man ignores Mac's hand, and Melinda says that the man is Dr. Marcus Benson, Director of National Science. Marcus says that he's not going to chase bogeymen with them, and Mac points out that he drove two hours. The doctor notes that the college he works with is reducing his workload, and Melinda notes that his drinking has gotten worse. Marcus says that when the love of his life died, he started to either drink or commemorate him. Mac hopes that he'll still get the best of Marcus' knowledge, and says that they lost someone as well. They're trying to rebuild and need brains, and want Marcus to build up SHIELD academy in the next couple of years.

Mac figures that it's a second chance for Marcus and for them. Marcus says that he's too old and fogged up for it, and Mac tells him that he's their best chance or innocent people will die. He mentions Fitz and Jemma in deep space, and Marcus's interest is piqued.

The Zephyr leaves the planet, and Daisy tells Piper that she feels gut-punched. Piper is worries about Jemma, and they both agree that Jemma will lose it completely if she loses hope.

Jemma checks the chamber.

Davis joins Daisy and Piper, and Daisy figures it's time to head home and regroup. She thanks Davis and Piper for staying with them and when the others left, but figures that they'll all benefit by getting back to loved ones.

Jemma gets into the chamber and closes the lid.

Jaco sits in the woods, and two more of his people arrive. He explains that the other man, Tinker, materialized in something they created there. They ask about Sarge, and Jaco says that

he'll appear at a museum. The group heads there to destroy the museum before Sarge arrives and manifests inside of something created.

Jemma imagines what Fitz went through in the chamber, and sees a plate on the inside. She goes to the bridge and tells the others that the chamber was made on the planet Naro-Atzia, and figures that Fitz would go there. Naro-Atzia is in deep space, and Daisy warns that it's a long shot. Jemma insists that she's right, and Daisy suggests that they go home. Davis refuses to set the coordinates and Piper agrees with him. Daisy sides with them and tells Jemma that the Zephyr is banged up and they need to go back.

The proximity warning goes off and the crew take their positions.

After powering down the Zephyr, Jemma goes to the cockpit with the others. An alien Confederate destroyer is flying past but doesn't detect them.

In the lab, Marcus examines the wall that Tinker came through, and notes that Tinker has cybernetic enhancements. Tinker grabs Marcus and says that they can't stop it and "Packatuqic" is coming and then dies. A device with an apparent countdown falls out of Tinker's pocket, and Marcus confirms that it's displaying a time and a place. Mac takes the device to the control room and has Fox put in the coordinates, and he notes that it's another ley line. Melinda and Elena head to the coordinates in Muncie, Indiana.

A young girl comes up to the museum, and Jaco tells her to leave. His teammates arrive and go inside.

The Confederate destroyer turns toward the Zephyr and opens fire on them. The crew activate the Zephyr and Davis takes evasive action. The front shielding does down and Piper goes to jump drive and primes it. Davis locks in the coordinates for Earth, but Jemma alters them and activates the jump drive just before the missiles hit.

Melinda and the others pull up to the museum and secure the outside. Inside, the trio plant bombs and the woman, Butterfly, goes out to buy them time. Butterfly draws a knife and cuts off a hank of her hair. She orders the SHIELD agents to stay back, claiming that she's a hostage. Fox escorts her away, and she tells Fox that he'll be a butterfly. The museum explodes, and Mac loses contact with his team.

The agents recover from the explosion, and Fox grabs Butterfly. Elena tells Melinda to go, and the time counts down.. An armored truck drives out of the blast cloud and slams into a SHIELD vehicle, knocking Melinda down. The truck stops and the driver gets out and walks to where Butterfly and Fox are. Sarge—who looks just like Coulson—tells Fox to let Butterfly go. Fox says that he's from SHIELD, and Coulson tells him that he's never heard of it and shoots Fox dead. Melinda sees Coulson as he and Butterfly get into the truck and drive off.

In a ship's cargo bay, Fitz works on a makeshift tool. Someone bangs on the door and Fitz yells at them to tell the Controller to calm down. He then injects himself with a drug and says that they should do it.

Window of Opportunity

Season 6

Episode Number: 112

Season Episode: 2

Originally aired: Friday May 17, 2019
Writer: Sharla Oliver, James C. Oliver
Director: Kevin Tancharoen
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye / Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso "Mack" Mackenzie), Natalie Cordova-Buckley (Elena Rodriguez)
Recurring Role: Joel Stoffer (Enoch)
Guest Stars: Barry Shabaka Henley (Dr. Marcus Benson), Lucas Bryant (Agent Keller), Matt O'Leary (Pax), Brooke Williams (Butterfly), Winston James Francis (Jaco), Paul Telfer (Viro), Sola Bamis (Dana), Xavier Jimenez (Tinker), Shalin Agarwal (Amit), Keelin Woodell (Sivian Foreman), Jay Linzy (Security Guard)
Summary: While SHIELD tries to track down Sarge and his team, Jemma and Daisy try to track down Fitz.



Sarge goes to a convenience and picks out a pair of sunglasses. He then puts other goods in his bag, and Butterfly Jace, and Pax do the same. The clerk tells them to take what they want as leave as Pax trains a gun on him. Sarge tells the clerk not to go for the shotgun under the counter, takes it, and shoots open a case. Before he goes, Pax grabs a state map of Ohio and joins the others outside. They get into their truck and drive off, cloaking the vehicle as they go.

Mack holds a service for Fox and says that they can't bring him back but they can save other lives. He tells the agents to start the search for the truck. Once the others leave, Mack and Melinda discuss

whether Coulson was driving the truck.

Coulson parks the truck and joins the others. Jaco is breathing in atmosphere from their home planet, and Coulson tells Pax to check the engine. He points out that Tinker was the respect, and complains that Butterfly is going through Tinker's things.

Butterfly says that they're out of PEGs, and Tinker had them in his pockets. Pax complains and Coulson asks him if he has something to say. He says that Tinker should have come through the truck, and they ended up at the museum killing a "talker". Butterfly insists that Fox will be reincarnated, and Jaco shows Pax a newspaper ad for watches. Pax quickly apologizes to Sarge.

Mack and Melinda find Marcus examining Tinker and tell him that they got a lead on a convenience store robbery in Ohio. He removes a device from Tinker's body and suggests that Sarge might be a LMD, but he needs to talk to the idiot who designed them to confirm.

Melinda warns that it might be hard.

On the ship, Fitz is knocking on the pipes and finally locates what he's looking for. He opens it up and removes the blockage, and tells his underlines to restart the compressor. They do so

and a tank fills with water. A snail slams across the porthole, and one of the coworkers says that it's a Xandrian delicacy. As Fitz leaves, the woman asks where on Sivos Fitz said he was from. Fitz vaguely says "the far north" and leaves.

Fitz goes to a door and starts to pry it open. The foreman grabs him and says that he changed his eyes with an iriscope to look Sivian. She punches him and his eyes change, and she asks what else he's hiding. The foreman removes the panel, revealing Enoch inside. The leader, Viro, arrives and says that he didn't let any Terrans on his ship. He has his men grab them and orders them to be jettisoned into space.

As the men take Fitz and Enoch to the airlock, Fitz says that the ship won't survive reentry because their heat shields are misaligned. He points out that he's the best engineer Viro has, and offers to work for free. Viro agrees to consider not killing him if he fixes all of the issues before they reach Naro-Atzia.

Sarge and Pax check the shipping yard they're holed up at and Pax admits that it'll be a shame to see Earth go. He tells Sarge that they should kick back a bit before Earth is destroyed, and asks if Sarge ever did that in his past life. A security guard comes up to them and asks for their ID, saying the area is restricted. Pax says that they were hired by the shipping department. When the guard doesn't believe him, Sarge fires a shot over the guard's head. By the time the guard recovers, Sarge and Pax have gone Melinda suggests that Mack spend some time talk to Keller because he recommended Fox for the job. Mack figures that he'll go to someone else for comfort.

Elena finds Keller looking at footage from the museum. Keller says that Fox was from his hometown, and Elena says that she'll be there if she needs him. They get an alert on a sighting and go to the hallway, and Mack tells them that they got a report of a shot fired from the guard at the shipping yard. Mack wants Elena to canvass the area and tell all agents that they're after a target that looks like Coulson. Marcus confronts Mack and says that the LMD theory isn't panning out and Coulson has died and come back to life before. Melinda says that she was there until the end and Coulson is gone. She demands a way to kill the duplicate, and Marcus says that he might leave. He shows them a sample of Sarge's DNA from the convenience store and says that it's an exact match to Coulson.

Sarge tells Jaco to keep an eye on Pax, and suggests they might need a replacement. He draws a red circle on the wall, and Butterfly tells him that once they have the PEGs, the device will be ready. Sarge says that first they lock in and then they rampage.

As Fitz works on the ship, he complains to Enoch that he didn't tell him everything he needed to know. Enoch notes that they've stayed hidden from whoever cut their first ship in chance. He's confident that they'll find a way to return Fitz to cyro-stasis.

Fitz just wants to find Jemma. He finishes his repairs and the guards take them to Viro's cabin. Fitz reports that the repairs are made, and Viro admits that the rest of the crew is lagging. He's figured that he's letting the dead weight go and the engineering crew will be jettisoned before they land. Fitz offers to train them to be more efficient, and Viro tells them to be thank ful he let him live.

Marcus visits Mack in his office and asks who Coulson was to Melinda. Mack says that Melinda's pain is running around killing people, and Marcus realizes it's his job to help stop it.

Sarge enters a jewelry store and tells the clerk Dana that he's looking for something special. Butterfly comes in and looks at the jewelry, and Dana shows Coulson a necklace. He asks to see the pieces she doesn't keep in the cases, and the clerk offers to pull some items from the vault. Pax comes in, and Coulson tells Dana clerk that he'll be leaving satisfied and they're going to rob the place. He advises her to do save her own skin rather than worry about the guards. Pax and Butterfly kill the guards, and Sarge tells Dana that they'll keep her alive to get them into the vault.

Melinda and Elena drive to the shipping yard and find an opened cargo container. Melinda asks if Elena and Kelle are a thing, and warns that things can get messy. Mack calls them and says that the crew has been sighted robbing a jewelry store near them, and a tac team is on its way.

Dana takes the crew to the vault and opens it, and Pax attaches a device to the outside of the door. They go in and the device goes off, and Pax assures them that it won't open anytime soon. Butterfly wants to kill Dana but Sarge says that they might need him. He draws a red circle on

the wall and Pax attaches a device to it, creating a portal. Jaco comes through and Sarge tells them to get to work.

The ship continues through space and the guards heard the engineering crew to the airlock. Fitz tells Enoch that they have to help, and suggests that they find weapons and fight. Enoch tells him that Fitz might as well kill himself if he's going to go up against Viro, and Fitz picks up a tool and says that he doesn't have a choice.

Melinda, Elena, and the tac team enter the jewelry store and confirm the guards are dead. They find the vault door and discover the door is sealed, and there are no other exits. Melinda figures that Sarge has an exit strategy, and uses a scanner to confirm there are no five heat signatures in the vault even though only four people went in.

Sarge realizes that they're running out of time and tells Dana that he wants PEGs. She has no idea what he's talking about, and Jaco describes PEGs as piezo electric gems. Dana directs them to a drawer with quartz and topaz. Sarge goes through the wall, and the team outside see him and realize that he has some kind of portal. Melinda figures the crew is based out of the shipping yard and drives back there. She gets up on a cargo container and sees a set of truck tracks that end nowhere. Using dust, she picks up the outline of the cloaked truck.

Fitz steps out in front of Viro and his men and says that he can't let them jettison the engineering crew out of the airlock. Viro doesn't figure that Fitz is a fighter and Fitz agrees, but says that he can make them money. The captain ignores them and Fitz says that Viro needs him and gets into the airlock with the crew. He says that it's about a woman who he wants to look in the eye. Viro tells him that the woman will have to replace Fitz and closes the interior airlock door. Fitz tells He says that Fitz is forcing him to make a point, and another door in the spaceship opens. Viro and the others are sucked out into space. Enoch is ready, braces himself, gets to the panel, and closes the door. Fitz and the engineering crew are safe in the airlock. Enoch release them and the foreman thanks Fitz for saving their lives. Fitz tells Enoch that he knows how uncompromising hateful men can be.

Pax tells Jaco to take everything, and goes into the truck with Sarge. There's a knock at the door, and Pax answers it. Melinda punches him and comes in, and demands to know where Sarge is. Pax attacks her and she easily fends him off, and sees the portal to the vault. Jaco comes through and Dana yells for help while the tact team burn through the vault door.

Jaco shrugs off Melinda's blows but and she manages to avoid his. He finally knocks her down, and Melinda grabs a pipe and knocks him out. Melinda hears Dana and goes into the vault, and tells Butterfly to drop the knife. She refuses, and Melinda hits her, gets Dana through the portal, and closes it. Jaco knocks Melinda down and sets the portal back up, and Butterfly comes through to fight them both.

Outside, Sarge uses the device he powered with the PEZs. Dana runs by and Sarge realizes that something is wrong.

Melinda fights Jaco and Butterfly, and Melinda knocks Butterfly back into the vault and knocks out Jaco. Sarge comes in and Melinda drops Jaco. Butterfly returns and Melinda mutters Coulson's name. The woman slips the portal under Melinda and knocks her back to the vault, then shuts it down. The SHIELD team burn through the door, and Melinda tells them that they lost.

As Sarge drops off, Jaco says that he froze briefly when he heard the word "Coulson". He asks what it means, and Coulson says that "Coulson" rings a bell.

Marcus tells Mack that he found a biological hard drive on Tinker's body. It has video of a world being destroyed, and Sarge telling his crew that they need to get out before it's too late. Marcus says that the crew destroyed the world they came from.

Enoch tells Fitz that they're approaching Naro-Atzia. He warns that they will be labeled mutineers and they might escape but the engineering crew can't. Fitz refuses to let them die, and Enoch suggests that they take the crew to Kitzen. He asks about Fitz's plan to join Jemma in the future, and Fitz figures that he has time.

In nearby space, a portal opens as the Zephyr comes through. Jemma tells the others that Fitz is alive and she can feel it.

Fear and Loathing on the Planet of Kitson

Season 6

Episode Number: 113

Season Episode: 3

Originally aired:	Friday May 24, 2019
Writer:	Craig Titley, Brent Fletcher
Director:	Jesse Bochco
Show Stars:	Clark Gregg (Phil Coulson), Chloe Bennet (Skye / Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons)
Recurring Role:	Joel Stoffer (Enoch), Briana Venskus (Agent Piper), Max Osinski (Agent Davis)
Guest Stars:	Clark Middleton (Pretorious Price), Christopher James Baker (Malachi), Scott Kruse (Boyle), T.J. Alvarado (Toad), Douglas Bennett (Long-Haired Gambler), Louie Ski Carr (Montalban), Bubba Ganter (Security Guard), Charlotta Mohlin (Greeter), Galen Howard (Greaseball), Winston James Francis (Jaco)
Summary:	Daisy and her team get a lead on Fitz and head for the planet Kitson. Kitson and Enoch try to raise enough money gambling to leave the planet after being evicted from their spaceship.



A hunter, Malachi, checks his weapons and goes through the files on wanted individuals. Fitz and Enoch come up and Malachi uses a device to create a teleport portal and departs.

At the customs station on Naro-Atzia, Piper and Davis complain to Daisy about Jemma endangering their chances of getting home. They want to confine her to the cargo hold, and Jemma insists that they can't give up. Daisy tells them all to calm down and Daisy says that Jemma is right and finding Fitz is the mission, but she's the mission leader and her call to make. She tells the team that they're go-

ing home, and Jemma says that she's staying. The Zephyr shakes, and the customs officer Pretorious Price signals to greet them. He requests permission to come aboard for their welcoming inspection, and Daisy says that they won't be visiting after all.

Price insists that they're in the system and Daisy agrees to the inspection. once Price signs off, Jemma suggests that he inspected Fitz's ship and might know where he went.

On Kitson in Kitson City, Fitz and Enoch tell the engineering crew that they're heading to Naro-Atzia and then the solar system.

They tell the duo that they're heroes, and Fitz notices a cylinder of wrapped snacks. Enoch says that they're not met for human consumption and stops Fitz from eating one, and the engineers say that they're taking the ship and the cargo. One of them, Toad, explains that there's a price on Fitz and Enoch's heads. Fitz says that the ship is the only way off of Kitson, and takes out a chip. The leader says that it isn't enough but tells them that fortunes are made on Kitson and maybe Fitz will get lucky.

Later, Fitz and Enoch go to the House of Games and Enoch gets in despite the mechanical-being scanners. He tells Fitz that he has mechanisms that disguise his artificial nature, and says that their experiences have been stimulating and informative. Enoch says that Fitz has become

his best friend and asks if he feels the same, and Fitz tells him that it feels like they're not getting anywhere. They enter the casino and Enoch says that he knows of thousands of games of chance. However, he admits that he has no experience, only knowledge.

Price comes aboard and tells the team to hand over their weapons per protocol. Jemma asks if he's seen Fitz, and Price says that he's there. Malachi comes in and stuns Daisy and Piper. Jemma and Davis take cover, and Jemma goes for a gun while Davis clubs Malachi unconscious from behind.

Enoch orders drinks and Fitz wonders how he plans to pay for them. The Chronicom takes Fitz's one chip, bets on a game, and wins.

Fitz realizes that Enoch is essentially a computer and can win them what they need, and says that best friends are for breaking the rules.

The team chain Malachi up, and he warns them that they're out of time. He says that Fitz is wanted for tampering with the universe and knows that Fitz was scheduled to arrive on the next incoming vessel. Daisy goes to question Price, and Malachi says that Fitz died on Earth a year ago.

Fitz and Enoch drink their drinks, and then Enoch sits down at the high-stakes table. Enoch starts winning.

Daisy tells the team that another ship was supposed to arrive but turned around at the last minute and went to Kitson. Price overhears them and says that Kitson is a nasty place.

Enoch continues winning and one of the players buys drinks and starts acting chummy with the Chronicom. Fitz advises Enoch not to go in, warning that the gambler isn't their friend. Enoch refuses and the gambler wins. He admits that he bluffed, realizing that Enoch knows nothing about people.

Someone tries to contact the ship, and then Daisy and her team blast their way in. The new captain, Boyle, tells them that they're trespassing. When Toad goes for his gun, Daisy easily disarms him. Jemma asks about Fitz, and Daisy shatters Boyle's hand when he tries to negotiate a price. He says that they let Fitz and Enoch go, and Davis takes the canister full of the snacks, "puffs", and eats one because he's hungry. Jemma and Daisy take some to eat, and Boyle says that Fitz either went to the casino or the brothels.

At the bar, Enoch complains that his opponent deceived him. Fitz tries to explain "bluffing", and Enoch realizes that he disappointed him. He suggests that they work in the brothels, and Fitz insists that brothels are not an option. Enoch suggests playing a game based purely on mathematical odds, but warns that the stakes are very high. They use Fitz as collateral, Enoch warning that he'll be sold into slavery if they lose. He says that he'll monitor the chips and signal Fitz with a high-pitched tone that only humans can hear. Fitz sits down and is locked into the chair.

Daisy and Jemma prepare to enter the casino to search for Fitz, and they start giggling. The Greeter welcomes them and the two women start tripping. Jemma figures that their bodies will eventually adjust to whatever is affecting them, and they go in staring at the lights. They figure the puffs are affecting them.

On the Zephyr, Davis starts tripping and hugs Piper. She goes to find Jemma and Daisy.

Jemma and Daisy climb up to the bar and try to remember their mission. Daisy figures the mission is ladies night and talk about how they first met. Jemma leaves when she remembers Fitz, and the gambler sits down with Daisy. He invites her to his ship, and Daisy passes out.

Malachi extends his arms through the chains as a blissed-out Davis, watches, amazed. A few minutes later, Piper comes in with animal crackers and realizes that Malachi has escaped and Davis is out on the floor. She wakes Davis up and he explains what happened.

Daisy goes off on her own to find Jemma, and finds her beneath the bar. Jemma talks about how much she misses Fitz, and says that Daisy has had awful luck with romance. As they break into tears and say how much they love each other, Daisy hears a high-pitched noise. Jemma hears it as well and figures that it sounds like a dolphin.

Enoch makes dolphin noises to signal Fitz, and Fitz wins. The greaseball next to Fitz bets next and loses. A dart shooter emerges from a table and shoots the greaseball dead, and the dealer Montalban tells Fitz never to hit on a 4. Guards toss the body in a corner, and Enoch says nothing. Fitz stalls for time until Montalban calls him on it, and Enoch's chest glows and he collapses. An alarm goes off that only Fitz can hear, and Montalban tells everyone to vacate

the room. He figures that Fitz and Enoch were together, and tells the guards that Mr. Kitson will want to deal with them personally.

Malachi accesses the ship's computer, and Piper arrives and tells him at gunpoint to back away. The hunter creates a teleport portal and teleports away. Piper wonders who he was trying to contact.

Daisy and Jemma clutch at their ears, hearing a loud alarm, and notice that no one else is bothered by it. They notice that no one else is hearing it and figure Fitz is involved.

Fitz reboots Enoch and complains that it sent off his alarm. Enoch explains that the alarm is a remote override of his system, caused by another Chronicom. He says that some Chronicoms are hunters and they're coming there.

The hunters arrive at the House and shoot the Greeter.

Daisy and Jemma stagger out and see the hunters, and figure that they're there for Fitz. When Daisy tries to blast them, she misses.

Enoch realizes that the hunters are there to decommission him. Fitz figures that they need to focus on escaping, and tells Enoch that he's not useless. A stench is coming from the greaseball, and Enoch explains that the alien's blood is 75% sulphur before passing out.

Daisy manages to blast the hunters, and tells Jemma that she's got it. Jemma runs off, and Daisy takes on the hunters in hand-to-hand.

Enoch questions why he exists when he's nothing, and Fitz uses the sulphur in the alien's arm to rig the door lock. He tells Enoch that his purpose is to be his best friend, and admits that the Chronicom has grown on him. Enoch perks up and says that he would do anything for Fitz.

Jemma confronts an alien security guard and says that her future husband is behind the door. He says that she needs to lay off the puffs.

Daisy fights the hunters and is forced to knock one out with her powers when he goes for his gun.

Enoch sparks the sulphur, shorting out the circuitry. The guard tells Jemma to go home, and the door bursts out and knocks him out. Fitz emerges and stares at Jemma. Malachi grabs Fitz and teleports away. Enoch comes out and tells Jemma that she shouldn't be there.

Sarge and Jaco go to a parking lot and Sarge activates his cannon. He fires it into the sky and creates a glowing screen, and then checks a monitor and tells Jaco that he's seen better and worse. They then leave.

Code Yellow

Season 6
Episode Number: 114
Season Episode: 4

Originally aired: Friday May 31, 2019
Writer: Lilla Zuckerman, Nora Zuckerman
Director: Mark Kolpack
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye / Daisy Johnson), Henry Simmons (Alphonso "Mack" Mackenzie), Natalie Cordova-Buckley (Elena Rodriguez), Jeff Ward (II) (Deke)
Guest Stars: Barry Shabaka Henley (Dr. Marcus Benson), Lucas Bryant (Agent Keller), Maurissa Tanchaon Whedon (Sequoia), Shainu Bala (Trevor Khan), Brooke Williams (Snowflake), Winston James Francis (Jaco), Matt O'Leary (Pax), Geri-Nikole Love (Agent Diaz), Portia Bartley (Kaya), Teodora Marcella (Lindsay), Matthew Law (Agent Julian), Phil Abrams (Harold Simcoe)
Summary: On Earth, S.H.I.E.L.D. deals with another attack by Sarge and his crew, aimed at former ally Deke. At the base, Yo-Yo and Keller encounter an alien life form.



Deke and Trevor run down a series of hallways, shooting at their pursuers. They take cover and Xxx runs out of ammo, and someone shoots him in the back. Deke takes him out, and another man arrives. Jumping into the air, Deke shoots him down and walks over, but a third pursuer comes up behind him and Deke slides along the floor behind him and guns him down. Deke then walks to a cabin and joins Daisy, and they kiss.

Sequoia calls to Deke, who ends the Framework. She points out that they're supposed to get boba tea together, and Trevor tells Deke that he did a good job. They walk out into their company and Deke figures that the game system for the Framework will make money and provide enough to pursue his initiatives. Sequoia takes video of him talking a future where no one goes hungry due to mushroom pellets. A researcher, Kaya, offers Deke a wristband but Deke refuses at first. Kaya assures Deke that his other ideas are being developed: all of the ideas based on what he saw in the future.

Mack meets with Diaz, who tells him that so far they haven't spotted the crew. She assures Mack that Melinda is on it. Mack goes into his office and finds Keller waiting for him. Keller asks for some time with him and starts to tell Mack about his relationship with Yo-Yo. Mack says that he'd have to separate two agents if they were together, and asks Keller if he believes that he's compromised. Keller says that he isn't, and Mack drops it.

Yo-Yo comes in and says that all the readings from when Sarge fired the cannon suggests that they may be making a map. She figures that they're looking for something but they don't know what it is.

Pax and Jaco walk past a bus terminal in Reno, and they spot a man. He sees them and runs when they draw their guns, but Snowflake and Sarge easily catch him in an alleyway. Sarge draws a knife and jams it into the man's chest, and spikes shoot out of his face.

The man collapses and Sarge asks who's next.

Kaya offers Deke some pellets to taste. He eats one and tells her that it's closer. An assistant, Lindsay, arrives and tells Deke that someone arrived and said that he has an appointment, Deke sends Trevor and Kaya to get to work for the meeting, and asks Sequoia to get the boba so he can work on closing the deal. She agrees and Deke goes to the conference room. Sarge is there with a knife and says that he's been looking for Deke. Deke assumes that Sarge is Coulson, and Sarge hides his knife before Deke sees it.

Deke explains about how their corporate profits are going to the Better Future Foundation, and Sarge plays along. He comes over and Deke tells him that he looks good. Deke asks how they saved his life, and Sarge asks him what they told him. When he plays ignorant, Deke figures that they wiped Sarge's memory and Sarge asks him to fill him in on what he does know.

Melinda brings the body in and says that they got a report that the crew killed him. She insists that they don't call Sarge "Coulson".

Keller and Yo-Yo meet in the hallway and take the elevator together. Yo-Yo says that she wishes Keller had talked to her before talking to Mack, and Keller figures that Mack isn't over her. Keller says that Yo-Yo should know, and says that he will fight emotionally for her if he has to. They arrive at Marcus' labs and he shows them the body, with the spikes jutting out. Keller notes that the man was heading to Sioux City, which is a convergence point of three Ley Lines. Mack tells Melinda that the two of them will head to Sioux City.

Deke asks Sarge how his grandparents Fitz and Jemma know, and Sarge assumes that they're elderly. Realizing that Sarge doesn't know what he talks about, Deke tries to leave. Sarge grabs him and says that Deke doesn't belong there, and Deke stabs him with a statue to the hand and runs. He bumps into Jaco outside, and Pax opens fire on a security guard who comes over. Deke runs and Snowflake cuts him off, drawing her knives.

Sarge bandages his hand and Jaco tells him that the tracker says that Deke isn't from Earth but his readings are different than the others. Pax figures that he's still a target, and Sarge says that Deke is a talker so they should kill him slow and make him bleed.

Marcus autopsies the body, and Keller identifies the dead man as Harold Simcoe. Simcoe was reported a week ago when he abandoned his friends and family in Sacramento. Marcus has Keller help him pry open Simcoe's ribcage, and they find an alien parasite inside.

Deke ducks through the cubicles, and Sarge comes in and calls out that there's no use hiding because they'll always find him. Deke calls back, saying that he's not Coulson. He leaves his wrist player to play his voice. Trevor finds Deke and tells him to head for the exit and he's called for extract. Deke wonders who he is, and Trevor introduces himself as an agent of S.H.I.E.L.D. before tossing a flash-bang at Coulson.

Marcus tells Yo-Yo and Keller that the blood panel results determined that Simcoe's body is flooded with a combustible neurotoxin that is like an accelerant. He has seen similar results in Amazonian ant and that the neurotoxin is used to turn the victims into zombie-like creatures. Marcus pulls the knife out of the parasite and it flies into the air. Keller draws his gun trying to get a clear shot. It flies into a vent and escapes.

Trevor takes Deke out via the loading dock and Trevor tells him that they have to move. A Quinjet lands nearby, and Trevor takes Deke aboard. Trevor explains that it's more of a Code Yellow, and one of Deke's attackers looks like Coulson. Mack tells the team that it's now an assault, and Deke wonders why Coulson is trying to kill him. Melinda and the others leave without answering his questions.

Yo-Yo, Keller, and Diaz move down the hallway hunting the parasite. Yo-Yo sends Diaz down a side hallway to flank it, and Keller lifts Yo-Yo into a vent when they hear the creature. The parasite slams into Keller's face and crawls into his mouth. When Diaz arrives, she and Yo-Yo take Keller to Marcus. The scientist examines Keller and the chest on his skin moves. Keller tells them to do what they have to so he doesn't turn into a creature like Simcoe.

Mack and his assault team enter the company and the crew toss a smoke grenade out and open fire. They spot Pax and Snowflake, but no one has seen Sarge. Melinda goes after Snowflake.

Deke hears the gunfire and says that they should go. He gets a call from Sequoia, who asks where everybody is. She says that she came in the back and wonders if they're doing a surprise retreat, and Deke tells her that the office was attacked. He says that she has to find a place to hide, and he'll come and get her. He discovers that the guns are out and sneaks out before his S.H.I.E.L.D. guard notices.

Marcus tells Yo-Yo that the creature is growing and attaching itself to Keller's vascular system. He says that Keller doesn't have time to get Keller to a hospital, even if anyone there could deal with the problem. Yo-Yo tells Keller that he'll be fine, and Marcus gives Keller a sedative. He goes into convulsions and then flatlines, and Keller grabs Marcus by the throat. Yo-Yo manages to break his grip and strap him in at superspeed, and asks Marcus if he can operate. Marcus says that he can even though Keller is conscious.

Pax finds a tech working at his console, headphones on. The tech doesn't notice Pax, and Pax keeps tracking Deke with his device as he enters the building.

Deke finds Sequoia hiding in the restroom, and she slaps him and asks what took him so long to find her. He figures that since he doesn't exist in the present, the crew are after him. Sequoia doesn't care, and Deke tells her to follow him out after leaving the boba behind.

Melinda goes up the stairwell and spots Snowflake ahead, and gives chase. Snowflake doubles back and attacks her with a knife. They fight and Melinda finally takes her opponent down. Sarge arrives and puts his gun to Melinda's head.

Deke leads Sequoia out and realizes that she's posting their escape. Pax attacks Deke, and Mack punches him from behind, gives Deke a gun, and tells him to keep Sequoia safe. Mack and Pax fight and Mack finally slams Pax to the floor and punches him unconscious.

Deke comes over and shoots Pax repeatedly until Mack stops him. Sequoia freaks out and Deke explains that Mack is an agent of S.H.I.E.L.D. Trevor joins them, and Jaco comes over and says that he wants Deke. Deke is out of ammo, and he tells Mack to come with him because he's got a plan.

Melinda tells Sarge to do what he's going to do or go to hell. Snowflake wants to kill her, but Sarge tells her to back off and says that Melinda is going to find out why they want her alive.

Jaco follows Mack and Deke into the Framework and finds himself in the hallway. The virtual Daisy comes out and slaps him, and then asks what took him so long.

In the real world, Deke and Mack look at the unconscious Jaco and watch what he's experiencing on a monitor. Deke offers him 2% of the company if he keeps it between himself.

The anesthesia doesn't work and Yo-Yo holds Keller down as Marcus starts cutting. The neurotoxin burns him, and Marcus tells Yo-Yo that they have to get Keller into containment or he could explode and take out the whole facility. They take him via gurney to the containment unit, but Keller breaks free of his straps. Marcus tells Yo-Yo not to help him, and Keller stands up and starts sprouting bioorganic spikes. Marcus tells her to get away, but Yo-Yo gets Sarge's knife and stabs Keller in the chest, killing him before he can "spread" further.

Snowflake drives the truck away and confirms that they're clear. In the back, Sarge contemplates the tied-up Melinda Sequoia makes a video of her visiting Deke at his company and everything that happened, and their subsequent escape. When Trevor gets her out, they fall in love and have boba together.

The Other Thing

Season 6
Episode Number: 115
Season Episode: 5

Originally aired: Friday June 14, 2019
Writer: George Kitson
Director: Lou Diamond Phillips
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye / Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso "Mack" Mackenzie), Natalie Cordova-Buckley (Elena Rodriguez)
Recurring Role: Briana Venskus (Agent Piper), Max Osinski (Agent Davis), Joel Stoffer (Enoch)
Guest Stars: Barry Shabaka Henley (Dr. Marcus Benson), Brooke Williams (Snowflake), Sherri Saum (Altarah), Shainu Bala (Trevor Khan), Christopher James Baker (Malachi)
Summary: Enoch's people catch up to him, putting Daisy and her team at risk. Sarge shows Melinda what they're up against, and Marcus gets a lead that takes him to Yucatan.



In Tahiti, Miranda dozes on the beach. She wakes up to see Coulson smiling at her, and he says that he likes watching her sleep.

The lights flicker and Miranda sees herself in a room, tied up. She wakes up from her dream and discovers that she's in Sarge's truck. Sarge explains that he sedated her, parks the truck, and Snowflake strokes Miranda's hair. He tells her to keep her mission simple, and that Snowflake is all that he's got with Paco and Jax captured. Sarge wishes her happy hunting and turns to Miranda as Snowflake walks away. He then tells Mi-

randa that he's going to turn her.

Mack contemplates the monitors at the Lighthouse, and is informed that Deke is out of surgery and will recover. Yoyo comes in and Mack looks at her briefly. She looks back and then leaves. Mack goes after her and asks how she's doing. Yoyo says that she's been working the prisoners and all they said was that their leader is Sarge. Mack advises her to take a minute to deal with losing Keller, and Yoyo says that she's lost a lot of people. He admits that he couldn't measure up to Coulson and now his double is out there killing people, and he feels like he's losing control. Yoyo wonders what else Mack wants from her besides obedience, and Mack has nothing to say. She asks if Marcus is up to dealing with the parasite, and Yoyo tells Mack to keep an eye on him before leaving.

On the ship, Enoch considers being decommissioned and hunted. Daisy and the others are unimpressed, and Daisy says that they need to plot a course and wonders where Malachi has gone with Fitz. Enoch says that Fitz was his only friend, and Jemma and Daisy assure him that they're also his friends. They assure him that humanity survived because a future Enoch got them home, and Enoch explains that hunters are the most feared of the Chronicoms. Jemma insists that she's not going to stop searching for Fitz. The power systems fluctuate and Davis reports that something hit them. Multiple Remorath spaceships arrive near the Zephyr.

Sarge checks Miranda's weapons and says that Snowflake is loyal. He tells Miranda that he's never been to a world where people recognize his face, and opens a suitcase full of knives. He takes one out and points out that Miranda hates him more than the others, and says that they'll get into why.

As Daisy and the others prepare for boarding, Enoch says that if they wanted them dead they'd be dead and figures that it isn't the Confederacy, and opens the hatch. Another Chronicom, Altarah, comes in and Enoch greets her by name. She says that it's been a long time since they've met, and Enoch explains that before he came to Earth Altarah was his superior. She says that Enoch is to be tried for tampering with the universe and Enoch says that he'll face his punishment.

The hunters toss Piper and Davis into a cell.

Altarah takes Enoch, Daisy, and Jemma aboard her ship and says that the hunters took it from the Confederacy. She tells Enoch that their homeworld was destroyed and all that remain of their fleet are aboard the ship. Altarah explains that there were rumors of entire worlds destroyed, and eventually it happened to theirs. It began with minor distortion in space that unleashed a plague. The Chronicoms failed to act and their planet was destroyed. They don't know what caused the plague, and when the Confederacy came for them they fought back. Altarah says that they only engage in conflict when necessary. Enoch figures that Altarah wants to know how they traveled back through time, and Jemma says that they don't know how.

Altarah doesn't believe her, and reveals that they have Fitz. He's a hologram, and Malachi hits him in the stomach when he tries to talk. When Daisy threatens to destroy the ship, Altarah says that they're holding Fitz on another ship and if her ship is destroyed, the other Chronicom ships will scatter and they'll never find him.

Sarge realizes that Coulson died and he looks just like him. Miranda promises to kill him, and asks who Sarge is. Sarge figures that Coulson was some kind of shapeshifter and that it was no coincidence that he looked like him, Miranda says that Sarge is the imposter, not Coulson, and she knows everything about Coulson's background. She tells Sarge to ask who he is. Snowflake calls on the radio and says that she has the person she was sent for. Satisfied, Sarge puts a bag over Miranda's head and says that they'll talk more later.

As Miranda and Coulson talk, Coulson flinches briefly. She comes over to comfort him.

Sarge removes the bag, showing Miranda that Snowflake has brought a prisoner. He says that it's her initiation, and advises her to thrust a knife into the man's ribcage. When Miranda tells the prisoner that no one is going to hurt him, Sarge shoots him dead, tosses her the keys to her manacles, wishes her luck, and leaves with Snowflake. As Miranda frees herself, the body comes to life and attacks Miranda. He knocks Miranda to the floor and one of the parasites crawls out of her mouth. She throws him away, and the body crawls toward her. Miranda fends him off and knocks him down, and he sprouts metal shards. She grabs the knife and thrusts it into the ribcage as Sarge advised.

Sarge and Snowflake come in and Sarge welcomes Miranda aboard.

Marcus is dissecting Keller's organs when Mack comes in. The scientist admits that he hasn't determined anything about the parasite that infected Keller, and tells Mack that he needs a night off. Mack tells him that he can take time off however he wants as long as he's responsible. He says that they need to know Marcus is bringing his best, and Marcus says that the knife killed the creature and goes back to work.

Enoch tells Altarah that he and Fitz are best friends and Fitz is no threat to her, and says that he has changed on Earth and it's for the better. Altarah says that Enoch isn't the man who she invited into her charging port, and tells him that she'll proceed her way if Enoch won't cooperate. She tells Malachi to kill Fitz, and Jemma explains that the monolith in the future gave them time travel and it was destroyed. Altarah isn't convinced, but Enoch says that Fitz is the only one who can solve the mysteries of time travel. Jemma admits that he had the end of world as motivation and that no longer exists. Altarah asks Enoch what would motivate Fitz to do what they need, and Enoch says that if they put Jemma in danger, Fitz will solve the problem. Altarah agrees and tells her hunters to kill the others because they're unnecessary. Daisy figures that Fitz is safe, stuns Altarah and the hunters, and leaves with Jemma.

Marcus finds Yoyo in his lab sitting next to Keller's body. She reminds him that he killed Keller to save his life, and that even though she made the right choice it still felt wrong. Marcus sympathizes and says that two years ago his husband Tom was rendered brain-dead in a car

crash. He ended up turning off the ventilator and took comfort in the place that he made the right decision, and tells Yoyo that she should as well. They discuss the knife and how it killed the parasite. The creature now has a crystalline similar to the spikes, and Yoyo recognizes it.

Sarge tells Miranda that the parasites are called the Shrike and come from another world. They jump to a new world and take a host, and when the host is killed they go berserk and look for another host. Sarge says that the creatures supercharge the host body and go berserk, and they track the Shrike to a new world and kill anything that doesn't belong there.

Mack meets with Yoyo and Marcus, and they speculate that the parasites are connected to the third unidentified monoliths. Marcus suggests that it controls life and death, and they figure the Shrike are heading to the Ley Lines. Marcus says that Ley Lines are a nexus of planetary energy, and if the parasite had initiated the same process then the results would have been catastrophic. He tries to remember the word that Tinker said.

Sarge tells Melinda that Pachakutiq is coming and it's the death of everything. The Shrike serve Pachakutiq, and Melinda asks Sarge what he remembers of his past. Sarge tells her that he's been alive for over a hundred years and the tick of the clock is getting louder.

Coulson says that the tick of the clock is getting louder, and Miranda should teach at the Academy.

Sarge insists that he's going to make sure Earth is the last planet the Shrike infect. When Pachakutiq arrives, he's going to destroy Earth.

Piper and Davis try to pry the cell door open, and Daisy and Jemma come in and tell the agents to follow them. Altarah and her hunters arrive with Enoch, and Jemma says that she and Fitz are a team and she'll go with the Chronicoms if they let the others live. She tells Daisy that there's no other choice and she won't keep putting them in danger. Jemma thanks them for their support and tells them to go home, and Daisy reluctantly agrees.

As Sarge drives through the night, Miranda wonders why Sarge keeps Snowflake on the team. She says that even Sarge thinks that she's unhinged, and Snowflake insists that she can free Miranda from her chrysalis of negativity. When the truck hits a bump, Snowflake falls and Miranda knocks her out. She then goes up front and strangles Sarge, who manages to brake the truck to a halt. They fight and Miranda hits Sarge while remembering Coulson. She finally knocks him out and handcuffs him to the door handle.

Coulson drifts off and Miranda watches him. She takes a wineglass from his hand and puts it on his chest.

Miranda puts Sarge's free hand on his chest and drives off.

Marcus finds Mack in his office and says that he needs a Quinjet and a pilot to go to Yucatan where the first monolith was unearthed. "Pachakutiq" is an Incan word and Marcus figures that it's a connection. He admits that it's a long shot but they need to try. Daisy calls in requesting for permission to land, and the techs cheer. Mack and Yoyo welcome them back, and Khan tells them that Melinda called in to report that she captured Sarge and is heading back.

The hunters take Enoch to Fitz's cell, and the Chronicom tells Fitz that Jemma is safe and the others have returned home. He explains that the Chronicoms need Fitz to develop a means of time travel so they can go back and save their homeworld. Enoch finally says that he told Altarah that Fitz was the only one who could develop time travel and Jemma would serve as motivation. He tries to explain that it was the only way to save Fitz from execution, but Fitz yells at him that he's useless and the last thing he wants is for Enoch to be in danger. He tells Enoch to get out, and Enoch says that he will always consider him a friend and then floods the room with gas. Fitz passes out as Enoch stares at him.

Inescapable

Season 6
Episode Number: 116
Season Episode: 6

Originally aired: Friday June 21, 2019
Writer: Daniel J. Doyle
Director: Jesse Bochco
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye / Daisy Johnson), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso "Mack" Mackenzie), Natalie Cordova-Buckley (Elena Rodriguez)
Recurring Role: Joel Stoffer (Enoch)
Guest Stars: Sherri Saum (Altarah), Christopher James Baker (Malachi), Ava Mireille (Young Jemma Simmons)
Summary: Fitz and Jemma are reunited, but have to face their inner demons—literally—if they hope to escape the Chronicoms' mind prison.



Lights come on, revealing Jemma laying on the floor of a chamber. She wakes up and sees Fitz waking up nearby. They hug each other and they tell each other that they've been searching for each other. Altarah appears and says that they have to answer the question of where they are. She introduces herself and explains that her homeworld was destroyed. Altarah says that she is going to use time travel to save her world, and if Fitz cooperates then they will have no need to hold him. When Fitz says that it's not possible, Altarah points out that Jemma says otherwise and they will provide any equipment

he can imagine or remember. Jemma asks if all of their memories will be shared, pointing out that it's intrusive, and Altarah warns that the only way to escape is madness or to find a solution.

Altarah disappears, and Fitz tells Jemma that he's realized that the universe can't stop them after all that they've survived just to be together. He figures their love is stronger than any curse, and they both say that they're unstoppable together. Fitz asks Jemma to marry him, and she immediately agrees. After they kiss, Jemma tells Fitz that she doesn't care if they ever escape.

Fitz summons tea and Jemma talks about all of the planets they went to looking for Fitz. He asks her how about she got back from the future, and the monolith appears when Fitz thinks of it. Jemma tells him not to ruin the moment, and Jemma turns into a child and says that she doesn't want to tell him and he can't make her. She hides beneath a table, and when Fitz looks beneath it he finds a tunnel leading away. Fitz climbs down the tunnel and finds himself in Jemma's childhood bedroom. She's hiding beneath the bedcovers, and Fitz figures that their minds are the prison.

In the real world, Fitz and Jemma lay unconscious strapped to a device. Enoch warns Altarah that the process could kill them, but she wants to see what they can do.

Fitz tells Young Jemma not to be afraid, and she says that she's observing from a distance. She tells Fitz that she's going to be a biologist, and she works out problems in her head. Jemma says that she locks up her dreams in her music box, and asks Fitz to read her a book. When Fitz refuses, Jemma yells for her father, claiming Fitz is going to abduct her, until he gives in. It's a

story about a boy and his imaginary friend lost in the stars, and Fitz discovers that it's about him. He realizes that it's a bad book and drops it, and says that they should leave.

Fitz takes Young Gemma through the bedroom door and they find themselves back in the chamber. Altarah is there and tells Fitz that he's avoiding the task at hand. She tells Young Gemma to figure her way out, and Young Gemma runs over to a workbench. Altarah tells Fitz that if Gemma has reverted then perhaps the answers lie in her past. Fitz warns that messing with their minds is dangerous, and Altarah tells Fitz to focus his mind and disappears.

Enoch warns Altarah that using the cerebral fusion machine is dangerous and unethical, and that humans have emotional problems.

Malachi notes that Enoch seems to have emotional problems of his own, but Enoch insists that they have to be at their best.

Fitz sees Young Gemma hiding something behind her back. She finally realizes that it's MNT, a precursor to TNT. She admits that her mental supplies are limited, and Fitz reminds her that she said that time travel was possible. When he says that they're supposed to be unstoppable, Fitz gets an idea and suggests that he mentalize AIDA. Gemma returns to her adult self and objects. Fitz asks what she's afraid of.

Mack appears and says that they brought him home. Gemma begs not to see the memory, and Mack says that if Gemma isn't ready to see "him" then they understand. Mack leaves through a door, and Gemma asks Fitz to let her explain force. He ignores her and goes into the lab, and finds himself at the Lighthouse. The others are there, and Mack says that Gemma has reservations. A body bag lies on the table, and Fitz goes over to it. Gemma tells him that no one knew what to say to her and she didn't know how to tell Fitz.

Inside the bag is Fitz's body.

Fitz closes the bag and asks how it's possible. Gemma explains that Fitz died to break the time loop, and Mack took Fitz's death. He was also the one who helped her retrofit the Zephyr for the search. Daisy gives Gemma Fitz's ring, and Fitz realizes that he made the proposal to her before. Fitz wonders if there's more death than his, and Coulson comes in and says that he had to see Fitz.

Gemma tells Fitz that Coulson was sick for a long time and hid it from them, and Fitz says that it's too much and walks out. Coulson figures that Fitz is out there somewhere and tells Gemma to get to work.

Gemma walks out and finds Daisy and YoYo talking about how Coulson is pushing himself too hard and will break. She goes through a door and finds herself at the S.H.I.E.L.D. academy in Fitz's dorm room for a study session. He thanks her for coming over and asks her to act like a sounding board. Gemma complains that all she's good for is bouncing his ideas back at him, and Fitz tries to clarify. He admits that he hasn't slept, and tries to work out whose memories they're in. Fitz says that he remembers it as the night he became comfortable with her, and Gemma says it's when she wondered if he was mad. He wonders if the Chronicoms are feeling the same sense of loss that he's feeling. Gemma warns him that he might crack under pressure, and he had a mental break when he got back into their past, and now "Leopold" is coming: the Fitz from the Framework.

Leopold comes down the hallway with guards, and Fitz and Gemma hear them. They run out and Leopold has his men open fire. Fitz and Gemma run back into the room, and it turns into Young Gemma's bedroom. Gemma panics, muttering to herself that everything will be okay. The music box shakes by itself and then lands on the floor, opens, and plays. A figure emerges from it: a straitjacketed Gemma that lunges at Fitz with a bone knife. He manages to fight her off, and Gemma hits her with a pillow and tells her to get into the music box.

The monster-Gemma comes at them, and Gemma and Fitz duck into the closet. She says that her father told her to push her issues into a little box and put them away. The creature comes through the door, and Gemma and Fitz find themselves back in the Lighthouse. Fitz figures that their troubles can all be traced back to one thing.

A younger Gemma and Fitz find themselves in Coulson's office. He says that everyone talks about them as one person, Fitz-simmons.

Coulson reviews their records, including a bio-fuel experiment that blew up. As a result he's recommended them for his field team.

Gemma thanks him for the opportunity, and Fitz says that they'd like to discuss it first between each other. Coulson agrees but says that they're the ones most changed by being out in

the field changing lives.

Fitz remembers Jemma saying that there's nothing to be afraid of. The creature attacks him and throws him back into the control room. Jemma runs to find him, and discovers that it's Leopold luring her in. His soldiers grab her and strap her into a machine. He insists that AIDA was a worthy partner, so he's going to take what few interesting crumbs of memory she has and hollow her out.

Fitz runs through the Lighthouse but the Jemma-creature finds and grabs him, lifting him into the air. She says that he causes pain and it's her turn.

Enoch warns Altarah that Fitz and Jemma could end up brain-dead, and she should pull them out because it's the right thing to do.

Altarah has her hunters grab him and says that Enoch had the choice of working with them or be dismantled.

Leopold offers Jemma something to prefer on and she refuses. She says that he's just part of Fitz's pain to be controlled, and he tells her that he'll take the Jemma-creature last. Leopold starts draining Jemma's memories.

The Jemma-Creature chains Fitz up and prepares to dissect him. She rams a knife into his stomach and starts cutting.

Jemma screams in pain, and Leopold tells her that she and Fitz share the same mind. She insists that they have each other and they're not doing it alone.

Fitz says that he's not doing it alone. The Jemma-Creature cuts out his heart, shows it to him, and walks away. Fitz and Jemma realize that they have their friends, and Mack arrives and shoots the Jemma-Creature. Daisy enters the lab and takes out Leopold and his guards, frees Jemma, and tells her to go while she deals with the soldiers.

Mack frees Fitz, who realizes that he's unharmed. The Jemma-Creature attacks him and he yells at Fitz to run.

Jemma and Fitz run out and find themselves in a containment pod. Leopold and the Jemma-Creature arrive at the doors and then back off. They argue about who inflicted pain on each other, and Jemma tells Fitz that she never knew pain until she met Fitz.

Fitz and Jemma continue arguing about how Jemma slept with the astronaut, and Fitz turned into a Nazi dictator. He says that they both like to pretend that they're helping people and she thinks that she's saving herself, and Jemma says that he saved her when they were trapped in the ocean. The ocean starts flooding the pod.

Leopold tells the Jemma-Creature not to think about getting in his way.

Fitz and Jemma finally yell at each other that they love the other, and wonder why they're yelling. The flooding stops, and Fitz figures that they'll have to face their dark selves and possibly die trying. They join hands, say that they're unstoppable together, and go out... to find Leopold and the Jemma-Creature having sex.

Jemma and Fitz reappear back in the chamber, and Jemma says that she can give Fitz herself now and forever. Fitz takes it and says the universe couldn't keep him from her. As they kiss, Altarah, appears and asks if they're ready to get back to work. Fitz tells her that time travel is a nasty business. Jemma says that they'll be together even in the mind prison. Altarah emits a high-pitched noise and collapses.

Fitz and Jemma wake up in the real world and discover that Enoch shot Altarah and the hunters. He tells them that he's taken bold action, and teleports them away. As they disappear, Jemma tells Fitz that he's a grandfather.

Daisy tells Mack that Jemma and Fitz are locked up by the Chronicoms. Mack figures that they can survive anything, and that they've already escaped. He tells Daisy that the creatures that attacked the Chronicom homeworld are on Earth getting ready to do the same thing.

Toldja

Season 6
Episode Number: 117
Season Episode: 7

Originally aired: Friday June 28, 2019
Writer: Mark Leitner
Director: Keith Potter
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye / Daisy Johnson), Henry Simmons (Alphonso "Mack" Mackenzie), Natalie Cordova-Buckley (Elena Rodriguez), Jeff Ward (II) (Deke)
Recurring Role: Joel Stoffer (Enoch), Brooke Williams (Snowflake), Winston James Francis (Jaco)
Guest Stars: Anthony Michael Hall (Kitson), Karolina Wydra (Izel), Shainu Bala (Trevor Khan), Douglas Bennett (Wayne), Louie Ski Carr (Montalban), T.J. Alvarado (Toad), Scott Kruse (Boyle), Geri-Nikole Love (Agent Diaz)
Summary: S.H.I.E.L.D. capture two of the Shrike, but discover that holding them is a bit harder. Fitz, Jemma, and Enoch return to Kitson and have a run-in with the planet's owner, and almost lose their heads.



In Kitson City at Kitson's casino, a woman-Izel-tries to hire a man. Fitz, Jemma, and Enoch teleport in, and after a moment everyone goes back to staring. They look around and realize where they are, and Enoch apologizes for misusing the conveyance disk.

Enoch says that they'll be on their way with a quick adjustment, and they realize that a customer has taken the disk. He accidentally teleports himself away, and Enoch points out that they're still wanted on Kitson. Fitz tells him that if he didn't

know better, Enoch was malfunctioning. Jemma says that she wants to get home.

At the Lighthouse, the team take Snowflake and Sarge down and lock Snowflake up. They then lead Sarge into the control room and everyone stares at him. Sarge wonders if anyone besides Melinda has a thing for Coulson. Melinda brings them up to speed on what Sarge told her, and Yo-Yo says that Keller died when one of the Shrike invaded his body. Sarge suggests that Mack let him go or everyone die, but Mack refuses and has him taken away so that they can talk later. Mack tells Yo-Yo to take another shot at Jaco now that they have Sarge. Melinda wonders what else happened in her absence, and Mack tells her that Jemma found Fitz.

At the casino, the trio pose as observers. Jesse complains that the casino isn't as fun without the vapor trails from when she was there the last time. Enoch confirms that the exit is clear and they head for the door. Montalban comes in and says that Kitson wants to see them, and guards take them away.

Yo-Yo visits Jaco, who is coughing and breathing harder than when they brought him in. She tells Jaco that they have Sarge, and that they're all going to be there for a while. Jaco says that she should let Sarge out, and explains that his planet was like Earth and he had a large family. He trained his brother to be a baker, but the entire planet was wiped out by the Shrike. Sarge saved Jaco, who says that he doesn't want anything from them if they're not going to release Sarge.

Sarge tells Mack that he's not ready to hear the answers and he doesn't have time to spare before Earth is destroyed. Mack points out that Sarge shot one of his agents and every planet

that he goes to is destroyed. Sarge tells him that the creature that is coming is a god, and he isn't prepared for what is coming. He then says that by the end of the day, he'll be the one in charge.

As Daisy checks the Zephyr, Deke approaches her and asks if she's good. She says that she is, and Deke sits down and puts his feet up. He talks about how he's an innovator and he's super rich from starting a company. Deke says that Daisy encouraged him to go out and find out what the world is about: making money. He asks about Daisy's space adventure and what his grandparents have been doing.

Daisy says that they found Fitz, much to Deke's surprise.

Mack and Melinda look at the equipment from the truck, and Mack tells her that Sarge hasn't given him anything except evasion and mind games. Melinda suggests that they use the fact that Sarge doesn't know about his background against him. Deke finds Mack and complains that no one told him that Fitz is still alive. He says that Mack made a bad call, and Mack points out that he saved them in the future and then left. Deke says that he would have gone on a mission to find Fitz, and Mack assures him that they're going to go out, find Fitz-Simmons, and bring them home. Until then he needs Deke to help them crack Sarge's tech.

Snowflake sits in her cell and listens to Jaco coughing, and mutters that it's worth it. Meanwhile, Trevor takes Sarge to Mack's office and leaves him there. The hologram of Coulson is there, and Mack steps out of the shadows and says that Sarge is a knockoff.

Mack tells Sarge that he's not a person, and Sarge says that it will be satisfying when he takes Mack out of the picture. The new director says that Coulson taught him to save lives, not take them, and Coulson put a value on life. He says that Jaco is refusing medical care out of loyalty to Sarge, and Sarge can help him by helping them. Sarge suggests that Jaco might have had enough, and Mack figures that Jaco means nothing to him.

In Kitson's office, Kitson tells the trio that his grandfather built the planet's settlement with his bare hands so that his son and grandson could have an empire. He points out that Fitz cheated and brought bounty hunters into his home, and Fitz offers the three of them as employees. Kitson says that killing Fitz and Jemma is the point, and hopes they're not too attached to their heads.

Fitz and Jemma are strapped into guillotines, and a thief is strapped in next to them. Kitson tells the audience that three contestants will put their lives in the balance, and they have to be strong enough to keep the blades from falling. The one who fails first will be decapitated. Each of the "contestants" is given a chain to hold. Meanwhile, Izel comes up behind Kitson, places a knife against his back, and says that she wants the Terrans. She tells him to pick the loser since everyone knows the game is rigged, and then she'll buy them at a fair price. Kitson agrees and uses a hidden remote to shock the thief so that he loses his grip and drops the blade. Izel pays him, and Kitson says that anyone can be lucky in his casino and walks away. The woman invites Fitz and Jemma to have a drink.

Mack tells Daisy that Sarge has the same DNA as Coulson. He says that he needs Daisy there and Jemma can handle herself. Mack admits that things change when he's in charge, and Daisy tells him that she can't believe that Mack and Yo-Yo have broke up. The director admits that he can't compartmentalize things as easily as Daisy. Deke arrives and says that he hacked Sarge's tracker, and found two other non-humans on Earth that are moving toward each other.

Melinda and Yo-Yo head out with a team, and Melinda tells Daisy that they're going to try and save the Shrike-infected individuals.

Trevor goes to check on Jaco and finds him seemingly dead. After Trevor calls for medical support, Jaco gets up and breathes fire on the door. Trevor calls to warn Mack and the others, as Snowflake hears the commotion in the neighboring cell.

Mack and Daisy head to the cell door and Daisy knocks it back on Jaco. They knock him out and figure that he was turning into a dragon.

The S.H.I.E.L.D. team splits up to capture the two Shrike-infested individuals.

At the casino bar, Izel introduces herself and says that her new crew wants Fitz-Simmons. She explains that their knowledge will be useful finding valuable artifacts that they were stolen from, and they're going to Earth. However, she warns that her ship was destroyed with her last crew and she only salvaged the dead ship, and Fitz says that they may know of a ship.

Mack visits Sarge and suggests he continue to share with him what he told Melinda. Sarge isn't interested since Mack doesn't want to join his crew, and Mack tells him that they stopped Jaco. Unimpressed, Sarge says that he isn't going to be calling the cell home.

As Mack goes, he tells Sarge that they got his tracker running and nabbed two Shrike, and they're going to save their hosts. Sarge sarcastically says that Mack has outsmarted him and turns away.

The two teams unite in midair aboard the Zephyr, and the guards put them in a containment module. They face each other and rip their handcuffs apart, and Yo-Yo seals the module. One Shrike host touches the other and they both start screaming. Melinda calls Mack and tells them what's going on, and Mack tells her to keep them sedated and in the module. Mack then tells Daisy that Sarge knew something was going to happen, and they have to bring him in.

The guards bring Sarge in, and he tells Mack to get used to more trouble. Now the Shrike are going to kill everyone on the Zephyr.

Yo-Yo and a guard open the module door and the guard opens fire. The Shrike extend spikes, killing the guard, and Yo-Yo quickly seals the door. The spikes fill the module, and Melinda calls Mack. Sarge says that if Melinda lands then they'll give the Shrike more life to feed on, and now it's time to make his demands.

The Shrike spikes fill the module and start to break out. Sarge says that if Mack gives him his team and his truck, he'll give Mack something that might save the field team, depending on how bad it is.

The Shrike start breaking through the module walls. Mack agrees to Sarge's deal, and Sarge tells them the Shrike can't survive cold.

Melinda tells Yo-Yo to get out because she's going to depressurize. The Shrike break out, and Yo-Yo and Diaz grab oxygen masks and hold on as Melinda opens the hatch. As a spike extends itself at Diaz, the entire mass freezes and crystallizes. Yo-Yo tells Melinda that they're good, and Melinda passes the information onto Mack. Sarge warns Mack that there are more Shrike out there, and their maker is coming. Daisy asks Sarge what they do next, and Mack realizes that he has no choice but to put Sarge in charge.

Fitz takes Izel to their former ship, now Boyle and Toad's ship. Fitz-Simmons say that they're taking the ship back, and Izel explains that they're making a trip to Earth. The woman says that she has a driver who will get there and enough credits to hire them. The two engineers quickly agree, and Izel tells Fitz-Simmons to get the drive ready for departure. After she leaves, Enoch starts to walk off, saying that his mission is complete. He has a new mission to find a home for his people. Fitz asks if he's going to leave without saying goodbye, and Enoch tells them that he thought he'd spare them. Fitz-Simmons thank him for his help, and Fitz hugs Enoch. Enoch gives him a communication device and tells him to call if he needs help, and bluffs, saying he won't miss Fitz. He admits that he's bluffing and goes.

Collision Course (Part I)

Season 6

Episode Number: 118

Season Episode: 8

Originally aired: Friday July 5, 2019
Writer: Craig Titley, Jeffrey Bell
Director: Kristin Windell
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye / Daisy Johnson), Henry Simmons (Alphonso "Mack" Mackenzie), Natalie Cordova-Buckley (Elena Rodriguez), Jeff Ward (II) (Deke)
Recurring Role: Max Osinski (Agent Davis), Brooke Williams (Snowflake), Winston James Francis (Jaco), Matt O'Leary (Pax), Joel Stoffer (Enoch)
Guest Stars: Karolina Wydra (Izel), T.J. Alvarado (Toad), Scott Kruse (Boyle), Anthony D. Washington (Agent Phelps), Matthew Law (Agent Julian), Christopher James Baker (Malachi), Christian Ochoa (Baal-Gad), Jan Uddin (Isaiah)
Summary: Mack sets the terms of his deal with Sarge, and Sarge is not happy. The Shrike prepare for the arrival of their master, and Fitz and Jemma head for Earth.



The *Lazy Comet* heads out into space, and Fitz insists that the ship is solid and will survive the jump. Izel agrees with him, ignoring Boyle and Toad. Once they're alone, Jemma warns Fitz that the odds aren't good. He figures that it's the best chance of them getting back to Earth. Izel activates the jump drive, and Jemma and Fitz see Earth outside the porthole.

At the Lighthouse, Sarge demands his truck and crew per their deal. Melinda asks how the Shrike can destroy Earth,

and Sarge says that the Shrike are paving the way for the Beast's arrival. He finally explains that the Shrike will gather at a location and the Beast will arrive there, Mack gives him the truck keys, but says that Melinda and Daisy will go with him along with one of Sarge's crew. Sarge figures that he'll just wait, but Mack doesn't believe that he'll let the Beast win.

Snowflake joins Sarge, Melinda, and Daisy on the truck. He tells them not to touch anything, and Daisy explains that she's a hacker.

Sarge isn't impressed, and Daisy tells him that she can handle themselves. A circuit on a sonic pulse burns out, and Sarge says that he needs Pax to fix it. Mack says that he knows someone who can fix it.

Later, Deke tells Mack that he's not going with Sarge. Mack points out that they need him, and tells him that if Deke goes on the mission then he'll keep quiet about why he became a shareholder and what he saw inside Deke's VR world. Deke claims that he doesn't care, and Mack goes to tell Daisy. They haggle over Deke stealing SHIELD tech and what share Mack gets, and Deke finally gives in.

On the truck, Deke works on the repeller,. Snowflake tells him that he has a beautiful soul and wants to see it spill out of him.

Sarge and the others come in and Deke reports that he can fix it in two hours. When Sarge asks for Daisy to accompany him to the front, she objects and Sarge points out that she's the

only one he can spare with Snowflake watching Deke. Daisy goes with him, and Sarge starts up the truck and heads for the rendezvous point. Mack tells Davis to get the Zephyr ready to head there, and Yo-Yo figures that Mack is following the truck. The director says that he'll need Yo-Yo with him on the new mission.

On the *Lazy Comet*, Izel sits in a hold, holds a Shrike in her hands, and hums to it.

Mack has Pax and Jaco loaded onto the Zephyr. He says that they're going wherever Sarge is going, and Pax tells him that it's a stupid idea. He refuses to clarify, and Mack walks away.

As Sarge drives, Daisy stares at him. She asks if it bothers him that he has the same DNA as Coulson, and Sarge figures that it doesn't matter because everyone in the universe is random. Sarge refuses to discuss it and loses focus on saving their world or surviving if they fail. She wonders if Sarge lost everyone he cared about, and he says that the past doesn't matter. He promises to kill "her", and finally says that the monster's name is Izel.

Izel goes to the bridge where Fitz and Jemma are working on the ship's communication system. The woman says that she'll never see her home again and thanks them for their help. Jemma asks about the Di'Alias, and Izel says that they were stolen from her world millennia ago. They can create and teleport, and Fitz realizes that she's talking about the monoliths. Jemma cuts him off and says that they've heard of them but were told the Chronicoms kept them. Izel says that she was attacked and the monoliths were taken, and her homeworld destroyed. Izel claims that she's worried the same will happen to Earth, and the person who took them murdered her crew and won't stop until he eliminates her. She says that she knows what the person who is stopping her really is.

Davis tells Mack that they're tracking the truck, and they launch the Zephyr. Yo-Yo tells Mack not to let Sarge get to him, and assures him that he's made the right decision. Mack figures there's part of the plan that Sarge hasn't revealed. Marcus sends a report from Guatemala.

Toad takes out his secret cache of puffles, and Izel's crew stare at him. The technician runs off and comes to Izel, who asks what the puffles are. He notices her holding the Shrike, and she shows it to him. The Shrike enters Toad's mouth and he falls to the floor.

Deke dozes and Snowflake watches him breathe. He wakes up and she gags him, saying that he's hers now.

Daisy tells Melinda that Sarge got tired of her questions and kicked her out. She wonders if it's some sick cosmic joke, and figures that Sarge is bad news. Melinda feels that she can trust him, and Daisy asks if the fact Sarge has Coulson's face is influencing her. She wonders why Sarge is chasing Izel.

Mack and Sarge examine the photos that Marcus sent. One pictograph shows a woman with bird wings, and they wonder if the entry portrayed is Izel. Thousands of years ago she escaped from a realm of fear and darkness. She tried to track down the artifacts from her realm, leaving a path of destruction wherever she went.

The next day, the repeller engine breaks down and Sarge pulls over. Melinda and Daisy hear Deke and check on him, and find him and Snowflake having sex. He says that Snowflake gets him. Sarge comes back, grabs Deke by the throat, and demands to know why the repeller isn't working. Deke explains that the repairs were improvised and Sarge yells at him to fix it and then offers breakfast.

Boyle tells Jemma and Fitz that he found Toad's piffles, and he'd never leave them behind. Fitz says that they're busy with repairs and Boyle leaves. Once they're alone, Jemma says that the monoliths were destroyed and she thought it best not to tell Izel that.

She describes her wedding to the future Fitz, and Fitz complains that he'll never be her first husband. Fitz asks about her wedding night, and Jemma assures him it will be nothing compared to their second time. He isn't satisfied with her answer and Jemma suggests that they focus on getting home.

Pax calls to Jaco in the pod, saying that Sarge left them behind. He says that Jaco knows what's down there, and Yo-Yo comes in and asks what they're facing. Pax yells at her to turn the plane around, and Yo-Yo figures that Izel is a demon. Jaco says that they all have their demons, but they can kill Izel.

Sarge tells Daisy and Melinda that Izel always escapes them. They took out her crew on Chronyca-2, but she slipped away. By the time they got there, Chronyca was already destroyed. Sarge says that Izel's motive is hate and his is as well. He admits that Izel took his family and he won't stop until she pays. Melinda wonders how Sarge can kill Izel, and he takes out a sword

and says that there's only one way to do it. Daisy figures Sarge isn't telling them the whole truth. He swings at her and she knocks the sword away with her quake powers. A device registers that the end is starting.

The Shrike-possessed have gathered in a field and stand together, staring at the horizon. Spikes emerge from their chests and grow together, forming a giant crystalline tower. The team spot it and Sarge explains that he was killing the Shrike to keep them from creating the tower. If Izel arrives then it will grow ten times larger and emit a stream of Shrike that swallow everything and kill Earth.

Melinda calls Mack with the information. A large object approaches Earth's atmosphere heading for the rendezvous point, and Melinda lets Sarge know while Mack tries to make contact with it.

Fitz confirms that communications still isn't working. They notice that Izel is gone and see Boyle. He glances at them briefly and walks off.

Pax charges at their guard and the chain draws him off. Jaco tells him to calm down because there's a plan, and Pax complains that no one told him the plan. Pax tells the guard that if he comes clear, they have to fly away. He then reveals that he held some of the chain behind his back, uses the slack to grab the guard, kills him, and takes the keys.

Sarge says that they'll plow into the tower and it will weaken Izel, and then he'll stab her. Deke reveals and says that the repeller is working, and Sarge tells them that it's time to end Izel.

Pax releases Jaco, who says that the plan is different now that they're on the Zephyr but it should still work. Jaco points out that Pax isn't good at keeping secrets, and Pax notes that he didn't say anything about the item Pax is going to use on Izel. When Jaco tells him that they're going to take control of the plane, Yo-Yo comes in and tells Jaco to get into the Pod, uses her powers, chains up Jaco, and manages to push Jaco into the pod and locks him in the pod. Pax says that if they don't turn around the Zephyr then they're all dead... because of Sarge.

Sarge drives the truck at the tower.

Pax says that Sarge has a weapon that will destroy Izel and the tower... and a big chunk of Earth.

Sarge arms the device in the truck's cabin.

Deke ties up Snowflake after Mack calls and tells Daisy and Melinda what Yo-Yo learned. They draw guns on Sarge when he comes back, and asks where the bomb is. Sarge says that he has an insurance policy and is going to blow up Izel and her ship, killing hundreds of thousands in the nearby city. He tells them that the bomb is set to explode on impact, and Daisy's powers will trigger it, and he apologizes to Snowflake, and locks himself in the forward cabin. Deke releases Snowflake, who is upset that Sarge left her. She explains that the truck is on auto-drive and they can't stop it.

Mack and Yo-Yo watch from the Zephyr, and figure their best chance is for Deke to find and deactivate the bomb.

Sarge climbs up on the roof of the truck and makes his way to a red circle on the top.

Jaco tells Pax to move away from his jacket. Pax kicks the jacket open and reveals that there's a red circle drawn on the inside.

Sarge activates the teleport circle and goes through to the Zephyr. Jaco tells him they're on a plane, and Sarge figures that the plan works even better.

Deke insists that Snowflake is on their side, and Daisy uses her powers on the cabin door. As she knocks it open and goes through, Deke finds a hollow panel. Daisy comes back and reports that Sarge is gone, and Deke finds the bomb.

Jemma and Fitz realize that the ship has landed and wonder where the crew is.

Izel leads the possessed crew through the ship.

Deke removes the bomb.

Mack and the others watch as the truck approaches the tower.

Enoch contacts his fellow Chronicom Isaiah on Leitner, asking if the planet has progressed. Isaiah reports that they haven't but at least he has a home. Enoch hopes to organize their fellow anthropologists stationed away from home, but he has to avoid them for the time being. He says that they have to gather the fragments of their broken civilization and repair, and Isaiah agrees.

Malachi vows to find Enoch and kill him. He and his fellow Hunter figure that they should use the recordings they made of Fitz and Jemma's brains from when they were in the Chronicom consciousness-merging device.

Collision Course (Part II)

Season 6

Episode Number: 119

Season Episode: 9

Originally aired: Friday July 12, 2019
Writer: Iden Baghdadchi
Director: Sarah Boyd
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye / Daisy Johnson), Henry Simmons (Alphonso "Mack" Mackenzie), Natalie Cordova-Buckley (Elena Rodriguez), Jeff Ward (II) (Deke)
Recurring Role: Karolina Wydra (Izel), Winston James Francis (Jaco), Brooke Williams (Snowflake), Matt O'Leary (Pax), Max Osinski (Agent Davis), Briana Venskus (Agent Piper)
Guest Stars: T.J. Alvarado (Toad), Scott Kruse (Boyle), Geri-Nikole Love (Agent Diaz)
Summary: Arge's attempt to destroy the black tower fails, and Jaco joins forces with S.H.I.E.L.D. to stop Izel.



The truck heads for the black tower, and the readouts at the Lighthouse show it getting close. Yo-yo informs Mack that there's six minutes until impact, and Piper reports that there are no local law units in range to stop it. The Zephyr is too big to get close to the truck without toppling it, and Yo-yo goes to prepare the Quinjet. Mack figures that Sarge wouldn't platy martyr and wonders what they're missing.

Sarge hands out weapons and tells Jaco to take the bridge while Pax secure

the engine bays. Pax wonders how they stop Yo-yo and her superspeed, but Sarge figures that they can handle her and hands out shelter charges. Once the field goes up, nobody can get in or out. Pax takes them, and Sarge tells Jaco that Snowflake couldn't make it out in time. They then head out to capture the Zephyr.

On the LazyComet, Fitz tells Jemma that he still can't send a signal. The crew arrive in the cargo hold gathering silently. Izel and the possess crew confront the two scientists and Izel asks if they're ready for arrival. She says that she gave them a higher purpose and assures Jemma and Fitz that she wouldn't render them mindless. Izel tells them that Earth has possibilities.

Snowflake contemplates merging with the cosmos, and Deke asks her what she knows about the bomb. She describes an atom bomb, and Deke panics. Miranda tells him to focus, and Daisy assures Deke that he's the only one who can do it. Deke figures that it's time to dazzle and goes to work.

As Yo-yo prepares to launch, Sarge and Jaco arrive, wound Diaz, and get the drop on Mack and Davos. They set the shelter charges to block Yo-yo from getting aboard.

Yo-yo discovers that Jaco and Pax have escaped.

Sarge handcuffs Mack and tells him to obey his orders or he'll kill Diaz. Mack considers and then tells Davis to get them out of the area.

The truck continues toward the tower, and Deke works on the bomb as the others look on. He finally says that he can't defuse it, and Snowflake panics. They brace for impact, and then Daisy goes for the bomb. The truck slams into the tower and goes through the crystalline structure, and it collapses as the Shrike soar up into the space. Inside the truck, the others see Daisy

containing the explosion with her powers. She collapses from the strain once the explosion ends, and Deke and Snowflake kiss. Miranda points out that it's not over yet.

Sarge realizes the bomb didn't go off and wonders what happened.

On the *Lazy Comet*, Izel realizes that the tower has been destroyed and they're all in danger. She asks Fitz-Simmons if they were aware the tower would be attacked, and Jemma says that once they reach their friends on the ground then they can find out what happened. Izel tells them to make contact while they can still talk, and orders Boyle to take them to the upper atmosphere.

The scanner on the *Zephyr* shows the *Lazy Comet* leaving, and Sarge realizes that Izel is getting away. He tells Davis to set a course for the ship and Davis finally does so.

Yo-yo ambushes Pax and subdues him, and he tells her that they took the bridge.

Mack tells Diaz to hang in there, and then tells Sarge that they should regroup with his people and Snowflake. Sarge tells him that he's the hostage and should shut up, but Jaco figures they should need Snowflake's help. They argue about whether to get Snowflake, and Yo-yo slams a gagged Pax into the field and moves back. Sarge tells Jaco not to get him, but Yo-yo slams Pax into the field again. Jaco turns the field off and goes to Pax, and Yo-yo ices him. Sarge puts the field back up and tells Jaco to go after Yo-yo.

After a moment, Jaco leaves while Mack works on his handcuffs.

Daisy and Miranda watch Snowflake and Deke kiss, and Miranda says that they have to get the nuke away from the civilians. They open the door and see the *Shrike* flying overhead. The creature swarms the truck and Miranda slams the door shut before the *Shrike* can get in. Snow warns that she doesn't know how long the walls can hold off the *Shrike*.

Fitz and Jemma work on the comm system, and Jemma raises the *Lighthouse* on radio. Davis responds and sends a secret message that he's a prisoner. Sarge puts his gun to Davis' head, and Davis confirms that Jemma is on the *Lazy Comet*. Sarge gets on the radio and figures that Izel is listening, and says that he's coming for her. Izel says that he should come for her and she'll help him remember his real name.

Fitz-Simmons discuss why Sarge sounds like Coulson, and Izel tells Sarge that so far his actions were lacking. He insists that he stopped the spread by destroying Chronyca, and Izel asks whose skin he's wearing. She tells him that she doesn't want to destroy him, and asks Sarge why he wants to destroy her. Sarge says that she destroyed his family and took his memories of them, and Izel tells him that he never had any memories of them in the first place.

Izel signs off, and Sarge orders Davis to take them to the ship.

Izel grabs Fitz, realizing that he recognized Sarge's face. Fitz's says that they know someone with Sarge's voice but he's dead.

Izel doesn't believe them, and Fitz and Jemma disarm the crew and flee, closing the door behind them. As the possessed crew move in, Fitz says that he has an idea but Jemma won't like it.

The *Shrike* start breaking through the walls, and one of them slams through the window. Miranda grabs it before it can fly into Deke's mouth. They start sealing off the windows and vents.

Yo-yo disarms Jaco and handcuffs him. He breaks them and tells Yo-yo that he's trying to save her planet. She points out that he's slaughtering innocent people and asks if he's okay with it, and Jaco insists that Sarge is doing the best he can and wasn't always a killer. Yo-yo asks if his family would want him to be a killer, and Jaco says that they'd want him to stop the beast that took them away from him.

Davis flies the *Zephyr* up into the upper atmosphere, and Sarge angrily tells him to speed up. Mack figures that he'll get his plane back by the end of the day, escapes his handcuffs, throws them at Sarge, and attacks him. They fight and Mack tells Davis to fly the plane when he starts moving to help. The two men continue fighting and Mack finally knocks Sarge to the floor and tells him to stand down. Jaco and Yo-yo arrive, and Jaco tells Sarge that it's over. Mack punches Sarge unconscious when he tries to get up.

Sarge wakes up in the pod and hears Mack, Davis, and Yo-yo discussing how to infiltrate the *Lazy Comet*. The prisoner says that they won't make it off the *Lazy Comet* alive, and suggests that Mack take him with them. He insists that he has to kill Izel, and they're taking Jaco along with them. Jaco goes with the trio and Sarge pounds the wall in frustration.

The team in the trailer seal the windows but realize the *Shrike* will break through anyway. Daisy tells Miranda to protect the bomb and then opens the door. She drops her knife and the

Shrike start flying in. Daisy blasts them with her quake powers, turning them into dust. Everyone sighs in relief.

Fitz-Simmons hide in a closet, and Toad and Kruse go by.

The Zephyr docks with the Lazy Comet and the assault team blow open a hole. They drop in and Davis takes point because he knows the ship. They hear Izel singing and Jaco recognizes her, and Mack tells him to proceed with caution. They come to one crewman and ice him, but he gets up and comes at them. Mack punches him unconscious, and more crew move in. Jaco and Davis open fire while Mack and Yo-yo look for Fitz-Simmons.

Toad and Kruse find Fitz-Simmons, but Yo-yo handcuffs them at superspeed. Fitz and Mack hug and then they head back for the breach.

Davis and Jaco get to the cargo bay and Jaco spots Izel up above on the bridge. He tells Davis that they can end it despite Mack's orders, and Davis agrees. They split up to flank Izel, but when they get to the bridge they discover that Izel is gone. A crewman attacks them and Jaco throws him over the balcony. They find the others and head for the breach hole, but discover more crewmen between them. They get into the airlock and Jaco leads them to the airlock. Fitz seals the door and Jaco activates the teleport portal in his jacket.

The group arrive on the trailer and Deke hugs a surprised Fitz, who has no idea who he is. Jaco grabs the bomb, tells them to tell Sarge he completed the mission, and opens a portal. He tells Yo-yo that he's doing it for him and then teleports back to the Lazy Comet. Jaco opens the airlock and the possessed crew advance on him. He roasts them with his fire breath and detonates the bomb, and the Lazy Comet is destroyed.

Back at the Lighthouse, everyone celebrates Fitz-Simmons' return. Mack tells Daisy that the new agents are coming together, and wonders when he gets to hear stories about her journeys in space. They agree that they're looking forward to the debrief when they all get to hear Daisy's stories. Daisy notices Mack staring at Yo-yo, who is talking to Miranda. Miranda tells Yo-yo that she should have killed Sarge the moment she saw him. Yo-yo says that she just reminded Jaco of what he was fighting for, and they share a toast to his memories.

Piper tells Davis that he couldn't wait to get back, and asks him if Deke was as much a pain in the ass as Fitz. Davis dozes off.

Deke tries to talk to Fitz, saying that he looks great and younger. He tells Fitz that his being there proves his multiverse theory is right. Deke shows Fitz photos of his company and says that he wants to go to Scotland so he can learn everything about his family heritage before going to get Snowflake.

The guards take Coulson to his cell, and Snowflake tries to attack him when he says that it wasn't personal. Deke leads her to the party and Daisy talks to Deke privately. She asks why Snowflake isn't in lockup when she's a murderer, and Deke figures that she's jealous of the two of them together. Daisy tells him that it's about the murder and has the guards lock Snowflake up.

Mack calls for a toast to all of the agents, the ones they've lost and the ones still alive. He says that there's no SHIELD without them and they all toast.

Yo-yo goes to her quarters.

Piper puts a basketball hat on the sleeping Davis and takes a photo with him.

Deke brings the imprisoned Snowflake a big-screen TV.

Miranda looks at Coulson's SHIELD badge.

Mack visits Yo-yo and admits that he screwed up with her. He explains that if he could get her off of his mind, he would be a better Director. Mack admits that he doesn't know if it worked and Yo-yo has always been on his mind. She says that she always told him not to worry about her, and Mack admits that she was right. Mack asks for a chance to earn her forgiveness. When he tries to leave, Yo-yo closes the door, says that they can take it slow, and they kiss.

Miranda visits Sarge in his cell, draws her gun, and shoots him repeatedly.

Leap

Season 6
Episode Number: 120
Season Episode: 10

Originally aired: Friday July 19, 2019
Writer: Drew Z. Greenberg
Director: Garry A. Brown
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye / Daisy Johnson), Henry Simmons (Alphonso "Mack" Mackenzie), Natalie Cordova-Buckley (Elena Rodriguez), Jeff Ward (II) (Deke)
Recurring Role: Karolina Wydra (Izel), Max Osinski (Agent Davis), Briana Venskus (Agent Piper), Geri-Nikole Love (Agent Diaz)
Guest Stars: Matthew Law (Agent Julian), Miguel Lopez (Agent More), Alex Lombard (Mystery Woman), Ashley Platz (Young Mystery Woman)
Summary: After Melinda shoots and seemingly kills Sarge, the team realize that they're up against an alien who can jump from body to body.



The medics take the badly wounded Sarge away as alarms go out throughout the Lighthouse to the brig. They stare at Sarge's body being taken away, and the doctor says she'll do what she can. Miranda is there, and tells Mack and the others that she shot Sarge because it had to be done.

Daisy questions Melinda and says that killing people isn't what they do. Melinda says that it was a time for extremes. Mack and Yo-yo watch through a one-way mirror, and Yo-yo says that Melinda has done it before to prevent future suffering and she's done it before. He admits that he

never really knew Melinda and tells Yo-yo to check the security footage. Once he leaves, Piper arrives and Yo-yo tells her that she doesn't believe Melinda shot Sarge.

In the med bay, Fitz-Simmons examine Sarge and confirm that he still has a pulse even though he should be dead. Jemma says that Sarge is getting stronger and coming back, and they wonder who or what he is.

In his dreams, Sarge sees a female figure come up to him. She puts her hand on his chest.

Daisy tells Yo-yo and Piper what Melinda said, and figures the world is better off without Sarge. However, they all wonder why Melinda used a gun when she prefers her bare hands. Piper checks Melinda quarters, Daisy checks the truck, and Yo-yo goes into Melinda's cell. Melinda says that she has no idea how she ended up there, and the last thing she remembers is leaving the party. Yo-yo tells her that she shot Sarge.

Piper is walking down the hall and someone—or something—comes at her as she draws her gun and fires.

Deke goes to the med bay and talks to Fitz about the shooting. Fitz asks if Deke got a chance to know Coulson before he died, and Deke says that he left before it happened. He explains that he's trying to figure out the connection between Coulson, Sarge, and Izel. Deke says that Sarge wasn't very nice and talks about his company, and Fitz tells him that scientific discovery needs money.

Piper comes in and asks if they noticed anything odd about Melinda when she got back. She figures that Melinda will be just fine and goes to ask around. Once Fitz and Deke leaves, Piper removes a piece of black crystal from a containment unit.

Yo-yo asks Melinda what she remembers, and Melinda describes what happens until she left the party. She admits that she wanted to shoot Sarge, but went to her quarters to get some sleep. Melinda figures that she never got there, and remembers seeing Davis as she got off the elevator.

As she goes to the truck, Daisy finds Diaz lying in the corridor. Diaz gets up and says that she was guarding Melinda, and then something attacked her from behind.

Jemma calls Mack to the medbay and shows him that all of Sarge's gunshot wounds have healed. Jemma insists that Mack not assign her any guards because the less people that know about Sarge the better.

Sarge dreams of the woman.

Yo-yo and Daisy go to Davis' room, and he opens the door and says that he has a headache. Daisy asks if he remembers seeing Melinda, and he says that she remembers seeing her first when he woke up. They realize that Deke has lost time.

Deke finds Piper in the hallway holding a bottle holding the now-moving crystalline Shrike crystal. He asks if she knows how someone likes being around her, and claims that the information is for an app. Deke wonders if Fitz enjoys his company, and Piper remains unresponsive. He notices her holding the Shrike crystal and says that it's dangerous.

Yo-yo and Daisy tell Davis that Jaco is dead, and Davis remembers chasing Izel to the bridge... and that's the last thing he remembers.

Deke tells Davis that the creature can turn her into a zombie and takes it from her. Izel steps out of Davis' body and enters Deke, and Davis says that something is very wrong. Deke tells her that she doesn't look so great, and Davis admits that she's lost some memories. He advises her to get some rest and Davis goes to her quarters as Deke walks off.

Yo-yo, Daisy, and Izel find Mack and tell him that it was Izel who shot Sarge.

Deke goes to a sealed door and opens it by voice command. A guard asks what he's doing.

Mack and the others realize that Izel can possess people and escaped the ship.

The guard tells Deke that the door is sealed against his voice print because he has a history of stealing things. Deke realizes that he needs someone who sounds like a SHIELD Director.

Mack locks down the Lighthouse to keep Izel in. They release Melinda to help and work on a head count, and Daisy wonders why Melinda stayed in the Lighthouse when she could have escaped. Deke and Fitz arrive and Deke suggests that they take a more technological approach to finding who Izel is possessing. Melinda points out that any of them could be Izel, and they realize that Izel didn't know the host's memories. They each reveal secrets that they each could know, starting with Yo-yo.

Yo-yo reveals something only she and Melinda know. Mack says that Daisy sends money to Lincoln's sister, clearing him and Daisy. He locks up Daisy and Yo-yo to keep Izel from getting to either of them, and Mack tells them to stay there until they find out where Izel is. Davis reaches for his gun, and Daisy says that she knows Davis stole a pen. He admits that he stole a space pen, confirming that he's who he claims.

Piper comes in and says that the alien is in Deke, and that she blacked out until she saw him. Deke claims that he saw Piper last before he blocked out. Mack asks Fitz where Jemma was undercover the first time they met. Fitz refuses to answer and says that the Izel would probably have gone for the Director. Melinda repeats the question and they figure he doesn't know what the answer is.

Izel steps out of Fitz and says that she just needs to know who has the most power. She enters Piper's body and tells them to give her what she wants, and then goes into Deke's body. Mack grabs Deke by the throat, and Izel enters him. She says that she could kill any of them anytime she wants, and taunts Daisy and Yo-yo into coming out. Daisy tells Yo-yo that they're safer in there, and Izel leaves Mack's body.

When Piper draws her gun, Izel enters Piper's body and then shoots herself in the hand. She tells the others that things can be much worse, and all she needs is access and then she's gone. Mack tells Davis to wound Piper to force Izel out. Izel jumps from body to body, finally entering Davis. Davis aims his gun at Fitz and then lets his body fall off a second-floor balcony to his death on the floor below. Piper runs to Davis, and Izel jumps into Mack's body, picks up Piper's gun, puts it to his head, and tells them not to follow him or he'll shoot.

Sarge sees the woman disappear in a puff of smoke repeatedly and screams in anger.

Waking up, Sarge sits up on the table he's cuffed to. Jemma tells him that he's come back to them, and explains that someone possess Melinda and shot him. Sarge says that's how Izel has gotten away before and demands to be released, but Jemma tells him that he's not going anywhere.

Daisy blasts through the room window, and Melinda calls out an alert to the agents to find Mack. Once she closes Davis' eyes, Daisy says that they'll find Mack and leaves with Yo-yo. Melinda asks Fitz why Izel took Mack, and they figure that although the monoliths are gone, they briefly left an opening to the Fear Dimension. Coulson went in and sealed it up, and Fitz suggests that it wasn't a dimension.

The team go to the control room and Fitz suggests that the third monolith is involved on creation. Even though the stones blew apart, the energy could remain. The three energies of time, space, and creation combined to make another Coulson on a distant planet in the past: Sarge. Sarge was left there when Coulson sealed away the Fear Dimension.

Sarge looks at his hand tied to the table.

Mack approaches a guard and demands his cuffs.

Sarge breaks his wrist, letting him slip the cuffs. He glances over at Jemma and the guard with her.

Mack gives the proper voice print to open the door. He then cuffs himself to a nearby pipe and pounds his head into the wall until he passes out. Izel leaves his body and goes through the door, where the Gravitonium device hovers in mid-air.

Fitz and Deke figure that Izel is going for the Gravitonium device. They tell Yo-yo and Daisy where Izel is heading.

Sarge enters the storage room and Izel says he can feel her presence. He shoots her but the bullets have no effect. Izel points out that bullets can't kill her, and Sarge promises that he'll find a way. She tells him that he's there to join her, not kill her.

Sarge continues shooting her, insisting that she's wrong, but Izel tells him that they're intertwined. She admits that he's hurting her but not in the way he intends, but it won't end her. Izel tells Sarge that he doesn't want to end her, and assures Sarge that she's been trying to wake him up. Sarge says that he remembers his family, and Izel tells him that he never had a memory. She asks how she took his family, and Sarge doesn't remember. Izel says that the memories are from Coulson's body, and explains that the monoliths created him on their planet. They have no physical form, and when Sarge took Coulson's body he lost his memories.

Daisy and Yo-yo run for the storage room.

Sarge wonders why he blames Izel, and Izel explains that Coulson's memories silenced the entity that is Sarge: Pachakutiq. She says that she has confused him, and she took a human form and left their realm to find him. Sarge tells her that he would never follow her, but Izel says that he did and their wish is about to come true now that they've found the monoliths.

Daisy and Yo-yo wake up outside and wake up Mack.

Izel says that they need to open the door to the rest of their race and give them form. She's created the Shrike to do that, and tells Sarge to wake up to who he really is. Sarge refuses and promises to stop her, shoving her back. Izel walks to the Gravitonium, takes it, and tells Sarge that the only thing powerful enough to stop her is inside of Sarge and he won't let it out... for now.

Leaving the room, Izel tries to enter Daisy's body. Yo-yo jumps in the way and Izel possesses her, and says that they're going to let her fly off in the Zephyr. Mack agrees but says that he's going with her, and Yo-yo agrees. Daisy watches in shock as the two of them go to the hangar.

The medics take away Davis' body as Piper and Melinda watch.

Jemma wakes up in the lab and realizes that Sarge has escaped.

Daisy and Melinda find Sarge, unconscious from shock.

Mack and Yo-yo walk to the hangar past the guards, and Daisy and Melinda them. They enter the Zephyr and Melinda tells Daisy that Mack is doing the right thing and trusts his team. Izel flies the Zephyr off.

Later, Fitz and Deke watch a video of Izel telling Sarge where they came from. Fitz explains that they've met someone with similar possession powers before: Ghost Rider. He warns Deke that if Sarge is as powerful as Ghost Rider, he's far more dangerous than he appears.

Sarge paces his cell and insists that he's not who Izel claims.

From the Ashes

Season 6

Episode Number: 121

Season Episode: 11

Originally aired: Friday July 26, 2019
Writer: Sharla Oliver, James C. Oliver
Director: Jennifer Phang
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye / Daisy Johnson), Henry Simmons (Alphonso "Mack" Mackenzie), Natalie Cordova-Buckley (Elena Rodriguez), Jeff Ward (II) (Deke)
Recurring Role: Karolina Wydra (Izel), Briana Venskus (Agent Piper), Coy Stewart (Flint)
Guest Stars: Barry Shabaka Henley (Dr. Marcus Benson), Robb Derringer (Thomas), Christian Ochoa (Baal-Gad), Sherri Saum (Altarah), Christopher James Baker (Malachi)
Summary: Izel convinces Marcus to lead her to her temple. Back at the Lighthouse, Daisy confronts Sarge in an attempt to learn what they're up against.



The Zephyr flies across the skies, and Yo-Yo recovers consciousness in a hallway. Mack is lying nearby, groaning in pain, and Yo-Yo realizes that her hands are covered in blood. He explains that Izel possessed Yo-Yo's body and beat him, and the others are safe.

Mack figures that Izel wants their knowledge of the temple in Guatemala, and says that he didn't tell her anything. Yo-Yo points out that the only one who knows about the temples is Marcus, and "Mack" says that he hasn't heard Marcus' name before. Izel leaves his body and says that she wants to meet Marcus.

At the Lighthouse, Daisy and Piper coordinate the search for the Zephyr. Piper wonders what they can do against Izel's powers, and Daisy checks in with Fitz-Simmons and Deke. They admit that they don't have anything yet, and the couple go over theories. Deke tries to intervene, and Daisy tells them to focus on finding protection against Izel's ability. Fitz and Deke go off, and Jemma tells Daisy that they don't have any idea if what Izel said about Sarge. Jemma has tried scanning Sarge without success, and finally suggests that Melinda thinks that Sarge is remembering them.

Melinda questions Sarge, who says that he doesn't feel like a different person since Izel told him his origins. He insists that the time he spent chasing Izel are the truth like him, and says that Melinda wants him to be something he's not. Melinda asks if there's any part of him that remembers them, and Sarge irritably tells her that he's not the cure for her loneliness. He smashes his hand down on the table and realize that he's left a dent there.

Meeting with Daisy, Melinda tells Daisy that Sarge is being defensive. Daisy says that Melinda should beat it out of Sarge, but Melinda is hoping that Coulson is still in there. Her friend warns her that Sarge isn't the man that she loves, and Melinda tells her that she wishes Coulson was back because he'd tell Daisy to look for the good. As she walks away, Melinda says that they have enough to worry about with Mack and Yo-Yo MIA.

The Zephyr lands in Guatemala and Izel possesses Mack. Izel/Mack tells Yo-Yo not to give her away. When Marcus comes aboard with his assistant, Marcus brings up the information on the ruins. They say that the monoliths were supposed to be used to create a doorway to the world where Izel comes from. The hieroglyphs say that the realm contains "lost souls yearning to be freed", and when he mentions Keller Yo-Yo says that Keller is still alive. Marcus picks up that something is wrong and suggests that he do some low flyovers over the sites. Izel/Mack agrees but asks for the coordinates, and Marcus secretly wipes the coordinates from his tablet.

When he doesn't provide the coordinates, Izel/Mack kills the assistant and leaves Mack's body. She tells Marcus to take her to the temple.

Yo-Yo tells Marcus not to say anything, and Izel threatens to kill her next. Marcus says that he won't give her anything, and tells Izel that he's already lost everything that matters to him so death doesn't frighten him. Izel figures that there's something that he fears.

Daisy enters Sarge's cell and says that the creature inside of him is getting stronger. He insists that it isn't, and Daisy points out that he's failed in the past to stop Izel. Sarge says that he can feel the rage churning beneath his skin, and Daisy tells him to let it out and use it. She figures that Sarge is afraid that it's the real him, and tells him to show them what he really is.

Sarge accuses her of having daddy issues, and Daddy angrily tells him that he's nothing to her and leaves. She goes to the lab and Fitz-Simmons says that the sword Sarge used has a unique crystalline structure. Daisy points out that she needs a way to negate Izel's powers. Jemma says that Daisy has a pattern of walking away and she went on the space mission to avoid facing Coulson's death. Daisy insists that she's fine, and Jemma says that if she needs them, they're there for her.

Izel locks Mack and Yo-Yo in the module, and Yo-Yo says that if they want their relationship to work, he has to be willing to put her in danger. Mack says that he got Izel off the base to buy time to stop her, and Yo-Yo reluctantly agrees. Izel and Marcus come into the hold with the Gravitonium sphere, and Izel says that the Monolith of Creation was the most powerful. She uses it to see what's in Marcus' mind, and the monolith creates Marcus' husband Thomas.

Daisy goes to her quarters and opens an envelope with her name written on it. She reads it and chuckles, and then cries. Daisy then goes to Sarge and asks him if his memories got stronger after Melinda shot him. Sarge says that the memories started coming into focus after he was shot, and Daisy is one of the people he can see. He figures that he's nothing; not Coulson, not the rage. Daisy tells him that he is something and breaks his neck with her powers... and says that she wants to see it come out.

Sarge lies unconscious on the floor, and Jemma calls over the intercom asking her what she did. Daisy says that she finally read the letter that Coulson read her, and it convinced her that Sarge isn't Coulson. She explains that she didn't say anything to them because they'd try to talk her out of it. Daisy has them scan Sarge and confirm that he's alive. Satisfied, she says that she wants to hear what Sarge has to say.

Thomas describes the moments leading up to his death, and Marcus explains that he was in an accident. His husband says that he heard every word that he said. Yo-Yo and Mack yells that it's not real, and Thomas describes how he heard Marcus order him to be taken off of life support. He takes Marcus' hand and asks how much he was drinking that night. Marcus cries and Izel "kills" Thomas. She says that each time Marcus' death will be his fault, and asks how many tries he wants at recreating Thomas. Izel tells Marcus that he wants to die and that would be a relief but it's not an option, and he asks what she wants to know.

Jemma shows Melinda and Piper what Daisy has done, and Melinda figures that Daisy is trying to wake up whatever is in Coulson to learn what it knows about Izel. Piper warns that it's a bad idea, and asks Melinda if she wants to take the risk.

Sarge remembers being created by the monolith.

When Sarge wakes up, Daisy asks him what he knows about Izel. He tells her to get out of her way, but Daisy refuses and demands to see what he is. Sarge warns her that she doesn't know what she's doing, but Daisy says that he isn't going anywhere. Sarge smashes her across the room, breaks the door open, and walks out.

Once Daisy wakes up, she goes to the lab and asks Fitz-Simmons if they got Sarge's actions on camera. She picks up the sword and says that either Sarge will tell them how to stop Izel or if they'll find out if it can kill someone like Sarge, insists that Sarge isn't Coulson, and leaves.

Mack wonders what they would have done in Marcus' position. He admits that it wasn't just tactical him being there with her. The Zephyr changes course and Yo-Yo figures that her plan doesn't without the Gravitonium sphere. Izel comes in and locks Marcus in the module, and Yo-Yo superspeeds out, grabs the sphere, and returns. Izel enters her body and Izel/Yo-Yo smiles. She tosses Mack out of the module and into the wall, and then slams him into the ceiling. Mack jettisons the module with Marcus inside of it.

Izel/Yo-Yo tells him that Marcus already told her where to find the temple. Mack points out that he'll tell their team, and Izel says that her people will need hosts when the gateway is open.

Daisy searches for Sarge, and Melinda calls over the intercom saying that she's on her way. Her friend refuses, saying that it's on her and they have to know if they can kill Sarge or Izel with his sword. Daisy figures that the fact Melinda thinks there's still something of Coulson is why she has to do it alone.

Sarge is standing in the hallway and tells Daisy that he's awake. Daisy says that he and Izel are both monsters, and Sarge tells her to call him and she has to do it before he gets stronger. He tells her that the memories and pain are coming back, and yells at Daisy to end it. Daisy says that she can't, and Sarge tells her that she's already been more capable than she knew and begs her to do it. She realizes that he was going to sacrifice himself, and it's what Coulson would have done. Sarge says that he could kill her, but Daisy drops the sword, says that he won't, and hugs him.

At the temple, Yo-Yo wakes up handcuffed to a pillar with Mack. Mack explains that he got Marcus out but doesn't know if it's enough. Yo-Yo sees Izel below with the sphere, and she starts creating with it.

Fitz-Simmons try to work out how to stop Izel's power. Deke goes over the video of Daisy confronting Sarge, and picks up a tuning fork. He explains that Izel's powers work using resonant frequencies, and they need to disrupt the harmonic frequencies creating a sonic barrier. Fitz pats Deke on the back and they go to work.

Melinda tells Piper that Fitz-Simmons and Deke found something, and Piper says that they found the module with Marcus. Marcus has confirmed that Mack and Yo-Yo are still alive last he saw them. Melinda goes to Daisy's quarters and says that they'll need Sarge.

Daisy admits that Coulson is inside of Sarge, and she didn't want it to be possible. Melinda figures that Daisy needed to see for herself, and asks if Sarge can control his powers. Daisy warns that Sarge's powers are dangerous but they might be what they need.

She admits that she isn't sure, and figures that if they look out for Sarge then he'll do the same for them.

In his cell, Sarge looks contemplatively at the sword.

Izel creates the gateway and tells Mack and Yo-Yo that that when the temple and the monoliths resonate, her family will come through, take over the Shrike hosts, and spread across the galaxy. She has to rebuild the monoliths, and says that they're going to solve her problem. They've seen the monoliths intact, so their minds are going to create them for her. Mack points out that their fears have nothing to do with the monoliths but the people they care about, and Yo-Yo agrees. A young man appears: Flint, from the future timeline.

On the alien ship, Atarah says that they may have learned enough to save Chronyca-2. Malachi disagrees, believing that they should have hunters establish Chronyca-3. Atarah refuses, saying that conquest is unnecessary, and Malachi warns her not to be short-sighted. He declares her the law in their plan and shoots her dead. Malachi then tells Baal-Gad that he and the others have their new targets.

The Sign

Season 6
Episode Number: 122
Season Episode: 12

Originally aired: Friday August 2, 2019
Writer: Nora Zuckerman, Lilla Zuckerman
Director: Nina Lopez-Corrado
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye / Daisy Johnson), Henry Simmons (Alphonso "Mack" Mackenzie), Natalie Cordova-Buckley (Elena Rodriguez), Jeff Ward (II) (Deke)
Recurring Role: Karolina Wydra (Izel), Briana Venskus (Agent Piper), Coy Stewart (Flint), Joel Stoffer (Enoch)
Guest Stars: Jan Uddin (Isaiah), Teodora Marcella (Lindsay), Portia Bartley (Kaya)
Summary: While Daisy, Miranda, and Sarge head to the temple, Mack and Yo-Yo are reunited with an old friend.



At the temple, Flint hears the imprisoned Mack and Yo-Yo talking to Izel as he materializes. He wonders how he's there, and Mack tells Flint to go. Izel says that he's just a boy, and says that his "friends" fear him. Yo-Yo and Mack tell him to stop, but Flint exerts his control over earth and prepares to throw a rock fragment at Izel. She realizes that he's special, and Izel easily catches the fragment and figures that Flint can build the monoliths. Izel possesses him and walks to the center of the temple and begins recreating the monoliths.

Sarge tells Miranda that all he feels is rage and she doesn't want to be near it when it comes out.

Daisy tells the team that once they set up in the jungle, they'll get their teammates back. Fitz says that now they have a way to do it.

Miranda tells Sarge that Robbie was able to control the being in him.

Fitz-Simmons show the others the sonic device they created to keep Izel from possessing people. Deke has created cuffs for everyone, and Piper points out that they have other problems.

Sarge says that there's only rage and Miranda tells him to let the other part of him rein it in once he unleashes it against Izel.

Fitz-Simmons explain that they've melted down one of Sarge's sword to make bullets against the Shrike, and Sarge with his sword is their only way to stop Izel herself.

As the team flies to Guatemala, Daisy asks Miranda if she thinks Sarge is ready. Miranda says that Sarge thinks he is, and wonders if he can get the demon within him out. She suggests that they separate them, and promises to find a way to send the creature inside of Sarge back where it comes from if Izel opens the portal. Miranda figures that if she has a chance to get Coulson back, she'll take it.

Izel finishes her work and leaves Flint's body, and tells Mack and Yo-Yo that he's weak like all Terrans. She examines the three monoliths and says that her people are gathering on the other side. She goes outside into the jungle and the Shrike gather overhead.

Izel commands them to bring her an army, and the Shrike fly off.

The Quinjet lands nearby and the team makes sure that it's clear. They discover that Mack crippled it, and they call the Lighthouse to check in with Fitz-Simmons. Sarge says that they always suspected Izel could hear their radio frequencies, and the field team goes extract. As they go, Piper tells Sarge to make sure he ends Izel.

Fitz figures that they need to distract Izel so the team can put the cuffs on Mack and Yo-Yo. Deke suggests that he was working on something to get past her, but makes them promise not to be mad. They wonder why, and Deke says that it's already there.

In the temple, Flint wakes up and figures that Izel is going to do something terrible with the monoliths. He figures that they saved Earth, and Yo-Yo tells him that he saved the Lighthouse. She explains that they made Flint with the third monolith and their minds, and Flint wonders if he's real. He breaks their handcuffs with the rock fragment, and Izel comes in and possesses Yo-Yo. She snaps Flint's knee and leaves Yo-Yo's body, and says that they're predictable.

Deke shows Fitz-Simmons the lab where he's set up his teams. One of them, Kaya, shows Fitz-Simmons the "ShawDrive", a fusion-based transportation device. Fitz notes that Deke stole it and everything else. Deke insists that he took the concepts, and figures that they can use to stop Izel. He suggests that with all three of them, they can get the ShawDrive working to the point where they can teleport someone into the temple. Fitz reluctantly agrees, and Deke tells his people to treat it like it's launch day.

Daisy, Miranda, and Sarge approach the temple, and Sarge says that he always had the sword. A possessed worker comes at them, and Sarge shoots him dead with the anti-Shrike bullets. They figure that Izel possessed a nearby resort town, and more Shrike approach.

More Shrike-possessed attack and the trio take them out. They figure Izel knows that they're coming, and Sarge says that he's saving the sword for Izel.

Miranda calls the Lighthouse to say that they've blown their cover. Jemma says that they might have a solve from their end. Once she signs off, Deke says that the ShawDrive is ready to jump. Fitz-Simmons disagree, and Fitz complains that Deke copied tech without understanding it. Deke and Fitz argue, and Jemma tells them to stop because Mack and Yo-Yo need them.

Izel tells Yo-Yo that they've only begun to serve their higher purpose. When the Three arrive, they'll need host bodies. She says that she'll have what she wants without their weakness. Izel threatens to break Flint's other knee and orders them to shut down.

Deke and Fitz continue working and Fitz says that Deke is a hack and his company is a fraud. His grandson says that he built the company because no one liked him and he's never belonged anywhere. The place that he's from doesn't exist and all of his friends are gone. Daisy thought that he was nothing, and Sequoia left him. He points out that Jemma didn't tell him that Fitz was dead, and figures that his grandparents think he's a joke. He puts on one of the cuffs, dons the ShawDrive, and teleports away. His staff applaud, Deke appears in the temple and puts the cuffs on Yo-Yo and Mack. Izel comes at them and discovers that her powers don't work, and Yo-Yo slams her across the room. The group head out and Deke tells the others that there's a field team incoming. Possessed Shrike see them, and Jeff tells the others to go on while he leads them off. Mack and the others reluctantly agree and Deke runs off with the Shrike-possessed in pursuit. He teleports away... and appears down the hallway as the ShawDrive malfunctions. When he radios the Lighthouse, Fitz tells him that the ShawDrive needs 20 minutes to go.

Daisy and Miranda discuss how Sarge is acting more like Coulson. Sarge spots more Shrike-possessed on his scanner, and Daisy says that she'll drive them off while Miranda and Sarge go in.

Izel goes to the monoliths and begins vocalizing.

Deke talks about how he's thought of a game about killing zombies, and hears Izel vocalizing.

Izel vocalizes to the monoliths, and Deke arrives and watches from the shadows. He plants his video camera so that Fitz-Simmons can see Izel, and figures that they're too late.

Mack-, Yo-Yo, and Flint get to the Zephyr and Piper treats Flint as best she can. Flint says that he never thought that he'd see a jungle, and Mack tells Piper that Flint is Flint from the future and when the shock wears off, Flint will be in pain. He orders Piper to fly out with Flint, and she tells him that Sarge is there with Daisy and Miranda. Yo-Yo tells Flint that the world is better than the one he came from.

Miranda and Sarge approach the temple, and they hear Izel vocalizing. Sarge recognizes it and Miranda tells him that he'll do the right thing because she knows who he is. He tells her that she has to let go that he's going to turn back into Coulson if he gets rid of the alien creature.

Miranda says that maybe Coulson is gone but she still believes that there's good in Sarge without Coulson. Daisy sets off an earthquake and the Shrike-possessed leave, and Sarge and Miranda move in.

Deke heads for the exit, but the Shrike-possessed cut him off and activates the ShawDrive. He teleports out into the jungle and radios that he's okay. More Shrike-possessed grab the ShawDrive from his back and he runs for the Quinjet.

Daisy gets to the Quinjet and closes the cargo hatch, and says that an army of zombies are coming and they have to get into the air.

As they lift off, the possessed arrive and yank out some of the wiring.

Izel causes the monoliths to dissolve and start reforming.

As they come in, Sarge winces in pain from the vocalizing. His body starts to dissolve, and he tells Miranda to get him to Izel.

The monoliths open a portal to Izel's dimension.

Mack tries to work out how to unsabotage the Zephyr. Yo-Yo tells Daisy that Piper is aboard the Quinjet with Flint, and explains that he got there through monolith energy. She insists that Flint is real, and Mack tells Daisy that she has no right to judgment.

The zombies break in and the trio retreat into an adjoining room and barricade the door.

Deke enters the Quinjet and Fitz tells him to wait for an extract. They tell him that someone will be there shortly, as zombies surround the Quinjet.

Sarge and Miranda enter the main temple room, and Izel sees them and smiles. She tells Sarge that he's just in time and the Three are on the other side waiting for a sign. Sarge tells Miranda to stay back and grabs Izel by the throat. He jumps to the temple floor with her, and Sarge draws the sword. Izel says that the sword doesn't belong in that world, and Sarge says that he's done with pain.

As Sarge brings the sword down, he freezes and Izel laughs. She says that he can't do it, and Sarge steps back.

Daisy and Mack argue about whether Sarge can be trusted, and Mack says that he learned in church that when the devil shows up, he'll wear the face of someone they trust.

Izel tells Sarge that the Three are waiting for them, and Miranda tells Sarge to focus. Sarge finally says that he feels anger and fear of the pain that has stabbed through his heart for so long. Miranda tells him that the pain is love, and she knows because she was afraid of it as well. Coulson gave her love, a purpose, and a crew. She asks Sarge to remember all of them, insisting that he loves them. Sarge tells her that she's right that the pain is love, and now he knows how to end it. He rams the sword through Miranda's chest and says that he has to slice the love out of him and be done with it. With that he shoves Miranda through the portal, then turns to Izel and says that's her sign.

Enoch meets Isaiah at an alien bar and Isaiah says that he's reached out to their fellow anthropologists. When Enoch says that he's sure they can rebuild their home planet, Isaiah says that the anthropologists on his list have been reassigned as hunters. One of them on the list is Isaiah, and Isaiah attacks Enoch.

New Life

Season 6
Episode Number: 123
Season Episode: 13

Originally aired: Friday August 2, 2019
Writer: Brent Fletcher, Jed Whedon
Director: Kevin Tancharoen
Show Stars: Clark Gregg (Phil Coulson), Ming-Na (Melinda May), Chloe Bennet (Skye / Daisy Johnson), Henry Simmons (Alphonso "Mack" Mackenzie), Natalie Cordova-Buckley (Elena Rodriguez), Jeff Ward (II) (Deke)
Recurring Role: Karolina Wydra (Izel), Christopher James Baker (Malachi), Geri-Nikole Love (Agent Diaz)
Guest Stars: Jan Uddin (Isaiah), Shainu Bala (Trevor Khan), Christian Ochoa (Baal-Gad), Eric Schloesser (Spectre 1), Kevin Stea (Spectre 2), Gina Gon-salves (Spectre 3)
Summary: Daisy and Mack battle Sarge, and Melinda's lethal wound proves less than lethal, letting her take the fight to Izel.



Fitz-Simmons see Melinda on the monitor, stabbed by Sarge. The other agents stare in shock, and Jemma breaks into tears. Daisy calls and says that the zombies have pinned them down, and Fitz tells her that Melinda is down. The comms go offline, and Fitz-Simmons discover that they've been locked out of the system.

Malachi and his hunters teleport into the Lighthouse.

All of SHIELD's satellites go offline, and Jemma figures that it's an attack. Malachi and the others come in shooting and the agents run for cover.

On the Zephyr, Daisy admits to Mack that she should never have trusted Sarge and Melinda's death is on her. Yo-Yo tells her to make it mean something. They hear Deke in the next room, calling for Fitz, and they contact him by radio. There's no way they can get to him in the Quinjet, and the zombies start to break in. Mack tells Deke to fly over to them and he'll walk him through the procedure.

Deke goes to the cockpit and Mack walks him through the lift-off. The engine doesn't start.

Once they've secured the Lighthouse, Malachi sends his hunters to flush out the remaining SHIELD agents. He tells Isaiah to go find them the key to unlocking human secrets and examines a cube.

Fitz-Simmons and the surviving agents lock themselves into a bunker, and Fitz calls Enoch for backup. He gets Enoch's voice mail, and Fitz wonders if the Chronicoms got to him first. They realize that they're facing an extermination rather than an ambush.

Izel asks Sarge how it feels to be his true self, and he says that it's long overdue. They both look forward to claiming a new home, and they turn to face the portal. At the other end of the gateway, Melinda lies in a pool of her own blood as the Three look on her and then step forward.

Deke tries to fix the engines and figures that he's missing something. A zombie jumps onto the windshield in front of him. Deke figures that the problem is the actuator... in the zombie's hand. The zombie tosses it away and ducks out of sight, and Deke says that they'll have to find another work-around. Mack directs him to a hatch with the controls to the engine input.

Yo-Yo reports that the zombies have cut the hydraulic line on the door, and Mack tells them to reinforce the door to the control room while he gets Deke into the air.

Fitz-Simmons and the others go to where Trevor and his team are supposed to be taking refuge. The bodies of the agents are on the ground, lined up and shot dead. Fitz realizes that the Chronicoms know the system because she did, and they're accessing her memories. Diaz and another agent arrive, and Fitz figures that the Chronicoms are guarding the hangar. He suggests that they go to Deke's development lab because the room was empty until a few days ago. Jemma tells Diaz to get the remaining agents there.

Izel tells Sarge that she's seen the look in his eyes many times before. She strokes Sarge's body and says that there's a strength about it that she finds enticing. Izel reminds Sarge that she freed him from his prison, and he points out that she was the one responsible for his captivity and slams her into the wall. Sarge reminds her that he sent her to find the monoliths, and says that he should have struck her down when he had the chance. Izel tells him that his words are petty, and Sarge releases her. Sarge orders her to call the Shrike back to the temple so they can give them new life, and Izel says that they'll return once the rest of SHIELD has been stricken down.

A zombie grabs Deke's hand from below, and he bites it so that it releases him, then slams the hatch shut. He goes to the cockpit and starts the engine.

The zombies at the Zephyr stop pounding on the door, and the women realize that they've accessed the zombies. The zombies blast their way in, and Yo-Yo uses her superspeed to shoot them down before they can react. She explains that she doesn't have to run fast to make things slow down, and a Shrike flies in and goes down her throat.

As Deke lifts the Quinjet off and flies to the Zephyr, and Mack warns him that landing is a lot more difficult than lifting off.

Daisy brings Yo-Yo to the bridge and tells him what happened to Yo-Yo. Yo-Yo warns that there's no way to remove it, while Deke roughly lands the Quinjet on the Zephyr. Mack says that he can't lose Yo-Yo.

Fitz-Simmons go to the development lab and figure that the Chronicoms can use what's left of the Framework to access Coulson's memories. As Jemma plants explosive charges, Fitz says that he'll be sad to see the Framework go. He then tells Jemma that he was joking. They look out in the hallway and see more Hunters on their way to gather the Framework mind tech. Fitz-Simmons finish planting the explosives.

The Three approach the portal and remove their amulets. Meanwhile, Melinda crawls away and pulls the sword out of her chest to discover that she's unharmed. The Three place their amulets in the altar, and Melinda looks through an outside peephole and sees hundreds of others approaching. She uses the sword to kill the Three.

At the other end, the portal opens and the Three's amulets come through. Izel stares at them in shock.

Jemma warns that it doesn't look good for them. To survive they need to trigger the explosives remotely or set a time, and they realize that they don't have a timer. Fitz and Jemma figure that they have no choice but to sacrifice themselves and pull the trigger on the grenade. As the Hunters start breaking in, Jemma pulls the pin and Fitz-Simmons hide. The Hunters come in and find them, but before Fitz-Simmons can trigger the grenade, "Isaiah" shoots the two Hunters with him. He picks up the pin and puts it in the grenade, and then addresses them in Enoch's face and says that he had to take bold measures. He has a way to save them and the other agents, but they have to act now. Enoch tells them that it will be the hardest thing that they've ever done, and explains that they have to change the natural course of their lives forever.

Deke gets the Zephyr into the air and Mack tells him to get the Zephyr close to the temple. He then tells Yo-Yo that they need her and they're not losing her. Mack goes up front and Daisy tells Yo-Yo that they'll crush Izel and when she's gone, hopefully Yo-Yo's possession will be freed. Yo-Yo doesn't believe it and tells Daisy to put one of the knives in her chest to kill the Shrike. Daisy agrees but insists that it won't come to that, and says that she has to focus on revenge.

Izel accuses Sarge of sending Melinda to their world and suggests that he did it deliberately. She draws a knife and says that she'll handle the problem herself, and goes through the portal to deal with Melinda. She sees Melinda's blood on the floor, and says that Melinda must have realized that life and death is meaningless in their world. Izel explains that she connected their worlds and will open the door so her kind can pass through. Melinda steps out and says that

humans will fight back, and points out that the Three died when she killed them with the sword. She figures that she can kill Izel and tells her to get ready to be reborn. The two women fight and Izel manages to slash Melinda in the side.

Mack and the others enter the temple and Deke directs them to the main room. Yo-Yo coughs, and Mack tells Deke to stay there and deal with any zombies while they deal with Sarge. Deke assures them that he's got it and the others continue on.

Sarge watches the portal, and Mack and the others come in. Daisy quakes him, and Sarge reverts to his normal alien form. He walks through Daisy's bombardment and says that he's more powerful than they could imagine. He knocks Daisy out and reverts to his human form, and Mack shoots at him without effect until he runs out of bullets. Yo-Yo screams in pain while Mack beats Sarge.

Yo-Yo tells Daisy to kill her, and Sarge shrugs off Mack's attacks and grabs him by the throat.

Melinda and Izel fight and Izel finally manages to knock Melinda out. She places the amulets in the altar, opening the portal, and the outside door starts to open. Melinda renews her attack and kicks Izel to the floor below. Izel gets up and says that she's done what she needed to do. She jumps through the portal, and behind Melinda the Three come at the agent.

Deke opens fire on the zombies as they head for the main room, and warns the others by radio that he can't hold them back forever.

Yo-Yo begs Daisy to kill her before it gets worse. Sarge tells Mack that he put up a good fight, and Mack says that he knows they always come out on top. He sees Yo-Yo convulsing and begs her to stay with him, and Daisy says that she can't. Daisy gives the knife to Mack and goes after Sarge, and Yo-Yo grabs Mack by the throat.

Sarge asks Daisy why she should keep fighting.

Mack says that he won't hurt Yo-Yo.

Sarge tells Daisy that he'll make sure she suffers, and Izel comes through the portal behind Daisy. As she prepares to stab her, Melinda comes through and stabs Izel in the back. Izel dissolves into nothing, and Yo-Yo coughs up the dead Shrike. Melinda tosses the sword to Mack, and Daisy blasts Sarge. He resists and advances on Daisy, Mack cuts him in half at the waist. The portal closes, and Daisy goes to Melinda who is dying in their world. Daisy says that they destroyed the thing inside of Coulson, and Melinda asks if there was anything of Coulson left. Her friend says that there wasn't, and Melinda admits that she was hoping to see Coulson again. Daisy agrees, and Melinda figures that she'll see Coulson soon enough before dying.

An older Jemma and a team of suited techs arrive, and Jemma says that Melinda will be fine. She injects Melinda with a hypo, while the techs take samples from the monolith. Jemma tells Mack that they'll be gone soon enough.

The team boards the Zephyr and are astonished at the futuristic equipment. Jemma says that they had help and time, and admits that she doesn't know where Fitz is and can't know. She leads the team past a version of Deke's ShawDrive, and Jemma explains that the Chronicoms want to rebuild their homeworld on Earth. They sent Hunters to destroy SHIELD and they lost the Lighthouse. She tells Fitz on the radio that they're ready to launch, and he says to tell the others that he's sorry.

Everyone straps in and Jemma says that the Hunters targeted another point of interest. The Zephyr fires on the temple, destroying it, and teleports away, and Jemma scans the terrain. Daisy and Mack go to the cockpit and discover that the Zephyr is on autopilot.

Jemma reports that they're above NYC and it's fogged over. The Empire State Building is the only building above the clouds, and Mack realizes that she enhanced the ShawDrive. Jemma says that they had time, as the Zephyr comes down over a devastated NYC.

Jemma tells Mack and Daisy that they have a problem that he and Fitz couldn't work. The Chronicoms have Fury's black box and their team needs an expert on SHIELD history to determine what the Hunter might target. Melinda is out of commission, and the decision should be left up to him and he has already voiced his opposition. "He" has Chronoicom technology, making him their most advanced LMD. Jemma says that she was initially against it, but realized that eventually even he would accept it was the best thing to do.

The trio go to where Enoch is waiting. Enoch nods to Jemma and walks out, and Jemma asks Mack and Daisy what they think. Mack figures that he would want them to consider the ramifications, and Jemma abruptly activates the LMD... of Coulson.

Season Seven

The New Deal

Season 7

Episode Number: 124

Season Episode: 1

Originally aired: Wednesday May 27, 2020
Writer: George Kitson
Director: Kevin Tancharoen
Show Stars: Clark Gregg (Phil Coulson), Ming-Na Wen (Melinda May), Chloe Bennet (Daisy 'Skye' Johnson / Quake), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso 'Mack' Mackenzie), Natalia Cordova-Buckley (Elena 'Yo-Yo' Rodriguez), Jeff Ward (Deke Shaw)
Guest Stars: Joel Stoffer (Enoch), Tobias Jelinek (Captain Terrence Luke / Luke), Darren Barnet (Freddy Malick), Greg Finley (Tillman), Luke Baines (Chronicom), Patton Oswalt (Ernest Hazard Koenig), Joseph Culp (Franklin Delano Roosevelt), Karl Kwiatkowski (Patrolman Fischer), Amos Glick (Waiter), Mary Eileen O'Donnell (Stern Woman)
Summary: Coulson and the Agents of S.H.I.E.L.D. are thrust backward in time and stranded in 1931 New York City. With the all-new Zephyr set to time-jump at any moment, the team must hurry to find out exactly what happened. If they fail, it would mean disaster for the past, present and future of the world.



Marvel's Agents of S.H.I.E.L.D. are time traveling in the season seven premiere episode, "The New Deal." The threat of the Chronicoms takes the Agents back to 1931. We met the Chronicoms when they kidnapped Fitz and Simmons. A non-corporeal demonic entity destroyed their planet and the Chronicoms believed FitzSimmons could bring their planet back through time travel. They scanned the FitzSimmons brains for the answer to time travel, but the super couple escaped. Now they want to build their new home on Planet Earth.

Director Mackenzie, Agents of S..H.I.E.L.D.

Daisy Johnson/Quake, Melinda May, Elena Rodriguez/Yo-Yo, and Deke Shaw are aboard the Zephyr with Simmons and Enoch, a Chronicom. And they've just been introduced to Agent Phil Coulson)... Life Decoy Model Coulson.

The Chronicoms arrive first, taking the faces of three New York City police officers. One of them was a captain. The Chronicoms were caught erasing their faces by an unsuspecting guy with a crate of bottles in his hands. They killed the guy.

Back on the Zephyr... Simmons has just revealed the LMD/Chronicom Coulson to Daisy and Mack. When they wake up Coulson he's pretty chipper, but curious as to why no one else is. His arm feels different and then he realizes that he feels different. Mack wants to subtly and slowly inform Coulson about the changes but then Daisy blurts out that he's an LMD. And Coulson doesn't like that.

Simmons mentions that Coulson's last brain scan was in the framework. A lot has happened since then and Simmons uploads all of that information at once into the LMD's brain. He voices

many thoughts at once, reliving his memories of the last two years. Daisy tries to calm him down, but Coulson is spinning out of control. Mack turns off LMD Coulson, despite Daisy and Simmons' protests. Mack makes an executive order that anything LMD related is the director's decision and not up for debate. He then directs Simmons to start over and tell them everything!

Deke and Yo-Yo join the team so Simmons can explain. The Chronicoms came to take over Earth and only the agents of S.H.I.E.L.D. can stop them. The Zephyr was upgraded to a time machine and it has a cloaking device. The team can't just jump to any time in history that they want though. There are critical launch windows leading to specific points in time and space. Fitz calls them Tides. The Chronicoms took one and the Agents of S.H.I.E.L.D. followed them to 1931.

So, S.H.I.E.L.D. was founded sometime after World War II. So why are the Chronicoms in 1931? That's the real question. The agents need to find out the Chronicoms mission in 1931. That won't be easy since they don't really know who or what to look for. Luckily, Simmons created a new S.H.I.E.L.D. HQ on the Zephyr where Enoch is working.

The team asks about Fitz and Simmons assures them that it's better for everyone if no one knows where he is. Mack determines they need to venture out to see what they're up against. He sends Deke out to get clothes. Yo-Yo reminds them that the last time they let Deke out, he got drunk and arrested. But it's 1931. Prohibition is the law, so no booze. Simmons gives Deke some money and sends him on his way.

Next, Mack quarantines Yo-Yo to the Zephyr. She says she's fine after being possessed by a Shrike, but they can't risk introducing an alien contagion into the past. Or purple hair for that matter. Daisy has to color her hair. As for May, she's alive, stable and improving.

Mack wakes up Coulson, who has calmed down, but he's a little angry. Coulson got a flash of his life for the last two years in ten seconds. But it was Coulson's life and he was totally against LMDs. Mack is too, but that's because he hates robots. Coulson didn't want to be an LMD and he didn't want to be brought back to life. So now what?

Mack informs Coulson about what the Chronicoms are up to and that they have Nick Fury's black box. If they are going to get ahead of the Chronicoms, they need Coulson. Mack really wants to know what LMD Coulson thinks. Coulson says he would do anything for the team. If they get through the mission, he will reevaluate the LMD situation. Mack will too.

Enoch hears a police report of three bodies found without faces. He says it's an erasure, an evasive hunter procedure to procure an identity. Time to Suit Up!

Mack, Daisy, Deke, and Coulson, dressed in 30s fashion, hit the town. They are in awe of all of everything they see, hear, and even smell. Coulson reminds everyone that they are in the middle of the Great Depression. The people of the 30s haven't even seen a television, much less a black man in a fine suit. Mack is getting crazy looks. For that matter, they've never seen a person with Inhuman powers. Or a robot.

Mack says they need to be careful by what they say and do. Daisy agrees and thinks they could have already changed something in the future just by being there, like the Butterfly Effect. Deke subscribes to a different aspect of the multiverse branch theory, the Time Stream. With Deke that could mean anything so Mack declares that Deke is not allowed to file any patents while they are in the past.

The group is able to get into the crime scene with some very questionable badges. They introduce themselves as Mounties because faceless bodies happen all the time in Canada. There's almost a bit of trouble when one of the cops questions Daisy's presence. He seriously asks why she can't find a husband. The nerve! Daisy doesn't hurt the guy, but the mere threat is enough for him to apologize to her.

They examine the bodies and find one with a face. This is the unfortunate soul who walked in on the erasure of faces. The crate he was carrying was full of whiskey bottles, so the guy was a bootlegger. The whiskey label says Swordfish and Coulson recognizes it. He says there used to be a SSR (the name before S.H.I.E.L.D.) safe house nearby, that used to be a speakeasy. Mack and Coulson leave to check it out while Deke and Daisy try to identify the faceless bodies.

Yo-Yo watches Enoch repair May's damaged tissue and questions if it's safe having him around... because he's a Chronicom. Simmons says he's the only reason she's alive and Yo-Yo drops the matter. As for Yo-Yo's condition, the shrike material is dissolving and she will be okay. AND! Simmons gives her new arms. At first Yo-Yo refuses the arms, but changes her mind when she feels her face for the first time in a long time.

Coulson and Mack find the speakeasy and a little bit of trouble. It seems that newcomers are highly suspect. The bartender pulls a gun on them and makes Coulson question his mortality... or lack thereof. Coulson knows he died. He's not human, so he decides to test the limits of his LMD body.

Meanwhile Daisy gets restless waiting on Deke to identify the faceless bodies. More cops show up, so Daisy exits the room to distract them. The cops are actually the Chronicoms and they immediately recognize Quake. Now that they know the Agents of S.H.I.E.L.D. followed them, it's more important now that they complete their mission. They must eliminate the agents of S.H.I.E.L.D. and smile doing it.

One of the Chronicoms asks Daisy to investigate a strange truck in the alley while the other Chronicom smiles his way into the room where Deke is. Deke finishes up and realizes the faceless man is standing before him dressed as a cop. The Chronicom grabs Deke by the neck and asks how many agents are with him. He says enough and stabs the Chronicom in the face.

The other Chronicom attacks Daisy, but gets distracted when Deke runs out of the building screaming. Daisy quakes the Chronicom and knocks him out. Deke and Daisy throw him in the trunk of a car and drive away.

Coulson easily gets the gun away from the bartender and asks to talk to the man in charge. The man in charge emerges and it's Koenig! His name is Ernest "Hazard" Koenig. This makes complete sense. Coulson asks Koenig to tell his men to stand down, they come in peace.

Simmons says she received a message from Fitz, but she can't retrieve it. She knows he's safe, but she misses him. Yo-Yo asks if she tried reaching out to Fitz. Simmons has to assume the Chronicoms are listening so she never tries. It's more important to keep a low profile. Daisy and Deke return with the Chronicom hunter and Simmons wants to tie him up.

Coulson and Mack question Koenig about the man with the crate of booze. He doesn't really admit to anything, so they tell Koenig that they are looking for the killers. Koenig admits to supplying booze for a party later that day and the governor of New York will be in attendance. Koenig pays the cops to look the other way.

The governor of New York at the time is Franklin Delano Roosevelt. He becomes President the next year and a few years later he forms the SSR that becomes S.H.I.E.L.D. If the Chronicoms look like cops, it will be easy to assassinate FDR before he becomes president.

Mack, Coulson, Daisy and Deke attend Koenig's party later that night. Mack poses as a bartender with a kid named Freddy. He positions everyone to wait for FDR to arrive. Daisy is posted with Coulson and apologizes to him for bringing him back to life. Coulson says it's surreal. He has data in his head that he died and he wrote a letter to Daisy. Daisy says it's a very nice letter and she will let him read it sometime.

Governor Roosevelt arrives and Coulson fanboys a bit. Mack does too, blurting out a future accomplishment of Roosevelt's in front of Freddy. Deke quickly changes the subject by asking Freddy how he came to work for Koenig. Freddy's father died and he had to work the streets. Koenig gave him a place to go. Deke can empathize with that.

Meanwhile, Enoch tells the ladies that Chronicom hunters are conditioned to withstand any form of torture so they won't get any information out of him. Simmons thinks she has a better form of torture. The Chronicoms are basically computers. So she set up a server to generate junk data and plans to upload it into the Chronicom. It should overwhelm his system enough to make him lose control and start spouting off information

The Chromicon starts muttering about an unknown variable. Yo-Yo mentions that the process is taking too much time. The Chromicon focuses on time and says they've studied Earth for thousands of years. They know exactly which thread to pull and the exact time to pull it. Simmons increased the junk data flow and the Chromicon loses control. She asks how they will hit FDR.

At the party, Coulson is getting used to his LMD status and likes being a superhero for once. Daisy is focused on FDR and says something doesn't feel right. The governor is exposed. If the Chronicoms are cops then what are they waiting for? Coulson says FDR's exposure may be the problem. They may be waiting for a more secluded moment.

They see FDR leave towards the service entrance. The Team follows and the Chronicoms are hiding with guns ready. Coulson finds FDR and yells for everyone to stop. There's no sign of the Chronicoms, so Daisy covers by saying Coulson is a big fan of the governor. Coulson

has a moment with FDR before the governor leaves. Deke and Mack arrive, knowing that their suspicions were wrong

At that time, a woman in red approaches Freddy at the bar, saying she's his contact. He was afraid she wouldn't show. She asks to go somewhere quiet to talk and they go to the back.

The Chronicom is completely out of control so Simmons disconnects him. But that doesn't make the Chronicom stop and he starts repeating the letters FDR, but then switches the letters to FRD. He eventually ends his life saying the name Freddy. The Chronicoms are waiting for Freddy. At the same time, Simmons contacts Mack to let them know that Freddy is the target.

Freddy and the woman in red go to the back hallway to talk. The woman used to work with Freddy's father before he took the coward's way out. Freddy asks why she wanted to see him. She asks him to deliver something to the docks. It's a box of tubes with a green liquid. The woman calls it the future. If he successfully delivers the box, his family's glory will be restored.

The Chronicoms emerge from their hiding place and shoot the woman in red. The captain is about to shoot Freddy and Daisy quakes them into the next room. Daisy faces off with the Chronicoms as Deke and Mack grab Freddy to take him to safety.

Daisy has a hard time not being able to use her powers, but Coulson easily defeats both Chronicoms with his newfound strength. He throws a pipe to Daisy and she swings like she Shoeless Joe, knocking the Chronicom into the party.

Daisy and Coulson take the woman in red back to Koenig's place. Deke and Mack aren't there yet. They drove away with Freddy asking why the cops wanted him dead. Freddy has no idea. He only knows he needs to make a delivery, so Mack asks where he needs to go.

Coulson asks who Freddy really is, but Koenig says Freddy is nobody. Freddy's family lost everything after his father, old man Malick jumped off a building. Coulson asks for Freddy's full name and Koenig says Wilfred Malick. As in the father of Gideon Malick, future head of HYDRA in the US. That's it! The Chronicoms want to kill Malick to stop the creation of HYDRA. Then there's no need for the SSR to ever be formed. To save S.H.I.E.L.D., the agents have to save HYDRA.

Back at the Zephyr, Enoch checks on May, but she is not in the recovery chamber. He looks for her and introduces himself as a trusted friend. He's upset that he lost her. Enoch had one job! And yet, he doesn't see May perched up on the ceiling, ready to pounce on him.

Know Your Onions

Season 7

Episode Number: 125

Season Episode: 2

Originally aired: Wednesday June 03, 2020
Writer: Craig Titley
Director: Eric Laneuville
Show Stars: Clark Gregg (Phil Coulson), Ming-Na Wen (Melinda May), Chloe Bennet (Daisy 'Skye' Johnson / Quake), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso 'Mack' Mackenzie), Natalia Cordova-Buckley (Elena 'Yo-Yo' Rodriguez), Jeff Ward (Deke Shaw)
Guest Stars: Joel Stoffer (Enoch), Tobias Jelinek (Luke), Darren Barnet (Wilfred 'Freddie' Malick), Nora Zehetner (Freddie's Contact), Patton Oswalt (Ernest Hazard Koenig), Christopher Wallinger (Copper), Eric Schloesser (Spectre 1), Kevin Alexander Stea (Spectre 2), Gina Gonsalves (Spectre 3)
Summary: With the identity of the timeline-unraveling "threat" revealed, the team's mission to protect him at all costs leads each agent to question their own values.



The cops almost catch up to Mack, Deke, and Freddie, but Mack gives them the slip. Deke tries to contact Daisy on a walkie, something that hasn't been invented yet. Mack covers by saying Deke is an inventor. Freddie tells them that he's delivering booze and hides the green substance in one of the bottles.

Back at the Zephyr, Agent May has some strange dreams about the spirit world. She wakes up and realizes that she's fine. Or is she?

At the speakeasy, Koenig wants answers, but Daisy and Coulson are remaining tight-lipped. Agents Simmons

and Rodriguez/Yo-Yo show up ready to help the woman in red. Simmons works on removing the woman's bullet, much to Koenig's protest. While she works, Daisy and Coulson fill in Yo-Yo about Freddie.

Daisy raises the point they could change history for the better if they kill Freddie Malick. Coulson insists there would be dire consequences. Simmons reminds her that the Chronicoms know what will happen if Freddie dies. And they would return to a world they know nothing about. Yo-Yo wants to change Freddie's heart, but that's the same as killing him. Koenig tells the group that the cops are looking everywhere for Freddie.

The woman in red is going to be fine. Coulson calls into the Zephyr and tells Enoch to find a way to contact Mack and Deke. He replies with news that May is awake and walking around. Simmons instructs him to sedate May, but that's not going to be easy.

May is actually in command doing pull-ups. Enoch suggests she rest, but May says she will rest when she's dead. Enoch is direct with her about the sedative, but May only wants to know where everyone is. He asks what she remembers before waking up. She remembers the spirit world, killing Izel and then waking up. Enoch is honest with her, saying she died momentarily,

but Simmons was able to bring her back and repair her body. He tells her that they are in 1931. May responds very strangely, only replying that she's hungry.

Deke and Mack help Freddie unload the crates of booze and Freddie tells them this is the end of the line for them. He plans to meet his contacts alone. A train arrives to take Freddie to his final destination. Mack and Deke protest, saying the cops that are after him don't want him to make the delivery. So they are going with him.

The Chronicops show up at the speakeasy and kick in the door. Koenig admits seeing the agents, but says he got rid of them. He sees a shot glass on the counter with the bullet in it. Koenig drinks it so the Chronicops won't see it.

The Chronicops burst into Koenig's office, where there is a secret room in the office with a peephole. Coulson watches the Chronicops examine the room. Koenig tries to distract the Chronicops with a drink and the woman in red wakes up. Simmons covers her mouth while Daisy holds her to keep the Chronicops from finding them.

The Chronicops start to leave, but then the woman in red knocks over a bottle of booze. Yo-Yo saw it, but didn't try to stop it from falling. The Chronicops go back into the office to investigate the crash, but another cop comes in and says they found Freddie's getaway car. So they leave.

Daisy and Yo-Yo start questioning the woman in red. They want to know why she was meeting with Freddie. Simmons goes through the woman's passport and there are several stamps to and from Germany. The woman in red doesn't divulge any information, she says she was just trying to help Freddie get back on his feet.

Simmons spots something green on the woman's shoe and asks for a knife to retrieve it. She takes the green stuff to the bar and gathers the ingredients she needs to examine it. Daisy calls Enoch to find out if he was able to reach Deke and Mack. May watches from another room. She hears Daisy say she's afraid that Malick did something to Mack and Deke and then disappears.

Mack asks Freddie about himself. Freddie's family was rich before the market crashed and they lost everything. That's why his father committed suicide and his mom stopped talking. He's doing what he has to do to survive. He says he has dreams and this job is the start of a better life for him. Mack becomes suspicious about what's really in the booze.

Koenig watches Simmons in awe. She knows her onions. Daisy checks on Yo-Yo and asks why she didn't stop the bottle. Yo-yo covers saying she didn't see it, but Daisy saw her staring at the bottle. Yo-Yo admits that she froze and thinks it's the Shrike substance inside her that stopped her.

Simmons finishes decomposing the green substance. It's part of a formula that first appeared in Germany in World War II. It was synthesized by German scientist Abraham Erskine and used by Johann Schmidt... the Red Skull. Freddie is delivering the key ingredient used to create the super soldier serum.

Deke and Mack try the booze while Freddie is sleeping. Mack voices his suspicions about the job when Enoch calls on the radio. The signal is too weak and they can't complete the call. Freddie wakes up and wants to know why they are snooping through the crates. Mack admits thinking there's more to the story than Freddie is telling them.

Enoch works on the radio signal when May appears, dressed to fight. She tells Enoch that she needs to be in the field because it's her job to protect them. May is acting very strange... almost robotic. So you can imagine how this conversation is going. Enoch states that she cannot go out, especially dressed in 21st-century attire, but May isn't asking for permission. Enoch asks how she's feeling, but May doesn't feel anything. There have definitely been some complications. May demands to know where Mack and Deke are, but Enoch won't tell her.

Daisy wants to stop Freddie from delivering the component. Coulson says they cannot disturb the timeline. Koenig thinks they are all crazy. Coulson gives Daisy a definitive No, but she reminds him that Mack is the director now.

May calls the team on the walk and Coulson almost answers her. She doesn't know that Coulson is back, so Simmons takes the call. She wants to know where everyone is. Simmons tells her to stay on the Zephyr, but May insists on finding Mack and Deke.

They have to get back to the Zephyr, but first Daisy has one more question for the woman in red. Where is Freddie going? The woman tells Daisy to go to Hell. Koenig says she means Hell's Harbor, where the double crossers go to double cross the double crossers. Coulson asks Koenig how to find the harbor, but Koenig wants to show him instead. He won't tell them unless they take him with them.

The Chronicops find the empty getaway car. They know Freddie got on a train, possibly with S.H.I.E.L.D. One of the Chronicops wants to kill the S.H.I.E.L.D. agents, but the other states that their target is Alfred Malick. If they succeed there won't be a S.H.I.E.L.D. And those that followed them to 1931 will be out of time.

Mack asks Freddie to let him inspect the bottle. Freddie doesn't want to comply and Deke is on his side. Ripples, not waves. Mack says no one will know they searched the bottles and tells Freddie to step aside. They start looking at the bottle and Freddie pulls a gun on them. Mack tells him to put the gun down, but Freddie wants to complete the job and go home.

May heads for the bay doors while Enoch follows her to stop her. May is pretty tough, but Enoch isn't human and barely organic. They have an awesome fight. Enoch only fights to subdue May, but May is out for blood. She uses a fire extinguisher to injure Enoch, scraping off some of his human flesh.

The agents of S.H.I.E.L.D. returns before she can finish Enoch. Coulson gets out of the car and tells May to stand down. She stares at him with no expression on her face. She knows he's not Sarge, but he's not Coulson either. Coulson asks why she's not surprised to see him. He was dead. May says he still is and walks away.

Simmons was able to sedate May and put her back in the healing pod. Enoch hasn't made contact with Mack and Deke. They are flying to the harbor so Enoch thinks they will be able to communicate better once they are in the air.

Coulson blindfolded Koenig on their way to the Zephyr. So his reaction to the Zephyr is priceless. Koenig freaks out a little when he realizes he's on a rocket ship and sees Enoch, the robot. He thinks they are Martians from outer space. Coulson says it feels like it sometimes and then asks that he take them to Hell.

On the train, Freddie asks Mack and Deke where they are from. He knows they're not from his town. Deke says they were sent a long way to make sure he doesn't die. He asks why and asks what it means that he's a 'thread.' Mack doesn't answer, he just reaffirms what Deke said. They are there to protect Freddie.

Mack asks how Freddie knows he won't be killed when he gets to the harbor. Freddie says because he knows the woman in red was a friend of his father's. And she's giving him a chance to be something his father never could. They won't kill him unless he does something stupid. The train stops, causing Freddie to fall backward and Mack grabs the gun. Freddie says they are at their destination.

Koenig has a lot of questions and Coulson tells him everything. They are from the future and part of S.H.I.E.L.D., an organization that protects the world from evil threats... like Freddie. Koenig doesn't believe that Freddie can be evil.

An alarm goes off indicating that the time window is closing. Simmons says they are out of time. The Zephyr is preparing to leave this time period. Unfortunately, they don't know when their next launch will happen. Coulson instructs Daisy to try to contact Mack to let him know.

Daisy reaches Deke and fills him in on the time crunch. When he tells her that Mack is with Freddie, Daisy takes it upon herself to order Deke to kill the kid. She explains to Deke who Freddie is and what that means for S.H.I.E.L.D.. Deke doesn't want to do it. He says Freddie is just a kid, but Daisy orders him to take the shot.

Meanwhile, Mack goes through the bottle and finds the vial of green stuff. Freddie says he doesn't know what it is, but Deke says otherwise. He fills in Mack on who Freddie is. Mack tells Freddie that he and his son will become part of HYDRA. Freddie obviously recognizes that name because he asks Mack how he knows about HYDRA. Deke raises the gun and says Daisy ordered him to kill Freddie. Mack orders Deke to stop, but Deke is aware of how much blood HYDRA has spilt. He lowers the gun anyway. The Chronicoms show up and start a gunfight with Deke.

The Zephyr loses contact with Deke and Mack. Yo-Yo wants to go on the mission, but Daisy tells her to stay on the Zephyr in case they don't return in time. Coulson gives Koenig a gun and Enoch asks to go with them to deal with the Chronicoms.

Deke is the only one with a gun, but he's out of bullets. Mack runs after one of the Chronicoms and fights for his gun. While Mack is fighting, Freddie grabs the green stuff and runs away. Coulson and the crew arrive, yelling "Die Coppers!" Mack knocks out one Chronicom while the team takes on the other.

Mack realizes Freddie is gone and sends Enoch and Koenig after him. Coulson tells Mack about the time window closing. They need to get back to the Zephyr.

Meanwhile, Freddie refills his gun when Koenig finds him. A car arrives for Freddie. Koenig tries to talk Freddie into leaving with him, but Freddie shoots him in the shoulder. He says Koenig doesn't know him. Freddie gets in the car and leaves.

The Chronicoms realized they failed their mission. One of them wants to finish off the S.H.I.E.L.D. agents, but the other says they're out of time. They leave the scene. When Mack and the other realize the Chronicoms are gone, they leave too.

Enoch finds Koenig and finds out that Freddie left. He tells Coulson that Freddie made his delivery and the future is secure. They tell him to go back to the ship, so Enoch runs.

The team returns to the ship with news that they succeed in protecting the future. Simmons notices Enoch is missing. She says they have to close the doors or the ship could be torn apart. The doors start closing and they see Enoch running toward them. It's too late. The ship jumps and Enoch is left behind in 1931.

Enoch is okay though. He's making drinks at Koenig's speakeasy. Koenig says Enoch is hired on two conditions. One, he wants to know more about S.H.I.E.L.D. And two, he's fascinated by robots, er... Chronicoms, and wants to know more. Enoch says his grandchildren will be just as intrigued. This looks like the start of a marvelous friendship.

Alien Commies from the Future!

Season 7

Episode Number: 126

Season Episode: 3

Originally aired: Wednesday June 10, 2020
Writer: Nora Zuckerman, Lilla Zuckerman
Director: Nina Lopez-Corrado
Show Stars: Clark Gregg (Phil Coulson), Ming-Na Wen (Melinda May), Chloe Bennet (Daisy 'Skye' Johnson / Quake), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso 'Mack' Mackenzie), Natalia Cordova-Buckley (Elena 'Yo-Yo' Rodriguez), Jeff Ward (Deke Shaw)
Guest Stars: Enver Gjokaj (Daniel Sousa), Tobias Jelinek (Luke), Julian Acosta (Dr. Pascal Vega), Michael Gaston (Gerald Sharpe), Tamara Taylor (Sibyl), Christian Gehring (Lt. Carpenter), Zac Pullam (Biff), Peyton Woolf (Barb), Brion Brinson (Neatnik Scientist), Erik Gersovitz (Timid Lab Tech), Kara Gibson (Salty Waitress), Hugh B. Holub (Tightly-Wound Scientist), Stephan Käfer (German Scientist), Karson Kern (Crew Cut Guy), Mary Eileen O'Donnell (Stern Woman), Alex Ross (Well-Dressed Man), Bryan Dodds (MP #1), Jessie Graff (Female Chronicom)
Summary: A surprise leap forward in time strands Enoch in 1931 and lands the team in another unfamiliar decade; in order to stop the chronicoms from launching their future-dismantling plan, the agents must infiltrate one of S.H.I.E.L.D.'s most secure bases.



Area 51 is famous for its alleged alien activity. That may have started when the Zephyr showed up one night, scaring a young couple. The Agents weren't flying when the ship jumped, so they appeared a little too close to the ground. Once everyone gains their composure, Coulson discovers they've arrived in 1955 at Groom Lake, Nevada, near Area 51.

The Chroni-cops report their failed mission to the Predictor. One of the cops doesn't like that they are set to self-destruct when they are compromised. He feels they should be set to detonate to eliminate everyone. But that would leave

advanced technology scattered throughout the past, hastening the formation of S.H.I.E.L.D. The Chronicom Predictor sets their next target, a device called Helios. If set up correctly, it will be detrimental for S.H.I.E.L.D.

The S.H.I.E.L.D. agents have one thing to address first before they do anything else. Daisy told Deke to kill Freddy Malick, the father of HYDRA last week. Mack made it perfectly clear that one, he is only the one who gives orders, and two, their primary mission is to stop the Chronicoms.

Now, on with the next mission. The Agents are following the Chronicoms through time. So, there's no clear way to know when and where they will jump next. Simmons knows they are jumping forward because it takes less energy than going backward. The mission will end when it ends or when they destroy the Chronicoms. This means they will always be one step behind the Chronicoms.

Mack determines that they need to find the Chronicom ship and they need to find out what the Chronicoms are after in 1955. Coulson reveals that all "areas" are S.H.I.E.L.D. bases. In 1955, S.H.I.E.L.D. was working on a project called Helios, an early attempt at an ion fusion reactor that never worked. Deke says in his time, ion fusion powers big weapons as ship-to-ship killers. What better way to stop the Agents of S.H.I.E.L.D. than to kill the Zephyr?

Mack and Yo-Yo grab a bite to eat at a local diner. Yo-Yo tells him about her inability to use her speed. He thinks it has something to do with the Shrike parasite. It's just going to take some time to bounce back.

Speaking of bouncing back, at a different table in the diner, Daisy and Coulson discuss Agent May. Coulson goes on about how May went full ninja assassin on Enoch. Daisy was more surprised by May's lack of reaction to Coulson being there.

Coulson starts fanboying about the 1950's, the precipice of the Space Race. Daisy reminds him of the social issues of the times by pointing to the bathrooms. There's one for whites only and one for colored only. We keep being reminded of this issue.

The group is waiting for a man named Gerald Sharpe. Sharpe works in the Department of Defense. He's loud and obnoxious, not hard to miss at all. When he arrives, he asks for a cup of coffee, but the waitress doesn't offer any cream or sugar. Daisy gives him her cream, after she laced it with a sedative.

The agents take Sharpe back to the ship and tie him up in a tent. While they look over the intel on Sharpe, May walks in. She asks where and when they are and states she's ready to get to work. The team fills her in the mission and says Coulson and Simmons are already on base. Coulson is in disguise as Sharpe, with glasses, and Simmons takes on the role of another well-known British operative. That's right. You guessed it! Simmons is posing as Agent Peggy Carter, Co-founder of S.H.I.E.L.D.

Coulson and Simmons, err, Agent Carter get on base easily. Dr. Vega takes them to a lab dedicated to the birth of modern technology. He shows them the exciting prototypes of a radio watch and an electromagnetic pulse discharger with the ability to knock out every electronic gadget within thirty feet. He finally shows them a model of Helios. The actual reactor is in the testing field.

That brings up the question about who has access to Helios. For now it's the Military Police, but they live on the base. The Science Team are the only people allowed to leave the base. So, Coulson and Simmons ask to interview the science team. Coulson adjusts his glasses and takes pictures to send to the Zephyr.

Meanwhile, Mack and Yo-Yo try to interrogate Sharpe, but he just laughs at them, calling them commies. Like I mentioned, Sharpe is obnoxious and very misogynistic and racist. He seriously called Mack "boy."

Coulson and Simmons take one look at the Science Team and realize the Chronicoms act just like scientists. How are they going to distinguish between Chronicoms and Humans? They'll have to trigger an emotional response and that leads to some strange questions. Who cares about John Wayne? They ask if anyone knows what it's like to make sacrifices for love, like in Casablanca. How does it make a person feel when they hear the word "moist"?

More people arrive, so Dr. Vega asks the agents if they need to interview them as well. Coulson says yes and they hold the bus for him. Another car arrives and a man gets out. He walks with a cane towards the base. The MP tells the man that Sharpe is questioning the Science Team and he has a S.H.I.E.L.D. dame with him. When the man turns around, we see Daniel Sousa, Peggy Carter's former partner.

Deke and Daisy talk about what happened with Mack. Deke isn't happy that Daisy was too quick to kill Freddy. She didn't consider him a kid; she says he's more like the Grand Wizard of HYDRA. Killing him would have saved millions and now she feels responsible for all of their deaths. She doesn't know why it bothers Deke. He says he's not the same guy she met in the lighthouse. And he doesn't want to be that guy again. Daisy picks up Sousa's file and looks concerned.

Sousa goes to the lab where Peggy is questioning the science team. He's a bit nervous to see her, but that all goes away when he sees Jemma Simmons instead of Peggy Carter. Simmons obviously has no idea who he is. He asks about her visit and she admits they are looking for any intruders. Simmons asks for his name, but he only gives his first name and says he flew in from

Los Angeles. She asks if he works at the old SSR office and he says he's in charge of it. Simmons knows exactly who he is and that he knows she is not Agent Carter.

Meanwhile Coulson gets a little carried away with triggering human emotion in the visitors on the bus and makes an older lady cry. He tries to calm her down when Sousa boards the bus, telling the MPs to arrest Coulson. Coulson turns to see who's talking and immediately recognizes Sousa. He adjusts his glasses to send a photo of Sousa to Deke.

Deke and Mack are going over the people on base. Most of them are S.H.I.E.L.D.'s early power players. May and Yo-Yo return from questioning Sharpe, and it did not go well. He called her an "oriental." Yo-Yo had to pull her off of him. Considering the year and the social injustices during that time, it's obvious that Mack, Yo-Yo and May are the wrong people to talk to Sharpe. There's only one person on board who might get anything out of Sharpe. Deke, only because he's white.

Sousa isn't happy about catching Simmons and Coulson infiltrating the most secure S.H.I.E.L.D. base in the Western US. On top of that he finds Daisy in his office. She tells him that she's CIA. So, she doesn't exist, and they've never met. She praises Sousa and his good deeds to sound more legit and Sousa buys it. He asks if she's there about the report he sent to the CIA. He has suspicions that S.H.I.E.L.D. has been infiltrated by sleepers, post WWII. Daisy says he's not crazy and his prisoners may be the key to proving his suspicions.

Sharpe gnaws at his ropes when Deke arrives. Deke plays it calm and cool, making Sharpe think he's in charge. Deke says they are testing Sharpe's skills. He asks about Helios, but Sharpe is on to him. He calls Deke a commie and tells him to take Helios because it doesn't work. There's nothing on Earth that's powerful enough to get Helios up to velocity.

Deke runs to tell Mack that Helios is a dud, which is a good thing. However! A Chronicom is powerful enough to charge Helios. And they are on Earth right now. If they succeed, the blast radius will destroy the brain trust of S.H.I.E.L.D. Time to call in the Cavalry, a.k.a. May. Meanwhile, in the lab, Dr. Vega is giving a tour when a mysterious woman, posing as a scientist raises her fingernail to power up Helios.

May and Yo-Yo quickly go to the base disguised as pilots and no one questions who they are. May explains that women pilots flew more than men pilots because they carried the practice targets. The ladies head to the lab and put on face masks. Yo-Yo reminds May to go easy on the civilian scientists. May kicks open the doors and they both throw in smoke bombs and look for anyone who doesn't react to it.

Sousa takes Daisy to Coulson and Simmons. She asks to talk to them alone, but Sousa won't allow it. The alarms go off, distracting Sousa. Coulson breaks his handcuffs and throws Sousa into the holding cell. Coulson yells an apology and says he's a big fan before running away.

The lab is chaos. Yo-Yo moves through and helps people get out. May tries to help, but people start bumping into her, causing her to have a panic attack. Yo-Yo spots the Chronicom and tries to run to her but can't. May can't breathe and starts freaking out. Yo-Yo focuses on getting May out of the room. Meanwhile, the ground starts rumbling below Helios.

May calms down and Yo-Yo asks what happened. May doesn't want to talk about it. She asks why Yo-Yo didn't run after the Chronicom. Yo-Yo doesn't want to talk about that either.

At the Zephyr, Mack and Deke realize that Helios is powering up and there may not be enough time to evacuate the base. Sharpe escapes the tent and looks around the Zephyr in shock. He yells asking what kind of commies they are. Mack says he will explain but punches Sharpe instead, knocking him out.

Everyone clears the base. Dr. Vega tells them there's no way to stop Helios. Coulson tells Dr. Vega to gather the visitors, get on a bus and leave. After Dr. Vega runs away, Simmons says there's no time to evacuate. May and Yo-Yo join them and say they are working on finding the Chronicom. They spot the Chronicom and continue their pursuit.

Simmons wants to use the electromagnetic pulse discharger to try and shut down Helios. The design is wrong, so she has to do a little rewiring. A random scientist shows up and they tell him to evacuate. He throws Daisy against the wall, revealing he's a Chronicom. Coulson goes after the Chronicom, pushing him out into the hall. Daisy and Simmons stay behind to work on the EMP.

The Chronicom reaches Helios and makes a beeline for the power grid. She finds a connector cable and inserts it into her body. May and Yo-Yo catch up to her and do their best to stop the Chronicom. May fights the Chronicom while Yo-Yo disconnects the other end of the connector. Helios starts to power down and the Chronicom goes after Yo-Yo. The Chronicom pushes May

out of the way and wraps a cord around Yo-Yo's neck. She pushes Yo-Yo up against the power grid, using her foot to tighten the cord. May gets up and tries to help Yo-Yo, while the Chronicom reconnects with Helios.

Sousa gets out of the holding cell and finds Coulson fighting the Chronicom. He tries to break up the fight, but the Chronicom pushes him away. He pushes Sousa against the wall with Sousa's cane to choke him. Simmons completes her rewiring of the EMP and turns it on. The power goes out everywhere. Coulson and the Chronicoms go offline as well, saving Yo-Yo and Sousa. Both Chronicoms self-destruct, turning to black goo.

The MPs show up and Sousa tells them to get a medic for Coulson. Sousa turns Coulson over, and his eyes are wide open. Something flickers in Coulson's eyes, turning them from blue to gold.

Deke and Mack are in the cockpit of the Zephyr and Deke turns on a mic for Mack. Sharpe wakes up outside of the ship and sees a spaceship (it's the Zephyr). He hears Mack call him an Earthling and instructs Sharpe to not tell anyone what he saw. If he does, they will return to probe him. The Zephyr leaves and Sharpe runs to the diner to tell everyone that aliens abducted him. He's pretty sure they were communists from the future.

Out of the Past

Season 7

Episode Number: 127

Season Episode: 4

Originally aired: Wednesday June 17, 2020
Writer: Mark Leitner
Director: Garry A. Brown
Show Stars: Clark Gregg (Phil Coulson), Ming-Na Wen (Melinda May), Chloe Bennet (Daisy 'Skye' Johnson / Quake), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso 'Mack' Mackenzie), Natalia Cordova-Buckley (Elena 'Yo-Yo' Rodriguez), Jeff Ward (Deke Shaw)
Guest Stars: Joel Stoffer (Enoch), Tobias Jelinek (Luke), Neal Bledsoe (Wilfred 'Freddy' Malick), Larry Clarke (Tom), Enver Gjokaj (Daniel Sousa), Philip Alexander (Joe), Stephanie Drapeau (Lana), Paul Rogan (Concierge), Tom Simmons (Cop), Frank Scozzari (Train Conductor)
Summary: Agent Phil Coulson comes to a realization about the importance of July 22, 1955, in the S.H.I.E.L.D. history books.



This episode is all about Daniel Sousa. Sousa began working for S.H.I.E.L.D. when it was the SSR. He is loyal to S.H.I.E.L.D. and would do anything to see it succeed. Sousa went into the Roosevelt Hotel on the night of July 22, 1955. He was walking around the hotel's empty hallways when he ran into a gunman. Sousa was shot but made his way to the hotel pool. He fell in and died. Sometimes the hero has to die and there's nothing you can do about it.

Coulson wakes up in Sousa's office and hears him talking on the phone. He learns that the Chronicom took the form of Dr. Linmore, Sousa's contact in an important mission. Coulson looks at the newspaper on the desk and sees the date is July 22, 1955, the day Sousa becomes a legend. All S.H.I.E.L.D. recruits learn about Sousa's final mission to deliver a groundbreaking device to Howard Stark and was killed for it. This is the day that Daniel Sousa became the first fallen agent of S.H.I.E.L.D..

Sousa starts asking Coulson questions about who he really is and why Linmore melted like the wicked witch of the East. (He meant West.) Coulson says he is a scientist working with Linmore until Linmore turned traitor and tried to sell the device to the Russians. That's why they were fighting. Coulson really convinces Sousa when he says there's not time for questions. They have to get the device to Howard Stark.

They are almost out of time. Sousa scheduled the drop off for later that night in Los Angeles. Unfortunately, neither of them has the device. Coulson says his contacts have the device and will meet them at the train station. First, he needs to make a phone call. Sousa allows it and leaves his office to give Coulson some privacy.

Coulson calls the only person he knows in 1955, Enoch. Enoch is still at the safe house, disguised as a bar, the Crazy Canoe. Enoch is happy to hear from Coulson, thinking maybe the team finally came to rescue him. Coulson is eager to get a message to the Zephyr though. Luckily, Enoch had twenty-four years to build a communication device for situations such as this. He puts the phone on his communication device and it directly links Coulson to Mack.

Coulson tells the team about the device, Dr. Linmore, and Sousa's impending death. The team is sad about Sousa, but they must focus on the mission. Mack instructs the team to find Linmore's address. They will go in and find the device and meet Coulson at the train station.

Mack sends Yo-Yo and Deke. Deke is a little shocked by all of the sexism and racism in the world in the 30s and 50s. Yo-Yo isn't surprised and says things get better, just not fast enough. Unfortunately, they can't change any of that, making them the agents of "status quo."

They arrive at Linmore's house and split up to search for the briefcase. They both find one, but Yo-Yo ends up with the correct one. She also finds a faceless Linmore in his bathroom. Deke finds two goons who grab him and take off. Yo-Yo hears them, finds Deke's hat and runs after the goons. Her powers still don't work so she can't catch them.

Coulson and Sousa make their train, but no one from Team S.H.I.E.L.D. are there. That makes Coulson a little nervous, but no one could ever tell. Yo-Yo is driving around looking for the car that took Deke. She calls Enoch for help. Enoch is happy to hear from her and thinks she's calling to ask him to rejoin the team. She asks to be connected to the Zephyr instead.

After informing Mack about Deke, they send a quinjet to retrieve her. Coulson's train leaves for LA. To cover, he pretends to see his contact. A man with a hat over his face who happens to be carrying a briefcase. Coulson grabs the briefcase and walks away. What Coulson doesn't know is that two random men are watching his every move.

Yo-Yo delivers the device to Simmons who is super excited to see it. She calls it the Rosetta Stone of S.H.I.E.L.D. technology. Mack and Daisy aren't impressed, but Agent May is just as excited as Simmons is. Strange. Their next step is to find Coulson and Sousa.

Coulson tries to keep Sousa engaged and Sousa is still very suspicious of Coulson. Sousa decides to get a drink and runs into a very lovely lady at the bar. While Sousa is gone, a familiar looking Chronicom visits with Coulson. He's the one who posed as the police captain.

The Chronicom has a offer for the agents of S.H.I.E.L.D. and he chose to present it to Coulson because he knows Coulson is more machine than man. The Chronicoms don't value human life. They see humans as pointless, but Coulson says humans make life worth living. He asks Coulson to give the Chronicoms what they want and they will give the humans their charity.

Coulson doesn't trust the Chronicom and refuses his offer. That's when the Chronicoms starts threatening Coulson's mission. They know who Sousa is and his significance to S.H.I.E.L.D. history. If Coulson doesn't comply, they will kill Sousa before he's supposed to die, changing the course of history.

Sousa has his hands full with the cute girl at the bar. The two random men walk into the bar cart and clear it out. He charms her by saying he knows she's head to LA to get into show business. Sousa says the woman has the looks for Hollywood, but she needs to work on her acting. Sousa isn't stupid. He knows he's being set up.

The woman tells Sousa to come with the quietly, so Sousa grabs a bottle of liquor and starts a fight. He can handle the two men easily. It's the woman who poses the biggest threat. She throws a rope around Sousa's neck, pushes him up against a wall and starts choking him. Luckily Daisy arrives to cut in.

Mack and Daisy help Sousa get out of his stick situation and Coulson joins in time to deliver the final blow. Sousa only has more questions, but they only tell him their names. Sousa wants to see the package so they have to go back to the Zephyr. This time, they don't blindfold their guest.

Sousa meets the real Jemma Simmons and Agent May. May starts acting weird again when she shakes Sousa's hand. At first she's confused, but then she gets disoriented. Simmons takes her to the med bay for more tests. Meanwhile the rest of the team goes searching for Deke. Sousa may have an idea of who took him.

Deke is taken to a big house and meets the rich guy in charge. At the same time Sousa tells the team that HYDRA infiltrated S.H.I.E.L.D., but everyone already knew that. That's when Coulson realizes that Sousa isn't killed by Russians. He was going to expose HYDRA's presence in S.H.I.E.L.D. So someone from HYDRA killed him. There's only one other person who knows about Sousa's meeting. His superior, Wilfred Malick. That's when we realize the man that Deke is meeting is Freddy.

Mack has to choose between saving Deke from Malick or sending Sousa to his death. Coulson says Sousa inspired many future agents of S.H.I.E.L.D. Mack compares that inspiration to Coulson with the Avengers. But Coulson got a chance to fight another day. They don't know what

kind of impact Sousa will have on the future if he lives.

Freddy doesn't recognize Deke at first. Malick's guys mistook Deke for Dr. Linmore. Deke has no choice but to remind him that he helped him deliver a serum to HYDRA. Freddy remembers and says he owes Deke. He lets Deke walk free, considering his debt paid. But the next time he sees Deke, he won't be so lucky.

Sousa is confused as ever, but no one will tell him how they knew about Malick's association with HYDRA. And he's even more frustrated because he can't do anything about it. Daisy warns him that if he exposes HYDRA, they will go deeper underground. Sousa will do anything to expose them, including dying.

May's vitals are fine, so they still don't know what caused her disorientation. Yo-Yo tells Simmons about May's panic attack at the S.H.I.E.L.D. base. That is severely abnormal for May. May says she hasn't felt anything this whole time and then she was overwhelmed with her emotions. The panic attack was the first thing she felt since the temple.

May says she went to a world where they don't have emotions. She thinks she lost control of her emotions when she came back to life. They go over the most recent occurrences. May matching Simmons' excitement was weird because only Simmons gets that giddy about tech. And then right after she shook Sousa's hand, she felt confused and afraid. She says the team became like strangers. Now she feels worried and concerned. Yo-Yo notices that Simmons is holding May's arm. She pulls her hand off her arm and they step back. Yo-Yo asks how May feels now. She feels less worried. Yo-Yo surmises that May is feeling everyone else's emotions through touch. That concerns May even more.

Meanwhile, Deke calls the Zephyr through Enoch. By this time, Enoch knows the team did not return to retrieve him. He feels alone in this world. The team already knows about Freddy and are on their way to retrieve Deke. Mack pulls Daisy and Coulson aside and says he wants to save Sousa from his death. They will make the drop for him and figure everything else out later. Coulson and Daisy are on board. At the same time May tells Simmons that when she shook Sousa's hand, she felt an overwhelming urge to run. And then Sousa takes his briefcase, jumps on a motorcycle and leaves the Zephyr.

Sousa goes to the Roosevelt Hotel. He watches the concierge and a hitman watches him. The hitman gets up to call Malick. That's when the concierge nods at Sousa and they both walk away from the lobby. Sousa makes his way down a long hallway, quickly handing the briefcase to the concierge. He sends his regards to Howard and keeps walking. When he turns the corner, a gunman is waiting for him and shoots.

But this time, the gunman is Coulson and he's holding an icer. He says it will all make sense later. Sousa is knocked out. Coulson takes his coat and cane while Mack takes Sousa back to the ship. Malick's hitman sees a man in a trenchcoat with a cane walking down the hall. He shoots him twice in the back and waits.

Coulson is wearing the trenchcoat. He limps his way to the hotel pool and falls in to die. Luckily he's an LMD so he'll be okay. Malick's hitman checks the pool and leaves the hotel. He calls Malick to let him know the job is done, but there was no package.

As far as history is concerned, Daniel Sousa is dead. The coroners, Daisy and Simmons arrive to retrieve the body and the team leaves LA. After Coulson dries out, Simmons corrects his eyes. When they turned gold, the color left his sight. The first person he sees in color is May. She takes his hand and waits. Then says she reads nothing from him. Simmons also turned off Coulson's inner monologue. Which is a shame. I liked the narration.

Deke tells Yo-Yo that he got to see the result of their status quo first hand and he didn't like it. She suggests that if they get another chance to do anything about it, they take that chance. Deke is all in for that.

The ship jumps, leaving Enoch behind again. Sousa wakes up and Coulson explains they are Agents of S.H.I.E.L.D. and their mission to save the world. Sousa takes it well, it's the part about him being dead that bothers him. The agents didn't change history, they just removed Sousa from it. Coulson continues with his explanation.

Now that they have jumped, Deke is trying to find out when they are. He picks up music. Alice Cooper, "No More Mr. Nice Guy," is playing. Welcome to the 1970s!

Back in the 50s, a Chronicom was left behind to meet with Freddy Malick. They have a common enemy. He says S.H.I.E.L.D. will destroy all that Malick built. The Chronicoms want to help Freddy prevent that. All Freddy has to do is whatever the Chronicoms tell him to do.

A Trout in the Milk

Season 7

Episode Number: 128

Season Episode: 5

Originally aired: Wednesday June 24, 2020
Writer: Iden Baghdadchi
Director: Stan Brooks
Show Stars: Clark Gregg (Phil Coulson), Ming-Na Wen (Melinda May), Chloe Bennet (Daisy 'Skye' Johnson / Quake), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso 'Mack' Mackenzie), Natalia Cordova-Buckley (Elena 'Yo-Yo' Rodriguez), Jeff Ward (Deke Shaw)
Guest Stars: Joel Stoffer (Enoch), Tobias Jelinek (Captain William Dole), Thomas E. Sullivan (Nathaniel Malick), Neal Bledsoe (Wilfred Malick), Dawan Owens (Agent Ford), Cameron Palatas (Young Gideon Malick), Sedale Threatt Jr. (John Mackenzie), Patrick Warburton (Rick Stoner), Enver Gjokaj (Daniel Sousa), Paulina Lule (Lilla Mackenzie)
Summary: The team — Daniel Sousa in tow — reunites with more than one familiar face at the S.H.I.E.L.D. hangout and discovers exactly how to dismantle the Chronicoms' latest plan; the Zephyr unexpectedly leaps forward again.



The team arrives in New York City 1973 and immediately makes an effort to blend in. Agent May adapts to the NYC streets, but the hostility might be getting to her a little bit. Agent Coulson still doesn't understand how May still can't feel anything from him. Quake, aka Agent Daisy Johnson fits right in with the 1970's in her bell bottom pants and platform shoes. And Agent Sousa, well, he's got a classic look that fits in any time period.

Speaking of Sousa, he has a lot of questions about time travel. Coulson suggests he talk to Simmons on the Zephyr, but Sousa is more comfortable in the

field. They head to the S.H.I.E.L.D. safehouse to find Enoch, but they find a party instead.

At the Zephyr, newly appointed Agent Deke Shaw finishes a workout and checks on his Nana, Agent Simmons. Director Mackenzie assigned him to do combat training since he was kidnapped in the last episode. Simmons says he doesn't have to worry about Malick because he's been dead for three years.

Deke asks if Simmons heard from his Bobo, and Simmons is confused by the question. When she remembers who Bobo is, she says she hasn't heard anything but knows they will be reunited soon. Deke is a little afraid of his own existence if they aren't reunited. Or maybe he will, no one is really sure. Simmons ever so politely hints that she needs to work and Deke leaves. She starts rubbing the back of her neck and we see something glowing under her skin.

Mack and Agent Rodriguez head to the Lighthouse to see if it's empty. It's not. They find a man in a jumpsuit walking in and out of an office. According to Coulson's history files, the place was abandoned in 1972. Something about history has changed.

At the safehouse, May grabs a drink and bumps into someone. When she sits down next to Daisy, May is actually drunk. She pulls it together enough to tell Daisy that Enoch hasn't been

seen for over a year. Coulson and Sousa spot Rick Stoner. Sousa knew him when he was an enlistee. Coulson remembers him as a General.

Stoner addresses the room, introducing Wilfred Malick. S.H.I.E.L.D. is there to celebrate their advances in technology. Malick is using a targeting satellite with pinpoint laser technology to take out hostiles before they are even a threat. Sound familiar? It's the plot in *Captain America: Winter Soldier*. Malick calls his satellite, Project INSIGHT.

Sousa thinks S.H.I.E.L.D. made a turn for the worst, but Coulson explains that only a few higher ups are HYDRA. That doesn't explain why everyone is so excited by INSIGHT. Coulson says everyone thinks INSIGHT will keep the world safe. They don't know it's a HYDRA plot. He knows it is because it happened in his time. And this time Chronicoms are behind all of it.

Coulson says the Chronicoms offered him a deal and threatened to break the timeline. They did so by preventing Malick's death in 1970. Sousa thinks they should have left him in 1955 so he could have stopped HYDRA, but they don't know how Sousa would have affected the future, especially with the Chronicoms involved. Coulson tells Sousa to keep a low profile. He's famous among S.H.I.E.L.D. agents.

May flirts with Stoner, but he's strictly professional. She admires his professionalism, but still flirts enough to get some information out of him. She finds out that INSIGHT won't launch for another three years.

Daisy is watching an awkward young man when another young man approaches her. He says his brother Nathaniel hates going to these parties. Daisy recognizes Nathaniel as Malick's son, who is supposed to be dead. And the other young man is Gideon Malick. While they are talking Daisy finds out that Malick has a windowless office. And that's about all Gideon knows about S.H.I.E.L.D. Daisy excuses herself, but Gideon tries to stop her. Sousa shows up to rescue Daisy and pretends to be her fiancé. Sousa and Daisy make a cute couple.

Daisy and Sousa go looking for the windowless office while Coulson calls into the Zephyr. He reports everything they know so far. Simmons is concerned about finding Enoch, but Coulson tells her to focus on INSIGHT. Deke overhears the conversation and is kicking himself for not taking care of Malick when he had the chance. Malick got three extra years of life. Who knows what else he has his hands in.

Mack and Yo-Yo look around and find the Lighthouse power is being directed to something bigger. Yo-Yo suggests they leave, but Mack says the Lighthouse is still S.H.I.E.L.D. so there's nothing to worry about. Yo-Yo compares the situation to a James Bond movie. An underground base full of men in jumpsuits is a bad sign. One of those men in a jumpsuit walks out in front of them and opens a door. Inside the door is a very tall structure. Like Yo-Yo said, a bad sign.

Daisy and Sousa find the secret room in the office. There is a computer and recording devices. Sousa finds a gun and takes it. Daisy hacks into the computer, because there are no firewalls. She finds a list of S.H.I.E.L.D. targets that include Bruce Banner. Yes, that Bruce Banner, who's just a kid in 1973. Sousa thinks Daisy's team made the timeline worse than it was before. There's only one way HYDRA could have gotten names from the future.

Daisy and Sousa leave the office, signaling that it's time to leave. May and Coulson head for the door, but Malick stops Coulson to thank him for attending the party. Malick asks who he is and Coulson gives him a fake name. Malick makes small talk to stall Coulson until the Chronicoms arrive. And Malick actually remembers Coulson from 1931.

Daisy and Sousa see the Chronicoms surround Coulson and May. Daisy also sees Nathaniel sitting nearby. Chronicom Luke says Coulson should have taken his offer when he had the chance. Malick tells them to surrender, but Daisy plays her card, holding a gun to Nathaniel's side. Coulson asks for a counter offer. Let them go or Nathaniel doesn't walk out. Malick says Nathaniel has nothing to do with any of this, but May says he's a ripple and he doesn't belong in the timeline. Chronicom Luke says this ends now and his Chronicom hunters point their guns at Daisy and Sousa. Malick steps forward, pushing the Chronicom guns down, and telling them to stand down. Coulson, May, Sousa and Daisy leave with Nathaniel.

Everyone makes it out, leaving Nathaniel at the door. Chronicom Luke isn't happy with Malick and sends his hunters after them. Sousa doesn't really like that Daisy resorted to taking a hostage and wonders what else Daisy hasn't told him. Daisy quakes the Chronicom hunters and says she will explain later. Nathaniel also saw her use her powers

Coulson, May, Daisy and Sousa don't have any way of escaping until Enoch shows up, driving erratically. He stops and tells them to get in if they want to continue to exist. After some very

brief hellos and compliments on the car, Enoch speeds away. Chronicom Luke walks outside and doesn't like what he sees. He says it's time to change the rules.

Everyone returns to the Zephyr. Mack and Coulson fill everyone in on what they found out. The team knows INSIGHT is designed to pick off prominent S.H.I.E.L.D. agents and Avengers of the future. Peggy Carter and Nick Fury are also on that list. Mack wants to stop INSIGHT before the satellite is complete.

Sousa points out the computer screen as it's speeding up time. The Zephyr is going to jump. Mack gets upset because they didn't get a chance to stop INSIGHT. Yo-Yo tries to run for the door to stay behind, but she still isn't fast enough.

The team jumped three years to 1976 on the day Project INSIGHT is set to launch. Sousa is upset, but Daisy explains that they don't control when they jump. Who does?

In the midst of the chaos, Simmons finds Enoch. She is acting funny saying she's been forgetting things and feels confused sometimes. Enoch asks if she told anyone and Simmons says she's afraid to tell them. She rubs the back of her neck again and Enoch stops her. He wants to take a look at her.

They meet Sousa along the way and he starts yelling at Simmons for the time jump. I'm pretty sure he's upset about not stopping INSIGHT, but he's really harsh with Simmons. Deke jumps in to defend his Nana, but Sousa wants answers. He says he was pulled out of his life and Deke says they all were. That shuts Sousa up.

Mack comes up with a plan to stop INSIGHT. He's going to flood the Lighthouse. That will cause everyone to evacuate, thus stopping the launch. Coulson and May volunteer to go in and set the explosives. Daisy is going to hack into the Lighthouse communications to bypass all access for Coulson and May. She is also going to send the security feed to the Zephyr. Sousa wants to go with her so he doesn't have to stay on the ship. Mack sends Yo-Yo and Deke to find Freddy Malick and bring him in.

Chronicom Luke visits Malick first. He says Malick taught him a lesson about humanity on the day at the S.H.I.E.L.D. safehouse. He was handed victory on a platter and almost ruined it because of one person. His son. The Chronicoms are going to exploit that part of humanity to bring S.H.I.E.L.D. out in the open. Chronicom Luke hands Malick an envelope, calling it leverage.

Sousa asks about Daisy's powers, but she doesn't answer... as he expected. Daisy is having trouble getting past the firewall, so Sousa suggests she get a bigger computer. Daisy smiles and shows him her cell phone. She takes a picture of him and shows it to him. Sousa is impressed but then realizes he missed out on a lot of technological advances. Daisy apologizes for how weird and messed up everything is. They have to jump with the Chronicoms or things will be way worse in the future. Sousa understands, he's just sad he didn't get to say some goodbyes.

Daisy connects and sends the security feed to Mack and Simmons. They give May and Coulson the green light to go into the Lighthouse. Daisy opens checkpoints for them as they walk through the halls.

Daisy needs to connect to another panel and asks Sousa for help. Nathaniel comes around the corner and stuns the two agents with a Chronicom gun. The Chronicoms told him that someone would be snooping around and it would be Quake and Sousa. He's very happy to have them back in his life. Coulson and May get to the second checkpoint, but Daisy is gone.

Yo-Yo and Deke confront Malick. They say he's going with them, but Malick refuses. He tells them that the Chronicoms knew they would be there. They know every move that S.H.I.E.L.D. makes. And they are steps ahead of everyone.

No one can track down Daisy, so Mack comes up with a different plan. May and Coulson find Stoner wandering the corridors. Coulson tries to tell him that HYDRA infiltrated S.H.I.E.L.D. He even tells them about the Chronicoms, but all Stoner asks is if they are synthetic or organic. May interrupts by punching Stoner, knocking him out. Stoner didn't believe Coulson's story. She takes his keycard and they head for their target location.

The satellite emerges from the ocean. Malick says the Chronicoms have something that S.H.I.E.L.D. wants and shows them the envelope. Yo-Yo and Deke heard enough. It's time for Malick to answer for his crimes, but Malick says the dominoes are already falling. May and Coulson set the explosives. Nathaniel tied up Daisy and Sousa and is transporting them in a van. Malick says even if they figure out what's going on, there's nothing they can do. The Chronicoms see everything. Deke is tired of hearing him talk and shoots him. Yo-Yo takes a look at the paper in the envelope. She looks at Deke and says 'No.'

All of the bombs are in place. Coulson and May are waiting on Mack's signal to detonate. Mack sees something of interest and takes a closer look at a security camera inside the Lighthouse. He sees his parents in a cell. He tells Simmons that if Coulson and May flood the base, his parents will drown. Simmons reminds him that they cannot let INSIGHT launch. Mack tells them to abort the mission.

INSIGHT launches. Coulson and May are surrounded by men with guns. Mack, Enoch and Simmons take off to intercept the satellite. Enoch flies while Mack launches a missile at INSIGHT. It's a direct hit, but S.H.I.E.L.D. has just given away their position.

Nathaniel is on the phone with someone in prison. He's looking for Daniel Whitehall. He wants detailed instructions on how to transfer enhanced abilities surgically.

Adapt or Die

Season 7
Episode Number: 129
Season Episode: 6

Originally aired: Wednesday July 01, 2020
Writer: DJ Doyle
Director: Aprill Winney
Show Stars: Clark Gregg (Phil Coulson), Ming-Na Wen (Melinda May), Chloe Bennet (Daisy 'Skye' Johnson / Quake), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso 'Mack' Mackenzie), Natalia Cordova-Buckley (Elena 'Yo-Yo' Rodriguez), Jeff Ward (Deke Shaw)
Guest Stars: Joel Stoffer (Enoch), Tamara Taylor (Sibyl), Tobias Jelinek (Luke), Thomas E. Sullivan (Nathaniel Malick), Paulina Lule (Lilla Mackenzie), Dawan Owens (Agent Ford), Sedale Threatt Jr. (John Mackenzie), Shakira Barrera (Agent King), Patrick Warburton (General Rick Stoner), Enver Gjokaj (Daniel Sousa), Nic Few (Ford Chronicom), David Flynn (Stoner Chronicom)
Summary: After blowing its cover and damaging the Zephyr in the process, the team must scramble to rescue Mack's parents, save S.H.I.E.L.D. from a chronicom infestation and fix the ship; Daisy and Sousa are at a disadvantage against Nathaniel Malick.



The date is July 4, 1976, the Bicentennial. General Stoner and his Lighthouse crew are trying to find out who destroyed INSIGHT. His men bring in Coulson and May and he blames them for blowing up the rocket. They try to tell Stoner about the Chronicoms infiltrating S.H.I.E.L.D., but he won't listen.

The scanners pick up the Zephyr on the radar. Malick updates S.H.I.E.L.D. tracking capabilities with an advanced integrated tracking system. On the Zephyr, Deke and Yo-Yo return without Malick. Yo-Yo reports that Deke killed Malick, and that makes Mack angry.

Mack can't deal with Deke right now. They have to find and save Mack's parents in the Lighthouse. Deke insists on going because he knows the Lighthouse better than anyone, but Mack wants to go alone. Yo-Yo insists on going because she knows he's walking into a trap. Mack doesn't argue with her and they leave. He tells Simmons to find Daisy and Sousa and try to find the Chronicom ship as well.

Mack and Yo-Yo leave without a plan and without any backup. Mack is feeling nostalgic. He remembers the big Fourth of July party with his whole family on that day. Yo-Yo says the Chronicoms are trying to get into his head. Mack says this isn't how he imagined introducing Yo-Yo to his parents. This is going to get very emotional for Mack.

The Lighthouse is put on lockdown, and someone's armed the missiles. Stoner says he didn't order any of this, and Coulson says it's the Chronicoms and anything electronic has been hijacked. Stoner tells his agents to go downstairs and rip out the mainframe. It's too late, though. The missiles launch. Enoch sees the missiles and releases bursts of explosives to deter them. The bursts work on all but one missile that directly hits the Zephyr.

Daisy and Sousa wake up, after being drugged and cuffed in a barn. Nathaniel checks on them and Daisy asks to be let go. She says HYDRA and S.H.I.E.L.D. can finally be together.

Nathaniel says he's not HYDRA. He's something else and he wants to be more. He knows they are Inhumans. Nathaniel says Sousa doesn't look his age so he must be Inhuman. And if he's not, Nathaniel will kill him.

Nathaniel wants their powers, but Daisy says she didn't drink a superserum, her power is in her DNA. Nathaniel is rich, so he's not worried. He knows some great HYDRA doctors... like Dr. Reinhardt, a.k.a Daniel Whitehall. Daisy still has a score to settle with Whitehall and gets angry at the mention of him. She threatens to crush Nathaniel, but she can't. He has his men take Daisy to the examination room to begin his procedure.

Stoner interrogates Coulson and May about who they are and why they are there. They tell him about the Chronicoms, but he doesn't believe a word they say. Agent King enters to give Stoner a message. King voices her disdain for Coulson and May and puts her hands on their shoulders. Agent Ford needs Stoner in the basement. Before he leaves, he tells Coulson and May that Malick is dead. After the door closes, May tells Coulson that when Agent King touched her shoulder, she didn't feel anything from her. Like Coulson. That agent is a Chronicom.

Deke puts out the fires on the Zephyr, but Enoch finds an even bigger problem. When the drive jumps, a network of cables carries the current from the drive to the shielding around the Zephyr. With the shielding damaged, if the drive jumps only part of the Zephyr will jump and pulverize everything else. They can jump at any moment. Time to get to work!

Simmons sends Deke to look at the power regulator while she and Enoch rewire the control panel. Simmons opens the control panel and starts to panic a little. She admits that she doesn't remember how to fix the shielding. Enoch assures her that everything will be alright but they must act immediately. I love how calm Enoch is.

Mack's parents are sitting calmly when Mack and Yo-Yo burst into the cell. Mack gets a little carried away when he sees his mom and hugs her. He introduces Yo-Yo as his girlfriend. Their names are John and Lilla Mackenzie. Lilla and John have questions, but Mack can't provide any explanations. Mack leads them out of the cell and through the Lighthouse.

Agent King says they found an elevator to the basement. So someone definitely messed with the S.H.I.E.L.D. mainframe. They need Stoner's override to reboot the system. He sees a video of himself alerting the base about the lockdown. He says his own face is aiding the enemy and to turn off the videos. King says they will remove his face ASAP.

May and Coulson discuss why King is a Chronicom and why Coulson isn't. Coulson says King has a personality and that's something that the Chronicoms can't mimic. Coulson can do it, but he's not a Chronicom, even though Enoch used Chronicom technology to modify Coulson's LMD.

That triggers Coulson. He voices his frustration with May because she displays no emotion toward him. He didn't ask to be an LMD. He's frustrated because he knows May doesn't feel anything about him, but he wants to know what she thinks. May thinks Coulson never dies. Coulson always comes back. She has mourned him too many times and she won't do it again. She especially won't mourn a decoy with a simulated personality.

Coulson starts to think. He says the Chronicoms are mimicking him. They are adapting. On the train, Chronicom Luke told Coulson that they would adapt. They saw him and realized they could steal personalities. And they have means to do that. The machine they used to collect FitzSimmons' memories is also capable of uploading human memories and identities to Chronicom bodies. Then they steal their faces. Replace the agents and use them to take over. And General Stoner is next. And he just walked into their trap.

Mack and Yo-Yo lead the Mackenzies to a dead end. There is a door there and the quinjet is behind it, but they don't know how to get in. John is frustrated but Lilla says it's not about them. They're worried about their two boys at home. Mack says the locks on the blast door are in a panel. He compares it to a car saying if they bust the locks they can open a door. He asks for John's help in breaking the locks.

Meanwhile, Stoner's conversion is almost complete. Ford asks for another hunter for the next conversion. When King turns around, May and Coulson are standing behind them. May kills Chronicom King and Coulson blasts the other Chronicoms with their own guns. He pulls the power cord out of the floor and Stoner wakes up, saying he believes them. Finally!

Coulson says they are in a Chronicom conversion room. They upload personalities on the table, then take the faces of their victims. There are three faceless S.H.I.E.L.D. agents in the room. Unfortunately they are dead. Stoner doesn't want to lose any more people so he plans to evacuate the base. Coulson sees a ladder coming up from the floor behind some equipment. May

says Mack is somewhere in the base trying to get to his parents. Coulson tells her to link up with Mack and get everyone out. The Chronicoms mentioned bring more up. He's going to go down the ladder to see where they are coming from.

Nathaniel extracts blood and spinal fluid from Daisy, making her extremely weak. Malick's guys drag her back to Sousa. He tells Daniel that he plans on synthesizing the blood and fluid and transfusing it into him. And if that doesn't work, he'll use knives next time to get what he needs. He's doing all of this to try new things.

Sousa checks on Daisy. She is mumbling something about this happening before and I'm pretty sure she's saying the name Jiaying, her mother. Sousa doesn't know what she's talking about, but he needs to keep her awake. He tells her the story about how he injured his leg. Another soldier carried him back to safety, but died so Sousa could live. All along the way, the other soldier told Sousa that they were going home. He tells Daisy the same thing. They are going home and she has to fight. Daisy raises her hand and reveals a piece of glass stuck inside. Sousa pulls it out realizing Daisy has plenty of fight left in her.

Back at the Zephyr, Enoch is working on something in Simmons' head when Deke walks in. Deke assumes the worst and uses defibrillator paddles to shock Enoch. He wakes up his Nana, saying Enoch is a traitor. She sees Enoch on the floor and asks what has Deke done!

Coulson gets to the bottom of the ladder, carrying the duffle bag of explosives, and finds the sleeping pods of the Chronicoms. He's on their ship and sees a control panel. He inserts his hands into the panel and it transports Coulson to Sybil's chamber. Coulson asks if this is a bad time and Sybil smiles at him.

Mack and Yo-Yo push on the blast door while John and Lilla work on the wires. They hear someone coming. Something slips and John cuts his arm, but he says he's okay. Mack leaves to see who's coming and hands a gun to John. He is met by two Chronicoms. As strong as the Chronicoms are, Mack is just as strong.

Sybil says their time ship has been under the Lighthouse and that's why S.H.I.E.L.D. had difficulty finding it. Coulson's body is still there and his consciousness is with her in a virtual space. Sybil introduces herself as the Predictor. She reads the time streams. He says she's unlike any Chronicom that he's met. She says he's different too. Coulson says he's not a Chronicom, but he's not a person either, and asks what he thinks he is. Coulson could answer, but Sybil likes to answer for him.

Deke thinks Enoch was implanting something dangerous into Simmons' head, but she says Enoch is a friend and Deke should forget what he saw. He wants to know what's going on. Simmons says Enoch was fixing her memory so she can fix the ship. Deke asks if she really doesn't know how to fix the ship.

Frustrated, Simmons says Deke has no idea how impossible it was to track the Chronicoms through time. She and Fitz found a place where they could observe all of the Chronicoms' movement. To guide the time ship, Fitz chose to stay there. He is completely exposed, and if the Chronicoms find him, he will die. So no one can know his location. Simmons designed a biological implant to suppress her memories. Simmons named it Diana, and she's adorable. And they are literally inseparable.

Simmons tells Deke to get to work, but he's very worried that she won't remember where Fitz is. She says she might remember. Diana is acting up and she's forgetting things she's supposed to remember and remembering the things she's not supposed to remember. Deke says he will help her fix the implant. Simmons isn't too worried. She says she's far more likely to blow a hole through space time and Diana won't matter anyway. What!?

Malick's guy comes in for Sousa. Sousa tries to get him to help Daisy instead. The goon unlocks Sousa's ankle cuffs and Sousa takes his shot, stabbing the guy with the glass. He is able to stand up and knock the guy out. He unlocks all of the cuffs and picks up Daisy, planning to carry her out of there. The building starts shaking, but it's not Daisy. It's Nathaniel. He's bleeding from the mouth and in pain. He says his bones are cracking. The roof caves in on top of Nathaniel.

Coulson asks for Daisy's location. Sybil says she's been kidnapped by Nathaniel Malick. He wants to take her power and has a 22% chance of succeeding. Daisy has an 86% chance of surviving. He brings up Mack's parents, knowing that the Chronicoms are using them to get to S.H.I.E.L.D. so they can have the Earth. Why do they want the Earth? To ensure the survival of her species. That's what Coulson wants, too.

Coulson asks what the difference is between a human and a Chronicom. Sybil says it's time. Humans have a limited time and they fear death. They will act irrationally to prevent themselves or others from experiencing death. Chronicoms cannot die, so time has no consequence. With a home planet intact, the Chronicoms will exist long after humans are gone. She says once he realizes that, he'll give up or run out of time.

Coulson disagrees on three things. 1. The difference is sacrifice. Yes, time has limits which means they have to sacrifice and sacrifice comes at a real cost. Not just data, it's heart, pain, blood, sweat and tears, all the good human stuff. 2. They will never give up. We see Mack still fighting the Chronicoms. Yo-Yo continues to try to open the blast door. Deke and Simmons restore the shielding around the Zephyr. And Daniel walks out of the building carrying Daisy.

The third thing is Coulson. He doesn't fear death. Dying is his superpower. Coulson disconnects from Sybil. He hears Chronicoms coming down the ladder and sees two hunter pods open. He radios May saying he found the ship and he hopes she is right about the next part. Coulson throws the duffle bag toward the pods and detonates the explosives. The blast takes out the entire ship, with Coulson on board.

Everyone hears the explosion and the blast door opens up. Mack tells Luke that they disrupted their lockdown. Luke says it doesn't matter and continues his fight with Mack. Luke pulls a gun, but someone shoots him from behind. It's May and Stoner. May reports that Coulson ended the lockdown. They run to the quinjet with John and Lilla. May thanks Stoner for finally believing them. It turns out that May is level seven, so Stoner would report to her. I guess that means they can't get a drink. She tells him to clear the base and create a cover story, perhaps a hydrogen wave crisis. She thanks him again, shaking his hand and feels something funny go through her.

Everyone straps in for take off and Mack asks about Coulson. May says he's gone. Yo-Yo asks if he was in the explosion. May only answers that he will come back. He always does.

Deke watches Enoch work on Simmons' implant. She makes Deke apologize to Enoch for knocking him out. And he has to tell Enoch that he's a valued member of the family. Enoch accepts and finishes with Simmons. Deke asks if she remembers where Fitz is. Simmons thinks for a minute, but truly can't remember. She asks Deke not to tell anyone about the implant. Deke nods in agreement.

John checks out the cockpit while Yo-Yo chats with Lilla. Mack joins them as John thanks May for saving them. He puts his hand on her shoulder when he does. May turns the jet and puts it on autopilot. Mack checks on her and she says she can't take John to the Zephyr. When he touched her arm, she didn't feel anything. He's a Chronicom. Mack doesn't want to believe it, but May tells him to check John's arm.

Mack goes back to the conversation with Lilla and John. He asks to take a look at John's arm to show May he's all good. John says it's nothing and won't show Mack his arm. Lilla gets defensive and tells Mack to leave John alone. John says it's okay and starts rolling up his sleeve. The scratch tore off a part of John's arm, exposing his robotic interior.

John attacks Mack, Lilla attacks Yo-Yo and a fight ensues. Mack asks what happened to his parents. John says they've been gone for a while. He also calls Mack "son," giving Mack a surge of energy. Mack punches John hard a few times in the face, pushing him backwards. Yo-Yo grabs John's head and twists it, killing the Chronicom imposter.

May is having a hard time with Lilla until Mack pulls her off. Yo-Yo opens the door and May jumps in the cockpit. She lifts the nose of the jet so John's body slides out. Mack is fighting with Lilla and stops to look her in the eyes. She can see that he's getting emotional and asks him not to kill her, calling him "Alfie." Mack pushes her out of the jet with tears in his eyes.

Enoch and Deke work together to make sure the Zephyr is working correctly when the countdown to the next jump begins. Mack and Yo-Yo sit in silence. Simmons and Sousa watch over Daisy in the healing chamber. Deke announces the jump, and Simmons says Sousa needs to go if he's going to stay in that time. Sousa says he's where he needs to be and stays on the Zephyr with Daisy.

The jump is rough, but everyone is okay. Mack goes to the cargo bay and opens the doors. Deke watches him get on a motorcycle. Mack says he needs some air and leaves. Later, Mack is sitting on the motorcycle not too far from the Zephyr. Deke is out there looking for him. He knows what Mack is going through right now. Simmons calls him on the radio in distress. They are about to jump. Deke runs to find Mack and yells at him that Z1 is in trouble. The Zephyr jumps, leaving Deke and Mack behind.

The Totally Excellent Adventures of Mack and the D

Season 7
Episode Number: 130
Season Episode: 7

Originally aired: Wednesday July 08, 2020
Writer: Brent Fletcher
Director: Jesse Bochco
Show Stars: Clark Gregg (Phil Coulson), Ming-Na Wen (Melinda May), Chloe Bennet (Daisy 'Skye' Johnson / Quake), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso 'Mack' Mackenzie), Natalia Cordova-Buckley (Elena 'Yo-Yo' Rodriguez), Jeff Ward (Deke Shaw)
Guest Stars: Jolene Andersen (Olga), Austin Basis (Russell Feldman), Ryan Donowho (Cricket), Tipper Newton (Roxy Glass), Tamara Taylor (Sybil), Karl Girolamo (Chip Womack), John Yuan (Tommy Chang), Matt Yuan (Ronnie Chang), Lynden Orr (Tawni), Azalea Davila (Bartender), Lauren de Miranda (Genesis), Marcus Jordan (Marcus), Thomas E. Sullivan (Nathaniel Malick)
Summary: After getting stranded in 1982, Mack retreats to his childhood home to deal with the death of his parents; Deke scouts a group of new agents.



River's End, 1982 — Ok, so you have to keep in mind that this is the early stages of computers. They are big, bulky, and run really slow. And it was pretty cool if you had one. As for robots, that was something that only nerdy people were interested in. Like Russell, a computer repair guy living in River's End. Russell is also kind of a loner. So when the popular guy from high school brings in his computer for repairs, something amazing happens.

While Russell runs the diagnostics on the computer, the computer starts talking back to him. Not in code or anything—

the computer asks for help. When Russell asks who is talking to him, a picture of Sybil prints out on the printer. Another thing to keep in mind, you couldn't talk to a basic computer in the '80s. That stuff only happened in the movies.

The Zephyr is there for literally five minutes before it jumps. Deke freaked out a little bit, but then calmed down enough to try and come up with a plan of action. Mack, on the other hand, is in a whole different mood. He is mourning the loss of his parents, at his own hands. He says the mission is over because the Chronicoms would have been destroyed in the explosion at the Lighthouse. Then why did they jump to 1982 for five minutes?

Mack also yells at Deke for killing Freddy Malick. He's supposed to make ripples, not waves. Deke knows this is coming from a place of pain, and he tries to be there for Mack to lean on. But Mack isn't having it. He doesn't want to regroup. Mack gets on his bike and leaves Deke behind. He visits his parents' graves and then checks in on his 10-year-old self. He sees him and his brother coming home from school and living with their uncle.

Sybil gives Russell blueprints on how to build a voice box for the computer, among other things. This technology is way advanced for 1982. When she finally speaks to him, Russell is

excited that she actually sounds like a woman. Sybil says she will be a woman again soon, once Russell makes her flesh. Then they can be together.

Mack ends up at his old house. He puts together model cars to pass the time and grows out his beard. Deke finally finds him, decked out in '80s style clothing. I think he pretty much fits in at any time period. Deke buys Mack some groceries and tries to connect with him, but Mack isn't ready. Mack won't talk to Deke, even on New Year's Eve. Despite Mack's isolation status, Deke keeps trying. He continues to buy him groceries and attempts to get him out of the house. One day he slips a note under the door asking Mack to meet him at a bar. He says it's urgent.

Russell is pretty much in love with Sybil by this time. He even brings her flowers. Sybil has advanced. Russell builds her a robot body. Think, Number 5 in the movie *Short Circuit*, but smaller. Sybil continues to flirt with Russell, because he is going to help her increase her capacity.

Mack goes to the bar to meet Deke and finds him on stage, playing with a rock band, The Deke Squad. He's the lead singer and says he wrote their final song. "Don't You Forget About Me," but with a few different words... including Daisy's name. Mack needs a drink to deal with this.

May stops Deke in the middle of his story. She can't believe he was in a band. Deke said she wouldn't believe him. He continues. Deke is decked out in guy-liner, a red jacket with matching pants and a headband. I'm pretty sure that's his best '80s rocker impression. Mack says this is classic Deke. Being from the future, he is able to steal something from the past and pretend that he created it. The bar crowd loves Deke though. He even has his own merchandise, including cologne.

Mack has no time for Deke's games and wants to know what he meant by urgent. The Deke Squad is what's urgent. It's not really a cover band but a band used for cover. And all of the band members have specific skill sets. Roxy Glass, Tommy Chang, Ronnie Chang and Olga Pachinko make up the Deke Squad. Oh and Cricket, but he's not an agent of S.H.I.E.L.D. He's just the drummer and he sells coke... not the drink, though.

Mack doesn't like it. He says the band is too overexposed, but that's the brilliance of it according to Deke. They move freely from town to town, use high tech instruments as part of the gig and any bad behavior is blamed on drugs. But they need a leader, and that's where Mack comes in. Deke says they've picked up some enemy chatter and Mack wonders if he's talking about the Chronicoms. Deke doesn't want to talk in the open so he takes Mack back to HQ.

Where is HQ? The Lighthouse. Mack doesn't like that either, especially since it looks like a party pad. Deke says Coulson likes it. Yep. He said Coulson. The explosion may have destroyed the LMD body, but Coulson's mind survived on a hard drive. Deke didn't have many resources, so he had to improvise. He uploaded Coulson onto a modified television antenna... maybe a video cassette recorder? I have no idea what that device is.

Coulson exists as a head on a television screen (look up Max Headroom). Coulson tells Mack about Sybil and the time streams she used to predict the future. He thinks Sybil survived the explosion, uploading herself into the River's End power supply. He's been monitoring the grid and every time there's a power surge, strange symbols print out. It's like she's trying to contact someone. And Coulson thinks she's building new hunters.

Sybil and Russell hit a bump in the road in their relationship. He's been helping her expand her capabilities, but now she can do that on her own. The Sybil-bot makes more Chroni-bots, and Russell thinks she doesn't need him anymore. He's right. Sybil says he served his purpose. A Chroni-bot kills Russell because he knows too much.

Coulson catches up with Mack, fully aware of his isolation and depression. That's not healthy. Mack is having a hard time, but he needs his friends. Coulson suggests that Mack move to the base. But first! Deke wants to show Mack what his S.H.I.E.L.D. team can do. He sets up a training session that he calls 'the gauntlet.'

The gauntlet is small but teaches the team how to fight with paintball guns and run defense on the opponent. The whole thing is a mess. Olga uses an actual live explosive in the training session... Russians... Cricket appears and thinks they are shooting a video.

Deke and Mack talk about the training session, but Mack doesn't like it. Deke says not to give up on them. He shows him the best part. He made a weapon for Mack, a new Shotgun Axe. Mack doesn't want it, and he doesn't want to be a part of the team. He thinks Deke is fraud, building something out of a lie and surrounding himself with fans. Deke argues that his team has his

back. They won't give up on him when things get tough, the same way Deke won't give up on Mack. Mack didn't ask Deke to do anything for him, but he didn't have to. It's what friends do for each other. That's nice and all, but Mack decides to leave anyway. Meanwhile, the Chroni-bots enter the Lighthouse.

Roxy goes after Mack and says he doesn't treat Deke very well. Deke only praises Mack for being a great leader. Deke was obviously wrong. Roxy also accuses Mack of being a deadbeat Dad. She says she's seen his kid and the kid looks just like Mack. She's talking about 10-year-old Mack. Roxy says Deke visits the kid and his brother every couple of weeks. He takes school supplies and toys to them. He even gave them a drum kit.

The Chroni-bots waste no time in creating havoc in the S.H.I.E.L.D. base. Chroni-bot #1 kills Cricket, then chases his girlfriend. Chroni-bot #2 channels its inner Dalek and tries to exterminate Mack and Roxy. Mack says he's encountered these things before. They killed his parents. He says somehow, some way, someone is going to pay.

Deke is sad and admits he didn't write any of the band's songs. Cricket's girlfriend runs up to warn the band about the Chroni-bot before she is gruesomely killed. There's literally blood everywhere! The Chroni-bot asks Deke and his band for help. Olga will help it... with her knife. She's faced worse enemies than this metallic wizard. She fights the murder bot while Deke and the Changs watch. The murder bot almost kills her before Mack and Roxy stop it. Mack is back, and he's ready to join the team.

Mack cuts his beard, puts on the S.H.I.E.L.D. suit Deke made for him, but cuts off the sleeves first, and adds fingerless leather gloves to his uniform. The finishing touch: a black headband. That was the warrior style back then... I guess. Mack grabs his Shotgun Axe and is ready to fight.

So here's the situation. They don't know how many Chroni-bots are out there. And no one has seen a Chroni-bot since Max and Roxy saved the team. Coulson has some ideas about why that is. He's been trying to figure out why Sybil would attack the base. There have to be better ways to destroy S.H.I.E.L.D. if you know which threads to pull. Unless she doesn't have the threads. The time stream has to be in the base. At the same time, Sybil-bot finds the time stream in some rubble from the explosion.

The Deke Squad work together to blow up Chroni-bot #2, using the gauntlet course. Deke delivers the cheesiest line just before it explodes. This whole episode is full of cheesy lines. You're gonna love it. The Sybil-bot emerges and the squad is ready to take her down. She says Coulson surprised her in their first encounter. She made the necessary preparation for this encounter. Sybil has lasers coming out of her eyes, and the team scatters.

Olga gets hit with a laser, but she's going to be fine. The Changs high-tail it out of the base. They can't do lasers. Of course Mack quickly comes up with a plan. Deke provides a typical distraction while Roxy and Mack blow up the Sybil-bot. Deke gets shot with a laser, but he's okay.

Mack compliments Deke's team. In return, Deke calls the director "Mack Daddy." Nope! Not gonna happen. What they don't know is that Sybil also modified Russell's remote control robot, as well. The tiny robot with one arm carries the time stream out of the base.

Roxy and Olga celebrate their first S.H.I.E.L.D. mission. The Changs return, feeling a little embarrassed for running. It doesn't matter. Deke loves the Changs, flaws and all. Mack looks everywhere for Sybil and the time stream, but doesn't find either. They have to assume Sybil is still alive.

Later, Mack and Deke take a trip to younger Mack's house. Deke updates Mack on how his younger self is doing. The boys are still dealing with their parents' deaths, but their uncle is great with the boys. Deke thinks Mack and his brother are going to be closer in this timeline. Mack bought the boys model cars to build. Deke says it will help. The cover story is that Mack is Deke's bandmate and he plays the saxophone.

The Zephyr returns to 1982. Hopefully that will be explained in the next episode. May and Yo-Yo leave the ship to find Mack. They have 27 days until the rendezvous with the Zephyr again. Yo-Yo is very worried about Mack. He's been alone for 20 months dealing with his grief.

The duo arrives at the lighthouse, and Yo-Yo runs into Mack's arms. May greets Deke and Coulson, who she seems happy to see. Simmons tells her to recover Coulson's hard drive, saying it is their most important asset. Coulson asks if he's getting a new body, and May says he has to wait and see. May and Yo-Yo meet the Deke Squad.

That tiny robot hasn't stopped moving. It travels to a warehouse where Nathaniel Malick is waiting for it. Nathaniel and Sybil teamed up at some point. Now he has the time stream and control of his world's future. Sybil thinks they make the perfect pair.

After, Before

Season 7

Episode Number: 131

Season Episode: 8

Originally aired: Wednesday July 15, 2020
Writer: James C. Oliver, Sharla Oliver
Director: Eli Gonda
Show Stars: Clark Gregg (Phil Coulson), Ming-Na Wen (Melinda May), Chloe Bennet (Daisy 'Skye' Johnson / Quake), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso 'Mack' Mackenzie), Natalia Cordova-Buckley (Elena 'Yo-Yo' Rodriguez), Jeff Ward (Deke Shaw)
Guest Stars: Joel Stoffer (Enoch), Thomas E. Sullivan (Nathaniel Malick), Dichen Lachman (Jiaying), Dianne Doan (Kora), Byron Mann (Li), Enver Gjokaj (Daniel Sousa), Fin Argus (Gordon), Lucas Armendariz (Francisco), David Bianchi (Javier), Ricardo Cisneros (Oscar), Sophie Rabe-Martinez (Young Elena), Dove Cameron (Ruby (archive footage)), Eve Harlow (Tess (archive footage))
Summary: With the Zephyr's time drive malfunctioning, the team hurtle toward disaster with Yo-Yo as its only hope; Yo-Yo must enlist the help of an old adversary to regain her powers.



While Mack and Deke were fighting Robo-Chronicoms last week, the rest of the team were jumping through time. The time jumps are short and in the same location. Simmons figures out a pattern, giving May and Yo-Yo the opportunity to find Mack, Deke and Coulson's hard drive.

Simmons updates Mack on the situation. The time drive is literally out of control. At the rate they're jumping, the Zephyr will collapse in two days. Simmons doesn't really know what will happen at the end. And neither does Daniel Sousa. Deke suggests disconnecting the field cell regulator, but they can't reach it. Enoch explains the unit is actually spinning so fast that they can't turn it off. And it disintegrates anything it touches. The only person fast enough, if she still had her powers, is Yo-Yo.

Daisy suggests Yo-Yo pay a visit to her mother, Jiaying. In 1983, Jiaying was in an Inhuman community called Afterlife. This is before Daisy was born and before HYDRA got ahold of Jiaying. She would know how to cure Yo-Yo. May will go with her, but first Mack wants to talk to Daisy and Coulson.

Coulson is in the process of getting a new LMD body when they reboot his hard drive. Mack fills him in on the situation. He's worried about the implications of visiting Jiaying before Daisy is born. After the secret conversation, Mack gives May and Yo-Yo the go ahead for their mission and they leave the Zephyr.

Yo-Yo is pretty nervous, and May can feel it without touching her. She admits her range extended while they were in the lighthouse... during Mack and Yo-Yo's "reunion." She says they have to be very careful with Jiaying. The last time Jiaying saw a S.H.I.E.L.D. quinjet, she started a war.

As soon as they land, they find trouble. A young girl is running from two men, but stops when she realizes it's futile. The girl's name is Cora. One of the men is a younger Gordon, an

Inhuman with the ability to transport anywhere. The Agents of S.H.I.E.L.D. have encountered him before. He sees May and Yo-Yo before the man with eyes does. Yo-Yo asks to see Jiaying and they transport them into the community.

Yo-Yo explains her situation to Jiaying, but her head of security, Lee wants proof. She can't give him any proof, and that's why she's there. May senses that Jiaying believes them and is interested in helping her. Lee pulls a diviner and asks Yo-Yo to pick it up. If she is Inhuman, the diviner will light up. Yo-Yo picks it up and nothing happens because of her prosthetic hands. She holds the diviner to her face and it lights up. Jiaying agrees to help her.

Lee is concerned about the security and doesn't want Yo-Yo and May there. Jiaying says Yo-Yo is one of them and they must do everything they can to help one of their own. Lee says okay but Yo-Yo and May can't leave after Jiaying cures her.

Jiaying takes tissue and blood samples from Yo-Yo and uses acupuncture to remove any toxins from Yo-Yo's blood. She asks Yo-Yo where the poison came from. Yo-Yo doesn't lie, she doesn't know where the poison came from. Jiaying says they will know more when her blood and tissue tests come back.

May gets a weird feeling from Lee and assures him that they will forget about Afterlife once Yo-Yo is cured. He says she can't leave until he says so. That leads to questions about Cora and he pulls a knife, causing a reaction from Yo-Yo, but she freezes. May is able to turn the tables on Lee, forcing him to reveal his own special power. He says he wanted to see if Yo-Yo made any progress.

Later, Yo-Yo doesn't think Jiaying's therapy is working and wants to go back to the Zephyr. May wonders if Lee even wants Yo-Yo to get her powers back. She picked up some bad vibes from him. They hear Cora scream and run out the room to see what's going on.

Jiaying is with Lee and Gordon this time and apologizes for disturbing Yo-Yo, telling her to get some rest. She has a theory about her symptoms and her test results should confirm it. They go back in the room and Jiaying locks the door. Yo-Yo is concerned about the young girl, but May says it's not their fight.

The next morning, Jiaying comes back with the tests. Nothing out of the ordinary showed up. Meaning Yo-Yo's problem isn't physical, it's psychological. Jiaying suggests using May to unblock her powers. She knows May is empathic and says it could be the key to helping Yo-Yo, by guiding her on an exploration of Yo-Yo's emotional past. May and emotions don't mix well though.

They give it a try, with much suspicion. Jiaying leaves them alone to concentrate. All May picks up from Yo-Yo is embarrassment. She has a better idea of how to work out her emotions. Sparring! May's ideas are the best ideas. While they are fighting, Yo-Yo gets flashes of memories and feelings of anger and regret. The last memory hits both Yo-Yo and May really hard.

When Elena was about 10 or 11, her father got mixed up with some bad people. They stayed with their uncle, but the bad people tracked them down. Her uncle tried to tell the bad guys that Elena's family wasn't there while she hid in the closet with her cousin. The goon beat up her uncle and asked for money to go away. He tried to take her grandmother's cross necklace. Elena snuck out of the closet when the man wasn't looking and took the necklace. The goon killed her uncle for hiding it. Elena feels responsible for his death. May consoles her saying she was just a child. She thinks the point is for Elena to forgive herself.

Zeke and Daniel work on Plan B to try and cut the power to the time drive from the control room. It doesn't work, though. Daniel decides to prepare for plan C — abandon ship. Deke lets his Nana Simmons know that nothing is working. The Zephyr jumps again. Simmons tells Daisy to get back in the healing chamber, but Daisy says there's no time. Simmons can't save everyone, but she can try.

Daisy and Coulson chat about their situation, while Coulson drinks a lot of water. He says he's happy to see Daisy healing, or at least he thinks that's what he's feeling. Daisy says she got lucky and attributes her escape to Daniel. She's glad Daniel is with them and that makes Coulson happy too.

While Daniel gets the parachutes ready, he talks to Simmons about jumping out of planes. Simmons says she's jumped twice, but only had a parachute once. She gives Daniel a new leg prosthetic. They made it for him when he came aboard. He apologizes for being unfair to Simmons after boarding the ship. Simmons accepts and leaves to take care of something else.

May and Yo-Yo hear Lee calling for Jiaying about Cora. May follows them to Cora's room. Along the way, Lee asks if Jiaying found out what suppressed Yo-Yo's powers. She doesn't have

any answers and he thinks her efforts were all for nothing. Jiaying says they will find another way. It's too late, though. They go into Cora's room where there has been some kind of explosion.

May walks in, asking what happened, thinking they hurt Cora. Jiaying explains Cora did that to the room. She has explosive power and holds it in, causing her much pain. That's why Jiaying wanted to help Yo-Yo. If there is something out there to take away power, they need it. Lee thinks the only way to deal with Cora is to kill her. They find another guard in the room, badly burned. Cora took the guard's gun. Jiaying says it's because Cora is afraid of what Lee will do to her. May says Cora is not afraid of Lee, she's afraid of herself.

Cora runs to the woods and stops. She pulls out the gun and holds it to her head. Something stops her from pulling the trigger, and the gun falls apart. It's Nathaniel Malick. Cora asks how he knew she would be there. He says Sybil told him. He asks about Afterlife, calling it a cult and a prison. Cora says it's her home.

Nathaniel thinks they brainwashed her, saying she's too powerful for the place. Cora thinks she is deadly because she can't control her gift. Nathaniel says she doesn't have to control her gift. She should just let it out. Helicopters arrive, and Nathaniel says his friends are going to cause some chaos. He asks her to go with him and never feel trapped again.

A man bursts into Yo-Yo's room and attempts to shoot her. May comes in and knocks the guy out. Jiaying and Lee are with her. May takes his gun and says they are under attack. She looks at her watch. They only have a couple of hours before they have to rendezvous with the Zephyr.

May and Yo-Yo lead Jiaying and Lee out of the room. They hear something and see Gordon fighting with one of the intruders. He tells them that the intruders are taking people hostage. They feel a quake, much like Daisy's, but it's not her. They keep going and come face to face with Cora and Nathaniel.

Cora holds Jiaying responsible for her pain and accuses her of trying to kill her. Jiaying tries to appeal to Cora, talking about the stories she used to read to her as a child. Cora isn't a child anymore though. Jiaying said she promised to always protect Cora, instead she protected the world.

Lee steps up to kill Cora and Cora throws a fiery punch at him, burning his face. Cora is shaken by what she just did and runs after Jiaying. Yo-Yo grabs Jiaying and May and runs to Gordon, telling him to get them out of there. He transports them to the quinjet.

The Zephyr jumps again. Simmons goes to a computer to send a message to Fitz. She reveals that they lost contact with Fitz when she picked up the team from the temple. She tells him about the time drive malfunctioning and they might have to abandon the Zephyr in 1983. They are still hoping Yo-Yo can fix that. Deke walks in and watches from the door. Simmons says she knows they will find a way to be together again. Time and space never stopped them before. And she won't stop trying. Deke interrupts to let her know that May and Yo-Yo are on their way back. They are gathering in command to greet them.

May says they can go with them but it may not be any safer than staying. Jiaying won't leave her people or her daughter, Cora, behind. Yo-Yo says Cora made her choice, but Nathaniel is their enemy so she won't fight the battle alone. May gives her the time watch saying they will send the coordinates to meet up. Until then they need to hide. Gordon knows of a few places. Jiaying apologizes to Yo-Yo for not being able to help her and they leave. May and Yo-Yo head to rendezvous with the Zephyr.

The team waits on the Zephyr and questions what will happen if Yo-Yo didn't get her powers back. Simmons says they will lose the Zephyr. The intervals are getting shorter. May and Yo-Yo missed the rendezvous time. Daniel says the parachutes are ready to go so Mack orders to abandon ship. They jump again.

Even though they were late, May has calculated the next jump. She says it will be close, but if she can land on the first pass, they will make it. Yo-Yo feels responsible for losing the Zephyr, but May says the team might have found another solution in two days. Yo-Yo reminds her that in their time, it was 20 minutes.

The Zephyr shows up on top of the quinjet. May quickly flies around to the top of the Zephyr and they land safely. The ship jumps again. Mack radios them asking if they were successful. Yo-Yo reports that they were not. He orders everyone to get to the quinjet and they jump again. He tells May to be ready to get everyone out of there.

May looks at Yo-Yo, feeling her guilt and says it's not her fault. Yo-Yo thinks it's all her fault. She could accept her failure when she thought it was an alien poison. But it's all in her head.

May says she will bounce back, and Yo-yo thinks maybe she's not supposed to. Something clicks. Yo-Yo doesn't have to bounce back.

Yo-Yo uses her powers and runs to the time drive to pull the field cell regulator out. The Zephyr stops jumping. Mack returns to the time drive to hug Yo-Yo. He's noticed that she didn't bounce back. She says she was always able to stop, but she was holding herself back.

Daisy gets back into the healing chamber, and Daniel sits by her side with his new prosthetic leg on. Coulson returns to his charging closet to fully charge his new body. Enoch and Deke look over the time drive. The drive starts up again. Enoch says all of their efforts didn't work. The Agents of S.H.I.E.L.D. jump through time again.

Nathaniel and Cora take over Afterlife. He says he's going to redistribute the wealth. These inhumans didn't do anything to deserve their powers. These rules are written in the stars, and they are going to shake things up to give the world something new. Anarchy.

As I Have Always Been

Season 7

Episode Number: 132

Season Episode: 9

Originally aired: Wednesday July 22, 2020
Writer: Drew Z. Greenberg
Director: Elizabeth Henstridge
Show Stars: Clark Gregg (Phil Coulson), Ming-Na Wen (Melinda May), Chloe Bennet (Daisy 'Skye' Johnson / Quake), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso 'Mack' Mackenzie), Natalia Cordova-Buckley (Elena 'Yo-Yo' Rodriguez), Jeff Ward (Deke Shaw)
Guest Stars: Joel Stoffer (Enoch), Enver Gjokaj (Daniel Sousa), Dianne Doan (Kora), Thomas E. Sullivan (Nathaniel Malick)
Summary: A time storm ravages the Zephyr, propelling it toward destruction while simultaneously forcing Daisy and Coulson to relive their failed attempts to save the team.



Daisy wakes up with Sousa sitting near the healing pod. He asks why she's up. She asks how long he's been sitting with her. He's been there since she went to sleep. Sousa wants to make sure Daisy is resting. She asks if they jumped again and rushes to Command. It's chaotic. Mack and May are trying to figure out what happened. The time drive is overloaded and they don't know when or where they are. Daisy looks out the front window and sees something strange.

Daisy asks for Coulson, but he's still charging. Something hits the Zephyr and fries the quinjet's flight system. Yo-Yo is

in the quinjet trying to fix it. Simmons radios from her lab saying the radiation levels are off the chart and they need to get out of there quickly. Deke runs in with news that the Zephyr is caught in a time storm. They've jumped within a jump and torn a hole in space-time. The Zephyr is being pulled into a vortex. If they reach the vortex, they cease to exist. They are 94 kilometers away.

A radiation flare from the cockpit hits Mack in the face, burning his eyes. The radiation also shorts out the doors to the quinjet, and Yo-Yo is trapped inside. Deke runs to help Yo-Yo, May takes over Command and Daisy and Sousa take Mack to Simmons. Simmons opens a drawer of medical supplies and finds Deke's Rubik's Cube and a bottle of cologne. Apparently Deke's been leaving his "tools" in random places since he got back from the '80s. Enoch enters, offering to help with the time drive. Another flare happens, this time causing a fire on the starboard side. Daisy leaves to take care of it. She puts it out and hears the time drive powering up.

Everything that just happened after Daisy woke up the first time happens again. Except this time, Daisy tells everyone that something is happening to her. She finishes Deke's sentence about the time storm. She continues with the fact they are being pulled into a vortex. They are 91 kilometers away. Daisy quickly moves toward the cockpit and closes the doors. Daisy explains that the radiation flare shorted the quinjet doors and Yo-Yo is trapped. Deke leaves to help Yo-Yo. Mack asks what's wrong with Daisy. She doesn't know but she does know that Simmons is

working on the time drive schematics and it's connected. Mack tells her to go talk to Simmons, and Sousa follows.

Daisy tells Simmons that she's time-looping. Simmons thinks that's fun. She opens a drawer of medical supplies. Daisy asks if Deke's gross '80s cologne is in there, and Simmons pulls out the bottle. Cue Enoch. Enoch offers to help with the time drive. Simmons says yes, but she's interrupted by Mack saying the flares keep coming. Daisy says there's a fire on the starboard side. She leaves to take care of it. After Daisy puts out the fire, she gets on the radio and says she needs her head checked. She stops when she gets to the LMD lab. Coulson is charging, so Daisy decides to wake him up and hears the time drive powering up at the same time.

Daisy wakes up and quietly gets out of the healing pod. She rushes to Command and tells Mack and May to shut the cockpit door and watch the control panel. She runs to Coulson's charging pod and wakes him up. Daisy tells him he won't believe her but she's been... he interrupts her and finishes her sentence. She keeps repeating the same events over and over. He knows and asks how long it took her to figure it out this time.

Coulson informs Daisy that they've gone through the loop at least 87 times that he knows of. And Daisy has died at least 14 times that he knows of. Everytime she dies, she forgets everything she learned in the last loop. Coulson is frustrated because every time it happens, he has to teach her everything all over again. And he doesn't know how many times she's gone through the loop because she doesn't always wake him up.

So why are they the only two who remember that they are in a loop? Coulson isn't sure, but Daisy's latest theory is that they are the only two who start each loop in a futuristic sleeping pod. The time drive powers up, but Daisy says she's not ready. Coulson laughs, saying she'll get used to it. He asks Daisy to wake him up quicker next time.

Daisy continues to experience the time loop while finding out new information about what they already should know. The time drive keeps looping back on itself over and over again. They've tried flying out, but there's no navigation and the radiation's fried the controls. And technically space is irrelevant in the time storm. They narrow down the solutions to fixing the drive. They can't get far enough before everything resets. Coulson says they are running out of time. Daisy'd thought they'd keep looping until they get everything right. Coulson realizes that she hasn't noticed the numbers.

New Loop: Daisy tells the crew what's going on and asks how far they are from the vortex. This time they are 79 kilometers away. Daisy runs to Coulson to chat. Each loop sends the Zephyr closer to the vortex with each reset. At this rate, they are going to run out of loops. There's only one option: solve everything faster.

New Loop: Daisy tells Mack and May that they are repeating time. Sparks. Yo-Yo. Simmons. Deke. Everything happens as it has before. She says she knows the future and they need to talk. They are 65 kilometers away from the vortex. They don't have many loops left. Mack asks Deke if there is other information on the drive that maybe Fitz left behind. Deke leaves to check.

Deke actually runs to Simmons and tells her about the loop. He thinks Simmons may know something that she forgot that will fix the time drive. And the implant is blocking her memories. Coulson and Daisy overheard pretty much the whole conversation and they are shocked to find out about the implant. Simmons explains that the implant keeps anyone... in particular the Chronicoms... from finding out where Fitz is. Normally they would take the risk, but the stakes are really high right now and they need to know what Simmons knows. Daisy says once they get the answer, the loop will reset and her implant will be back in place.

Simmons wants proof that the loop is actually happening. Daisy tells her to think of a fake word and say it out loud. They both say the word at the same time: phlebotnum. This isn't the first time they've done that. Simmons agrees to remove the implant. She grabs the scanner to remove the implant and puts in the authorization code. She is in an examination room alone. Deke, Daisy, Enoch and Coulson are on the other side of the window watching. Simmons starts the procedure and starts coughing uncontrollably. She can't breathe, and the door is locked. The others can't get in, and Simmons dies.

New Loop: Daisy wakes up Coulson and they explain everything to Simmons. She agrees again to remove the implant. This time Daisy wants to go into the examination room with her. Simmons enters in the authorization code and hands the scanner to Daisy. They both start coughing and Daisy realizes there's a gas leak in the room. She is able to open the door and the gas is so bad that Deke can't go in the room. Enoch and Coulson step into the room and realize that Daisy and

Simmons are dead. Someone cut a gas line in the room. This was no accident, it was murder. Coulson is annoyed because they have to start all over again.

New Loop and starting over with the same scenario. This time they are 48 kilometers away. Another new loop, but Daisy wakes up Coulson this time and they have the conversation where Daisy realizes she died 14... now 15 times. Coulson is annoyed to have to go through this again and really wants to get to the part where they are solving how to stop the time loop. They are now 41 kilometers from the vortex, and someone is willing to kill them to stop them from removing that implant. The three obvious suspects are Simmons, Deke and Enoch.

Coulson and Daisy confront the suspects and Simmons. None of it makes sense to any of them, but Simmons realizes they have to remove the implant to fix the time drive. She agrees to remove the implant. Coulson and Daisy tell Mack and May what's going on. Mack says Yo-Yo may be the solution. She might be quick enough to get the implant out of Simmons before someone can kill them. They can try that on the next loop. Coulson drills Yo-Yo out of the quinjet, but it takes him the entire loop to get her out.

Simmons agrees to remove the implant, and Daisy goes to get the scanner. She looks at a table with Deke's cologne and some medical supplies on top. Sousa finds her and tries to tell her to rest. Daisy fills in Sousa on all the fun as they look in the medical supply drawer. The cologne should be in the drawer, but it isn't. The scanner is still in the drawer, though.

Daisy reaches for the scanner, but Sousa stops her, saying it's a trap. Someone obviously went through the drawer and could have tampered with the scanner. He says he will pick it up and if he dies, no problem. He will reset. If Daisy dies, she has to start all over and they don't have time for that. Sousa picks up the scanner and nothing happens. There's a noise from the scanner, like a small surge. Sousa leans against the table and starts bleeding from the mouth. He falls to the floor verifying that someone tampered with the scanner.

New loop, and Daisy goes directly to Coulson. He's frustrated because someone is trying to kill the team. Coulson doesn't like watching Daisy or any of the others die. He's a machine now, and he has to watch his friends die over and over in a time loop. Daisy knows something about watching her friend die over and over again. But this is different. Coulson will watch them all die one by one, because someone decided he should. He's a machine now and he has programming that won't let him... Coulson stops. He realizes who the killer is. It's Enoch.

Coulson confronts Enoch and Simmons. He believes Enoch was programmed to protect the implant without his knowledge. And because Simmons' memory is blocked, she wouldn't remember programming him. No one wants to believe it; Coulson agrees that Enoch wouldn't willingly harm anyone. It's possible he was programmed to not let anything, including friendships get in the way of protecting something big.

Simmons wants to know for sure, so Daisy says they will test it. She gets the scanner before it can be tampered with. If Coulson is wrong, Enoch won't have any problem with Daisy removing the implant. Daisy walks towards Simmons. Enoch pushes Simmons out of the way, elbows Coulson and grabs Daisy by the throat to stop her. Deke freaks out.

Simmons tells Enoch to stop. He says she programmed him to protect the implant at all costs, even if he had to kill. Even if he had to kill Simmons. He lets up on Daisy just enough for her to quake him. Enoch goes flying through the air. He sits up and looks at the others. They were right. Oh Dear.

Daisy wakes up and Sousa wakes up with her. He asks why she's up and she asks why he cares. He says because she doesn't care. Daisy says she has to do something and she doesn't know how. She goes to talk to Coulson and they decide to approach Simmons without Enoch knowing about it. It's the safest way to get the implant out. They tell Simmons the situation and she agrees to remove the implant. While they are preparing the scanner, Enoch bursts into the examination room and throws Daisy across the room.

Next loop: Coulson says they forgot that Enoch starts each loop going into the lab to talk to Simmons. So he probably overheard them talking to her. Coulson thinks it's an easy adjustment. They send Sousa to distract Enoch, but the Chronicom is no fool. He wants to know what Sousa is distracting him from. Daisy prepares the scanner, when Enoch comes in with a tied-up Sousa and grabs her.

Next loop: Coulson and Daisy decide to confront Enoch immediately, and they get beat up for it. The next loop they bring Simmons with them to ask him to do something for her, but he will have to change an order she gave him. Daisy and Coulson end up beat up again. The next loop

the entire crew approaches Enoch, and they all end up beat up on the floor. Except for Deke. He's actually dead, and the team is not sad about that.

In the next loop, Daisy wakes up in her healing pod. Sousa wakes up wondering why she's up. She tells him that she's stuck in a time loop and is running out of ways to save them. He asks how he can help, but she says there's no time. She sits down and asks Sousa why he's not phased by anything that's going on. He says he is, but he just doesn't show it.

Daisy asks why he's always willing to help her even when she doesn't ask for help. Sousa says he knows her type. People like her are focused on the greater good at their own expense. They want people to think they like being alone, but always end up back with friends. They hate losing, and will keep running at a problem in full tilt until they solve it or slam into a brick wall. When people like Daisy run into those walls, they should have someone there to pick them up.

Sousa likes to be that someone, but he doesn't do it for just anyone. It helps if they are fun to be around, say what they mean and have a superpower that rocks things around. Daisy says that's awfully specific. He's ready to hear about the problem.

Sousa talks to Simmons, and she knows their lives are at stake. He leaves to set up a procedure and Enoch follows him. He tells Sousa not to remove Simmons' implant. Sousa says he won't and leads Enoch into the LMD lab. Mack is waiting for them and closes the door behind Enoch. May and Yo-Yo walk in to stand up to Enoch. They know he will get by them, but it will take him a while. They fight while Deke helps Daisy, but the time drive powers up. Coulson says they took too long and tells her to do the same thing but faster next time.

Daisy wakes up. Sousa asks why she's up. She asks him to do something for her. He stands up ready to help her and DAISY KISSES SOUSA! AND HE KISSES HER BACK! She says that was nice and tells him they need to drop a space robot. Sousa goes to talk to Simmons and leads Enoch away. Daisy comes into the lab with the scanner in hand. They are 11 kilometers away from the vortex, so they have to hurry.

Daisy is able to extract the implant successfully. Simmons' memories return. The solution to the time loop problem is Enoch. He has an electro-chron displacement mechanism that regulates energy stability. It will do the same for the time drive, but it will kill Enoch. Simmons starts remembering something else and starts crying. She starts mumbling... what has she done... she's sorry and screams "No!" when the loop resets.

In the next loop, Daisy tells Mack and May what they need to do. She calls Simmons to meet her in the LMD lab and asks her to bring Enoch. Deke comes in, and they are less than one kilometer away from the vortex. Daisy takes Deke with her to the LMD lab to wake up Coulson.

Daisy tells them that the vortex will kill them. They need Enoch's electro-chron displacement mechanism to fix the time drive. Simmons is confused about how they know that and Daisy says they helped her remember. Deke says he can figure out what the mechanism does for the time drive, but there's a risk to Enoch.

Enoch understands and pulls the mechanism out of his chest. He hands it to Simmons and everyone is shocked. Simmons says he will die, but Enoch knows the rest of them will live. He'd like to think his friends would do the same for him. Simmons takes the mechanism and leaves with Deke.

Enoch gets weak and sits on the floor. Daisy and Coulson stay with him. Deke hooks up the mechanism to the time drive. Mack lets Coulson and Daisy know that they could jump at any time. Enoch and Coulson talk about the concept of being alone. Enoch had never felt lonely until he met the Agents of S.H.I.E.L.D. He wonders if when he goes he will feel lonely. Coulson agrees that dying is lonely, but the feeling is temporary for the person dying. For the people left behind, the feeling lasts. Enoch agrees that it's different watching your friends go before you.

Daisy assures Enoch that the team will carry on the mission. She says they will survive because of him and thanks him. Enoch is happy to hear that. He says her friends will indeed survive, but the team won't. He has seen the future and tells her to carry on the mission and cherish it. It will be the team's last mission together. Daisy doesn't want to accept it. She says the team is her family. He understands, yet it's the nature of family for people to come and go. They do what they can with the time in between, but the cycle continues. They can't escape it. Not even Enoch can escape it. Coulson says that means he's not alone. He's a part of the cycle.

Enoch thinks of Fitz saying he was his best friend. Daisy says he was a good friend to Fitz. He's a good friend to them all. As he has always been. Enoch dies, and the ship jumps successfully. The Agents of S.H.I.E.L.D. are safe. R.I.P. Enoch.

Elsewhere, Nathaniel Malick teaches Cora how to control her powers. She uses her power to shoot individual glasses of water. She says she spent years feeling dangerous and this is the first time she's liked it. Nathaniel says her little sister is going to be so impressed by her.

Stolen

Season 7

Episode Number: 133

Season Episode: 10

Originally aired: Wednesday July 29, 2020
Story: Mark Linehan Bruner
Teleplay: George Kitson, Mark Leitner
Director: Garry A. Brown
Show Stars: Clark Gregg (Phil Coulson), Ming-Na Wen (Melinda May), Chloe Bennet (Daisy 'Skye' Johnson / Quake), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso 'Mack' Mackenzie), Natalia Cordova-Buckley (Elena 'Yo-Yo' Rodriguez), Jeff Ward (Deke Shaw)
Guest Stars: Enver Gjokaj (Daniel Sousa), Dichen Lachman (Jiaying), Thomas E. Sullivan (Nathaniel Malick), James Paxton (John Garrett), Dianne Doan (Kora), Tipper Newton (Roxy Glass), Byron Mann (Li), Fin Argus (Gordon), Gabriel Sousa (Durant), John Lee Ames (Dr. Grady)
Summary: The team arrives back in 1983, where Nathaniel and Kora are hard at work building an army; Daisy is tasked with protecting Jiaying; the others learn they'll need to face another supercharged enemy to stop Malick.



Malick is building an army, and he finds a new recruit at the bar. The kid is a hot-shot pilot for S.H.I.E.L.D. And to convince the young man he's better off without S.H.I.E.L.D., Malick tells him his future and shows him the quake powers. That young man is John Garrett. John Garrett was once a loyal S.H.I.E.L.D. agent until they abandoned him. He secretly joined HYDRA and was the first subject in the Deathlok project. He's also the man who turned Agent Ward against his team. Coulson vaporized him.

The agents return to the S.H.I.E.L.D. lighthouse where Roxy Glass greets them.

She mentions the Triskelion. You know. The S.H.I.E.L.D. base from Captain America: Winter Soldier. Coulson realizes that it's still 1983 and the Triskelion is not in use yet. It's ahead of schedule just like Project Insight. Coulson decides it's time to put the timeline back together. Malick is out there with quake powers and a new base of operations. Agent May promised Jiaying that she would help her fight Malick. That's their new mission.

The countdown to the next jump never restarted. Simmons explains it all... something about the transmission receiver not being able to penetrate space-time so there's no signal coming through. Sousa offers to take Daisy's bags to the bunkers, and that makes Simmons smile. Sousa doesn't remember that kiss, but Daisy does. She plays it off like it didn't happen.

Simmons starts talking about Fitz, unsure of where he is. Daisy asks what's the last thing she remembers and Simmons can't answer. Daisy tells her about the incident when they removed the implant and Simmons remembered something devastating. They are interrupted by Mack, requesting their presence in Control.

Coulson fills in everyone on the new mission, stop Malick and protect Jiaying. Simmons sends their coordinates to Jiaying. Daisy isn't so sure that it's a good idea to bring Jiaying to the base,

but they have to protect her at all costs. They can't lose any more parents or risk Daisy never being born. Coulson says they can just not tell Jiaying everything about them or that Daisy is her daughter. May starts to tell Daisy about Kora and Jiaying, and Gordon arrives. Malick is hunting them.

Jiaying is very worried about her people, in particular Kora. She's also upset because she doesn't know who the agents are or how they knew how to find her. She blames them for Malick's takeover, saying they led him to her door. Daisy speaks up saying they are not the enemy. They want to save Inhumans, just like Jiaying. She says Malick wants to take their gifts. Jiaying doesn't think that's possible, but Daisy assures her that it is.

Yo-Yo thinks she can get the hostages out quickly, but Mack doesn't want to risk losing her to Malick. Coulson volunteers because he's recyclable, and Gordon offers to take him to a secure place in Afterlife. Mack says okay, but instructs Coulson to do recon only. Once he finds the prisoners, Mack and Yo-Yo will go in and get them.

Jiaying wants to go, too, but Mack says she's too valuable. Her people need her to remain safe so she can lead them. Jiaying is very concerned about Kora and thinks she could talk some sense into her. May is afraid Jiaying could provoke Kora, putting everyone at risk. Gordon agrees. Jiaying agrees to stay but asks Coulson to bring her daughter back to her. And that's how Daisy finds out she has a sister.

Daisy confronts May about the fact that Kora is her sister, thinking May tried to keep it from her. They were literally in a time loop during a time storm. When did May have time to tell Daisy about her sister? Plus Kora is volatile and she tried to kill Jiaying. Daisy is confused because Jiaying never mentioned a sister. May says it's possible that Kora wasn't alive when Daisy was born. She tells her about Kora trying to kill herself. In the original timeline, Kora succeeded.

Daisy starts thinking that Kora's death may have led Jiaying to leave Afterlife to do charity work that led to her meeting Daisy's father. Mack appears and tells Daisy not to go down that rabbit hole. Daisy wants to go with Mack, but he says no. He wants to keep Daisy and Jiaying safe. They promised Jiaying they would save Kora, and they will try.

Deke stayed on the Zephyr to figure out how to fix the time drive. He wants to know why it's not talking to Fitz. Simmons checks on him, and when he mentions Fitz, she tears up. Simmons is afraid the time drive wasn't communicating with Fitz to begin with. It's possible that they pre-programmed the time drive to follow the Chronicoms.

Deke doesn't understand why Fitz isn't helping them get home. Simmons starts to cry and says it may be too painful to remember. Deke gets scared, refusing to believe that his BoBo isn't out there. He thinks everything is happening for a reason. They are going to fix the time drive and get back to Fitz. Simmons takes a deep breath and says okay. When she walks away, she looks very worried.

Malick takes Garrett to Afterlife and shows him what they are doing. He has a scientist who works on the time stream and has perfected the transfusion process. Garrett goes inside the time stream to meet Sybil. Later, Malick shows Garrett how they extract Inhuman powers. They are transferring Lee's powers to Malick's man Durant. Malick also introduces Garrett to Kora, saying they are champions of the people like Robin Hood. They take power from the high and mighty and give it to the more deserving.

Malick instructs Kora to kill Lee when the transfusion is complete. Kora is hesitant at first, but then Lee says he should have killed her long ago. Kora's attitude changes and she fries his head. Garrett is impressed by Kora's power, but Malick has other plans for Garrett.

The quinjet lands and Gordon takes Coulson. They land in a hallway in the temple and someone shoots Gordon in the back. Coulson turns to see who it was and comes face to face with Malick. Malick says he was waiting for Coulson. Malick's guys take Gordon away and Coulson surrenders his gun. Coulson figures out that if Malick knew they were coming that means he has the time stream.

Coulson tries to reason with Malick, saying Sybil is using him to take over the planet for the Chronicoms. Malick doesn't really buy it. He's not interested in what S.H.I.E.L.D. and HYDRA are doing. He's interested in anarchy. Malick takes Coulson to the transfusion room where Gordon is hooked up to Garrett. Coulson doesn't recognize Garrett, but Garrett knows exactly who he is. He's the guy who vaporizes him in the future. That triggers Coulson's memory. Garrett also got to see the many ways Coulson has died. His favorite was when the long haired dude stabbed

in the back with a pointy staff. Ha! Loki. Enough catching up, it's time for Garrett to earn his powers.

Sousa and Daisy have a heart to heart about Jiaying. He's interested in learning more about them because Daisy mentioned her name after Malick stole her powers. Daisy tells him about how HYDRA did the same thing to Jiaying and how she has the power to heal herself. Sousa is even more interested when Daisy says Jiaying is her mother. She doesn't really want to talk about it though. Sousa suggests that Daisy take this opportunity to get to Jiaying. Daisy can't tell Jiaying who she is because of the timeline, but Sousa says the timeline is screwed so go for it. He even offers to sit in on their conversation. If Daisy needs help, he'll be there. Daisy thinks that's square.

Yo-Yo tries to contact Coulson, but there's no answer. She gets ready to run in, but Mack won't risk it. He goes in instead saying if they caught Gordon, they don't know what they're walking into. When he finds Coulson, he'll call for her.

Garrett asks if he gets to keep his eyes after the transfusion is done. Malick doesn't really know. Coulson tries to reason with them saying Garrett will be far too dangerous with powers. Garrett starts to freak out enough to teleport out of the transfusion machine. That hypes him and Malick up. They have one more target to get, so Garrett teleports them away, while Coulson watches in horror.

Daisy finds Jiaying in the control room and she's afraid that something went wrong. Daisy assures her that they are not the enemy because Afterlife is important to them. That confuses Jiaying, because they've never been there. Sousa says Daisy has been there and encourages her to share her powers.

Daisy makes a glass shake and Jiaying asks where she learned it. Daisy admits she learned it from Jiaying in about 30 years. She also admits that they are from the future. Jiaying figures out that Malick took Daisy's power. He has access to information from the future and that's how he was able to turn Kora.

Jiaying starts talking about Kora and says she has a good heart. She used to think her greatest gift was her powers, but it was Kora. That makes Daisy tear up and Jiaying notices that she's sad. Daisy says she didn't know her mother growing up and when she found her, her mom wasn't who Daisy hoped she'd be. Jiaying comforts her saying that sometimes doing the right things comes out all wrong.

Coulson breaks his handcuffs and gets ready to bust through the door. Gordon is with him and says the room is designed to hold the strongest Inhumans. Coulson is sure he can break down the door, but Gordon teleports them out before he can try. That one teleport takes it all out of Gordon and he dies.

Garrett and Nathaniel arrive at their destination. A storage room full of Deke Squad merchandise. Garrett says he saw them live in concert. They split up to find their target. May finds Garrett in the lighthouse and finds out real quick that he can teleport. And Garrett finds out real quick how tough May is. She knocks him around the room. He has to teleport to escape May. May quickly radios Daisy to let her know that Garrett and Malick are in the base. They have to get Jiaying to safety. Daisy and Jiaying leave the control room and run right into Malick.

Coulson finds the hostages and Mack finds Coulson. They call for Yo-Yo and she arrives before Mack can finish his sentence. Coulson says he will find Kora while they get the hostages back to the quinjet. Mack and Yo-Yo come face to face with Durant. He throws his knife at Yo-Yo but she catches it and stabs him in the leg before he knows what's going on. Mack runs behind her and knocks out Durant. All of the hostages are in the same room so they start untying them to move them.

Malick tells Daisy not to start a fight or they could flood the base. Jiaying asks about Kora but he only says she sends her best. Jiaying glares at him and he tells her to stop. He says she still has Daisy, one daughter should be enough. Jiaying realizes everything Daisy said about her mother was about her. Daisy tries to tell her it's okay, but Jiaying feels remorseful. Malick tells Jiaying about her future. When he gets to the part about trying to kill Daisy, she quakes him to make him shut up. Malick quakes her back, throwing her down the hallway.

Malick walks toward Daisy and when he passes Jiaying, she grabs his neck, draining his life and telling him to leave her daughter alone. He is able to pull away and tells Jiaying to stay back. She goes at him again and he quakes her back, breaking her neck and killing Jiaying.

Daisy gets MAD! Everything begins to quake, the lights flicker and her only target is Nathaniel Malick. May runs up and shoots Malick in the back. He turns and runs and Daisy powers down. She goes to her mother's lifeless body and cries. May runs after Malick and realizes he wasn't after Jiaying. Sousa is protecting Simmons and asks who Garrett is. A flash of light appears behind him and Garrett grabs Simmons.

Coulson finds Kora. He tells her that Malick took all of their people and relocated them, but left her behind. She says she wanted to go with him. He shocks her, knocking her out and takes her back to the quinjet. May fills in the team on what happened with Malick. They radio Mack to let him know everything. She asks where Deke is. Sousa runs into Control and lets them know that Garrett took Simmons.

Malick goes to the Zephyr where Garrett and Simmons are waiting. Deke is still aboard, trying to fix the time drive. May radios Deke, but he has his headphones on and can't hear her. He realizes something is wrong when the Zephyr takes off. He finally hears May's call and she tells him that the Zephyr has been hijacked. Deke looks to the cockpit and sees Simmons tied up. The Zephyr flies away with Garrett, Malick, Simmons, and Deke.

Garrett is reflecting on his awesome day in the cockpit. Simmons asks Malick why he took her. He says that in every simulation that Sybil runs, they don't win. There's one person in the way. Fitz. Malick wants Simmons to take him to Fitz.

Brand New Day

Season 7
Episode Number: 134
Season Episode: 11

Originally aired: Wednesday August 05, 2020
Writer: Chris Freyer
Director: Keith Potter
Show Stars: Clark Gregg (Phil Coulson), Ming-Na Wen (Melinda May), Chloe Bennet (Daisy 'Skye' Johnson / Quake), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso 'Mack' Mackenzie), Natalia Cordova-Buckley (Elena 'Yo-Yo' Rodriguez), Jeff Ward (Deke Shaw)
Guest Stars: Joel Stoffer (Enoch), Thomas E. Sullivan (Nathaniel Malick), Dianne Doan (Kora), James Paxton (John Garrett), Enver Gjokaj (Daniel Sousa), Iain De Caestecker (Leo Fitz), Gabriel Sousa (Durant), Katy M. O'Brian (Kimball), Christopher Charles (Shepard)
Summary: With help from Kora on the inside, Sibyl and Nathaniel continue their fight to shape a dark new future for S.H.I.E.L.D., managing to stay one step ahead of the agents along the way.



The team can only watch as the Zephyr flies out of range into space. Mack, Yo-Yo and Coulson return with Kora in custody. Daisy, May and Sousa leave control to meet them. Daisy wants to tell Kora about their mother, but May thinks it's a bad idea right now.

The first thing Daisy does is quake her sister against the wall, asking where Nathaniel took Simmons. Mack orders Daisy to stand down. After Kora regains her composure, she gives them a story

about wanting to be an agent of S.H.I.E.L.D. Something about wanting to work side-by-side with her sister and how they can make the world better by killing people who will hurt others in the future. Of course nobody believes her, least of all Daisy. Kora does point out one fact that everyone agrees on. The timeline that the agents of S.H.I.E.L.D. were trying to save no longer exists.

Daisy talks to Kora alone, and they end up talking about their very different childhoods. Kora is sad that Daisy never got to know their mother, but thinks she's better off. Daisy is sad that Kora threw away her relationship with their mother. Kora believes they can work together because Sybil told her there's no future where Daisy Johnson lets her sister fight alone. Daisy agrees. She gives Kora the keys to her handcuffs and leaves.

The agents of S.H.I.E.L.D. know that Sybil knows their futures and what they will do to protect their timeline. Sybil was right about Daisy and placed Kora at the base. But that's not the sister Daisy will fight side-by-side with. Daisy already has a sister to save: Jemma Simmons. She knows the only way to stop Sybil and Nathaniel is to be as unpredictable as possible. In a bold move, Sousa and Mack leave with her.

Deke gets caught sneaking around the Zephyr by John Garrett. Nathaniel has a Chronicom Cerebral Fusion Machine. He's using it to look inside of Simmons' memories to find out where Fitz is. And he finds nothing. Nathaniel gets impatient and beats up Deke to make Simmons talk. Then he tries to make Deke talk by threatening to quake Simmons' neck. That's when he sees the implant.

With the S.H.I.E.L.D. director gone rogue, Coulson and May are left to deal with Kora. Coulson makes her May's responsibility, but that does not go well. Kora knows about Bahrain and how May killed an Inhuman child. She compares that to how the people at Afterlife wanted her dead, too. Kora gets angry, and that shuts down the power in the base. She also shuts down the firewalls to the base's computer systems. This is the '80s, so it probably isn't hard. This was Kora's plan all along. And Kora is the only person who can purge Sybil out of the system. Sybil shows up as code, something Coulson is familiar with. May suggests Coulson may be able to read the code. He takes a long look at the screen and studies it.

Daisy and Mack talk about the unlikely possibility of returning to their timeline. Daisy mentions that Enoch said this would be the team's last mission. Mack is okay with that, but Daisy doesn't want the team to become former co-workers. This is her family, and she doesn't know who she is without them. Mack doesn't believe that. He says she knows exactly who she is with anyone.

Daisy takes a look at Sousa, and Mack groans. Daisy admits to kissing Sousa during the time loops, which Mack finds messed up because Sousa doesn't remember any of it. He smiles though, saying Yo-Yo owes him \$20. He knows Daisy has a thing for Sousa. Daisy says things will never be the same, and Mack answers that it will be okay.

Nathaniel finds the scanner, but Simmons is the only one who can use it. He decides to put Simmons back into the Cerebral Fusion Machine and continue to dig for information. Simmons warns him that the more he digs, the more likely Fitz will disappear completely.

Nathaniel enters the memory of the last time we saw FitzSimmons together. Enoch, in a different body, tells them this will be the hardest thing they've ever done. He knows he can go a little bit deeper and follows along to see what happens next.

The power comes back up on the agents of S.H.I.E.L.D. base. Coulson figures out that Sybil is looking for communication files. He's trying to slow her down. Coulson sends May back in to talk to Kora again. He says to use her superpower to find the good in Kora.

Sybil unlocks the cell doors, releasing Nathaniel's men. One of them tries to stab Yo-Yo, but she's too quick and takes the prisoners to the control room. Kora gets out, too. Coulson tries to reason with her to stop working with Nathaniel and help restore their timeline. She kills Nathaniel's men to start with.

Kora says she can start repairing their timeline, but Sousa will be next. Or they can help her by killing the people on her list. Starting with Grant Ward! Ward was only a child in 1983. Kora says so much pain can be avoided with one death. She says May's husband, Andrew, Lincoln and Rosalind could be with them now if Ward dies.

Coulson tries to reason with Kora saying they've seen a world where Ward is good. He was put on the right path by the right person. People can change. Kora says that's what her mother thought, too. But this is who Kora is and who she was meant to be. One day she will show Jiaying. May thinks it's time they go see Kora's mother.

Daisy takes a nap while Mack has the "big brother" talk with Sousa. Mack wants to know what Sousa's intentions are with Daisy. He says he doesn't have any, so Mack tells him to get some... quick! He says Daisy is into him, but he's not sure she knows it yet. When she does, Sousa needs to be ready. He says Daisy's been hurt badly. He's happy she's ready to dive back in with Sousa. Mack likes Sousa, even though he's a square, but he won't let her get hurt. And it's not just Mack who looks out for Daisy. The whole team will come for Sousa if he hurts her. Sousa says he would never hurt Daisy.

Mack laughs and says who would have imagined the man out of time and Quake would get together. He says it's like something out of a comic book. This is the first time Sousa hears Daisy's superhero name, Quake. He thinks it sounds funny... so does Mack.

May takes Kora to the morgue where Jiaying still lies. Kora thinks she can help her mother heal by giving Jiaying her energy. When she realizes that Jiaying's neck is shattered, she knows her mother is really dead. At first Kora thinks Daisy killed her, but May says she knows who killed Jiaying. Then Kora starts making excuses for Nathaniel, saying he was defending himself and protecting her. May says Jiaying died protecting Daisy from Nathaniel.

May tries to reason with her, saying Nathaniel is using Kora, but Kora doesn't believe that. She believes that Nathaniel saved her. May says Nathaniel only wants chaos and Kora hits her. She tells May she can't understand her and will never know what she's feeling. But May does. She feels Kora's rage and they begin to fight. May gets the best of Kora, so Kora has to use her

powers. Luckily May is limber enough to bend out of the way of Kora's blast. Before either of them can throw another shot, Garrett teleports in and takes Kora away.

Nathaniel sees the memory of Enoch and Simmons working on the brain implant. Fitz works on the time machine, but asks for a moment with Simmons. He suggests they don't rush to the temple right away. He wants to take time and live. Fitz says they've built a nice home. They could live together with no mission, no end of the world. They can just be. Simmons asks if this is about the bloodwork. Fitz says maybe, but they deserve to just be. He says if May and Coulson taught them anything it's that they should take the time that they have.

Nathaniel shows up in a white room with Fitz and Simmons discussing the implant. He realizes that something is wrong, but stops to listen. Simmons says the implant was only meant to forget Fitz's location, but Fitz says that was before they knew. Simmons says she didn't want this. Fitz says she needs to be strong, and if she remembers she won't be able to be strong. Nathaniel realizes he's losing Fitz.

Simmons doesn't want this; saying goodbye is hard enough. Fitz reasons with her, saying she won't remember what she's forgotten. She won't know. Nathaniel starts yelling at Fitz asking where he is. Simmons gets upset saying she will feel the guilt inside of her. The guilt for having left a part of her being thrown away. She doesn't want to forget. Fitz hugs her, but then disappears. Simmons is left in the white room. She repeats that she doesn't want to forget over and over.

Nathaniel gets up, angry that he didn't get the information he needed. He says they will see if it even matters. Deke and Simmons are going to witness the greatest show on Earth. Simmons gets up and lowers Deke's gag. Deke says judging by Nathaniel's attitude, he didn't find Fitz. Simmons asks, "Who's Fitz?" BRAND NEW DAY

With Kora gone, Sybil is gone too. Coulson tries to figure out the last thing Sybil accessed. It's a map of all of the S.H.I.E.L.D. bases on Earth. This is not a good sign. Coulson gets on the phone to warn S.H.I.E.L.D.

The quinjet finds the Zephyr. Daisy thanks Sousa for being there with them. He says it's nothing and calls her Quake. He starts making fun of her, saying she needs to put a "Q" on her utility belt. He's flirting with her, and Mack finds the whole thing amusing.

The quinjet starts shaking, and several Chronicom ships appear in front of them. That's when they realize that Nathaniel came to space to call for backup.

Nathaniel goes to the bridge. He says Sybil contacted her people years ago. She gave them instructions on how to modify their fleet, and now they are here. Nathaniel calls to the ships, saying Sybil gave them their marks. They can fire when ready. The Chronicom ships fire and destroy every S.H.I.E.L.D. base on Earth.

Garrett returns with Kora while Nathaniel watches the Chronicoms fire on S.H.I.E.L.D. He sees Kora and says she is a sight for sore eyes. He thanks her for all she did that day. Kora asks if they gave people a new life. He says they did by ending so many others. Nathaniel kisses her.

The End is at Hand

Season 7

Episode Number: 135

Season Episode: 12

Originally aired: Wednesday August 12, 2020
Writer: Jeffrey Bell
Director: Chris Chermie
Show Stars: Clark Gregg (Phil Coulson), Ming-Na Wen (Melinda May), Chloe Bennet (Daisy 'Skye' Johnson / Quake), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso 'Mack' Mackenzie), Natalia Cordova-Buckley (Elena 'Yo-Yo' Rodriguez), Jeff Ward (Deke Shaw)
Guest Stars: Tamara Taylor (Sibyl), Thomas E. Sullivan (Nathaniel Malick), Dianne Doan (Kora), James Paxton (John Garrett), Stephen Bishop (Agent Brandon Gamble), Bill Cobbs (Old Man), Enver Gjokaj (Daniel Sousa), Iain De Caestecker (Leo Fitz), Katy M. O'Brian (Kimball), Cassandra Ballard (Agent Mulcahey), Rachele Schank (Victoria Hand), Christopher Charles (Shepard)
Summary: Sibyl attempts to get the location of Fitz from Jemma's memories, while Kora turns against Nathaniel. Meanwhile, the SHIELD team attempts to stop Nathaniel's plans for anarchy and the Chronicoms' attempts to rewrite history.



We start where we left off. Nathaniel Malick and the Chronicoms just decimated S.H.I.E.L.D. by destroying all of the known S.H.I.E.L.D. bases, except the Lighthouse. Malick has his team, Kora and John Garrett with him in space as they prepare to join Sybil and her Chronicom army. BTW, Kora knows Malick killed her mother.

Agents Coulson, May and Rodriguez are in the Lighthouse. Agents Johnson, Sousa, and Director Mackenzie are on the

quinjet headed for the Zephyr. And Deke and Simmons are Malick's hostages. Malick is still looking for Fitz, but Simmons has completely forgotten who Fitz is.

Mack, Daisy and Sousa land on the Zephyr and scan for Simmons and Deke. The Zephyr is empty, so the Chronicoms don't know they are there. Malick took the Simmons and her grandson to a holding cell and the Chronicoms injected something into Simmons to dissolve her implant. Poor Diana.

Malick finally meets Sybil in her physical form and he's quite impressed. She's not impressed with Malick though. He wasn't able to get any information out of Simmons. She assumes Fitz is dead and if he's not, she wants his location.

Coulson, May and Elena are still in the Lighthouse and they know Sybil is coming for them. Coulson hears a strange noise and assumes it's the Chronicoms. They initiate lockdown protocols just in case.

Kora asks Malick about killing her mother and Malick says he was protecting Kora. He lies to her saying Jiaying wanted her dead. He promises to bury everyone who ever hurt Kora. While they settle that, Garrett teleports into the Lighthouse and starts setting bombs everywhere.

Simmons feels a tingling in her brain and starts forgetting things. She has no idea who Fitz is so Deke does his best impression of his Bo Bo to remind her. Whatever the Chronicoms injected into her is messing with all of her memories. She does remember that she has a secret.

Daisy finds Simmons and Deke and prepares to rescue them. She also finds Kora, but doesn't really care that she's on the ship. Before she leaves, Sousa kisses her, making Daisy very happy. And impressing Mack.

May finds Garrett on the security cameras setting "Chroni-bombs" on the lowest level of the base. Elena remembers the device that Fitz made to detain future Garrett. Coulson understands tech now so he says he can build it, but he needs Elena to capture Garrett.

Daisy literally strolls through the ship to find Simmons. Sybil realizes that Mack is unexpectedly on her ship, but it doesn't matter. She won. S.H.I.E.L.D. is gone and the war is over. Sybil sends hunters to kill Mack and Sousa. Malick wants to go after Daisy, but Sybil has a plan. She tells him not to interfere. The odds of finding Fitz are 11% higher if Daisy finds Simmons.

Mack can't believe that S.H.I.E.L.D. is gone. Sousa says the lighthouse can survive everything. They just need to get back and regroup. They owe it to Daisy, Deke and Simmons. That puts a fire in Mack and he tries to shoot the hangar doors with missiles from the Zephyr. The missiles are ineffective. Time for plan B... whatever that is.

Daisy's presence surprises Kora. Malick goes off on how evil and hateful Daisy is. He believes Daisy and S.H.I.E.L.D. are the bad guys. He and Kora are the good guys and they are going to stop S.H.I.E.L.D. and then rule the world. Malick doesn't care about Sybil's plans, he wants to end Daisy now.

Coulson spray paints a big red X on the floor and waits with May. They talk about how much they have changed in the last few years. Garrett appears directly on Coulson's X. He finds it interesting that they are there waiting for him with cuffs. Before he realizes what's really going on, Elena swoops in and handcuffs him to Fitz's device. Garrett tries to get out, but only hurts himself trying.

Coulson and May ask about the location of the Chroni-bombs. There are a dozen around the bottom level and the bombs will go off at any minute. Coulson tells Garrett to call off the bomb squad. Garrett contacts Malick to let him know he's trapped at the Lighthouse and asks Malick to stop the explosives. Malick doesn't care that he's trapped in the Lighthouse. He plans to go forward with the explosion and thanks Garrett for his service.

There's no time to get to the surface. Elena takes the last bomb and runs. The other bombs go off, causing some of the hallway to collapse. Coulson grabs May and shields her from the debris. When Elena returns, she quickly finds Coulson and May are okay. Elena gathered as many bombs as she could and put them in one area of the base to go off. That way the entire structure wouldn't fall. They look for Garrett and he's hurt pretty badly.

Sousa and Mack look for another way to blow the doors open, but they don't have anything bigger or more powerful. The Chronicom hunters arrive to take Mack and Sousa's faces. Mack uses a Thunderstick to release a wave of sonic energy to get rid of the Chronicom threat. Meanwhile Daisy realizes the Chronicoms won't stop her from finding Simmons and that's creepy.

Coulson brings the computers back online while Elena looks for an exit. There is too much debris and Elena cuts her arm on rebar. Garrett wakes up and is so mad at Malick for leaving him to die. He decides to switch sides and help S.H.I.E.L.D. With the computers up, Coulson hears the strange signal again.

Daisy finds Simmons and Deke, but Simmons doesn't remember her. She's actually a little scared of Daisy. Deke says her memories come and go. Simmons is very interested in Daisy's outfit and asks if she can have an outfit like it. That's the only way they can get Simmons to go with Daisy so they say yes.

While they walk to the Zephyr, Simmons rambles through her memories. She can't remember who she's married to. Sybil is monitoring Simmons' memories. The implant is fully dissolved. Malick paces around Sybil, and Sybil realizes that Kora is not with him. He is anxious to get the information on Fitz. Sybil assures him that they will know everything soon. As for the rest of S.H.I.E.L.D., they will handle them as Malick wishes.

Mack tells Sousa that they only have 50 shells to stop the Chronicoms. Sousa wants to take out as many Chronicoms as possible. He starts thinking about how the Chronicoms tried to make Helios into a nuclear bomb with just one of their hunters. He asks how much damage they can do with six hunters. Mack says they can do a lot of damage.

Simmons continues to ramble about her marriage while Sybil continues to monitor her. Daisy runs into Kora, disrupting Sybil's plans. Kora distracts Simmons' train of thought, thereby running Sybil's connection.

Daisy sends Simmons and Deke to the Zephyr, telling them to leave her behind if they have to. She talks to Kora who is angry that Daisy didn't tell her about Jiaying's death. Daisy only wanted to protect her, but that only makes Kora angrier.

Daisy and Kora talk about their mother, but she no longer matters. Kora plans to rule the world with Malick. Daisy knows that's not what Kora wants. She says they can change the timeline, but she needs Kora's help to do that.

Coulson figured out the strange signal leads to an O84. Garrett offers to help them if they unchained him. It really is the only way out.

Mack and Sousa hook up the Chronicoms to the Zephyr when Deke and Simmons arrive. Simmons recognizes the Zephyr and goes right in. Deke wants to know why they are making a suicide bomb. Sousa wants to go after Daisy, but Mack asks Sousa to get some duct tape instead. Sybil blames Malick for messing up her plan to find Fitz. They find Kora alone after she lets Daisy go. Nathaniel gets angry and ices Kora. He has his assistant lock up Kora and is ready to whatever Sybil thinks is best.

Daisy returns to the Zephyr and they prepare to leave. Mack and Sousa duct taped the Chronicoms to the missiles for more firepower. It works. They blow the hangar doors open and escape the Chronicom ship.

Garrett teleports the team to the speakeasy and is instantly killed. There are people in the shadows. Garrett reached for his gun when he was shot. Coulson introduces himself and assumes everyone is there to answer the call. Agent Brandon Gamble steps forward. More Agents of S.H.I.E.L.D. are hiding in the shadows. All of them got the call to bring an O84 to the party. Most of the O84s are in brief cases. Coulson starts opening up cases and examines the contents. Daisy, Mack, Sousa, Simmons and Deke reunite with the team, but Simmons doesn't remember anyone.

Simmons recognizes the pieces to the puzzle though and starts putting it together. Mack informs Coulson that the Chronicoms are coming. Everyone starts watching Simmons. She says the pieces need to be married. An older gentleman walks in with the final piece. He says Enoch or one of the Koenigs gave it to him for safe keeping. Coulson believes Enoch deposited the pieces over the decades for them to use against the Chronicoms.

Simmons takes the last piece and says it's a singing key. She hits the key on the bar and holds it to her new device. The ringing opens up a secret door in the speakeasy. Simmons takes the devices to the secret room and sets it in a cut out on a table. She starts remembering her wedding and that everyone on the team was there. She got married and she has proof.

Simmons takes her wedding ring off and puts it in the device. The device starts spinning and opens up a portal. Someone drops down from the portal. IT'S FITZ!!! He's happy to see everyone and tries to hug Simmons, but she doesn't remember him.

Sybil detects a massive power drain in New York City. Malick remembers that S.H.I.E.L.D. had a safe house there. He wants to go to the speakeasy and finish off S.H.I.E.L.D.. Sybil says there's only a 22% chance he will be successful, but there's a 100% chance this is the last time the S.H.I.E.L.D. team will ever be together. The end is at hand.

What We're Fighting For

Season 7

Episode Number: 136

Season Episode: 13

Originally aired: Wednesday August 12, 2020
Writer: Jed Whedon
Director: Kevin Tancharoen
Show Stars: Clark Gregg (Phil Coulson), Ming-Na Wen (Melinda May), Chloe Bennet (Daisy 'Skye' Johnson / Quake), Iain De Caestecker (Leo Fitz), Elizabeth Henstridge (Jemma Simmons), Henry Simmons (Alphonso 'Mack' Mackenzie), Natalia Cordova-Buckley (Elena 'Yo-Yo' Rodriguez), Jeff Ward (Deke Shaw)
Guest Stars: Joel Stoffer (Enoch), Thomas E. Sullivan (Nathaniel Malick), Dianne Doan (Kora), Briana Venskus (Agent Piper), Stephen Bishop (Agent Brandon Gamble), Maximilian Osinski (Agent Davis), Coy Stewart (Flint), Katy M. O'Brian (Kimball), Tamara Taylor (Sibyl), Enver Gjokaj (Daniel Sousa), Harlow Happy Hexum (Alya), Joss Glennie-Smith (Lead Hunter), Rachele Schank (Victoria Hand), Cassandra Ballard (Agent Mulcahy), Christopher Charles (Shepard)
Summary: The final fight against the Chronicoms begins. A familiar face returns.



There is a lot of confusion and questions when Fitz arrives. The important thing is that everyone is still alive. Fitz was in the other timeline this entire time, and he's seen multiple versions of how this plays out. He says there was no other way to save their OG timeline without the team going through the current timeline and bringing back Kora. Kora is the key to saving their world. But she's with Nathaniel Malick and the Chronicoms.

Fitz didn't see a version of this whole thing where Kora and Daisy didn't connect. He says they have to find a way to work around it. Fitz wants to put the quantum bridge on the Zephyr and hook it up so they can all go home together. He explains that they can travel between timelines through the quantum realm. But Coulson doesn't want to leave the agents of S.H.I.E.L.D. in this timeline to fend for themselves. So they have to take the Chronicoms with them. Fitz says that's impossible. But it's not.

Deke looks at the quantum bridge and asks Fitz how it works. It reduced his size subatomically and created an energy field, more like a bubble, to do it. Deke thinks they can make that bubble bigger and take the Chronicoms back to the OG timeline. The Zephyr doesn't have that kind of power, but 1983 New York City does. The only downside is someone would have to stay behind to set it up and turn it on. Daisy says that doesn't matter, because it's the last mission. Fitz confirms this, saying no matter what the outcome, this is the last time they will be in the same room together. Ever.

Sousa volunteers to stay behind. He got his second chance and the privilege of working with the team. Daisy doesn't like that, and neither does Deke. Deke volunteers to stay because he has the scientific knowledge to make everything work. He also recognizes the obvious attraction between Sousa and Daisy. He just wants her to be happy. And third, Fitz and Simmons need to reconnect so he can be born one day. Plus! Deke is a rock god in 1983.

Deke starts barking orders while the team disassembles the quantum bridge and runs to the Zephyr. The team prepares to make one last jump into the quantum realm. Mack thanks Deke for everything he's done and asks him to watch out for them all in his new timeline. May flies towards the Chronicoms. Deke redirects the power to the Zephyr and they successfully jump the timeline, taking the Chronicoms with them. The power goes out in New York City. Agent Gamble looks to Deke and asks if he's in charge now. The answer is YES!

Fitz knows how to restore Simmons' memories. He says he's going to tell the team a story and needs her to fill in some of the blanks. When Jemma was little she had scoliosis. Her father used to lay with her looking at the stars. Her favorite star was Alya, the biggest star in the Serpentis system. Fitz tells her to lock onto that name because that's where they went.

Enoch saved them and said the only way they could survive was to change the natural course of their lives forever. He transported them to the quinjet after Agent Piper left the temple with Flint. They asked Piper to turn around and go back to the temple. Turns out that Enoch took a copy of the time stream that allowed him to see where the agents were and what they would do next.

Once they returned to the temple, Flint made them a piece of the time monolith so they could do what they needed to do. Enoch told Flint and Piper to wait for them. FitzSimmons and Enoch ran to the quinjet and headed for the Serpentis system. Fitz began studying the time stream. It took them a while to build everything they needed to complete their designs. Enoch pointed out that it was a good thing they were building a time machine, as it doesn't matter how long it took. That made Fitz want to take some time to just live. And they did.

FitzSimmons got their happily ever after. They took their time building everything, but eventually had to return to the mission. They had a hard time saying goodbye. We see them putting pillows in the containment pod. Setting a tarp over the Coulson LMD and putting the piece of the time monolith in the time drive.

They jump to the moment they left Piper and Flint with the containment pod. Piper figures out that they are messing with time. Simmons says they need a place for Fitz to stay until he can travel to another timeline through the quantum realm. She asks them to guard it with their lives. And if they keep the pod safe, she will give them any favor they ask for in return. She tells them to open the pod if she doesn't return by sun up.

Fitz sets up the quantum bridge, and Simmons prepares to leave. He says for them it will be an instant and tells her to stay strong. Fitz gets into the pod and puts on a special helmet. He has to stay behind because his mind can't handle the implant.

Enoch injects the implant into Simmons' brain just before she goes into the temple to retrieve her team. Simmons remembers everything, but she doesn't understand why they stayed so long. Daisy is afraid that Simmons has forgotten that she loves Fitz. But he says she forgot something much more important. He's ready to fill them in so they know they are fighting for. He asks them to help him map out a plan and all be willing to do it, no matter what the cost. And they build the Coulson LMD to put all of the pieces together.

Malick is upset that Sybil didn't give him control of her hunters to end S.H.I.E.L.D. He was moments away from ruling the world. Sybil knows they are headed to S.H.I.E.L.D.'s original timeline where Earth is already under attack by another group of Chronicoms. Earth is still within their reach. Malick doesn't buy it. No one knows the future anymore. Malick goes to his makeshift transfusion room and hooks up Kora to the machine. He says it's time to take her power.

The Zephyr is almost to their original timeline. The entire team knows the plan. Sousa and Elena will go with FitzSimmons. They have to wear blue hazmat suits to do that. That group will go to the temple first to finish their business there. Then they will go to the Lighthouse to retake it from the Chronicoms.

Everyone arrives in the new timeline. The quinjet separates from the Zephyr. Daisy, Mack, Coulson and May stay on the Zephyr and turn everything off to hide from the Chronicoms. Sybil scans for them and wants to destroy them.

The quinjet lands, and the ground team heads to the Zephyr from the past to help Simmons clean up the scene at the temple. Fitz tells everyone not to talk or engage with anyone. The Zephyr powers up, and the Chronicoms find them. Sybil orders them to fire. And the present Zephyr takes off to land on top of the Chronicom ship. This is when the Chronicoms blow up the

temple, just as the past Zephyr jumps. Everyone sees the temple explode, and that's when Fitz transports to the quantum realm.

The Chronicoms report that the Zephyr disappeared from their radar, but Sybil doesn't believe the S.H.I.E.L.D. agents are gone. They always beat the odds. The space team enters the Chronicom ship in a room with radioactive pods. They quickly encounter hunters, but Daisy has the situation under control. Mack and Coulson leave and split up, killing Chronicoms along the way. Sybil captures Coulson and says it's time for him to be reassigned.

Malick finds Daisy. He says he's studied her history and all of her battles. He is honored to be her last opponent. Malick reveals that in addition to Daisy's quake powers, he also has Kora's powers.

The ground team goes to the Lighthouse, where Elena quickly takes care of the Chronicoms who took over. They retake the control room and lock the doors. Fitz starts working on resetting the antennas. Elena hopes the space team can complete their mission before the Chronicoms break down the door. Sousa assures Elena not to worry too much about Mack. She returns the assurances saying not to worry too much about Daisy. Simmons hears their exchange and realizes Daisy and Mack are the stars in the skies for Sousa and Elena. She starts crying, saying she remembers what they are fighting for.

Daisy and Malick fight, knocking each other around and throwing banter at each other. He reminds Daisy that they both fought her mother. Someone needed to save Daisy, but Malick snapped her neck. They are evenly matched, even with Kora's powers. So the fight isn't going one way or the other.

Mack forces open a set of doors and finds Kora knocked out in the transfusion room. He picks her up and leaves the room. As for Coulson, Sybil is ready to destroy him. She says she can give any hunter orders using only her mind. She wants to tear everything but Chronicom hardware out of Coulson so she can control him too.

Coulson says the war is over and S.H.I.E.L.D. has won. He gives up the information that Fitz and Simmons are currently taking over the Lighthouse. Sybil smiles, creepily, and activates her hunters. She orders them to ascend on the Lighthouse and all ships to prepare to fire on the S.H.I.E.L.D. bases, the same targets as before. Coulson gives a creepy smile this time, saying he needed her to enter her authorization. What comes next? The Cavalry!

May drops down from the ceiling, hitting Sybil. She and Coulson fight off the Chronicoms, while Daisy continues to fight Malick. Coulson and May have knocked everyone out when Mack arrives with Kora. Kora is weak, but they need her to boost a signal to reach Earth. Coulson wakes her up saying they are fighting for the very thing that gives them strength. Kora knows what that is, and she can do what they need her to do.

The hunters reach the door to the control room. Fitz is ready to receive transmissions from space. Kora hopes they can give the Chronicoms orders, but Coulson says they are giving them empathy instead. May puts her hands into the Chronicom transmitter, and Kora powers up to boost the signal. The Chronicoms breach the door and a bright light overcomes the Lighthouse. When the light goes away, Elena asks the hunters if they are friends or enemies. Their leader says they are friends, as they have always been. The Chronicoms drop their weapons.

Coulson, May, Mack and Kora return to the Zephyr and see Daisy is still fighting. Mack says they have to let her do her thing. Daisy tells Malick what they just did to turn the tables on him. Malick gets angry and says the ships in space will vaporize the planet. There's no way for Daisy to kill him without killing herself. That's what Daisy is counting on.

Daisy releases her full power on Malick, throwing him back into the radiation pod. The impact blows up the Chronicom ships as the Zephyr escapes the blast. Daisy floats in space when the Zephyr returns to retrieve her. Mack lays her on the floor of the cargo bay and Kora uses her power to bring Daisy back to life. Coulson says this is what they are fighting for. Family.

Fitz and Simmons return to the containment pod. For Piper and Flint, it's only been a few minutes. Piper asks if they were guarding the pod for nothing. Fitz says no, they were guarding their everything. Simmons runs to the back of the pod and opens the door. A little blond girl named Alya sleeps inside. This is Fitz and Simmons' daughter... Deke's mother... their everything. While Fitz and Simmons took their time to live a little, they had a baby and shared part of their adventure with her.

For Alya, her mommy had just left her, saying she would be gone only a few minutes. Alya heard a loud noise, but she was only a little scared. Jemma says she was scared, too, and holds

her daughter tightly while Fitz smiles, watching them together.

One year later — Agent Elena Rodriguez still works for S.H.I.E.L.D. She's one of the most decorated agents with her own team. Agent Piper is on her team, and the one favor she wanted was the return of her favorite partner, Agent Davis. He may be an LMD, but they fight like he never died. Elena can only smile as they fight.

Agent Melinda May has become a teacher at the Coulson Academy. Flint is one of her students. She says she's never been so exhausted. But everyone knows she loves her new job. She invites Coulson to come speak to the newbies and promises to send Mack names of students he will want to meet with.

Leopold Fitz and Jemma Simmons know a little bit about being exhausted. Kids will do that to you. Alya is growing so fast. She's learning to swim and wants to create her own fish. The team showers her with presents, and Fitz asks them to only send one a year. Simmons loves the attention Alya gets and especially loves that Daniel Sousa writes them letters. Who does that anymore? The couple's retired from S.H.I.E.L.D., but Simmons still looks at anatomy reports for Daisy from time to time.

Alphonso "Mack" Mackenzie is still the director of S.H.I.E.L.D. And now he's flying in style aboard a helicarrier. It's obvious that he loves his job. He sends Coulson a special package with a going away present. More on that later...

Agents Daisy Johnson and Daniel Sousa are dating. They have a unique assignment. To prepare Sousa, Daisy makes him watch E.T. He cries like a baby. She buys him a typewriter so he can type his letters. She says he's definitely cut out for their assignment and he calls them the "astro-ambassadors." If you haven't figured it out, Daisy and Sousa are in space. Could this be S.W.O.R.D.? Kora is also with them. Daisy says she's doing well. It's funny what people can do when someone believes in them.

Agent Phil Coulson, LMD, took off the last year to reassess what to do with his time. He could always turn himself off, but there's no rush. He wants to continue his sabbatical and see the world. May, Mack and Daisy all offer him a place on their teams when he decides to return to work.

The team meets up at the speakeasy, via hologram. They catch up on life and reminisce about how many times Coulson died. Daisy's ship enters a nebula, so they cut their reunion short with a promise to meet up again, same time next year. Simmons says it's a new tradition. They've been through too much together to stop communicating. And no, they didn't forget about Deke. Daisy actually admits to missing him. Mack says The D is just fine.

After everyone returns to their lives, Daisy and Coulson linger a bit. They agree that things just aren't the same without the team. Daisy reflects on how the team came together. Coulson did it. He changed their lives. She says there are still people out there who are lost. If Coulson doesn't find them, who will?

Daisy promises to call Coulson when she returns to Earth. Coulson leaves, and Daisy lingers a bit before logging off. Coulson is at S.H.I.E.L.D. HQ. He opens his package and finds a set of keys inside. He goes to the parking lot, and Lola is waiting for him. Coulson gets in, puts on his sunglasses and starts the car. He flips a switch, and Lola transforms to a more modern look with a dark paint color. Coulson flies away.

Actor Appearances

A

Antonio Aaron	1
0511 (Officer Kennedy)	
Donzaleigh Abernathy	1
0211 (Trip's Mom)	
Phil Abrams	1
0604 (Harold Simcoe)	
Kirk Acevedo	2
0214 (Agent Calderon); 0215 (Agent Thomas Calderon)	
Amy Acker	1
0119 (Audrey Nathan)	
Julian Acosta	1
0703 (Dr. Pascal Vega)	
Ava Acres	2
0217 (Little Girl / Katya); 0411 (Katya)	
Christine Adams	9
0112 (Agent Weaver); 0117 (Agent Weaver); 0214 (Agent Weaver); 0215 (Agent Weaver); 0217 (Agent Weaver); 0219 (Agent Weaver); 0220 (Agent Weaver); 0221 (Agent Weaver); 0222 (Agent Weaver)	
Dayo Ade	1
0117 (Agent Barbour)	
Shalin Agarwal	1
0602 (Amit)	
Jamal Akakpo	1
0508 (Comms Agent)	
Deniz Akdeniz	1
0501 (Virgil)	
Bayo Akinfemi	1
0312 (Nathi Zuma)	
Julie Aks	1
0313 (Waitress)	
Paul Alayo	1
0311 (Francisco Rodriguez)	
Jaimie Alexander	2
0115 (Si); 0212 (Si)	
Philip Alexander	1
0704 (Joe)	
Asif Ali	1
0122 (Jesse Fletcher)	
Zibby Allen	2
0422 (Lt. Evans); 0505 (Lt. Evans)	
Usman Ally	3
0402 (Vincent); 0405 (Vincent); 0406 (Vincent)	
T.J. Alvarado	4
0603 (Toad); 0607 (Toad); 0608 (Toad); 0609 (Toad)	
Jamie Alvarez	1
0311 (Lead Officer)	
Ronnie Alvarez	1
0311 (Uniformed Officer)	
Bruno Amato	1
0207 (Bartender)	
John Lee Ames	1
0710 (Dr. Grady)	
Abraham Amkpa	1
0413 (Lab Tech)	
David An	1

0407 (Zhi)	
Jolene Andersen	1
0707 (Olga)	
Markell Andrew	1
0212 (Officer Carvalho)	
Fin Argus	2
0708 (Gordon); 0710 (Gordon)	
Yancey Arias	1
0311 (Colonel Victor Ramon)	
Pascale Armand	1
0104 (Akela Amador)	
Lucas Armendariz	1
0708 (Francisco)	
Wes Armstrong	1
0502 (Rick)	
Mackenzie Astin	1
0215 (Tim Maguire)	
Mark Atteberry	2
0316 (Kurt Vogel); 0319 (Kurt Vogel)	
Hayley Atwell	2
0201 (Peggy Carter); 0208 (Peggy Carter)	
Seth Austin	1
0505 (Hanger Guard 2)	

B

James Babson	1
0502 (Holt)	
Randall Bacon	1
0417 (Lead Hydra Agent)	
Brent M. Bailey	2
0518 (Agent Thomas); 0519 (Agent Thomas)	
Luke Baines	1
0701 (Chronicom)	
Christopher James Baker	6
0603 (Malachi); 0605 (Malachi); 0606 (Malachi); 0608 (Malachi); 0611 (Malachi); 0613 (Malachi)	
Robert Baker	1
0109 (Tobias Ford)	
Shainu Bala	4
0604 (Trevor Khan); 0605 (Trevor Khan); 0607 (Trevor Khan); 0613 (Trevor Khan)	
Cassandra Ballard	2
0712 (Agent Mulcahey); 0713 (Agent Mulcahy)	
Sola Bamis	1
0602 (Dana)	
Samuel Barajas	1
0401 (Felix)	
Christian Barillas	1
0204 (Priest)	
Darren Barnett	2
0701 (Freddy Malick); 0702 (Wilfred 'Freddy' Malick)	
Shakira Barrera	1
0706 (Agent King)	
Devin Barry	1
0405 (Producer)	
Portia Bartley	2

0604 (Kaya); 0612 (Kaya)
 Austin Basis 1
 0707 (Russell Feldman)
 Craig Baxley Jr. 1
 0210 (Hydra Soldier 3)
 Alastair Bayardo 1
 0410 (Agent McCafferty)
 Aaron Behr 1
 0101 (Angry Man)
 Robert Belushi 2
 0114 (Jimmy MacGregor); 0115 (Jimmy)
 Douglas Bennett 2
 0603 (Long-Haired Gambler); 0607 (Wayne)
 Gigi Bermingham 1
 0214 (Rhonda)
 Mark Berry 2
 0121 (Navy Admiral); 0122 (Admiral Jolnes)
 David Bianchi 1
 0708 (Javier)
 Melissa Bickerton 1
 0312 (Ellen King)
 Lilli Birdsell 5
 0401 (Lucy); 0402 (Lucy); 0404 (Lucy Bauer); 0405
 (Lucy Bauer); 0406 (Lucy)
 Meredith Bishop 1
 0214 (Officer Anderson)
 Stephen Bishop 2
 0712 (Agent Brandon Gamble); 0713 (Agent Bran-
 don Gamble)
 Neal Bledsoe 2
 0704 (Wilfred 'Freddy' Malick); 0705 (Wilfred Mal-
 ick)
 Anthony Bless 1
 0505 (MP Guard)
 Ronnie Gene Blevins 1
 0205 (Deacon)
 Kieren Van Den Blink 1
 0214 (Female Lieutenant)
 Nick Blood 1
 0505 (Lance Hunter)
 Wolfgang Bodison 1
 0315 (Edwin Abbott)
 Beau Bonness 1
 0418 (Hydra Gate Guard)
 Powers Boothe 11
 0306 (Gideon Malick); 0307 (Gideon Malick); 0308
 (Gideon Malick); 0309 (Gideon Malick); 0310
 (Gideon Malick); 0311 (Gideon Malick); 0312
 (Gideon Malick); 0313 (Gideon Malick); 0315
 (Gideon Malick); 0316 (Gideon Malick); 0317
 (Gideon Malick)
 Potsch Boyd 1
 0119 (Hal)
 Jermaine I. Brantley 1
 0501 (Kree Trooper)
 Ciara Bravo 1
 0503 (Abby)
 Edwin H. Bravo 2
 0401 (Chen's Gang 4); 0402 (Chen's Gang 4)
 Josh Breeding 1
 0120 (Parking Attendant)
 Jake Brennan 1
 0106 (Camper 4)
 Patrick Brennan 2
 0118 (Marcus Daniels); 0119 (Marcus Daniels)
 Sylvia Brindis 1
 0108 (Elena)
 Brion Brinson 1
 0703 (Neatnik Scientist)
 BJ Britt 21

0114 (Agent Triplett); 0116 (Agent Triplett); 0117
 (Agent Triplett); 0118 (Agent Triplett); 0119
 (Agent Triplett); 0120 (Agent Triplett); 0121
 (Agent Triplett); 0122 (Agent Triplett); 0201
 (Agent Antoine Triplett); 0202 (Agent Antoine
 Triplett); 0203 (Agent Antoine Triplett); 0204
 (Agent Antoine Triplett); 0205 (Agent Antoine
 Triplett); 0206 (Agent Antoine Triplett); 0207
 (Agent Antoine Triplett); 0208 (Agent Antoine
 Triplett); 0209 (Agent Antoine Triplett); 0210
 (Agent Antoine Triplett); 0418 (Agent Triplett);
 0419 (Agent Triplett); 0420 (Agent Triplett)
 Lance Broadway 1
 0407 (Tac Team Leader)
 Scott Broderick 1
 0315 (Officer Bowie)
 Dylan Bruno 1
 0115 (Rooster)
 Lucas Bryant 3
 0601 (Agent Keller); 0602 (Agent Keller); 0604 (Agent
 Keller)
 Caleb Burgess 1
 0106 (Camper 3)
 Dominic Burgess 1
 0104 (Englishman)
 Adam Burnette 1
 0601 (Runco)
 Saffron Burrows 4
 0107 (Agent Victoria Hand); 0111 (Agent Victoria
 Hand); 0116 (Agent Victoria Hand); 0117 (Agent
 Victoria Hand)
 Jake Busey 2
 0513 (Tony "Candyman" Caine); 0519 (Tony "Can-
 dyman" Caine)
 Nathin Butler 1
 0501 (Jones)
 Nicole J. Butler 2
 0101 (Aunt Mindy); 0122 (Aunt Mindy)

C

Iain De Caestecker 2
 0711 (Leo Fitz); 0712 (Leo Fitz)
 Benjamin J. Cain Jr. 1
 0419 (Hydra Agent)
 Wilmer Calderon 2
 0201 (Idaho); 0202 (Idaho)
 Dove Cameron 7
 0511 (Ruby Hale); 0513 (Ruby Hale); 0515 (Ruby
 Hale); 0516 (Ruby Hale); 0517 (Ruby Hale);
 0518 (Ruby Hale); 0708 (Ruby (archive footage))
 Jonathan Camp 1
 0314 (Watchdog Oscar)
 Astrea Campbell-Cobb 1
 0308 (Flight Attendant)
 Anna Campbell 1
 0214 (Female Major)
 Carlos E. Campos 1
 0207 (Lewis Seaver / Patient 2)
 Louie Ski Carr 2
 0603 (Montalban); 0607 (Montalban)
 Dillon Casey 2
 0305 (Will Daniels); 0310 (Will Daniels)
 Steve De Castro 1
 0108 (Adar)
 Patrick Cavanaugh 12
 0403 (Burrows); 0405 (Burrows); 0406 (Burrows);
 0407 (Burrows); 0408 (Burrows); 0409 (Bur-
 rows); 0410 (Burrows); 0417 (Burrows); 0418
 (Burrows); 0419 (Burrows); 0420 (Burrows);
 0422 (Burrows)

0505 (General Hale); 0511 (General Hale); 0512 (General Hale); 0513 (General Hale); 0514 (General Hale); 0515 (General Hale); 0516 (General Hale); 0517 (General Hale); 0518 (General Hale); 0520 (General Hale)

Robb Derringer 1
0611 (Thomas)

Rico Devereaux 1
0110 (Prison Guard)

David Diaan 1
0203 (Elias)

Reed Diamond 9
0201 (Daniel Whitehall); 0203 (Daniel Whitehall); 0204 (Daniel Whitehall); 0205 (Daniel Whitehall); 0208 (Daniel Whitehall / Werner Reinhardt); 0209 (Daniel Whitehall); 0210 (Daniel Whitehall / Werner Reinhardt); 0316 (Daniel Whitehall); 0515 (Daniel Whitehall)

Adriana Diaz 1
0403 (Hostage)

Anthony Dilio 1
0102 (Cusi)

Josh Diogo 1
0108 (Bjorn)

Cameron Diskin 1
0117 (Agent Baylin)

Dianne Doan 6
0708 (Kora); 0709 (Kora); 0710 (Kora); 0711 (Kora); 0712 (Kora); 0713 (Kora)

Robert Dobrev 1
0318 (Bartender)

Bryan Dodds 1
0703 (MP #1)

Dan Donohue 2
0402 (Frederick); 0406 (Frederick)

Ryan Donowho 1
0707 (Cricket)

Cullen Douglas 3
0105 (Po); 0110 (Edison Po); 0111 (Edison Po)

David Douglas (I) 1
0220 (Michael)

Brad Dourif 1
0116 (Thomas Nash)

Stephanie Drapeau 1
0704 (Lana)

Kimberley Drummond 1
0410 (Agent Crawford)

Fred Dryer 1
0211 (Octavian Bloom)

Ken DuBois 2
0401 (Chen's Gang 2); 0402 (Chen's Gang 2)

Jamal Duff 1
0213 (John Bruno)

Sarah Dumont 1
0101 (Beautiful Woman)

Paul Duna 1
0502 (Reese)

Adam Dunnells 1
0205 (Brick)

Cherie Dvorak 1
0413 (Agent)

E

James Edson 1
0405 (Warden Green)

Brett Edwards 1
0303 (Army Private)

Paul Elia 1
0121 (Diaz)

Julia Emelin 1

0104 (Innkeeper)

Michael Enright 1
0206 (Julien Beckers)

Sergio Enrique 1
0404 (Guard)

Erika Ervin 1
0506 (Lady Karaba)

Carolina Espiro 1
0202 (Waitress)

Donovan Estrada 1
0601 (Tim)

J. Michael Evans 1
0421 (Airman Richardson)

Nick Eversman 1
0304 (Shane Hanson)

F

Patrick Fabian 1
0506 (Ponarian)

Adam Faison 1
0515 (Teenage Jasper Sitwell)

Florence Faivre 8
0502 (Sinara); 0503 (Sinara); 0504 (Sinara); 0506 (Sinara); 0507 (Sinara); 0508 (Sinara); 0509 (Sinara); 0510 (Sinara)

Parisa Fakhri 2
0206 (Senator's Aide); 0214 (Lieutenant Decker)

Charles Fathy 1
0205 (Head Chef)

Brennan Feonix 1
0421 (Airman Whitley)

Lou Ferrigno Jr. 1
0208 (Agent Hauer)

Matt Ferrucci 1
0315 (S.H.I.E.L.D. Agent)

Dan Feuerriegel 1
0303 (Spud)

Nic Few 1
0706 (Ford Chronicom)

Aaron Fili 3
0516 (Scientist (uncredited)); 0517 (Scientist); 0518 (Scientist)

Josh Fingerhut 1
0511 (Bartender)

Greg Finley 1
0701 (Tillman)

Jack Fisher (I) 2
0515 (George Talbot); 0521 (George Talbot)

Mark Fite 1
0513 (Dr. Joseph Getty)

Micah Fitzgerald 1
0303 (Referee)

Preston Flagg 1
0403 (Darryl)

Markus Flanagan 1
0315 (Rowan Hamilton)

Dasha Flynn 1
0419 (Woman with Glasses)

David Flynn 1
0706 (Stoner Chronicom)

Tanner Fontana 1
0404 (Elliot)

Karole Foreman 1
0422 (Waitress)

Emily Foxler 1
0113 (Sofia)

Winston James Francis 7
0601 (Juco); 0602 (Jaco); 0603 (Jaco); 0604 (Jaco); 0607 (Jaco); 0608 (Jaco); 0609 (Jaco)

Nelson Franklin 1

0308 (Steve Wilson)	
Courtney Friel	1
0320 (Newscaster)	
<hr style="width: 20%; display: inline-block; vertical-align: middle;"/> G <hr style="width: 20%; display: inline-block; vertical-align: middle;"/>	
Aaron Gaffrey	1
0403 (Mystery Figure)	
Justin Gant	1
0111 (PO Guard 1)	
Bubba Ganter	1
0603 (Security Guard)	
Cutter Garcia	1
0202 (Bartender)	
Kyla Garcia	1
0122 (Mrs. Zeller)	
Raquel Gardner	6
0201 (Carla Talbot); 0214 (Carla Talbot); 0312 (Carla Talbot); 0515 (Carla Talbot); 0517 (Carla Talbot); 0521 (Carla Talbot)	
Brittnee Garza	1
0209 (Cashier)	
Michael Gaston	1
0703 (Gerald Sharpe)	
Christian Gehring	1
0703 (Lt. Carpenter)	
Christopher Gehrman	1
0109 (Taylor)	
Edward Gelhaus	1
0401 (Skinhead)	
Erik Gersovitz	1
0703 (Timid Lab Tech)	
Kara Gibson	1
0703 (Salty Waitress)	
Rick Gifford	1
0106 (Adam Cross)	
Tanner Gill	1
0413 (Driver)	
Karl Girolamo	1
0707 (Chip Womack)	
Enver Gjokaj	10
0703 (Daniel Sousa); 0704 (Daniel Sousa); 0705 (Daniel Sousa); 0706 (Daniel Sousa); 0708 (Daniel Sousa); 0709 (Daniel Sousa); 0710 (Daniel Sousa); 0711 (Daniel Sousa); 0712 (Daniel Sousa); 0713 (Daniel Sousa)	
Ron Glass	2
0101 (Dr. Streiten); 0111 (Dr. Streiten)	
Troy Glass	1
0106 (Camper 5)	
Lola Glaudini	7
0315 (Polly Hinton); 0322 (Polly Hinton); 0505 (Polly Hinton); 0516 (Polly Hinton); 0518 (Polly Hinton); 0521 (Polly Hinton); 0522 (Polly Hinton)	
Matthew Glave	1
0201 (Roger Browning)	
Joss Glennie-Smith	1
0713 (Lead Hunter)	
Amos Glick	1
0701 (Waiter)	
Jason Glover	1
0319 (Mayan)	
Jesse D. Goins	1
0203 (Theo)	
Damian Gomez	1
0413 (Coffee Vendor)	
Gina Gonsalves	2
0613 (Spectre 3); 0702 (Spectre 3)	
Henry Goodman	3
0211 (Dr. List); 0218 (Dr. List); 0219 (Dr. List)	
Landall Goolsby	1

0214 (Selwyn)	
Asha Goyal	1
0419 (Hope's Friend)	
Nick Gracer	1
0104 (Armed Guard)	
Allan Graf	1
0115 (Trooper)	
Jessie Graff	1
0703 (Female Chronicom)	
Michael Graziadei	1
0108 (Jakob Nystrom)	
Brandon Ford Green	1
0310 (Third Soldier)	
Jake Green	1
0403 (Terrified Driver)	
Francis Gregg	1
0417 (Amy)	
Dorian Gregory	1
0321 (Undersecretary Walter Thomas)	
Ian Gregory	1
0208 (Air Force General)	
Joel Gretsche	1
0207 (Hank Thompson)	
Ben Griesse	1
0212 (Tiago)	
Jack Guzman	1
0307 (S.H.I.E.L.D. Agent 1)	

<hr style="width: 20%; display: inline-block; vertical-align: middle;"/> H <hr style="width: 20%; display: inline-block; vertical-align: middle;"/>	
Willow Hale	2
0507 (The Seer); 0508 (The Seer)	
Charles Halford	2
0107 (Agent Shaw); 0117 (Agent Shaw)	
Anthony Michael Hall	1
0607 (Kitson)	
Cynthia Rose Hall	1
0122 (Employee)	
Jim Hanna	1
0416 (Guy)	
John Hannah	5
0318 (Holden Radcliffe); 0319 (Holden Radcliffe); 0320 (Holden Radcliffe); 0321 (Holden Radcliffe); 0322 (Holden Radcliffe)	
Eve Harlow	6
0502 (Tess); 0503 (Tess); 0506 (Tess); 0509 (Tess); 0510 (Tess); 0708 (Tess (archive footage))	
Jade Harlow	1
0416 (Julia Price)	
Cantrell Harris	1
0415 (Agent Fisher)	
Jamie Harris	11
0210 (Man); 0211 (Gordon); 0213 (Gordon); 0215 (Gordon); 0216 (Gordon); 0217 (Gordon); 0218 (Gordon); 0219 (Gordon); 0220 (Gordon); 0221 (Gordon); 0222 (Gordon)	
Ian Hart	1
0103 (Dr. Franklin Hall)	
Lynn A. Henderson	1
0515 (Dr. Ford)	
Barry Shabaka Henley	5
0601 (Dr. Marcus Benson); 0602 (Dr. Marcus Benson); 0604 (Dr. Marcus Benson); 0605 (Dr. Marcus Benson); 0611 (Dr. Marcus Benson)	
Lorenzo James Henne	3
0401 (Gabe); 0403 (Gabe); 0406 (Gabe)	
James Henrie	2
0401 (Gabe); 0407 (Gabe)	
Falk Hentschel	1
0206 (Marcus Scarlotti)	
Maximiliano Hernandez	3

0107 (Agent Jasper Sitwell); 0115 (Agent Sitwell);
0116 (Agent Jasper Sitwell)

Harlow Happy Hexum 1
0713 (Alya)

Ramon Hilario 2
0118 (Barber); 0121 (Ernesto the Barber)

Kate Hilliard 1
0301 (Tina)

Garrett Hines 1
0310 (Hydra Soldier)

Remington Hoffman 2
0506 (Manston-Dar); 0507 (Manston-Dar)

Gabriel Hogan 1
0520 (Crixon)

Shannon Hollander 1
0303 (Assistant)

Brian Van Holt 2
0206 (Stranger); 0207 (Carver / Sebastian Derik)

Hugh B. Holub 1
0703 (Tightly-Wound Scientist)

James Hong 1
0302 (William May)

Andrew Howard 6
0301 (Banks); 0303 (Banks); 0304 (Banks); 0306
(Banks); 0308 (Banks); 0309 (Banks)

Galen Howard 1
0603 (Greaseball)

Chris Hubbard 1
0319 (Ex-Hydra Follower #2)

Tunisha Hubbard 8
0502 (Ava); 0503 (Ava); 0504 (Ava); 0506 (Ava);
0507 (Ava); 0508 (Ava); 0509 (Ava); 0510 (Ava)

Valorie Hubbard 1
0205 (Aunt Cindy)

Rob Huebel 1
0111 (Lloyd Rathman)

Derek Hughes 1
0403 (The Amazing Mertz)

Hector Hugo 1
0306 (Jerome Deschamps)

Endre Hules 1
0313 (Prime Minister Olshenko)

Peter A. Hulne 1
0501 (Jerry)

Jay Hunter 4
0502 (Watch Commander); 0506 (Watch Comman-
der); 0507 (Watch Commander); 0510 (Watch
Commander)

Patrick John Hurley 1
0321 (General Andaz)

James Hutchison 1
0205 (Tac Agent Guard)

Ian Hutton 1
0401 (Blondie)

Alex Hyde-White 1
0302 (Lord Thornally)

I

Alvin Ing 1
0211 (Yat-Sen)

Lance Irwin 1
0204 (Guard)

Ravil Isyanov 2
0312 (Anton Petrov); 0313 (Anton Petrov)

J

Samuel L. Jackson 2
0102 (Nick Fury); 0122 (Nick Fury)

Jermaine Jacox 1
0405 (Ferocious Watchdog)

Skyler James 2
0416 (Chris Adler); 0418 (Chris Adler)

Peter Jang 1
0505 (Hangar Guard 1)

David Jansen 1
0211 (S.H.I.E.L.D. Agent)

Mallory Jansen 20
0401 (Aida); 0403 (Aida); 0404 (Aida); 0407 (Aida);
0408 (Aida); 0409 (Aida); 0410 (Aida); 0411
(Aida); 0412 (Aida); 0413 (Aida); 0413 (Agnes
Kitsworth); 0414 (Aida); 0415 (Aida); 0416 (Aida);
0417 (Aida); 0418 (Aida); 0419 (Aida); 0420
(Aida); 0421 (Aida); 0422 (Aida)

Joris Jarsky 1
0422 (Sergei)

Tobias Jelinek 6
0701 (Captain Terrence Luke / Luke); 0702 (Luke);
0703 (Luke); 0704 (Luke); 0705 (Captain William
Dole); 0706 (Luke)

Xavier Jimenez 2
0601 (Tinker); 0602 (Tinker)

Alyssa Jirrels 1
0515 (Teenage Hale)

Bjorn Johnson 1
0315 (Charles Hinton)

Craig Johnson 1
0216 (S.H.I.E.L.D. Leader)

Joel Johnstone 1
0121 (Ott)

Asante Jones 1
0505 (Security Guard)

Marcus Jordan 1
0707 (Marcus)

Torrance Jordan 1
0504 (Kree Guard)

K

Sufian Kassam 1
0301 (Driver)

Simon Kassianides 12
0201 (Sunil Bakshi); 0202 (Sunil Bakshi); 0203
(Sunil Bakshi); 0204 (Sunil Bakshi); 0205 (Sunil
Bakshi); 0207 (Sunil Bakshi); 0208 (Sunil Bak-
shi); 0211 (Sunil Bakshi); 0214 (Sunil Bak-
shi); 0218 (Sunil Bakshi); 0219 (Sunil Bak-
shi); 0419 (Sunil Bakshi)

Katie Amanda Keane 1
0513 (Deke's Mom)

Brandon Keener 1
0405 (Harlan)

Dennis Keiffer 1
0108 (Rollo)

Bryan Keith 2
0409 (Zack Bynum); 0413 (Zack Bynum)

Beth Kennedy 1
0109 (Martha)

Jack Kennedy 1
0213 (Security Guard)

Glenn Keogh 1
0601 (Trok)

Karson Kern 1
0703 (Crew Cut Guy)

Boyd Kestner 1
0112 (Agent Lumley)

Rya Kihlstedt 2
0503 (Ava); 0504 (Lady Basha)

Chase Kim 1
0205 (Waiter)

David L. King 1
 0303 (Maitre'd)

Michael Klesic 1
 0104 (Kropsky)

Kurt Koehler 1
 0522 (Officer Zbyszewski)

Ava Kolker 1
 0508 (Robin (age 12))

Lexy Kolker 6
 0505 (Robin Hinton); 0508 (Robin (age 7)); 0516 (Robin Hinton); 0518 (Robin Hinton); 0521 (Robin Hinton); 0522 (Robin Hinton)

Kristof Konrad 1
 0313 (General Androvic)

Scott Kruse 4
 0603 (Boyle); 0607 (Boyle); 0608 (Boyle); 0609 (Boyle)

Adam Kulbersh 3
 0203 (Kenneth Turgeon); 0205 (Kenneth Turgeon); 0418 (Kenneth)

Karl Kwiatkowski 1
 0701 (Patrolman Fischer)

Stephan Käfer 1
 0703 (German Scientist)

L

Philip Labes 1
 0211 (Young Gordon)

Dichen Lachman 11
 0208 (Young Woman); 0211 (Jiaying); 0216 (Jiaying); 0217 (Jiaying); 0218 (Jiaying); 0219 (Jiaying); 0220 (Jiaying); 0221 (Jiaying); 0222 (Jiaying); 0708 (Jiaying); 0710 (Jiaying)

Paul Lacovara 1
 0110 (Brian Hayward)

Alicia Lagano 1
 0115 (Rosie)

Aaron Landon 1
 0121 (Pizza Delivery Guy)

David Landry 1
 0417 (Hydra Special Agent)

Shon Lange 1
 0507 (Guard)

Jude Lanston 1
 0301 (Soldier 1)

Trevor Larcom 1
 0106 (Camper 2)

Vincent Laresca 1
 0106 (Tony Diaz)

Konstantin Lavysh 1
 0412 (Russian 1)

Matthew Law 4
 0601 (Agent Julian); 0604 (Agent Julian); 0608 (Agent Julian); 0610 (Agent Julian)

Lucy Lawless 1
 0201 (Isabelle "Izzy" Hartley)

Frederick Lawrence 1
 0414 (Guard)

Joy Layton 1
 0505 (Lt. Lucas)

Henry LeBlanc 1
 0316 (Mourner)

Carlos Leal 1
 0102 (Archaeologist)

Madison Lee 1
 0207 (Lab Assistant)

Stan Lee 1
 0113 (Debonair Gentleman)

Alexander Leeb 1
 0208 (Scientist)

Kris Lemche 2

0217 (Ethan); 0218 (Ethan)

Bethany Joy Lenz 2
 0313 (Stephanie Malick); 0316 (Stephanie Malick)

Antonio Leon 1
 0217 (Bahrainian Soldier)

Devron Libran 1
 0403 (Slugger Punk)

David Lim 1
 0111 (Waiter)

Chad Lindberg 1
 0304 (Dwight Frye)

Jay Linzy 1
 0602 (Security Guard)

Loki 1
 0222 (Thug 2)

Alex Lombard 1
 0610 (Mystery Woman)

Devan Chandler Long 1
 0303 (Tat)

Lynn Longos 1
 0319 (Ex-Hydra Follower #1)

Danny Lopes 1
 0212 (Bruno)

Miguel Lopez 1
 0610 (Agent More)

Miguel A. Lopez 1
 0601 (Agent More)

Geri-Nikole Love 6
 0601 (Quinjet Pilot); 0604 (Agent Diaz); 0607 (Agent Diaz); 0609 (Agent Diaz); 0610 (Agent Diaz); 0613 (Agent Diaz)

Shannon Lucio 2
 0101 (Debbie); 0105 (Debbie)

Paulina Lule 2
 0705 (Lilla Mackenzie); 0706 (Lilla Mackenzie)

Gabriel Luna 9
 0401 (Robbie Reyes); 0402 (Robbie Reyes); 0403 (Robbie Reyes); 0404 (Robbie Reyes); 0405 (Robbie Reyes); 0406 (Robbie Reyes); 0407 (Robbie Reyes); 0408 (Robbie Reyes); 0422 (Robbie Reyes)

Austin Lyon 1
 0121 (Teenage Ward)

Adam Lytle 1
 0111 (Centipede Soldier 3)

M

Lucy Lawless MNZM 1
 0215 (Isabelle "Izzy" Hartley)

Tzi Ma 1
 0105 (Agent Quan Chen)

Kyle MacLachlan 13
 0202 (The Doctor); 0205 (The Doctor); 0208 (The Doctor); 0210 (The Doctor); 0211 (The Doctor); 0213 (The Doctor); 0216 (Cal); 0217 (Cal); 0218 (Cal); 0219 (Cal); 0220 (Cal); 0221 (Cal); 0222 (Cal)

Peter MacNicol 2
 0108 (Professor Elliot Randolph); 0302 (Professor Elliot Randolph)

James Macdonald 1
 0117 (Agent Jacobson)

Robert Maffia 1
 0106 (Baker)

Alexandra Manea 1
 0212 (Nurse)

Vachik Mangassarian 1
 0103 (Qasim Zaghulul)

Byron Mann 2
 0708 (Li); 0710 (Li)

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0211 (Raina); 0216 (Raina); 0217 (Raina); 0219 (Raina); 0220 (Raina); 0221 (Raina); 0222 (Raina); 0516 (Raina)

Micah Nelson 1
0108 (Boy)

Mike C. Nelson 1
0301 (Witness)

Alex Neustaedter 1
0108 (Maynard)

Bodie Newcomb 1
0103 (Agent Mack)

Jake Newton 1
0114 (Beta)

Tipper Newton 2
0707 (Roxy Glass); 0710 (Roxy Glass)

Austin Nichols 1
0105 (Miles Lydon)

Ben Turner Nixon 1
0201 (HYDRA Officer)

Jessen Noviello 2
0108 (Lars); 0205 (Lead Tac Agent)

O

Katy M. O'Brian 3
0711 (Kimball); 0712 (Kimball); 0713 (Kimball)

Mary Eileen O'Donnell 2
0701 (Stern Woman); 0703 (Stern Woman)

David O'Hara 3
0418 (Alistair); 0419 (Alistair); 0420 (Alistair)

Matt O'Leary 5
0601 (Trok); 0602 (Pax); 0604 (Pax); 0608 (Pax); 0609 (Pax)

Jason O'Mara 14
0402 (The Director); 0403 (The Director); 0405 (The Director); 0406 (The Director); 0407 (The Director); 0408 (The Director); 0409 (The Director); 0410 (The Director); 0411 (The Director); 0413 (The Director); 0414 (The Director); 0415 (The Director); 0417 (The Director); 0418 (The Director)

Christian Ochoa 3
0608 (Baal-Gad); 0611 (Baal-Gad); 0613 (Baal-Gad)

Myko Olivier 2
0504 (Ben); 0506 (Ben)

Edward James Olmos 5
0214 (Robert Gonzales); 0215 (Robert Gonzales); 0216 (Robert Gonzales); 0219 (Robert Gonzales); 0220 (Robert Gonzales)

Heather Olt 1
0416 (Woman)

Vladimir Orlov 1
0313 (Russian Soldier)

Brian Orosco 1
0108 (Olaf)

Lynden Orr 1
0707 (Tawni)

Valery M. Ortiz 1
0403 (Maria)

Max Osinski 26
0109 (Officer Davis); 0401 (Agent Red); 0405 (Agent Davis); 0406 (Agent Davis); 0407 (Officer Davis); 0410 (Agent Davis); 0412 (Agent Davis); 0413 (Agent Davis); 0414 (Agent Davis); 0415 (Agent Davis); 0420 (Agent Davis); 0421 (Agent Davis); 0512 (Agent Davis); 0513 (Agent Davis); 0516 (Agent Davis); 0517 (Agent Davis); 0519 (Agent Davis); 0520 (Agent Davis); 0521 (Agent Davis); 0522 (Agent Davis); 0601 (Agent Davis); 0603 (Agent Davis); 0605 (Agent Davis); 0608 (Agent Davis); 0609 (Agent Davis); 0610 (Agent Davis)

Maximilian Osinski 1
0713 (Agent Davis)

Patton Oswalt 10
0118 (Agent Eric Koenig); 0119 (Agent Eric Koenig); 0122 (Agent Billy Koenig); 0201 (Agent Billy Koenig); 0209 (Sam / Billy Koenig); 0210 (Sam / Billy Koenig); 0220 (Sam / Billy Koenig); 0412 (Sam and Billy Koenig); 0701 (Ernest Hazard Koenig); 0702 (Ernest Hazard Koenig)

Rick Otto 1
0215 (Lead Hydra Agent)

Graham Outerbridge 1
0509 (Doyle)

Jimmy Ouyang 1
0105 (Chinese Teenager 1)

Dawan Owens 2
0705 (Agent Ford); 0706 (Agent Ford)

Eijiro Ozaki 1
0208 (Prisoner)

P

Alex Paez 1
0217 (TAC Agent 2)

Cameron Palatas 2
0316 (Young Gideon Malick); 0705 (Young Gideon Malick)

Adrienne Palicki 6
0205 (Bobbi Morse); 0206 (Bobbi Morse); 0207 (Bobbi Morse); 0208 (Bobbi Morse); 0209 (Bobbi Morse); 0210 (Bobbi Morse)

Craig Parker 2
0520 (Taryan); 0521 (Taryan)

Adrian Pasdar 24
0118 (US Air Force Colonel Glenn Talbot); 0120 (US Air Force Colonel Glenn Talbot); 0201 (US Air Force Colonel Glenn Talbot); 0202 (US Air Force Colonel Glenn Talbot); 0204 (US Air Force Colonel Glenn Talbot); 0206 (US Air Force Colonel Glenn Talbot); 0211 (US Air Force Colonel Glenn Talbot); 0214 (US Air Force Colonel Glenn Talbot); 0312 (US Air Force Colonel Glenn Talbot); 0318 (US Air Force Colonel Glenn Talbot); 0320 (US Air Force Colonel Glenn Talbot); 0321 (US Air Force Colonel Glenn Talbot); 0410 (US Air Force Colonel Glenn Talbot); 0411 (US Air Force Colonel Glenn Talbot); 0421 (US Air Force Colonel Glenn Talbot); 0422 (US Air Force Colonel Glenn Talbot); 0515 (US Air Force Colonel Glenn Talbot); 0516 (US Air Force Colonel Glenn Talbot); 0517 (US Air Force Colonel Glenn Talbot); 0518 (US Air Force Colonel Glenn Talbot); 0519 (US Air Force Colonel Glenn Talbot); 0520 (US Air Force Colonel Glenn Talbot); 0521 (US Air Force Colonel Glenn Talbot); 0522 (US Air Force Colonel Glenn Talbot)

Stivi Paskoski 1
0414 (Lead SVR Agent)

Kavita Patel 1
0419 (Mrs. Lee)

David Michael Paul 1
0106 (Justin)

Rich Paul 1
0118 (Agent 1)

Dale Pavinski 1
0403 (Briggs)

Bill Paxton 6
0114 (Agent John Garrett); 0116 (Agent John Garrett); 0117 (Agent John Garrett); 0118 (Agent

John Garrett); **0121** (Agent John Garrett); **0122** (Agent John Garrett)
 James Paxton 3
 0710 (John Garrett); **0711** (John Garrett); **0712** (John Garrett)
 Camille De Pazzis 1
 0318 (Anon)
 Artemis Pebdani 1
 0412 (L.T. Koenig)
 Emily Peck 1
 0419 (Laura)
 Jean Paul San Pedro 1
 0320 (Jackson)
 Hal Perry 1
 0320 (Bartender)
 Darsha Philips 1
 0413 (Field Reporter)
 Derek Phillips 3
 0217 (Agent O'Brien); **0319** (Agent O'Brien); **0321** (Agent O'Brien)
 Jeff Daniel Phillips 1
 0213 (David A. Angar)
 Denney Pierce 1
 0202 (Soldier)
 Kyle David Pierce 1
 0211 (Accountant)
 Richard Pierre-Louis 1
 0416 (Hydra Agent)
 Ashley Platz 1
 0610 (Young Mystery Woman)
 Jeris Lee Poindexter 1
 0120 (Older Man)
 Joel Polis 1
 0211 (The Banker)
 Raquel Pomplun 1
 0214 (International Model)
 Lidia Porto 1
 0212 (Head Nurse)
 Arnell Powell 1
 0407 (Scientist)
 Ryan Powers 1
 0221 (S.H.I.E.L.D. Tech Agent)
 Jordan Preston 1
 0501 (Driver)
 Zac Pullam 1
 0703 (Biff)
 John Pyper-Ferguson 3
 0409 (Terrence Shockley); **0412** (Terrence Shockley); **0413** (Terrence Shockley)

Q

Adrian Quinonez 1
 0402 (Ignacio)

R

Juan Pablo Raba 6
 0301 (Joey Gutierrez); **0307** (Joey Gutierrez); **0309** (Joey Gutierrez); **0310** (Joey Gutierrez); **0311** (Joey Gutierrez); **0317** (Joey Gutierrez)
 Ruben Rabasa 1
 0212 (Mr. Cardozo)
 Sophie Rabe-Martinez 1
 0708 (Young Elena)
 Dominic Rains 8
 0502 (Kasius); **0503** (Kasius); **0504** (Kasius); **0506** (Kasius); **0507** (Kasius); **0508** (Kasius); **0509** (Kasius); **0510** (Kasius)
 T. J. Ramini 1

0113 (Mancini)
 Wilson Ramirez 1
 0401 (Diego)
 Saila Rao 1
 0215 (Susanna)
 Sarayu Rao 1
 0114 (Dr. Jazuat)
 Bryan Rasmussen 1
 0401 (Manager)
 Amanda Rea 1
 0322 (Aida)
 Robert Reinis 1
 0222 (Bartender)
 J. August Richards 12
 0101 (Mike Peterson); **0110** (Mike Peterson); **0111** (Mike Peterson); **0113** (Mike Peterson); **0116** (Mike Peterson); **0120** (Mike Peterson); **0121** (Mike Peterson); **0122** (Mike Peterson); **0216** (Mike Peterson); **0218** (Mike Peterson); **0219** (Mike Peterson); **0512** (Mike Peterson)
 Tyler Ritter 1
 0309 (Thomas Nash)
 Johnny Rivas 1
 0413 (Waiter)
 Jordan Rivera 5
 0417 (Hope); **0418** (Hope); **0419** (Hope); **0420** (Hope); **0422** (Hope)
 Staci Roberts 1
 0218 (Paula / Hydra Tech)
 Ward Roberts 3
 0402 (Hugo); **0405** (Hugo); **0406** (Hugo)
 Shelly Robertson 1
 0410 (Michelle Caldwell)
 Thomas Robie 1
 0106 (Camper 1)
 Christopher Rocha 1
 0111 (Tow Truck Driver)
 Daniel Roebuck 1
 0303 (John Donnelly)
 Paul Rogan 1
 0704 (Concierge)
 Trenton Rogers 1
 0108 (Young Grant)
 Alex Ross 1
 0703 (Well-Dressed Man)
 Trenton Rostedt 2
 0218 (Hoodie Guy); **0314** (Dallas Wyatt)
 Carlo Rota 1
 0113 (Luca Russo)
 Nicholas Roth 1
 0203 (Second HYDRA Agent)
 Samuel Roukin 2
 0506 (Faulnak); **0507** (Faulnak)

S

Dan Sachoff 1
 0101 (Reporter 1)
 William Sadler 3
 0301 (President Ellis); **0311** (President Ellis); **0313** (President Ellis)
 Andres Saenz-Hudson 1
 0520 (Qajax)
 Ricky Saenz 1
 0403 (Pistol Punk)
 Shontae Saldana 5
 0511 (Candice Lee); **0512** (Candice Lee); **0513** (Candice Lee); **0517** (Candice Lee); **0518** (Candice Lee)
 Gabriel Salvador 3
 0311 (Lucio); **0312** (Lucio); **0317** (Lucio)

Paul Sanchez	1	0503 (Emissary)	
0110 (Tiny)		Isaac Charles Singleton Jr.	2
Stephanie Maura Sanchez	1	0506 (The Vicar); 0507 (The Vicar)	
0403 (Leticia)		Tim Sitarz	1
Arlene Santana	1	0506 (Kree Soldier)	
0101 (Reporter 2)		Vladimir Sizov	1
Ric Sarabia	1	0107 (Siberian Soldier 1)	
0213 (Wendell Levi)		Stewart Skelton	2
Elena Satine	2	0511 (Chief Wellins); 0512 (Chief Wellins)	
0114 (Lorelei); 0115 (Lorelei)		Caleb Smith	1
Sherri Saum	3	0205 (Bartender)	
0605 (Altarah); 0606 (Altarah); 0611 (Altarah)		Cornelius Smith Jr.	1
Zack Sayenko	1	0215 (Case)	
0412 (Russian 2)		Kerr Smith	3
Paul Schackman	1	0404 (Joseph Bauer); 0405 (Joseph Bauer); 0406 (Joseph Bauer)	
0513 (Dr. Van Kempen)		Mark Rhino Smith	1
Rachele Schank	2	0504 (Trader Leader)	
0712 (Victoria Hand); 0713 (Victoria Hand)		Cobie Smulders	3
Eric Schloesser	2	0101 (Agent Maria Hill); 0120 (Agent Maria Hill); 0219 (Agent Maria Hill)	
0613 (Spectre 1); 0702 (Spectre 1)		Natalie Smyka	1
Kathryn Leigh Scott	1	0207 (Patient 5)	
0211 (The Baroness)		Sky Soleil	1
Wayne Scott	1	0405 (Corrections Officer)	
0111 (PO Guard 2)		Dusty Sorg	1
Frank Scozzari	1	0508 (Mouse)	
0704 (Train Conductor)		Gabriel Sousa	2
Hunter Seagroves	1	0710 (Durant); 0711 (Durant)	
0210 (Hydra Agent)		Taj Speights	2
Michael Hanson Seaver	1	0416 (Burnell); 0418 (Burnell)	
0207 (Patient 4)		Scott Speiser	1
Laura Seay	1	0214 (Station Guard)	
0109 (Hannah Hutchins)		Jonathan Stanley	1
Diego Serrano	1	0411 (Attendant)	
0204 (Gabriel Soto)		Kevin Stea	1
Sally Shamrell	1	0613 (Spectre 2)	
0411 (Committee Member)		Kevin Alexander Stea	1
Darwin Shaw	1	0702 (Spectre 2)	
0520 (Golpakc)		George Stephanopoulos	2
Chris Showerman	1	0201 (Himself); 0405 (Himself (uncredited))	
0418 (Hydra Soldier)		Bob Stephenson	1
Maz Siam	1	0101 (Gary)	
0211 (The Sheikh)		Coy Stewart	9
Graham Sibley	1	0503 (Flint); 0506 (Flint); 0507 (Flint); 0508 (Flint); 0509 (Flint); 0510 (Flint); 0611 (Flint); 0612 (Flint); 0713 (Flint)	
0515 (Professor Steger)		Mark Allan Stewart	5
Kevin Sifuentes	1	0214 (Agent Oliver); 0219 (Agent Oliver); 0220 (Agent Oliver); 0221 (Agent Oliver); 0222 (Agent Oliver)	
0101 (Technician)		McKay Stewart	2
Michael J. Silver	1	0211 (Scientist 1); 0508 (Roughneck)	
0114 (Alpha)		Joel Stoffer	25
Rob Silverman	1	0422 (Silhouetted Man); 0501 (Enoch); 0505 (Enoch); 0506 (Enoch); 0507 (Enoch); 0508 (Enoch); 0509 (Enoch); 0510 (Enoch); 0601 (Enoch); 0602 (Enoch); 0603 (Enoch); 0605 (Enoch); 0606 (Enoch); 0607 (Enoch); 0608 (Enoch); 0612 (Enoch); 0701 (Enoch); 0702 (Enoch); 0704 (Enoch); 0705 (Enoch); 0706 (Enoch); 0708 (Enoch); 0709 (Enoch); 0711 (Enoch); 0713 (Enoch)	
0317 (Kevin)		Maya Stojan	8
Henry Simmons	22	0203 (Agent 33); 0204 (Agent 33); 0214 (Agent 33); 0218 (Kara); 0219 (Kara); 0220 (Kara); 0221 (Kara); 0222 (Kara)	
0201 (Alphonso "Mack" Mackenzie); 0202 (Alphonso "Mack" Mackenzie); 0203 (Alphonso "Mack" Mackenzie); 0204 (Alphonso "Mack" Mackenzie); 0205 (Alphonso "Mack" Mackenzie); 0206 (Alphonso "Mack" Mackenzie); 0207 (Alphonso "Mack" Mackenzie); 0208 (Alphonso "Mack" Mackenzie); 0209 (Alphonso "Mack" Mackenzie); 0210 (Alphonso "Mack" Mackenzie); 0211 (Alphonso "Mack" Mackenzie); 0212 (Alphonso "Mack" Mackenzie); 0213 (Alphonso "Mack" Mackenzie); 0214 (Alphonso "Mack" Mackenzie); 0215 (Alphonso "Mack" Mackenzie); 0216 (Alphonso "Mack" Mackenzie); 0217 (Alphonso "Mack" Mackenzie); 0218 (Alphonso "Mack" Mackenzie); 0219 (Alphonso "Mack" Mackenzie); 0220 (Alphonso "Mack" Mackenzie); 0221 (Alphonso "Mack" Mackenzie); 0222 (Alphonso "Mack" Mackenzie)			
Tom Simmons	1	Piers Stubbs	1
0704 (Cop)		0302 (Younger Lord)	
Doug Simpson	1	Scott Subiono	1
		0103 (Todd Chesterfield)	
		Steve Suh	1

0408 (Peng)
 Colleen Sullivan 1
0408 (Reporter)
 Thomas E. Sullivan 9
0705 (Nathaniel Malick); **0706** (Nathaniel Malick);
0707 (Nathaniel Malick); **0708** (Nathaniel Mal-
 ick); **0709** (Nathaniel Malick); **0710** (Nathaniel
 Malick); **0711** (Nathaniel Malick); **0712** (Nathaniel
 Malick); **0713** (Nathaniel Malick)
 Jen Kuo Sung 3
0401 (Chen); **0402** (Chen); **0403** (Chen)
 Jason Sweat 1
0320 (Recruit 1)

T

JB Tadena 1
0201 (Private Tilden)
 Daren Tadlock 1
0413 (Cecilio)
 Derem Tadlock 1
0402 (Armed S.H.I.E.L.D. Guard)
 Amir Talai 1
0205 (Schneider)
 Chen Tang 2
0519 (Agent Kim); **0521** (Agent Kim)
 Alyce Tawil 1
0204 (Woman)
 Tamara Taylor 5
0703 (Sibyl); **0706** (Sibyl); **0707** (Sibyl); **0712** (Sibyl);
0713 (Sibyl)
 Brian Tee 1
0206 (Toshiro Mori)
 Paul Telfer 1
0602 (Viro)
 Murielle Tello 1
0214 (Young Starlet)
 Felisha Terrell 1
0111 (Emily Deville)
 Andrew Thacher 1
0315 (Rowan Lawyer 1)
 Sedale Threatt Jr. 2
0705 (John Mackenzie); **0706** (John Mackenzie)
 Terrell Tilford 1
0217 (Agent Hart)
 Michele Tobin 2
0506 (Gretchen); **0508** (Gretchen)
 Amy Tolsky 1
0511 (Woman)
 Trevor Torseth 1
0320 (Pete Boggs)
 Houshang Touzie 1
0217 (Colonel)
 Aiden Turner 1
0111 (Vanchat)
 Hart Turner 1
0321 (Hudson)
 Phil Tyler 1
0404 (Watchdog 1)

U

Jan Uddin 3
0608 (Isaiah); **0612** (Isaiah); **0613** (Isaiah)
 Blair Underwood 10
0213 (Dr. Andrew Garner); **0217** (Dr. Andrew Gar-
 ner); **0222** (Andrew Garner); **0302** (Dr. An-
 drew Garner); **0304** (Dr. Andrew Garner); **0306**
 (Dr. Andrew Garner); **0307** (Dr. Andrew Gar-
 ner); **0308** (Dr. Andrew Garner); **0310** (Dr. An-
 drew Garner); **0315** (Andrew Garner)

V

Vance Valencia 1
0311 (Turkish Old Man)
 Alkysa Del Valle 1
0118 (ABC Reporter)
 Leonor Varela 1
0102 (Camilla Reyes)
 Roman Varshavsky 1
0313 (FSO Agent)
 Shari Vasseghi 1
0409 (Sunjna Nadeer)
 Franco Vega 1
0201 (Military Leader)
 Willem Van Der Vegt 1
0208 (Officer)
 Alicia Vela-Bailey 6
0220 (Alisha); **0221** (Alisha); **0222** (Alisha); **0304**
 (Alisha); **0318** (Alisha); **0319** (Alisha)
 Briana Venskus 20
0319 (Agent Piper); **0401** (Agent Piper); **0402** (Agent
 Piper); **0415** (Agent Piper); **0420** (Agent Piper);
0421 (Agent Piper); **0511** (Agent Piper); **0514**
 (Agent Piper); **0517** (Agent Piper); **0519** (Agent
 Piper); **0520** (Agent Piper); **0522** (Agent Piper);
0601 (Agent Piper); **0603** (Agent Piper); **0605**
 (Agent Piper); **0609** (Agent Piper); **0610** (Agent
 Piper); **0611** (Agent Piper); **0612** (Agent Piper);
0713 (Agent Piper)
 Pruitt Taylor Vince 4
0502 (Grill); **0503** (Grill); **0504** (Grill); **0506** (Grill)
 Tom Virtue 1
0413 (Motel Clerk)
 Ilia Volok 1
0107 (Vladimi)

W

Dale Waddington 1
0205 (Dr. Lingenfelter)
 Brian Wade 9
0201 (Carl Creel); **0202** (Carl Creel); **0312** (Carl
 Creel); **0511** (Carl Creel); **0513** (Carl Creel);
0514 (Carl Creel); **0516** (Carl Creel); **0518** (Carl
 Creel); **0521** (Carl Creel)
 Brandon Walker 1
0417 (Person in Line)
 Ricardo Walker 6
0401 (Agent Prince); **0405** (Agent Prince); **0413** (Agent
 Prince); **0415** (Agent Prince); **0420** (Agent Prince);
0421 (Agent Prince)
 Nayo K. Wallace 1
0520 (Estella)
 Rheagan Wallace 1
0420 (Marilyn)
 Christopher Wallinger 1
0702 (Copper)
 Maiara Walsh 1
0112 (Callie Hannigan)
 Patrick Warburton 4
0511 (General Rick Stoner); **0519** (General Rick
 Stoner); **0705** (Rick Stoner); **0706** (General Rick
 Stoner)
 James Harvey Ward 2
0504 (Gunner); **0509** (Gunner)
 Jeff Ward (II) 19
0501 (Deke); **0502** (Deke); **0503** (Deke); **0504** (Deke);
0507 (Deke); **0508** (Deke); **0509** (Deke); **0510**
 (Deke); **0511** (Deke); **0512** (Deke); **0513** (Deke);
0514 (Deke); **0516** (Deke); **0517** (Deke); **0518**

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(Deke); **0519** (Deke); **0520** (Deke); **0521** (Deke);
0522 (Deke)

Anthony D. Washington 2
0222 (TAC Agent); **0608** (Agent Phelps)

Darren Dupree Washington 1
0111 (Interrogating Agent)

Alexi Wasser 1
0304 (Lori Hanson)

Erin Way 1
0108 (Petra Larsen)

Brendan Wayne 3
0217 (Assistant); **0219** (Assistant); **0222** (Jiaying's Assistant)

David Weiss 2
0417 (Serious Man); **0419** (Serious Man)

Titus Welliver 3
0106 (Agent Blake); **0116** (Agent Blake); **0314** (Agent Felix Blake)

Alice Wen 1
0105 (Chinese Teenager 2)

Stoney Westmoreland 1
0216 (Honest Eddie)

Maurissa Tancharoen Whedon 1
0604 (Sequoia)

Alison White 1
0107 (Marta)

Axle Whitehead 7
0316 (James); **0318** (James); **0319** (James); **0320** (James); **0321** (James); **0322** (James); **0404** (James)

Richard F. Whiten 1
0420 (Gedrick)

Brooke Williams 7
0601 (Butterfly); **0602** (Butterfly); **0604** (Snowflake); **0605** (Snowflake); **0607** (Snowflake); **0608** (Snowflake); **0609** (Snowflake)

Kaleti Williams 2
0502 (Zev); **0503** (Zev)

Max Williams 3
0503 (Tye); **0504** (Tye); **0510** (Tye)

Matthew Willig 5
0301 (Lash); **0304** (Lash); **0306** (Lash); **0307** (Lash); **0320** (Lash)

Delpaneaux Wills 1
0505 (Forensic Officer)

Eric Thomas Wilson 1
0311 (Hydra Guard)

Toby Wilson 1
0108 (Neils)

Ben Wise 1
0217 (Blue Jacket)

Chris Wolfe 1
0206 (News Reporter)

Daniel Wolfe 1
0302 (Lord Manzini)

Chad Wood 1
0416 (Agent Slate)

Keelin Woodell 1
0602 (Sivian Foreman)

D. Elliot Woods 1
0314 (Watchdog Victor)

Peyton Woolf 1
0703 (Barb)

Alexander Wraith 6
0315 (Agent Anderson); **0316** (Agent Anderson); **0318** (Agent Anderson); **0319** (Agent Anderson); **0403** (Agent Anderson); **0407** (Agent Anderson)

Ajani Wrightser 3
0101 (Ace Peterson); **0110** (Ace Peterson); **0122** (Ace Peterson)

John Wusah 1

0501 (Young Soldier)

Karolina Wydra 7
0607 (Izel); **0608** (Izel); **0609** (Izel); **0610** (Izel); **0611** (Izel); **0612** (Izel); **0613** (Izel)

Y

Jerry Ying 1
0401 (Thug 1)

John Yuan 1
0707 (Tommy Chang)

Matt Yuan 1
0707 (Ronnie Chang)

Z

José Zúñiga 5
0404 (Eli Morrow); **0405** (Eli Morrow); **0406** (Eli Morrow); **0407** (Eli Morrow); **0408** (Eli Morrow)

Daniel Zacapa 1
0402 (Canelo)

Omid Zader 1
0217 (Burly Gangster)

Nora Zehetner 1
0702 (Freddy's Contact)

Ana Zimhart 1
0316 (S.H.I.E.L.D. Agent)

Constance Zimmer 8
0301 (Rosalind Price); **0303** (Rosalind Price); **0304** (Rosalind Price); **0306** (Rosalind Price); **0307** (Rosalind Price); **0308** (Rosalind Price); **0309** (Rosalind Price); **0310** (Rosalind Price)

Winter Ave Zoli 1
0217 (Eva Belyakov)

Daniel Zovatto 1
0112 (Seth Dormer)