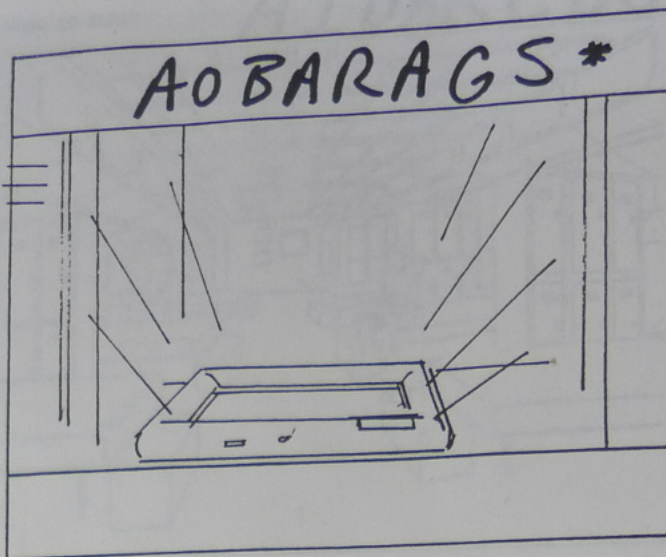


SCENE# 10
SHOT#

PRIVATE CODED COMM RELAY TO:
COLONEL CHRISTOPHER BLAIR
TERRAN CONFED ARMED FORCES
T.C.S. CONCORDIA
-- RE-ROUTED BY CONFED HQ TO --
T.C.S. VICTORY

PRACTICAL



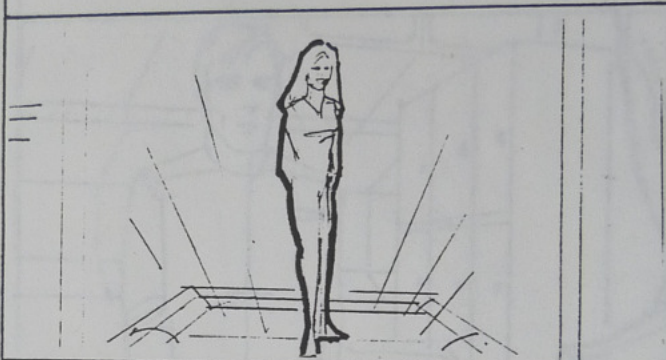
A-14

SCENE#
SHOT#

ANGEL
Hello, mon ami. I hope the fight goes well for you and all the others on the Concordia. I am about to head up a covert operation for Admiral Tolwyn. So I'm afraid we must be apart a little longer. Always remember: je t'aime, je t'aime... I love you...

PRACTICAL

THE WORDS DISSOLVE INTO A 3-D HOLOGRAM OF ANGEL, STANDING THERE IN FRONT OF HIM.



HER IMAGE FLICKERS, THEN DISINTEGRATES INTO THIN AIR.

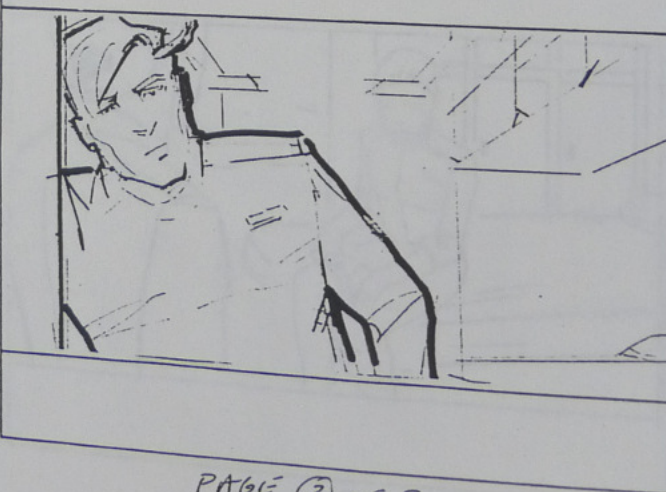
SCENE#
SHOT#

BAR_CAM # 2

A0 BARAGS *

A-14

BLAIR SIGHS WITH SADNESS AND STARES AT THE SPOT WHERE SHE WAS JUST STANDING -- FOR A MOMENT REACHING OUT A HAND AS IF TO TOUCH HER CHEEK...



PAGE (2) OF 2

CHERRY-20 MAY

BRIPIN, ROOM

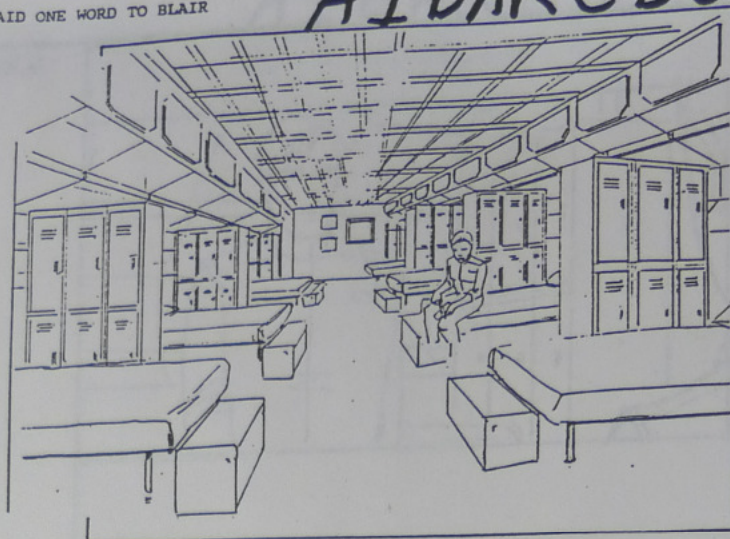
BLAIR APPROACHES COBRA. SHE HASN'T SAID ONE WORD TO BLAIR
SINCE HIS ARRIVAL ON THE VICTORY.

A1 BARCBO

SCENE# 18
SHOT#

A-25
A-26

BAR-CAM#1



SCENE# IF MISSION A1 SUCCESS:
SHOT#

IF Mission A1 success:
BLAIR
Time we talk, Lieutenant.

BAR-CAM#4



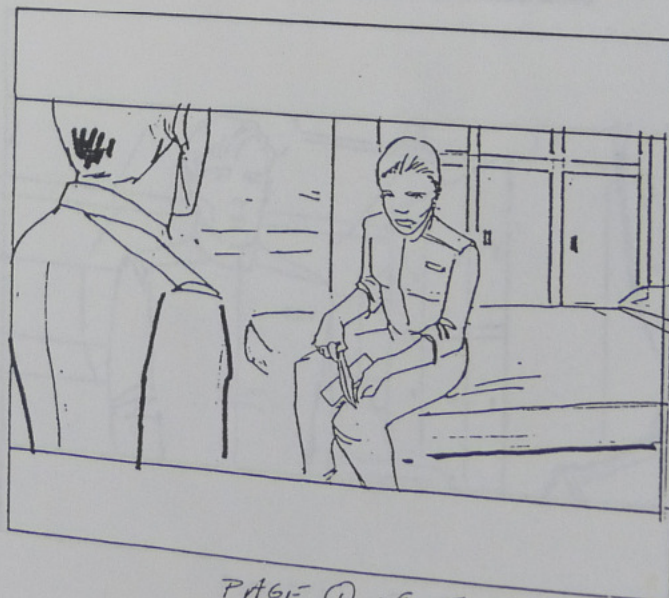
SCENE#
SHOT#

BAR-CAM#3

COBRA
Ain't much to talk about,
"sir." You've flown with
"it" and you both did the
job.

A1 BARCBO

A-25
A-26



CHERRY - 20 MAY

BRIDING ROOM

A1 BARCBO

A-25
A-26

SCENE#
SHOT# 10 IF MISSION A1 FAILURE:

IF Mission A1 failure:
BLAIR
Time we talk, Lieutenant.

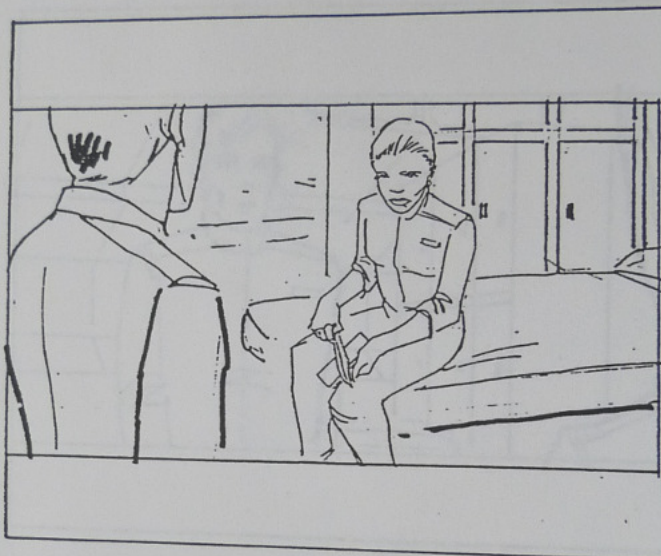
BAR-COM#4



SCENE#
SHOT#

COBRA
Ain't much to talk about,
"sir." You should've known
better than to fly with
"it."

BAR-COM#3



SCENE#
SHOT#

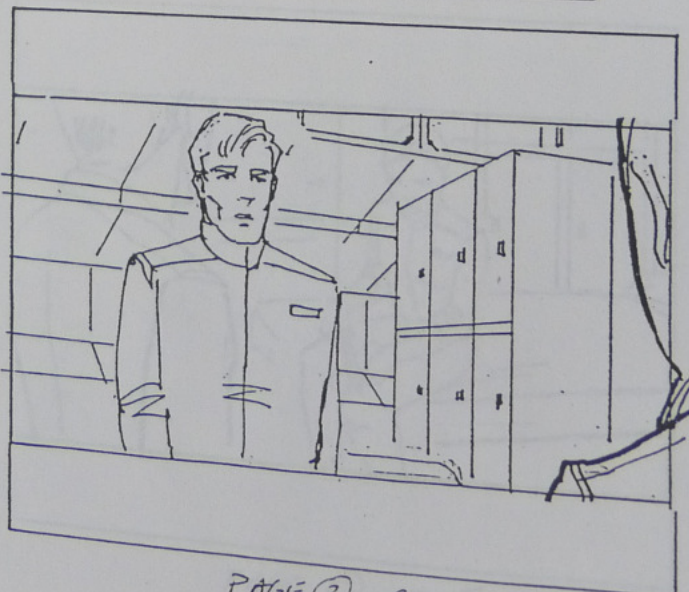
BAR-COM#4

BLAIR
(angry)
If you're referring to Hobbes--

A1 BARCBO

A-25

A-26



PAGE (2) of 5

CHERRY-20 MAY

SKIPPING ROOM

SCENE# 18
SHOT#

COBRA
I can't fly with him, sir.

BAR-CAM #3



A-25
A-26

SCENE#
SHOT#

BLAIR
If you stay on this ship, you'll
have to, sooner or later.

BAR-CAM #4



CHERRY-20 MAY

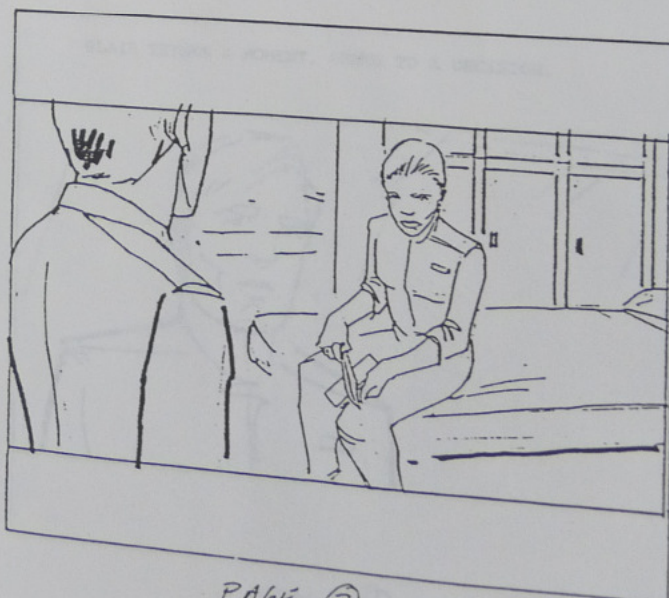
SCENE#
SHOT#

BAR-CAM #3

COBRA
Don't put me in the position of
having to defend him ... because
I won't.

A1 BARCBO

A-25
A-26



PAGE ③ of 5

BRIEFING ROOM

SCENE# 18
SHOT#

BLAIR
Why not?--

BAR-CAM#5

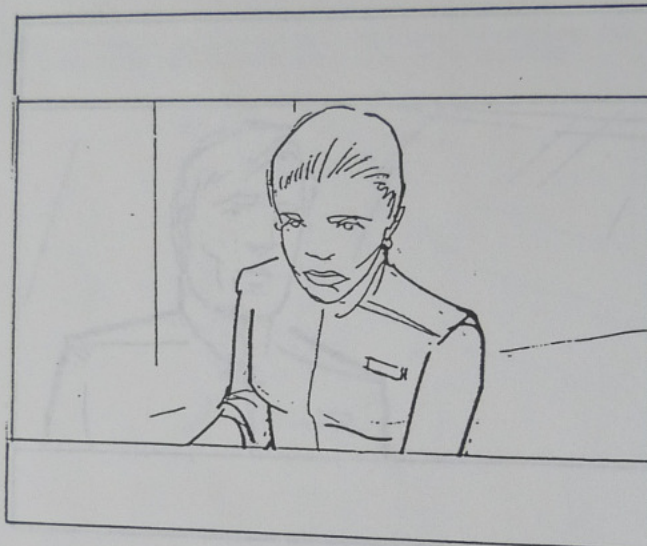


A-25
A-26

SCENE#
SHOT#

COBRA
Let's just say I'm hardwired that way and nothing you do's gonna change that.

BAR-CAM#6



SCENE#
SHOT#

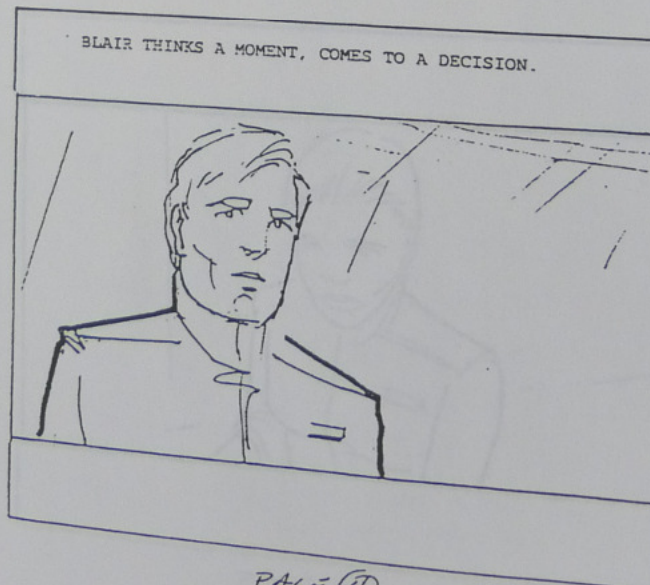
BAR-CAM#5

BLAIR
I'll try to keep you two separate on offensive assignments.

A1 BARCBO

A-25

A-26



BLAIR THINKS A MOMENT, COMES TO A DECISION.

CHERRY-20 MAY

FLIGHT DECK

BRIGGING ROOM

SCENE# 18
SHOT#

COBRA
I'm not asking for special favors.

BAR-CAM #6

A1 BAR CBO

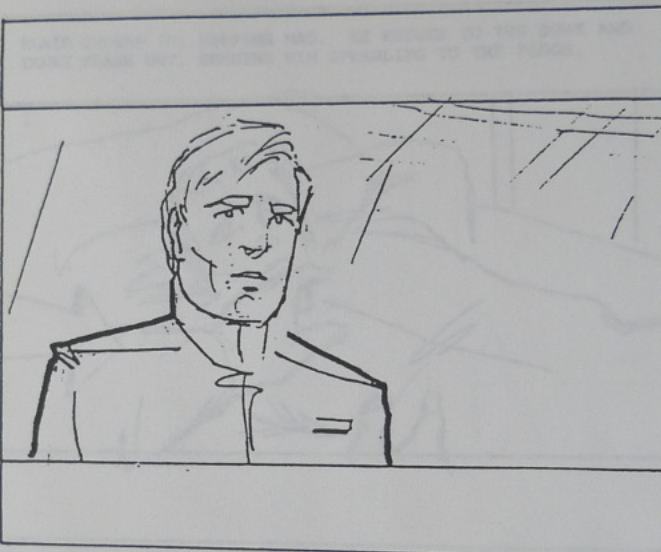
A-25
A-26



SCENE#
SHOT#

BLAIR
We need every good pilot we've got.
(beat)
But so you know: I'd trust Hobbes with my life.

BAR-CAM #5



CHERRY-20 MAY

SCENE#
SHOT#

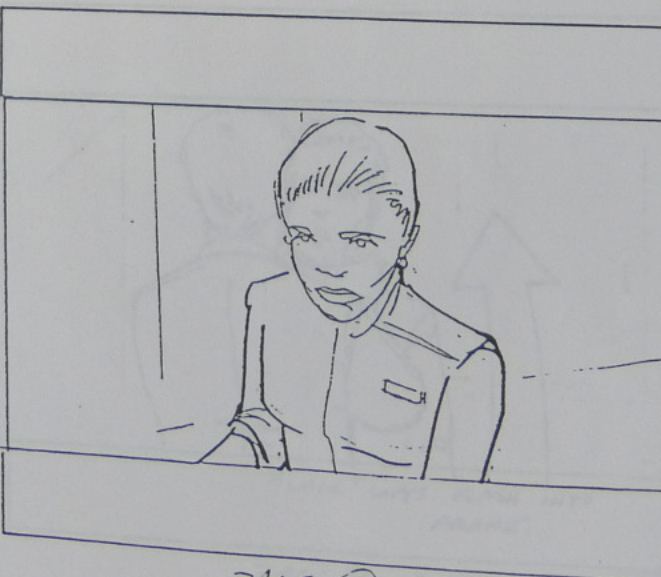
COBRA
(chilly smile)
That's your choice.

A1 BAR CBO

A-25

A-26

BAR-CAM #6

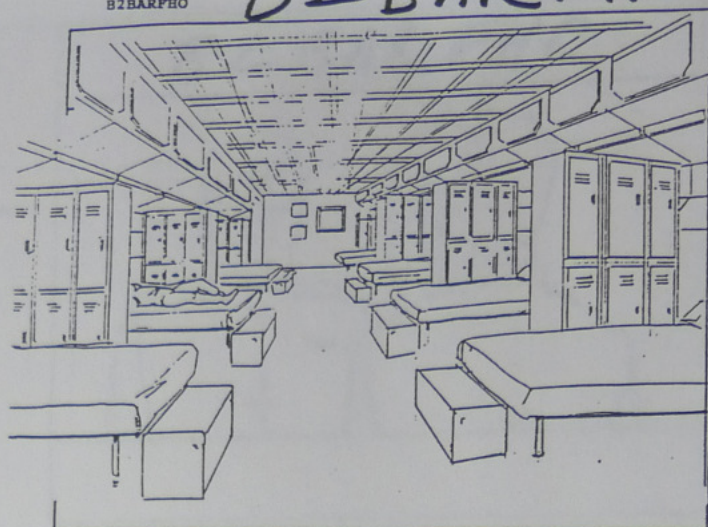


BARRACKS - FLASH (OPTIONAL)

FLASH: ASLEEP ON ONE OF THE BUNKS.

SCENE# 29
SHOT#

BAR-CAM# 1



B-7
B-8

SCENE#
SHOT#

BAR-CAM# 7

BLAIR STORMS IN, HOPPING MAD. HE RUSHES TO THE BUNK AND YANKS FLASH OUT, SENDING HIM SPRAWLING TO THE FLOOR.



BLAIR'S HANDS
INTO FRAME

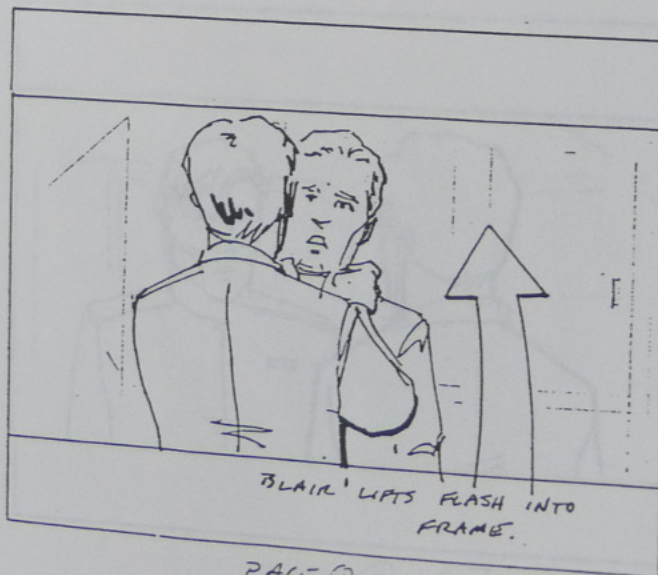
SCENE#
SHOT#

BAR-CAM# 8

B2 BAR FH

B-7

B-8



BLAIR LIFTS FLASH INTO
FRAME.

PAGE ① OF 7

CHERRY - 20 MAY

FLIGHT DECK

BRIEFING ROOM

SCENE# 29
SHOT#

BLAIR
What the hell do you think you're doing?!

BAR-CAM#9

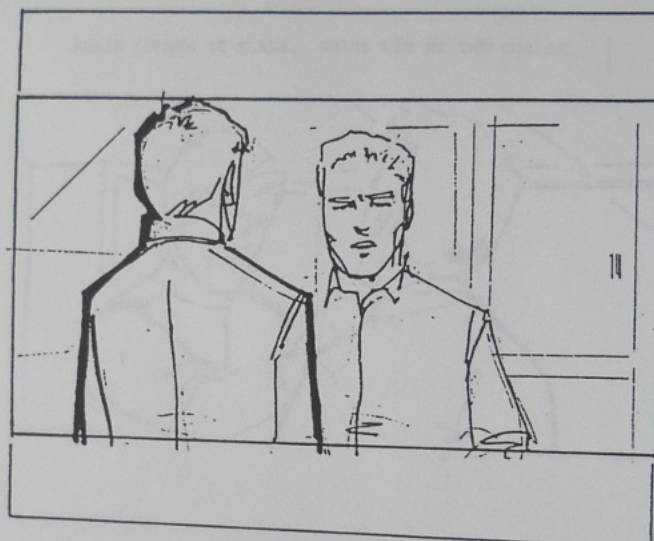


B-7
B-8

SCENE#
SHOT#

FLASH
(standing)
Right now, I'm picking myself up off the floor ... "sir."

BAR-CAM#8

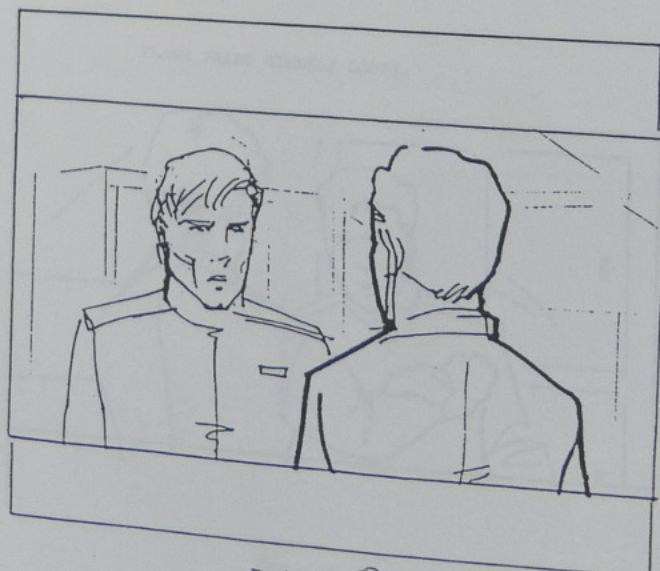


CHERRY-20 MAY

SCENE#
SHOT#

BLAIR
Mouth off again and you'll have to scrape yourself up. Didn't you hear the scramble alarm?

BAR-CAM#9



B2 BAR FHO

B-7
B-8

FLIGHT DECK

SKIFFIN, ROOM

SCENE# 29
SHOT#

FLASH
Yeah. It woke me up. For a minute.

BDR-CAM#18

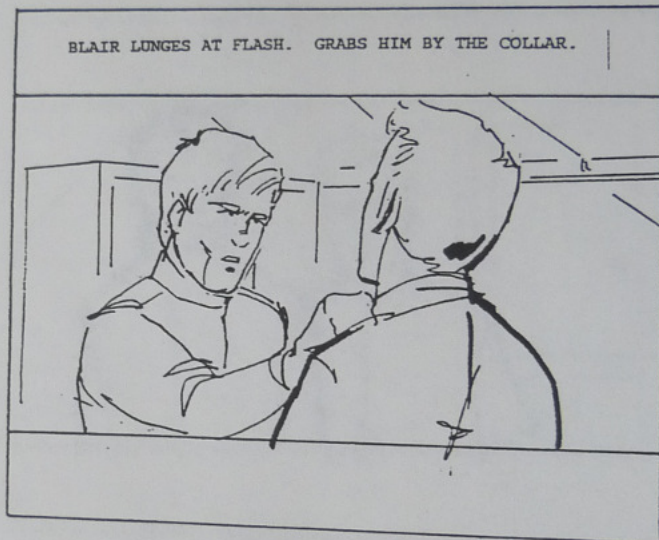


B-7
B-8

SCENE#
SHOT#

BLAIR
I oughta snap your skinny little neck.

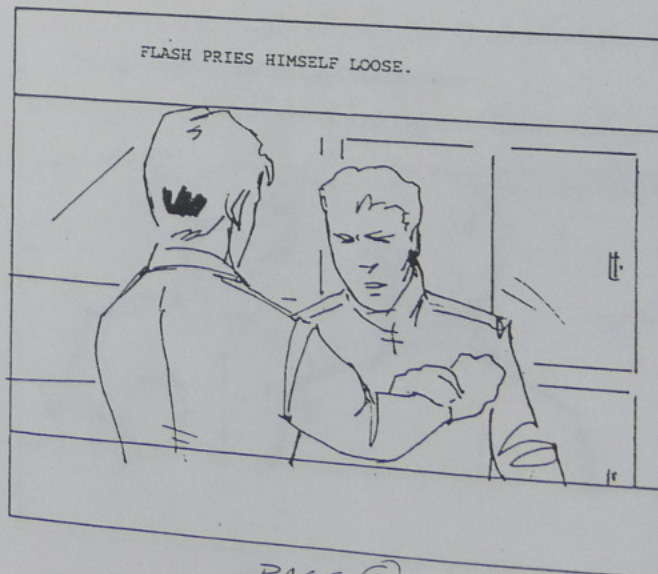
BDR-CAM#9



SCENE#
SHOT#

BDR-CAM#8
FLASH
Admiral Tolwyn wouldn't much care for that --

B2BARFHO
B-7
B-8



CHERRY - 20 MAY

BRIDGING ROOM

SCENE# 29
SHOT#

BLAIR
We were under attack!

BDR - CAM#9



SCENE#
SHOT#

FLASH
My talents won't be wasted on
your little skirmishes.

BDR - CAM#8



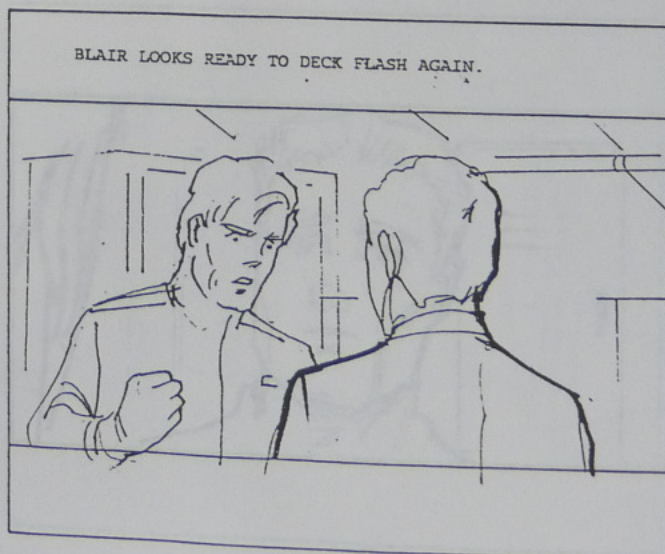
SCENE#
SHOT#

BDR - CAM#9

BLAIR
People died out there, you son-
of-a-bitch.

B2 BAR FHO

B-7
B-8



BLAIR LOOKS READY TO DECK FLASH AGAIN.

CHERRY - 20 MAY

SCENE# 29
SHOT#

FLASH
It's a war. People die all the time.

BDR-CAM#8

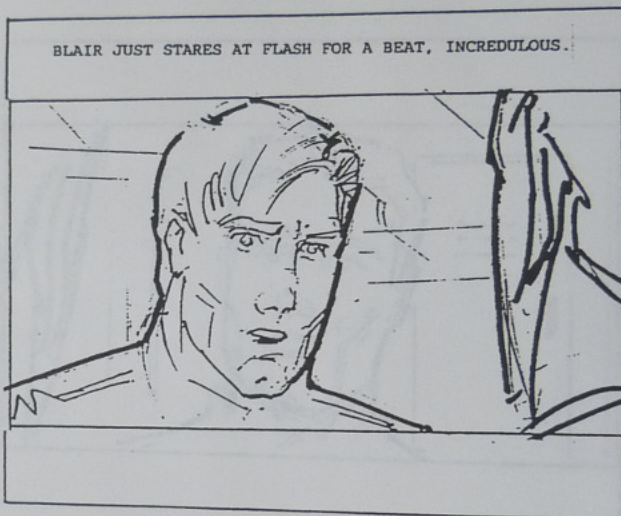


B-7
B-8

SCENE#
SHOT#

BLAIR
You've never seen it, have you?

BDR-CAM#10



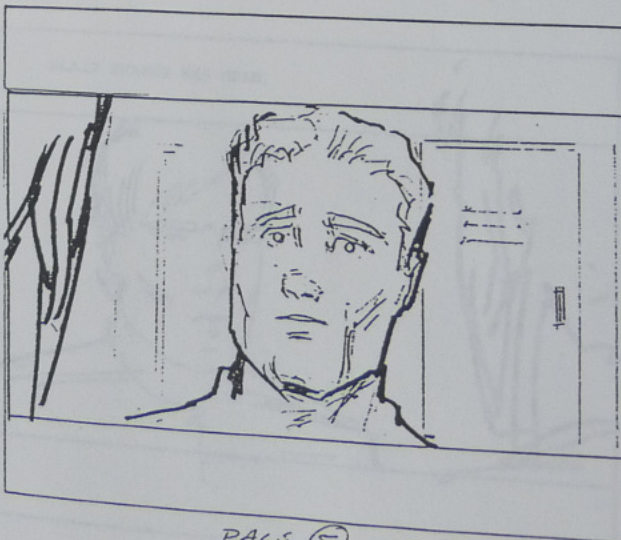
SCENE#
SHOT#

BDR-CAM#11

Seen what? FLASH

B2 BAR FHO

B-7
B-8



PAGE 5 of 7

CHERRY-20 MAY

BRIEFING ROOM

SCENE# 29
SHOT#

BLAIR
You've never seen a pilot --
someone you know -- get toasted
in his own cockpit.

BAR-CAM#10



B-7
B-8

SCENE#
SHOT#

FLASH
(defensive)
I do my part for Confed.

BAR-CAM#11



SCENE#
SHOT#

BAR-CAM#10

BLAIR
I don't remember ever meeting
someone so ... frightened.

B2 BAR FH

B-7
B-8



PAGE 6 of 7

CHERRY-20 MAY

BRIDING ROOM

SCENE# 29
SHOT#

FLASH
Think what you want. I've got my orders.

BDR-CAM#8

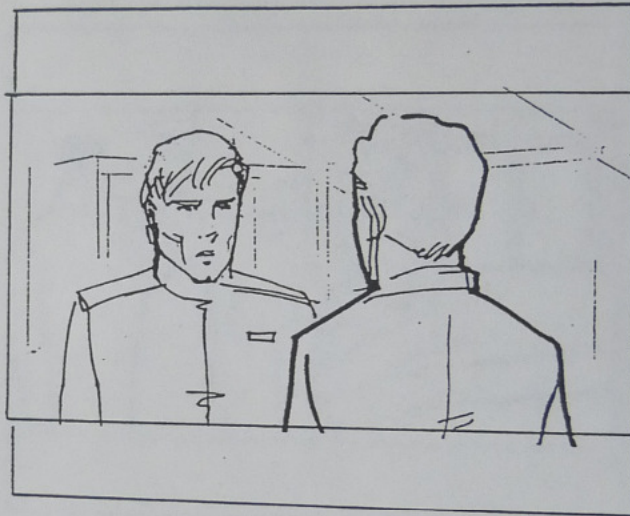


B-7
B-8

SCENE#
SHOT#

BLAIR
And I'm sure you'll find refuge in them as long as you can.

BAR-CAM#9



CHERRY-20 MAY

B2 BAR FH

B-7
B-8

BARRACKS - COBRA (SLIDING - D1/D2 ONLY)

DOBARCBS

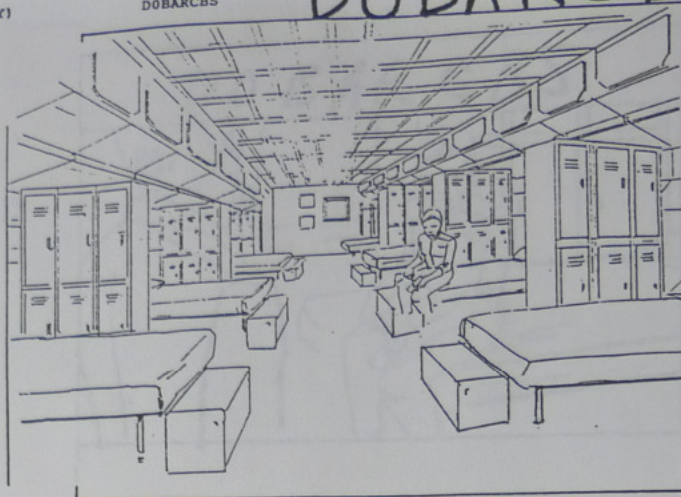
DOBARCBS

D-6

D-6

SCENE# 44
SHOT#

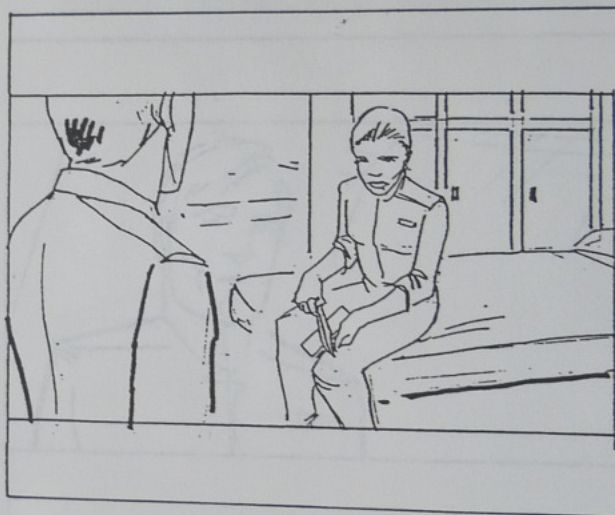
BAR-CAM#1



SCENE#
SHOT#

COBRA
Colonel, you've heard the
Kilrathi may be using bioweapons
here?

BAR-CAM#3



SCENE#
SHOT#

BAR-CAM#4

BLAIR
First I've heard of it.

DO BARCBS
D-6



PAGE ① of 3

CHERRY-20 MAY

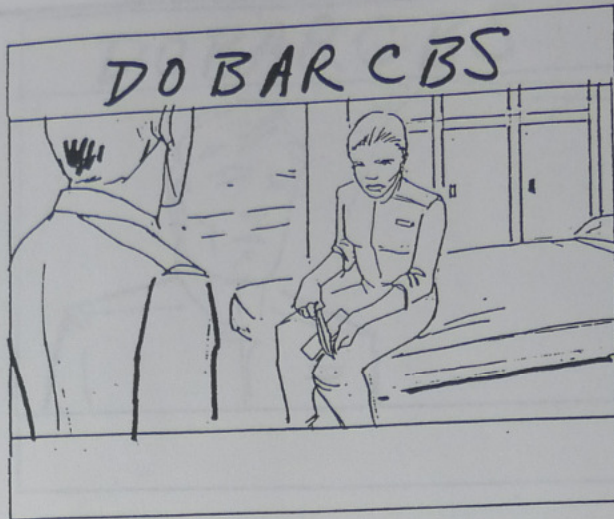
BRIEFING ROOM

SCENE#

44

COBRA
The Kilrathi have been perfecting
these kinds of weapons for years.
If they're not deployed here,
they will be somewhere else.

BAR-CAM#3

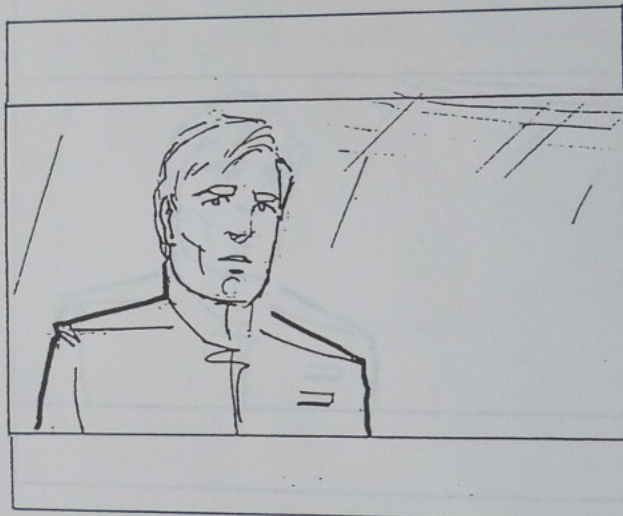


D-6

SCENE#
SHOT#

BLAIR
Mind telling me how it is you
know so much about the Kilrathi?

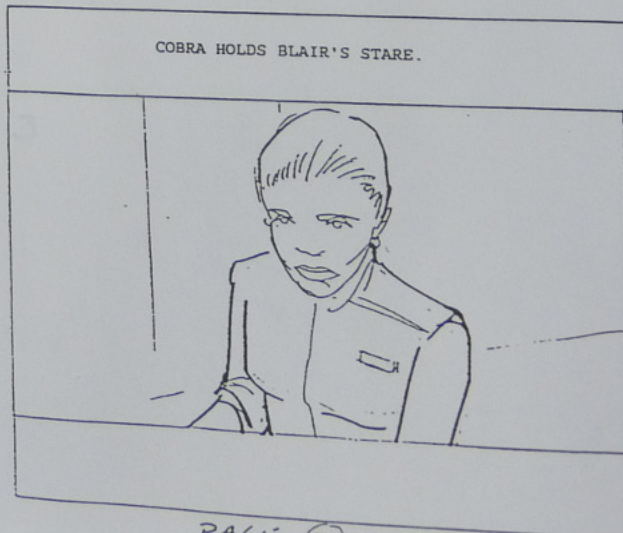
BAR-CAM#5



SCENE#
SHOT#

COBRA
It doesn't matter if you believe
me.

DO BAR CBS
D-6



COBRA HOLDS BLAIR'S STARE.

CHERRY-20 MAY

SCENE# 44
SHOT#
COBRA'S MORALE UP:

Cobra's morale UP:
BLAIR
That's where you're wrong.
It does matter.
(beat)
Someday I'd just like to
get the rest of the story.

BAR-CAM#S

DOBARCBS



D-6

SCENE#
SHOT#
COBRA'S MORALE DOWN:

Cobra's morale DOWN:
BLAIR
It's hard for me to believe
someone I know so little
about.

BAR-CAM#S



CHERRY-20 MAY

DO BARCBS
D-6

PAGE (3) OF 3

BRIFING ROOM

BARRACKS - MANIAC (SLIDING - E2/E3 ONLY)

E-12

EOBARMAS

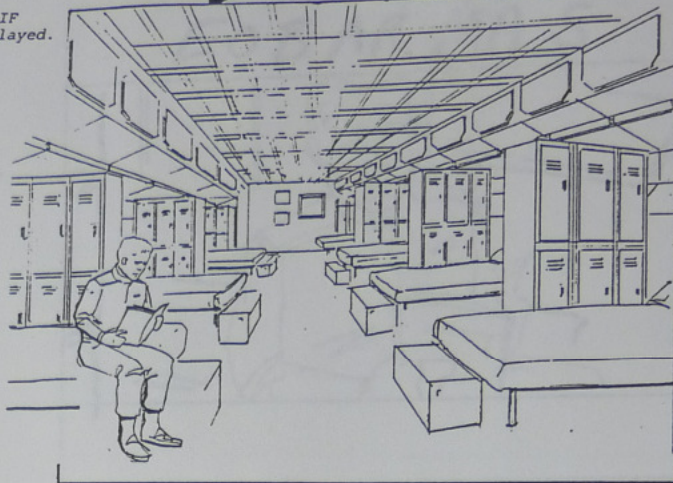
EO BARMAS

CONDITION: This scene available only IF
E0F0KRAS (Rachel on the flight deck) played.

E-12

SCENE#
SHOT# 4C.58

BAR-CAM#1



SCENE#
SHOT#

MANIAC
If it ain't loverboy, himself.
Saw you puttin' the moves on
everyone's favorite little grease
monkey.

BAR-CAM#13

MANIAC'S FLIPPING THROUGH A MAGAZINE AND SNORTS WHEN HE
SEES BLAIR WALK IN.



SCENE#
SHOT#

BAR-CAM#14

Jealous? BLAIR

EO BARMAS
E-12



PAGE ① OF 3

CHERRY-20 MAY

SCENE# 58

MANIAC
I don't think getting into her
pants requires any high-risk
maneuvering.

BAR-CAM#13



E-12

SCENE#
SHOT#

MANIAC'S MORALE UP:

Maniac's morale UP:
BLAIR
Just the fact that it takes
maneuvering leaves you
breathing my engine
exhaust, doesn't it?

BAR-CAM#14



SCENE#
SHOT#

BAR-CAM#13

MANIAC'S ONLY RESPONSE IS
ANOTHER SNORT.

EO BAR MA S
E-12



CHERRY-20 MAY

SCENE# 58
SHOT#

Maniac's morale DOWN:

BLAIR
(sarcastic)
Well, I made my pitch --
but she's more interested
in "real" pilots ... like
you.

BAR_CAM#14



E-12

SCENE#
SHOT#

AT A LOSS FOR A COMEBACK,
MANIAC JUST GROWLS AND
THROWS HIS MAGAZINE AT
BLAIR.

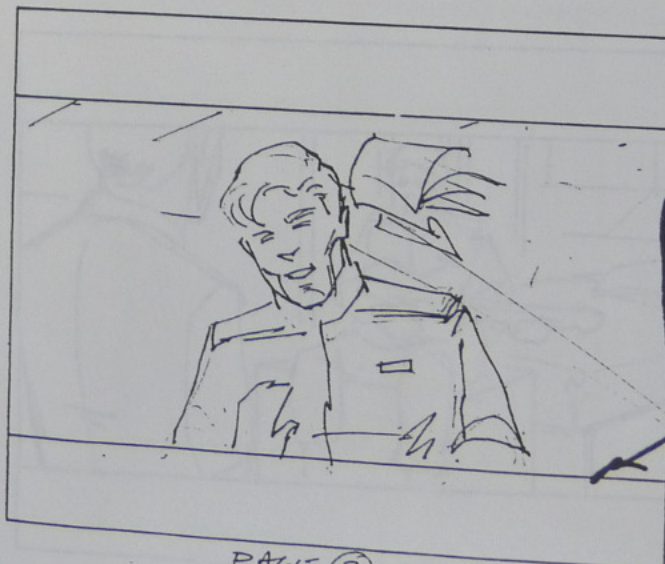
BAR_CAM#13



CHERRY-20 MAY

SCENE#
SHOT#

BAR_CAM#14



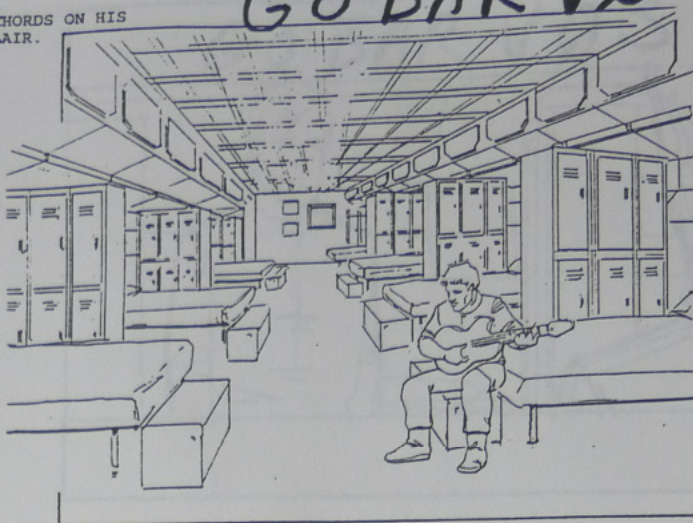
BARRACKS - VAQUERO (SLIDING)

GOBARVQS

VAQUERO SITS ON HIS BUNK, STRUMMING SAD CHORDS ON HIS ANTIQUE GUITAR. HE LOOKS PENSIVELY AT BLAIR.

SCENE# 70
SHOT#

BAR-CAM#1



G-5

SCENE#
SHOT#

BAR-CAM#15

BLAIR
Let me guess ... You're an RV.

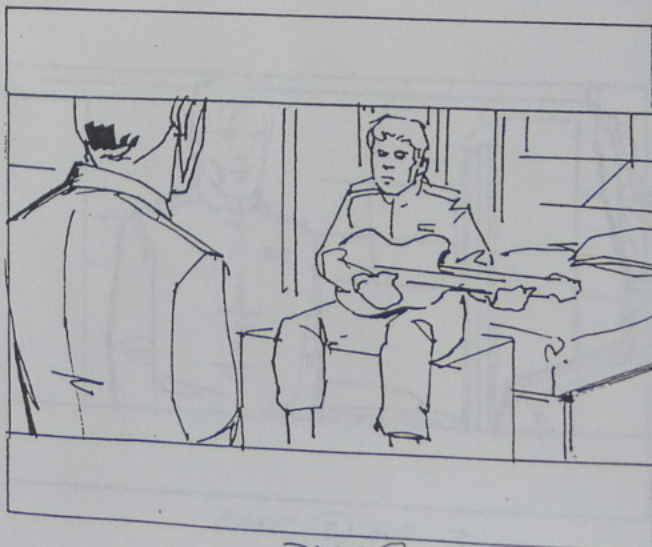


SCENE#
SHOT#

VAQUERO
RV, sir?

GO BAR VQS
G-5

BAR-CAM#16



CHERRY-20 MAY

SCENE# 70
SHOT#

BLAIR
Recon virgin. First time behind
enemy lines?

BAR-CAM#15



GO BAR VQS

G-5

CHERRY-20 MAY

SCENE#
SHOT#

VAQUERO
(nods)
I think you always fight a little
harder when you're on your own
turf.

BAR-CAM#16



SCENE#
SHOT#

VAQUERO'S MORALE UP:

Vaquero's morale UP:

BLAIR
Enemy lines are just
squiggles drawn on maps,
Vaquero. They don't mean
squat otherwise.

BAR-CAM#15

GO BAR VQS
G-5



PA66 (2) of 3

BRIEFING ROOM

SCENE# 70
SHOT#

VAQUERO SMILES AND GOES
BACK TO HIS STRUMMING.

BAR-CAM #16



6-5

SCENE# VAQUERO'S MORALE DOWN:
SHOT#

Vaquero's morale DOWN:

BLAIR
We have little choice in
where we fight, Vaquero.

BAR-CAM #15



SCENE#
SHOT#

VAQUERO GOES BACK TO HIS
SAD CHORDS.

BAR-CAM #16



PAGE ③ OF 3

CHERRY-20 MAY

SKETCHING ROOM

BARRACKS - FLASH (SLIDING - SERIES H ONLY)

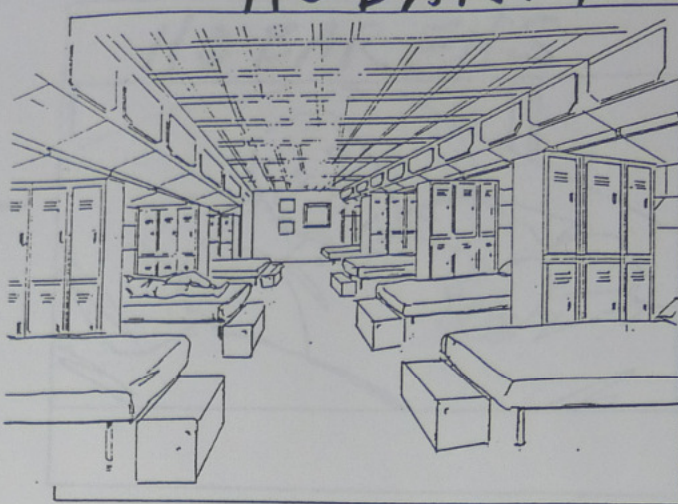
HOBARFHS *

A SHELL-SHOCKED FLASH LIES IN HIS BUNK, STARING UP.

HOBARFHS *

SCENE# 82
SHOT#

BAR-CAM# 1

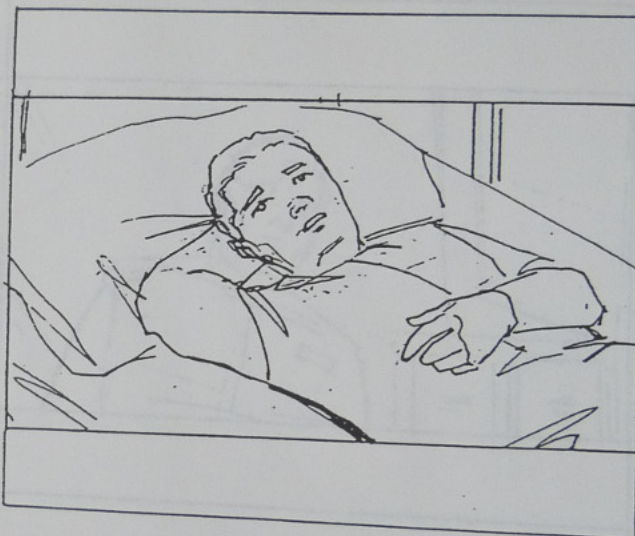


H-5

SCENE#
SHOT#

BAR-CAM# 7

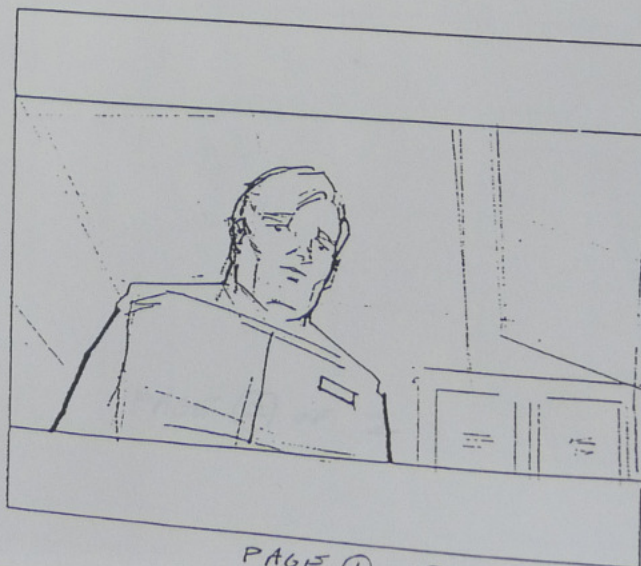
FLASH
They can close the goddamn jump points! What next?! They got us between their paws. It's just a question of time.



SCENE#
SHOT#

BAR-CAM# 17

BLAIR
(beat)
We don't know that they can close the jump points. Theory is they just cloaked one.



HOBARFHS

CHERRY-20 MAY

SCENE# 82
SHOT#

FLASH SHOTS HIM A LOOK.

FLASH
And to think ... the only reason
I'm here is because I lost a
goddamn bet.

BAR-CAM #7



H-5

SCENE#
SHOT#

BLAIR
(smirks)
See where shootin' off your mouth
gets you?

BAR-CAM #17



CHERRY-20 MAY

BARRACKS - VAQUERO (SLIDING)

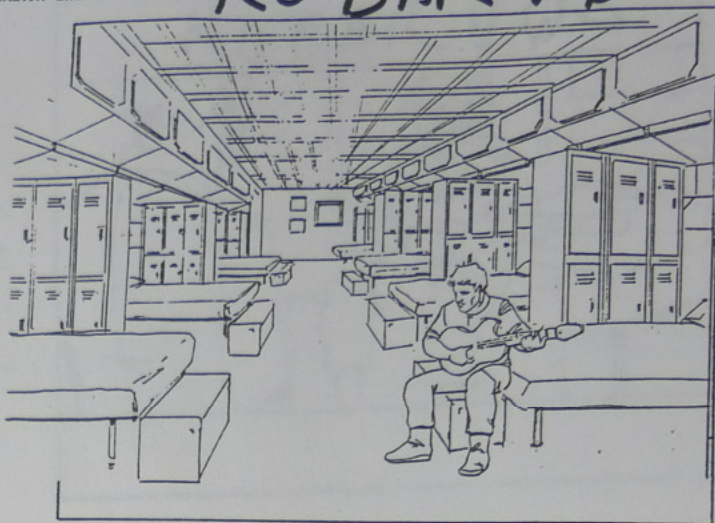
KOBARVOS

VAQUERO SMILES AND STRUMS HIS GUITAR AS BLAIR ENTERS.

KO BAR VQS

SCENE# 110
SHOT#

BAR-CAM# 1



K-2

SCENE#
SHOT#

VAQUERO
Wanna buy a ticket, sir?

BAR-CAM# 16



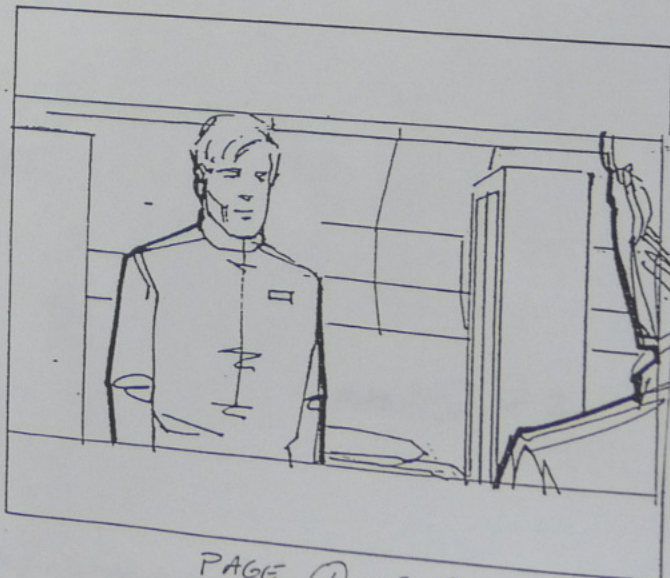
SCENE#
SHOT#

BAR-CAM# 15

To what?

BLAIR

KO BAR VQS
K-2



CHERRY-20 MAY

SCENE 110

VAQUERO
Opening night party at my
cantina. People are saying the
war's almost over. Once we pull
the trigger on that Behemoth-
thing, it'll be hasta la vista a
los gatos.

BAR-CAM #16



K-2

CHERRY-20 MAY

KO BAR VQS

K-2

PAGE (2) OF 2

SCREENING ROOM

BARRACKS - COBRA (SLIDING - K2/K3 ONLY)

KO BAR CBS

COBRA: LOOKING COILED, READY TO STRIKE. SHE SEES BLAIR.

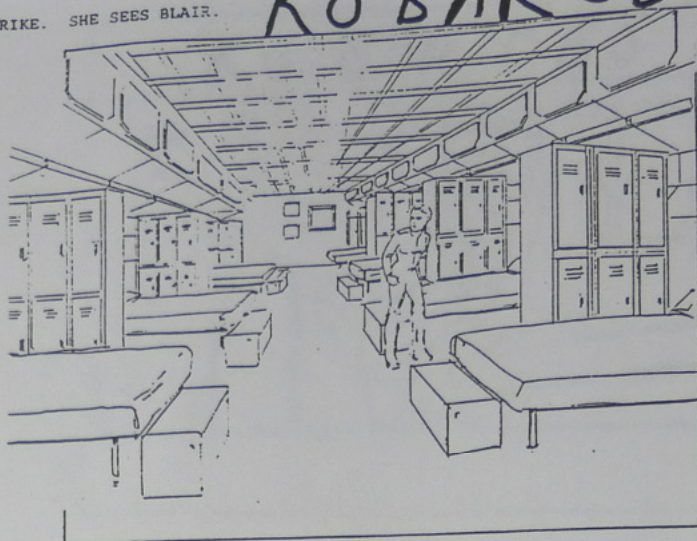
KO BAR CBS

K-8
K-9

CENE# 115

IT#

BAR-COM#1



CHERRY-20 MAY

CENE#
EOT#

Sir.

COBRA

BAR-COM#3



SHE STARTS TO LEAVE.

CENE#
EOT#

BAR-COM#4

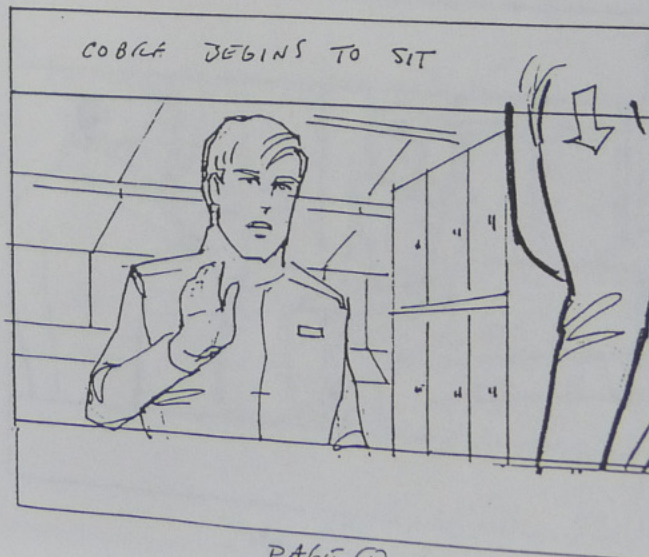
BLAIR
You seem awful keyed up. I'd
ease back on the throttle a
little -- we're a long ways from
Kilrah.

KO BAR CBS

K-8

K-9

COBRA BEGINS TO SIT



SCENE# 115
SHOT#

COBRA
It won't be a moment too soon. I
can tell you that.

BAR-CAM#3



K-8
K-9

SCENE#
SHOT#

BLAIR
I don't think I've ever seen
someone wanna waste the Kilrathi
like you do.

BAR-CAM#4

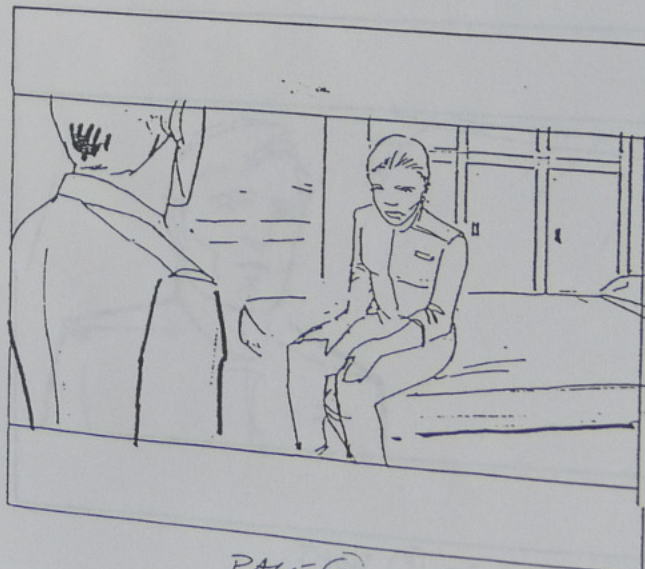


SCENE#
SHOT#

BAR-CAM#3
COBRA
I'd blast planet after planet if
it rid the galaxy of Kilrathi.
There's no justification for
their existence.
(beat)
That includes your buddy Hobbes.

KO BAR CBS

K-8
K-9

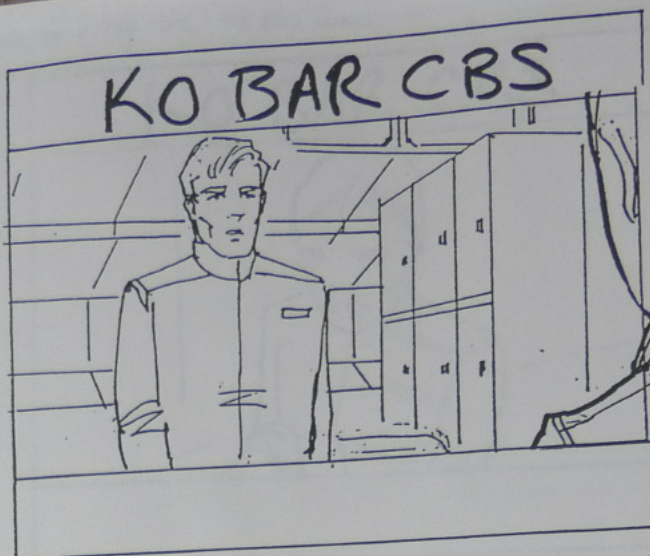


CHERRY-20 MAY

SCENE# 113
SHOT#

BLAIR
Jeezus, Lieutenant, this is an
endless program loop with you--

BAR-COM#4

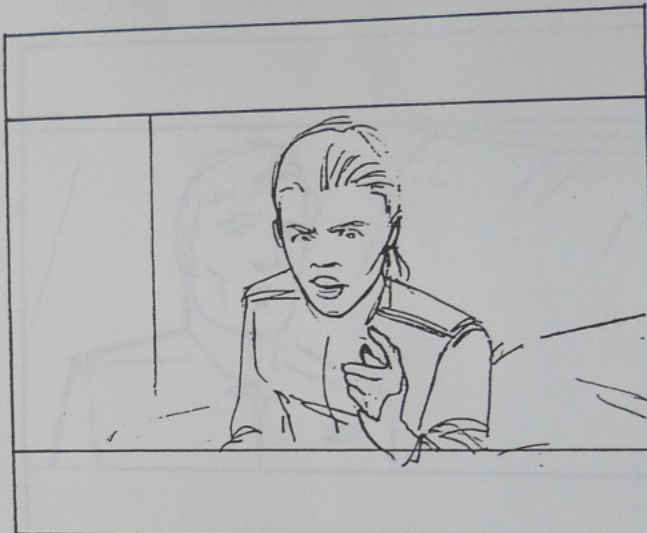


K-8
K-9

SCENE#
SHOT#

BAR-COM#6

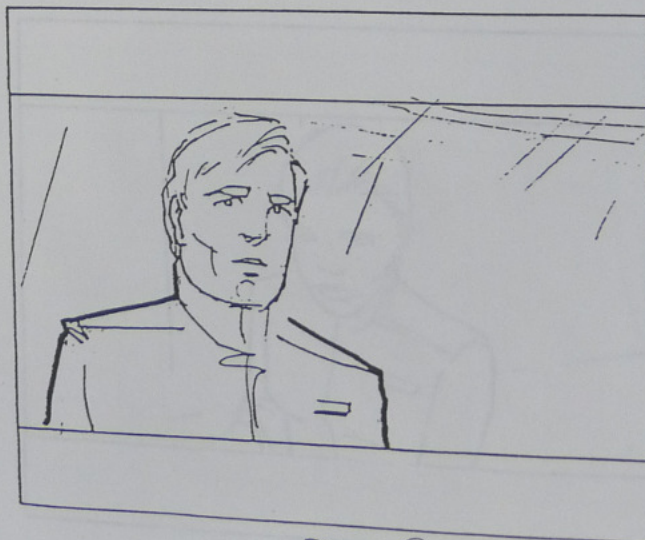
COBRA
(shouts)
And you don't have a goddamn
clue!



SCENE#
SHOT#

BAR-COM#5

BLAIR
(beat; softly)
So enlighten me.



KO BAR CBS

K-8
K-9

CHERRY-20 MAY

COBRA STARES AT HIM FOR A LONG TIME. HIS EYES ALMOST
PLEAD.

SCENE# 115
SHOT#

COBRA
They took me when I was 10...

BAR-CAM#46

KO BAR CBS

K-8
K-9



SCENE#
SHOT#

BLAIR
The Kilrathi?

BAR-CAM#5



SCENE#
SHOT#

BAR-CAM #6

COBRA
(nods)
A slave labor camp. I escaped
when I was 20...

KO BAR CBS

K-8
K-9



CHERRY-20 MAY

SCENE# 115
 IT#

BLAIR
 It must have been--

BAR-CAM#19



K-8
 K-9

SCENE#
 SHOT#

BAR-CAM#18

COBRA
 You'll never have any idea of
 what it 'must have been.' I saw
 things...

SHE SHUDDERS FROM THE MEMORIES.

COBRA
 The Psych guys spent two years
 trying to pry things out of my
 head after I got out.
 (beat)
 But you can't wipe it all.

SHE UTTERS A SHORT, GROTESQUE LAUGH.

COBRA
 There's a little bit of Kilrathi
 prowling around inside of me.
 And I can't get it out. And
 everyday, it gets a little
 stronger. And one day, there
 won't be any human left.

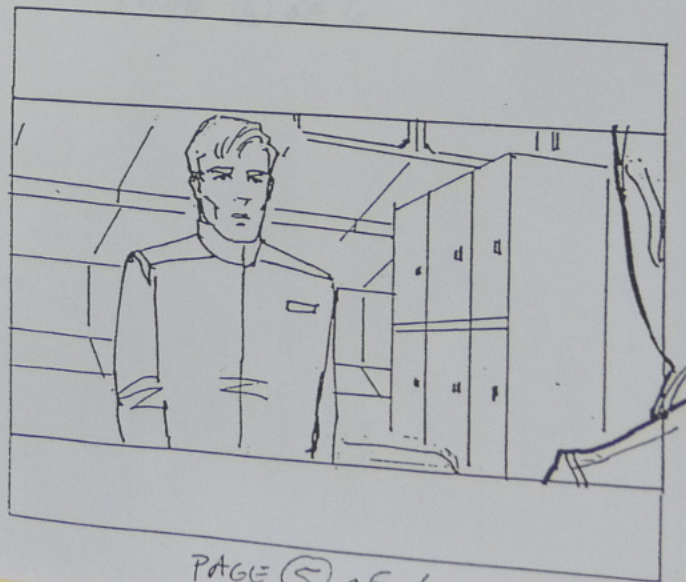
LONG SILENCE...



SCENE#
 SHOT#

BAR-CAM#4

BLAIR
 (softly)
 We're gonna get 'em. You'll see.



KO BAR CBS
 K-8
 K-9

CHERRY-20 MAY

SCENE# 115
SHOT#

COBRA
Keep telling me that, Colonel.
Even if it's not true.

BAR-CAM#3



K-8
K-9

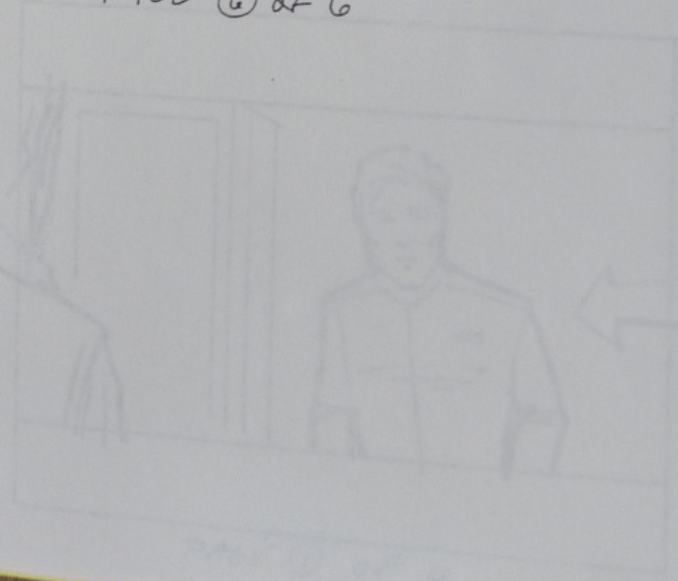
STORY
Do you know how much I love
this island? I want to
recreate a scene as Vespene's
family. This happened to
me when I was young at
the age of 11.
(Chad)
The island was my
home.

BAR KO BAR CBS

K-8
K-9

PAGE 6 OF 6

CHERRY-20 MAY



BARRACKS - EISEN

L-23
L4BAREI

L4 BAR EI 1

L-23

SCENE# 13
SHOT# 1
CONDITION: IF BLAIR
FLEW MISSION L3.

CONDITION: IF Blair flew
Mission L3.
BLAIR FINDS EISEN CLEANING
OUT VAQUERO'S LOCKER.

BAR-CAM# 1



SCENE#
SHOT#

EISEN
Do you know how much I hate
this ritual? I have to
compose a comm to Vaquero's
family -- it's supposed to
make them feel proud of
their son...
(beat)
I've written too many
death-comms.

BAR-CAM# 20



SCENE#
SHOT#

BAR-CAM# 21



L4 BAR EI
L-23

CHERRY-20 MAY

SCENE# 137
SHOT#

HE PULLS OUT VAQUERO'S
BELOVED GUITAR. THE
ANCIENT INSTRUMENT THE
YOUNG MAN ONCE STRUMMED SO
TENDERLY.

EISEN
They'll want this, I
suppose...
(beat; shouts)
Goddammit, you put your own
needs above the ship's.
You can't ever do that.

BAR-CAM # 20



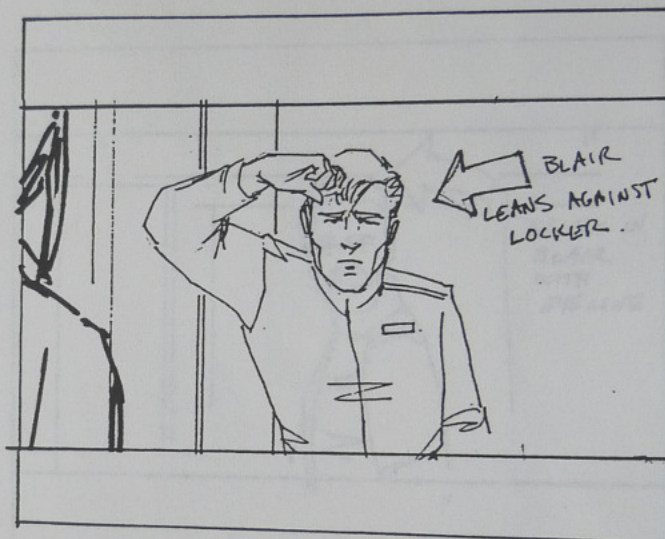
L-23

SCENE#
SHOT#

BAR-CAM # 21

BLAIR
SHAKEN. , VERY

BLAIR
I'll write the death-comm.



BLAIR LEANS
AGAINST LOCKERS.

CHERRY - 20 MAY

SCENE#
SHOT#

L4 BAR EI
L-23

L4 BARE I1

L-23

SCENE# 137
 CONDITION: IF BLAIR
 DID NOT FLY MISSION L3.

L-23

L4 BARE I

CONDITION: IF Blair did
 NOT fly Mission L3.

BLAIR FINDS EISEN CLEANING
 OUT COBRA'S LOCKER. THERE
 ISN'T MUCH STUFF IN IT...

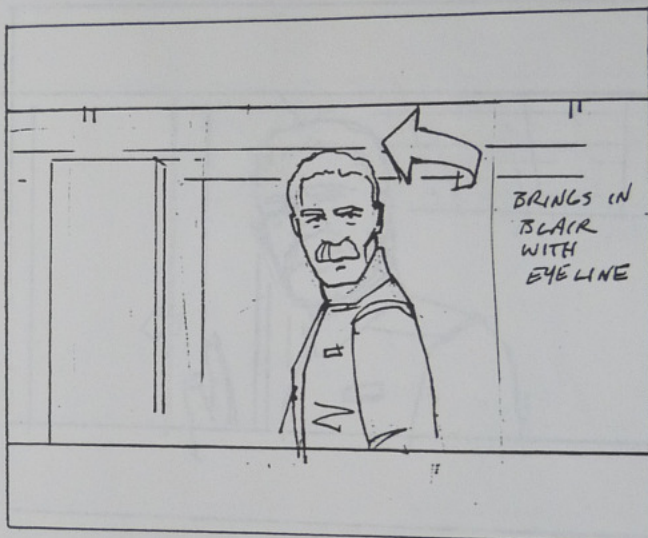
BAR-CAM#1



SCENE#
 SHOT#

EISEN
 Usually, when these things
 happen, I have to write the
 family. But in Cobra's
 case --
 (beat)
 We were the only family she
 had.

BAR-CAM#22



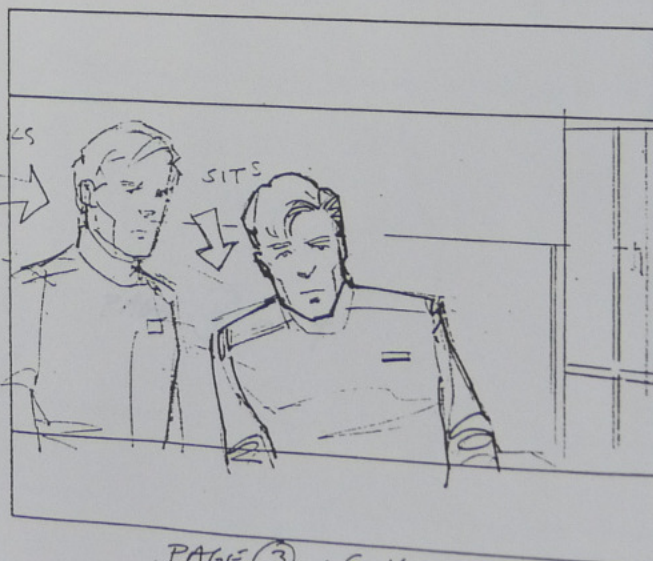
SCENE#
 SHOT#

BAR-CAM#23

BLAIR
 I didn't treat her very
 well, for family. I
 trusted Hobbes, not her.
 HE SITS DOWN, SHAKEN.

BLAIR
 ENTERS

SITS



L4 BARE I
 L-23

CHERRY-20 MAY

SKETCHING COPY

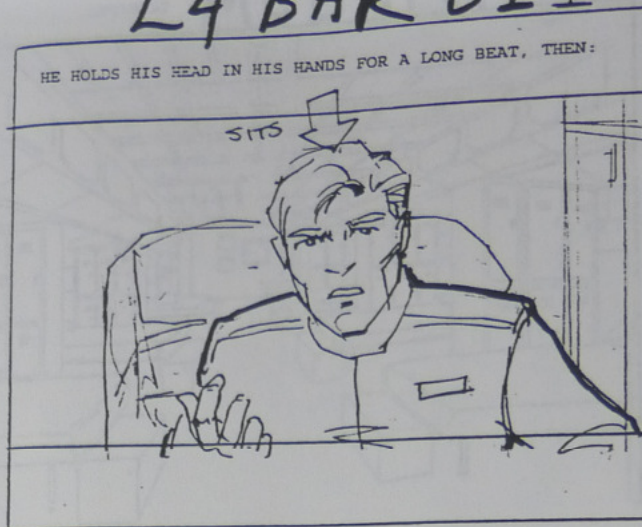
L4 BAR EI 1

L-23

SCENE# 137
SHOT#

BLAIR
What happened to Hobbes, Captain?
How long has he been betraying
us? And why?

BAR-CAM # 24



SCENE#
SHOT#

EISEN -
You get any answers on that,
Colonel, you let me know. In any
event, we'll have to move very
fast now -- there's no telling
how much the Kilrathi already
know.

BAR-CAM # 25



CHERRY - 20 MAY

L 4 BAR EI
L-23

PAGE 4 OF 4

SKETCH ROOM

BARRACKS - FLINT (SLIDING - M2/M3 ONLY)

MOBARFLS

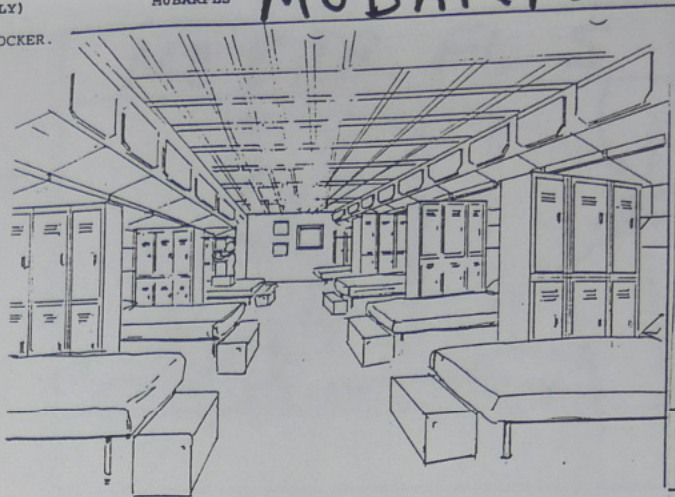
MOBARFLS

BLAIR FINDS FLINT CLEANING OUT HER LOCKER.

SCENE# 149
SHOT#

M-10
M-11

BAR-CAM# 1



SCENE#
SHOT#

BLAIR
Going somewhere?

BAR-CAM# 26



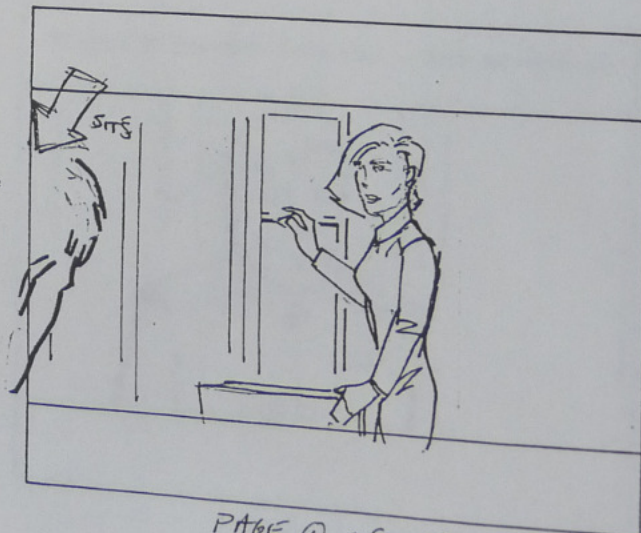
SCENE#
SHOT#

BAR-CAM# 27

SHE SHAKES HER HEAD AND SMILES.

FLINT
No. Cleaning this out helps me
clear my head sometimes.

BLAIR SITS ON A BUNK.



MO BAR FL S

M-10
M-11

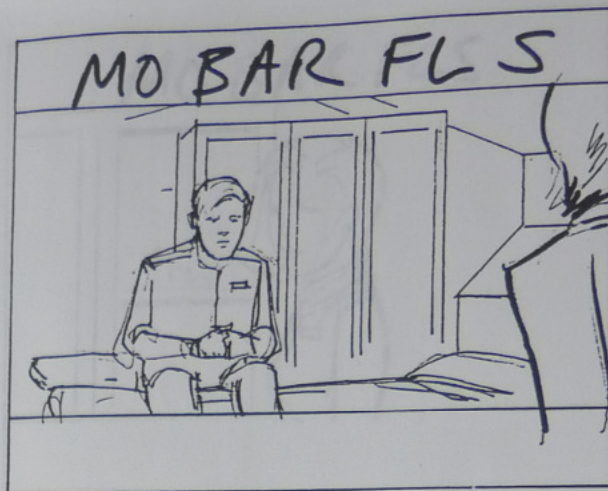
CHERRY-20 MAY

PAGE ① of 5

SCENE# 149
SHOT#

BLAIR
Yeah. I've been doing some of
that myself... Letting go of
certain ... memories.

BAR-CAM#26



M-10
M-11

SCENE#
SHOT#

FLINT
That's good to hear.

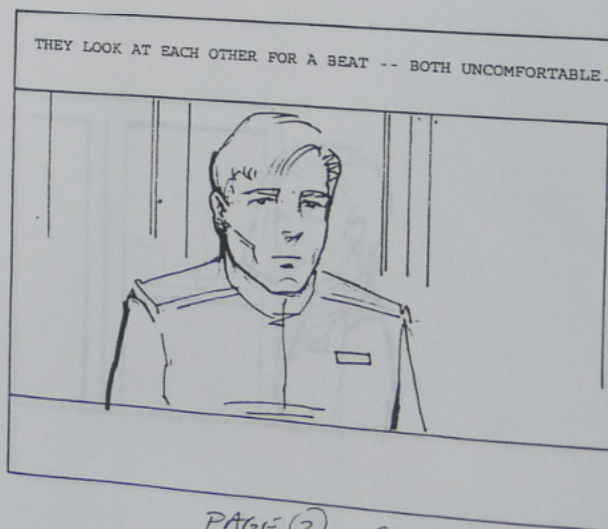
BAR-CAM#27



SCENE#
SHOT#

BAR-CAM#28

THEY LOOK AT EACH OTHER FOR A BEAT -- BOTH UNCOMFORTABLE.



MO BAR FL 5

M-10

M-11

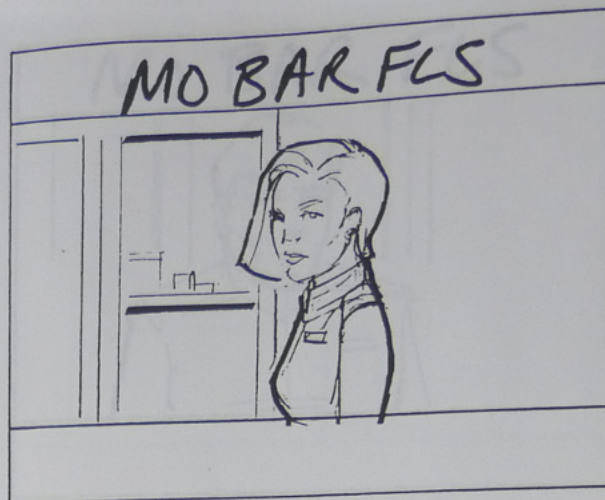
CHERRY-20 MAY

PAGE (2) OF 5

SCENE# 149
SHOT#

FLINT
(hesitant)
I've not wanted to pursue it,
while you were still hoping to
find Angel ... and I may be way
out of line here... But...

BAR-CAM #29



M-10
M-11

SCENE#
SHOT#

BLAIR
But it's always felt like there's
been something more going on
between us...?

BAR-CAM #28



SCENE#
SHOT#

BAR-CAM #29

FLINT
(backing down a
little)
Perhaps it's that way with all
the female crew members onboard.

MO BAR FLS

M-10
M-11



CHERRY-20 MAY

SCENE# 149
SHOT#

BLAIR
Believe it or not, Flint ... I'm
not in the habit of flirting with
every woman onboard.

BAR-CAM #28



M-10
M-11

SCENE#
SHOT#

FLINT
Well, sir. I'm not in the habit
of flirting with every man
onboard.

BAR-CAM #29



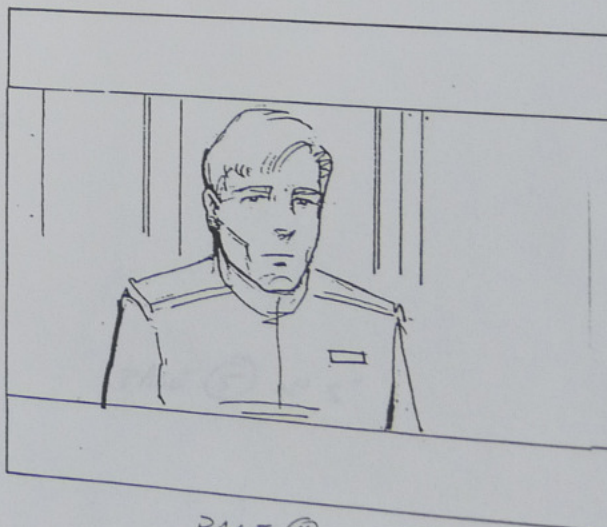
SCENE#
SHOT#

BAR-CAM #28

BLAIR
But you do make exceptions?

MO BAR FLS

M-10
M-11



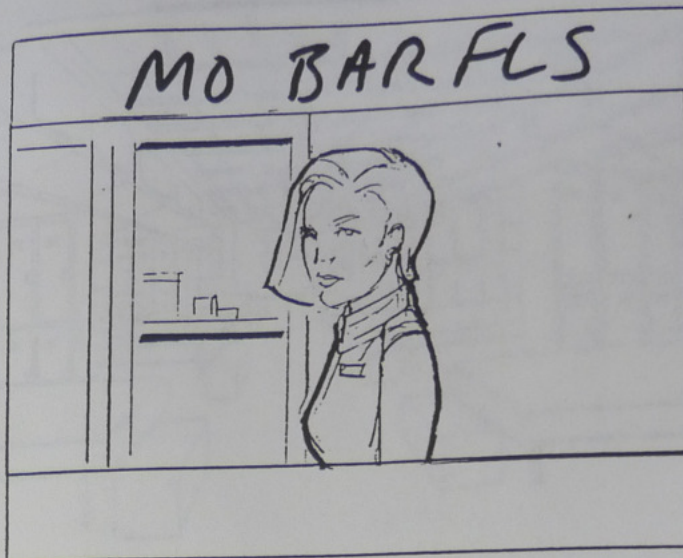
CHERRY-20 MAY

SCENE# 149
ST#

SHE GOES BACK TO CLEANING HER LOCKER.

FLINT
(smiles)
I have, sir.

BOR-CAN #29



M-10
M-11

CHERRY-20 MAY

MO BAR FLS

M-10

M-11

PAGE (5) OF 5

BARRACKS - FLASH (SLIDING - N2/N3 ONLY)

BLAIR FINDS FLASH LAID OUT ON A BUNK.

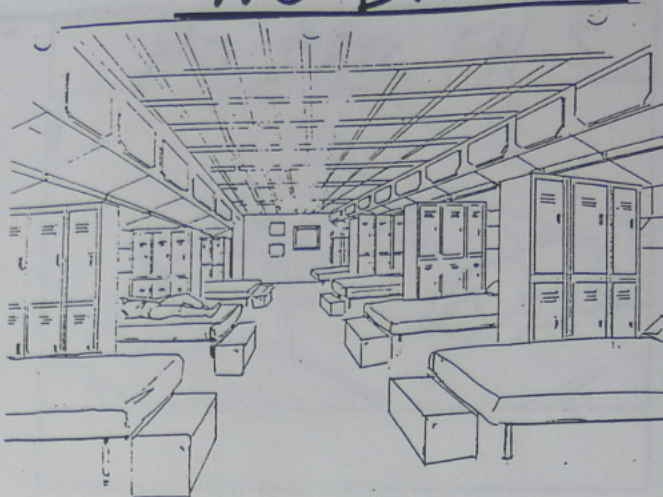
NO BAR FHS

NO BAR FHS

N-12

SCENE# 163
SHOT#

BAR-CAM#1



SCENE# IF FLASH'S MORALE IS HIGH
SHOT#

IF Flash's morale is HIGH.

FLASH
So all we gotta do now is
nuke Kilrah and I can get
back to some serious test-
piloting...

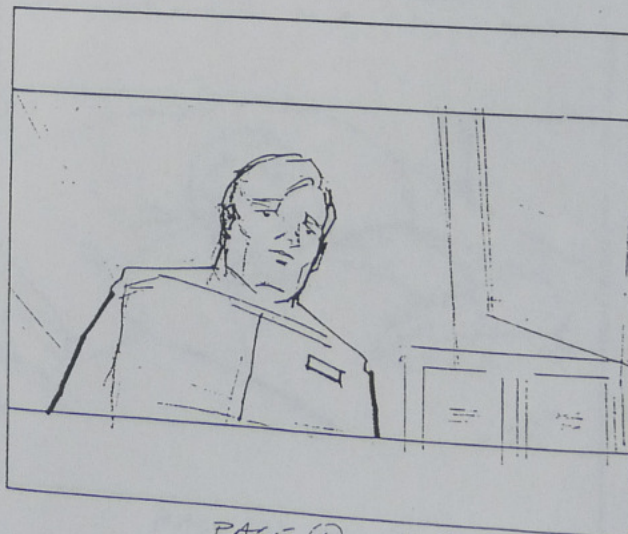
BAR-CAM#7



SCENE#
SHOT#

BAR-CAM#17

BLAIR
Something like that.



NO BAR FHS
N-12

PAGE ① of 3

CHERRY-20 MAY

BRIEFING ROOM

SCENE# IF FLASH'S MORALE IS LOW.
SHOT# 163

IF Flash's morale is LOW.

FLASH
So all we gotta do now is
nuke Kilrah? Yeah, fat
chance.

BAR-CAM#7

NO BAR FHS

N-12



SCENE#
SHOT#

BAR-CAM#17

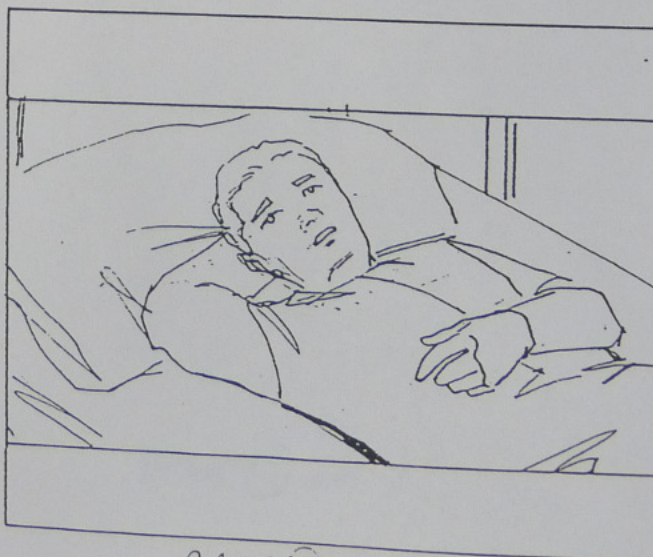
BLAIR
I think I'm beginning to
miss the old, arrogant
Flash. At least he talked
a good game.



SCENE#
SHOT#

BAR-CAM#7

FLASH
Gotta tell ya, I'm surprised I've
survived all these missions.
(beat)
Surprised you too, I'll bet.



NO BAR FHS
N-12

CHERRY-20 MAY

SCENE#
SHOT# 163

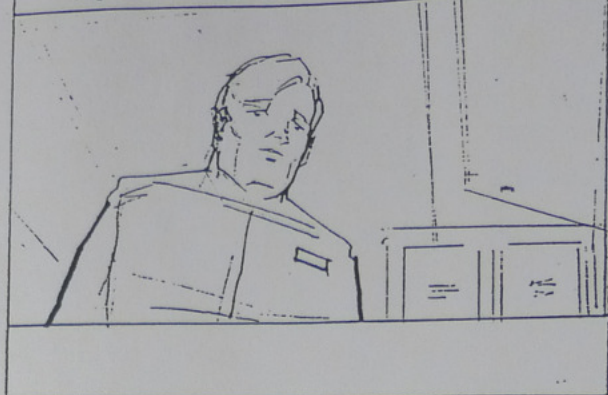
FLASH'S MORALE UP:

Flash's morale UP:

BLAIR
You hung tough, I gotta
hand you that.

BAR-CAM#17

NO BAR FH S



SCENE#
SHOT# FLASH'S MORALE DOWN:

Flash's morale DOWN:

BLAIR
Major ... I wouldn't count
my chickens. You think
it's been tough? Wait'll
we get near Kilrah.

BAR-CAM#17



NO BAR FHS
N-12

PAGE 3 OF 3

N-12

CHERRY-20 MAY

FLIGHT Deck

BRIFING ROOM

DECK

2020-2021
BRIEFING ROOM

MIDIRPET

BLAKE ENTERS THE BRIEFING ROOM TO FIND BONE STANDING OVER THE MAP TABLE. BONE STAYS PUT FROM THE GLOWING DISPLAY.

ENE 13 MA18
IT#

BRF - CAM #1

①

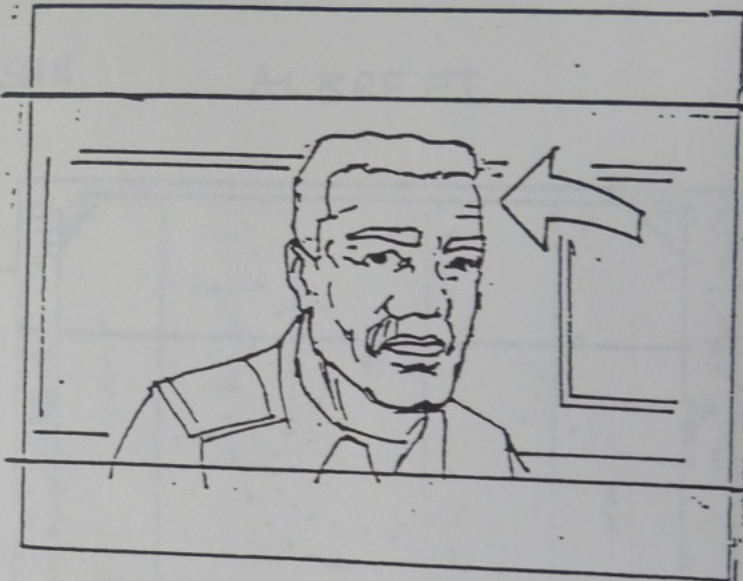


ENE
IT#

BONE
Come in, Colonel. It's time to put that reputation of yours to the test.

BRF - CAM #2

②

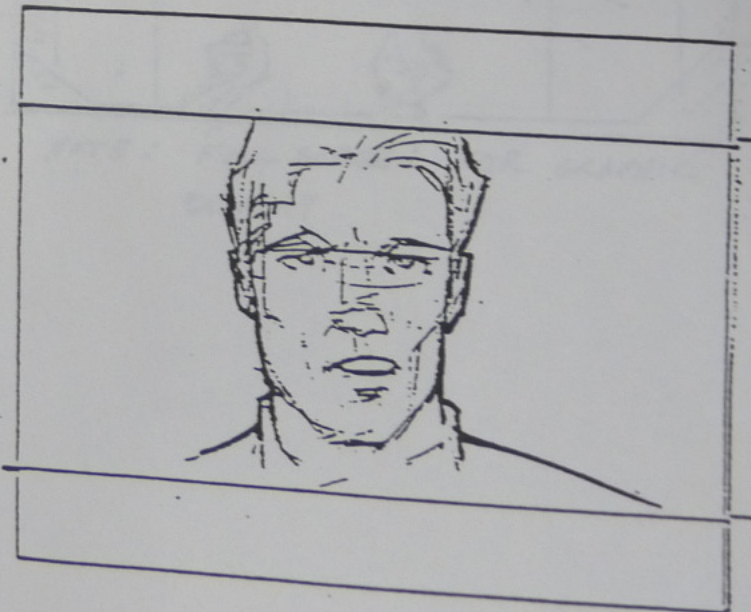


ENE
IT#

BLAKE
I don't plan on disappointing you, Captain.

BRF - CAM #3

③



BONE: 30 MAY

ENE 13 pg A18
JL7

That's good. I have
disappointments.

IS RETURNED TO THE MAP TABLE.

(4)

BRF-COM #2



BRIEFING A1-ESEN

A1BRFEI

ESSEN (V.O.)
Guided Intelligence calls us that
the aircraft presence is growing
here in the Vermont System. You
and your wingman are to fly a
routine patrol of these three
zones and sweep the areas of any
hostiles you may encounter.

(5)

BRF-COM #4



NOTE: FULL SCREEN FOR GRAPHIC
DISPLAY

Done: 30 MAY

ENEZ 13 PM A18
OT#

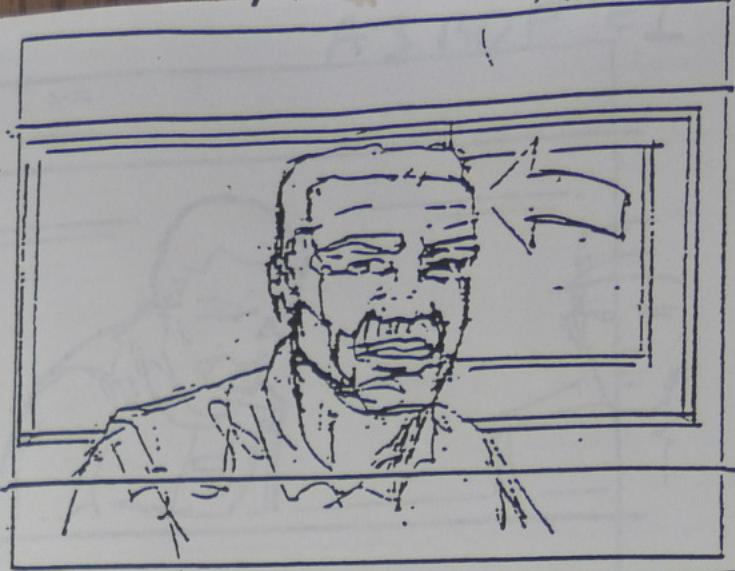
HEEN LOOKS UP FROM THE DISPLAY TO BLAKE.

Understood?

HEEN

②

BRE-CAM #2



ENEZ
OT#

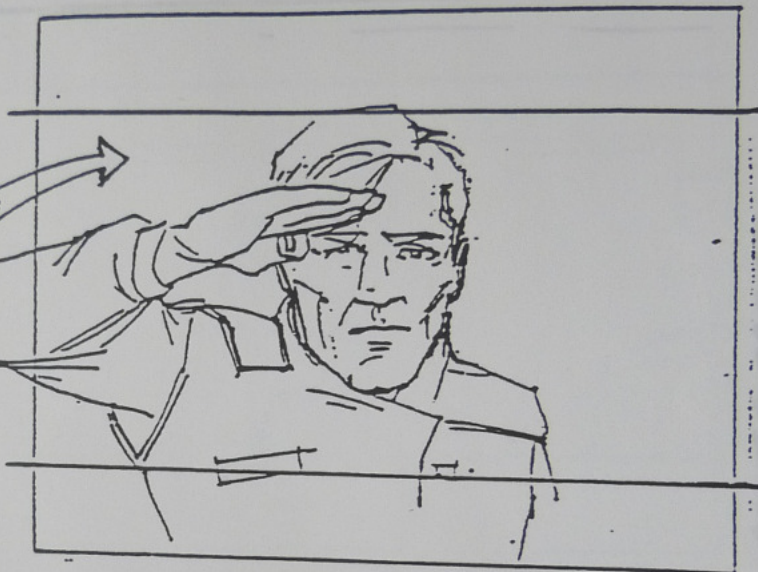
Completely, sir.

BLAKE

SALUTE

①

BRE-CAM #3



Done: 30 MAY

ENEZ
OT#

BRE-CAM #2

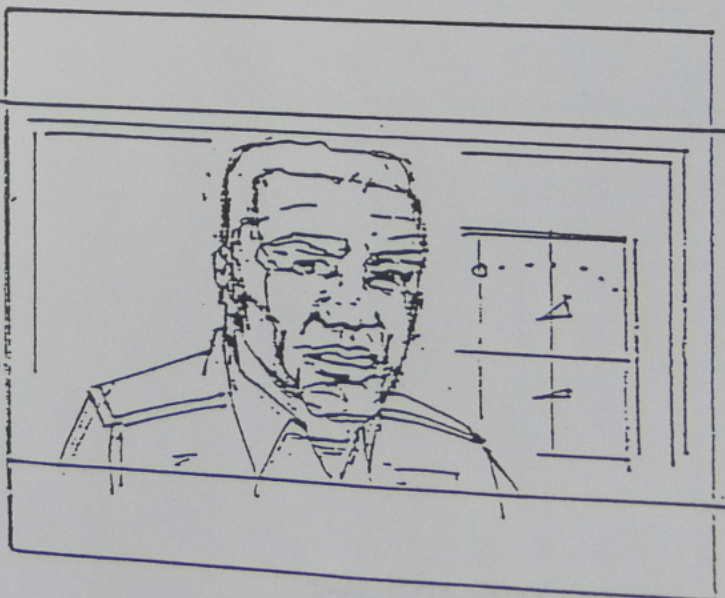
②

Very good. You leave immediately.

HEEN

Weapon choices for Mission A1: Hobbes.

NOTE TO GRANT: Please feel free to change briefing dialogue to make it more specific to each mission's situations (geography, names, numbers, ray points, vehicles, weapons, goals, etc.). Our dialogue is based on the general descriptions in the Ray's document dated 1/20/94. On the other hand, if there's a chance a mission will be changed or altered after the live-action is filmed/recorded, generalities may be a plus. In all depends on how much information you feel a player will need to gain the intelligence.



SC# 20A
pg A31

CONDITION: If Blair has
had a conversation with 1
of the following pilots --
Cobra, Maniac, Vagabond,
Vaquero:

EISEN
Let's get down to business,
shall we?

BRE CAM #2



maniac

Done: 30 May

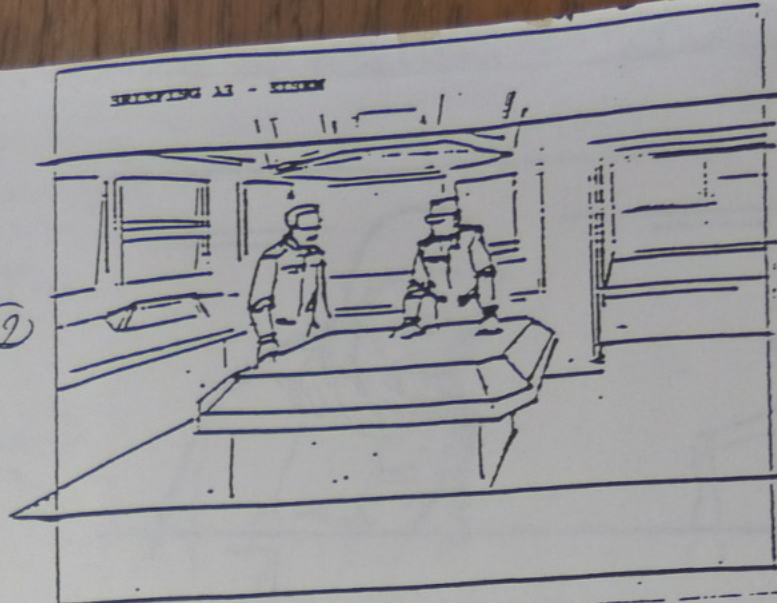
20A H3DKF21

A31

CONDITION: IF Blair has
NOT had a conversation with
1 of the following pilots
-- Cobra, Maniac,
Vagabond, Vaquero:

BRE-AM #1

②

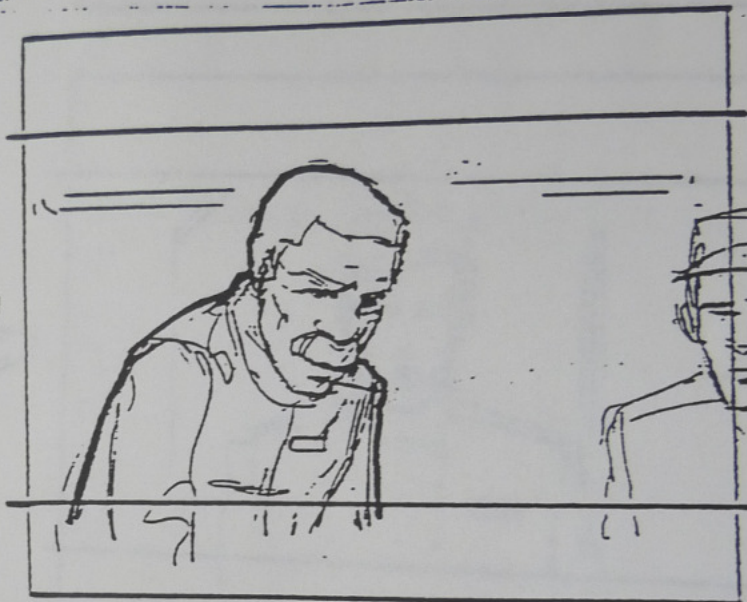


~~REDACTED~~

EISEN
I've been getting some
complaints, Colonel.

BRE-AM #2

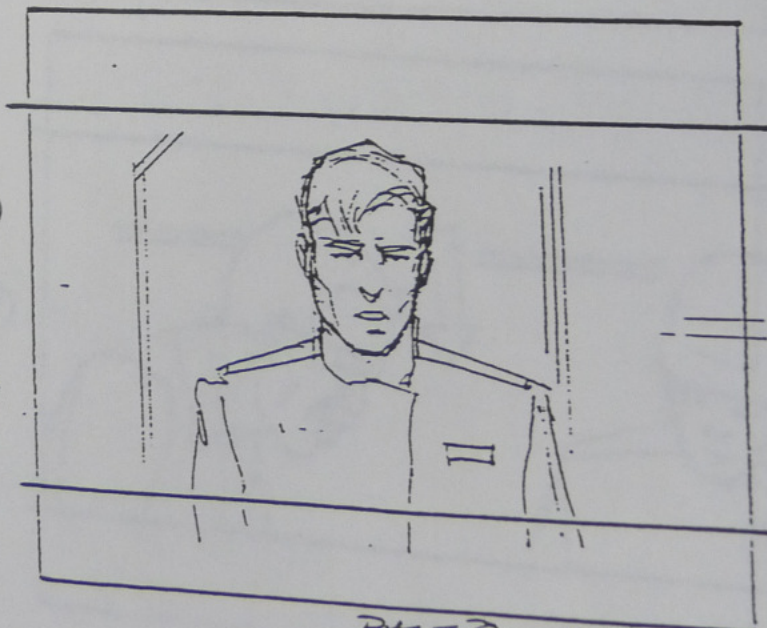
③



BOMB: 30 MAY

BLAIR
What about, sir?

④



BRE-AM #3

PAGE ② OF 4

20A

A3BFE1

pg A31

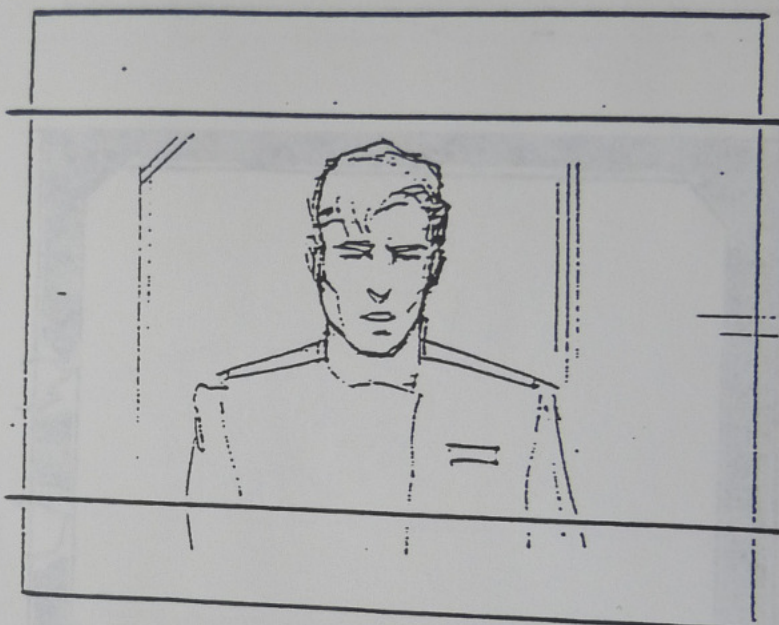
EISEN
Your attitude. Seems you
might be under the
impression that you're too
good for my crew. I
suggest you get to know
them and start flying with
them. Is that clear?

BREF-CAM#2 ⑤



BLAIR
As a hell, sir.

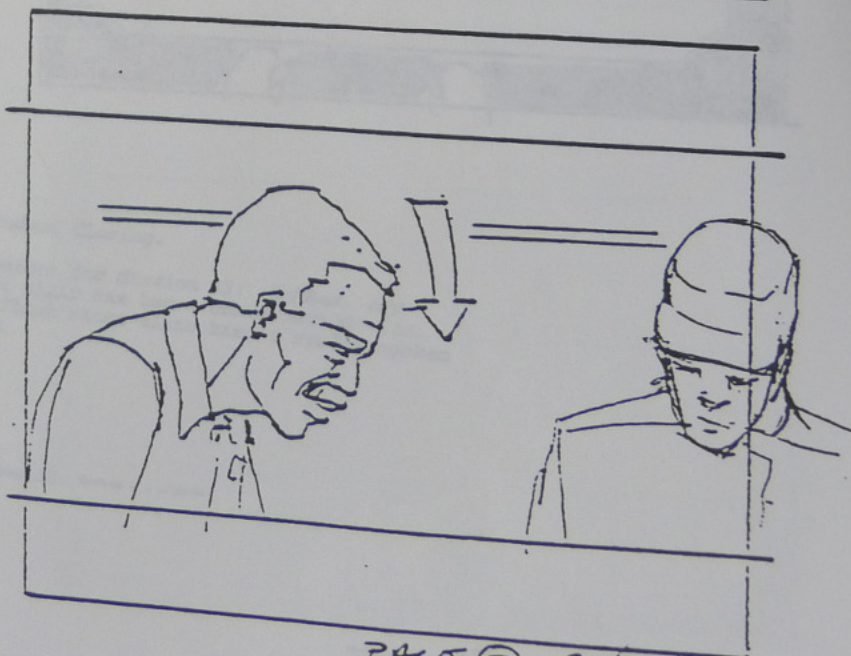
3BREF-CAM#3 ⑥



all
BONE: 30 MAY

EISEN
Fine. Let's get down to
business, shall we?

7BREF-CAM#2 ⑦



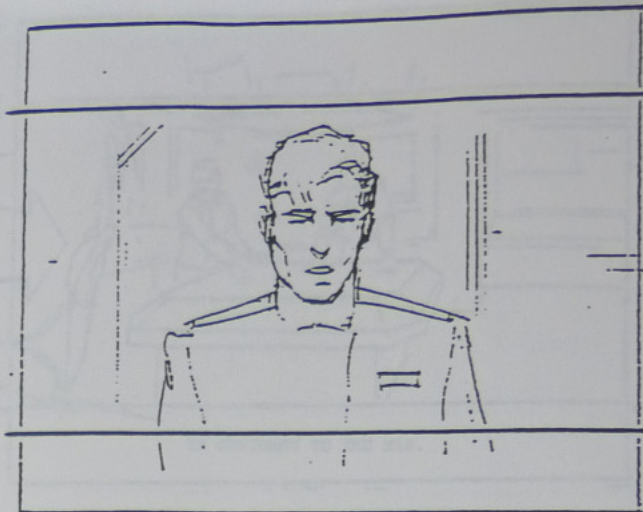
PAGE ③ of 4

SC#20A A3BRFEI
Pg A31

Yes, sir. BLAIR

⑧

REF-CAM #3



EISEN POINTS TO THE MAP.

EISEN (V.O.)
Confed has a cargo ship loaded
with med supplies that must be
escorted to this jump point.

(beat)
Unfortunately, news of this
shipment somehow leaked and you
will undoubtedly come under
Kilrachi attack.

⑨

REF-CAM #4



INSERT Standard Closing.

Wingman choices for Mission A3: Robbins, any
other pilot Blair has had a conversation with.
Cannot be Flint since Blair hasn't really spoken
to her yet.

SC#20A/SC#20B - V.O. [illegible] - SC#20A - 1/28/74

REVIS: 30 MAY

[Handwritten signature]

PAGE ④ of 4

NOTE TO DESIGN: As previously discussed, we have added this NEW mission which was not in our original outline. What follows is a suggestion for what this mission could entail. Since we dropped Mission 13 from the Ray's 1/20/94 document, we thought the "Skippers" could be put to use here. But we are open to any changes you want to make.

BLAIR ENTERS THE BRIEFING ROOM.

EISEN
Come in, Colonel. Let's get to it.

BRE-CAM #1

①

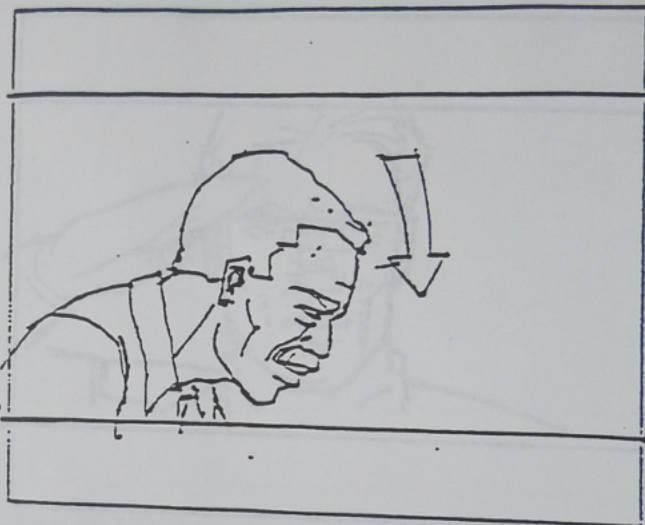


HE GESTURES TO THE MAP.

ENE# 23 PA A35
OT#

BRE-CAM #2

②



BONE: 30 MAY

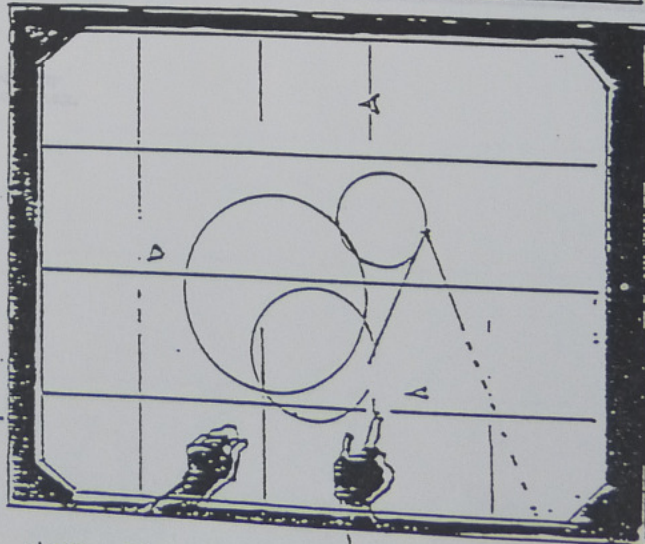
ENE#
OT#

EISEN (V.O.)
A Confed civilian transport ship is moving through the Veronica System. She's obviously going to need fighter escorts. Especially since Isacil reports that the Kilrathi are testing a new "cloaked" missile.

(beat)
Confed has code-named these new weapons "Skippers" because they apparently skip in and out of cloak every few seconds to maintain contact with their target. You can see them one second ... then they're gone the next.

BRE-CAM #4

③



NOTE: FULL SCREEN FOR GRAPHIC DISPLAY

FLIGHT DECK

SKIPPAGE

SC #23 pg A35

EISEN LOOKS AT BLAIR.

EISEN
It won't be easy, Colonel. And
there are a lot of civilian lives
at stake.

(4)

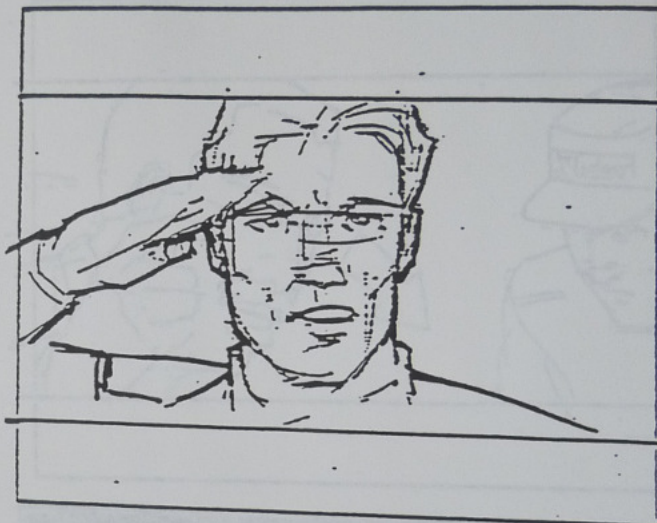
BRE-CAM #2



BLAIR
I'll do my best, Captain.

(5)

BRE-CAM #3



Wingman choices for Mission A3: Hobbes, any
other pilot Blair has had a conversation with.

JUNE: 30 MAY

SCENE# 31 PG B10
 FOOT#

BLAIR ENTERS AND EISEN WAVES HIM OVER.

BRE-CAM #1

①



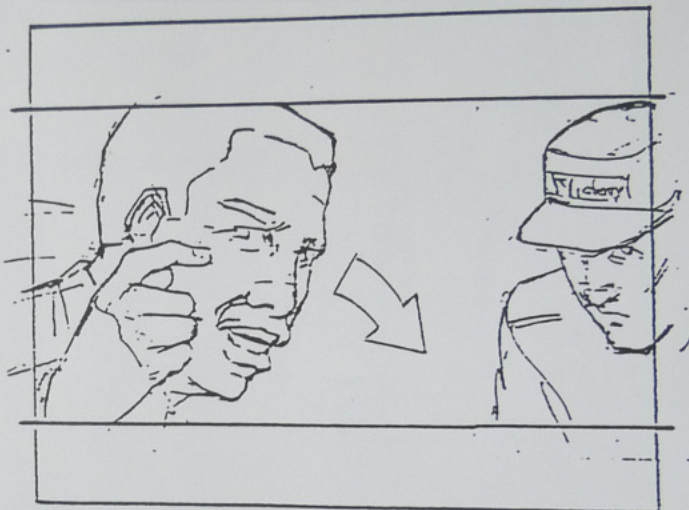
SCENE#
 FOOT#

EISEN
 Come in, Colonel. We have to
 move quickly on this.

HE POINTS TO THE MAP TABLE.

BRE-CAM #2

②



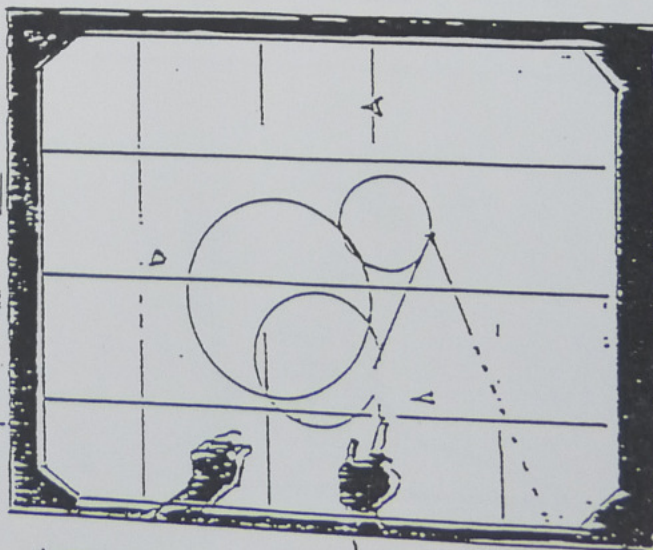
Done: 30 MAY

SCENE#
 FOOT#

EISEN (V.O.)
 The only reason we aren't under
 attack right now is because the
 Kilmachi have bigger fish to fry.
 They've targeted Rayleigh III --
 their transports are already
 moving in. If you and your wing
 can cut through the fighter
 cover, we might have a shot at
 destroying those transports.
 We're going to need a lot of fire
 power and we're going to need it
 fast. Scramble ~~immediately~~. I
 want that flight deck emptied.

BRE-CAM #4

③



NOTE: FULL SCREEN FOR GRAPHIC
 DISPLAY

SC#31 pg B10

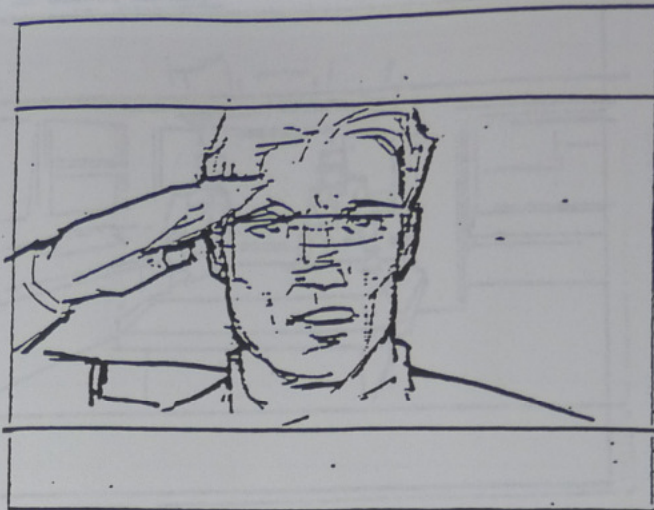
BLAIR SALUTES.

BLAIR
Right away, sir.

No wingman choice -- all must fly.

(4)

BRE-CAM#3



Done: 30 MAY

Light Deck

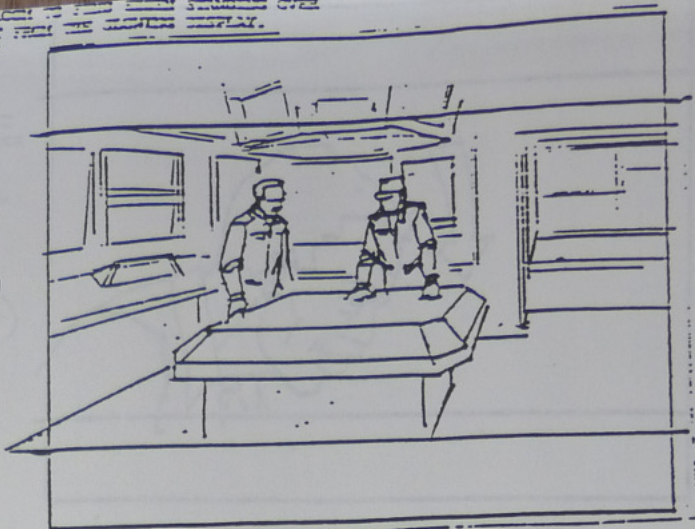
SKINCE

47

DIO

①

BRE-CAM #1



Come in, Colonel. It's time to put that reputation of yours to the test.

②

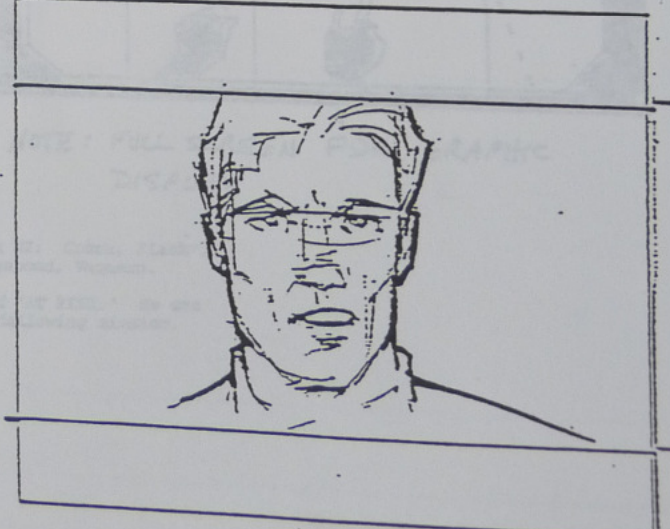
BRE-CAM #2



I don't plan on disappointing you, Captain.

③

BRE-CAM #3



BOAT: 30 MAY

FLIGHT DECK

BRIDGE

DZBRFEI

47

That's good. I had
disagreements.

DIO is coming to the way back.

④

BRE-CAM #2

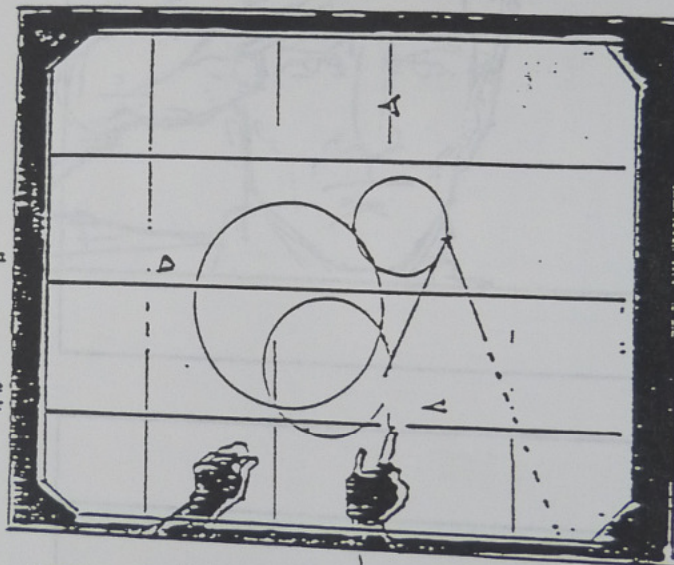


MISSION 02 - EISEN

EISEN (V.O.)
We've still got more questions
than answers on Kiltrachi
operations here. Some of the
Kiltrachi force are pulling out,
but other elements are closing in
on Nicole IV. Intell says the
possibility exists that some of
their warheads are a new kind of
bio-war weapon, capable of
spreading a pandemic over the
whole planet within minutes. If
what they tell us is correct, the
half-life of this disease is over
500 years.

⑤

BRE-CAM #4



NOTE: FULL SCREEN FOR GRAPHIC
DISPLAY

Wingman choices for Mission 02: Cobra, Flash*,
Flint, Honker, Maniac*, Vagabond, Vaquero.

NOTE: Flash is now flagged "AT RISK." He can
be killed in this and any following mission.

Game: 30 MAY

Flight Deck

BRIDGE

D2BREF
 ENF 47 PD10
 OT#

EISEN
 Colonel... We can't let a single
 warhead slip through and strike
 the planet. If it does, the
 civilians on Nicole IV will die
 slow deaths from a ravaging
 disease, and all we'll be able to
 do is pull out of here as fast as
 we can.

BRE-CAM #2 ⑥

EISEN LOOKS AT BLAIR WITH DEEP CONCERN AND A TINGE OF FEAR
 IN HIS EYES.



ENF
 OT#

⑦

BRE-CAM #3



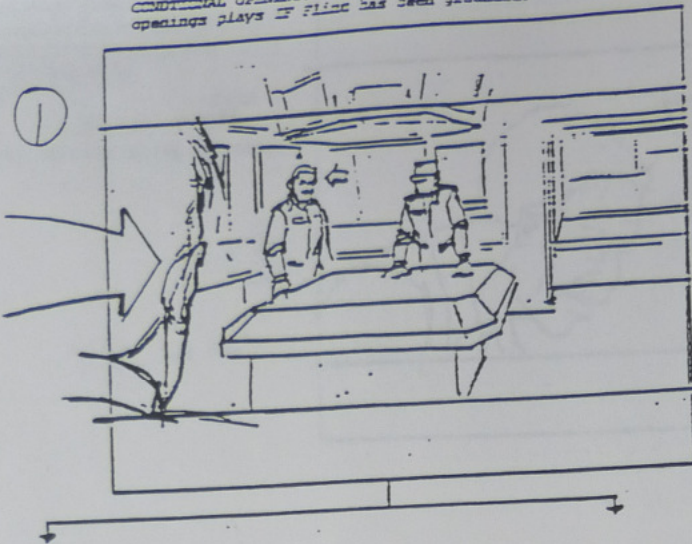
ENF
 OT#

RENT: 30 MAY

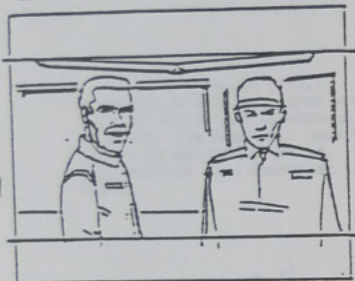
CONDITIONAL OPENING: One of the two following openings plays IF Flinc has been grounded:

SC# 61
E17 + F6

BRE-Cam#1



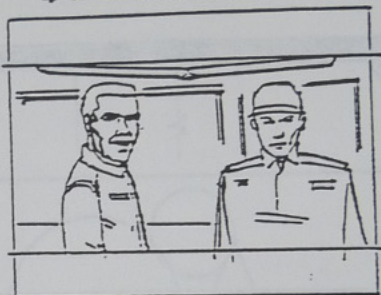
IF Blair reinstated Flinc in EIGUNFL:



EISEN
Good call putting Lieutenant Pecars back on the roster. We need every good pilot we can get. I think she's got her head back on straight.

BRE-Cam#2:

IF Blair left Flinc's status up to Eisen in EIGUNFL:



EISEN
I've put Lieutenant Pecars back on the flight roster. I'm not real impressed with how you passed the buck. Frankly, I think she's got her head back on straight, and we need every pilot we can get.

We then continue with normal opening:

REMI: 30 MAY

Flight Deck

BRIDGE

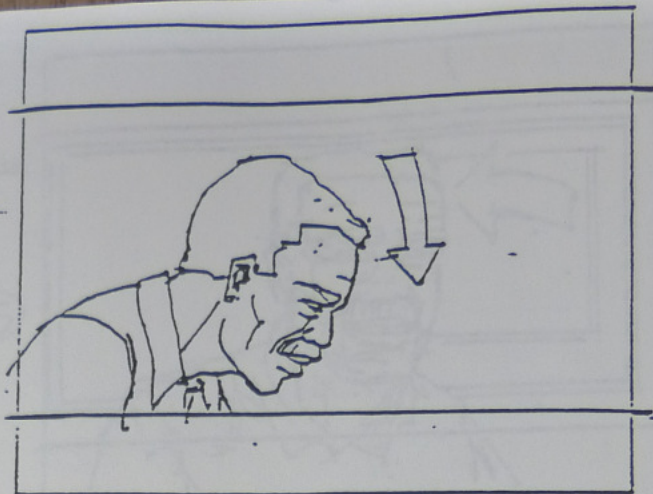
E3BREF11

Col P1 E17 F6

EISEN
Let's get started.
EISEN GESTURES TO THE MAP TABLE.

③

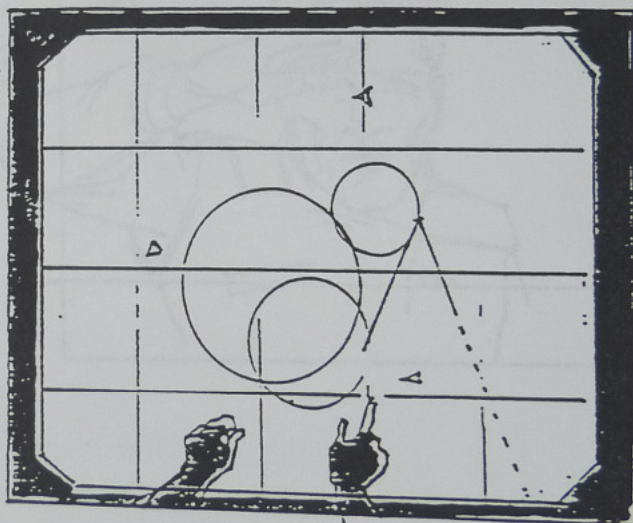
BREF_CAM #2



EISEN (V.O.)
We've got a weapons convoy coming in. If we can get it through the blockade, the base will have a chance at defending itself. We must protect this convoy at all costs.

BREF_CAM #4

④



NOTE: FULL SCREEN FOR GRAPHIC DISPLAY

INSERT Standard Closing.

Wingman choices for Mission 2: Cobra, Flash*,
Flinch, Hobbes, Maniac*, Vagabond, Vaquero.

Scene: 30 May

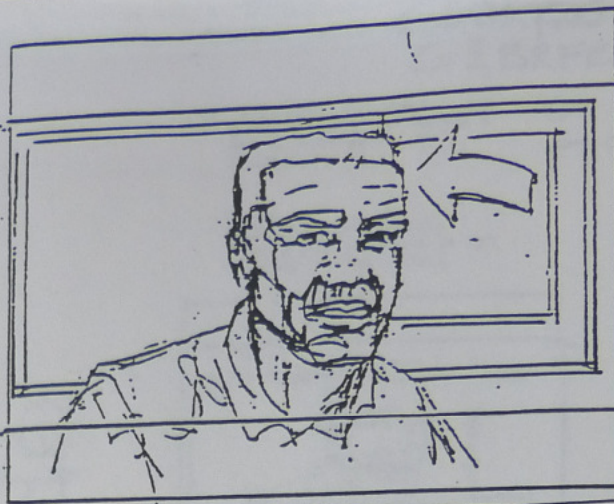
F3BREFI1
SC#61 PRE7&F6

SEAN LOOKS UP FROM THE DISPLAY TO BLAIR.

Understood? SEAN

⑤

BRE-CAM #2

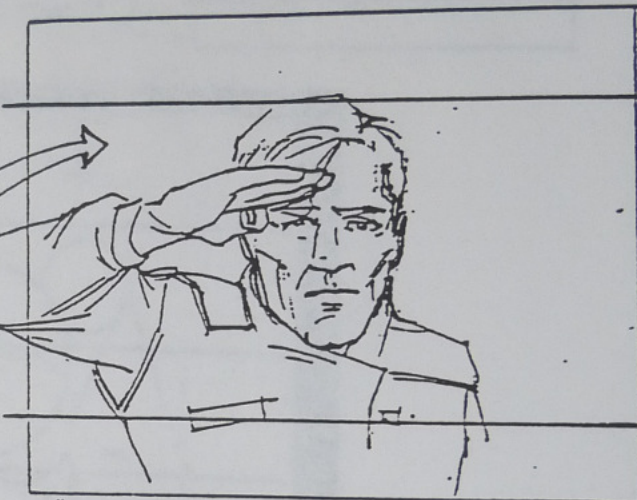


Completely, sir. BLAIR

SALUTE

BRE-CAM #3

⑥



BOWE: 30 MAY

Flight Deck

SKIDGE

Activity required
 BRFCAM 01 - 0000

G-9

BRFCAM

~~GABRFEI~~
 G1BRFEI

CONDITION: IF all Series E
 Series F missions played:

EISEN

Part of the reason we're in
 Kiltachi space is because of
 your flying, Colonel. You've
 done the Victory proud.

OR CONDITION: IF Blair
 grounded Flinc in Series E
 AND IF Mission E1 was a
 failure:

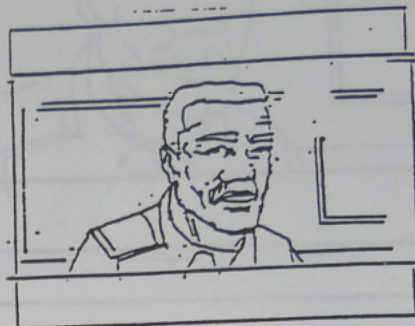
SC 73
 PG 68

EISEN

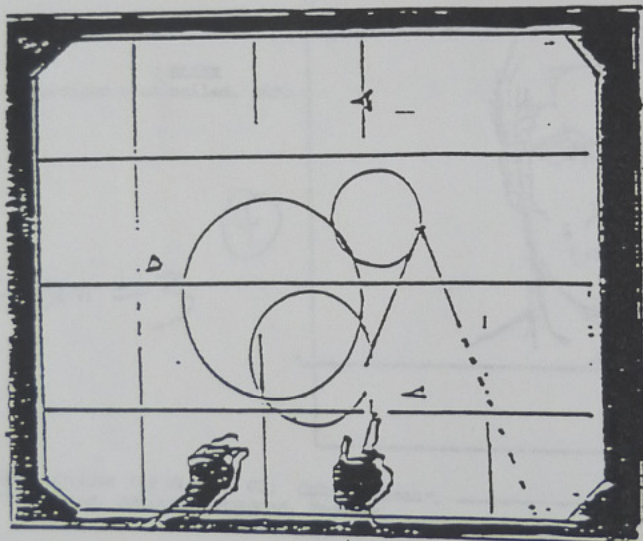
I've reinstated Flinc.
 Keeping her grounded is not
 a luxury we can afford.



BRFCAM#2



Reel: 30 MAY



②

BRFCAM#4

NOTE: FULL SCREEN FOR GRAPHIC
 DISPLAY

HE POINTS TO THE MAP TABLE.

EISEN (V.O.)

As you may have heard on the
 grapevine, we're here to destroy
 this system's military garrison.
 We're going to have to fight
 through several waypoints: the
 enemy's spread out, with patrols
 everywhere. Any ship that can
 escape to the jump point will be
 able to alert the rest of the
 Kiltachi forces to our presence
 here.

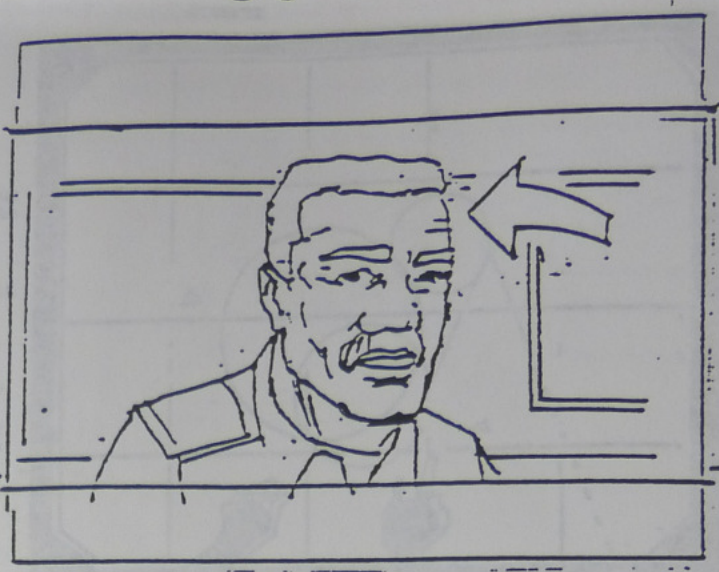
ENE# 73 PG8
OT#

EISEN LOOKS AT BLAIR.

EISEN
And that would mean we'd have to
scrap this entire offensive.
You'll need to nail every last
one of 'em.

BRE-CAM #2

③

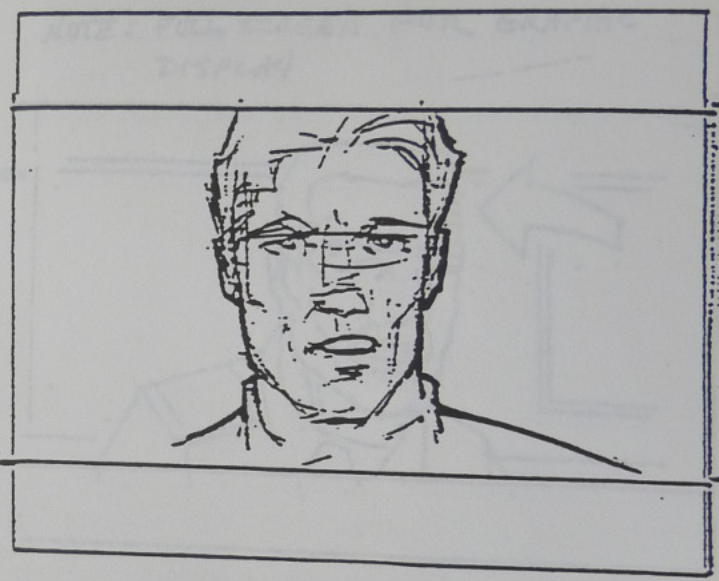


ENE#
OT#

BLAIR
Consider them nailed, sir.

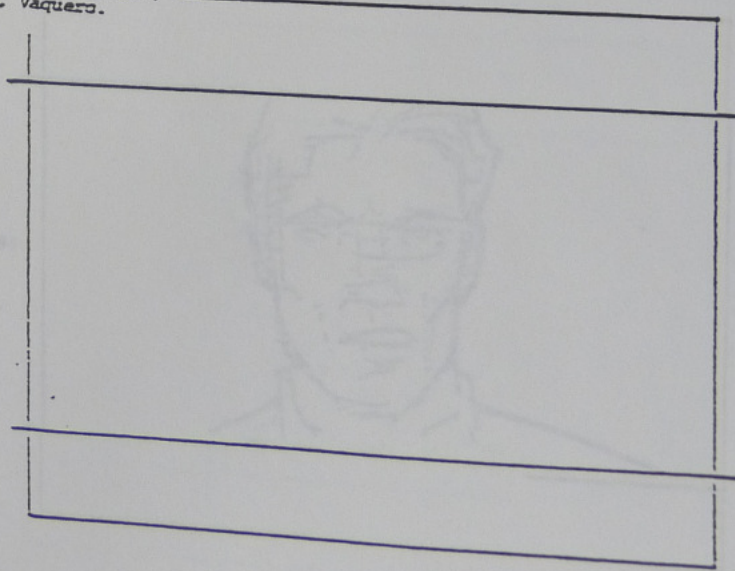
BRE-CAM #3

④



Wingman choices for Mission GI: Cobra, Flash*,
Pinc, Hobbes, Maniac*, Vagabond, Vaquero.

ENE#
OT#



Rev: 301MAY

MISSION G2 - EISEN

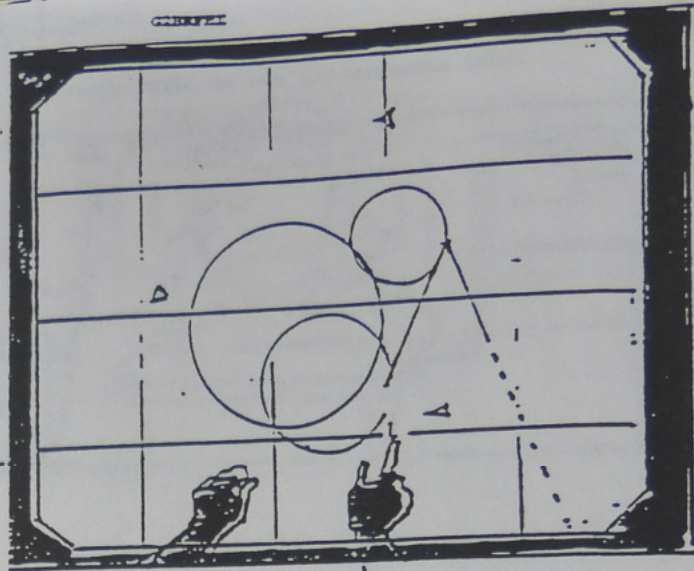
77 PG 12

DISERT Standard Opening.

EISEN (V.O.)

When I first took this ship out as its captain, we specialized in smashing the enemy. This is the kind of mission I take special pride in accomplishing. We're going to play possum inside the nebula here. The Kilrachi use it to screen convoys coming in and out of this system, and the longer we can stay undetected, the more damage we can do. Again, we can't let a single one of their ships escape. And I don't have to tell you the kinds of hazards you'll face trying to navigate in a nebula.

BRE-CAM #4 ①



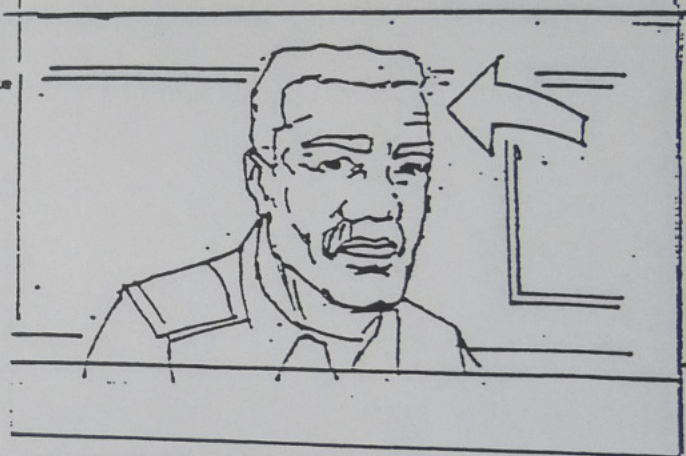
NOTE: FULL SCREEN FOR GRAPHIC DISPLAY

EISEN TURNS TO BLAIR.

EISEN

Only the best flyers can make the necessary adjustments. I have faith you'll be one of them.

BRE-CAM #2 ②



BLAIR

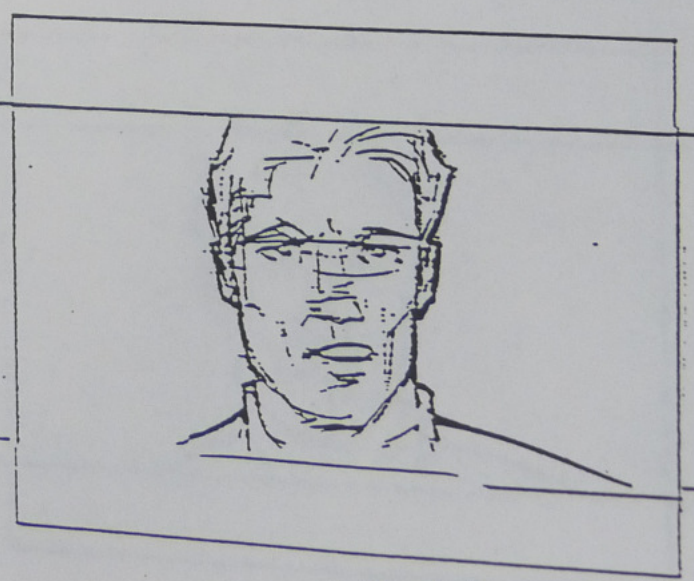
I won't disappoint, sir.

BRE-CAM #3

(NOTE TO ORIGIN: See script notes dated 1/11/94 re content of this scene.)

Wingman choices for Mission G2: Cobra, Flash*, Flint, Bonnes, Maniac*, Vagabond, Vaquero.

③



PAGE ①

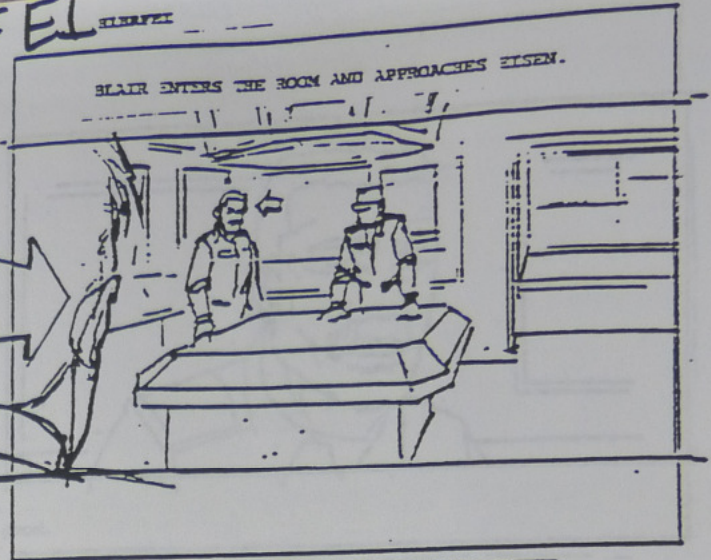
Done: 30 MAY

ENE 85 pg H11

H1BRF EL

BRE CAM #1

①

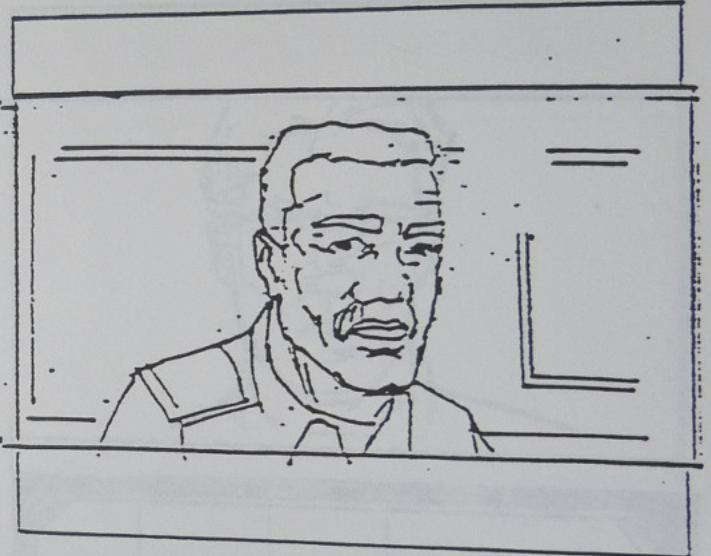


ENE
JIF

EISEN
I hope you're not putting much
stock in all that hot air
Thrakbath decided to blow our way.

BRE CAM #2

②



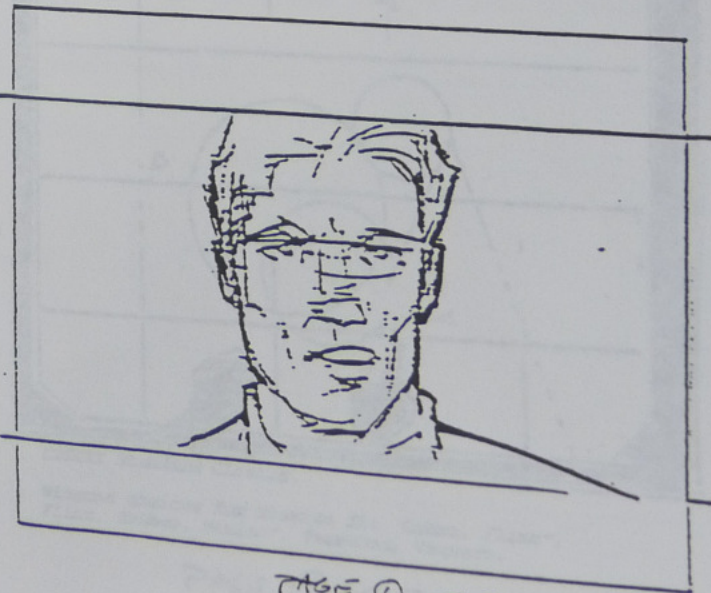
ENE
JIF

No, sir.

BLAIR

BRE CAM #3

③



Done: 30 MAY

ENE 85 p7 H11
IT#

EISEN
Good. By the way, HQ's been sifting through all the data we sent them, and they're pretty sure the Kilrachi had a special device in Chanel that enabled them to use nebular gasses to throw a 'curtain' over that jump point. Confed think's Chanel is the only system where they have this capability, since that's where they carried on so much of their convoy traffic.

BRE-CAM #2

④

NOTE TO ORIGIN: a visual illustrating this "cloaking" of the jump point might be very good.

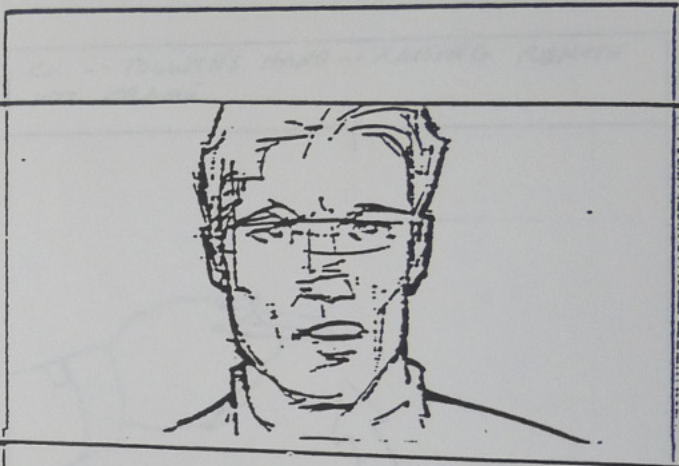


ENE
IT#

BLAIR
That's good news. I don't feel like running into many more closed doors.

BRE-CAM #3

⑤



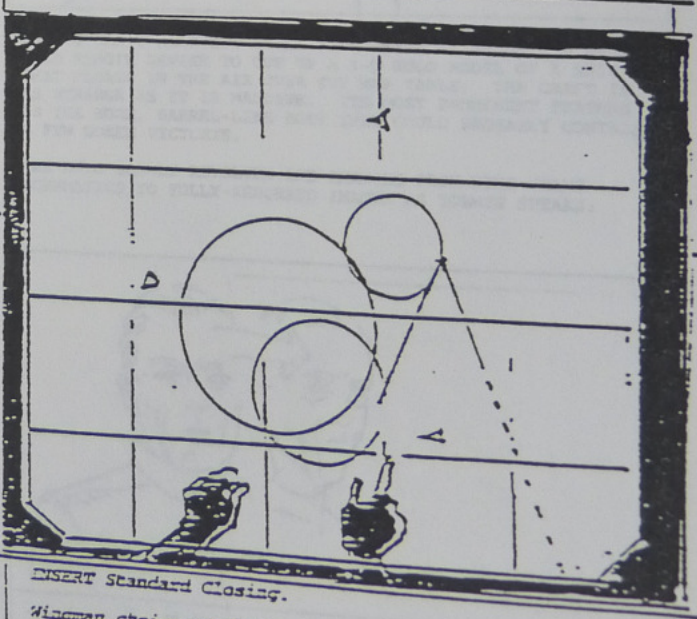
NOTE: FULL SCREEN

BRE-CAM #4

⑥

EISEN NODS AND POINTS TO THE MAP TABLE.

EISEN (V.O.)
Obviously the Prince's transmission was a good indication they're coming after us, hot and heavy. So you know what we're going to do? Turn around and see if we can sucker-punch 'em. We're going to split up from our escorts once we enter this nebula, and you're going to protect these two destroyers. Our star-nav has located a new jump point inside the nebula which we can use for our retreat once we're taken out enough of our pursuers.



INSERT Standard Closing.

Wingman choices for Mission H1: Cobra, Flash*, Flinc, Hobbes, Maniac*, Vagabond, Vaquero.

PAGE ② OF 2

30 MAY 1953

MIDGAME: BRIEFING J1 - TOLWYN, EISEN

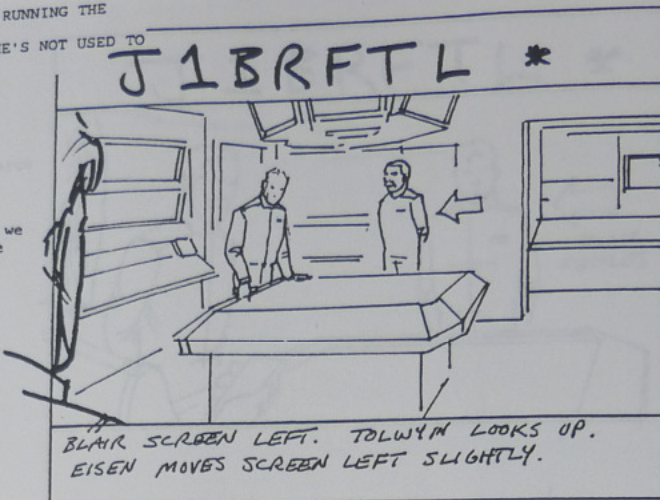
J1BRFTL *

BLAIR'S A LITTLE SURPRISED TO FIND TOLWYN RUNNING THE BRIEFING.
EISEN STANDS BY, LOOKING A LITTLE LOST: HE'S NOT USED TO ATTENDING A BRIEFING HE'S NOT GIVING.

SCENE#
SHOT# 98

TOLWYN
Welcome, Colonel.
(beat)
As you may or may not know, we are currently enroute to the Torgo System, where we will rendezvous with ...

BRF_CAM#1

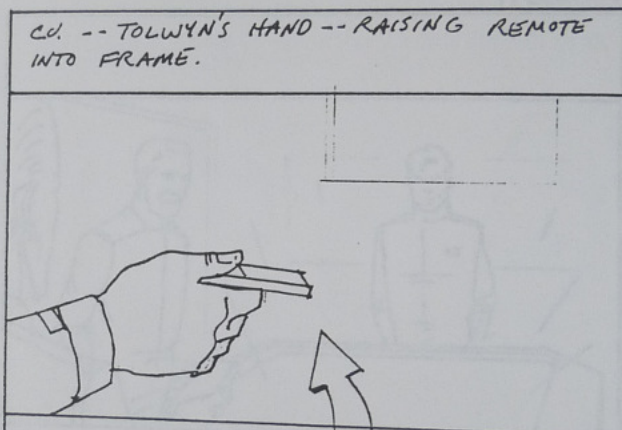


J-6
J-7
J-8

SCENE#
SHOT#

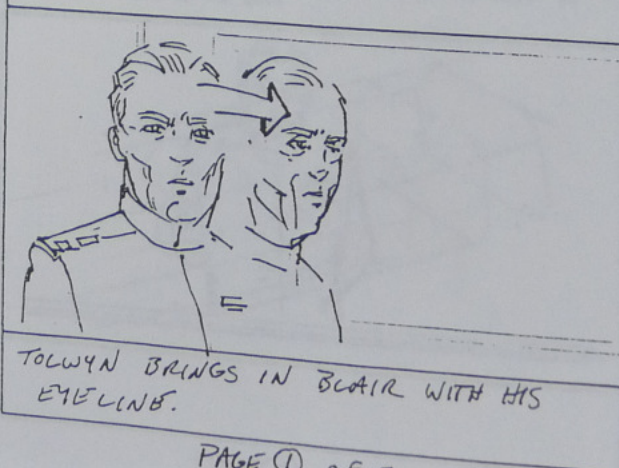
... destiny.

BRF_CAM#7



TOLWYN CAN'T HELP BUT SMILE WITH PRIDE AS HE USES A HAND-HELD REMOTE DEVICE TO CUE UP A 3-D HOLO MODEL OF A SHIP THAT FLOATS IN THE AIR OVER THE MAP TABLE. THE CRAFT IS AS STRANGE AS IT IS MASSIVE. ITS MOST PROMINENT FEATURE IS THE HUGE, BARREL-LIKE BODY THAT COULD PROBABLY CONTAIN A FEW DOZEN VICTORIES.

THE HOLO SLOWLY REVOLVES AND CHANGES FROM WIRE-FRAME SCHEMATICS TO FULLY-RENDERED IMAGES AS TOLWYN SPEAKS:



BRF_CAM#2

TOLWYN (V.O.)
Gentlemen ... I give you the Confederation's finest achievement...

J1BRFTL
J-6
J-7
J-8

LAUNDICE - 25 MAY

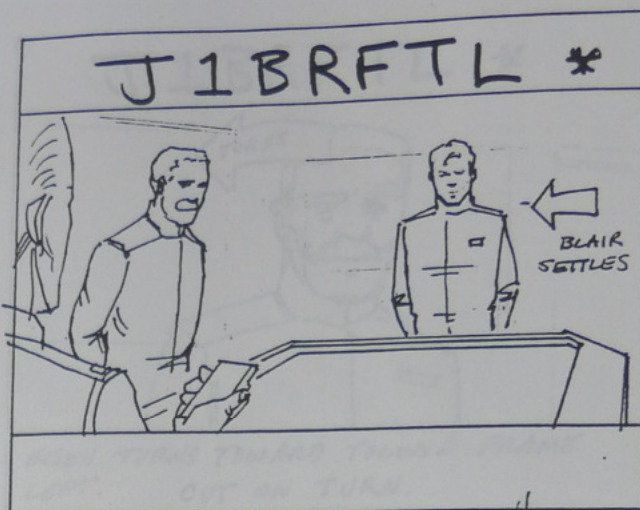
FLIGHT DECK

BRIDGE

SCENE# 98

The Behemoth.
After a decade of secret research
and development, our greatest
minds have created the device
that will spell doom for the
Kilrathi.

BRF_CAM#8

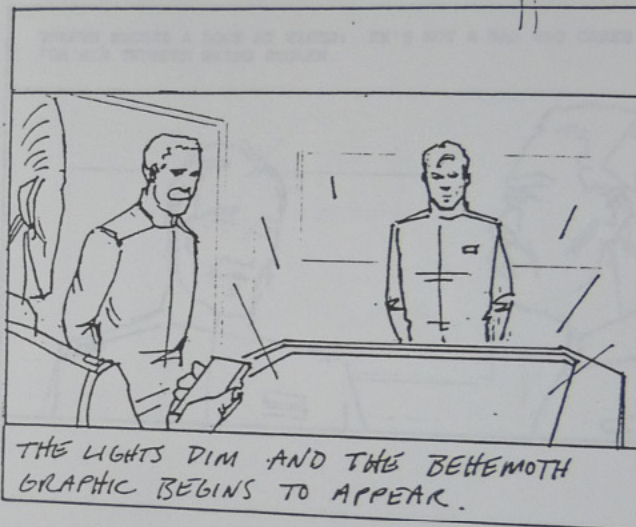


J-6
J-7
J-8

SHOT
CONTINUED

SCENE#
SHOT#

BRF_CAM#8

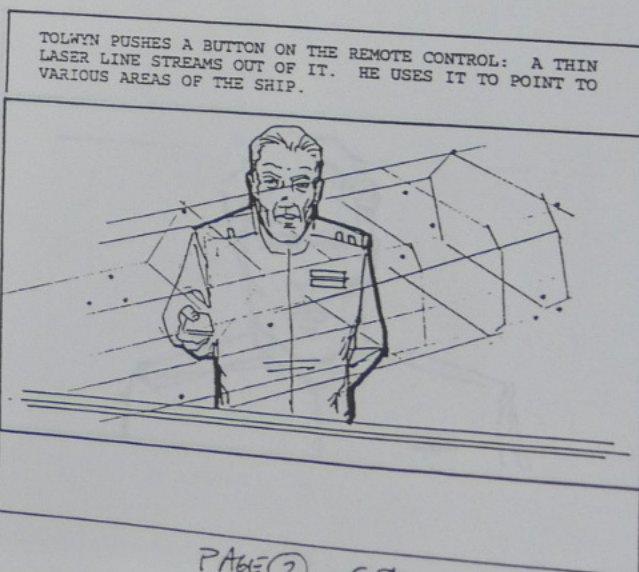


THE LIGHTS DIM AND THE BEHEMOTH
GRAPHIC BEGINS TO APPEAR.

SCENE#
SHOT#

BRF_CAM#9

TOLWYN (V.O.)
Behemoth is a series of linked,
superconducting energy
amplification conduits, focusing
an output of five hundred million
gigawatts into one lancing point.
Any target at the end of that
point is destroyed --



TOLWYN PUSHES A BUTTON ON THE REMOTE CONTROL: A THIN
LASER LINE STREAMS OUT OF IT. HE USES IT TO POINT TO
VARIOUS AREAS OF THE SHIP.

J 1 BRFTL

J-6
J-7
J-8

PAGE 2 of 8

JANUARY 25 MAY

SCENE# 18

SHOT# EISEN INTERRUPTS. HE CAN'T HELP HIMSELF:

EISEN
-- even a planet...

BRF_CAM#10



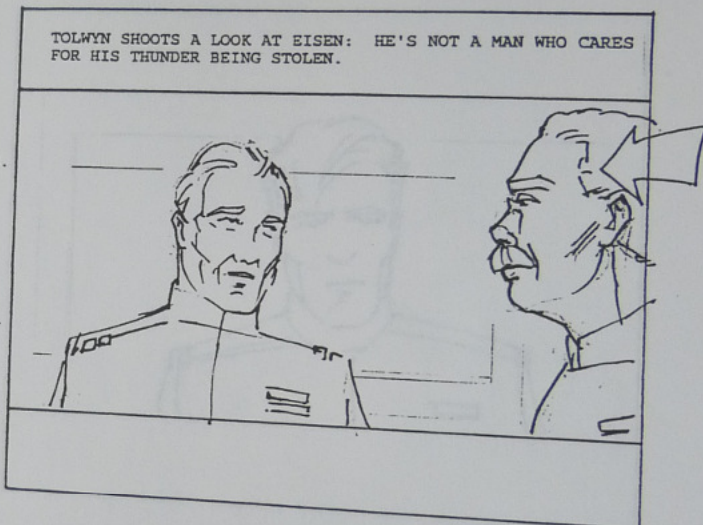
J-6
J-7
J-8

SCENE#
SHOT#

TOLWYN
Yes. Even a planet...
TOLWYN LETS THIS SINK IN A MOMENT, THEN CONTINUES.

TOLWYN
We would have liked another year or two for testing and development but, unfortunately, circumstances have forced me to deploy the weapon now.

BRF_CAM#11

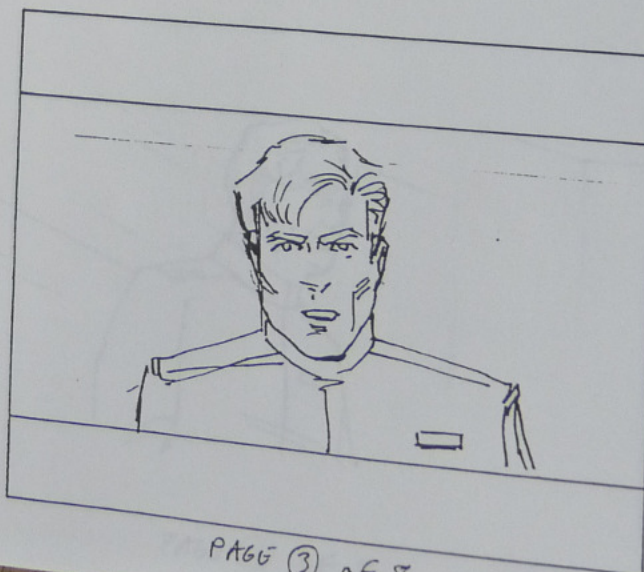


TOLWYN SHOOTS A LOOK AT EISEN: HE'S NOT A MAN WHO CARES FOR HIS THUNDER BEING STOLEN.

SCENE#
SHOT#

BRF_CAM#12

BLAIR
Might I ask why, Admiral?



J1 BRFTL
J-6
J-7
J-8

JANDICE-25 MAY

SCENE# 98

TOLWYN
You should sense the answer to
that question more than anyone
else, Colonel.

BRF_CAM#13



J-6
J-7
J-8

SCENE#
SHOT#

RX BLAIR

BRF_CAM#12



SCENE#
SHOT#

BRF_CAM#14

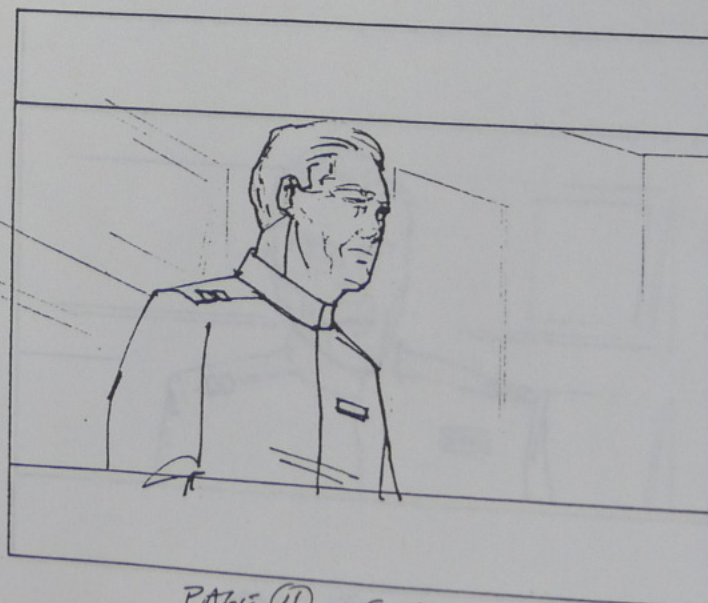
(beat)
The classified and bitter truth
is that Confed has been losing
the war this past year. If the
current trend continues, the
Kilrathi will walk the Earth in
six months, maybe less. Thus,
the Behemoth must be pressed into
service earlier than anticipated.

J 1 BRF TL

J-6

J-7

J-8



JANUARY - 25 MAY

SCENE# 98

HE CONTINUES WITH HIS LASER POINTER.

TOLWYN (V.O.)
Because of this accelerated deployment, the ship's defensive systems are ... somewhat incomplete. There are a few, shall we say ... soft spots ... located here, and here -- where the shields are thin and there's been no time to complete keel mounts or laser turrets.

BRF_CAM# 9



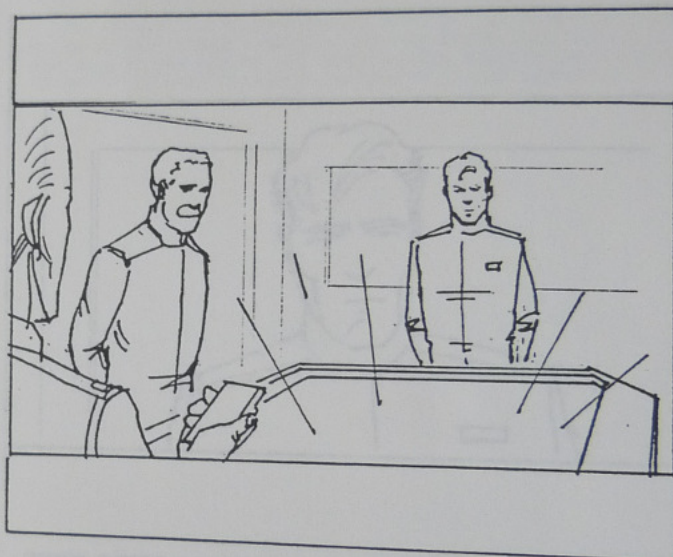
J-6
J-7
J-8

JOURNAL - 25 MAY

SCENE#
SHOT#

POSSIBLE
INSERT WITH
BEHEMOTH.
HOLD ON GRAPHICS.

BRF_CAM# 8



SCENE#
SHOT#

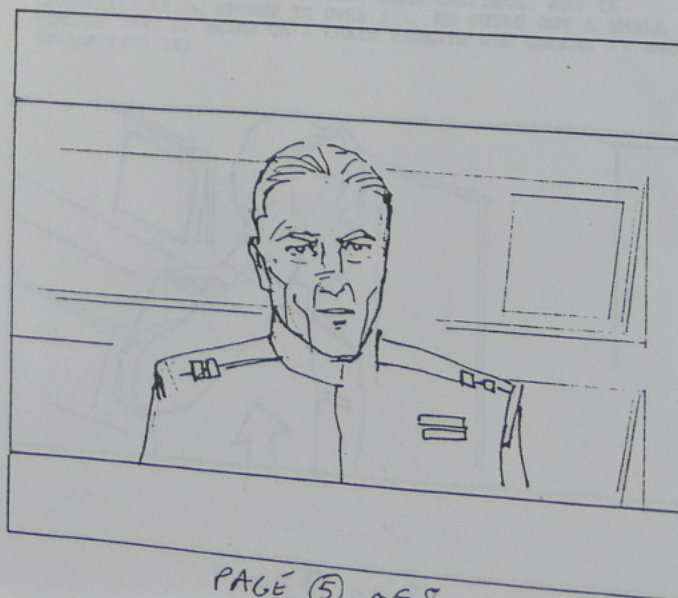
BRF_CAM# 13

TOLWYN LOOKS AT BLAIR STERNLY.

TOLWYN
I expect you to be especially aware of these areas, Colonel, since your job will be to protect and defend this ship -- which should be looked upon as the Confederation's last-ditch effort to win the war outright.

J1 BRFTL

J-6
J-7
J-8



SCENE# 98

INSERT
EISEN REACTION
(RX) SHOT.
HE CAN LOOK RT
TO BLAIR OR
LEFT TO TOLWYN.

BRF_CAM#10

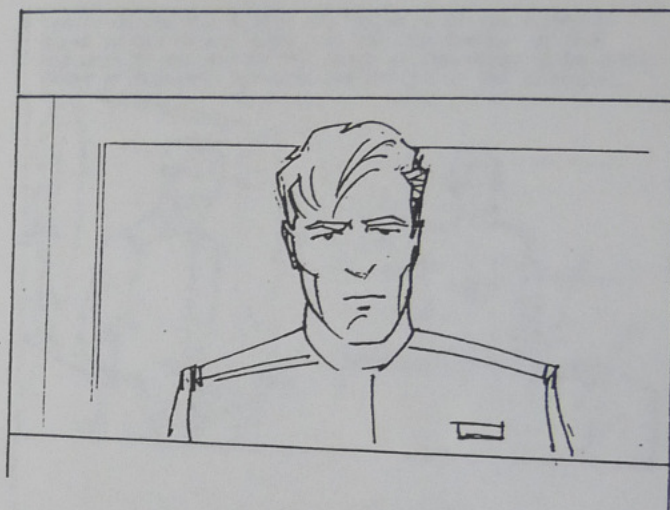


J-6
J-7
J-8

SCENE#
SHOT#

BLAIR INSERT
RX SHOT

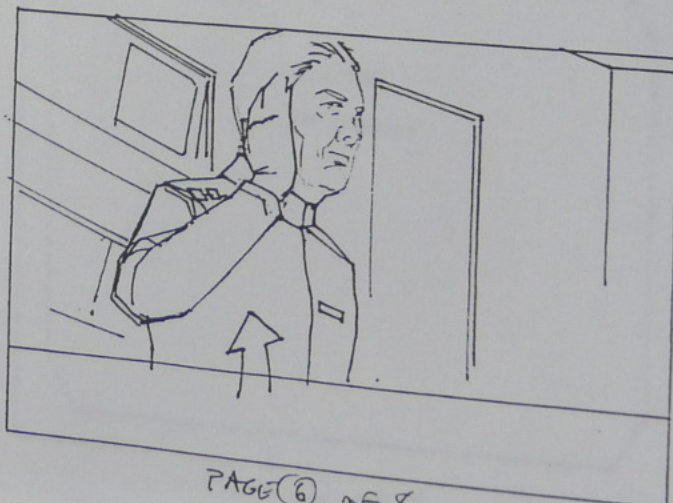
BRF_CAM#12



SCENE#
SHOT#

BRF_CAM#14

TOLWYN SUDDENLY PAUSES AS A HIGH-PITCHED TONE IS HEARD. WE SEE NOW THAT HE WEARS A TINY COMM-EARPIECE, AND IS APPARENTLY BEING SPOKEN TO OVER IT. HE PULLS OUT A SMALL PENDANT THAT HE WEARS ON A CHAIN BENEATH HIS COLLAR -- AND SPEAKS INTO IT:



J1 BRFTL
J-6
J-7
J-8

JANUARY-25 MAY

SCENE# 98
T#

TOLWYN
Yes, I understand.
(looking at his remote)
The download is complete.

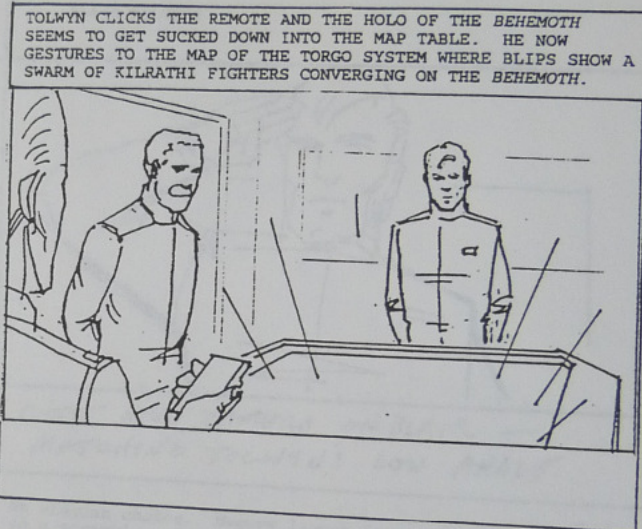
BRF_CAM#14



SCENE#
SHOT#

BEHEMOTH GRAPHICS
SUCKED DOWN INTO
MAP TABLE.

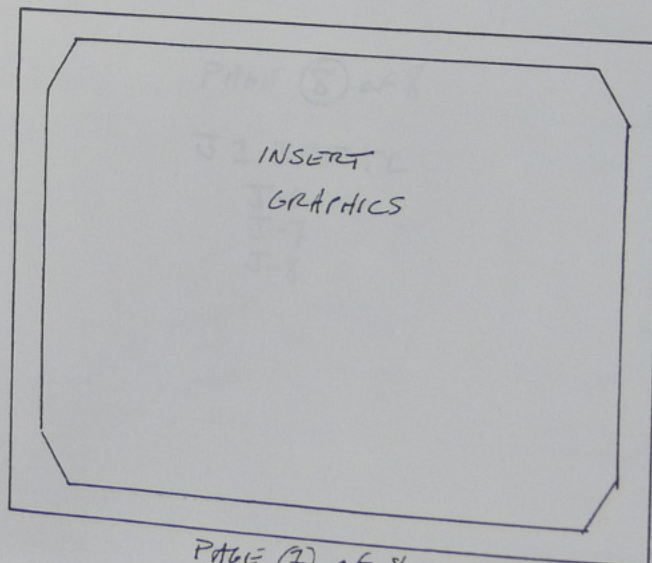
BRF_CAM#8



SCENE#
SHOT#

BRF_CAM#4

TOLWYN (V.O.)
We have arrived at Torgo, gentlemen, where I had hoped for a nice smooth rendezvous with the Behemoth ... but as is their wont, the Kilrathi have spoiled the party. Colonel, this is undoubtedly the most important mission you've ever flown in your life. You must defend the Behemoth at all costs. I want a magnum launch -- all fighters up.



J1 BRFTL
J-6
J-7
J-8

PAGE (7) of 8

JAWNDKE-25 MAY

SCENE# 98
SHOT#

Are we clear?

BRF_CAM#14



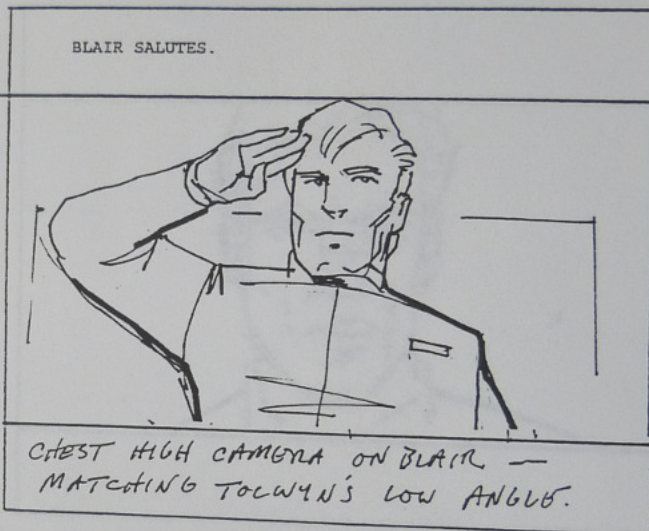
J-6
J-7
J-8

SCENE#
SHOT#

BRF_CAM#12

Yes, sir. BLAIR

BLAIR SALUTES.



- NEW SHOT --
LOW ANGLE ON
BLAIR TO
MATCH TOLWYN'S
LOW ANGLE.

No wingman choice. Magnum launch is equivalent to a scramble. Everyone flies.

PAGE ⑧ of 8

J 1 BRFTL

J-6
J-7
J-8

JANUICE-25 MAY

SC #104
pg J14

BRE-CAM #1

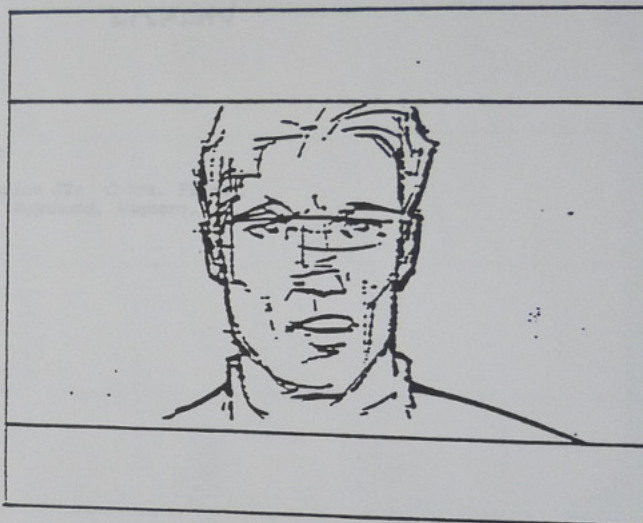
①



BLAIR
Looks like things might be
getting back to normal around
here.

BRE-CAM #3

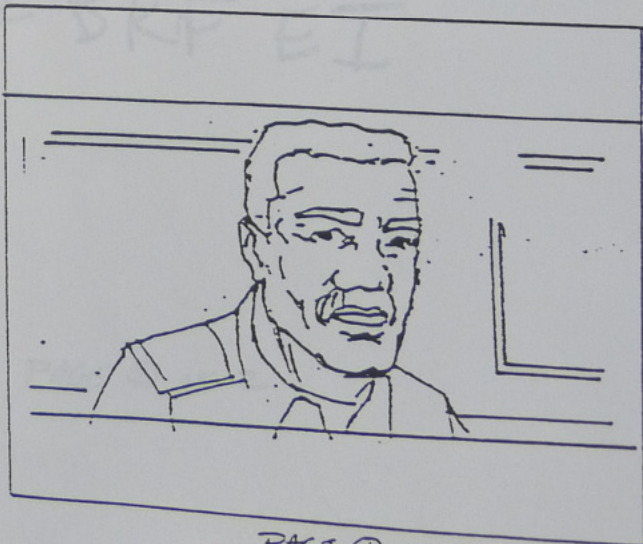
②



EISEN
Can't say they'll ever be normal,
while the Admiral's aboard.
(beac)
Takes a particular personality to
be an Admiral. Ma, I'll take
guiding just one ship. The day-
to-day achievements are easier to
see and taste...

BRE-CAM #2

③



PAGE ① OF 2

BONE: 30 MAY

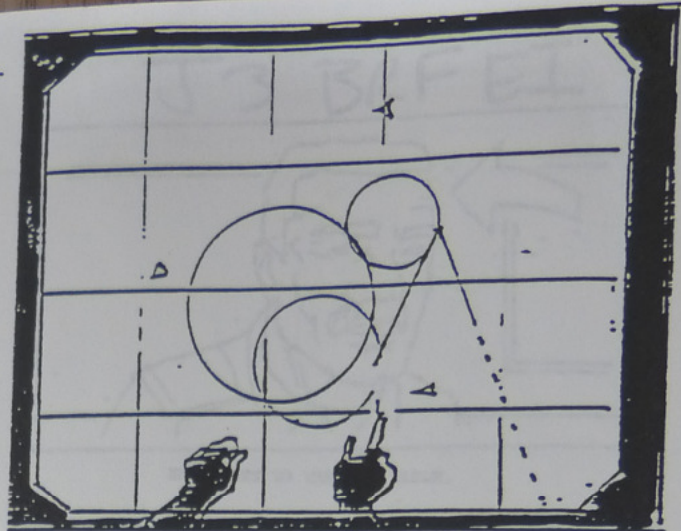
EISEN SHAPS OUT OF HIS MOMENTARY REVERIE.
THE NAV-MAPS TAKE OVER:

SC #104 pg J14

EISEN (V.O.)
Let's get to it, Colonel. The
Behemoth's not ready to move out
yet, and we need to keep the
Kiltachi away from it. Mine
these four jump points and make
sure they take out all comers.
We'll eventually need this fifth
point for our exit with the
Behemoth.

(4)

BRF-CAM #4



NOTE: FULL SCREEN FOR GRAPHIC
DISPLAY

INSERT Standard Closing.

Wingman choices for Mission J2: Cobra, Flash*,
Flinch, Hobbes, Maniac*, Vagabond, Vaquero.

J2 BRF EI

PAGE 2 OF 2

SONE: 30 MAY

SC #106 PG J16

EISEN
Now that we've got the Behemoth repaired, we gotta fuel her up -- and believe me, she's got a mighty big thirst.

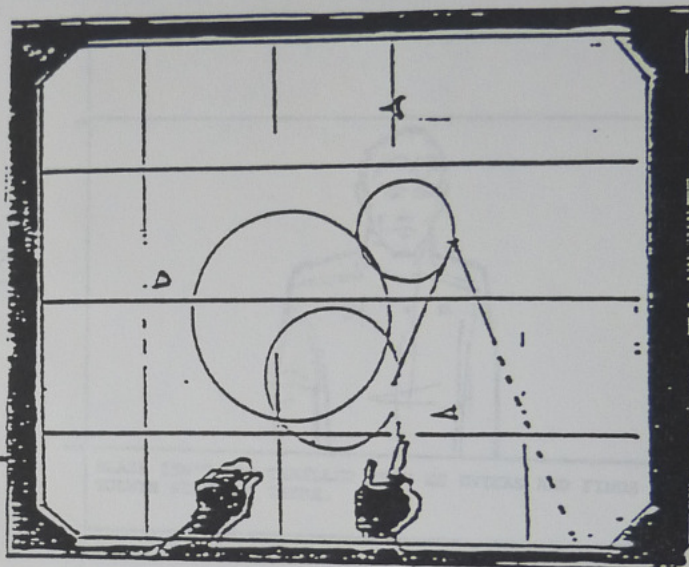
BRE CAM #2

①



EISEN (V.O.)
Incell has informed us that an enemy tanker convoy is traveling through this asteroid belt. You need to disable a minimum of three of their tankers. Our fleet will enter the belt through this jump point. The Behemoth will always be about four minutes behind you, so that's all the time you'll have to take out whatever the Kilrachi send at her.

BRE CAM #4 ②



NOTE: FULL SCREEN FOR GRAPHIC DISPLAY

INSERT Standard Closing.

Wingman choices for Mission J3: Cobra, Flash*, Flint, Hobbes, Maniac*, Vagabond, Vaquero.

BONE: 30 MAY

[GAME.STY required]
BRIEFING K1 - TOLWYN

K-6

K1BRFTL

K1BRFTL

SCENE# 112 pg K-5
SHOT#

BRF_CAM # 5



SCENE#
SHOT#

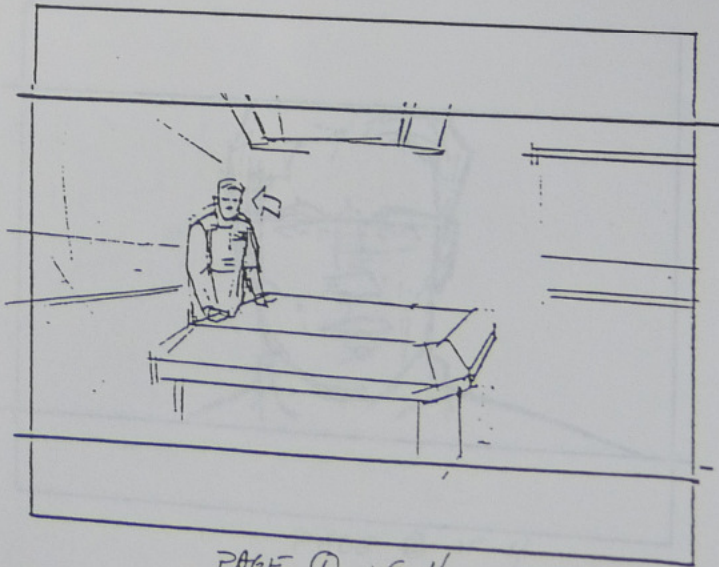
BRF_CAM # 3



BLAIR ISN'T TOO THRILLED WHEN HE ENTERS AND FINDS ONLY TOLWYN STANDING THERE.

SCENE#
SHOT#

BRF_CAM # 1



PAGE ① of 4

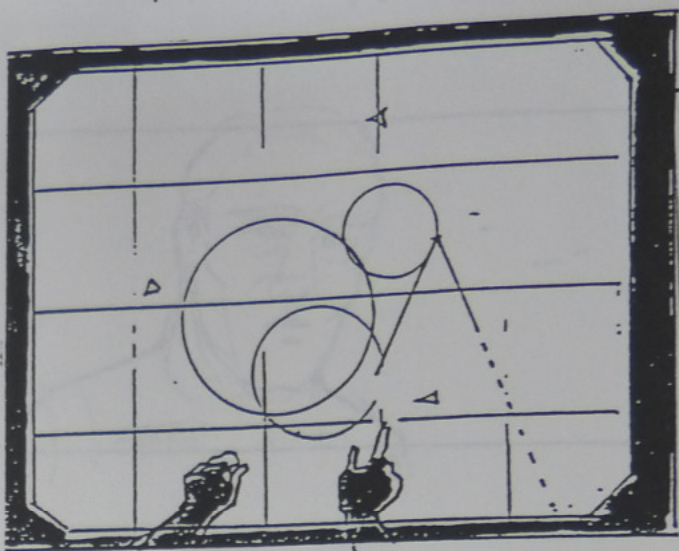
JANUICE - 25 MAY

K1 BRF TL

SCENE# 112
SHOT#

BRF CAM #5

TOLWYN (V.O.)
We are about to enter the Noel System, where we will test the Behemoth on Noel VI, home to a small Kilrathi military base. Noel VI is a unique planet in that it orbits a quasar.
(beat)
As you know, the quasar blocks out all stellar communications. Thus the base will be unable to call for help, and by the time the Kilrathi send out a ship to investigate, we shall be pulling in just outside downtown Kilrah -- and aiming the Behemoth towards its ultimate bull's-eye.



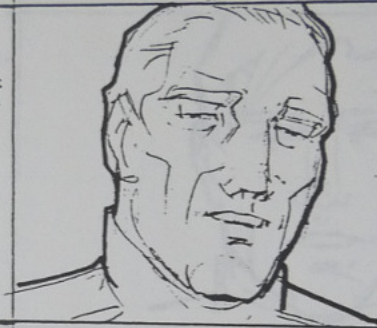
BRF CAM #4

SCENE#
SHOT#

TOLWYN'S NEVER LOOKED MORE SMUG.

TOLWYN
With the Kilrathi Homeworld about to be reduced to ashes, Blair ... it just might be time to start shopping for prime real estate, now that you've seen most of the galaxy and what it has to offer.

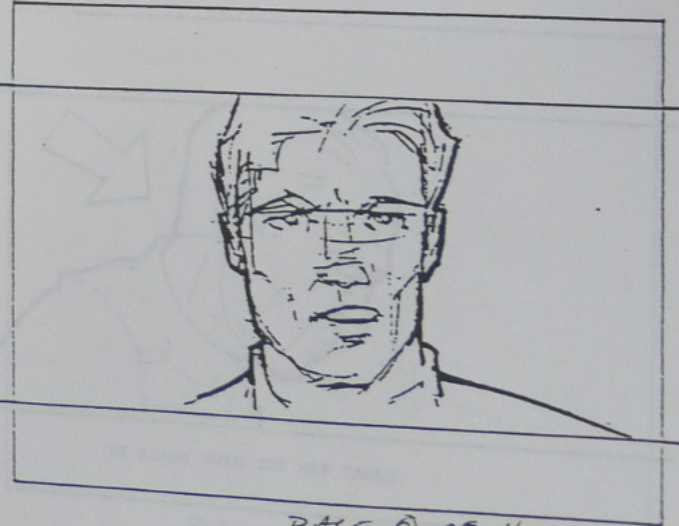
NOTE: FULL SCREEN FOR GRAPHIC DISPLAY



BRF CAM #2

SCENE#
SHOT#

BLAIR
I'll hold onto the flight suit a few missions longer, Admiral.



BRF CAM #3

JAUINDICE-25 MAY

K1 BRF TL

SCENE/112
SHOT/

K-5

TOLWYN
There's been a change of command.
Colonel.

BRF-CAM #2



SCENE/1
SHOT/

BLAZE
No disrespect intended, sir, but,
why am I not surprised?

BRF-CAM #3

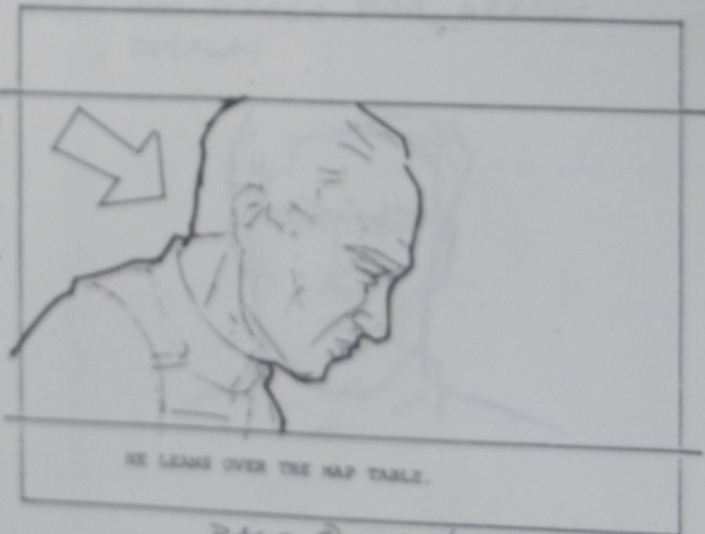


TOLWYN SHOTS HIM A LOOK.

SCENE/1
SHOT/

TOLWYN
As we move close to deployment of
the Behemoth, I have decided
there is no choice but to assume
command personally. I hold the
fate of the Confederation in my
hands. I can't guide this
mission effectively from afar.
Let's get down to business, shall
we?

BRF-CAM #2



PAGE 3 OF 4

LAUNDICE-25 MAY

K1 BRF TL

SCENE# 112 PG K-5-
SHOT#

BRF-CAM #2

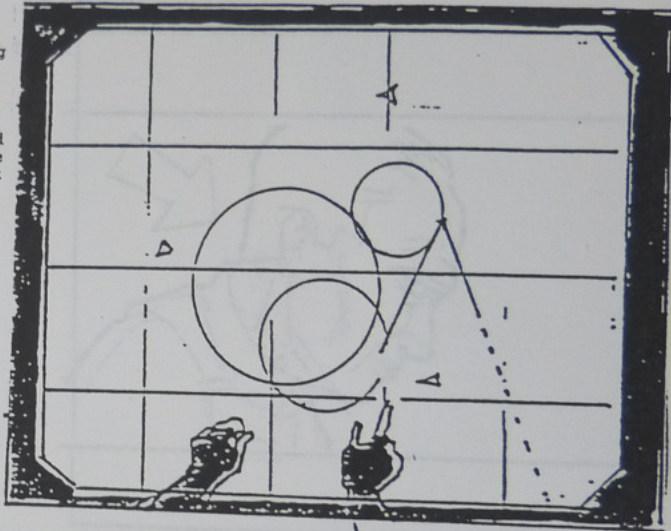
TOLWYN SMIRKS, POINTS TO THE NOEL PERIMETER ON THE MAP.



SCENE#
SHOT#

TOLWYN (V.O.)
Before we can test fire the Behemoth, a little housecleaning is in order. On this first mission, I'd like you to sweep out Noel VI's surrounding environs -- don't leave any strays out there. We don't need anyone bothering us when we line up the weapon for its test. Got it?

BRF-CAM #4

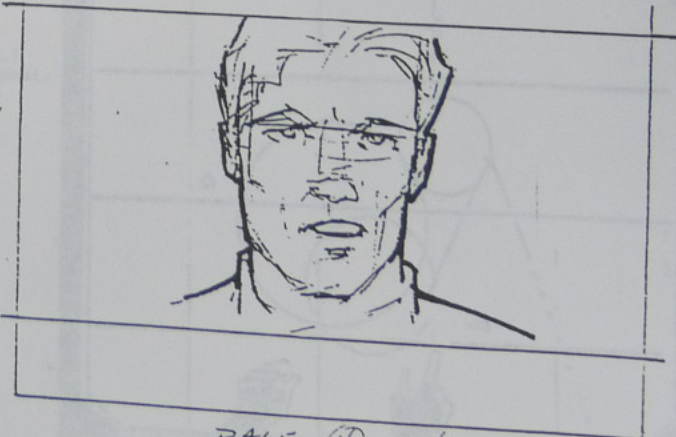


NOTE: FULL SCREEN FOR GRAPHIC DISPLAY

SCENE#
SHOT#

BLAIR
Understood, Admiral.
Wingman choices for Mission K1: Cobra, Flash*, Flint, Hobbes, Maniac*, Vagabond, Vaquero.

BRF-CAM #3

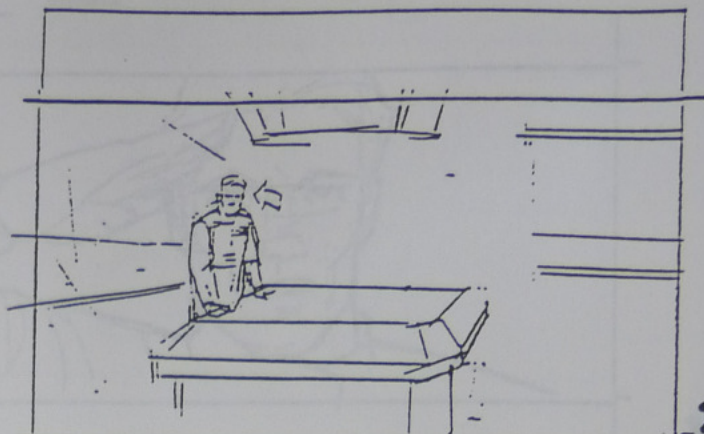


PAGE ④ of 4

LAUNDICE-25 MAY

SCENE# 118
SHOT# ps K-12

BRF_CAM #1



KEEPING K2 - TOLWYN

SCENE#
SHOT#

BLAIR ENTERS AND TOLWYN NODS AT THE MAP TABLE.

BRF_CAM #2

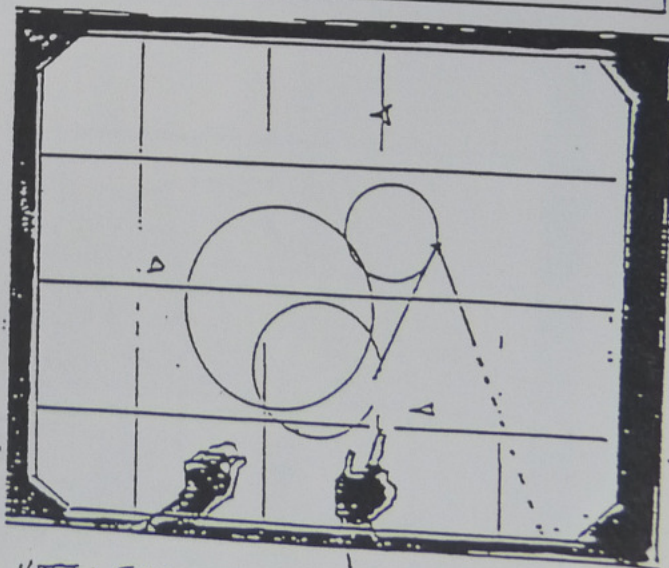


SCENE#
SHOT#

TOLWYN (V.O.).
This is a simple one, Colonel.
Cover me while I fire the
Behemoth.

BRF_CAM #4

① + ②



NOTE: FULL SCREEN FOR GRAPHIC

LAUNDICE - 25 MAY

BRIDGE

(GAME.JTY required)

K-16

K2 BRF TL

K2 BRF TL

SCENE# 118 PS K-12

BLAIR SALUTES.

BLAIR

Sounds simple enough. Admiral.

Wingman choices for Mission K2: Cobra, Flash*,
Flinch, Hobbes, Maniac*, Vagabond, Vaquero.

BRF-CAM #3



JAUNDICE - 25 MAY

(2) of (2)

BRIDGE

CENE# 121
HOT#

Pg K-15

BRF-CAM #1

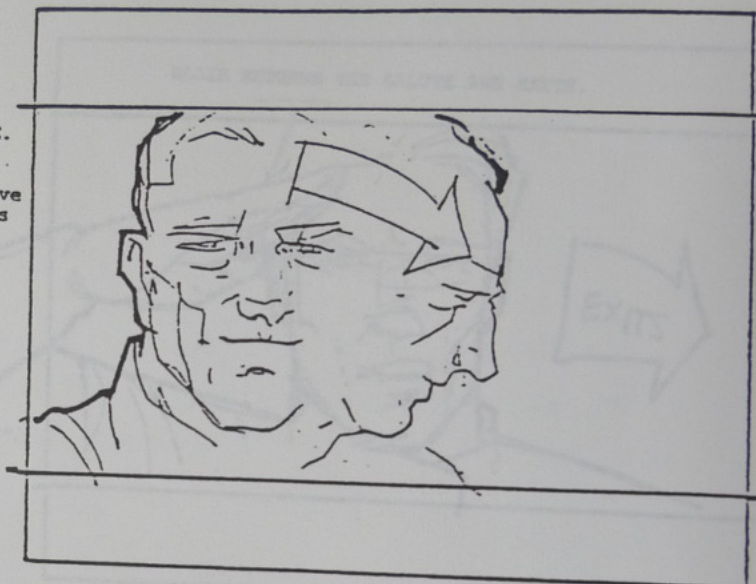
BRF-CAM #2

CENE#
HOT#

TOLWYN CAN BARELY CONTAIN HIS CONFIDENCE.

TOLWYN
This is it, Colonel Blair. I've
been waiting two years for this
glorious moment.

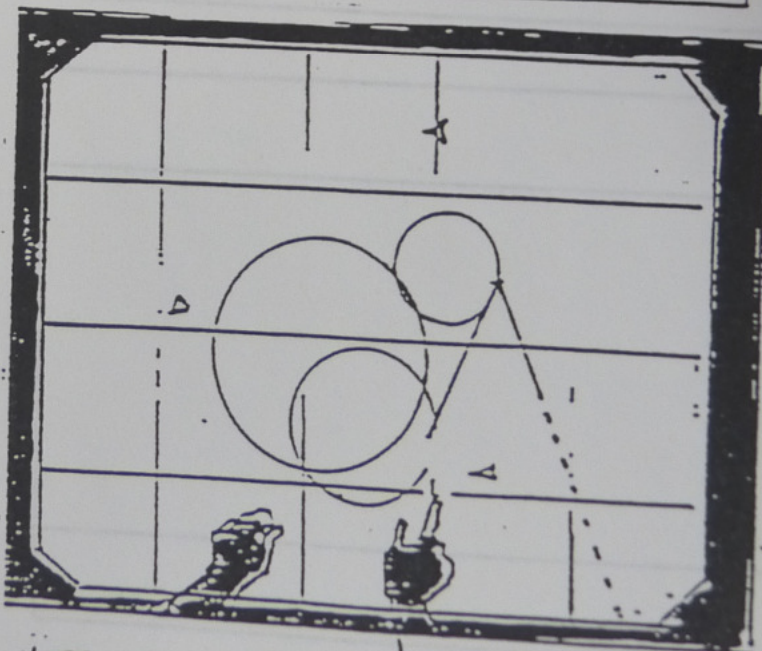
BRF-CAM #2

CENE#
HOT#

HE GESTURES TO THE MAP TABLE.

TOLWYN (V.O.)
We're about to hit the jump
point. From there it's straight
to Kilrah. Protect the Behemoth
at all costs, Colonel.

BRF-CAM #4

NOTE: FULL SCREEN FOR GRAPHIC
DISPLAYPAGE ①
OF
2

JANUARY - 25 MAY

K3 BRF TL

SCENE# 12
SHOT#

TOLWYN
The future of the Confederation
-- not to mention all of our
lives -- depends on it.

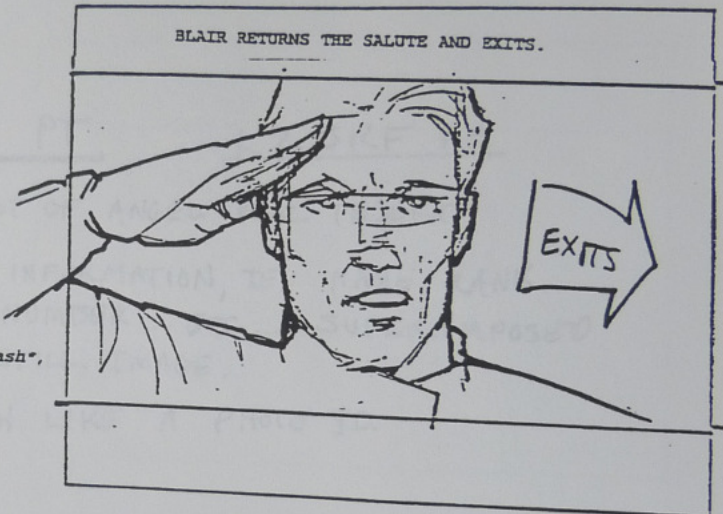
BRF_CAM #2



SCENE#
SHOT#

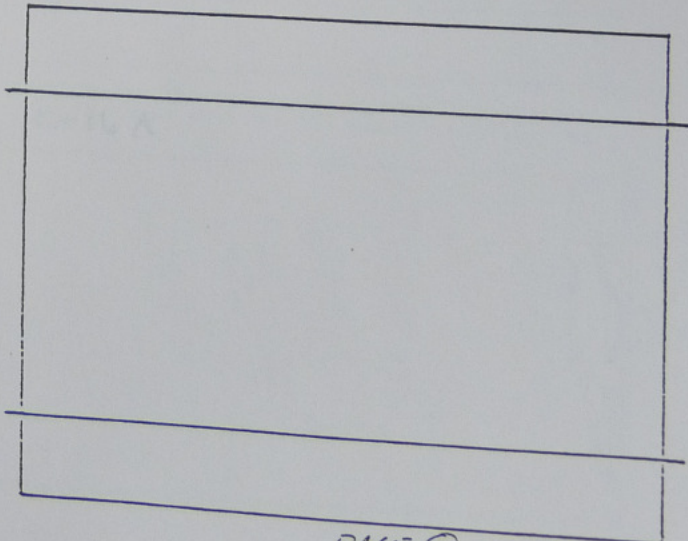
BRF_CAM #3

BLAIR RETURNS THE SALUTE AND EXITS.



Wingman choices for Mission K3: Cobra, Flash*,
Flinch, Hobbes, Maniac*, Vagabond, Vaquero.

SCENE#
SHOT#



PAGE 2 of 2

LAUNDRE-25 MAY

LIGHT

SKIN

L2 BRF PA

SC. 132 PT



BRF- CAM#3

SC 132 PT

L2 BRF PA

STILL SHOT OF ANGEL FOR INSERT

- SUGGEST INFORMATION, IE: NAME, RANK
SERIAL NUMBER ... ETC... SUPERIMPOSED
OVER STILL IMAGE.

VERY MUCH LIKE A PHOTO I.D.

SCRIPT PAGE L-16A

JAUNDICE - 23 MAY

Flight Deck

BRIDGE

L-16

L2BRFPA

BRIEFING L2 - PALADIN, EISEN

PALADIN IS THERE ALONG WITH EISEN.

SCENE# 132

BRF-CAM#1

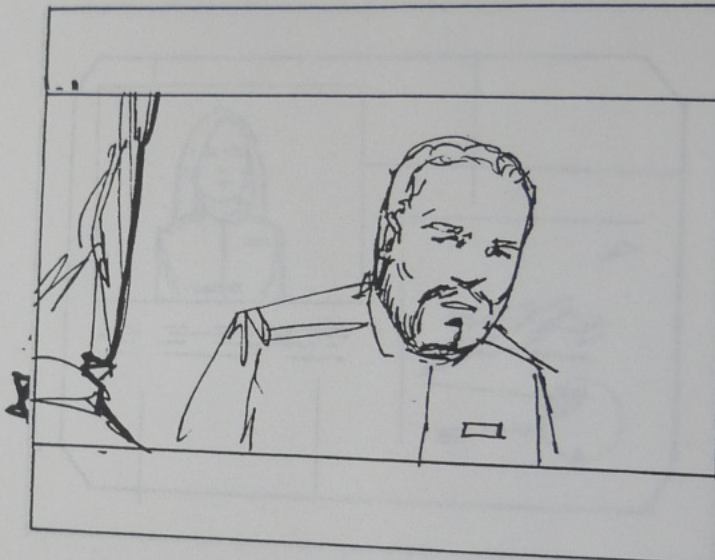
NEEDS APPROVAL



SCENE#
SHOT#

PALADIN
We've got a lot to cover. The Behemoth wasn't the only rabbit in Confed's hat. We in Covert had our own longshot project.

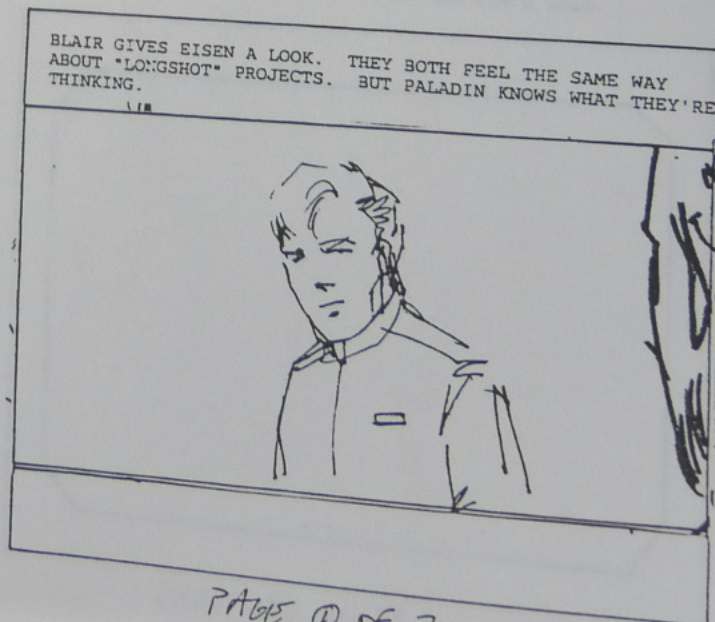
BRF-CAM#16



SCENE#
SHOT#

BLAIR GIVES EISEN A LOOK. THEY BOTH FEEL THE SAME WAY ABOUT "LONGSHOT" PROJECTS. BUT PALADIN KNOWS WHAT THEY'RE THINKING.

BRF-CAM#17



L-16
L-16 A
L-16 B

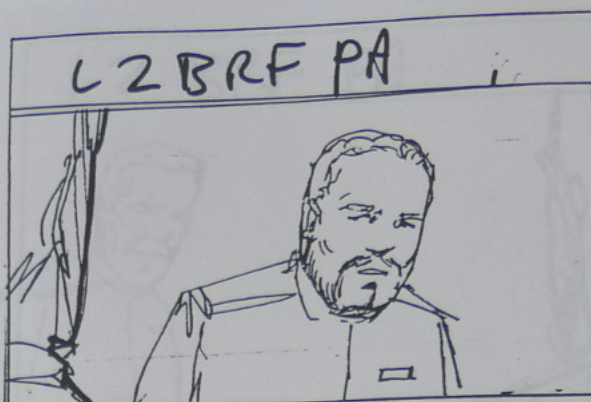
PAGE ① of 7

JAYNDKE-25 MAY

SCENE# 132

PALADIN
It became much more of a reality
once Angel got to Kilrah...

BRF_CAM#16



NOW THAT HE'S GOT BLAIR'S ATTENTION, HE HITS A BUTTON AND THE SCREEN COMES TO LIFE -- SHOWING A STILL-SHOT OF ANGEL IN ONE WINDOW, AND SCHEMATICS ILLUSTRATING THE LOADING OF A SMALL TRANS-ATMOSPHERIC CRAFT INTO A STARFIGHTER.

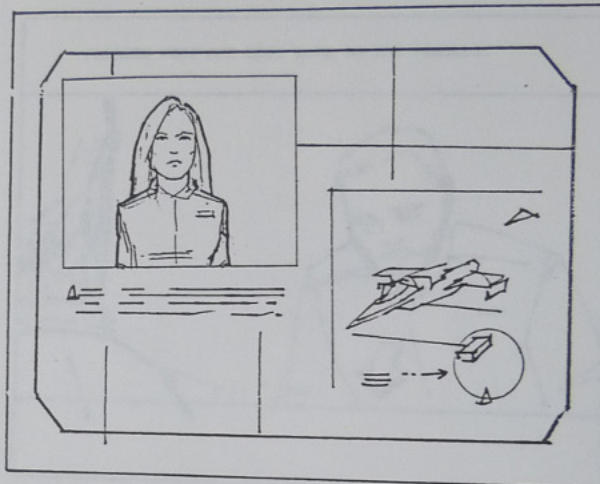
NOW HE'S GOT BLAIR'S COMPLETE ATTENTION.

SCENE#
SHOT#

BRF_CAM#4

PALADIN (V.O.)
Angel carried with her an
impressive scientific package.
Part of it she placed in orbit
around the Kilrathi Homeworld...

INSERT STILL SHOT
OF ANGEL --
SEE SC 132 PT
L2 BRF PA



OTHER VISUALS APPEAR, ILLUSTRATING PALADIN'S TALK.

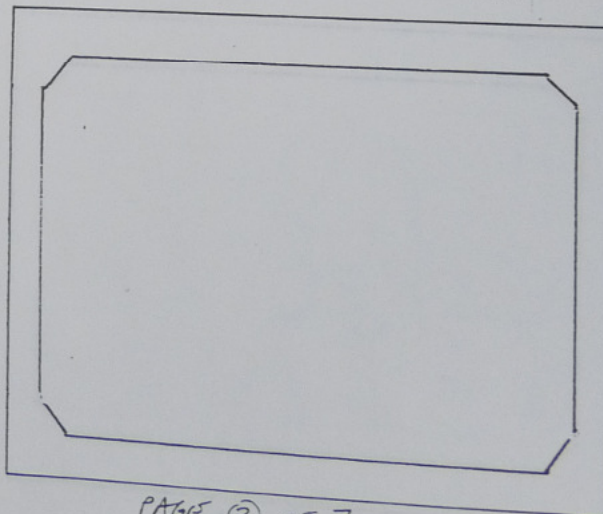
SCENE#
SHOT#

BRF_CAM#4

PALADIN (V.O.)
Other parts were seeded at ground
level. All are cloaked, and send
their low-level signals to a
comm-sat parked just outside the
Kilrah system, which feeds the
data to us.

(beat)
Angel may be gone, but her work
continues, laddie.

(continuing)
It turns out that the Kilrah
Homeworld is a pretty fragile
place, layered with active fault
lines. Its tectonic plates keep
shuffling themselves like a deck
of cards. It's my guess that the
heavy seismic activity is what
propelled the Kilrathi into
becoming such an aggressive,
spacefaring race.



PAGE ② of 7

JAVNDICE-25 MAY

FLIGHT DECK

BRIDGE

SCENE# 132
C T#

EISEN LOOKS UP WITH THE REALIZATION:

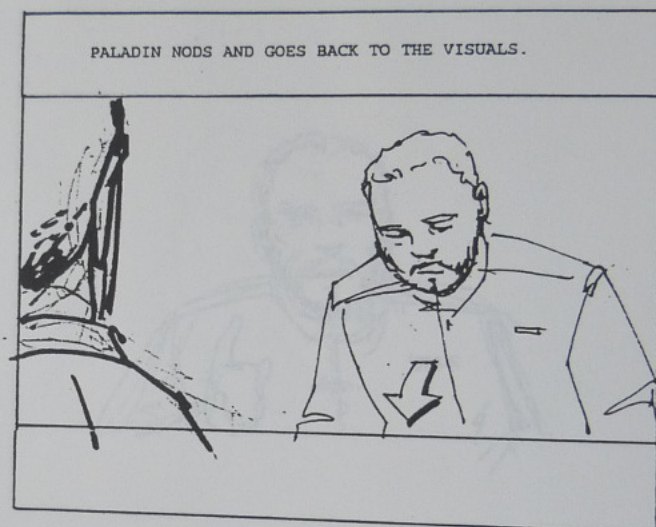
EISEN
So Kilrah's got an Achilles' heel...

BRF_CAM#18



SCENE#
SHOT#

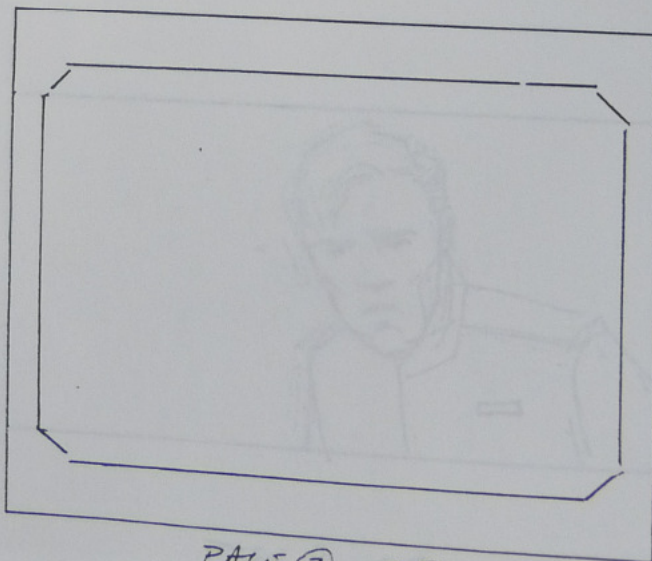
BRF_CAM#19



SCENE#
SHOT#

BRF_CAM#4

PALADIN (V.O.)
Over the last decade, work has proceeded on a tectonic-frequency weapon -- the 'Temblor Bomb.' The theory goes that if we can fire this thing with absolute precision, its detonation could achieve the proper resonant frequency and trigger a tectonic reaction that would literally shake the planet apart.



PAGE ③ OF 7

LAUNDICE-25 MAY

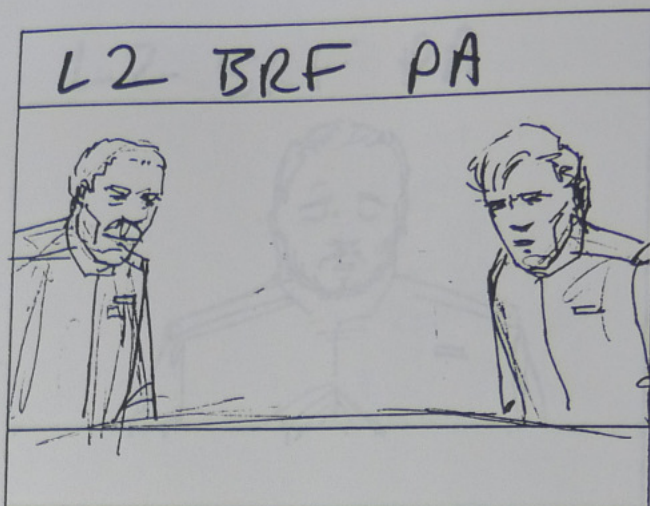
SKINCE

SCENE# 132

BLAIR INTERRUPTS.

BLAIR
But even if we could destroy
their Homeworld --

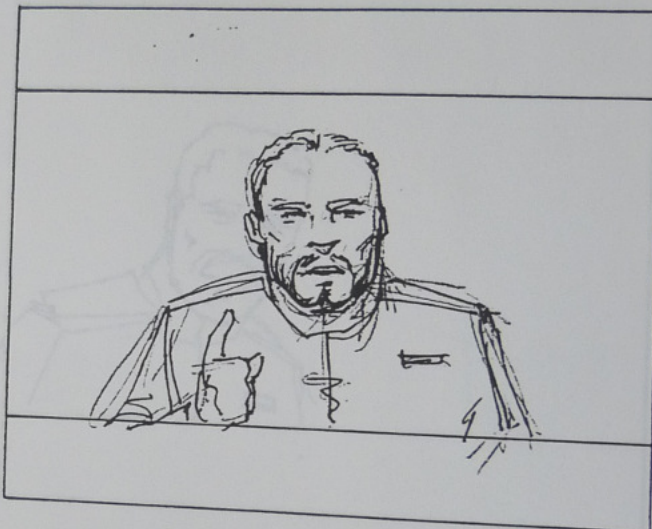
BRF_CAM#20



SCENE#
SHOT#

PALADIN
Their entire culture is based on
a strict, centralized hierarchy:
'All roads lead to Kilrah.'
Every Kilrathi lives ... and dies
for the Emperor. Destroy that
hierarchy ... and you destroy
them.

BRF_CAM#2



SCENE#
SHOT#

BLAIR
(beat)
So what are we waiting for?
Let's load up the bomb and go.

BRF_CAM#3



PAGE (4) OF 7

JANUICE-25 MAY

SCENE# 132
 T#

PALADIN
 One problem: There is no bomb.
 (beat)
 A year ago, Dr. Severin, the man
 in charge of this project, was
 captured by the Kilrathi. We've
 tried putting the pieces together
 without him -- but ended up with
 zip.

BRF_CAM#2



SCENE#
 SHOT#

EISEN
 And now we have to go get him.

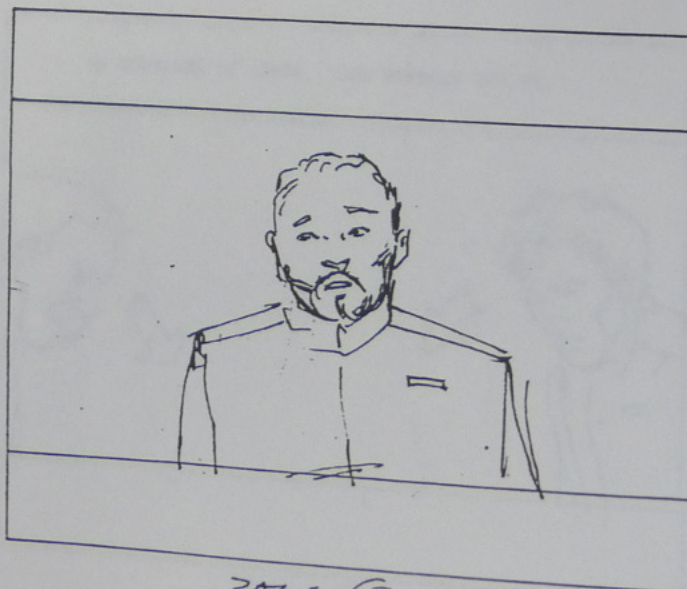
BRF_CAM#10



SCENE#
 SHOT#

PALADIN
 Beats waiting for the Kilrathi to
 parole him.

BRF_CAM#2



PAGE (5) of 7

25 MAY - JAUNDICE

SCENE# 132

BLAIR
We gotta scoop this guy off a
prison planet?

BRF_CAM#3



SCENE#
SHOT#

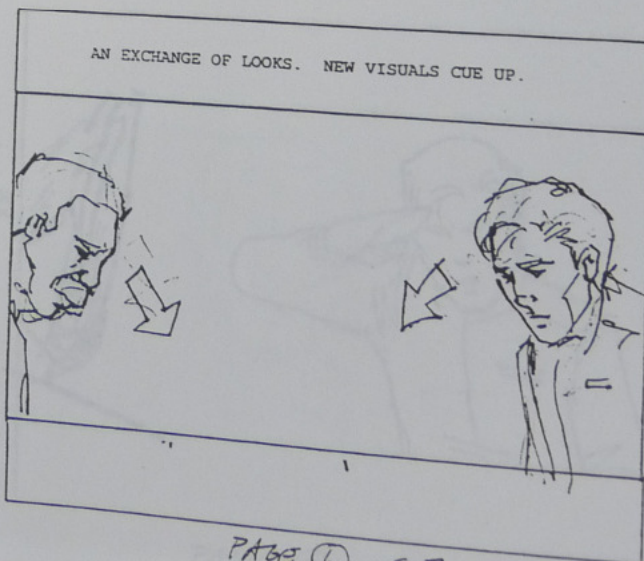
PALADIN
It's the only chance we've got at
finishing up the T-Bomb.

BRF_CAM#2



SCENE#
SHOT#

BRF_CAM#20



PAGE 6 of 7

LAUNDICE - 25 MAY

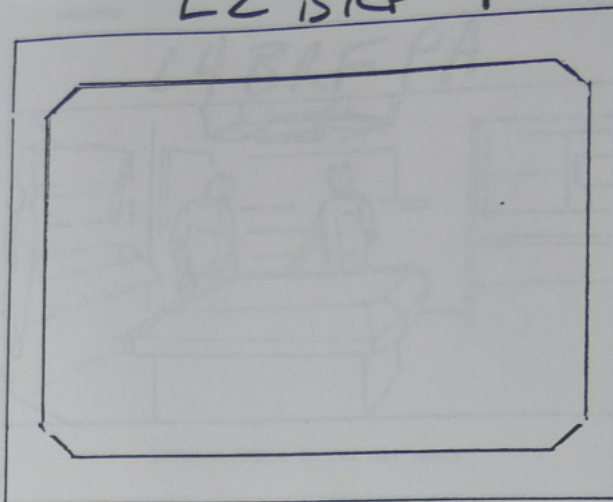
BRIDGE

L2 BRF PA

SCENE# 132
SHOT#

EISEN (V.O.)
Let's get down to this mission's specifics. The prison planet is Alcor V. We're going to enter the system through the 'back door' -- under normal drive. Colonel, I'd like you to scout ahead, clear out the asteroid field, make sure we remain undetected.

BRF_CAM#4

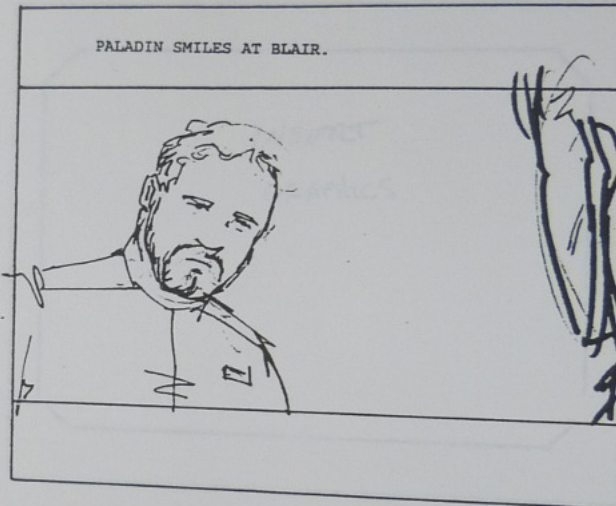


SCENE#
SHOT#

PALADIN
Got it, laddie?

BRF_CAM#16

PALADIN SMILES AT BLAIR.



SCENE#
SHOT#

BLAIR
Yes, sir.

Wingman choices for Mission L2: Cobra, Flash*, Flint, Hobbes, Maniac*, Vagabond, Vaquero.

NOTE TO ORIGIN: This entire briefing (including Eisen talking over the map table) must be filmed in a high, wide angle shot (as if seen from a tiny, hidden camera high up in the rafters of the Briefing Room) for use later in L3FDKCB.

BRF_CAM#21



PAGE ⑦ of 7

JANDKE-25 MAY

SKIDGE

BRIEFING L4 - PALADIN, EISEN

L-25

L4BRFPA

SCENE# 139

BRF_CAM#1

PALADIN AND EISEN NOD AT BLAIR AS HE ENTERS.

PALADIN
Well, this is it, Colonel. Time
to extract us a scientist.



L-25

BRF_CAM#10

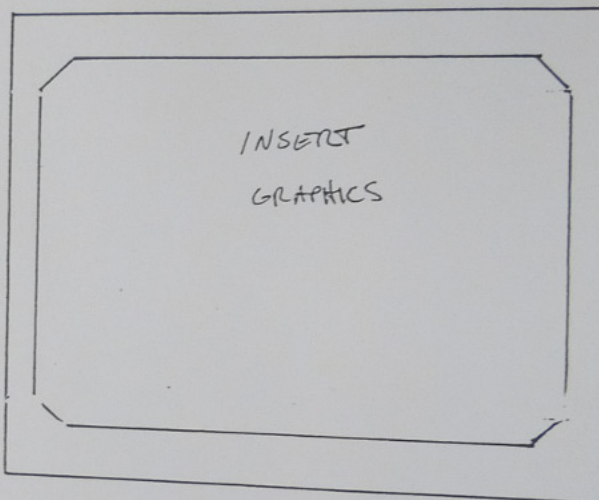


SCENE#
SHOT#

COVERAGE ON EISEN?

EISEN (V.O.)
Your responsibility will be to
provide air cover for the Marines
-- who will descend to the
surface and get Dr. Severin out.

BRF_CAM#4



JANUARY - 25 MAY

L4 BRF PA L-25

SCENE#
SHOT#

BRF_CAM#2

PALADIN LOOKS AT BLAIR.

PALADIN
I know you hear this all the
time, because I used to hear it
all the time too -- but this may
be the most important mission
you'll ever fly. I wish I had
the reflexes I had 10 years ago.
laddie -- I'd be flying on your
wing. It's going to take all the
self-control I have not to strap
myself back into the cockpit.
Because if we fail here ... God
help humanity.

Wingman choices for Mission L4: Flash*, Flint,
Maniac*, Vagabond, Vaquero*.

NOTE: Vaquero, of course, is only available if
Mission L3 NOT flown. From here out, he is "at
risk".



①b+①

FLIGHT DECK

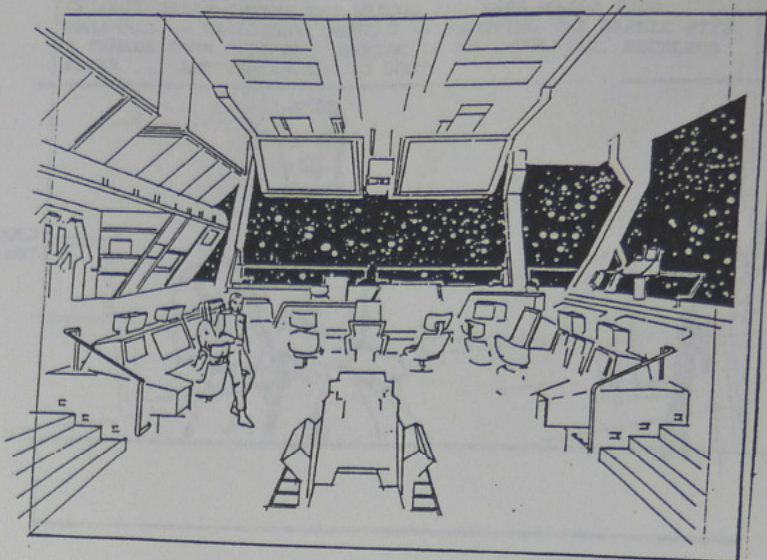
BRIEFING

BRIDGE

Calhoun

AO BRIMAS

A-15
A-16



BRIDGE_640x480

AO BRIMAS

A-15
A-16

JAUNDICE-25 MAY

AOBRIMAS

A-15
A-16

SCENE# 11
SHOT#

MANIAC
(to comm officer)
... so then I pulled a tight
loop, locked on to that cat's
tail, fired off a heat seeker and
turned him into kitty litter --

BLAIR AND MANIAC GO WAY BACK AND RIGHT NOW, BLAIR WOULD
RATHER NOT DEAL WITH HIM. HE MOVES TO LEAVE -- BUT NOT
QUICK ENOUGH: MANIAC SPOTS HIM.

MANIAC
Well, well, if it isn't the
"Colonel"... Sorry I couldn't
make the welcoming party.

BRI-CAM#29

COLONEL BLAIR ENTERS THE BRIDGE AND SEES MAJOR TODD
MARSHALL -- CALLSIGN: MANIAC -- SHOOTING THE BREEZE WITH
A FEMALE COMM OFFICER. MANIAC IS AN IMPULSIVE, RECKLESS
FLYER ... AND EGOCENTRIC TO BOOT.

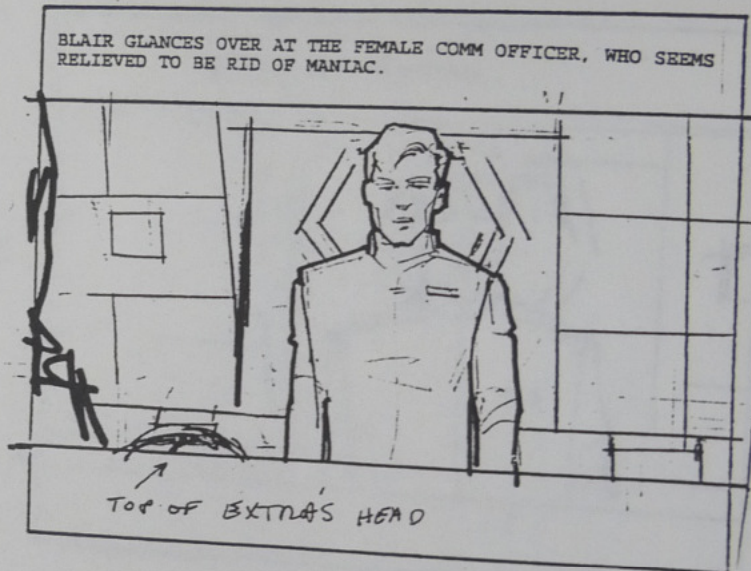


SCENE#
SHOT#

BLAIR
Had more pressing maneuvers to
undertake?

BRI-CAM#30

BLAIR GLANCES OVER AT THE FEMALE COMM OFFICER, WHO SEEMS
RELIEVED TO BE RID OF MANIAC.



TOP OF EXT 1'S HEAD

SCENE#
SHOT#

MANIAC
(grins)
When duty calls ... I'm there.
Women like the smell of success.

BRI-CAM#31



AOBRIMAS

A-15
A-16

PAGE 2 OF 7

JANUARY-25 MAY

SCENE# 11
SHOT#

BLAIR
Frankly, I'm surprised to see
that you haven't been blown out
of the sky yet ... by friendly
fire.

BRI-CAM#32

A0BRI MAS

A-15
A-16

SCENE#
SHOT#

MANIAC
Some people appreciate my flying
style. I do what's necessary to
win. I suppose you're still
flying with one eye on the regs
manual.

BRI-CAM#32

MANIAC'S GRIN DISAPPEARS.

CENE#
HOT#

BLAIR
I don't take stupid risks.

BRI-CAM#32

A0BRI MAS

A-15
A-16

JAUN DICE - 25 MAY

SCENE# 11
SHOT#

MANIAC
Speaking of stupid, I also heard
you put Hobbes back on the flight
roster.

BRI-CAM#31

A0 BRIMAS



SCENE#
SHOT#

BLAIR
Word travels fast on this tub.

BRI-CAM#32



CENE#
HOT#

BRI-CAM#31

MANIAC
Never understood what you saw in
that cat.

A0 BRIMAS

A-15
A-16

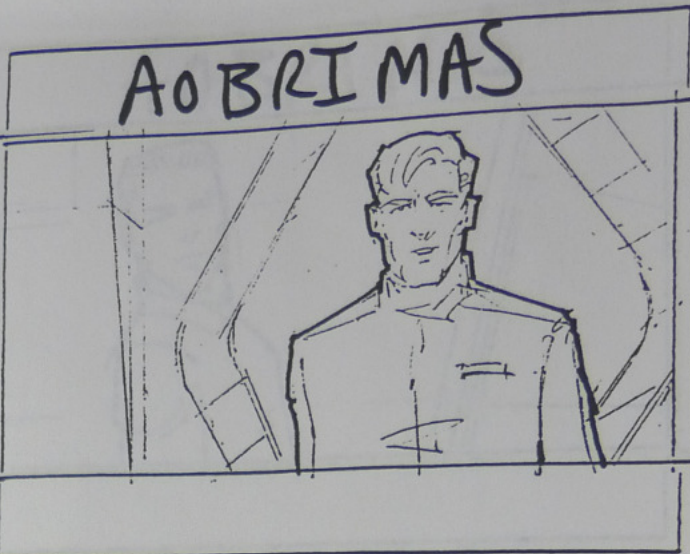


JAN DICE - 25 MAY

SCENE# 11
SHOT#

BLAIR
Simple. He's a wingman I can
count on.

BRI-CAM#32



A-15
A-16

SCENE#
SHOT#

MANIAC
(snorts)
Can't trust someone who'll kill
their own kind.

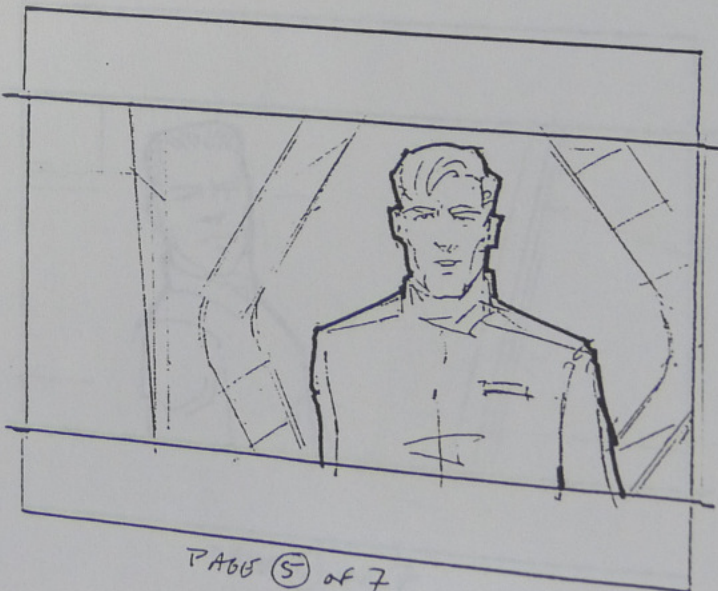
BRI-CAM#31



SCENE#
SHOT#

BRI-CAM#32

BLAIR
Who I pick as my wingman is my
choice. It's one of the
privileges of rank.



A0 BRIMAS
A-15
A-16

ARMY BR-310407

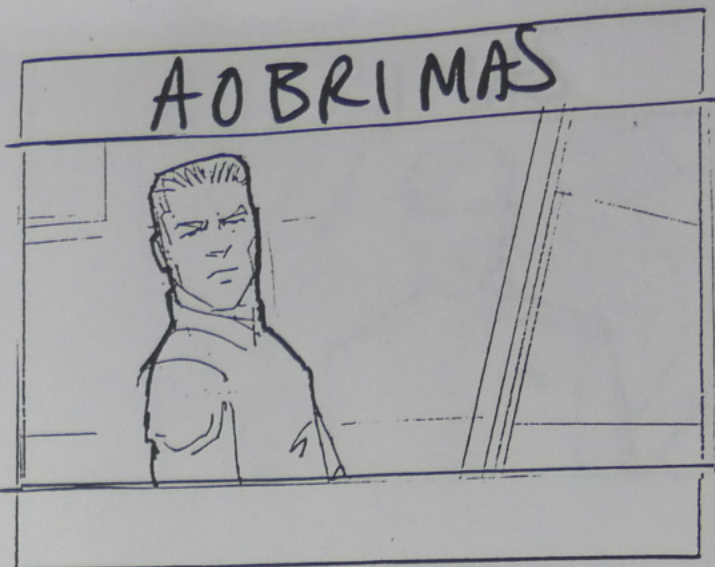
A O B R I M A S

A-15
A-16

SCENE# 11
SHOT#

MANIAC
(bitter)
Yeah, that gold leaf on your
shoulder looks real sharp. Bet
you stay up late just polishing
it.

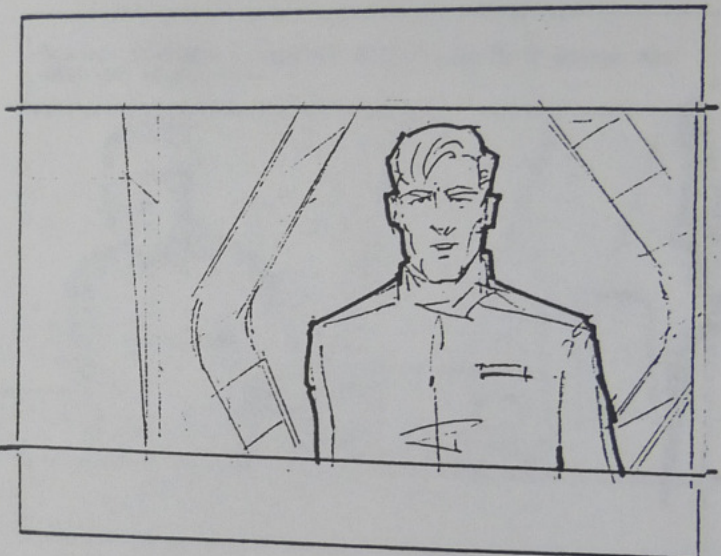
BRI-CAM#31



SCENE#
SHOT#

BLAIR
No. I assign "majors" to do it.

BRI-CAM#32



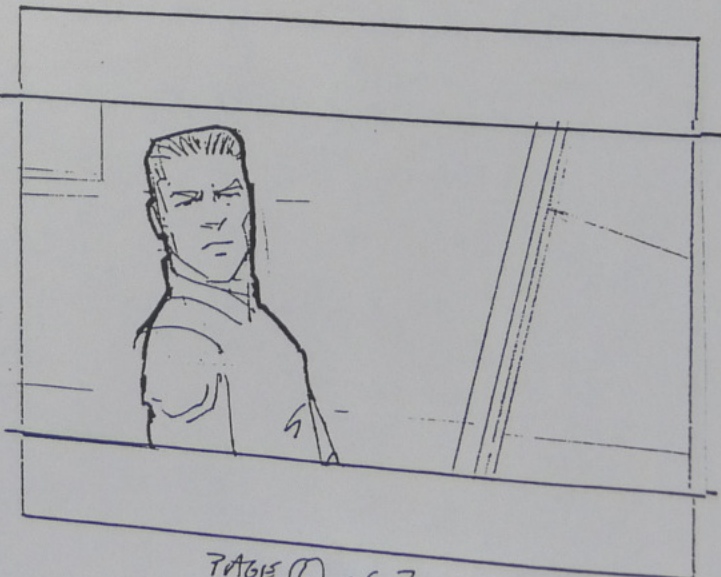
SCENE#
SHOT#

BRI-CAM#31

MANIAC
The difference in our rank is
just a formality. We both know
who's better in the cockpit.

A O B R I M A S

A-15
A-16



PAGE (6) of 7

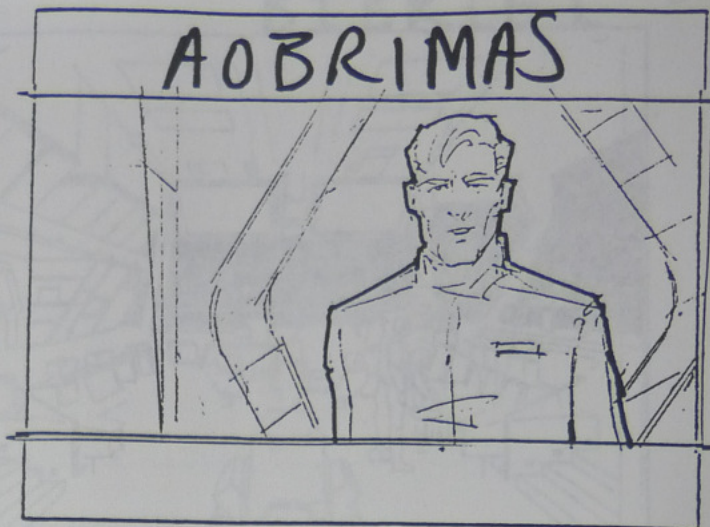
LOW 52 - 000000-29 MAY
LAUNDICE 000000-29 MAY

GUNNERY

SCENE# 11
SHOT#

BLAIR
That's right. We do.

BRI_CAM#32



SCENE#
SHOT#

BRI_CAM#29

BLAIR'S CONFIDENCE UNNERVES MANIAC, WHO JUST SHAKES HIS HEAD AND WALKS AWAY.



CENE#
HOT#

AOBRIMAS

A-15
A-16

SCENE# 27

T#

BRIDGE - 640x480

SCENE#

SHOT#

EISEN
I wish they never sent me these
Academy hot shots.

HOBBES
Youth and wisdom are rarely
combined, Captain.

BR1-CAM#33

SCENE#

SHOT#

BR1-CAM#34

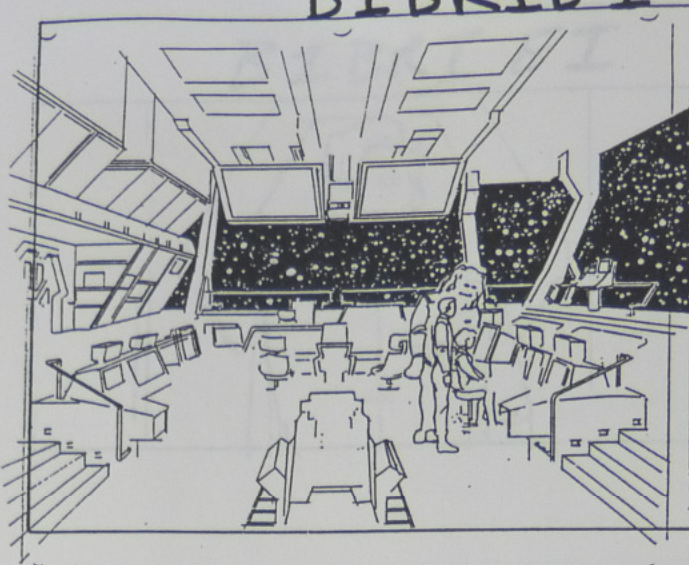
B1BRIEI

SCRIPT PAGE

B-5-

B1BRIEI

B-5-



BRIDGE - EISEN, HOBBS

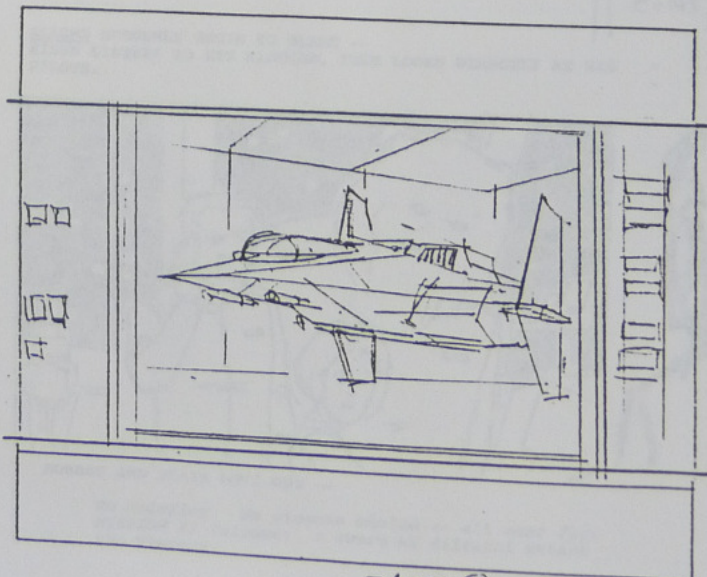
B1BRIEI

BLAIR JOINS EISEN AND HOBBS -- AS THEY LOOK AT A MONITOR
SHOWING THE EXCALIBUR GLEAMING ON THE FLIGHT DECK.



BLAIR

FRAMB



PAGE ① of 2

JAUNDICE - ~~August~~ - 25 MAY

SCENE# 27

SHOT#

BLAIR
But it's your ship, Captain.

BRI-CAM#35



B-5

SCENE#

SHOT#

EISEN
(shakes his head)
He reports only to Admiral Tolwyn--

BRI-CAM#33



SCENE#

SHOT#

BRI-CAM#33

EISEN
We're under attack, Colonel. All fighters launch.

B1 BRIEI

B-5



ALARMS SUDDENLY BEGIN TO BLARE --
EISEN LISTENS TO HIS EARCOMM, THEN LOOKS DIRECTLY AT HIS PILOTS.

HOBBES AND BLAIR MOVE OUT --

No Briefing. No wingman choice -- all must fly.
MISSION B1 follows: A swarm of Kilrathi attack the Victory.

SHOT 1
CONT D

PAGE 2 OF 2

JANICE BENDER - 25 MAY

BRIDGE - EISEN (SLIDING - SERIES E ONLY)

E-6
EOBRIEIS

EOBRIEIS

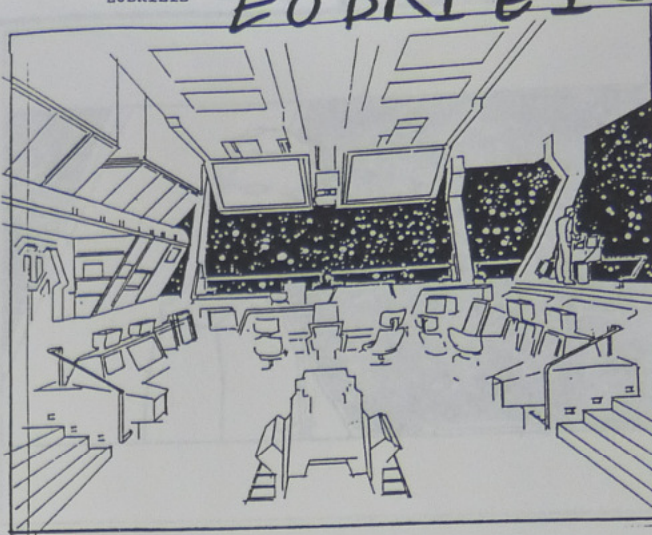
E-6

SCENE#

T#

54

BRIDGE_640x480



SCENE#

SHOT#

IF BLAIR WON MISSION
B3/C3:

IF Blair won MISSION B3/C3:

EISEN
I keep trying to figure out
whether to thank you or
curse you for winning us
Flash on a permanent
basis...

BR1_CAM#25



BLAIR

FRAMES

THROUGHOUT

SCENE#

SHOT#

BR1_CAM#26

BLAIR
Little of both, I guess

EISEN

FRAMES

THROUGHOUT



PAGE ① of 2

EO BRI EIS

E-6

SCENE#

IF BLAIR LOST MISSION
B3/C3:

554

IF Blair lost MISSION
B3/C3:

EISEN
Colonel, have I taken the
time to thank you for the
good work you did in the
Locanda System?

BRI-CAM#25

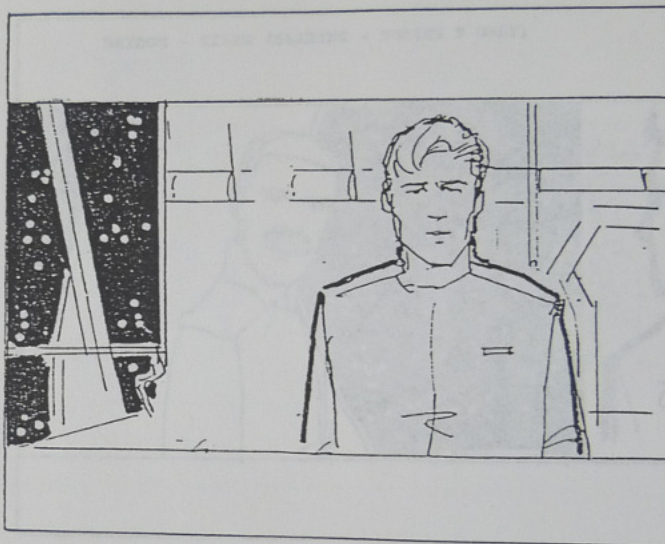


SCENE#

SHOT#

BLAIR
No need, sir.

BRI-CAM#26



SCENE#

SHOT#

EISEN
I wish there were more pilots
like you, Colonel. Might end the
war a whole lot sooner. And I'm
especially glad to see the
Victory hasn't cramped your style
any.

BRI-CAM#25



BOB: 30 MAY 1944

FOBRIEIS

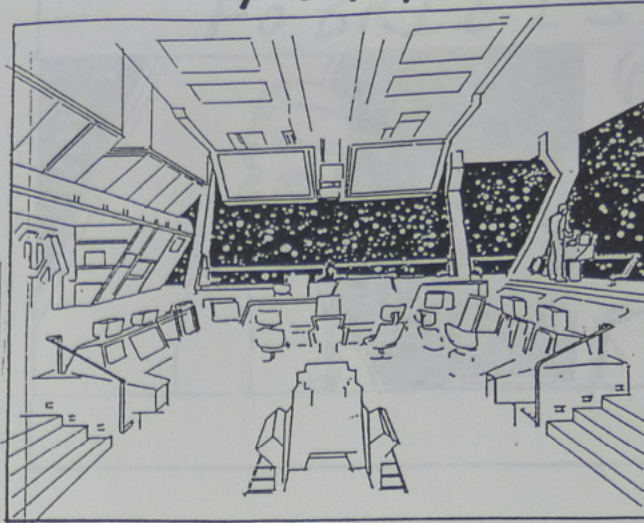
F-1

SCENE# 63

Series F (losing track) -- Blackmane System --
Confed base being evacuated, and the Confed war
effort still on the defensive...

All midgames and conversations are same as
Series E, except for replacement of EOBRIEIS
with FOBRIEIS. Briefings/debriefings for
Series F are different from Series E,
reflecting the difference in missions.

BRIDGE — 640x480



FOBRIEIS

SCENE#
SHOT#

BRIDGE - EISEN (SLIDING - SERIES F ONLY)

EISEN
Are you feeling well, Colonel?
Have you had a med-check lately?

BR1-CAM# 25



BLAIR

FRAME
THROUGH
OUT.

BLAIR

SCENE#
SHOT#

BR1-CAM# 26

BLAIR
(confused)
I feel fine, sir.

FOBRIEIS

F-1

EISEN
FRAME
THROUGHOUT



BONE: 30 MAY

SCENE# 63
SHOT#

EISEN
I'm curious because for a pilot
with such a bad-ass rep, you sure
haven't shown me much so far.

BRI-CAM#25



F-1

SCENE#
SHOT#

BLAIR
Maybe we should all stop judging
each other and just get the job
done, sir.

BRI-CAM#26



FO BRIEIS
F-1

PAGE (2) OF 2

Blair Eisen

Rowe: 30 MAY

BRIDGE - ROLLINS (SLIDING)

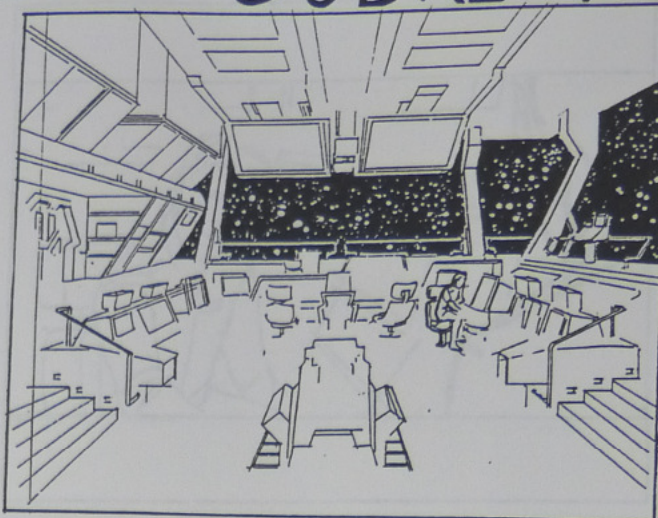
GOBRIRLS

GOBRIRLS

ROLLINS RISES FROM HIS COMM DESK AND MOTIONS BLAIR OVER TO THE SIDE...

SCENE# 71
SHOT#

BRIDGE_640x480



6-6

SCENE#
SHOT#

CONDITION: IF GROUP
MORALE IS HIGH:

CONDITION: IF group morale
is HIGH:

ROLLINS
For once, sir -- we're
actually taking it to the
cats.

BRI - CAM#17

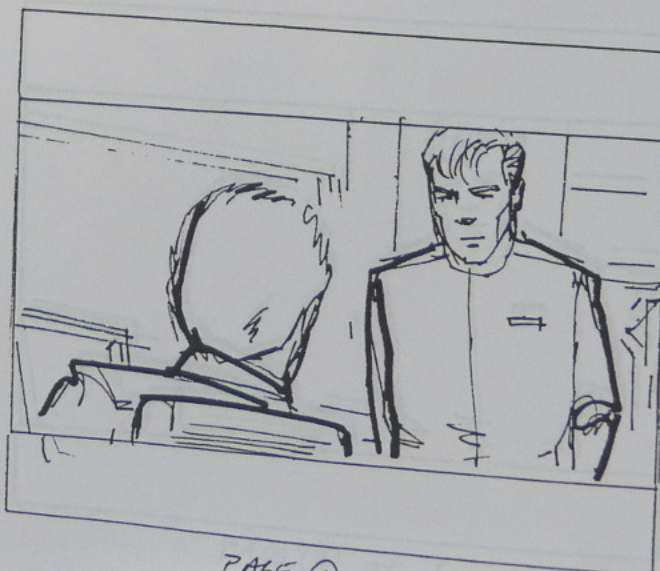


SCENE#
SHOT#

BLAIR
Whaddya think, Lieutenant?
Maybe we have a chance in
this war after all?

GOBRIRLS
6-6

BRI - CAM#18



PAGE (1) OF 3

Page: 30 MAY

GO BRIRLS

SCENE# 71

G-6

ROLLINS
Could be. But I wouldn't
makes plans for the victory
party just yet.

BRI-CAM#17



SCENE#
SHOT#

CONDITION: IF GROUP
MORALE IS LOW:

CONDITION: IF group morale
is LOW:

ROLLINS
They said "join the Navy
and see the universe" --
but I'd just as soon not
buy the farm in Kilrathi
territory.

BRI-CAM#17

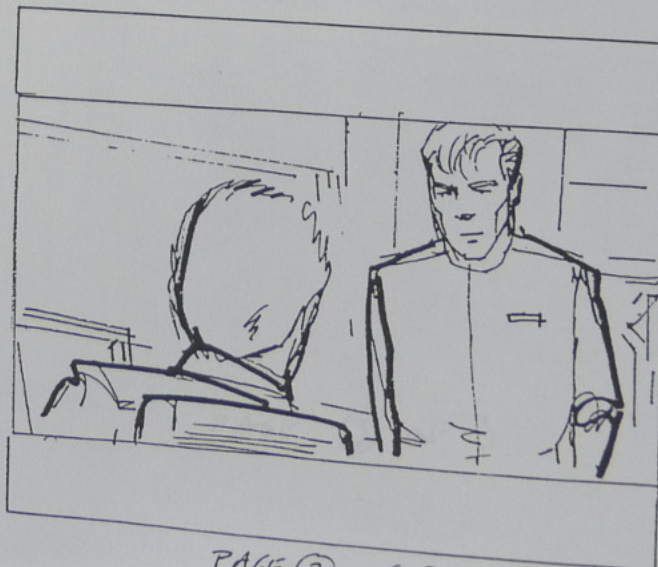


SCENE#
SHOT#

BLAIR
(shakes his head)
Only you can read trouble
into an offensive recon
assignment.

GO BRIRLS
G-6

BRI-CAM#18



PAGE (2) of 3

Base: 30 MAY

GOBRI RLS

SCENE# 71

6-6

ROLLINS
Yeah, well ... My decodes
from the comm traffic tell
me we're just flailin' away
here. This ain't some
great strategic stroke --
it's desperation city.

BRI_CAM#17



~~XXXXXXXXXXXXXXXXXXXX~~ BONS: 30 MAY

GO BRI RLS

6-6

PAGE ③ OF 3

SCENE# 84
SHOT#

H O B R I T H

SCENE#
SHOT#

STANDARD SHOT
BLAIR ENTERS
BRIDGE
FROM LFT

BRI - CAM # 1



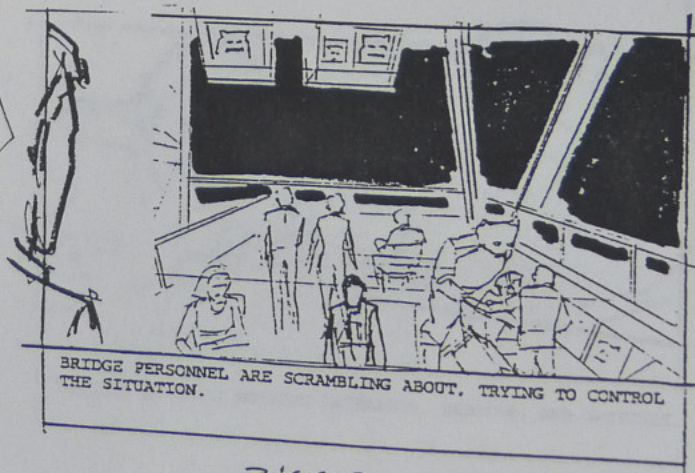
MIDGAME: THE VICTORY BRIDGE

H I B R I T H

WHERE EVERY VIDEO MONITOR ON THE BRIDGE HAS BEEN TAKEN
OVER BY A CLOSEUP OF A GLOWING, TAUNTING, HISSING
THRAKHATH.

BRI - CAM # 2

BLAIR



BRIDGE PERSONNEL ARE SCRAMBLING ABOUT, TRYING TO CONTROL
THE SITUATION.

PAGE ① of 10

CHERRY - 20 MAY

SCENE# 84
SHOT#

BLAIR JOINS HIS FELLOW PILOTS -- WE SEE COBRA, FLINT, BUBBES, VAGABOND, AND VAQUERO AMONG THE CROWD.

Maniac and Flash should also be seen if still alive.

BLAIR LOOKS AT FLINT.

BLAIR
What's going on?

FLINT
Our comm system's been jammed and --
SHE GESTURES TO THRAXHATE'S IMAGE ON THE SCREENS --

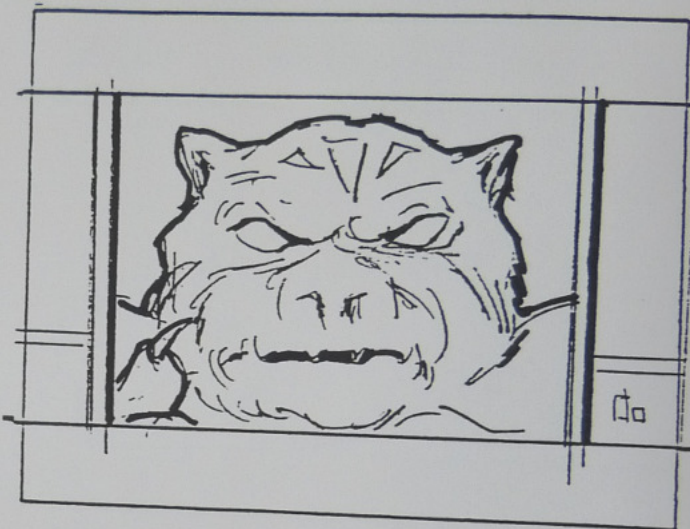
FLINT
-- guess who's behind it?

BRI - CAM #3



SCENE#
SHOT#

BRI - CAM #4

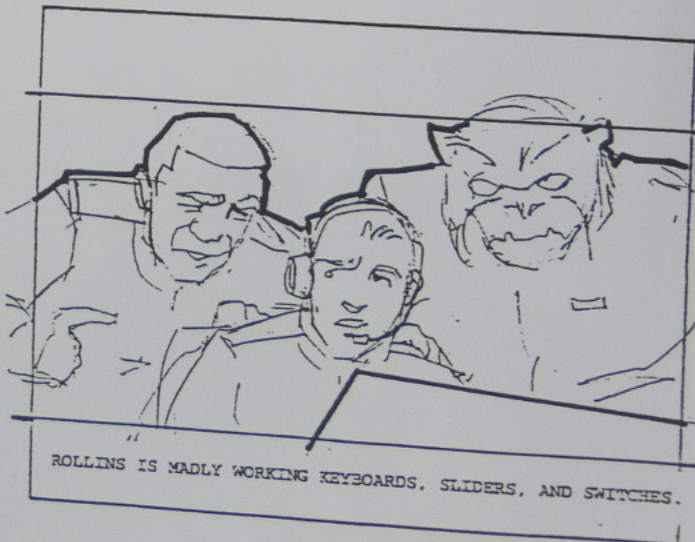


SCENE#
SHOT#

EISEN
(to Rollins)
C'mon, Lieutenant! Don't tell me you can't do anything!

ROLLINS
I'm trying, sir. But it's like some kind of video-virus -- or should I say, 'worm'? This looks like a major debug--

BRI - CAM #5



ROLLINS IS MADLY WORKING KEYBOARDS, SLIDERS, AND SWITCHES.

CHERRY-20 MAY

4C. 84

HO DRITH

THRAKHATH
I have read your Terran Bible,
with its predictions that there
will be a weeping and gnashing of
teeth. It is about to be
fulfilled. Did you ever think
your legends about devils and
demons were really premonitions
of your race's encounter with
ours?

(MORE)

BRI - CAM # 2

SUDDENLY THRAKHATH'S MULTIPLE IMAGES ARE ACCOMPANIED BY
THE SOUND OF HIS BOOMING VOICE:



CHERRY- 20 MAY

H O B R I T H

SCENE# 84
SHOT#

THRAXATH
(CONT'D)

We will tear your tongues
out, we will scoop your brains
out...

BRI-CAM # 6



DOUBLE MONITOR ABOVE

SCENE#
SHOT#

COBRA
(whispering to
Vagabond)
That ain't all they'll do ... if
they get their paws on us.

BRI-CAM # 7

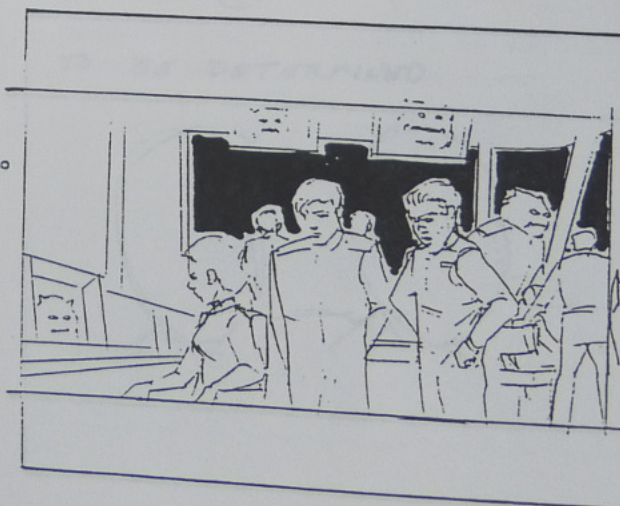


SCENE#
SHOT#

THRAXATH
... You will be prime examples to
the other races in the galaxy --
and clownish baboons for our
amusement...

VAQUERO
(to the monitors)
For baboons, we been gettin' our
shots in, Señor Gato.

BRI-CAM # 3



PAGE 4 OF 10

CHERRY-20 MAY

HO DRITH

SCENE# 84
SHOT#

THRAKHATH
... Your race will suffer a
thousand torments and more. Do
not be emboldened by the presence
of The Heart of the Tiger among
you. Colonel Blair will be
reduced to a steaming, stinking
pile of entrails...

BRI - CAM # 4



SCENE#
SHOT#

BRI - CAM # 3

(12)

THE VICTORY PILOTS REACT TO BLAIR BEING SINGLED OUT.



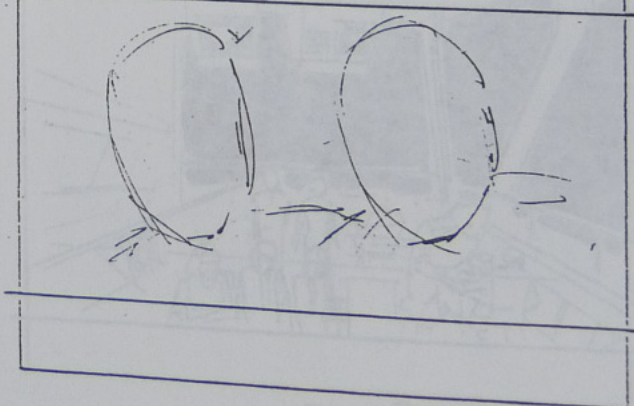
SCENE#
SHOT#

IF MANIAC AND FLASH
ARE ALIVE, CUT TO
THEIR REACTION HERE
ALSO -- NON SPECIFIC
LOCATION

BRI - CAM # 8

(12)

TO BE DETERMINED



CHERRY-20 MAY

SCENE# 84
SHOT#

THRAKHATH
... I'll see to it personally
that you pay for every noble
Kilrachi who has died at your
hands in combat...

BRI_CAM # 9

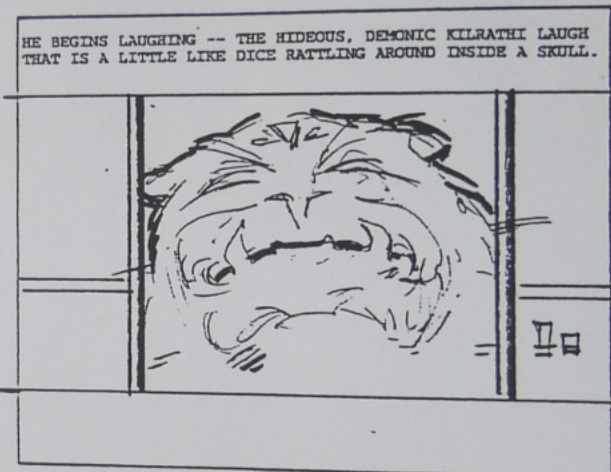


SCENE#
SHOT#

THRAKHATH
(cont'd)

(beat)
I leave you and your miserable
comrades to contemplate your
ignoble futures...

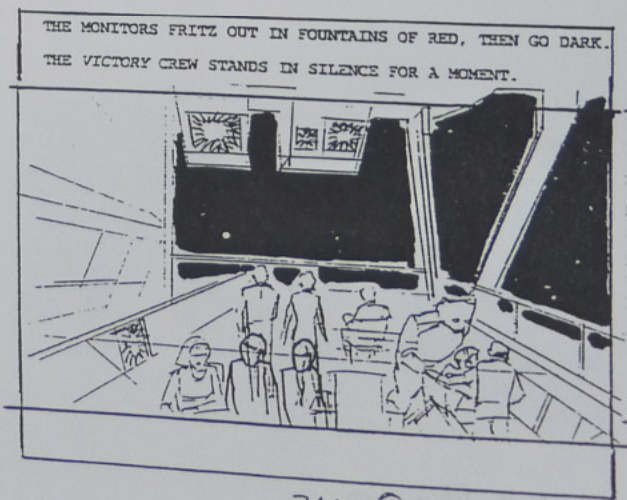
BRI_CAM # 4



HE BEGINS LAUGHING -- THE HIDEOUS, DEMONIC KILRATHI LAUGH
THAT IS A LITTLE LIKE DICE RATTLING AROUND INSIDE A SKULL.

SCENE#
SHOT#

BRI_CAM # 2



THE MONITORS FRITZ OUT IN FOUNTAINS OF RED, THEN GO DARK.
THE VICTORY CREW STANDS IN SILENCE FOR A MOMENT.

PAGE 6 OF 10

CHERRY-20 MAY

FLIGHT DECK

GUNNERY

NO BRI TA

FINALLY, FLINT TURNS TO BLAIR.

SCENE# 84
SHOT#

FLINT
I didn't know ... you and he ...
(beat)
... had a history.

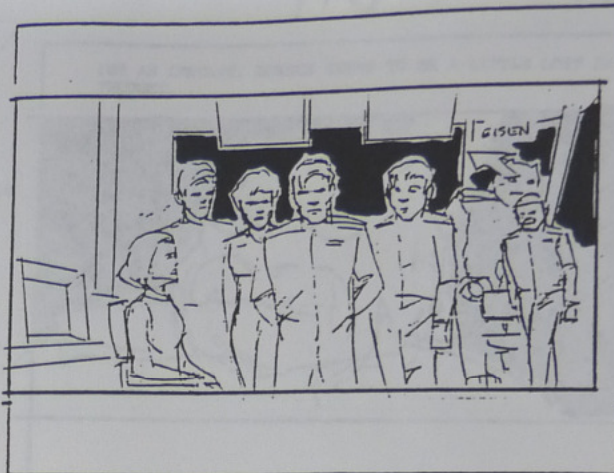
BLAIR
(beat)
Yeah. Prince Thrakhath and I
have gone a few rounds...

EISEN
(raising an eyebrow)
Even given you a special name...

BLAIR
That was news to me. It's an
'honor' I could do without.

VAGABOND
You ask me, the cats are running
a little scared.

EISEN
Maybe that incursion into Chanel
really shook 'em up. Hobbes?



BRI - CAM # 3

BRI - CAM # 11

BRI - CAM # 10

CHERRY - 20 MAY

HO BRITH

SCENE# 84
SHOT#

HOBBES
Your language has a phrase for it
... 'saber rattling'? Kilrathi
believe always that war is
psychological. It is a contest
of wills as much as weapons.

BRI-CAM # 10

FOR AN INSTANT, HOBBS SEEMS TO BE A LITTLE LOST IN
THOUGHT...



SCENE#
SHOT#

VAQUERO
Talkin' trash, is all I call it.

EISON

BRI-CAM # 11



SCENE#
SHOT#

HOBBES
It is the politics of
superiority. Not, perhaps, one
of my race's more admirable
social constructs.

BRI-CAM # 10



CHERRY-20 MAY

20

SCENE# 84
SHOT#

COBRA
(snorts)
'Social constructs.' A pack of
animals with 'admirable social
constructs.'

BRI-CAM # 12



SCENE#
SHOT#

21

SHE WALKS OFF.

BRI-CAM # 3



CHERRY-20 MAY

SCENE#
SHOT#

22

HOBBS LOOKS A BIT CHAGRINED.

BRI-CAM # 10



H U D R I T H

SCENE# 84
SHOT#

25

ROLLINS LOOKS UP FROM HIS COMM EISEN TURNS TO ROLLINS.
DESK.

ROLLINS
Captain Eisen, we've got a
Kilrathi force heading our way
-- I think they came through
that last jump point...
(beat)
And it doesn't seem like
they're runnin' scared.

BRI-CAM # 5



CONDITIONS

SCENE#
SHOT#

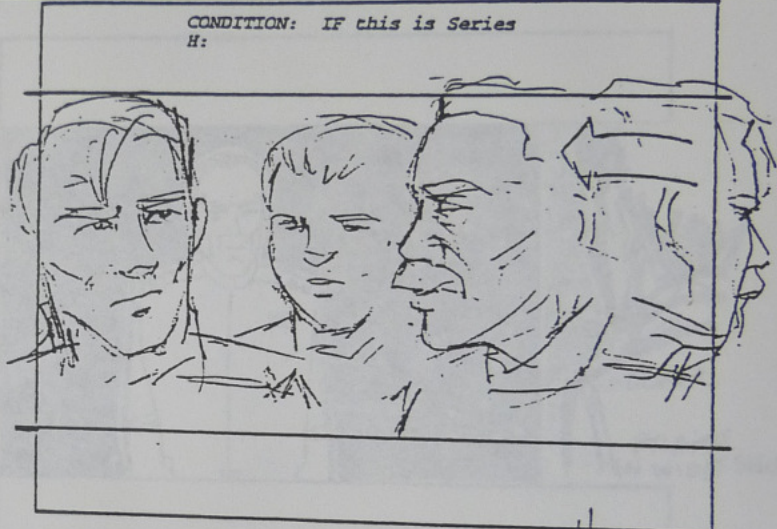
H

CONDITION: IF this is Series
H:

EISEN
I want every comm station up
and running within the hour.

(to Blair)
I'll see you in the briefing
room.

BRI-CAM # 13



CHERRY-20 MAY

SCENE#
SHOT#

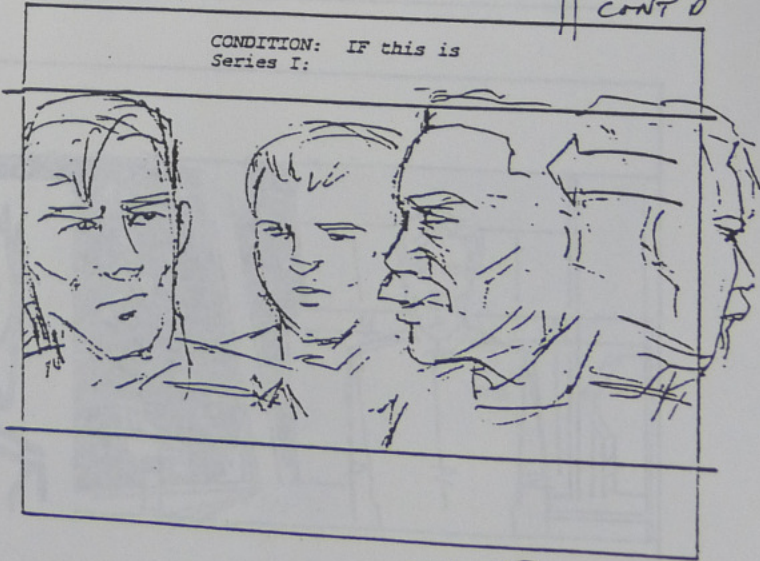
I

CONDITION: IF this is
Series I:

EISEN TURNS TO BLAIR.

EISEN
I'll see you in the briefing
room.

BRI-CAM # 13



SPOT
CONT'D

BRIDGE - TOLWYN (SLIDING - J2/J3 ONLY)

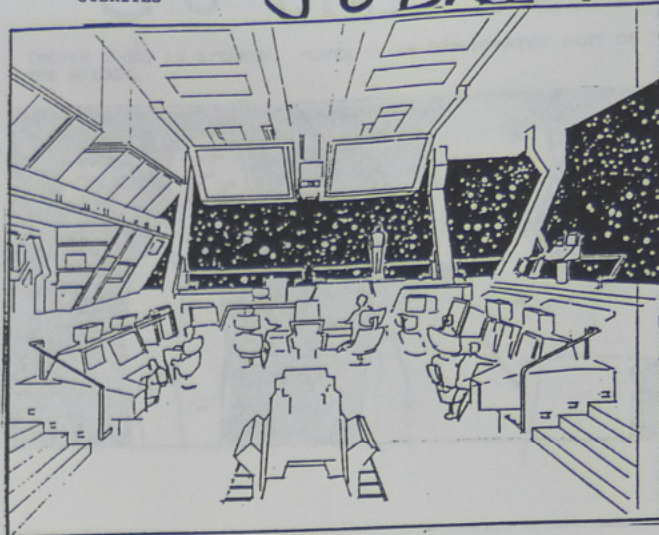
J-13
JOBRTLS

JO BRITLS

J-13

SCENE# 103

BRIDGE-640x480

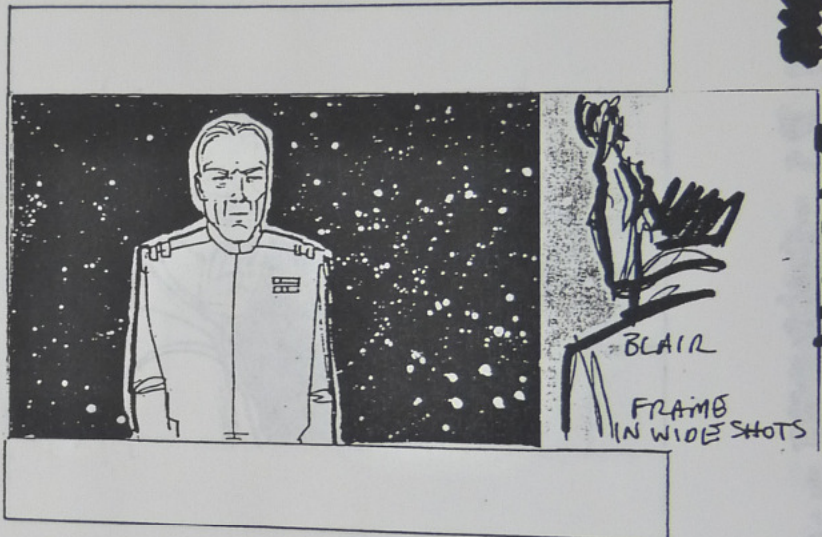


SCENE#
SHOT#

BLAIR APPROACHES TOLWYN, WHO SMIRKS.

TOLWYN
Ahh, our local hero. I must say
that so far I'm impressed. You
haven't lost your touch.

BRI_CAM#19



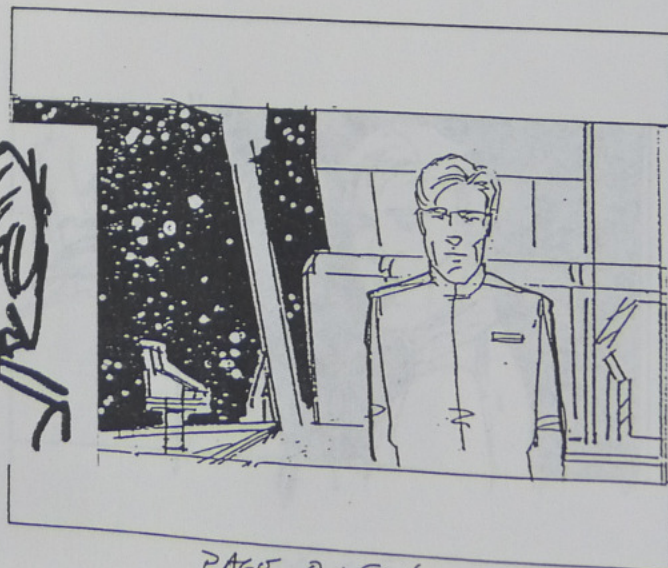
SCENE#
SHOT#

BRI_CAM#20

BLAIR
May we speak privately, Admiral?

JO BRITLS TOLWYN

J-13



PAGE 0 OF 4

LOW 52-400000

FRAMING

JO BRITLS

J-13

SCENE# 103

TM
#

BRI_CAM#19

PLEASE NOTE:
THIS IS THE SAME
SHOT CONTINUED.
TOLWYN AND BLAIR
END WITH THEIR BACKS
TO US.



SCENE#
SHOT#

TOLWYN
Get it off your chest, Colonel.

BRI_CAM#21

SCENE#
SHOT#

BRI_CAM#22

BLAIR
It's a little unclear to me
precisely what your status is
aboard this vessel.

JO BRITLS

J-13

TOLWYN COCKS AN EYEBROW. MOVES TO AN UNPOPULATED PART OF THE BRIDGE.



PAGE (2) OF 4

LAUNDRY - 25 MAY

FLIGHT DECK

GUNNER

JO BRITLS

SCENE# 103

J-13

TOLWYN
I took the helm of the Behemoth
project 10 years ago.

BRI-CAM#21



SCENE#
SHOT#

BLAIR
And there is no intention to
usurp command of this vessel?

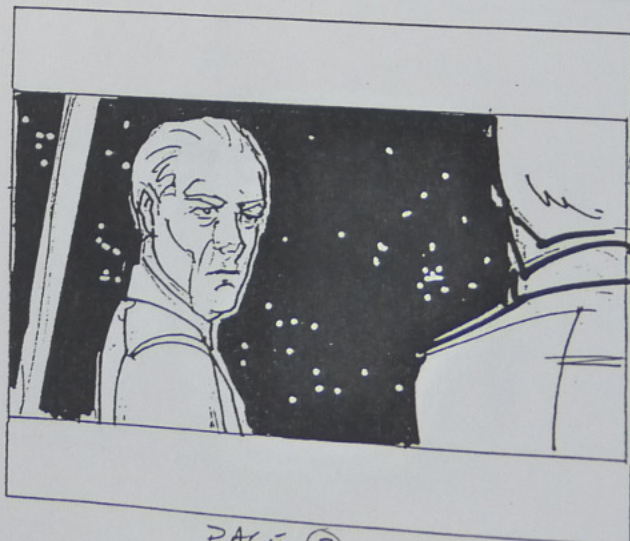
BRI-CAM#22



SCENE#
SHOT#

BRI-CAM#21

TOLWYN
I'd be careful regarding my choice
of words, Colonel. Admirals, by
definition, do not usurp...
(beat)
And I thought at long last we'd
achieved a measure of respect for
each other. Pity... You must
realize by now that your
assignment here was more than
merely fortuitous.



JO BRITLS
J-13

PAGE ③ of 4

JAN 52-1000000 310000

GUNNEY

JO BRITLS

SCENE# 103
SHOT#

BLAIR
(beat)
We're headed to Kilrah with that
thing, aren't we?

BRI_CAM#22



SCENE#
SHOT#

TOLWYN CAN'T RESIST SMIRKING AGAIN.

TOLWYN
What would you aim for if you had
the biggest gun in the universe?

BRI_CAM#21



JO BRI TLS .

J-13

PAGE (4) of 4

JANKE 25 MAY

FLIGHT DECK

GUNNERY

BRIDGE - TOLWYN (SLIDING - K2/K3 ONLY)

KOBRIITLS

KOBRIITLS

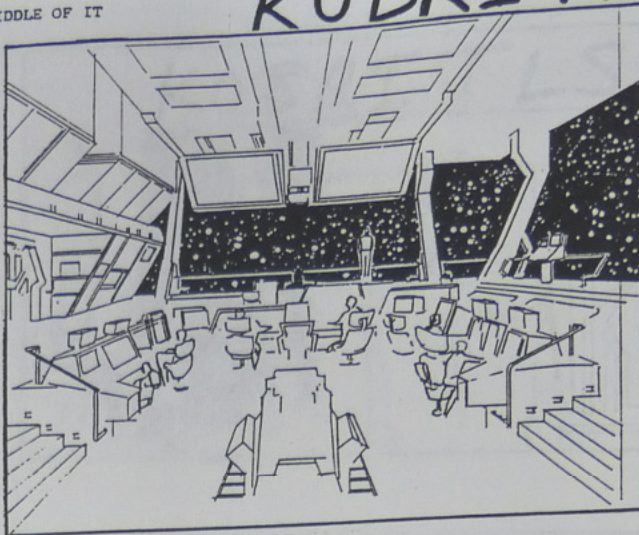
THE BRIDGE IS HUMMING WITH ACTIVITY. IN THE MIDDLE OF IT ALL, BLAIR APPROACHES TOLWYN.

K-10

SCENE# 116

T#

BRIDGE - 640x480



SCENE#

SHOT#

BLAIR
Can I speak frankly, Admiral?

BRI - CAM#20

TOLWYN



SCENE#

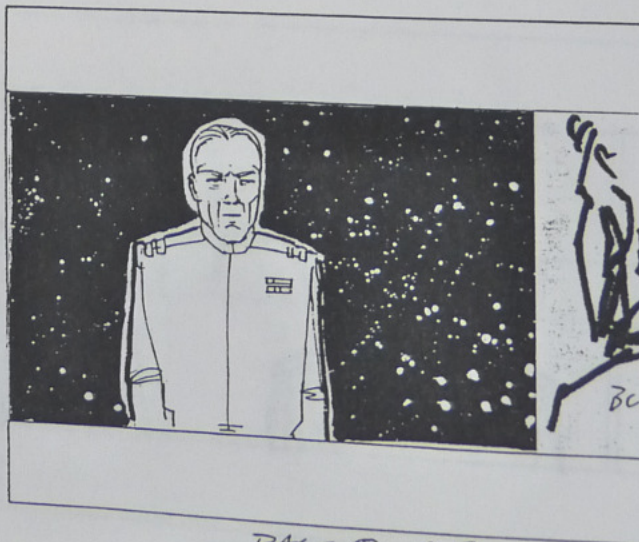
SHOT#

BRI - CAM#19

TOLWYN
I've never known you to do otherwise.

KO BRITLS

K-10



PAGE ① of 3

JANUARY 25 - 28 MAY

SCENE# 116

T#

BRI-CAM# 20

BLAIR
I don't think your assumption of
command has done ship morale much
good.

TOLWYN



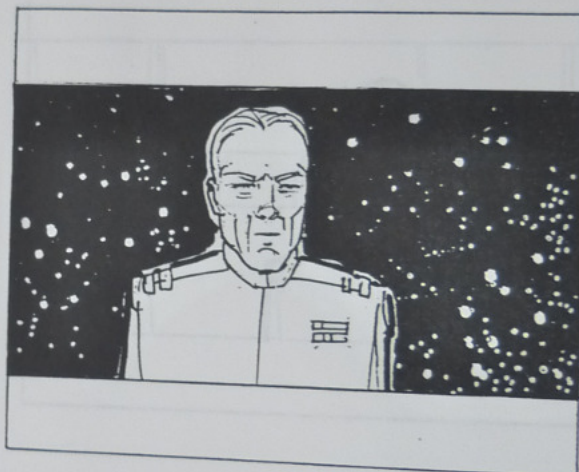
K-10

SCENE#

SHOT#

TOLWYN
I'm not interested in public
opinion polls on my tactical
decisions.
(beat)
As I recall, you weren't
particularly enthused about your
transfer to this vessel when it
happened.

BRI-CAM# 23



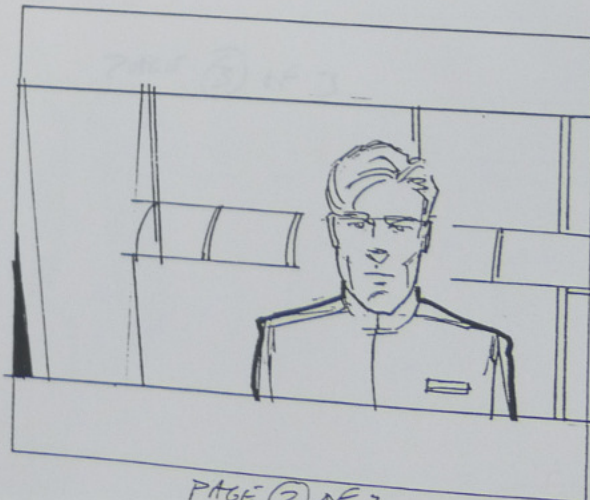
SCENE#

SHOT#

BRI-CAM# 24

BLAIR
That's before I acquainted myself
with its crew.

KOBRIITLS



PAGE (2) OF 3

LAURENCE J. MAYER
52-~~XXXXXXXXXX~~ MAY

FLIGHT DECK

GUNNERY

SCENE# 116
SHOT#

TOLWYN
A fine quality, your transfer of
loyalties.
(beat)
Project Behemoth needs a guardian
angel. I've been with it since
its inception. The choice was
clear-cut and indisputable.
(beat)
We all have one superior: the
progress of the war.

BR1-CAM#23

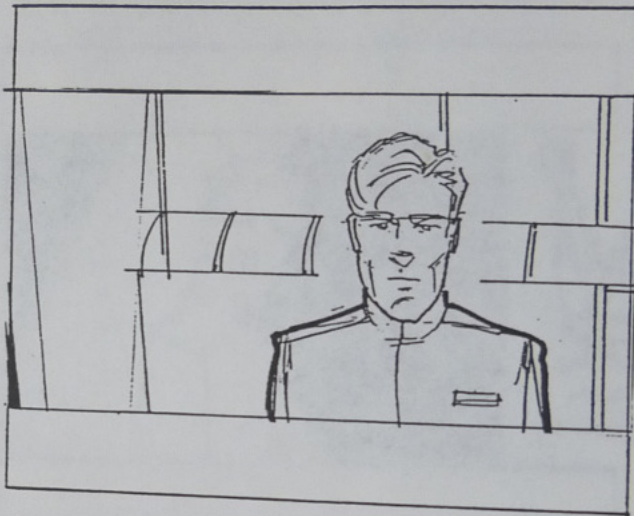


K-10

SCENE#
SHOT#

BLAIR
(beat; icy)
Yes, sir.
BLAIR WALKS AWAY.

BR1-CAM#24



KOBRITLS

K-10

PAGE (3) OF 3

JAUNDICE -24 MAY

FLIGHT DECK

GUINNESS

CONDITION: This scene available only IF
M1BRIRLO (Rollins' scene re Vagabond in brig)
played.

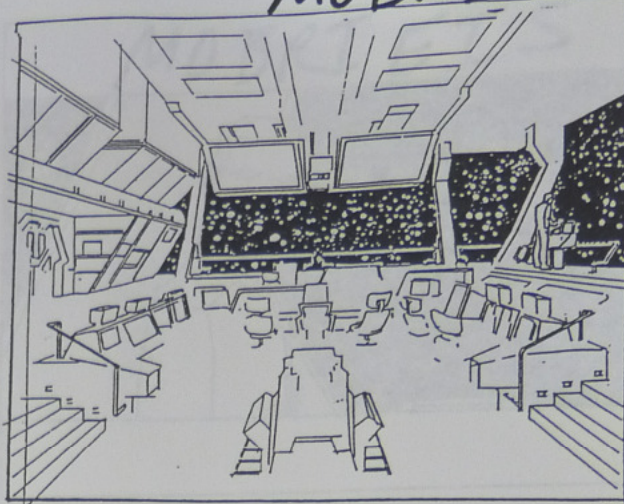
MOBRIEIS

M-9

M-9

SCENE# 148

BRIDGE-640x480



SCENE#
SHOT#

BLAIR APPROACHES EISEN.

EISEN
Colonel? Something on your mind?

BRI-CAM#25



SCENE#
SHOT#

BRI-CAM#26

BLAIR
Captain. The brig is no place
for a pilot of Vagabond's skills.

EISEN IN
FRAME LFT
THROUGHOUT



BRIDGE-640x480

BLAIR IN FRAME RT THROUGHOUT.

GUNNERY

SCENE#
TH

148

EISEN
I agree, Colonel. But the brig
is a place for a pilot as
undisciplined as he.

BRI-CAM#25



M-9

SCENE# GROUP MORALE UP:
SHOT#

Group morale UP:

BLAIR
Sir. This war's eaten at
all of our souls.
Vagabond's, especially. He
deserves another chance.

BRI-CAM#26



SCENE#
SHOT#

EISEN
(beat)
You'll take personal
responsibility for him?

BRI-CAM#25



PAGE 2 of 4

~~Blair's scene~~

BONE: 30 MAY

SCENE# 148

BLAIR
He flies under me. It goes
without saying.

BRI-CAM #26



M-9

SCENE#
SHOT#

EISEN RELUCTANTLY NODS.

BRI-CAM#25



SCENE#
SHOT# GROUP MORALE DOWN:

Group morale DOWN:

BLAIR
Respectfully, sir,
everyone's entitled to a
mistake.

BRI-CAM#26

MOBRIEIS



~~MOBRIEIS~~

BONE: 30 MAY

SCENE#
SHOT#

148

EISEN
Mistake? He could have
killed the man. Vagabond's
out of control. Right now,
he's worthless in a
cockpit.

BRI-CAM #25

MOBRI EIS

M-9



THIS IS NOT THE PLACE VAGABOND SHOULD BE ... HE MUST
BE JACKED LIKE A PUNK ... VAGABOND IS AN UNWORTHY PILOT
RIGHT ... HE'S OUT OF CONTROL ... THE TIME THAT
CAME WHEN THERE WAS NOTHING IN HIS HANDS AND THE LAST
ONE ... HE WAS DEAD.



VAGABOND
HE'S DEAD
IN THIS
SHOT

MOBRI EIS
M-9

PAGE (4) OF 4

~~XXXXXXXXXXXX~~

ADVIS: 5:00 PM

FLIGHT Deck

BRIDGE - VAQUERO (SLIDING - N2/N3 ONLY)

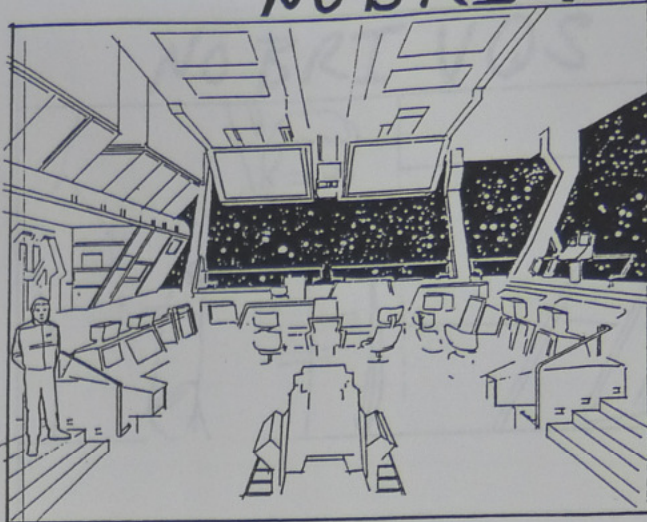
N-13
NOBRIVQS

NOBRIVQS

N-13

SCENE# 164

BRIDGE_640x480

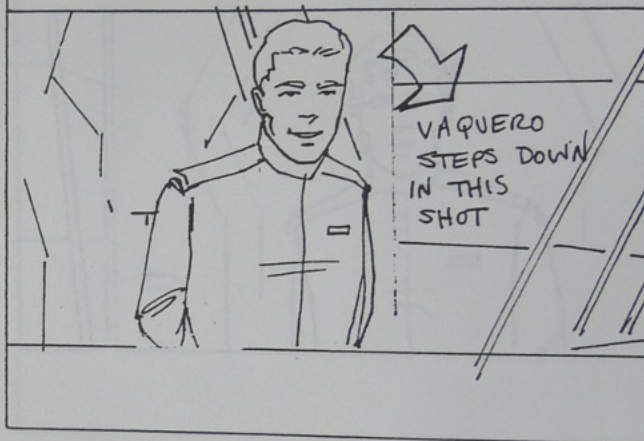


SCENE#
SHOT#

VAQUERO
That T-Bomb's something, ain't
it, Colonel?

BRI_CAM# 27

THIS IS NOT THE PLACE VAQUERO NORMALLY HANGS ... HE'S SORT OF LOOKS LIKE A TOURIST ... WATCHING AS EVERYONE BUSTLES ABOUT. HE'S GOT FIGHTER JOCK NERVES ... THE KIND THAT COME WHEN YOU'VE GOT NOTHING TO DO BUT WAIT FOR THE LAST BIG MISSION. HE SPOTS BLAIR.



SCENE#
SHOT#

BLAIR
It's ... unique.

NOBRIVQS

BRI_CAM# 28



PAGE 1 OF 3

JANICE - 28 MAY

SCENE# 164

VAQUERO
I can smell the end, sir. With a
weapon like that -- well, if that
doesn't do it, nothing will.

BRI-CAM#27



N-13

SCENE#
SHOT#

BLAIR
(shrugs)
Maybe our grandchildren won't be
fighting this war after all.

BRI-CAM#28



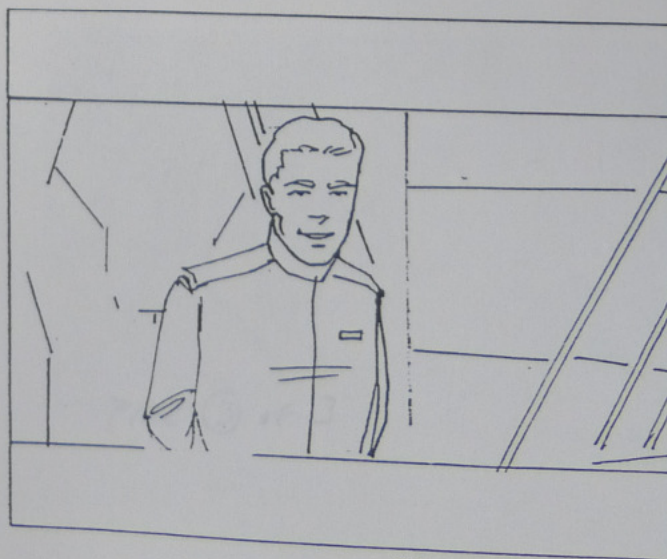
SCENE#
SHOT#

VAQUERO
Well, in any case ... I want you
to know ... I've learned a lot
from you.

BRI-CAM#27

NO BRI VQS

N-13



PAGE 2 of 3

LOW 52-000000-25 MAY
3100000

SCENE# 164
SHOT#

BLAIR
You can return the favor when I
visit your cantina -- maybe
teach me to play that guitar.

BRI-CAM#28

NO BRI VQS

N-13



N-13

JANDICE ~~XXXXXXXXXX~~ - 25 MAY

KILRATHI VOICES JAM EVERY COMM CHANNEL, BOASTING AND
TAUNTING...
MONITORS FILL WITH LAUGHING, SHRIEKING KILRATHI FACES...
ROLLINS, EISEN, AND OTHER CREW MEMBERS TRACK INCOMING DATA
ON THE REMAINING WORKING CONSOLES... THEIR FACES BATHED IN
EERIE RED LIGHT...

SCENE# 185
SHOT#

ROLLINS
All our shields are down! We
can't keep them from coming!

BRI-CAM #5

RLBRI EI



SCENE#
SHOT#

EISEN
(an insane gleam in
his eye)
They're not taking my ship!

BRI-CAM #15



SCENE#
SHOT#

BRI-CAM #14

RLBRI EI

SC 185

R-4



HE TAKES OVER THE STEERAGE AND PUNCHES IN COORDINATES.

ROLLINS
Sir! What are you doing? You're
heading right into their fleet!

PAGE ① OF 3

BOB: 30 MAY 1964

SCENE# 185
SHOT#

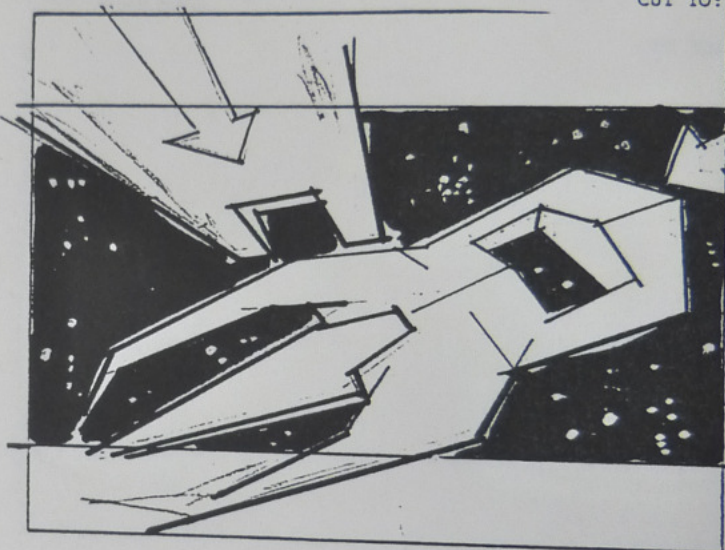
BRI-CAM #15



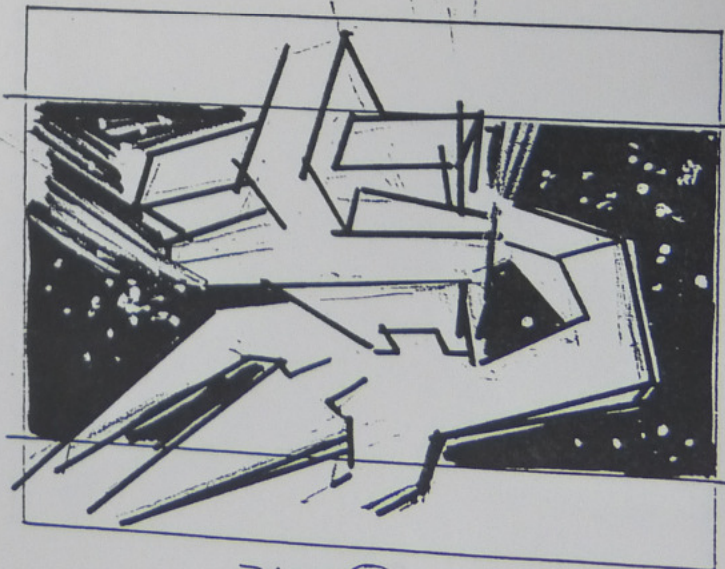
EISEN
We're going to take as many of
them with us as we can -- Make
your peace, Mr. Rollins --

CUT TO:

SCENE#
SHOT#



SCENE#
SHOT#



PAGE ② OF 3

~~REVISIONS~~
BASE: 30 MAY

SCENE# 185
SHOT#



SPACE --

THE VICTORY RAMS A HUGE KILRATHI BATTLEWAGON --
BOTH GO UP IN AN EXPLOSION THAT MOMENTARILY LOOKS LIKE THE
SUN GOING NOVA.

CUT TO:

SCENE#
SHOT#

SCENE#
SHOT#

~~REDACTED~~
PAGE: 30 MAY

FLIGHT DECK

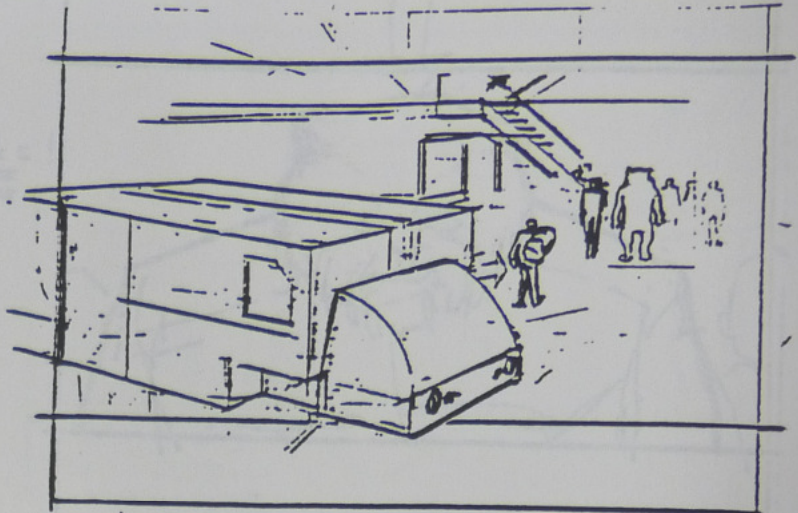
SCENE#
SHOT#

9C.5

FLIGHT DECK - EISEN

ALFORD

FDK_SH_#17

SCENE#
SHOT#

COLONEL BLAIR DISSEMBLES FROM THE SHUTTLE AND MOVES ACROSS THE FLIGHT DECK. DUFFEL BAG SLUNG OVER HIS SHOULDER. HE TRIES TO MASK HIS DISAPPOINTMENT OVER BEING ASSIGNED TO A CARRIER THAT'S SO RUN-DOWN AND OUTDATED.

FDK_SH_#9



A PORTION OF THE CARRIER'S CREW HAS ASSEMBLED IN RANKS TO WELCOME HIM ABOARD. BLAIR APPROACHES CAPTAIN WILLIAM EISEN, AN AFRICAN-AMERICAN IN HIS 50'S WHO HAS DEVOTED HIS LIFE TO THIS OLD TUG AND ITS CREW. NEXT TO EISEN IS BLAIR'S OLD FRIEND, THE KILLERISH DEFECTOR, COLONEL RALPH WAR SHALLAS - CALLSIGN: HOBBS.

SCENE#
SHOT#

FDK_CAM#15

THEY SALUTE BLAIR AND HE RETURNS THE GESTURE.

At this point, the player must choose who he will talk to: Eisen (commanding officer of the ship) or Hobbs (his old friend and comrade). This is what happens if he chooses Eisen:



SCENE# 4C.5
SHOT#

HOBBS BOWS SLIGHTLY.

HOBBS
It warms my heart to see you
again, Christopher Blair. But I
must excuse myself now, as your
duty here takes precedence over
our catching up on old times.

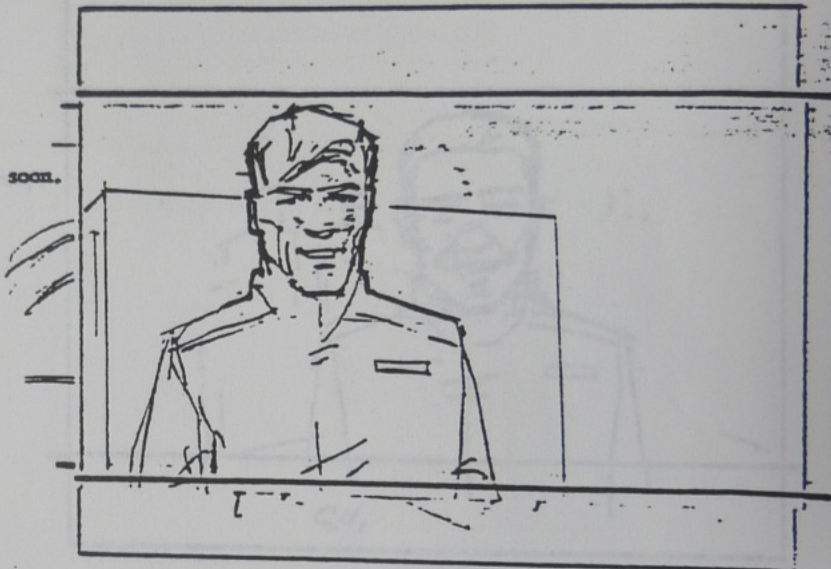
FDK #14



SCENE#
SHOT#

BLAIR
Thanks, Hobbes. We'll talk soon.
you can bet on it.

FDK-SH #10

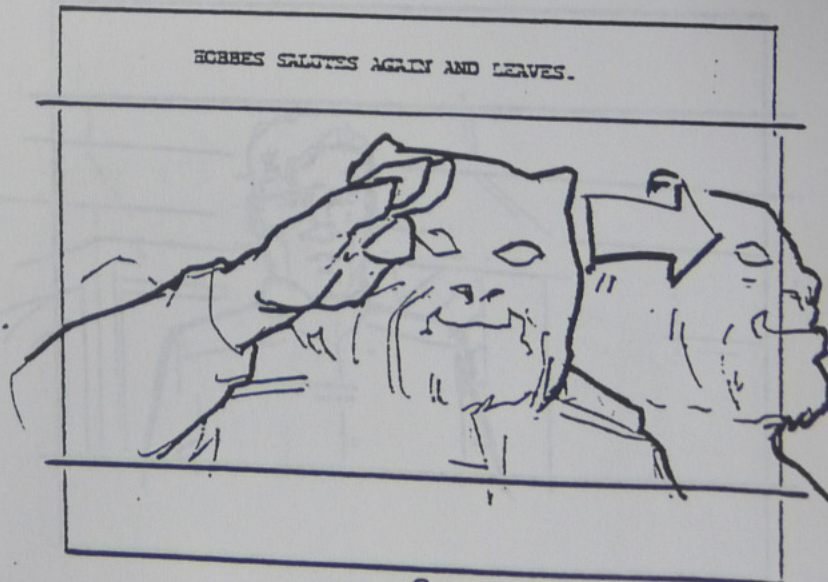


BLUE APR 18 1984

SCENE#
SHOT#

HOBBS SALUTES AGAIN AND LEAVES.

FDK #14



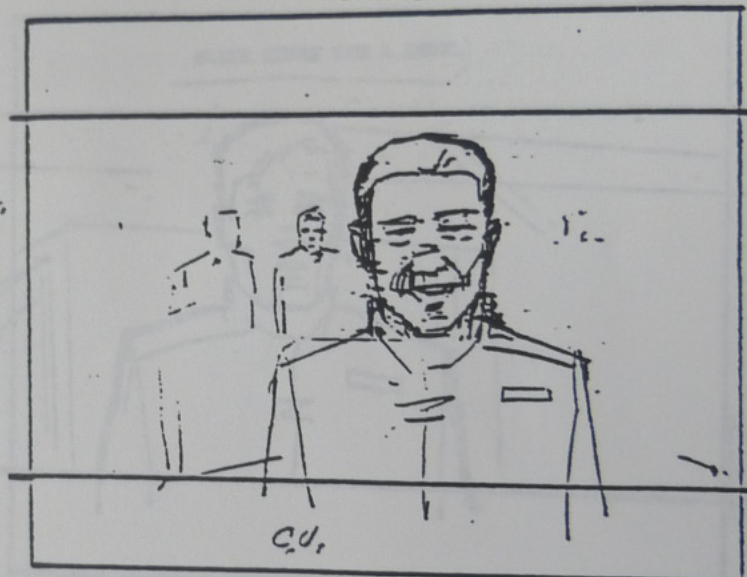
ENEZ 4C. S
EOTZ

FDK #11



ENEZ
EOTZ

WELCOME TO THE TOS VICTORY,
Colonel Blair.

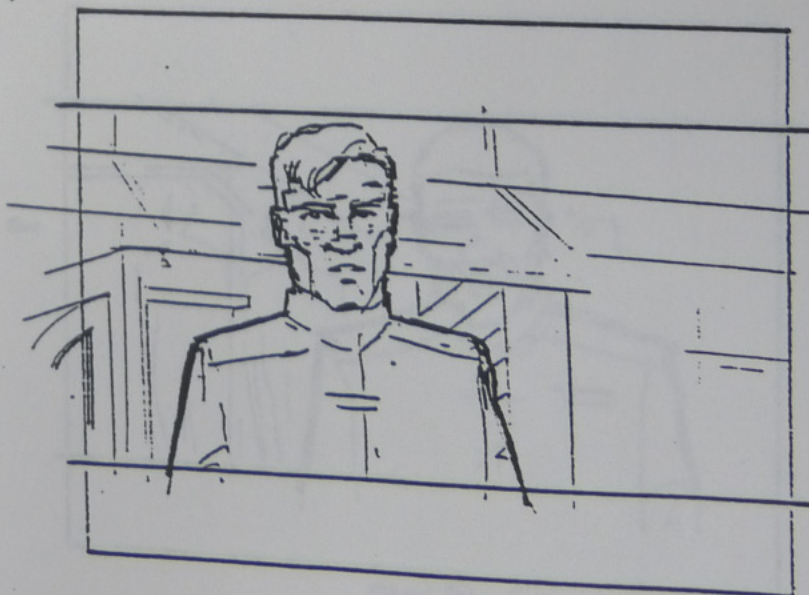


BLUE APR 18 1984

ENEZ
EOTZ

THANK YOU, Captain.

FDK SH #10



SCENE 4 C. 5
SHOT 7

EISEN
OTHERWISE KNOWN AS "THE CAR
SALLY."

FDK #11

BLAIR'S SOUR LOOK DOESN'T ESCAPE THE SHARP EYES OF THE
CAPTAIN WHO GRINS KNOWINGLY.



BLAIR GIVES HER A LOOK.

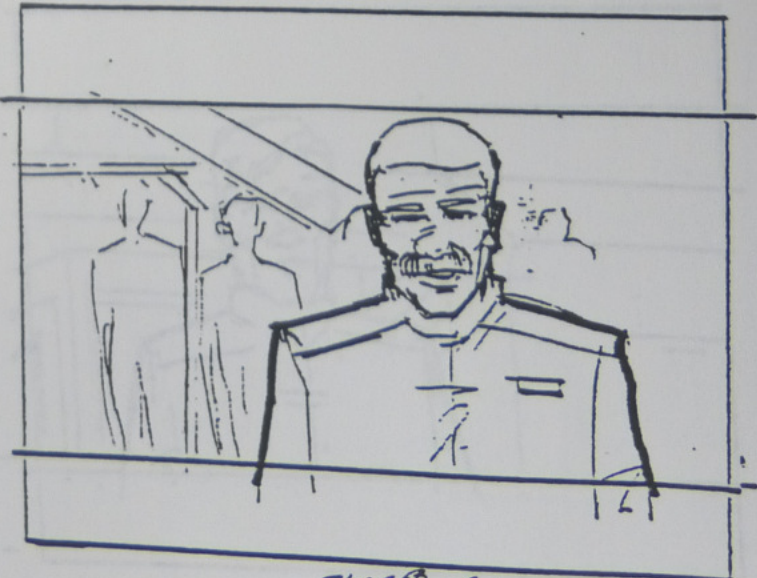
FDK SH #10



SCENE
SHOT 7

etc.

EISEN
I know what you're thinking: She
ain't no Concordia.



BLDP APR 19 1967

4c.5

A1FDKET

BLAIR
(beac)
Neither is the Concordia ...
anymore.



EISEN LOOKS DOWN. HE KNOWS THE PAIN OF LOSS ON THAT
SCALE.

EISEN
It was a terrible loss. My
sympathies.



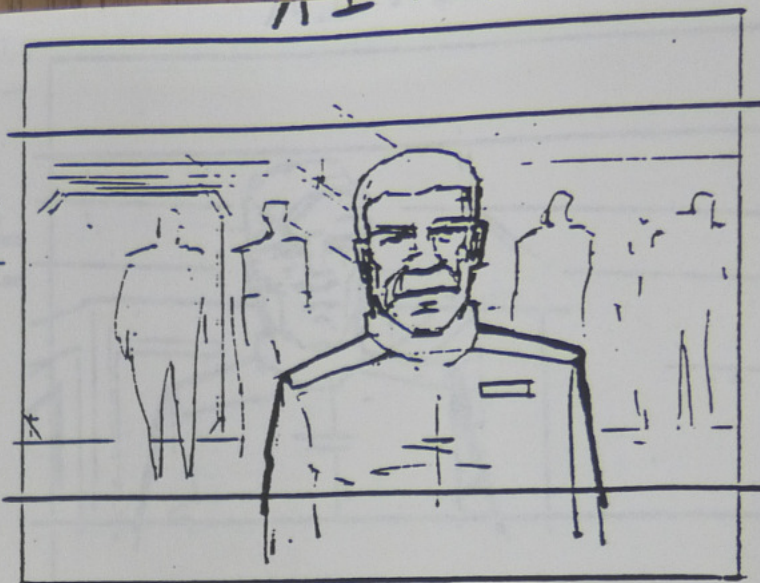
BLAIR
(beac)
It was a good ship. A good crew.



BLUE APR 18 1984

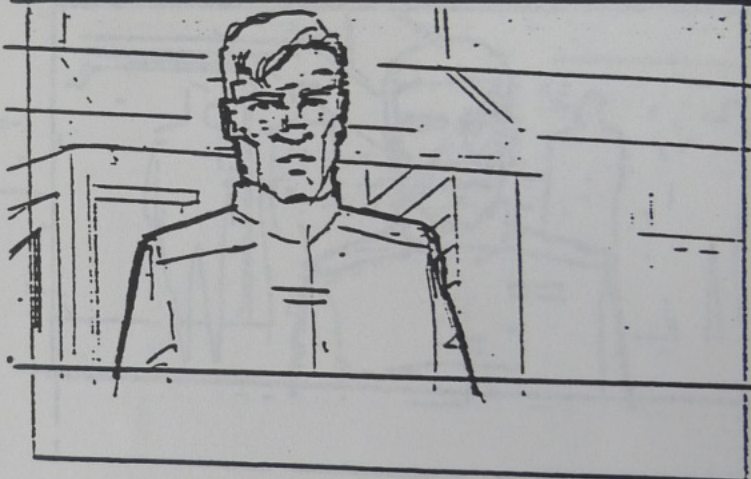
ENE 40.5
EOT

EISEN
Nevertheless, you're now in my house and I'll expect you to wipe your shoes every time you come in...



ENE
EOT

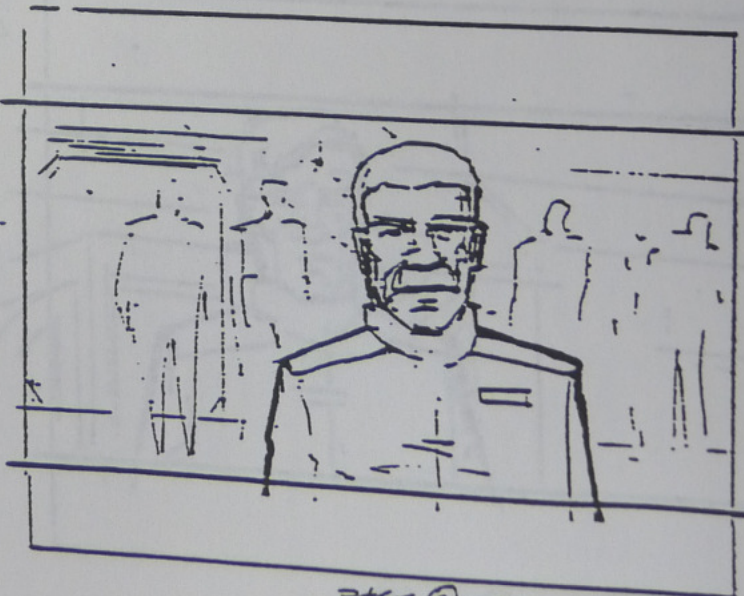
BLAIR LOOKS AROUND. IT DOESN'T LOOK LIKE ANYONE WIPES ANYTHING AROUND HERE.



BLU 18 APR 1988

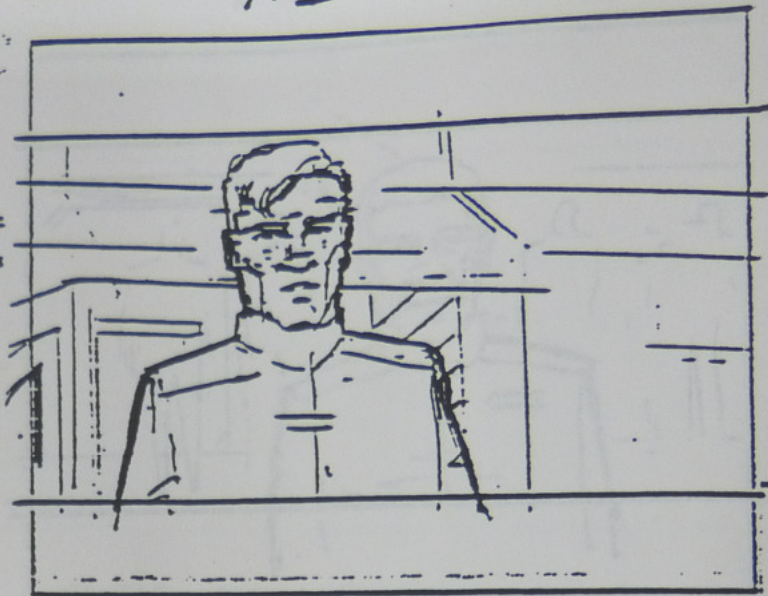
ENE
EOT

EISEN
(continuing)
I've been with the Victory most of my career. I was the communications officer on her maiden voyage.



SCENE# 4C.5
SHOT#

BLAKE
I admit, sir, I wasn't looking
forward to this assignment. But
now that I see you have such a
fine pilot as Raleigh and Rhallan
on your crew --



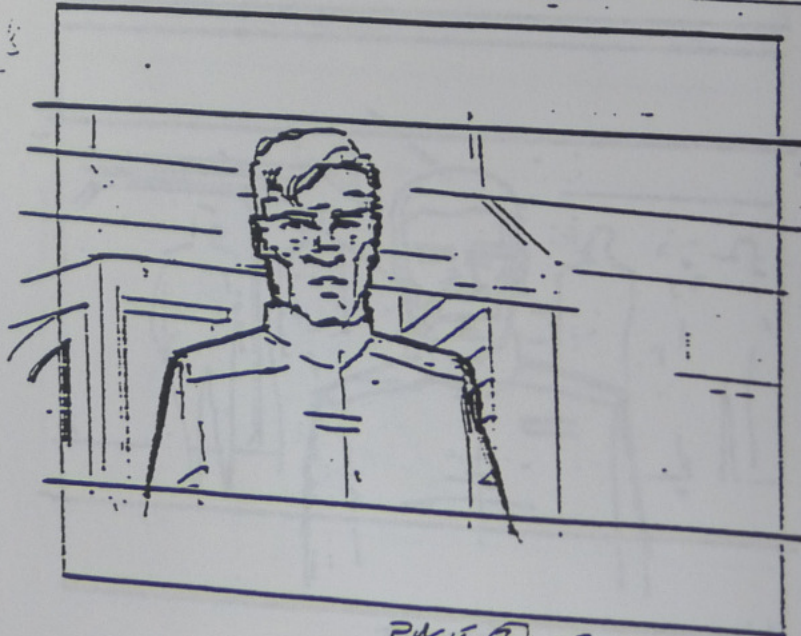
SCENE#
SHOT#

Hobbes? Yes, he's my second-in-
command.



SCENE#
SHOT#

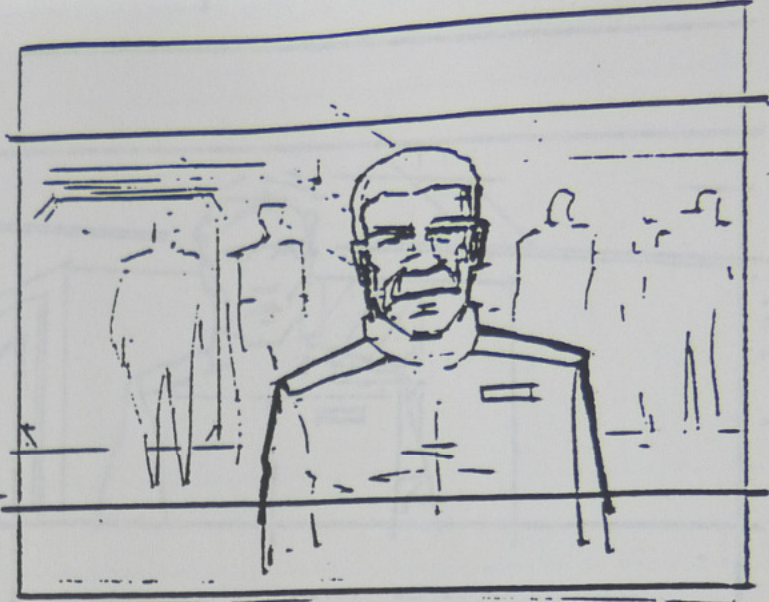
BLAKE
(surprised)
He's not flying?



BLUE APR 18 1964

SCENE# 40.5
SHOT#

EISEN
(uncomfortable)
By his own request. Colonel. I
know all about his past exploits
with you, but ...
(beat)
No one here will fly with a
Kilrachi on his wing.



SCENE#
SHOT#

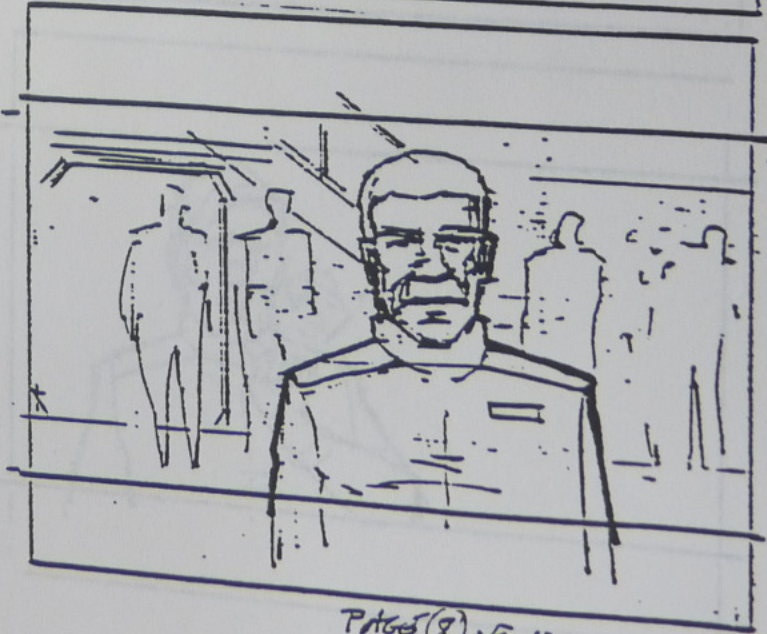
BLAIR
What about his spotless record?
Doesn't that stand for something?



BLUE APR 13 1964

SCENE#
SHOT#

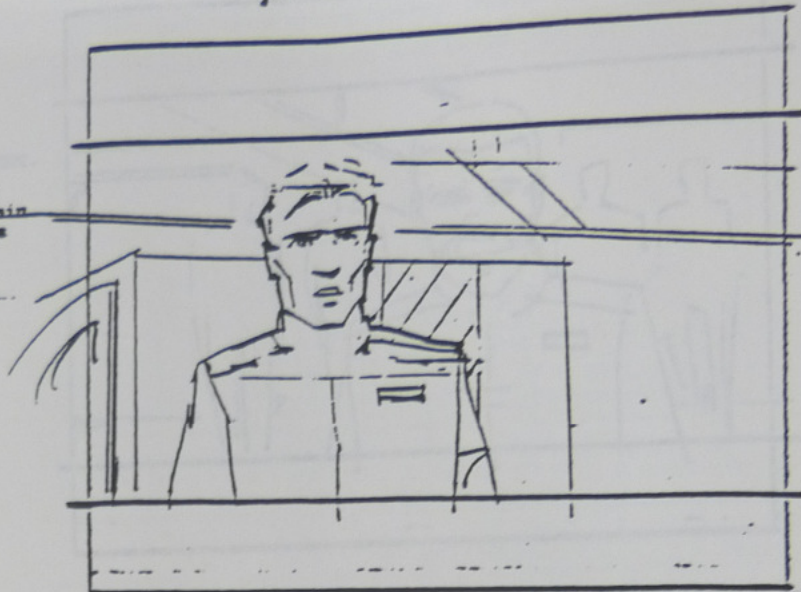
EISEN
(shrugs)
It was his request.



REPORT 01

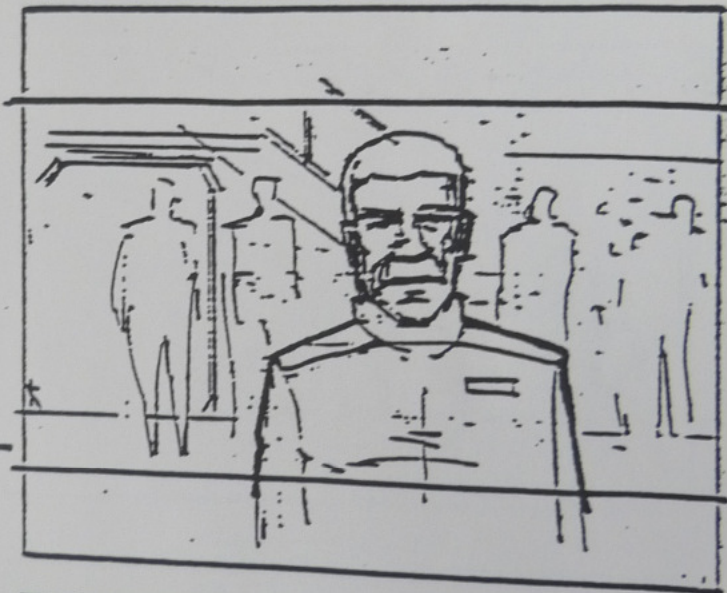
SCENE# 40.5
SHOT#

BLAIR
I have no intention of telling
you how to run your ship, Captain
Eisen, but I insist that Hobbes
be reinstated on the flight
roster immediately.



SCENE#
SHOT#

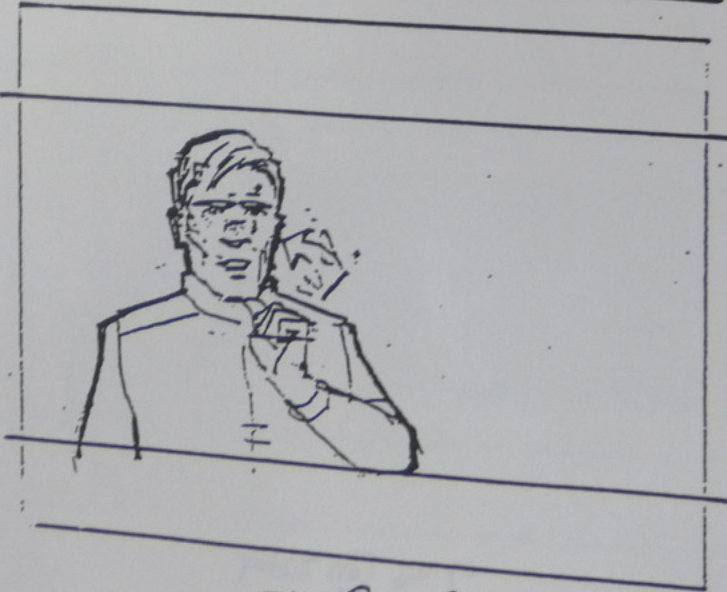
EISEN
Your loyalty is admirable but who
will—



APR 18 1994
BLUE

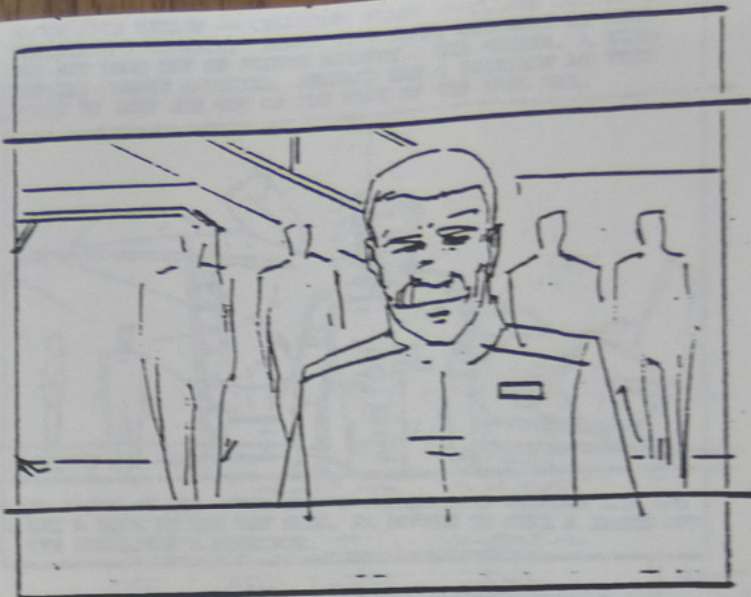
SCENE#
SHOT#

BLAIR
(cutting him off)
I'll fly with him. He's the best
wingman I ever had.



4c.5

MINOR DETAILS AND WORK ARE OMISSIONS.



BLUE APR 18 1968

B1FDKFH

TEZ
FC.25

FDK-EX-CAM #5

MAJOR JACK DILLON -- CALLSIGN: FLASH -- CLIMBS OUT OF THE EXCALIBUR'S COCKPIT. FLASH IS A THIN, ARROGANT 25-YEAR-OLD NOT LONG OUT OF FLIGHT ACADEMY. HIS FATHER, A HIGH-RANKING CONFED OFFICIAL, SECURED HIM A POSITION AS TEST PILOT TO KEEP HIM OUT OF THE FRAY OF THE REAL WAR.



IN FRONT OF ALL THOSE WHO'VE GATHERED TO WELCOME HIM AND GET A LOOK AT THE NEW SHIP, HE DARES TO WIP A SPECK OFF THE EXCALIBUR'S FUSELAGE.

SHOT
CONT'D

HE THEN APPROACHES BLAZE WITH A SALUTE THAT IS CURT AND PRESUMPTUOUS.

FLASH
Colonel. Which way to the bridge? Confed's expecting my tech debrief.



BLAZE
I caught some of the incoming radio, Major. How long have you carried the Flash handle?

FDK CAM #3



TEZ 4C.25

FLASH
(sing)
Since my first day of Academy. I
don't think you should ever
apologize for sporting a little
style.

FOL CAM #19



HE NOTICES THAT SOME OF THE CREW MEMBERS — LEAD BY RACHIN —
— ARE MOVING IN ON THE EXCAVATOR TO GET A CLOSER LOOK.

FLASH
(calling out)
That baby's still classified
folks.

FOL-EX #5



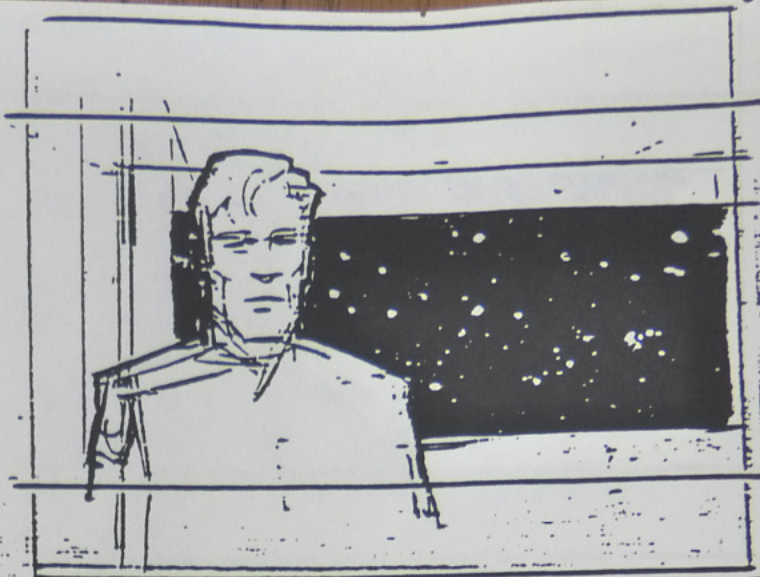
(to Blair)
Think you could keep your people
at bay awhile, Colonel ... ?



NEF 90.25

BLAIR
Christopher Blair

FDK-CAM#3



FDK CAM #19

FLASH
Ahh... Read about you... Way back when I was flying with training wheels... Is what they say true, Colonel? That you don't get older, you just get better?



FLASH'S MORALE UP: GROUP MORALE DOWN:

BLAIR
The good ones. Maybe someday, other kids'll read about you.

...you
FDK CAM #3



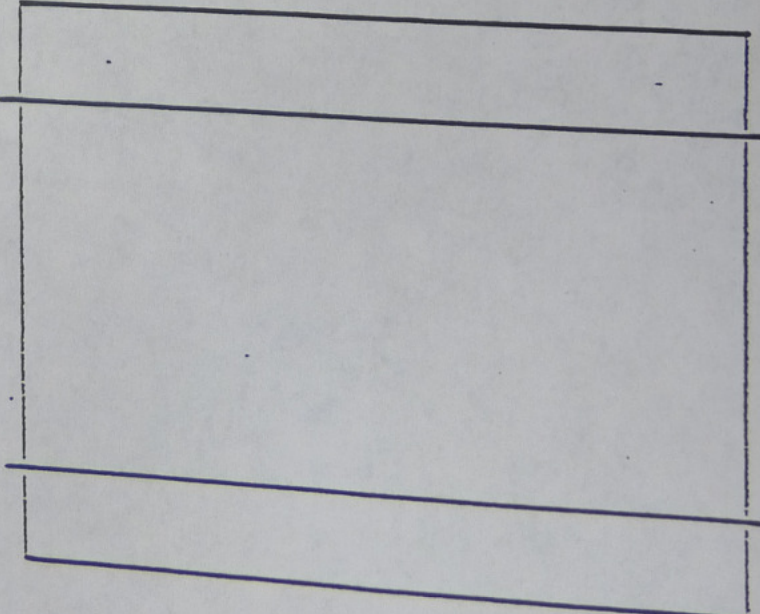
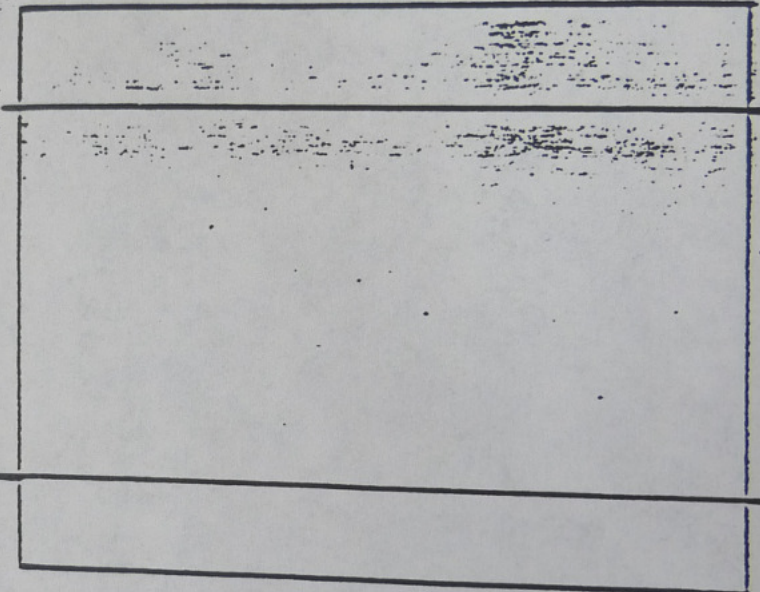
BIFOL

ENE? jc. 25

make
HALL
Only the good ones. We'll
just have to wait and see
if anyone's reading about
you someday.

You Someday

FDK-CAM #3



B-13

B3 FDK FH

B-13

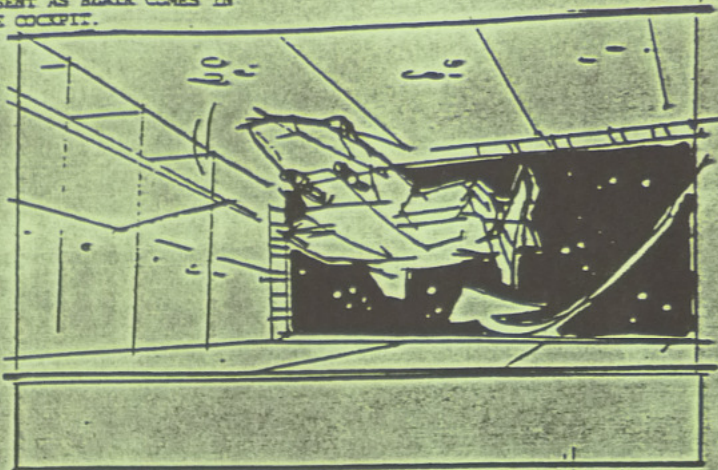
FLIGHT DECK - FLASH

REFLECTION

SCENE# 34

A GOOD PORTION OF THE CREW IS PRESENT AS BLAIR COMES IN FOR A LANDING. HE GETS OUT OF THE COCKPIT.

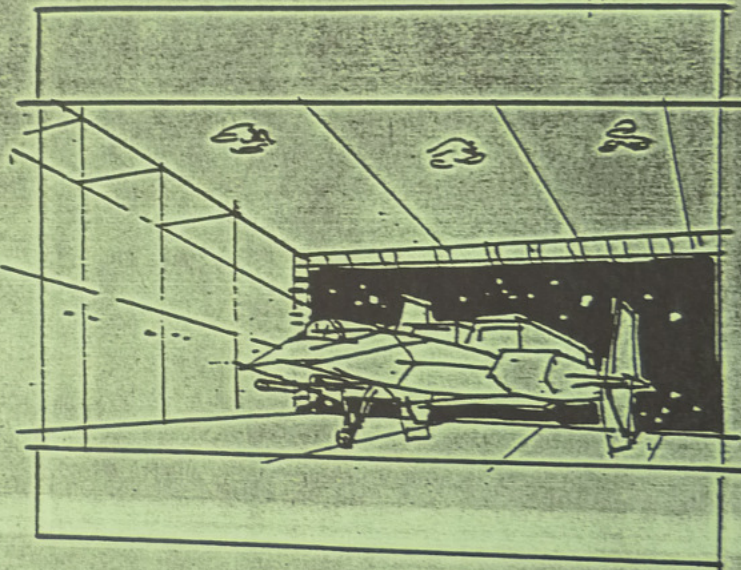
SHOT#



SHOT CONT 0

SCENE# 34

SHOT#

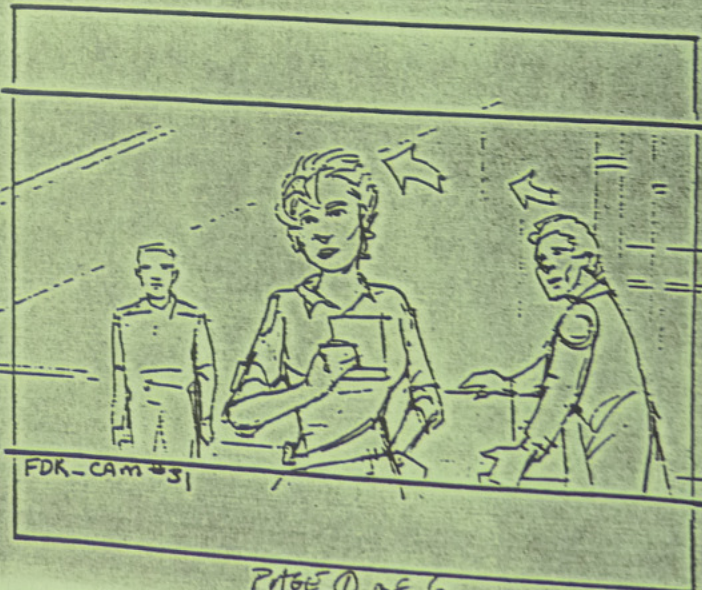


Green 4-25-94

SCENE# 34

SHOT#

FDK-CAM#31



FDK-CAM#31

B3 FDK FH

B-13

B3 FDK FH

CONDITION: IF BLAIR TOOK EXCALIBUR.

B-13

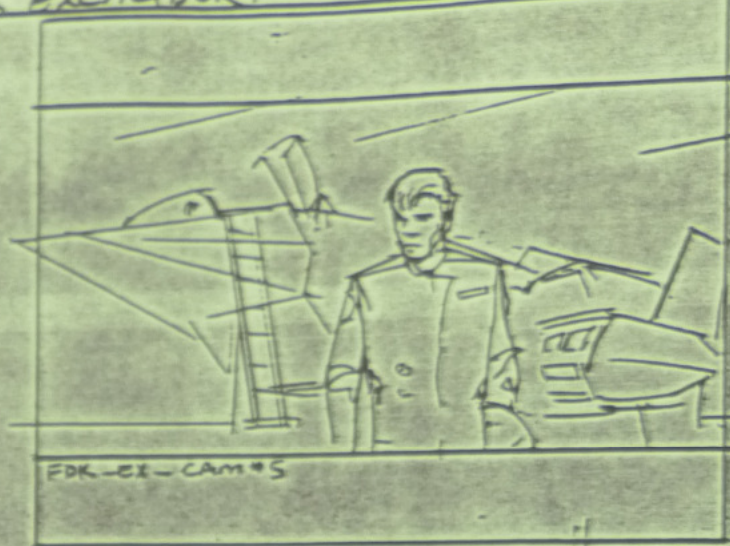
SCENE# 34

SHOT#

CONDITION: IF BLAIR took
Excalibur.

FLASH STANDS UP TO BLAIR IN
A RAGE.

FDK-EX-CAM#5



SHOT
CONT'D

SCENE# 34

SHOT#

FLASH

You are WAY out-of-line,
Colonel.



Green 4.25.94

SCENE# 34

SHOT#

BLAIR
Somebody had to step up to
the plate, Slater.

FDK-CAM#19



B3 FDK FH
SCRIPT PAGE B-13

PAGE 2 of 6

B3 FDK FH

B-13

SCENE# 34

SHOT#

FLASH
You think Confed wants old
men risking their skins-of-
the-art test vehicles?

FDK-CAM#3



FDK-CAM#3

CONDITION: IF BLAIR DID NOT TAKE EXCALIBUR

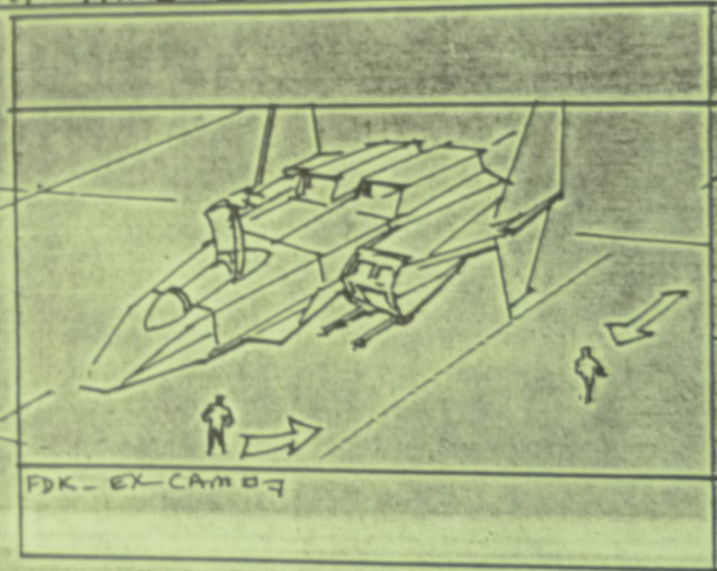
SCENE# 34

SHOT#

CONDITION: IF Blair did
NOT take Excalibur.

FLASH CALMLY STEPS AROUND THE
EXCALIBUR, MAKING PRE-FLIGHT
CHECKS OF THE FUSelage.
BLAIR APPROACHES, FURIOUS.

FDK-EX-CAM#7



FDK-EX-CAM#7

Green 4.25.94

SCENE# 34

SHOT#

BLAIR
What's your excuse this
time, gutless wonder?!

FDK-CAM#19

B3 FDK FH

B-13



PAGE 8 OF 6

3)

SCENE# 34

SHOT#

FLASH
Get off my case, old man.
You'd trade places with me
in a second — that is, if
Confed had a senior citizen
circuit for test pilots.

FDK-CAM#3



B3 FDK FH

B-13

SCENE# 34

SHOT#

BLAT
Where did you learn to spew all
this crap? Isn't the Academy
teaching kids how to fly anymore?

FDK-CAM#19



Green 4.25.94

SCENE# 34

SHOT#

FLASH
Listen, oldtimer, I don't have to
take this from you. I think it's
time to teach you a lesson. Meet
me in the simulator at 09:00.
We'll see who knows how to fly.

FDK-CAM#3



B3 FDK FH

B-13

B3 FDK FH

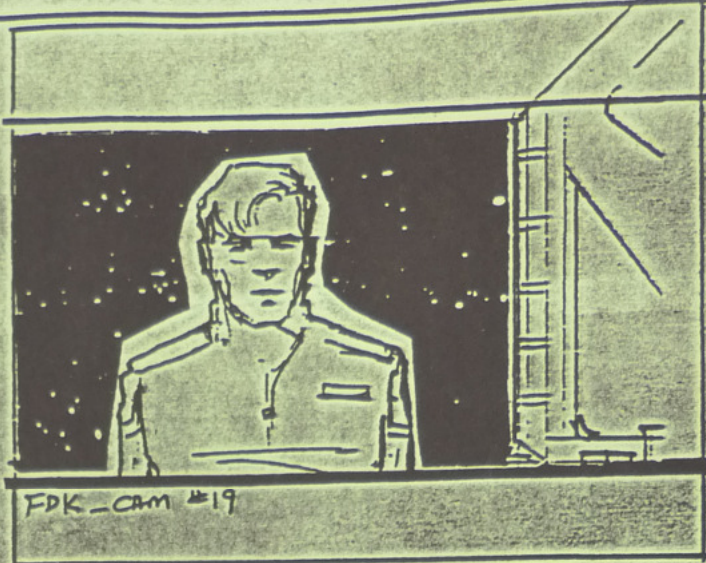
FLASH'S MORALE UP:

GROUP MORALE DOWN:

SCENE# 34
SHOT#

Flash's morale UP:
Group morale DOWN:

BLAIR
Simulator-combat doesn't
prove anything. You might
be good there, but the only
thing that really counts is
out there against the
Kilrachi.



B-13

SCENE# 34
SHOT#

FLASH
(smug)
Then I guess we'll never
know for sure, will we
Colonel?

HE SWAGGERS OFF.
Go to D1.



Green 4.25.94

FLASH'S MORALE DOWN:

SCENE# 34
SHOT#

Flash's morale DOWN:
Group morale UP:

BLAIR
On one condition. If you
lose -- you put in for a
transfer to combat pilot
status --- aboard the
Victory.



B3 FDK FH

B-13

B3 FDKFH

SCENE# 34

SHOT#

FLASH LAUGHS BUT IT SOUNDS
A BIT HOLLOW.

FLASH
If that'll make you feel
better. I'd ask you for a
shoe shine if I win -- but
I like my shoes too much.



FDK CAM #3

B-13

Green 4.25.94

B3 FDKFH

B-13

PAGE 6 of 6

6

IF BLAIR SAVED FLINT

SC. 50

INSERT
APPROPRIATE
FIGHTER
BLAIR WALKS
TOWARD FLINT

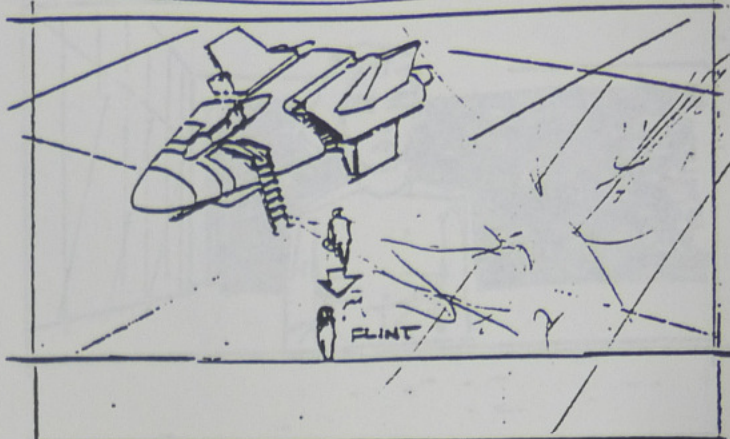
FDE #7
ET
AR
BO
HU
MP

IS TECH
PRESENT IN
THIS SCENE?

NOTE TO ORIGIN: This scene follows directly on the heels of scene(s) in the previous series, in "real time." The standard "warping out" may be out of place.

ELF000FL

~~ELF000FL~~
E1F0XFL3



IF Mission D3 success
(Blair saved Flint):

FLINT
You might have died out
there, chasing after me.

FDE #3



FLINT'S STANDING NEAR HER SHIP, SHAKEN UP AND WIPING A FEW TEARS FROM HER EYES.

BLAIR
(beat)
I might have.

FDE #19



BLUE APR 18 1994

4C.50

FLINT
I didn't ask you to. Just
remember that. I guess the
Captain ordered you--

FDK #3



BLAIR
No.
(beat)
It was my call to make.

FDK #19



FLINT
Well, I guess I should be
impressed.
(beat)
I've never been very good
at saying thanks.

FDK #3



APR 18 1994
BLUE

SC. 50

BLAIR
You're welcome.

FDK #19



FLINT
I want you to understand—

FDK #3



CUT TO BLAIR —

"WE DON'T FLY SUICIDE
MISSIONS... ETC.

AND CONTINUE -- PLEASE
SEE FOLLOWING STORYBOARDS
E1 FDK FL 1

PAGE (3) OF 7

E1 FDK

BLUE APR 18 1994

ENE SC. 50
OT:

COBRA HAS HER ARM AROUND
FLINT'S SHOULDERS.

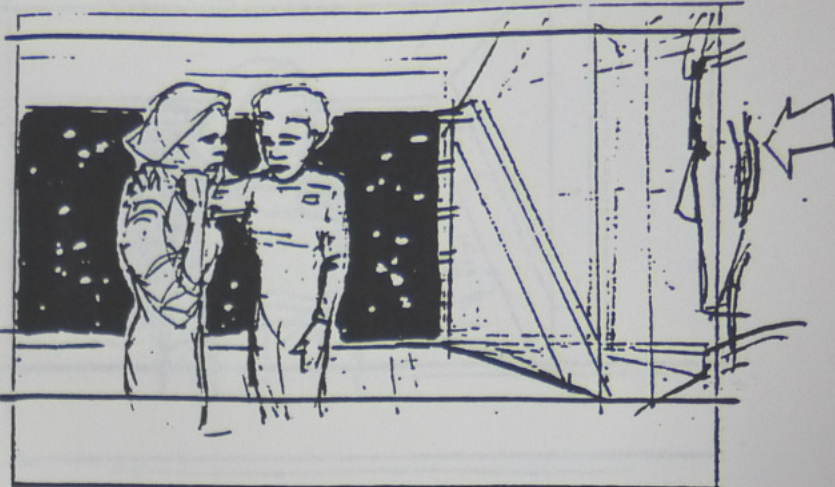
COBRA
You sure you're okay?

FLINT
Yeah. I'm sorry you had to
come after me...

COBRA
Forget it. Sometimes I
feel the same way. I'd
like to kill every last
Kilrachi by my own self.

FDK #19

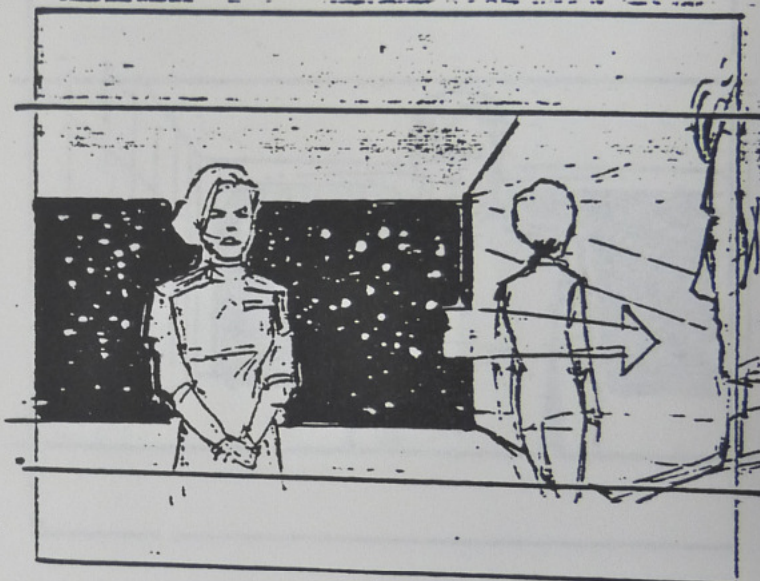
FLINT'S STANDING NEAR HER SHIP, SHAKEN UP AND WIPING A FEW
TEARS FROM HER EYES.



ENE
OT:

COBRA WALKS AWAY. FLINT
LOOKS AT BLAZE.

FDK #19



BLUE APR 18 1984

ENE
OT:

BLAZE
(beat)
Cobra's a helluva flyer...

FDK #3



NEF 50
ITS

FLINT
(beat)
She risked too much.

FDK #19



NEF
ITS

BLAIR
We don't fly suicide missions.
We fight the war on live, not to die.
(beat)
You have to fly with your head.
Flint. Not your heart.

FDK #3



APR 18 1984

BLUE

NEF
ITS

FLINT
You've never done that, sir? Fly
with your heart?

FDK #19



PAGE (5) of 7

ENE# 9C.50

OT#

BLAIR

The day you see me do that.
Mister? I expect a stiff
dressing-down. That's an order.

FDK-CAM #50



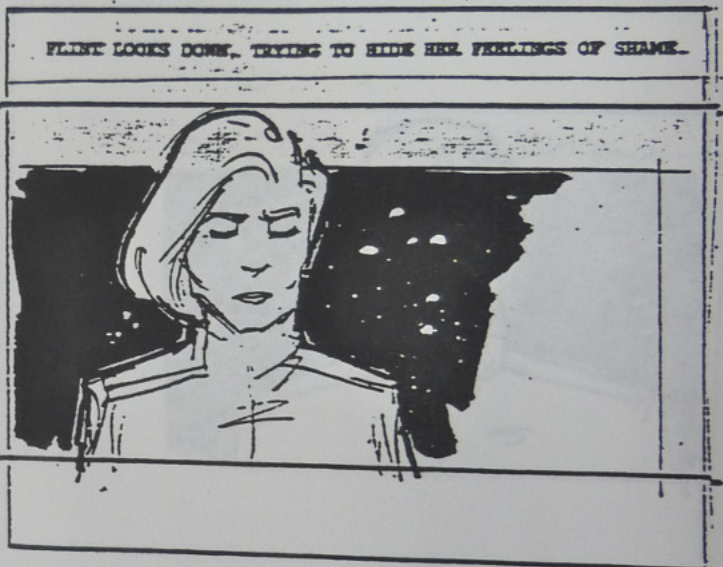
ENE#

OT#

FLINT

Sir? My father didn't read his
children bedtime stories. He
read to us from the regs manual.
I know there are certain actions
necessary...

FDK-CAM #51



FLINT LOOKS DOWN, TRYING TO HIDE HER FEELINGS OF SHAME.

BLUE APR 18 1987

FLINT'S MORALE UP:

ENE#

OT#

Flint's morale UP:

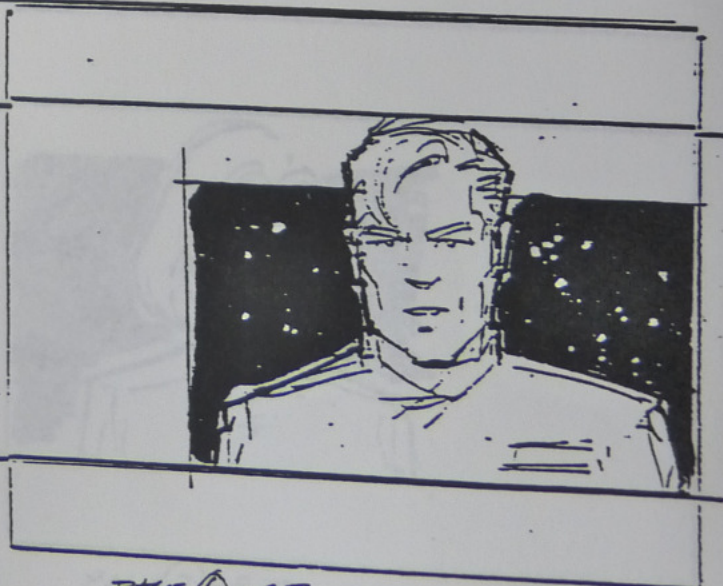
BLAIR

Book regs aren't war regs. ...
In peacetime I'd ground you
faster than a tachyon, but
now it's an indulgence we
can't afford.

(beat)

But don't make one of us
chase you down again,
Mister.

FDK #50



PAGE 6 OF 7

ENE 90.50
ITS

FLINT
That, sir, would be an
indulgence...

FDK #51



E1FDXSF

FLINT'S MORALE DOWN:

ENE
OT

Flint's morale DOWN:

BLAKE
If every pilot pursues a
private war, the Kil-rachi
will triumph. Until
further notice, you're
grounded.

FDK #50



BLUE APR 18 1987

ENE
OT

HOLD ON FLINT ... HER EYES
DEAD.

FDK #51



NE 4C.56

POSTAGE STAMP

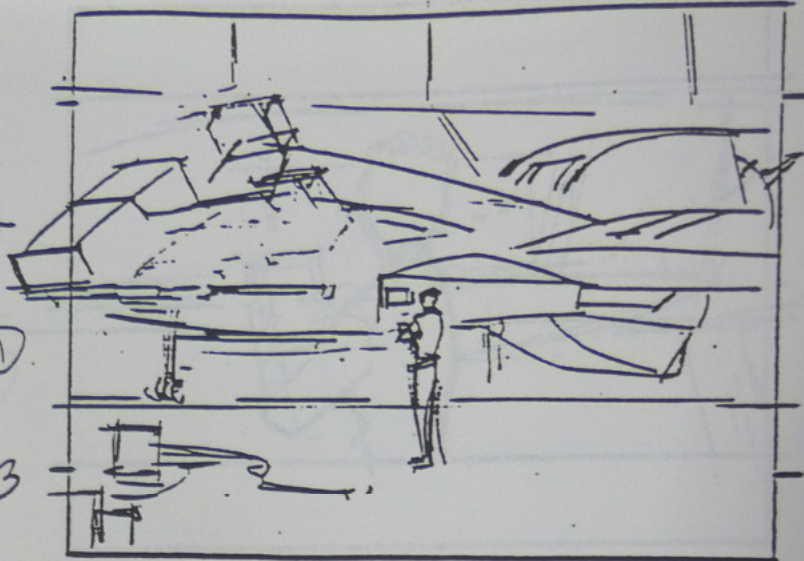
PRACHEL

~~ARROW~~

ARROW

NOTE: Full
SCREEN

FDK-AR-CAM #13



SEE PAGE 8-9

NEF
OTF

4C. 56

PANEL ON FIGHTER
RESPONDS TO
RACHEL

FDK-AR #30

(2)



NEF
OTF

RACHEL
Can we chat off the record, sir?

FDK-AR #30



OTS
MORTON

NEF
OTF

BLAKE
Don't we usually?

FDK-#31

(3)



END

4C.56

RACHEL
Yeah. That's one of the things I
like about you.
(beat)
And the fact that I like you is
why I'm about to say what I'm
gonna say...

(4)

FDK-AR#30



END
OT

BLAKE
Spit it out, Chief.

(5)

FDK-#31



END
OT

FDK-AR#30

(6)

RACHEL
I had this fella. see? And one
day he was out there, and he saw
two of his wingmen get fried
within seconds of each other. He
started blaming himself. It
didn't matter what I, or anyone,
else told him.
(beat)
After a few days ... he took a
thunderbolt out and just kept
going. Hit a jump point just as
the Kilrachi were coming through.

RACHEL (CONT'D)
There was a lot of fireworks...
(beat)
He might still be going, for all
I know. They never found him...
Not even a trace...
(beat)
And that look in your eye. it's
like the one he had in the days
before that mission...
(beat)
You wanna talk about it?



CUT
=TLOW

PAGE 2 of 5

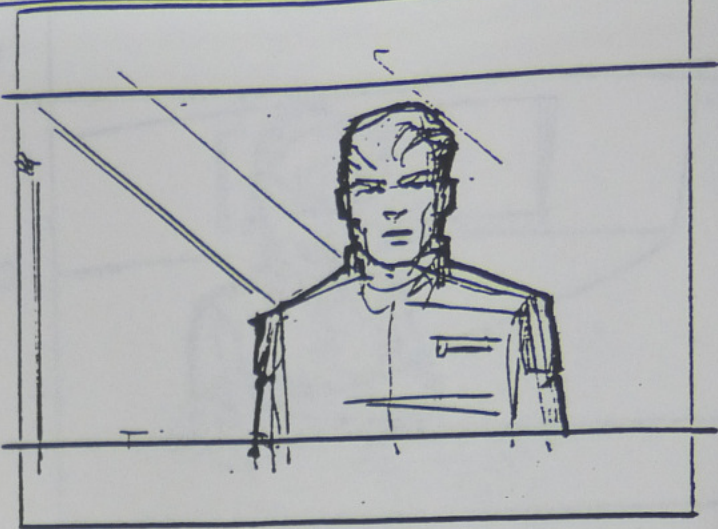
(2)

NEF 56

Rachel's morale UP:

BLAIR
(beat)
I had someone too. I keep
having these nightmares: I
can't pry them out of my
head. Maybe she just
ditched her craft in some
neutral territory -- maybe
she figured out a way to
sidestep this war
completely. But I keep
thinking, one way or
another ... I'd hear.
(beat)
Only I haven't heard.

FDK #31 (7)



NEF
OTF

BLAIR
Maybe my guy and your gal
found each other out there.

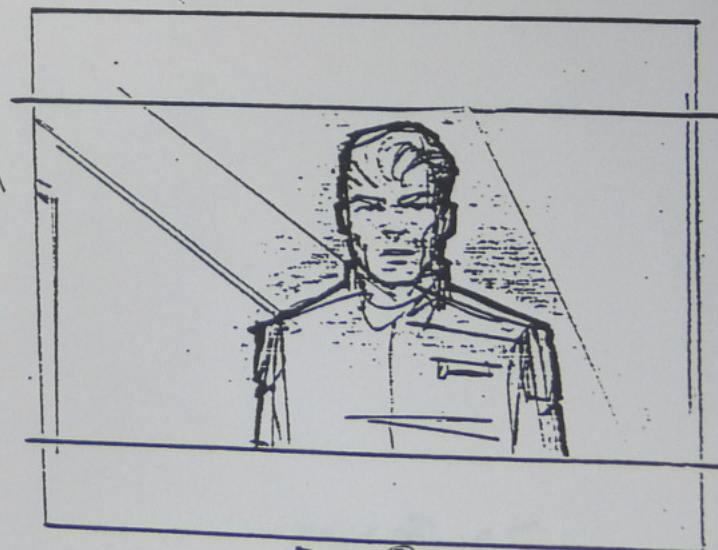
FDK AR #30



NEF
OTF

BLAIR
Well, at least they'd be
alive then.

FDK #31

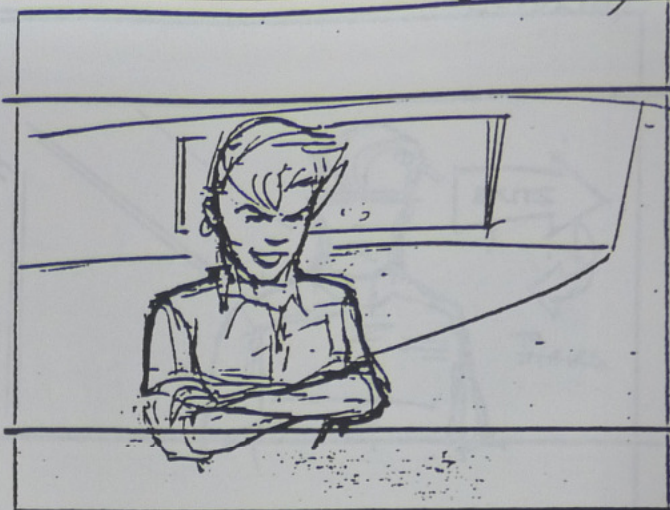


4c.56

(10)

ZACHRY
Yeah. But then I'd have to
kill him when he got
back...

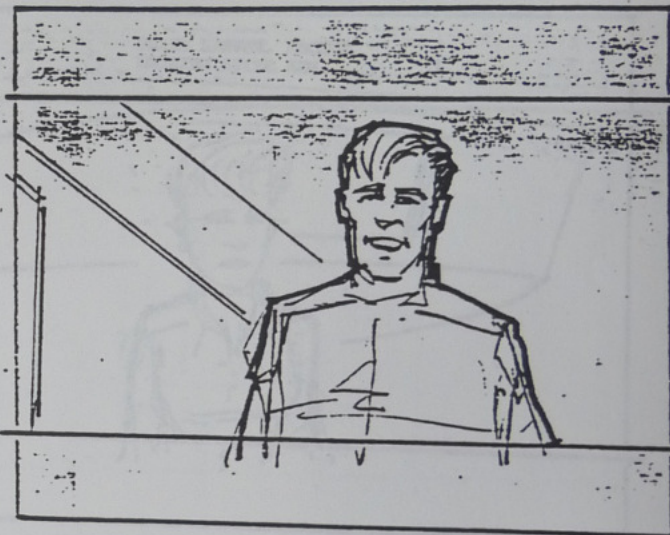
FDK-AR#30



SHE LAUGHS -- AND AFTER A
MOMENT, BLAIR DOES TOO.

(11)

FDK#31



NEF 56

Rachel's morale DOWN:
BLAKE
I wish I could, Chief. I
had someone too...
Hopefully still have. But
I've learned it doesn't do
any good to talk about
these things.

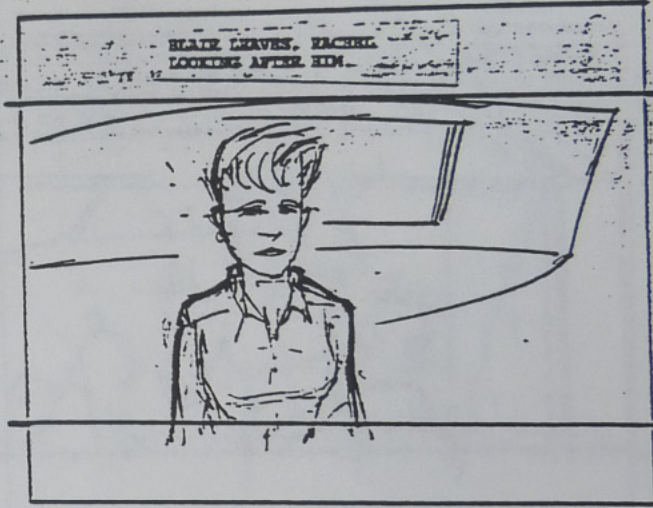
(12)
FDK #31



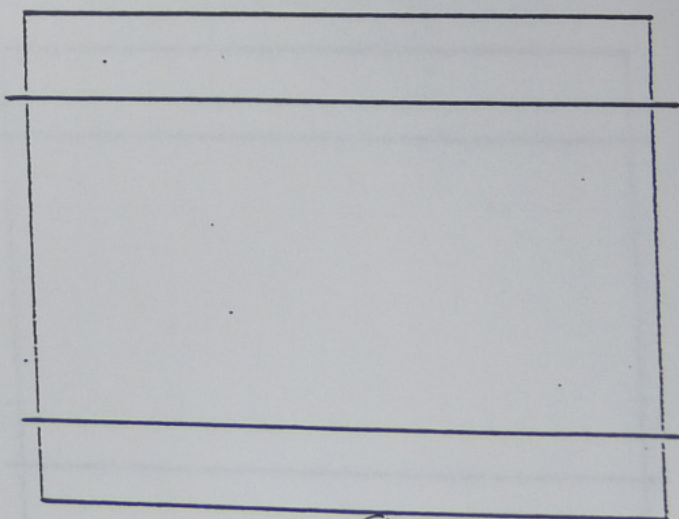
NEF
OTF

(13)

FDK AR #30



NEF
OTF

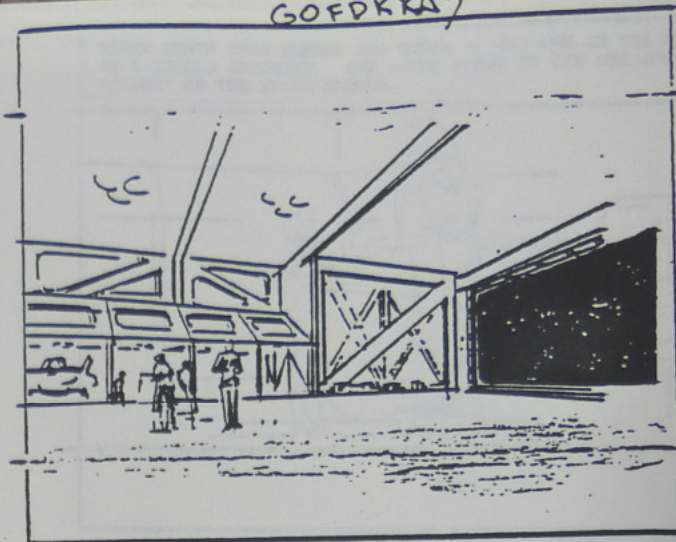


SC. 67

NOTE: FULL
SCREEN

FDK-CAM #13

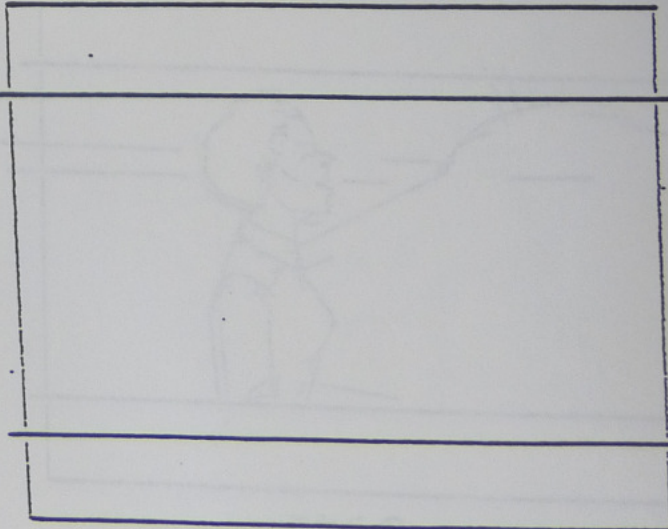
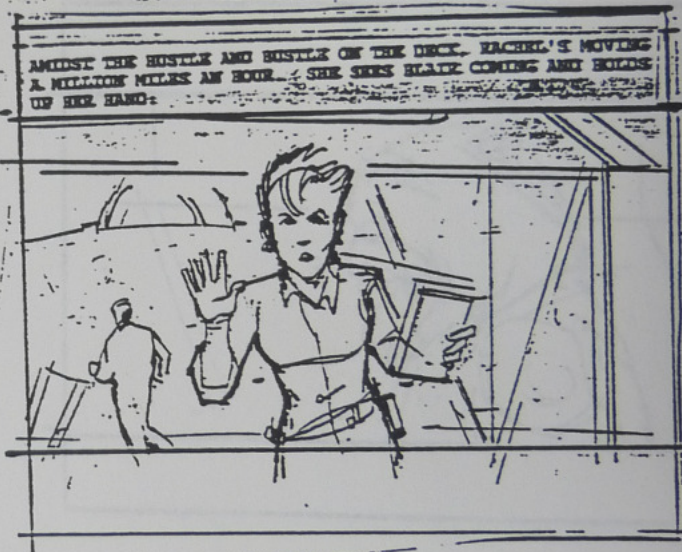
GOFDKRA7



AMIDST THE HUSTLE AND BUSTLE ON THE DECK, RACHEL'S MOVING
A MILLION MILES AN HOUR. SHE SEES HATE COMING AND HOLDS
UP HER HAND:

RACHEL
Can't talk now, partner. All you
jocks were so horny for recon
work -- now you got it, and it
means us grunts gotta bust our
asses for you.

FDK-CAM #30



NE 4c. 81

CONSIDERATION: IF SLATE made
it to G:

COBRA
(furious)
Why didn't you warn us that
your kind could close jump
points?

FDK-CAM#60

SLATE COMES UPON HOBBS AND COBRA -- WHO ARE IN THE MIDDLE
OF A HEATED ARGUMENT. SHE SEEMS READY TO USE HER OWN
"CLAMS" ON THE STOLEN HOBBS.



NE
IT

HOBBS
Lieutenant. I do not
believe our shared enemy
closed the jump point.

FDK-CAM#61



NE
IT

COBRA
Hey, I wasn't hallucinating
when it went off my screen.

FDK-CAM#62



9C. 81

HOBBS
Our esteemed Captain has
theorized that the enemy
cleared the jump point.
The characteristics of the
nebula undoubtedly made
this possible -- and
explains why the Ariel
system had been used for so
long as a convoy passage.

FDK #61



CORRA
You know the Ariel system. Like
the back of your ... paw. And
you claim you had no clue what
was waiting for us?

FDK #62



HOBBS
No more than you, Lieutenant.

FDK #61



NE 4c. 81
IT

CORRA
You're a liar.

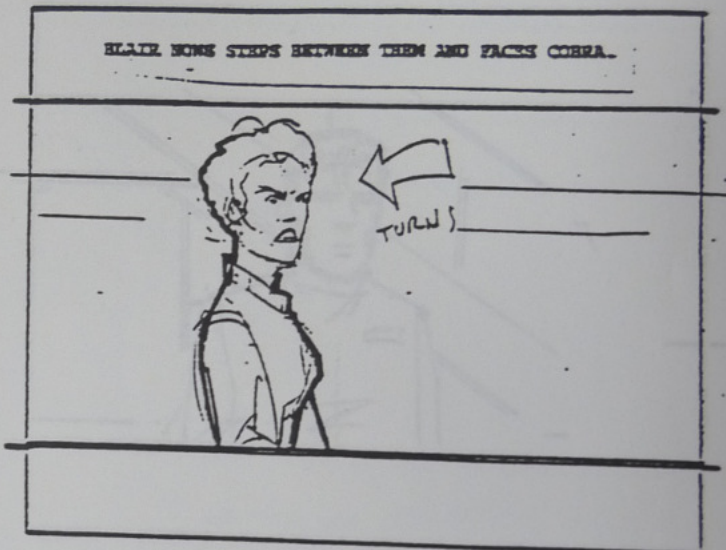
FDK #62



NE
IT

BLAIR SOME STEPS BETWEEN THEM AND FACES CORRA.

FDK #62



HOBBS MORALE UP: COBRAS MORALE DOWN:

NE
IT

FDK = Cam #11

BLAIR
(angry)
This unreasoning hatred
must be stopped. Colonel
Hobbs' loyalty is not to
be questioned again. Is
that understood, Mister?



PAGE (3) OF 7

(3)

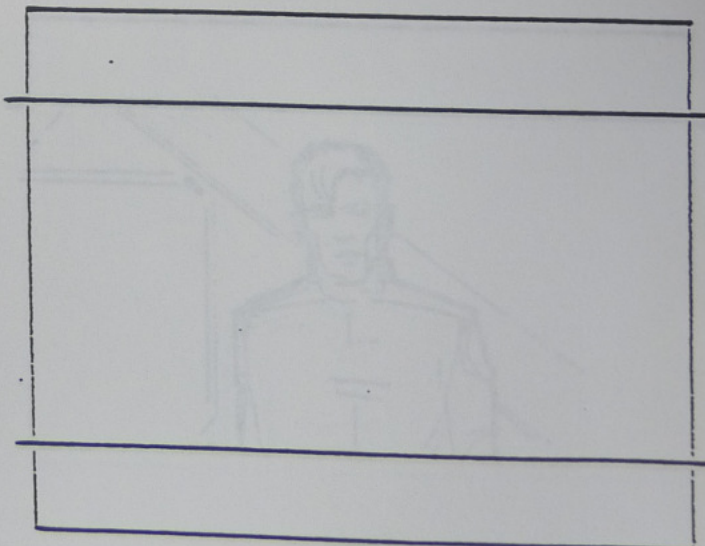
SC. 81

FDK #62

OSCAR STALKS OFF, WITHOUT
RESPONDING.



FDK - CAM #11



HODGES MORALE DOWN: COBRAS MORALE UP:

ENE# 4c.81
OT#

FDK CAM #11

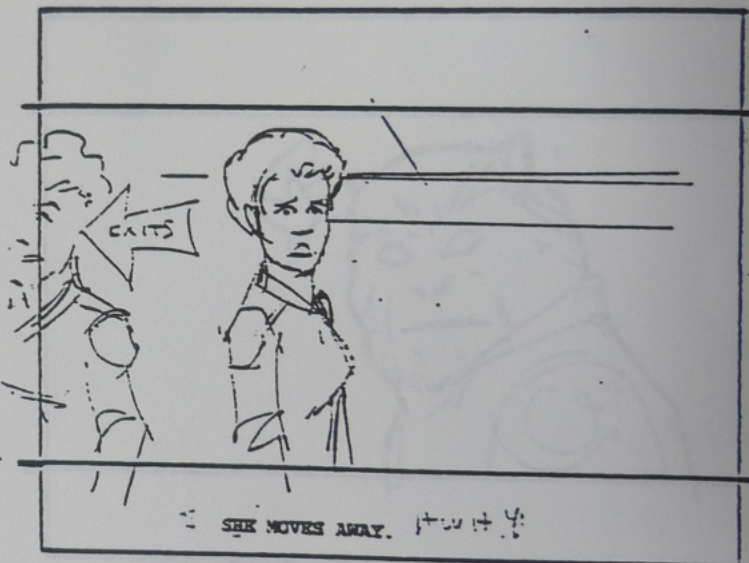
BLAKE
You have any hard evidence,
you see me -- in private.
Understood?



ENE#
OT#

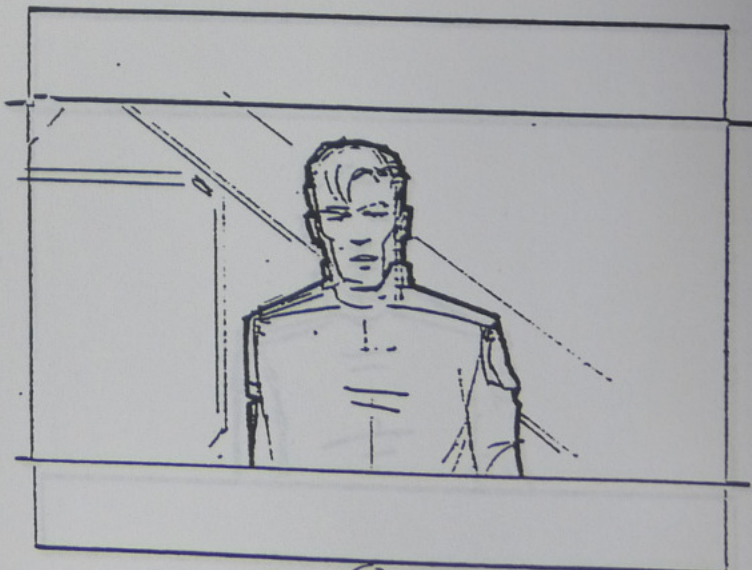
FDK CAM #62

COBRA
(surprised)
Yes, sir.



ENE#
OT#

FDK CAM #11



NE 4c.81
T

FDK_CAM #11

BLAZE
TURNS TO A SHOCKED HOBBS.



NE
OT

HOBBS
You have doubts about my
loyalty, old friend?

FDK_CAM #61



NE
OT

BLAZE
No, buddy, I don't.
(beat)
Cobra's a good pilot. Her
hatred fuels her talent.
We can't afford to lose
that right now.

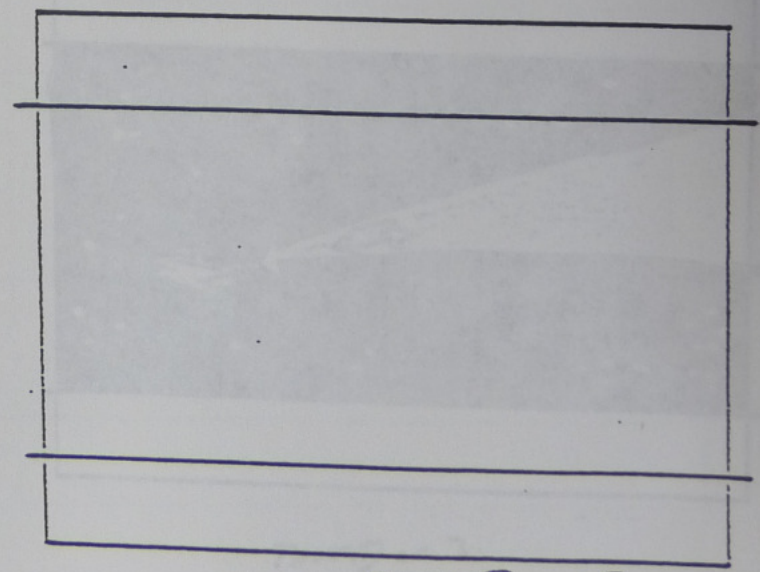
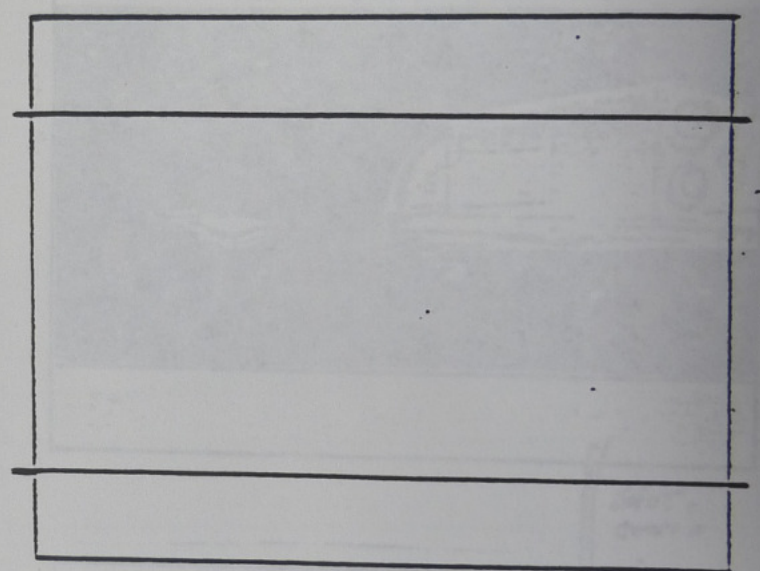
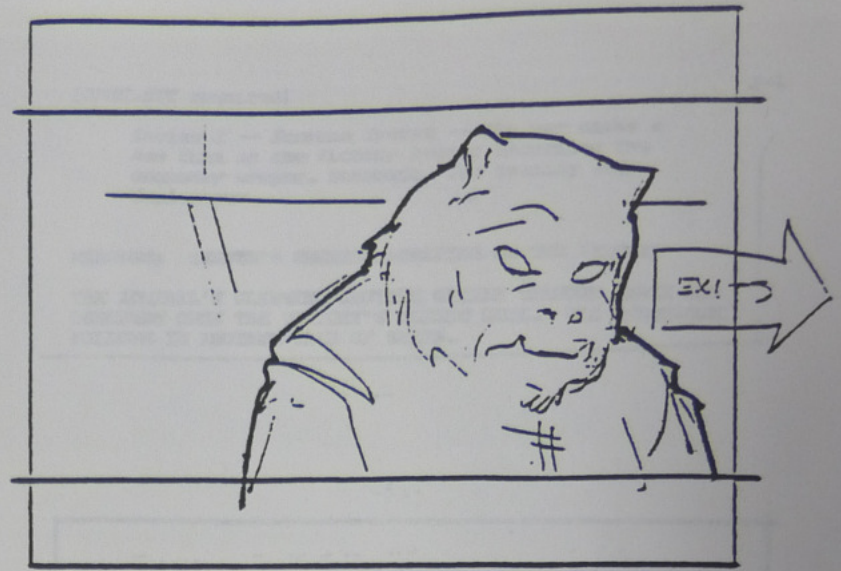
FDK_CAM #11



ENE# 9C. 81
EOT#

HOBBS SHAKES HIS HEAD AND
WALKS AWAY.

FDK CAM #61



(JIFDKTL)

SC.95

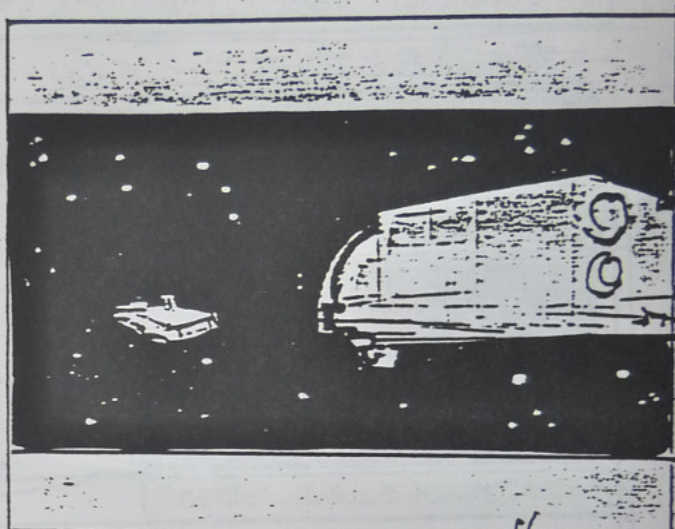
(GAME-STR required)

J-1

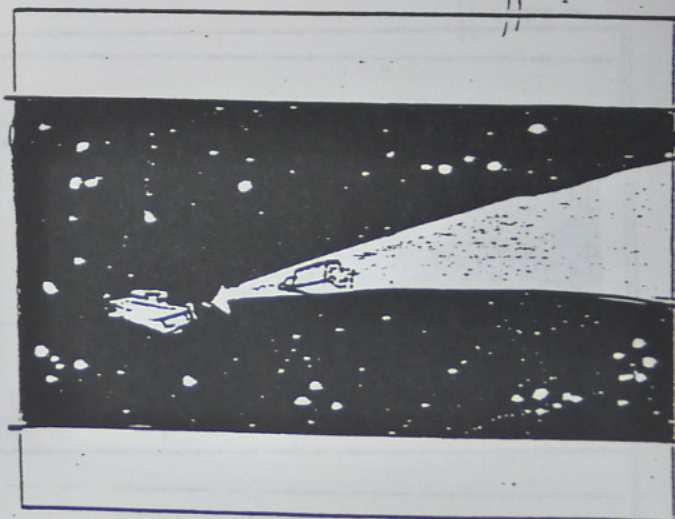
Series J — Suzanne System — The war takes a new turn as the Victory begins escorting the doomsday weapon, Beneath, for testing and deployment.

Headline: Admiral's Shuttle Arrives on the Victory

THE ADMIRAL'S GLEAMING SHUTTLE GLIDES THROUGH SPACE AND DESCENDS UPON THE VICTORY'S FLIGHT DECK. HIS ENCOURAGEMENT FOLLOWS IN ANOTHER PAIR OF SHIPS.



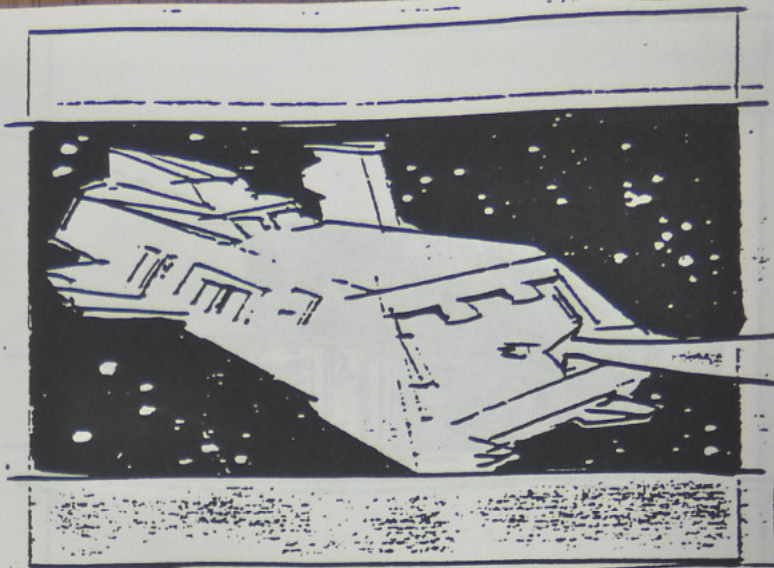
Shot,
CRUIO



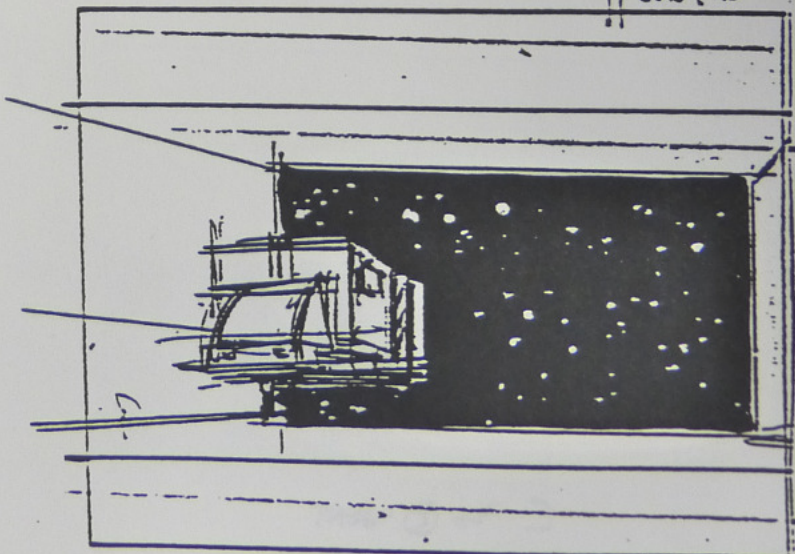
PAGE 1 of 3

GUNNEY

GC.95



Sketch
Cont'd

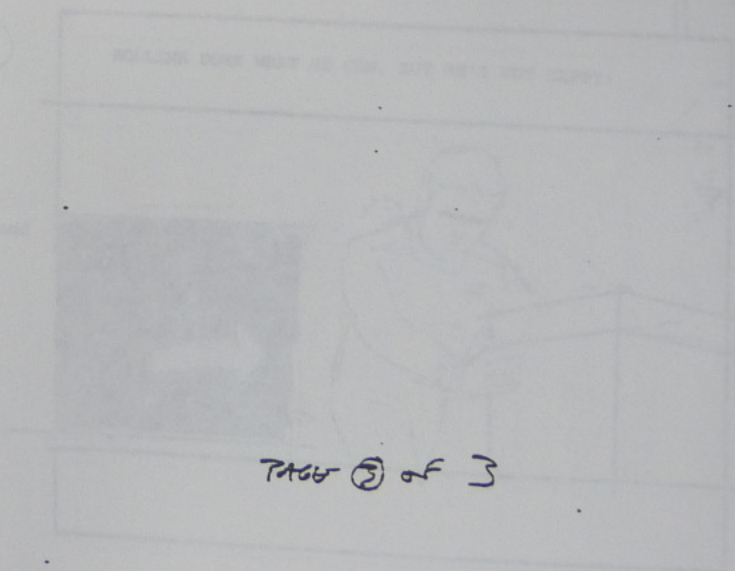
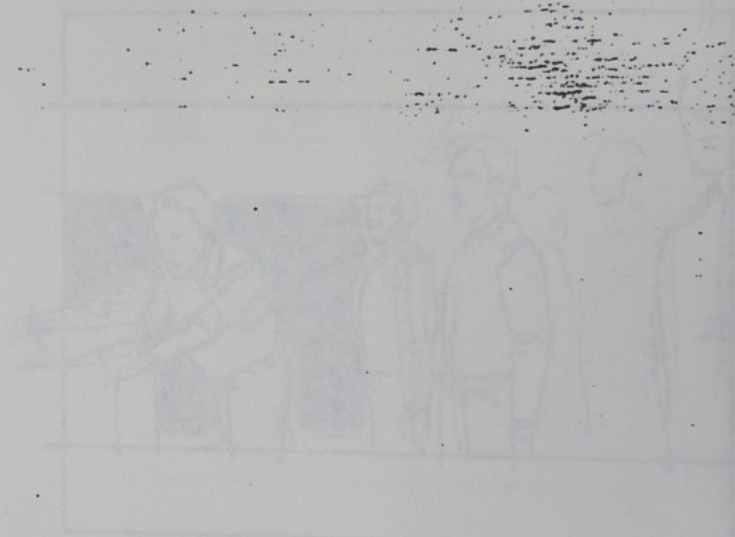
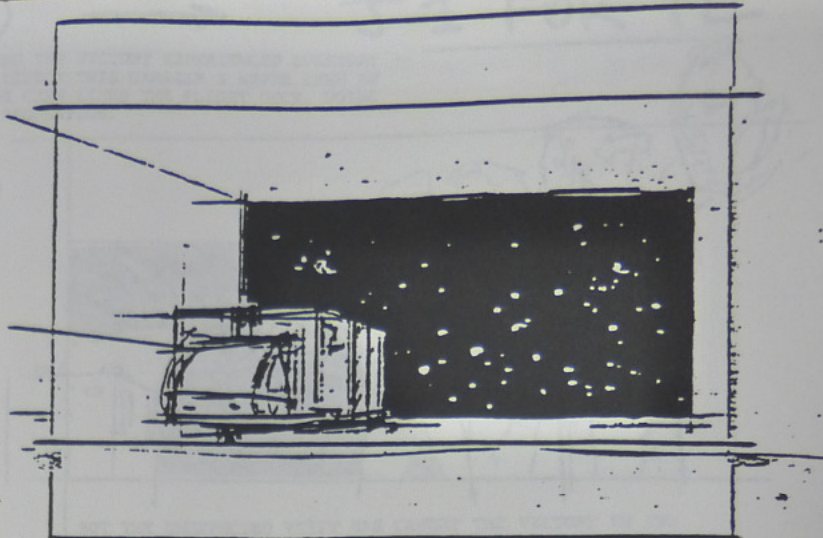


REF

9C.95

STO 300PT
PAGE 3-1

FOR CAM #19



PAGE ③ of 3

GUNNERY

(04SH(12*))

J 1 FOK TL

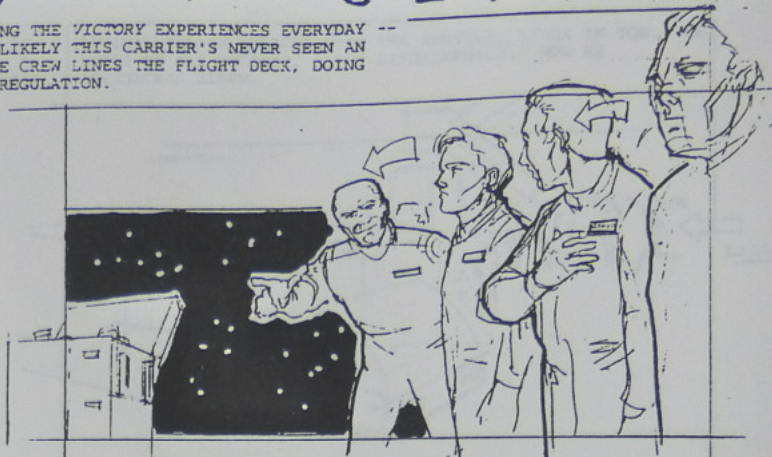
95

THIS IS NOT SOMETHING THE VICTORY EXPERIENCES EVERYDAY --
IN FACT, IT'S VERY LIKELY THIS CARRIER'S NEVER SEEN AN
ADMIRAL BEFORE. THE CREW LINES THE FLIGHT DECK, DOING
THEIR BEST TO LOOK REGULATION.

SEE SCRIPT
PAGE J-1

FDK_CAM # 19

①



BUT THE UNEXPECTED VISIT HAS CAUGHT THE VICTORY IN ITS
NORMAL, GRUNGY APPEARANCE. AS THE SHUTTLE PUTS DOWN,
EISEN SPOTS SOME GRIME ON A BULKHEAD, AND MOTIONS FOR
ROLLINS TO TAKE CARE OF IT.

SHOT
CONT

②



SHOT
CONT

③

ROLLINS DOES WHAT HE CAN, BUT HE'S NOT HAPPY:

ROLLINS
When did I become the maid around
here?



PAGE ① of 4

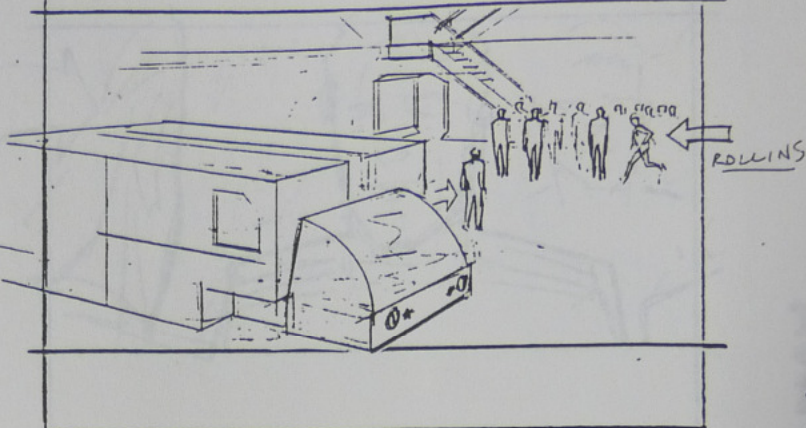
LAUNDICE-25 MAY

GUNNERY

SCENE# 95
SHOT#

(4)

ADMIRAL TOLWYN EMERGES FROM THE SHUTTLE, AIDES IN TOW. HE LOOKS AT THE VICTORY, A BIT DISDAINFULLY. NOW HE APPROACHES EISEN.



FDK_SH_# 17

[GAME.STY required]

FLIGHT DECK - TOLWYN, EISEN

TOLWYN AND EISEN SNAP OFF SALUTES.

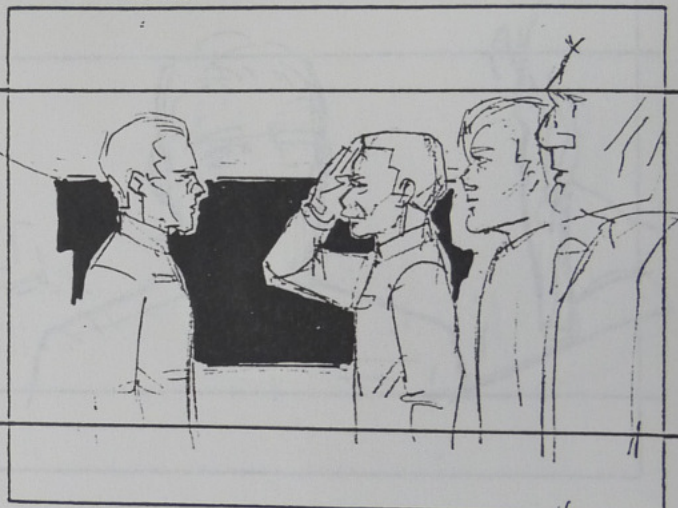
J-2

J1FDKTL

(5)

EISEN
An honor and a privilege to have you, Admiral.

TOLWYN
Pleasure to be aboard, Captain.

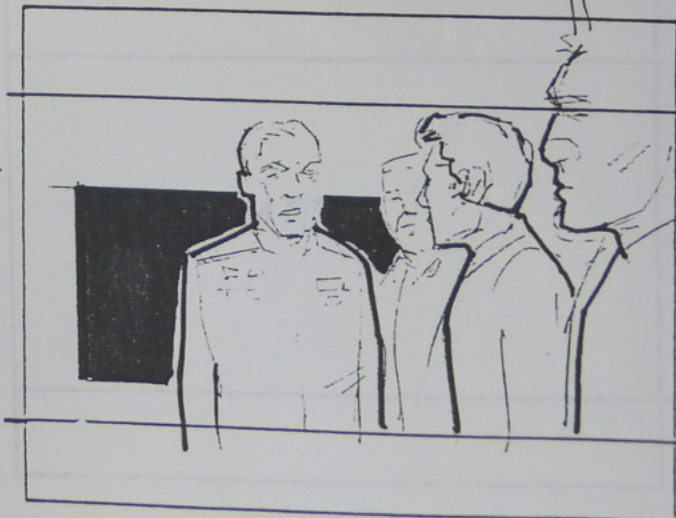


FDK_CAM # 19

SHOT CONT'D

(6)

(he spots Blair)
Ahh, the legendary Colonel Blair.



PAGE 2 OF 4

JANDKE-25 MAY

GUNNERY

GROUP MORALE UP

J I FDK T L

SCENE#
SHOT#

95

~~95~~

7

Group morale UP:

BLAIR
No legends aboard this ship.
Sir. Just pilots trying to do
their job.

FDK-CAM # 11



SCENE#
SHOT#

8

TOLWYN SMIRKS A BIT.

TOLWYN
I'm not so sure such modesty
becomes you, Colonel. I'll
have to see if I can get used
to it. Nevertheless, it's
good we'll be side-by-side
again. We'll see if we can
add to the legend...

FDK-SH- # 10



SCENE#
SHOT#

OMIT

LAUNDICE - 25 MAY

SI FDK TL

GROUP MORALE DOWN

SCENE# 95
SHOT#

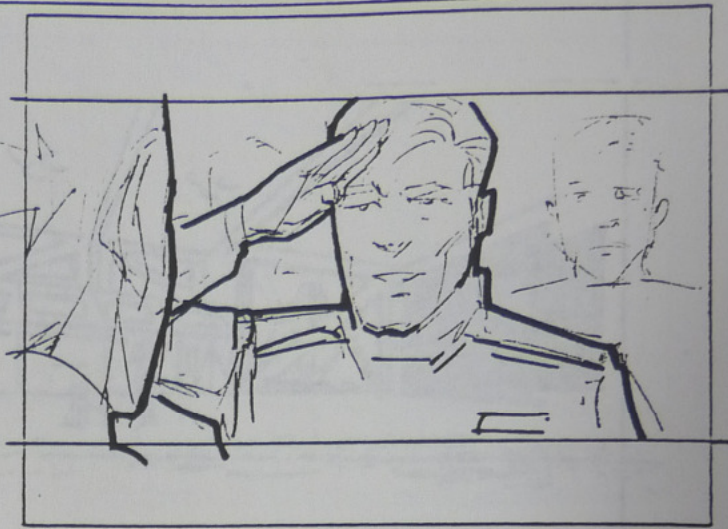
Group morale DOWN:

BLAIR

(salutes)
Ready to add to the legend,
now that you're here.

FDK - CAM # 11

(10)



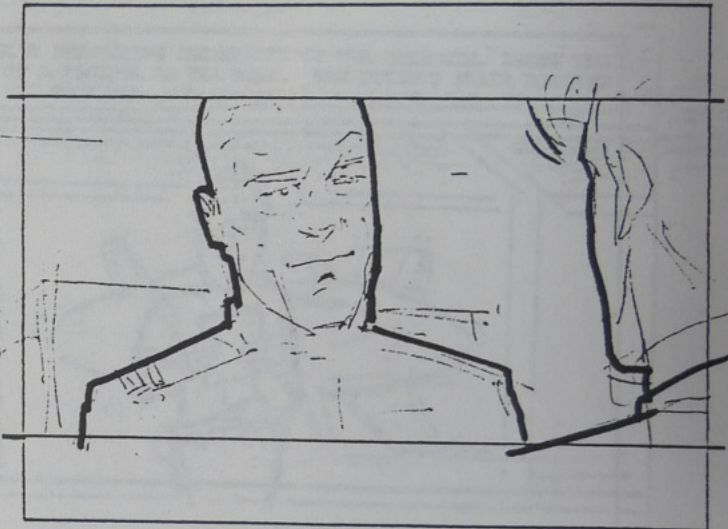
SCENE#
SHOT#

TOLWYN

(grins)
Same old Colonel Blair.

FDK - SH - # 10

(11)



SCENE#
SHOT#

STANDARD CLOSING

TOLWYN TURNS AGAIN TO EISEN.

TOLWYN
I've brought my cook aboard.
Let's see about getting a proper
meal, shall we?

FDK - CAM # 19

(12)

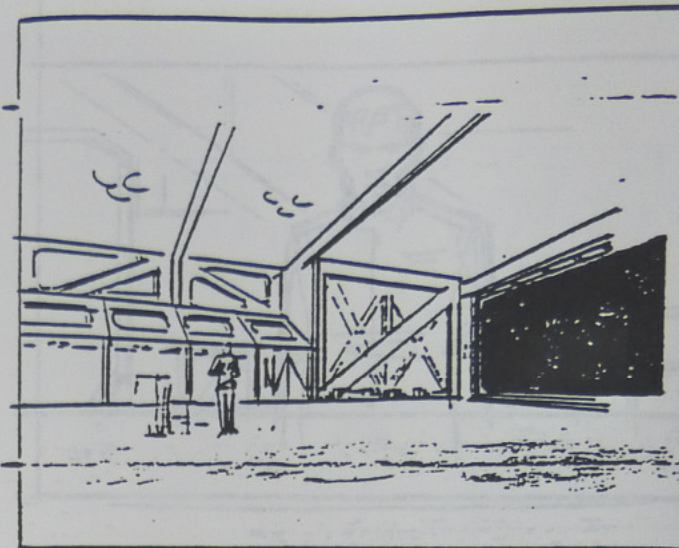


JAUNDICE - 25 MAY

4C.100

NOTE: FULL
SCREEN

FDK CAM #13



RACHEL'S INSPECTING BLUEPRINTS OF THE BEHEMOTH, USING THE
WING OF A FIGURE AS HER DESK. SHE NOTICES BLAKE LOOKING
OVER HER SHOULDER.

RACHEL
My, my, Grandma ... what a big
gun you have.

FDK #30



INSERT
BEHEMOTH
BLUEPRINTS
HERE

Practical

4C.100

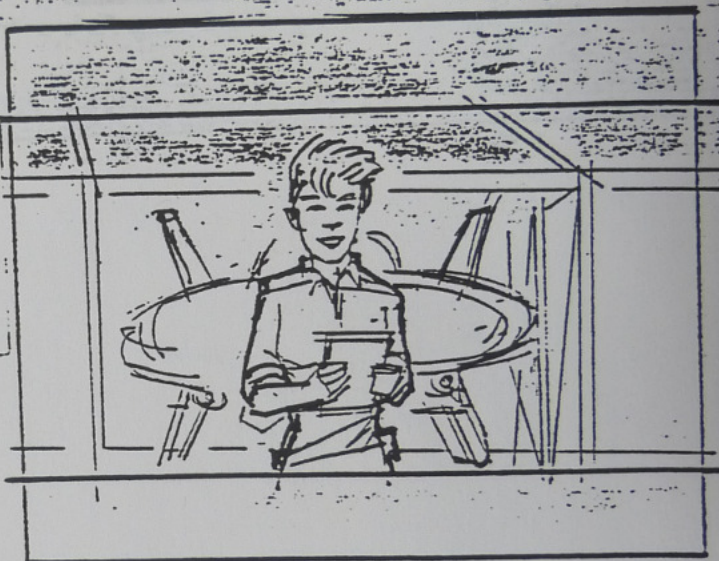
BLAKE
They don't get any bigger.

FDK #31



RACHEL
(grins)
Yeah, that's what they all say.
Talk is cheap.
(beats)
Maybe you haven't noticed. But
the shields on this thing? Awful
thin. I guess it sucks up so
much juice that all the usual
standard equipment gets
shortchanged.

FDK #30



BLAKE
Probably in the specs for next
year's model.

FDK #31



9C.100

JOFDKRA9

RACHEL
Year: Christmas-tree lights
would be nice too.

FDK-#30



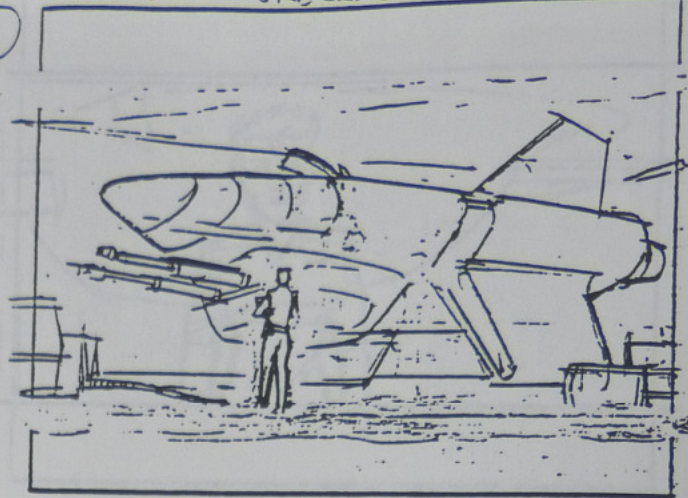
SCENE 4C.111

CHECK
AGAINST
NEW PAGES
OF SCRIPT

FDK-AR CAM #13

(FORMALLY KRIEGLAS -- SEE PAGE 1K-3)

①



SCENE
FOOT

②

RACHEL: LOOKING MUCH MORE "REGULATION" AND SHE'S CLEARLY
NOT HAPPY ABOUT ALTERING HER CARE. BLAKE CAN'T HELP BUT
CHUCKLE.

RACHEL
Don't say a thing.

FDK-AR #30



SCENE
FOOT

③

BLAKE
Heard you got chewed out by the
Admiral himself.

FDK #31



GUNNERY

KO FDKRA 5

ENE 111
JTS

(4)

ZACHRY
I should wear that as a badge of honor, I guess. According to the Admiral --

SHE MIMICS TOLVER --

ZACHRY
'Sloppy dress means sloppy work.'
(beats)
Excuse me for not heading to the dry cleaners every time after I sweep out a part.

FDK-AR #30



ENE
JTS

(5)

BLAIR
(shrugs)
He sticks real close to the regs.

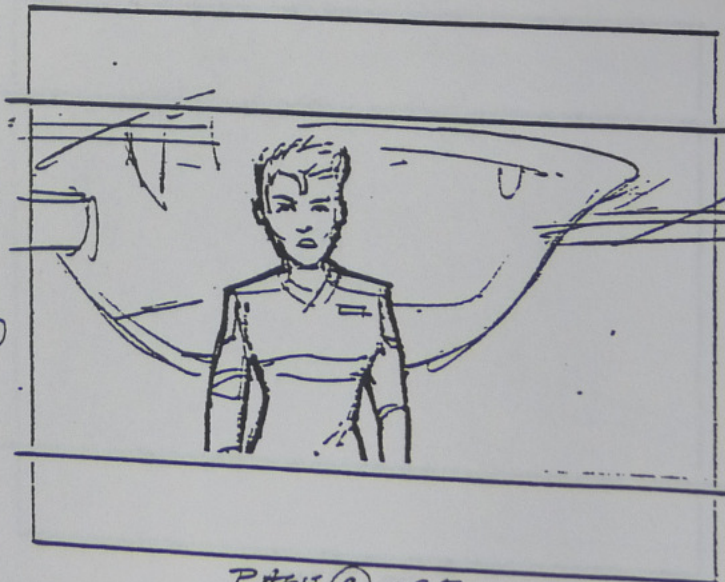
FDK #31



(6)

ZACHRY
After the war, I'm gonna make it my mission to loosen the screws on all the moving parts belonging to guys like him. Then I'll really feel like I'm accomplishing something.

FDK-AR #30



PAGE 2 OF 3

(2)

GUNNERY

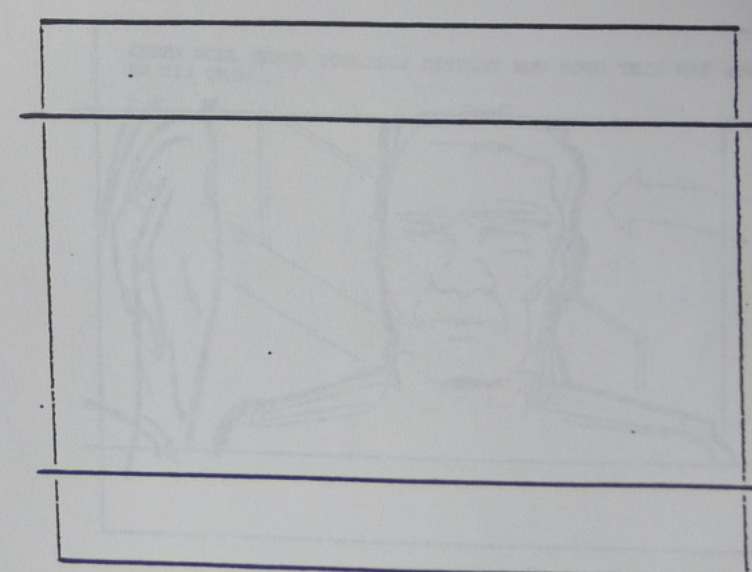
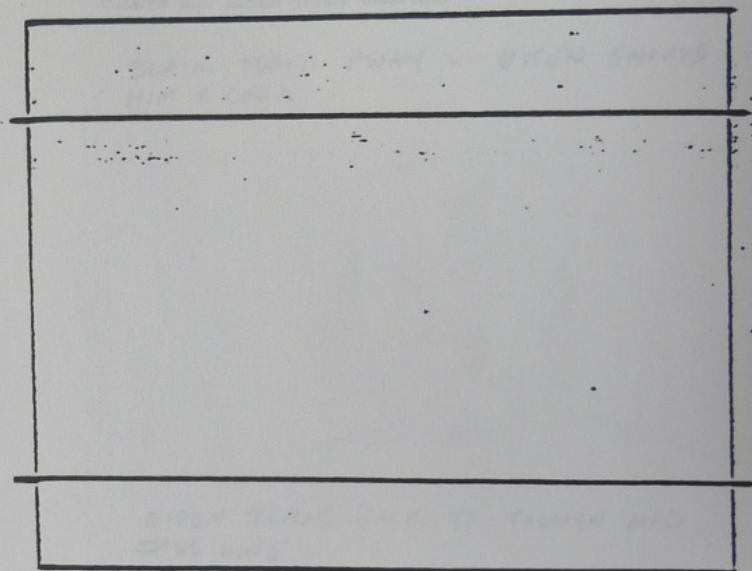
KOFDKRA

(7)

REF 111
JTS

HEAR
Well, save a screwdriver for me.
will ya?

FDK #31



(3)

14 TOLLV

L-1

14TOLLV

SHOT#

ADMIRAL TOLWYN EMERGES, PREPARED TO BOARD A SHUTTLE THAT WILL TAKE HIM AWAY FROM THE VICTORY. THE GOING-AWAY COMMITTEE APPEARS MUCH SMALLER THAN THE WELCOMING COMMITTEE ... WITH THE BEHEMOTH GONE, TOLWYN'S STAR HAS FALLEN CONSIDERABLY...

NOTE: SPLIT DIOPTR

TOLWYN
I am returning command of the
Victory to you, Captain...

FDK - CAM #19

Storyboard panel 10: Blair is shown in profile, looking out a window at a starry night sky. An arrow points to a close-up of Blair's face, with the text "BLAIR TURNS INTO SHOT" written next to it.

BLAIR STANDS OFF TO THE SIDE, LOOKING LIKE AN EMPTY SHELL,
A ZOMBIE... HIS EYES SEEM DEAD...

TOLWYN AND EISEN TRADE SALUTES.

BLACK TURKS AWAY -- EISEN SHOTS
HIM A LOOK.

SHOT#

EISEN TURNS BACK TO TOLWYN AND
SEES LING

SHOT#

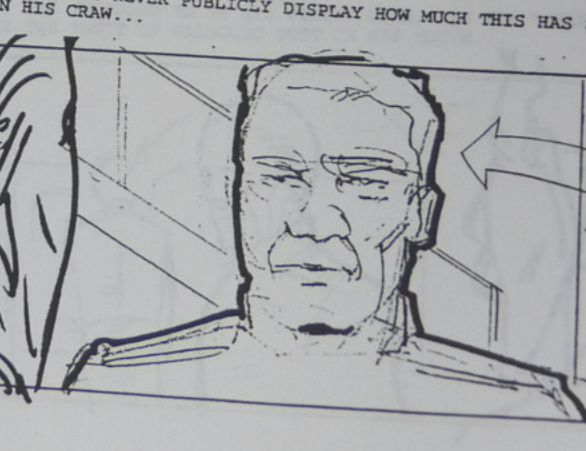
Yes, sir.

EISEN

EISEN WILL NEVER PUBLICLY DISPLAY HOW MUCH THIS HAS STUCK
IN HIS CRAW...

FDK # 11

EISEN WILL NEVER PUBLICLY DISPLAY HOW MUCH THIS HAS STUCK
IN HIS CRAW...



PAGE ① OF 3

LAUNDICE - 25 MAY

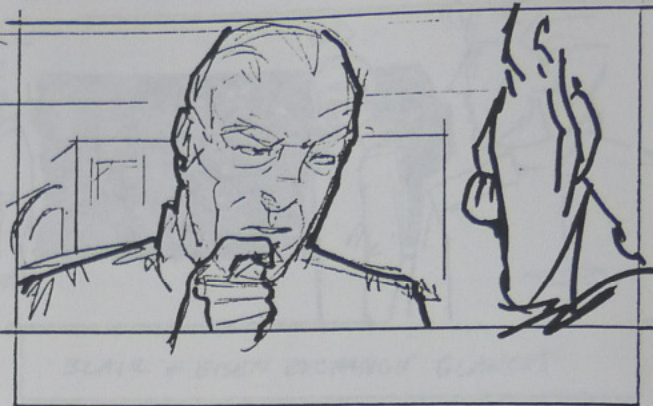
14 TOL LV

SCENE# 124
SHOT#

TOLWYN
They knew where we were going ...
and when... They knew every one
of our moves... They knew
exactly where to strike ...
(bitterly)
I have every reason to suspect
you have a leaky ship, Captain.

FOK_SH_ #10

TOLWYN SHAKES HIS HEAD ... SOMETHING SEEMS TO HAVE GONE
OUT OF HIM...



SCENE#
SHOT#

EISEN
Respectfully, sir ... I resent
such innuendos regarding my
crew's loyalty. Battles are won
or lost. There are never any
guarantees.
(beat)
And at the time, sir ... it was
your ship.

FOK_SH_ #11



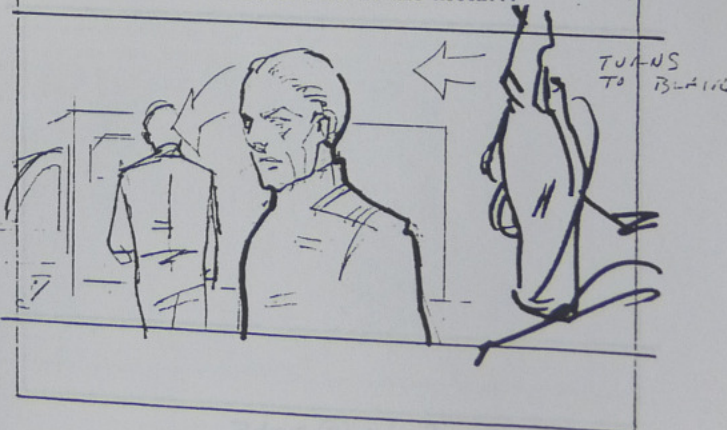
SCENE
SHOT#

TOLWYN
Fight well, Captain... It's
going to be a tough row to hoe
from here out.
HE CLIMBS ABOARD THE SHUTTLE.
IT RISES SLOWLY... AWAY FROM CATASTROPHE...

EISEN TURNS TOWARDS
TOLWYN

FOK_SH #10

TOLWYN LOOKS SOURLY AT EISEN...
THIS WAS SUPPOSED TO BE HIS FINEST HOUR, AND NOW THERE IS
ONLY THE TASTE OF GALACTIC DUST IN HIS MOUTH...



LAUNDICE-25 MAY

GUNNERY

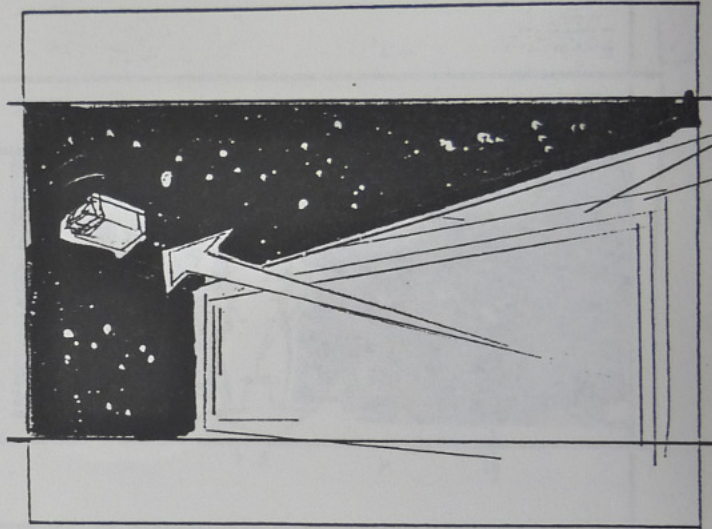
14 TOLLU

SCENE# 124
SHOT#

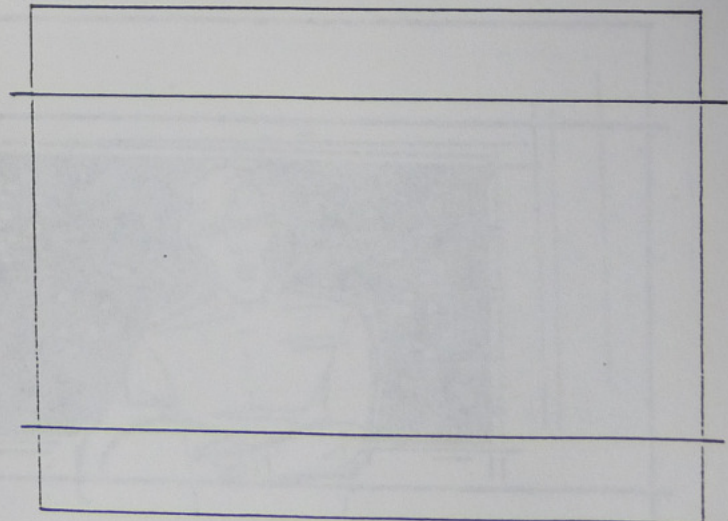
FDK_SH #19



SCENE#
SHOT#



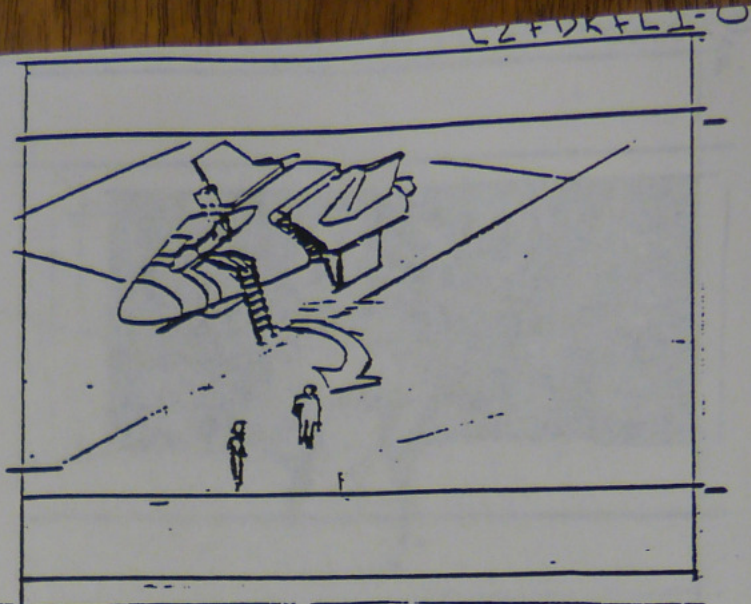
SCENE#
SHOT#



LAUNDICE - 25 MAY

SC. 127

EX
AR #7
FDK SO
HU
MF



L2FDKFLI-0

FLIGHT
Are you alright?

FDK #3



BLUE
APR 18 1993

FLIGHT
I've had better days...

FDK #19

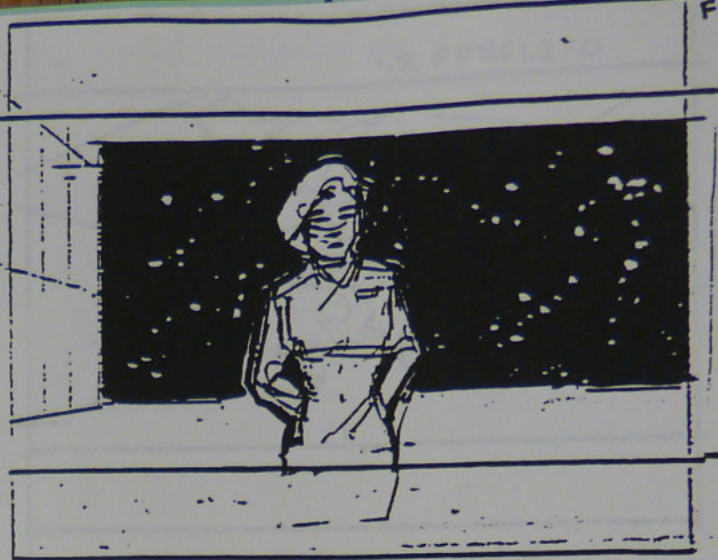


GUNNERY

9C. 127

FLINT
(hesitant)
Still ... the way you've been
holding up, considering...
(beat)
You've really been showing us
what you're made of.

FDK #3



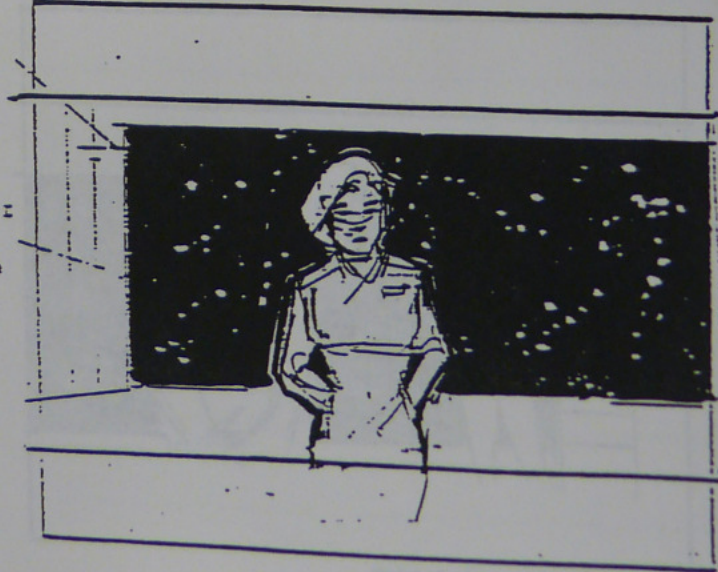
Thanks, Flint.
BLAIR

FDK #19



FLINT
When I think about how stupidly I
acted back in Locanda...
(beat)
I'm sorry about Angel. Everyone
on board is.
(beat)
She must have been something.

FDK #3



BLUE APR 18 1994

9C.127A

EX
AR #7
FDE
HU
MP

L2 FDKFL2-0



FDK#19



BLUE APR 18 1987



SC. 127A

FLINT
Is that the way you face your
problems?

FDK #19

FLINT HANGS A FUSELAGE.

L2FDKFLZ-0



BLAKE
Look, I need this like--

FDK #3



FLINT
'You have to fly with your head,
not your heart.' Those words
ring a bell?

FDK #19



PAGE 2 OF 5

APR 18 1984

BLUE

NEF 9C.127A
TTS

FDIC #3

BLAKE
(beat; grins)
You take good notes.
Discontent.
(beat)
You think we can avoid a
schedule long enough for me
to get a cup of coffee?



NEF
TTS

FLINT
The Kilmachi don't usually
download their schedule in
advance.
(beat)
I'm sorry about Angel.
Everyone on board is. We
know she was someone quite
special.

FDK #19



BLUE APR 18 1987

NEF
TTS

BLAKE
Yeah... That she was...

FDK #3



ENE 127A
OTF

BLAIR
You have no call to lecture
me.

FDK #13



ENE
OTF

FDK #19

BLAIR
Listen. I'm sorry about
Angel. We all are but--

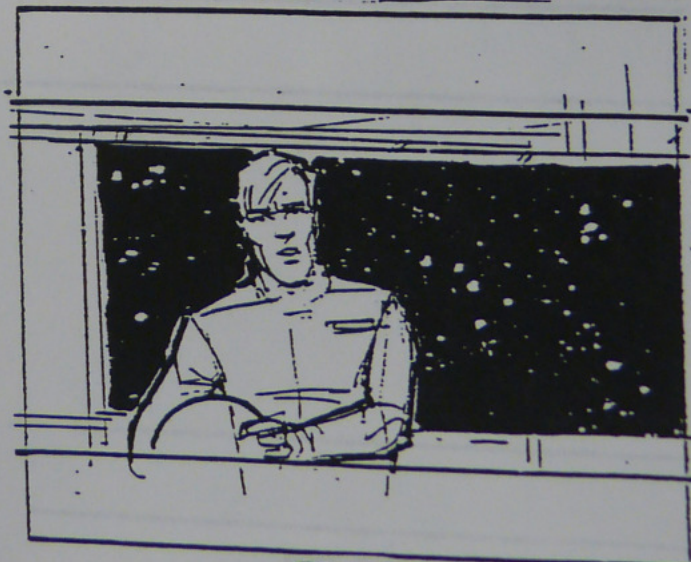


BLAIR 18 1004

ENE
OTF

FDK #3

BLAIR
You want to lodge a formal
complaint regarding your
commanding officer,
Lieutenant. I suggest you
do so. Otherwise, back
off.



PAGE (4) OF 5

NEF
DTF

9C-127A

(107)
Yes. Sir.

FDK #19

LZFDKFL2-0



NEF
DTF

NEF
DTF

APR 18 1987

BLUE

L3 FDK CB

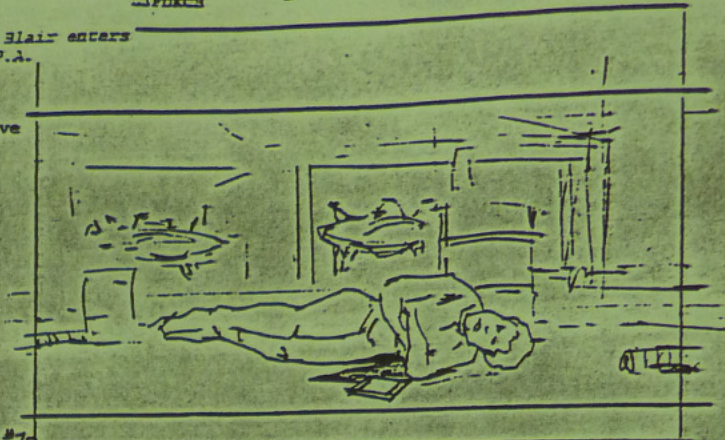
FLIGHT DECK - COBRA, PALADIN, VAQUERO

REFERENCE

ENE 135

NOTE: This scene is triggered when Blair enters the Briefing Room. An ALARM and a P.A. ANNOUNCEMENT will sound:

ROLLINS (V.O.)
Flight deck. Emergency. We have trouble on the flight deck --



FDK-cam #70

All doors will be closed -- Blair's only option is to proceed to the flight deck where:

COBRA LIES IN A POOL OF HER OWN BLOOD, MORTALLY WOUNDED. THERE ARE DEEP SLASHES ACROSS HER ABDOMEN. CUTS THAT COULD ONLY BE MADE BY THE CLAWS OF A KILRATHI --

Sc 135

COBRA
(gasps)
Colonel --



FDK-cam #70

Green 4.25.94

Sc 135

BLAIR
(stunned)
Hobbes?



FDK-cam #71

L3 FOK CB

Sc. 135

COBRA
He was about to send this --

PRACTICAL



SHE HANDS HIM A TINY HOLO-PDA.

Green 4.25.94

NE 9C.135

EISEN (HOLO)
...prison planet is Alcor V.
We're going to enter the system
through the 'back door' -- under
normal drive. Colonel, I'd like
you to scout ahead--

BRF-CAM#6

BLAIR TRIGGERS IT, AND TO
HIS AMAZEMENT, BEGINS WATCHING A REPLAY OF AN EARLIER
BRIEFING. HE SEES HIMSELF, EISEN AND PALADIN STANDING AT
THE MAP TABLE:



BLAIR TURNS OFF THE HOLO, SHAKES HIS HEAD IN DESPAIR.

BLAIR
All this time, he's had us
bugged --

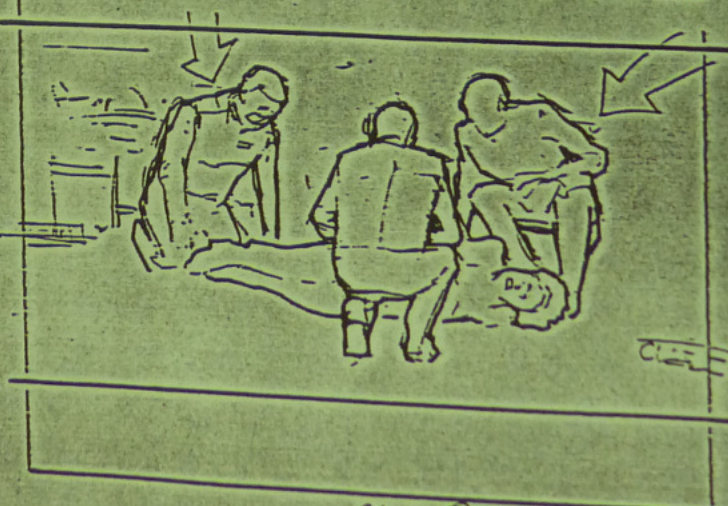
FDK#71



Green 425.94

PLEASE NOTE:
EISEN REPLACES
PALADIN IN THIS
SCENE.

PALADIN AND VAQUERO RUSH ONTO THE SCENE. BLAIR LOOKS DOWN
AT COBRA.

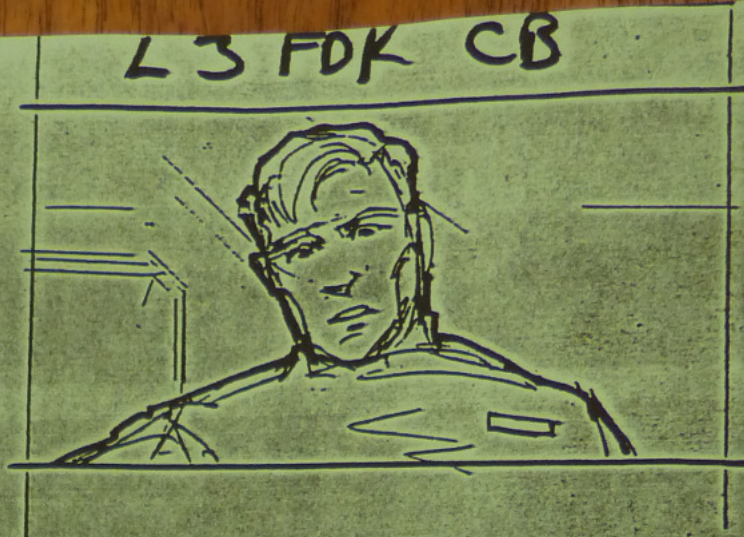


FDK#70

SCENE 135
FOOT

BLAIR
We have to get you to the
infirmary--

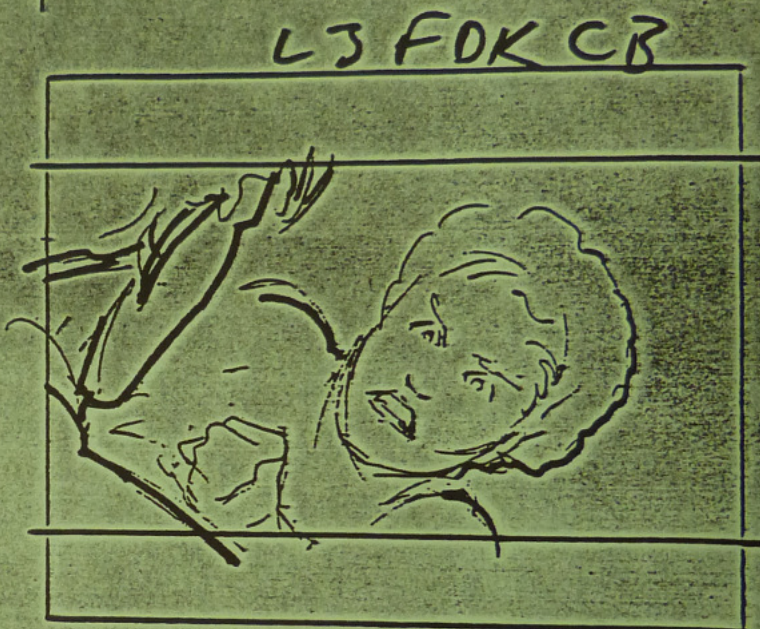
FDK #71



SCENE 135
FOOT

COBRA
No -- get Hobbes -- you still
have time --

PRACTICAL



L-21

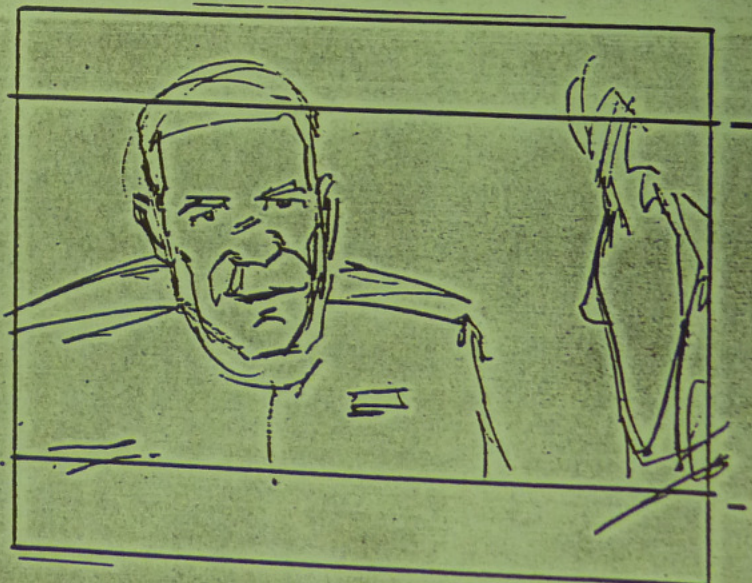
Green 4.25.94

SCENE 135
FOOT

OIS. BLAIR ONTO
EISEN

That's a negative, Colonel.
We're almost at Alcor V, and a
pursuit now jeopardizes the
entire operation.

FDK #72



135
EOT:

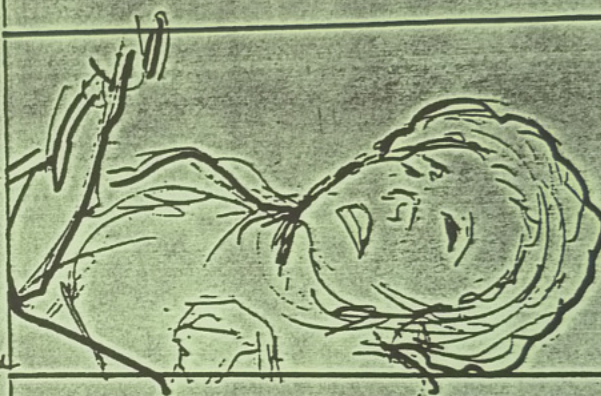
Blair chooses Mission L3:
BLAIR LOOKS DOWN AT COBRA,
WHO DIES IN HIS ARMS. HE
STANDS AND HEADS FOR A
FIGHTER -- BETRAYAL AND
HATE FILLING HIS EYES --

EXTREME
C.U.
A CHOICE
MADE HERE



CUT IN
CLOSE PRACICAL
ON BLAIR
FOR CHOICE

FDK #71



Green 4.25.94

BLAIR STANDS OUT OF A ME



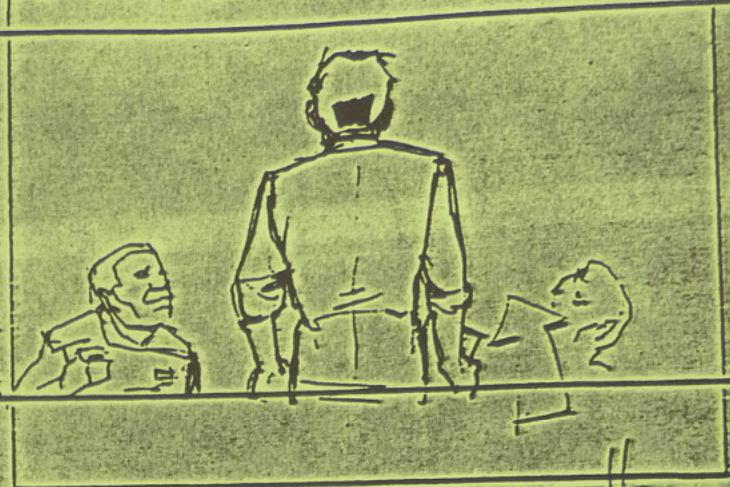
FDK #70

Sc 135

L3 FDKCB

BLAIR STANDS INTO FRAME.

FDK #73



SHOT
CONT

SCENE 135
SHOT

EISEN

~~PARADEY~~ MOVES TO STOP HIM--

BLAIR
(gritting his teeth)
It was Hobbes...

FDK #73

BLAIR TURNS ...



SHOT
CONT'D

SCENE 135
SHOT

... AND HE'S GONE.
Go to Mission L3.

FDK #73

... AND EXITS FRAME.



Green 4.25.94

BLAIR DOES NOT CHOOSE MISSION L3:

L3 FDKCB

135

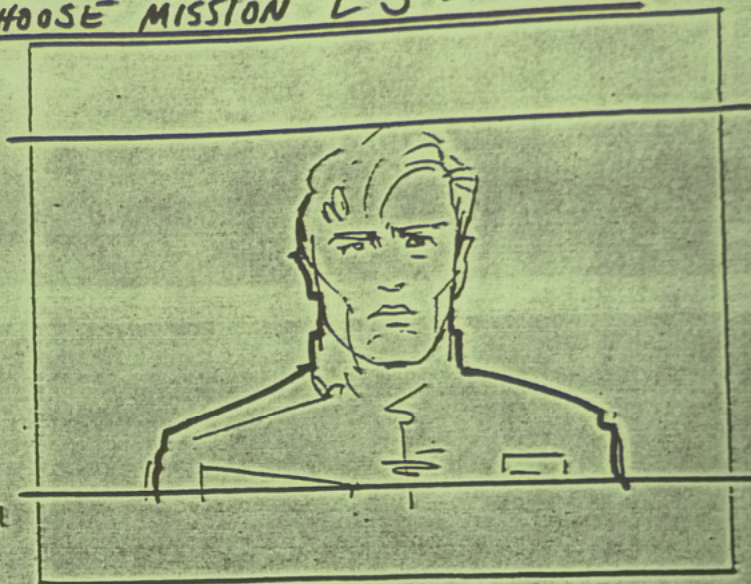
Blair does NOT choose
Mission L3:

BLAIR LOOKS DOWN AT COBRA.
WHO DIES IN HIS ARMS. HE
HANGS HIS HEAD.

BLAIR
It was Hobbes... It was
Hobbes...

Go to L4.

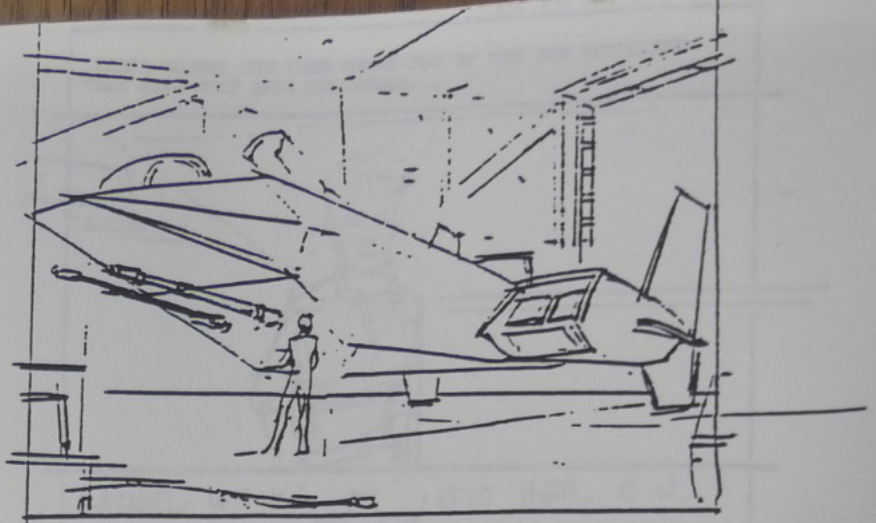
FDK#71



Green 4.25.94

SC. 147

FDL EX-#13



MOFOKRAS

RACHEL'S
POSTAGE STAMP
~~ARROW~~
EXCAL.

BLUE APR 18 1984

ENE
OT

SC. 147

RACHEL
(standing)
At last I get to show what I can
do.

FDK-EX #30

RACHEL STANDS OUT FROM UNDER ONE OF THE NEW ESCALATORS
THAT HAVE JUST BEEN DELIVERED...



RACHEL WALKS INTO HER C.U.

ENE
OT

BLAIR
Oh, I don't know, Chief — I've
been pretty impressed since the
gaggo.

FDK-#31



FOR 18 1004

BLAIR

ENE
OT

RACHEL
Yeah, but you haven't seen
everything. Not by a long shot.

FDK-EX #30



4C. 147

SHE MOVES CLOSER TO HIM.

FACER
(beat)
How 'bout we get together and
I'll show you the nest? Sooner
or later, you and me, we gotta
let go of the ghosts. Figure out
if the party is somewhere else.

FDK-EX #30



BLAKE
(smiles)
You think our party might meet.
Chief?

FDK #31



APR 18 1984

BLUE

FACER
You never know until you take a
test run.

FDK-EX #30



4C.147

BETTER
Better be careful. I just might
take you up on that...

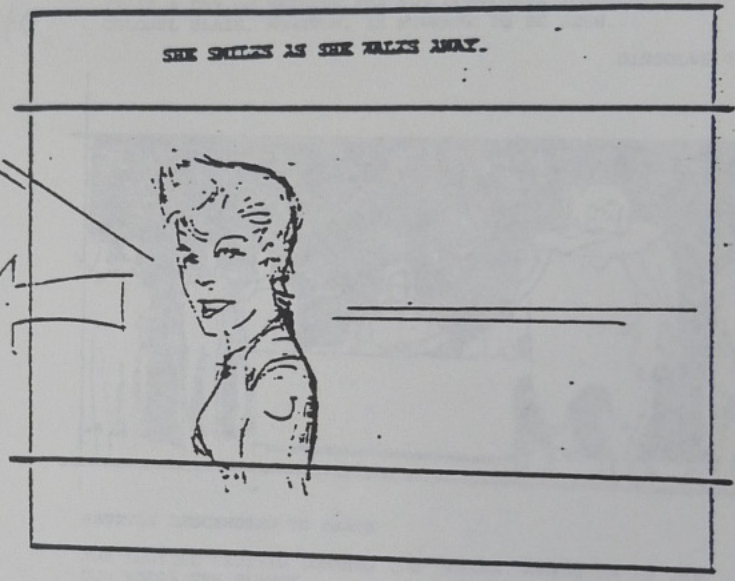
FDL #31



SHE SMILES AS SHE WALKS AWAY.

We'll see...

FDL-EX #30



BLUE 5777 APR 18 1984

CONFED HQ

IN A SCENE REMINISCENT OF THE ENDING TO WORLD WAR II, WHEN
MACARTHUR ACCEPTED THE JAPANESE SURRENDER ABOARD THE USS
MISSOURI...

SC 179 P-15

NOTE:
THIS SCENE
WILL BE
PLAYED ON
THE VICTORY
FLIGHT
DECK.

FDK-TR-CAM#40

NOTE:
TABLE/DESK
IS PRACTICAL
—
TOLWYN SITS
AT CENTER

FDK-TR CAM#41

PWFDK TL



ADMIRAL TOLWYN, AND NUMEROUS CONFEDERATION BIGWIGS, SIGN A
TREATY WITH THE KILRATHI -- LED BY MELEK.

IT IS A DAY OF TRIUMPH FOR THE CONFEDERATION...
COLONEL BLAIR, HOWEVER, IS NOWHERE TO BE SEEN...

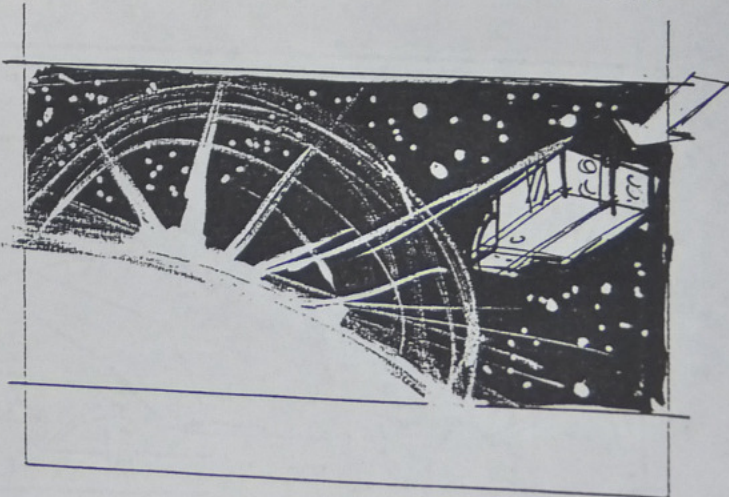
DISSOLVE TO:



SHUTTLE DESCENDING TO EARTH

THE SHUTTLE CRUISES TOWARDS THE TERRAN HOMEWORLD AS THE
SUN HALOS THE PLANET.

CUT TO:



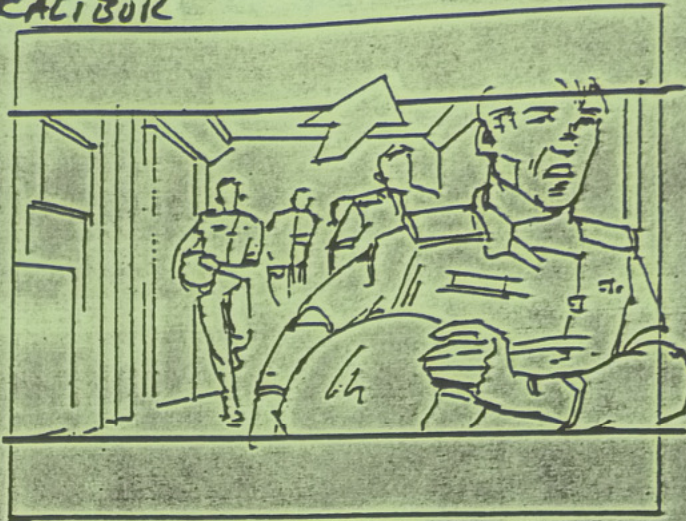
LAUNDICE-25 MAY

GUNNERY

SCRAMBLE TO EXCALIBUR

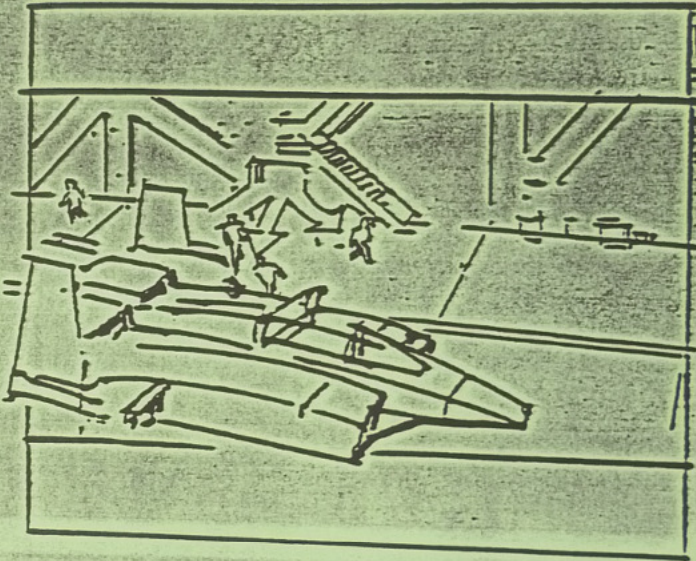
SCENE#
SHOT#

HALL - CAM# 1



SCENE#
SHOT#

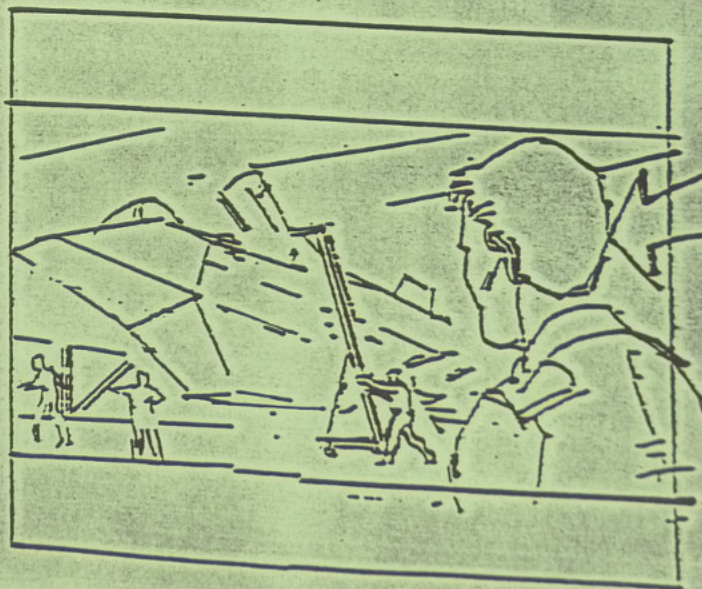
FDK-EX-CAM#4



Green 4.25.94

SCENE#
SHOT#

FDK-EX-CAM#5

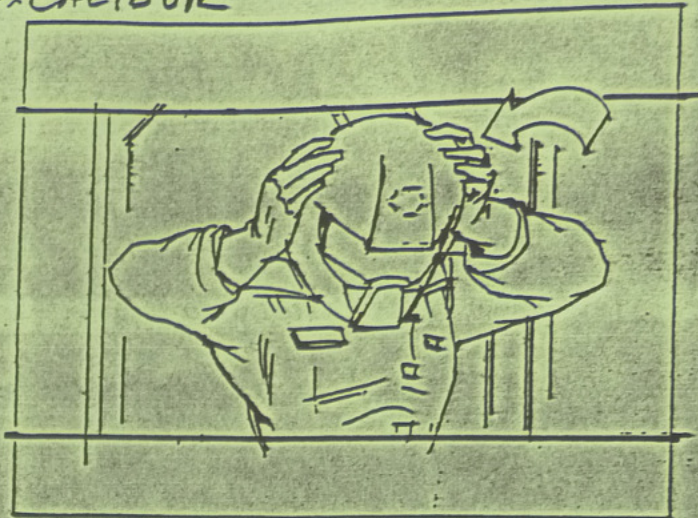


GUNNERY

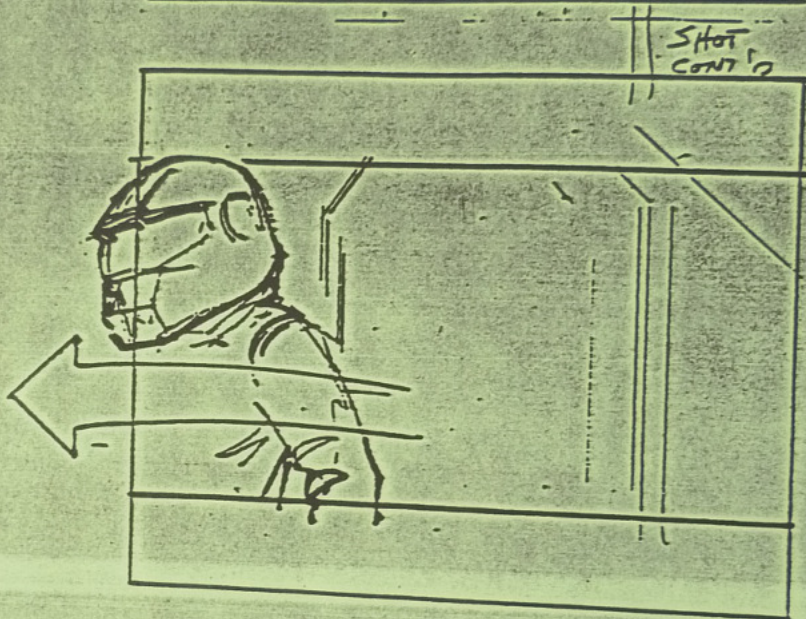
SCRAMBLE TO EXCALIBUR

SCENE#
SHOT#

FDK - COM #82



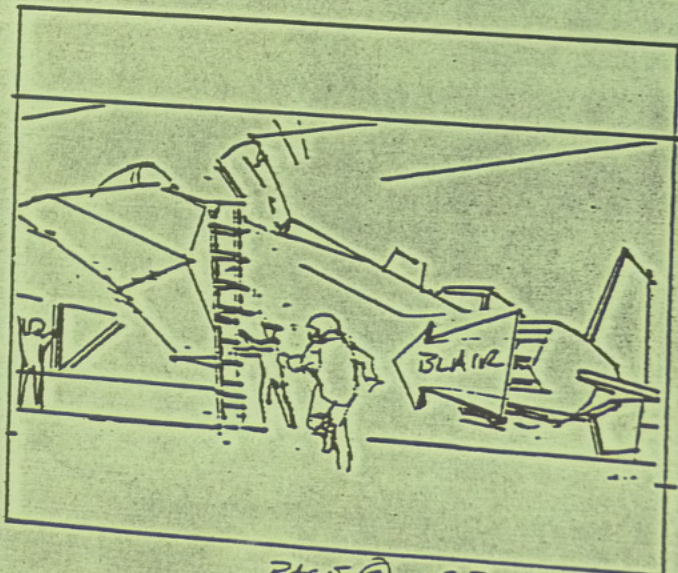
SCENE#
SHOT#



Green 4.25-94

SCENE#
SHOT#

FDK - EX - COM #6

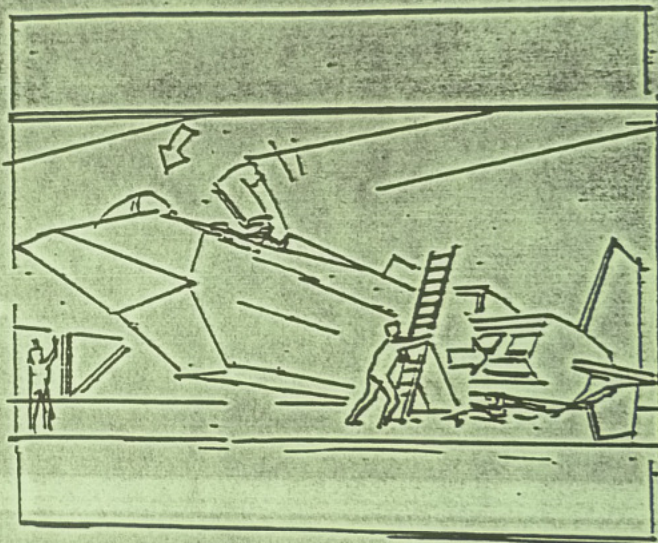
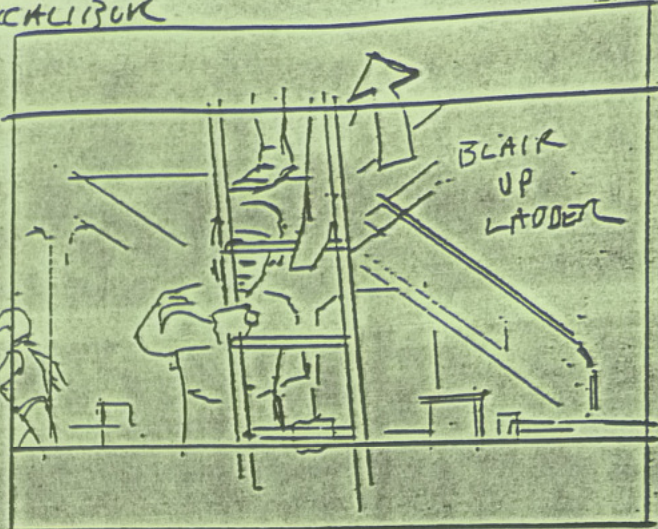


SCRAMBLE TO EXCALIBUR

FDK_CAM#81



FDK_EX_CAM#6



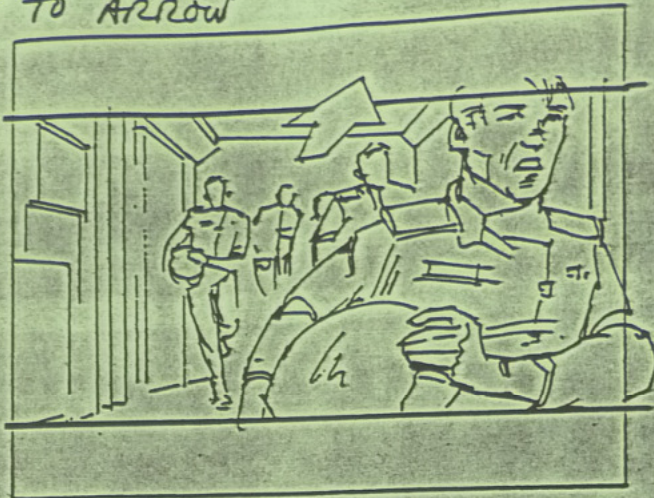
Green 4.25.94

SCRAMBLE TO ARROW

SCR. PG. STANDARD

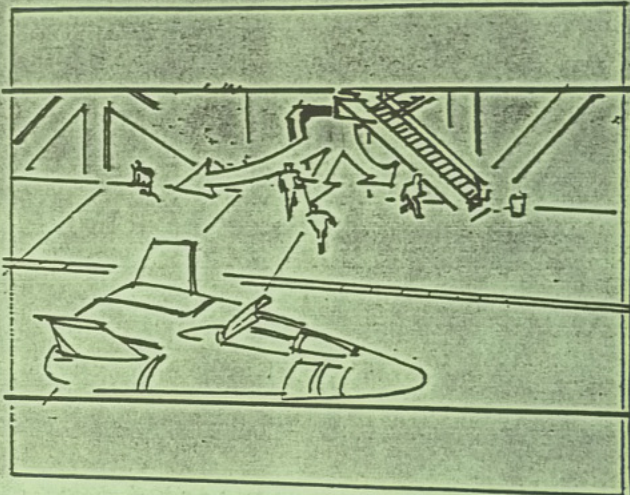
SCENE#
SHOT#

HALL - CAM#1



SCENE#
SHOT#

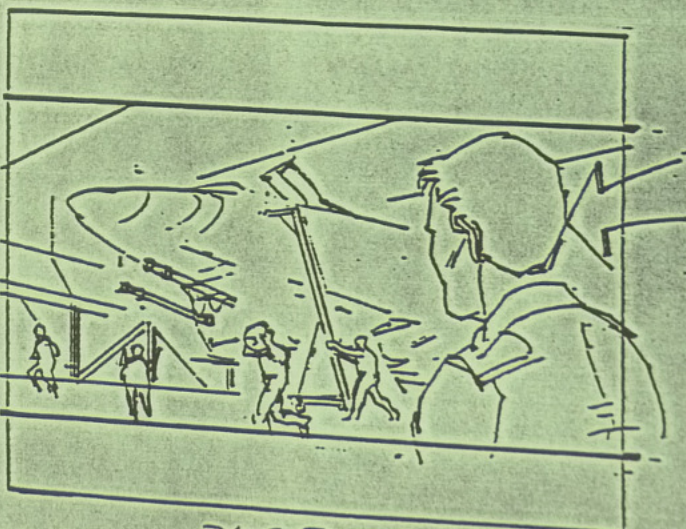
FDK-AR - CAM#4



Green 4.25.94

SCENE#
SHOT#

FDK-AR - CAM#5

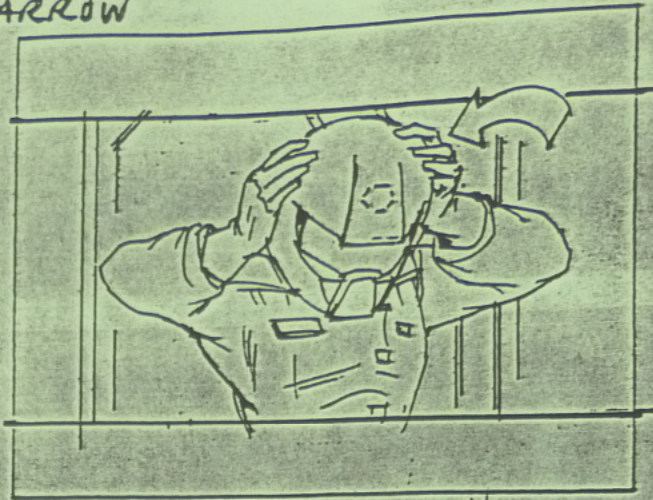


GUNNERY

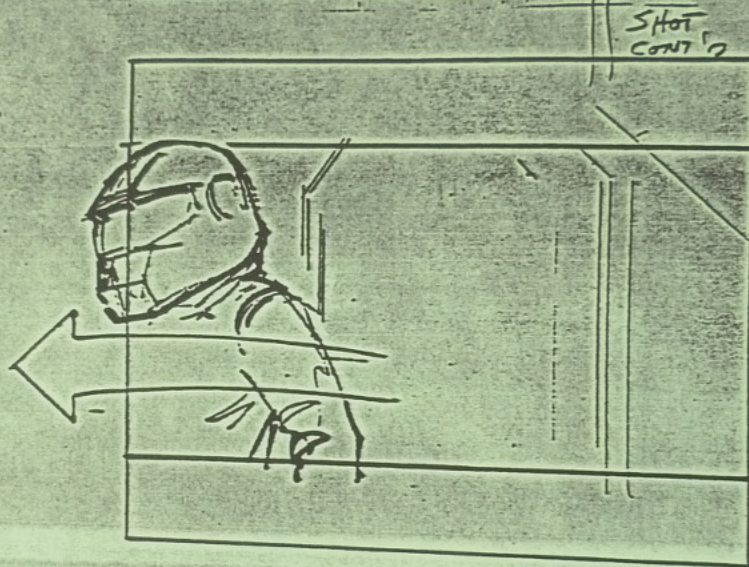
SCRAMBLE TO ARROW

SCENE#
SHOT#

FDK - CAM# 82



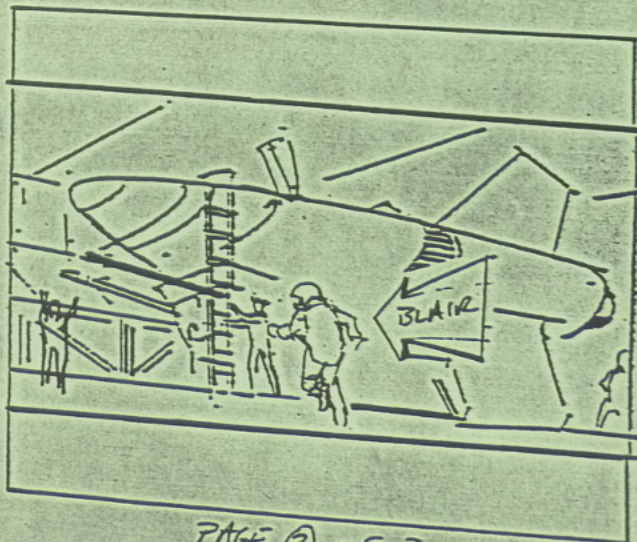
SCENE#
SHOT#



Green 4.25.94

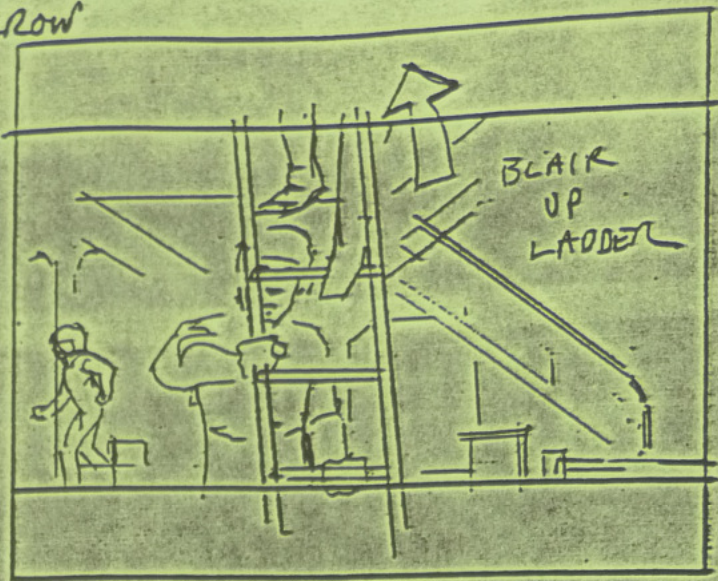
SCENE#
SHOT#

FDK - AR - CAM#6



SCRAMBLE TO ARROW

FDK - COM #81



FDK - AR - COM #6



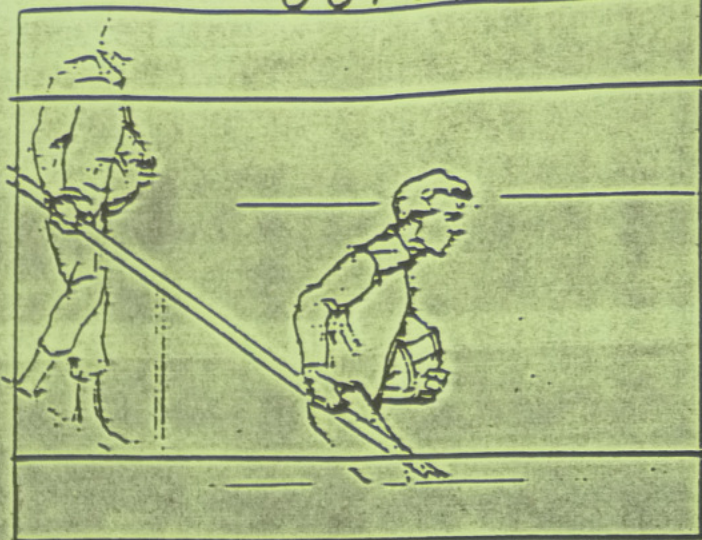
Green 4.25.94

00FDK EXC

REV 201
NOT

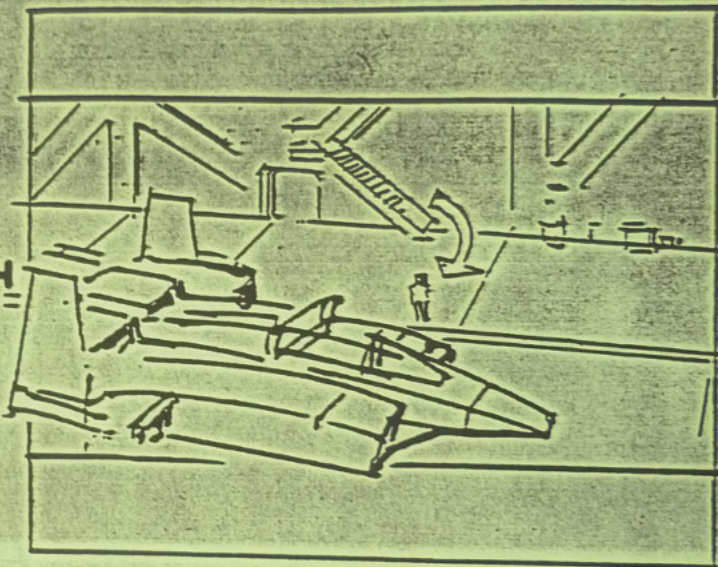
SCR. PG. STANDARD

FDK-CAM#80



REV
NOT

FDK-EX-CAM#4



Green 4.25.94

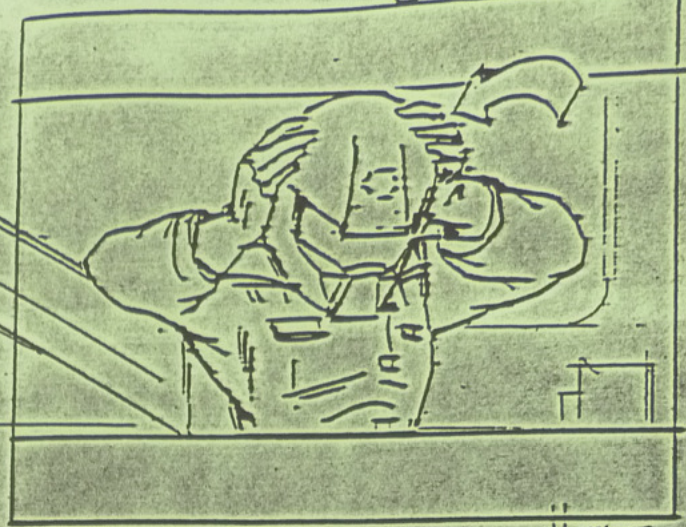
REV
NOT

FDK-EX-CAM#5

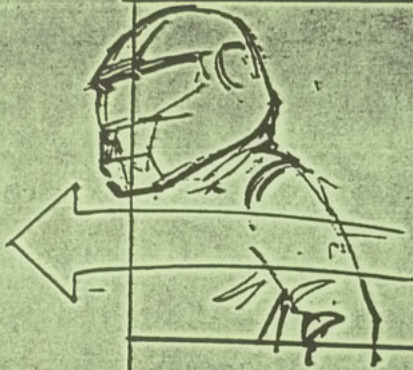


00 FDK EXC

FDK - COM #82

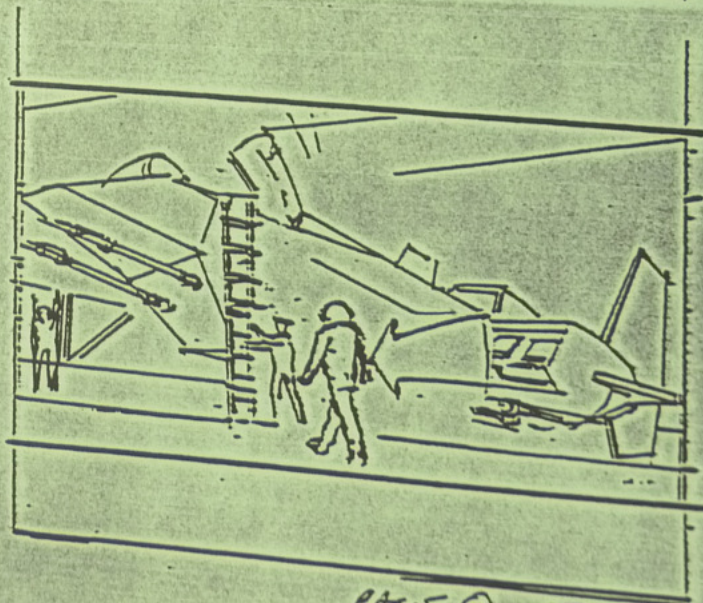


SHOT
CONT'D



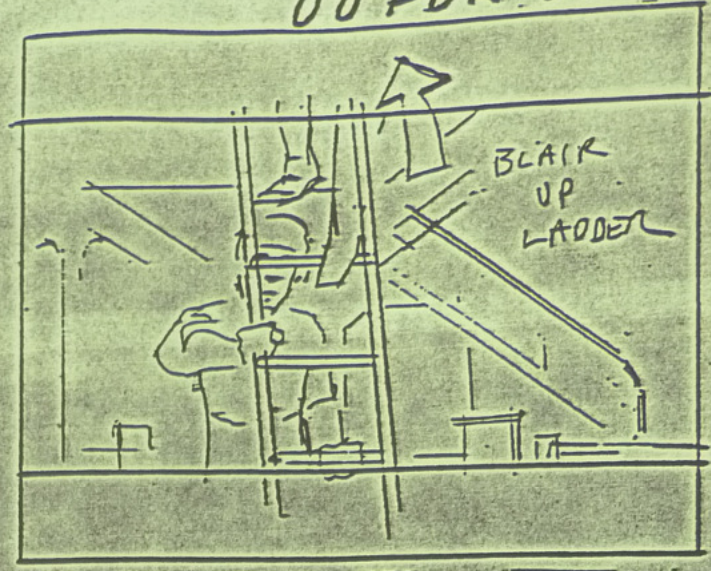
Green 4-25-54

FDK - EX - COM #6



00 FDK EXC

FDK-CAM#81



FDK-EX-CAM#6



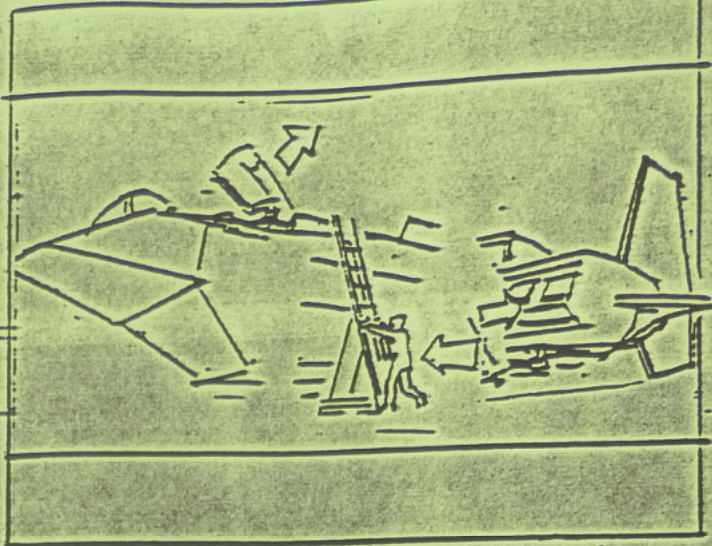
Green 4.25.94

00 FDK EXC

201

SCR. PG. STANDARD

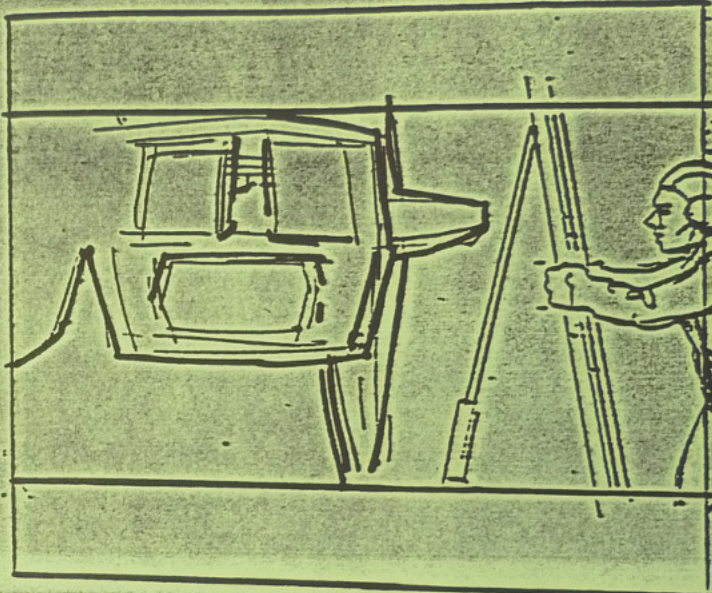
FDK-EX-CAM#6



202

SCR. PG. STANDARD

FDK-EX-CAM#84



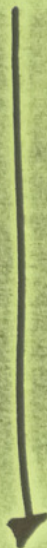
SHOT CONT'D

Green 4.25.94



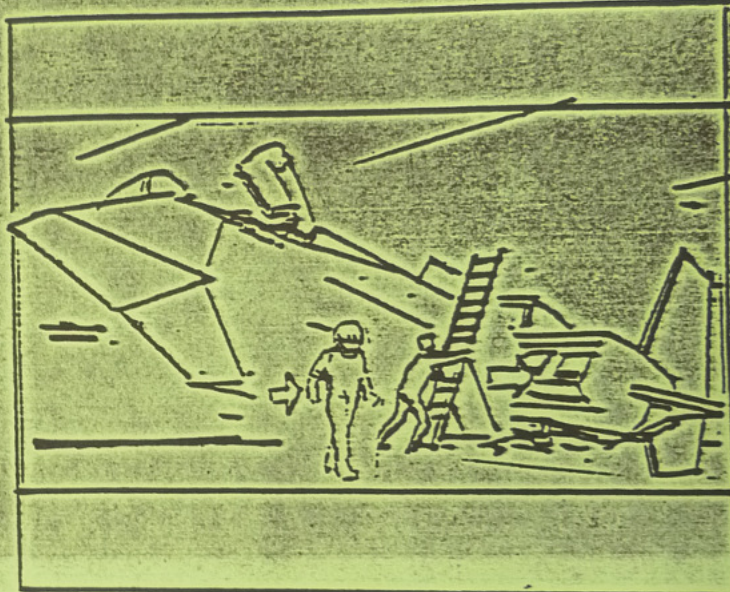
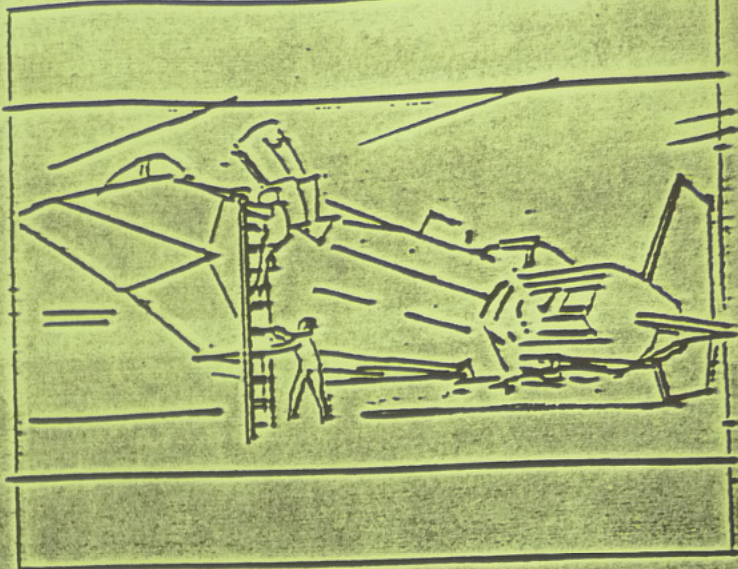
SC 201

FDK-EX-CAM#6

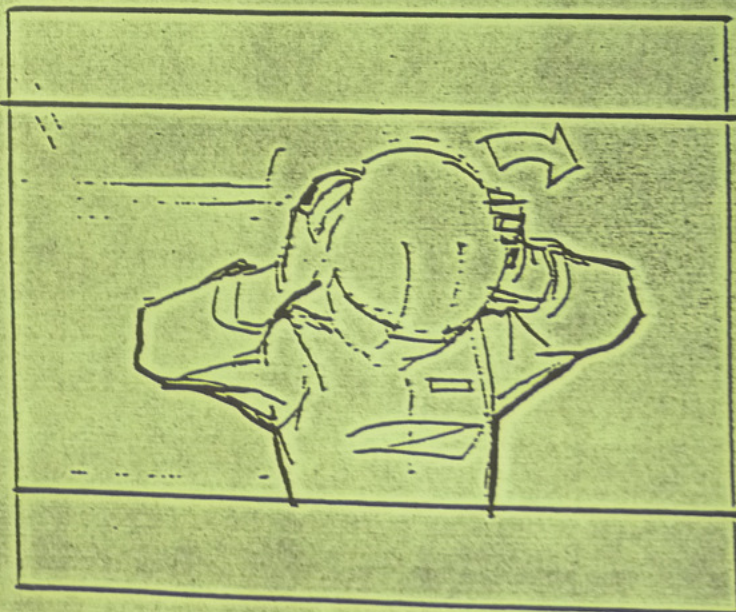


FDK-CAM#82

00 FDK EXC



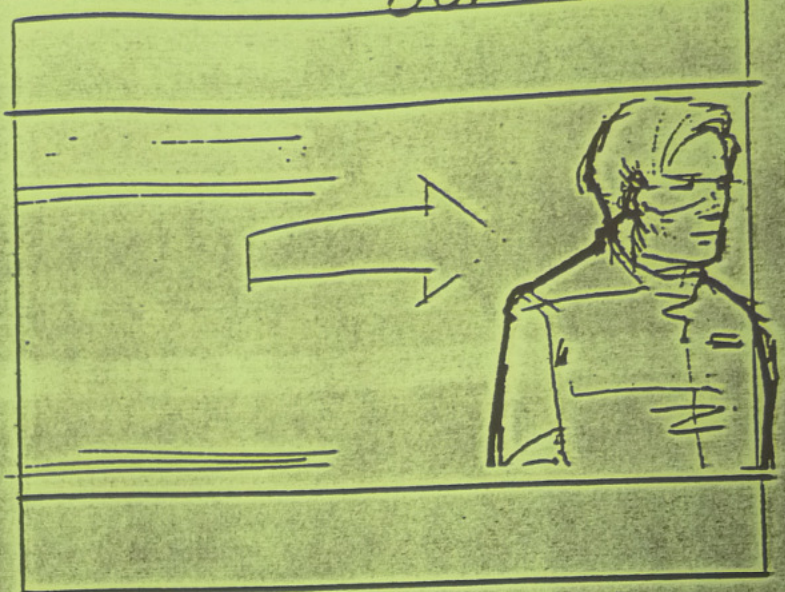
Green 4.25.54



SCENE# 201
SHOT#

FDK - CAM #82

00FDKEXC



SCENE#
SHOT#

CUT TO
APPROPRIATE HIGH
ANGLE

Green 4.25.94

REF

202

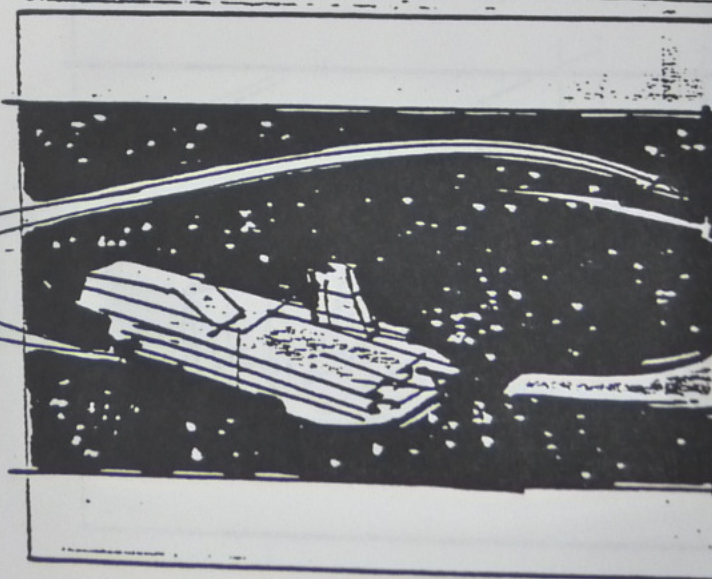
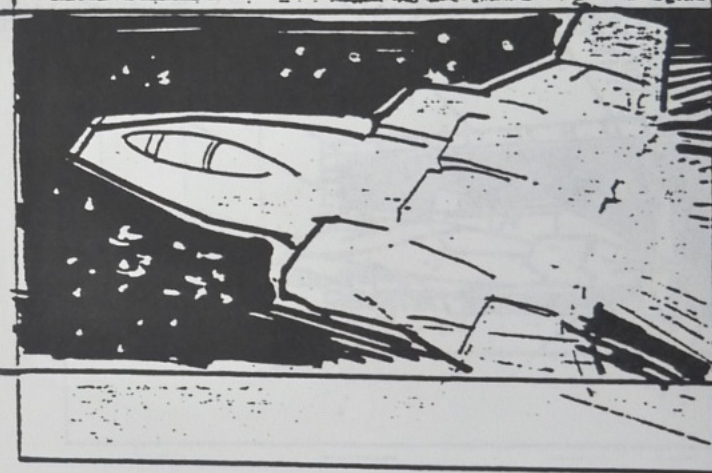
SLR-P6. STANDARD

00F0KFM

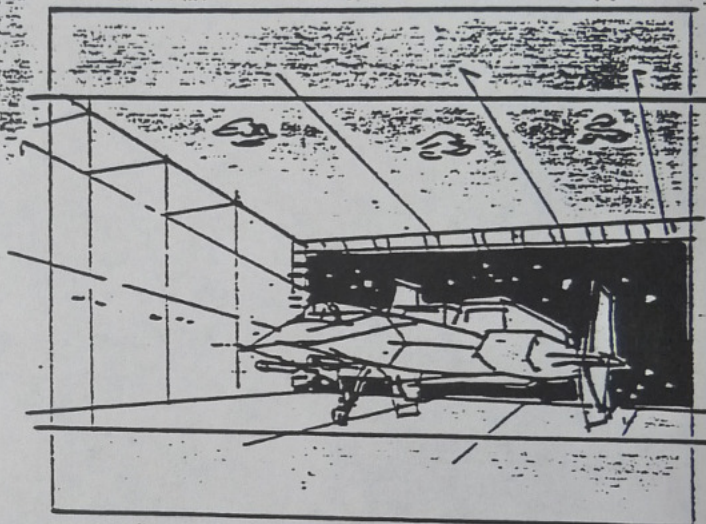
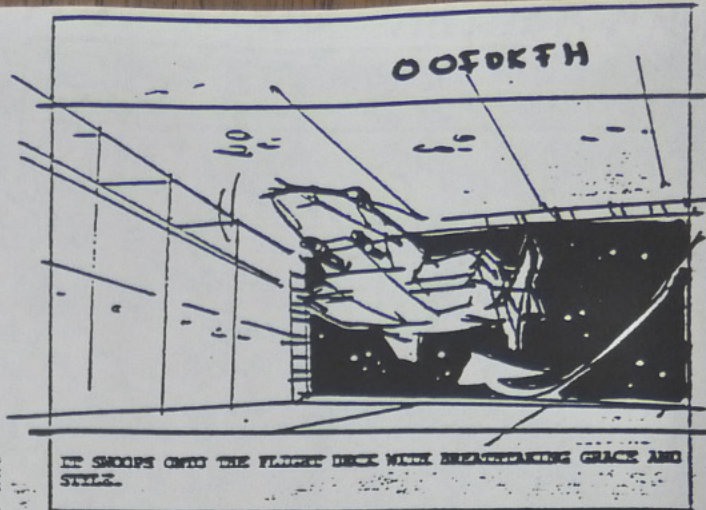


MESSAGE: SPACE / FIGHTER DECK

THE ENEMY APPROACHES THE VESSEL — "WARNING IN — ONLY
BEFORE FIGHTING THE BATTLE ON — THE FIGHTER LEAVES UP TO THE
ADVANCE WORDS OF THE STATE-OF-THE-ART TECHNOLOGY — THEN IN
THE FUTURE OF SPACE COMBAT — THE LAST BEST HOPE OF THE
CONFEDERATION.



9C. 202



GUNNERY

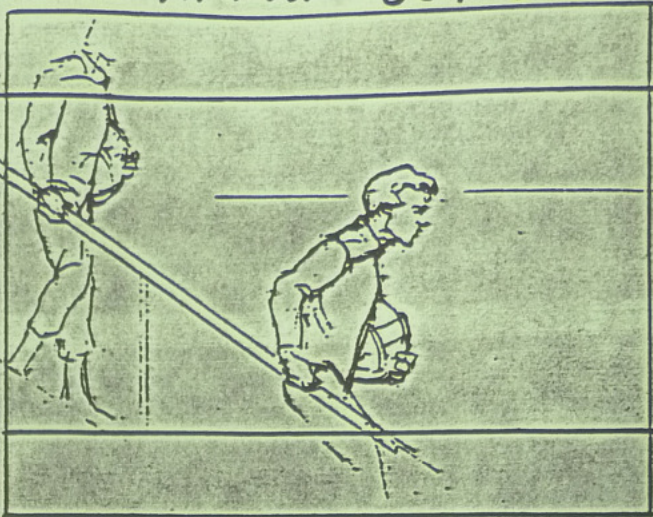
BLAIR FLIES ARROW 00 FDK ARW

SCENE# 203
SHOT#

SCR. PG. STANDARD

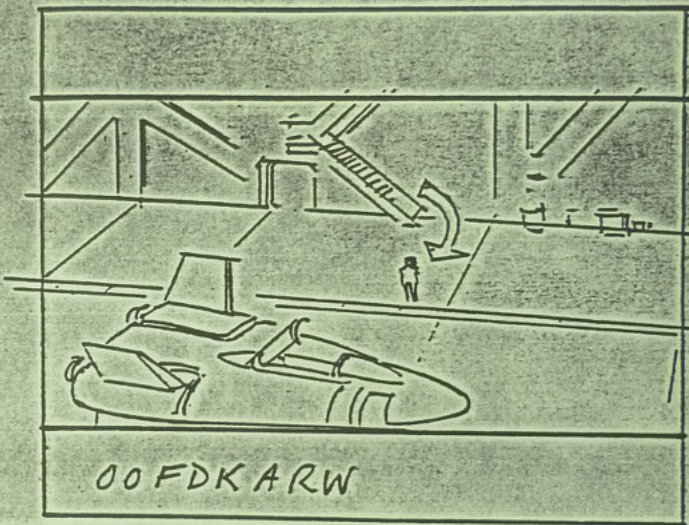
BLAIR
FLIES
ARROW

FDK-CAM#80



SCENE#
SHOT#

FDK-AR-CAM#4



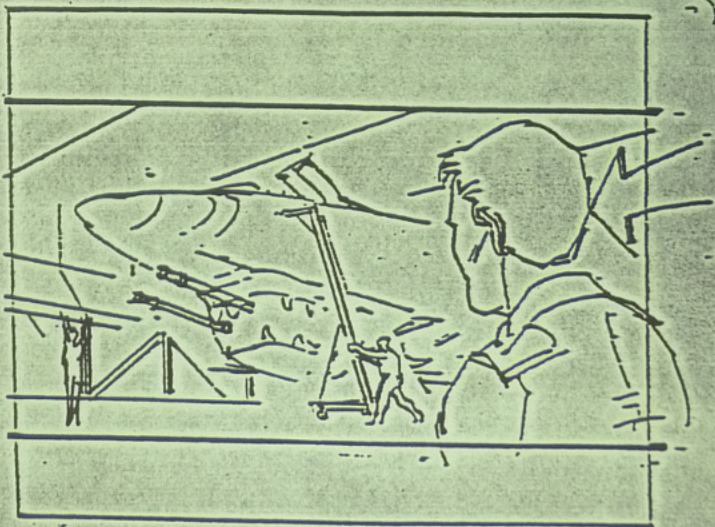
(2)

Green 4.25.94

SCENE#
SHOT#

00 FDK ARW

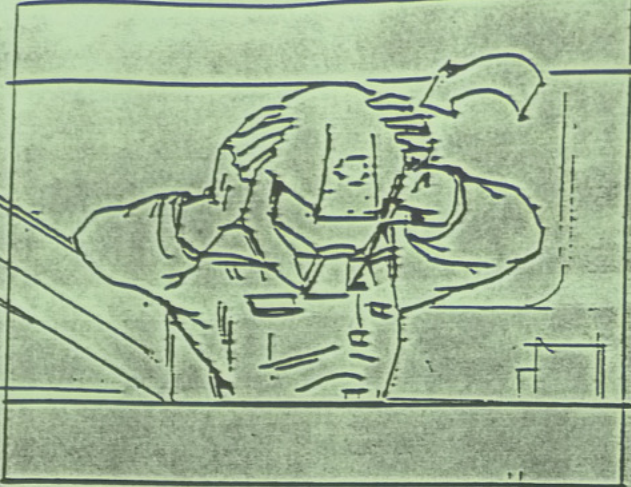
FDK-AR-CAM#5



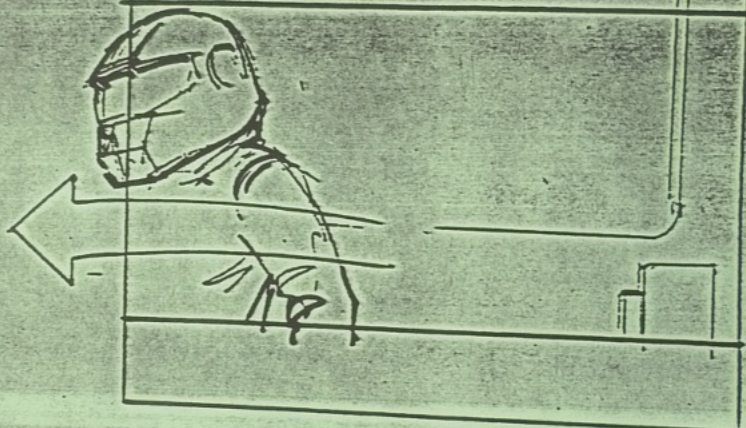
00FDKARW

CEVE 203
HOT

FDK-CAM#82



SHOT
CONT'D

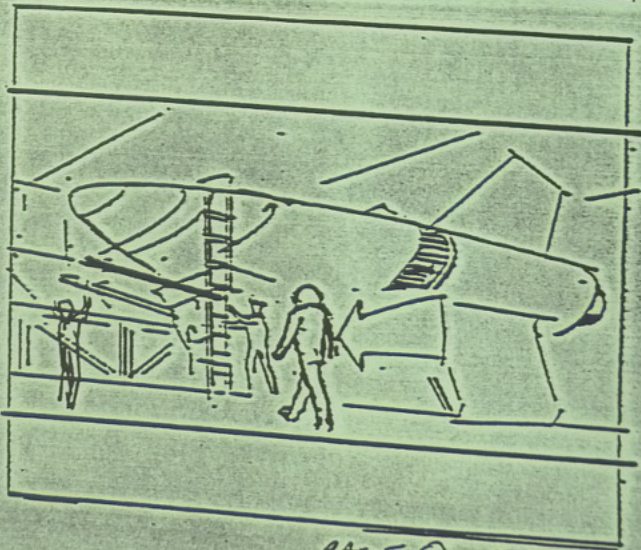


Green 4:25-94

CEVE
HOT

CEVE
HOT

FDK-AR-CAM#6



PAGE 2 of 3

GUNNERY

00 FDK ARW

7

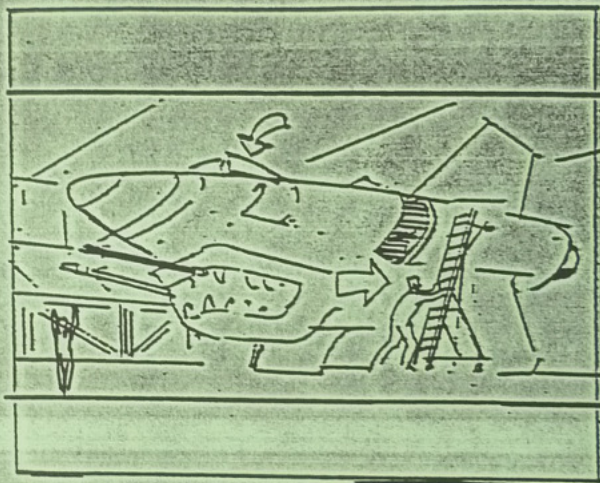
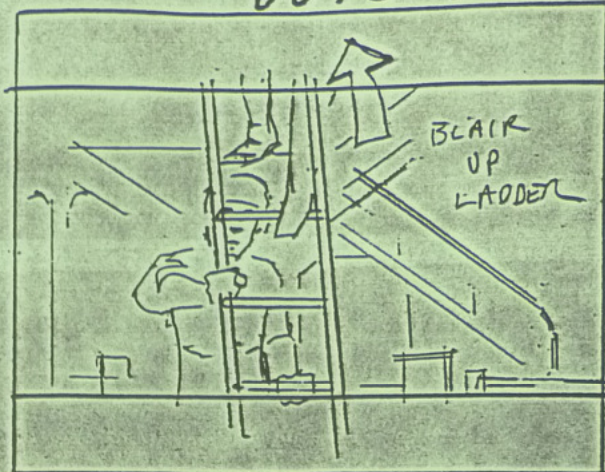
ENE# 203

NOTE

FDK-COM#81



ENE#
NOTE



7

Green 4-25-94

FDK-AR-CAM#6

GUNNERY

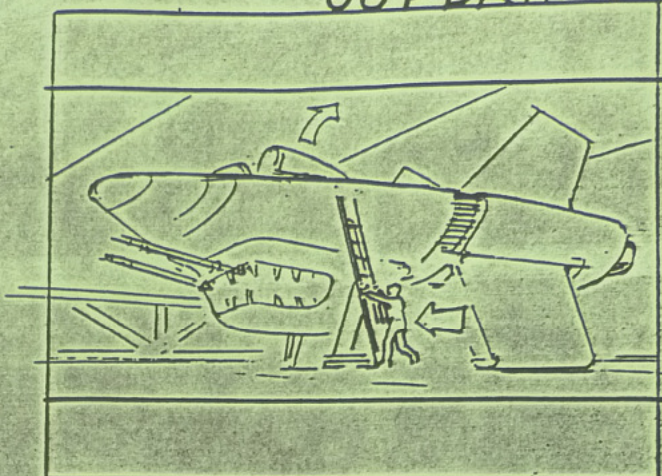
SCENE#
SHOT#

203

SCR. PG.
STANDARD

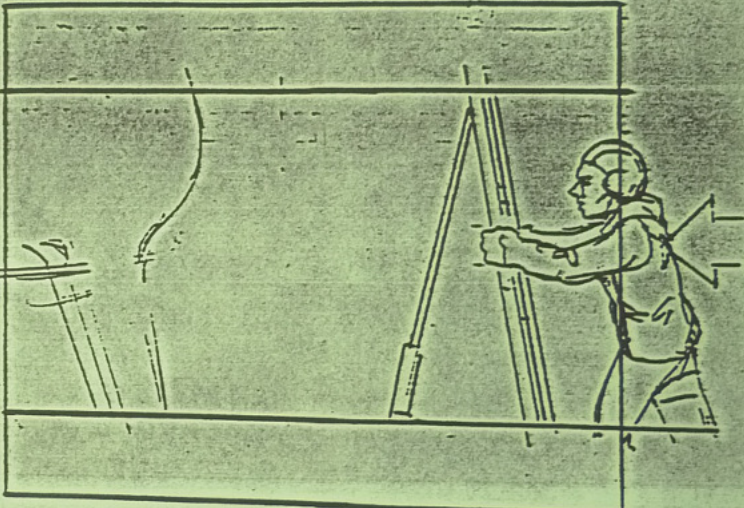
00 FDK ARW

FDK-AR-CAM#6



SCENE#
SHOT#

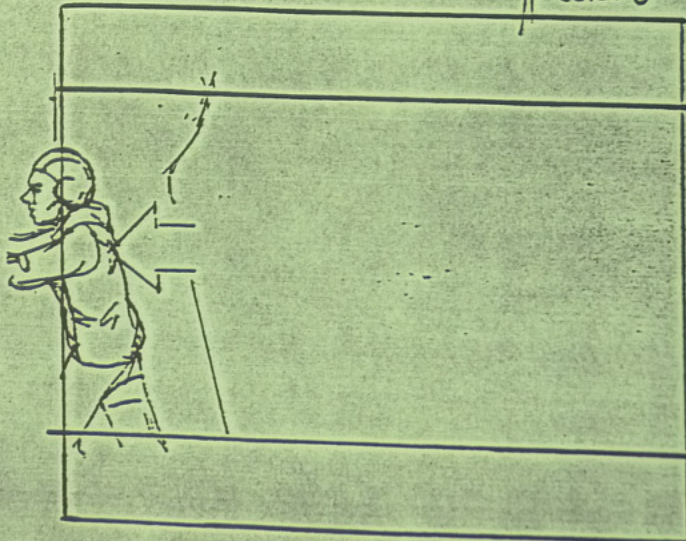
FDK-AR-CAM#84



SCENE#
SHOT#

SHOT
CONT: 0

Green 4.25.94

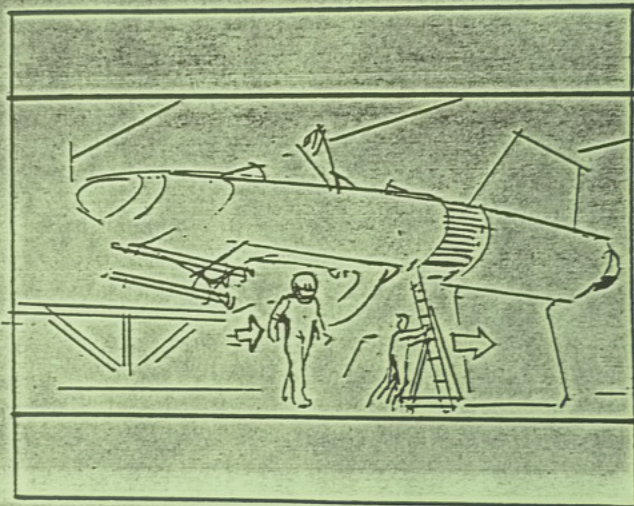
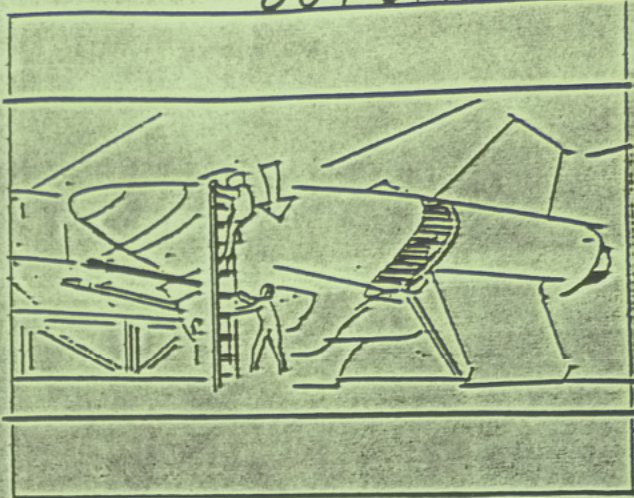


Sc 203

FDK-AR-CAM#6

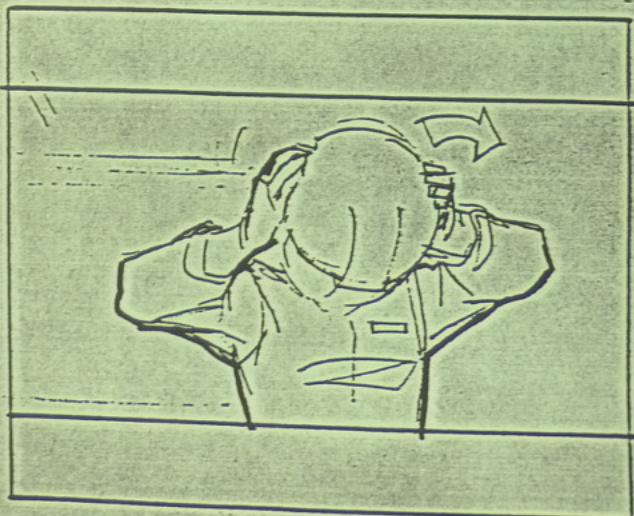


00 FDKARW



Green 4.25-94

FDK-CAM#82

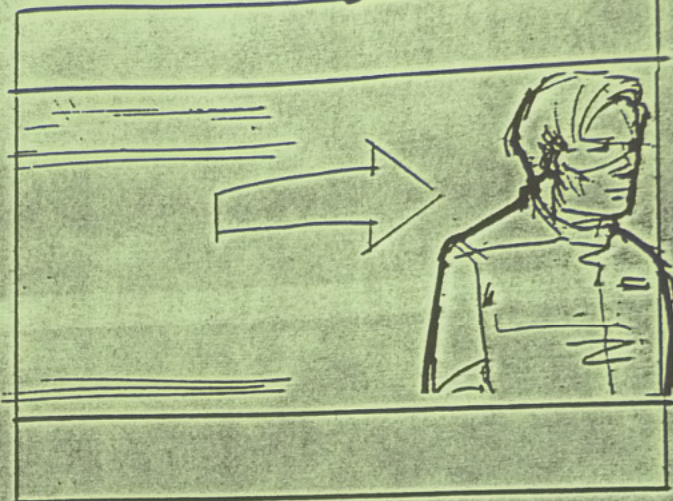


GUNNERY

SCENE# 203
SHOT#

FDK_CAM#82

00FDKARW



SCENE#
SHOT#

CUT TO
APPROPRIATE HIGH
ANGLE

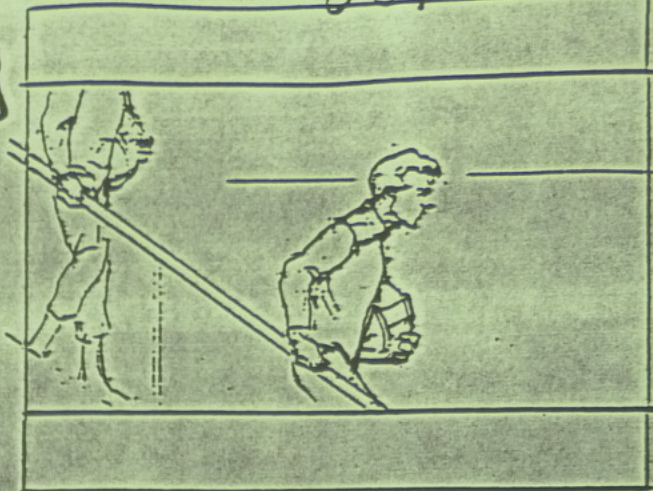
Green 4.25.94

CEV# 204

ROT#

SCR. PG. STANDARD

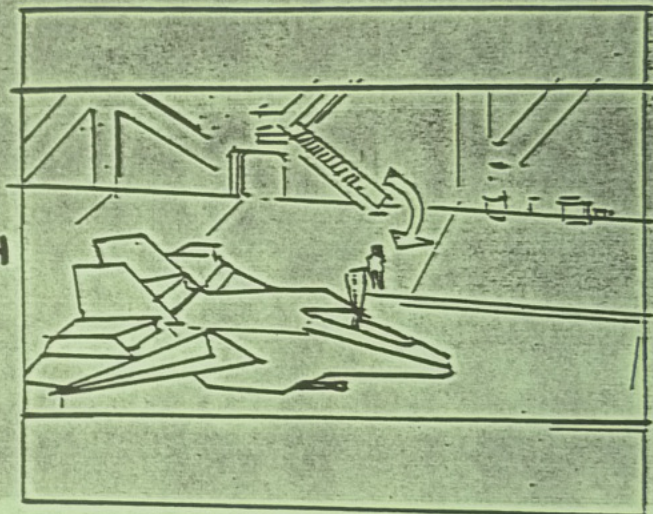
FDK-CAM#80



CEV#

ROT#

FDK-MF-CAM#4

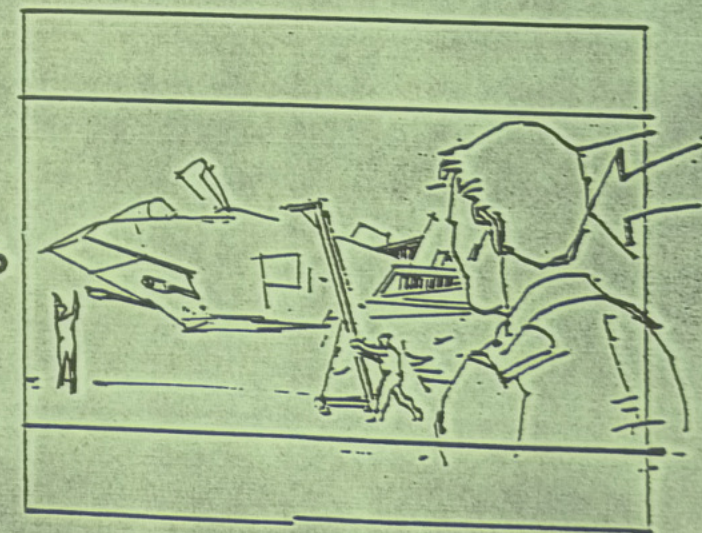


Green 4.25.94

CEV#

ROT#

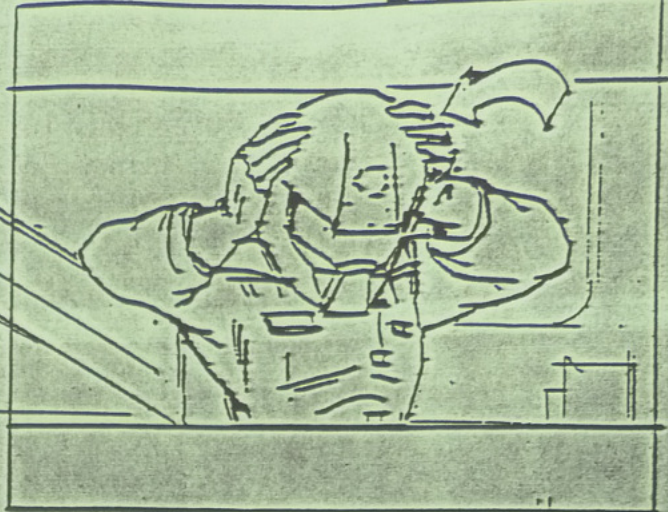
FDK-MF-CAM#5



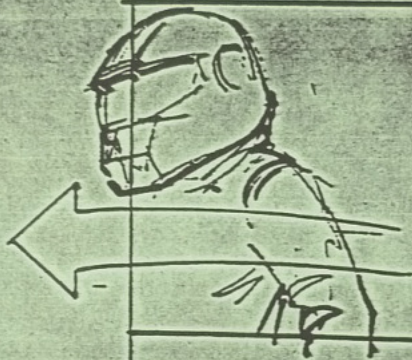
GUNNERY

00 FDK INT

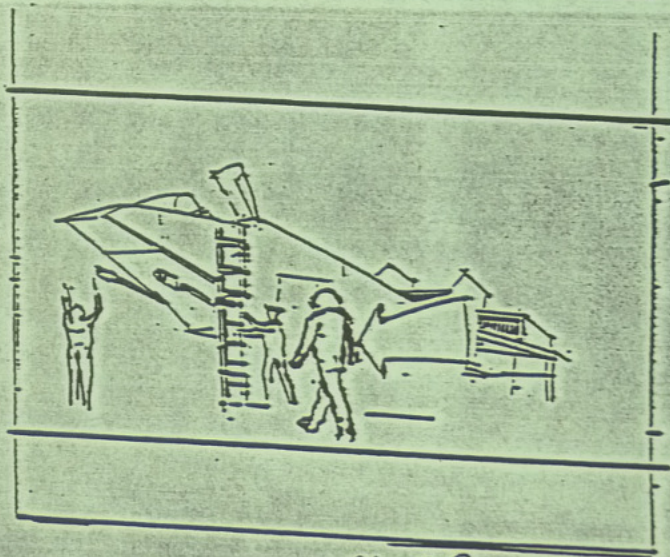
FDK-COM#82



SHOT
CONT'D



FDK-MF-COM#6



PAGE 2 OF 3

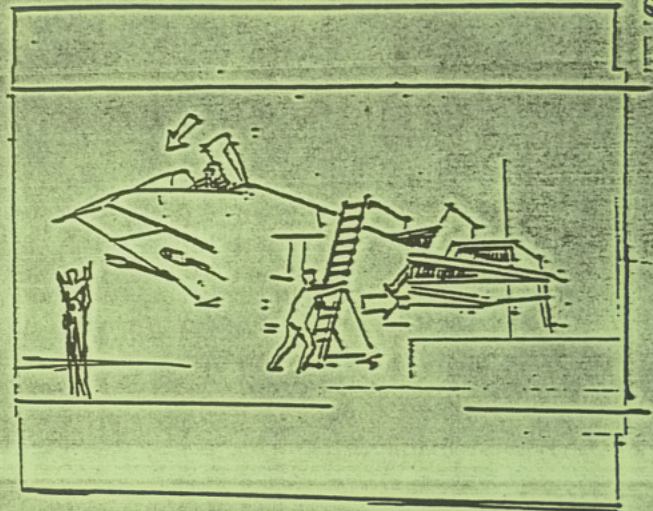
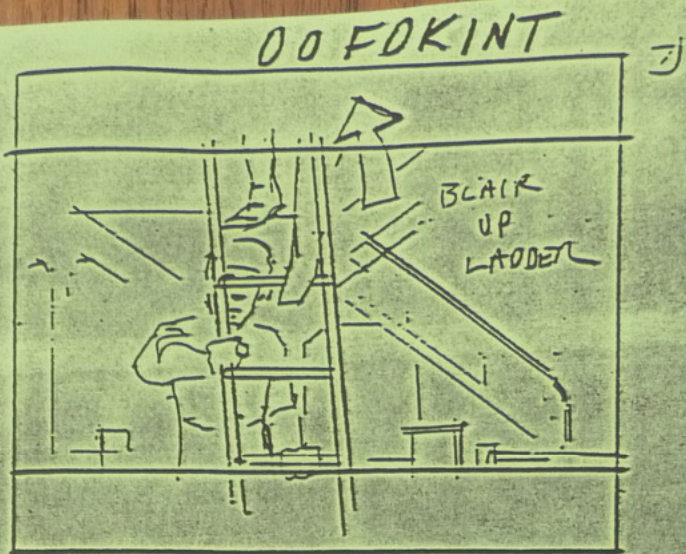
Green 4.25.94

ENC 204
JG

FDK_CAM#81



FDK-MF-COM#6



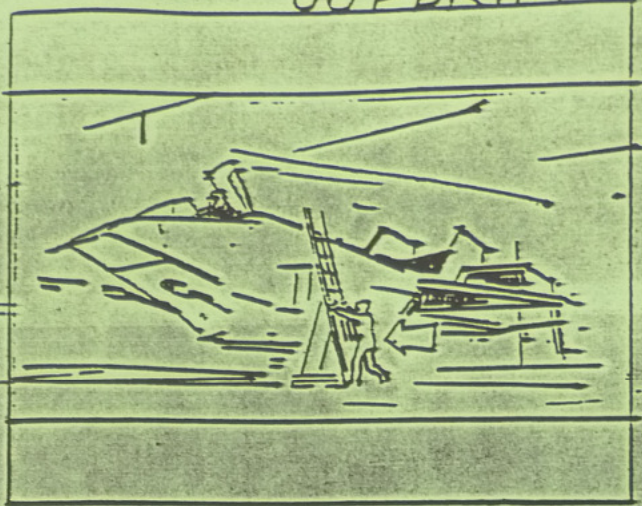
Green 4-25-94

00 FDKINT

204

SR. PG. STANDARD

FDK-MF-CAM#6



FDK-MF-CAM#84



SHOT
CONT'D

Green 4.25.94

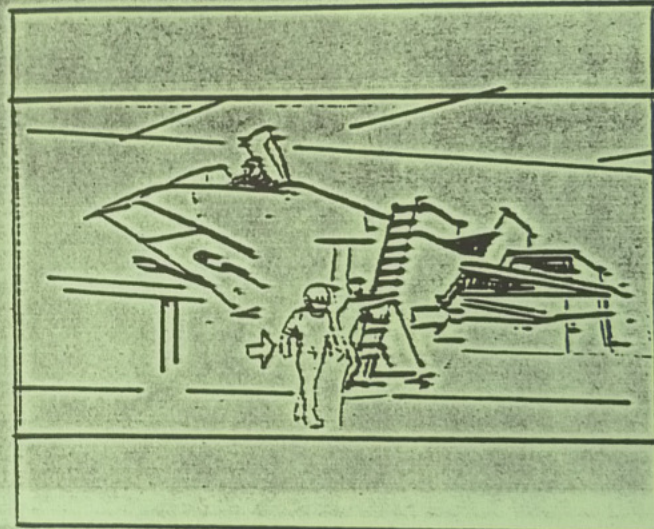
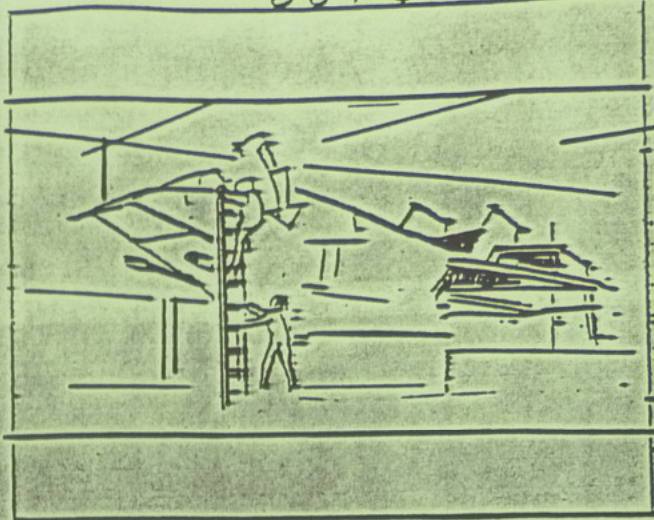


Sc. 204

FDK-MF-COM#6

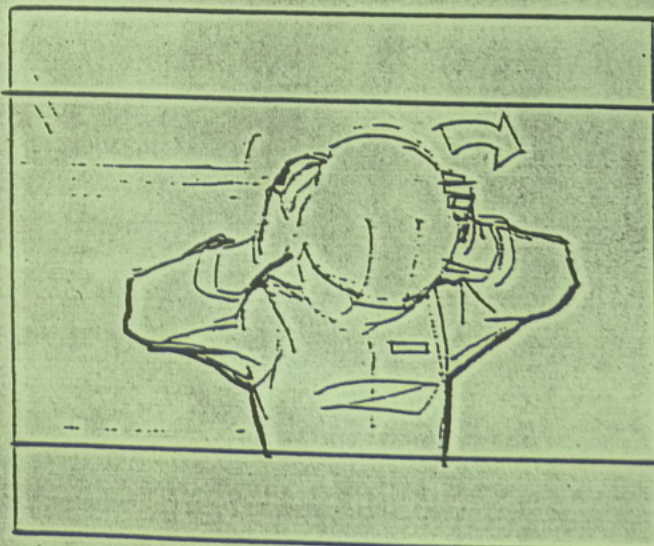


00 FDK INT



Green 4-25-94

FDK-COM#82



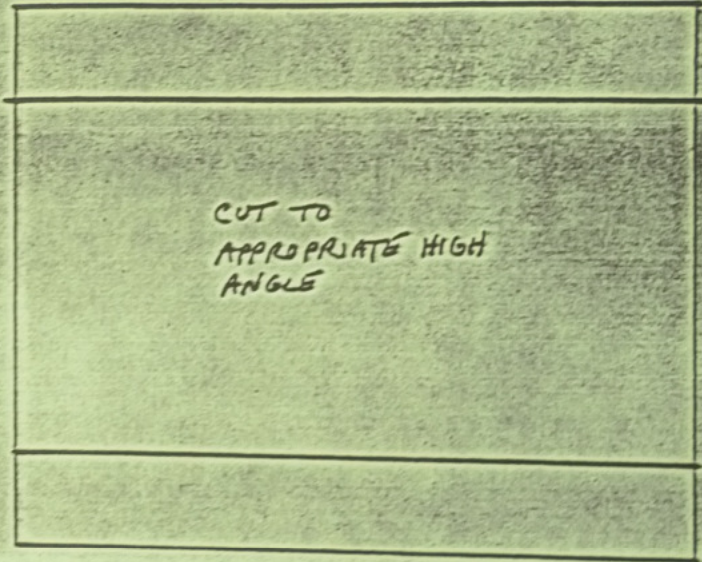
00F DKN1

SCENE 204
SHOT

FDK_CAM#82



SCENE
SHOT



CUT TO
APPROPRIATE HIGH
ANGLE

Green 4-25-94

SCENE# 205

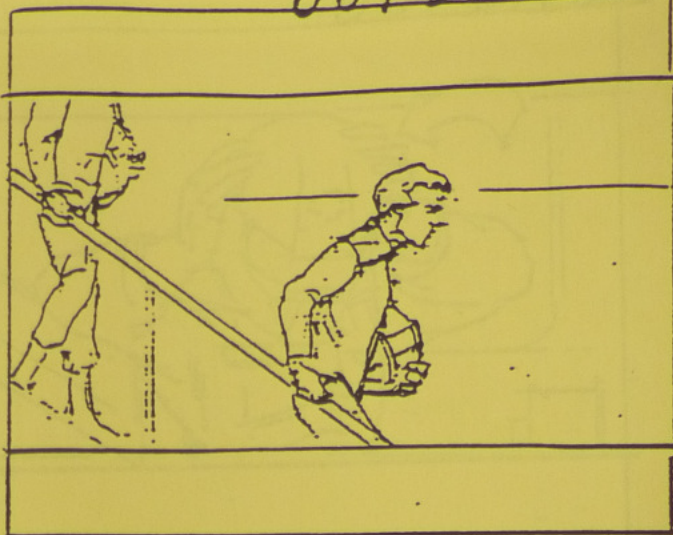
SHOT#

SCR. PG. STANDARD

FDK-CAM#80

00 FDK HVB

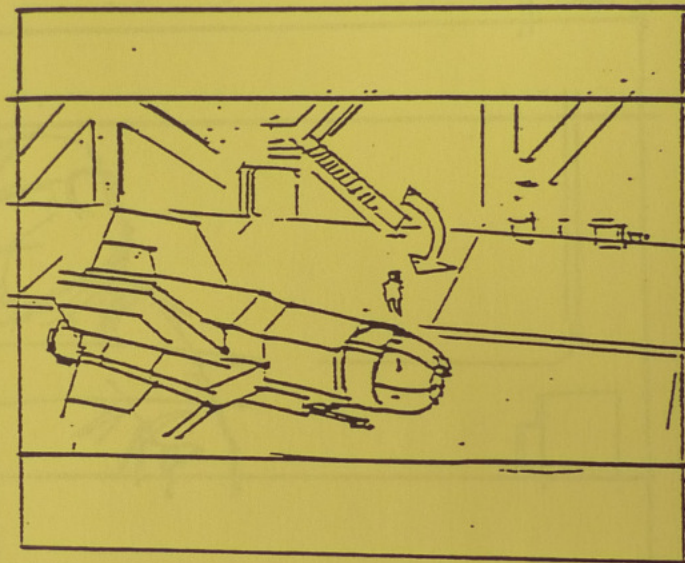
①



SCENE#

SHOT#

FDK-BO-CAM#4

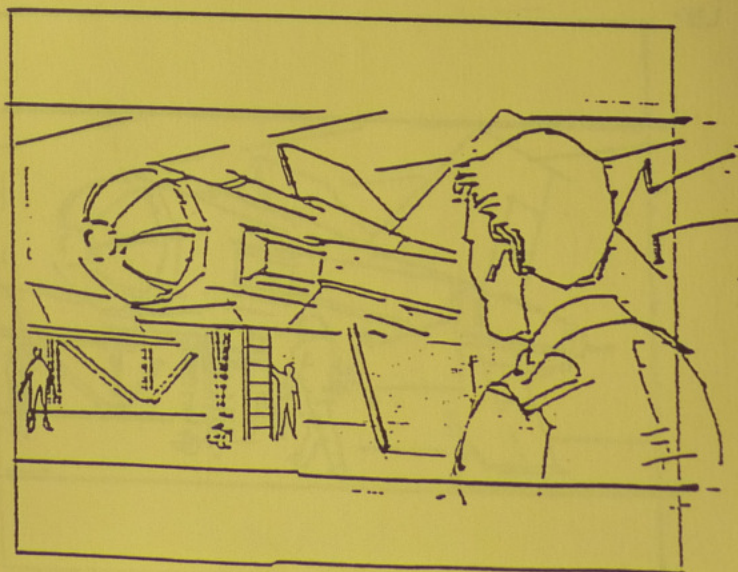


yellow 4-27-94

SCENE#

SHOT#

FDK-BO-CAM#5

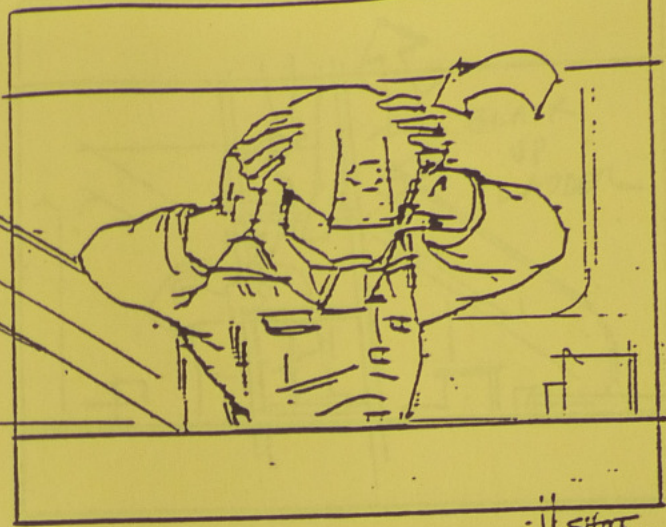
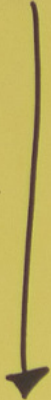


2-15-0-3

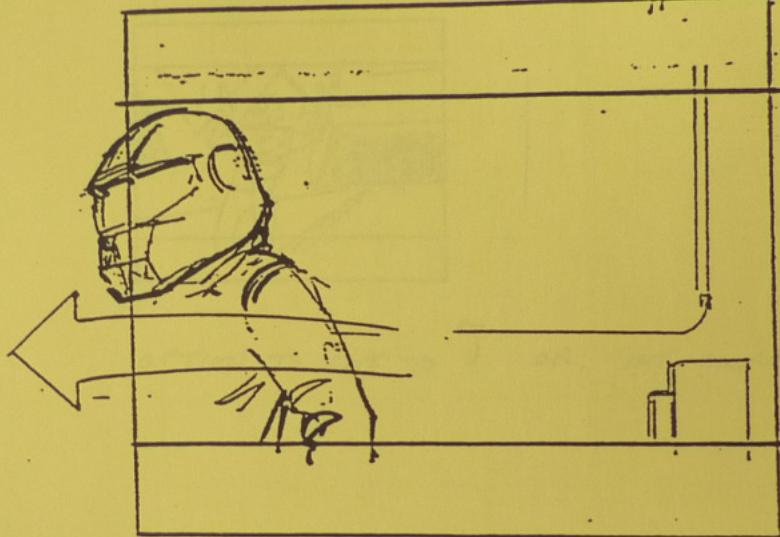
00FDKHYB

205

FDK-CAM#82



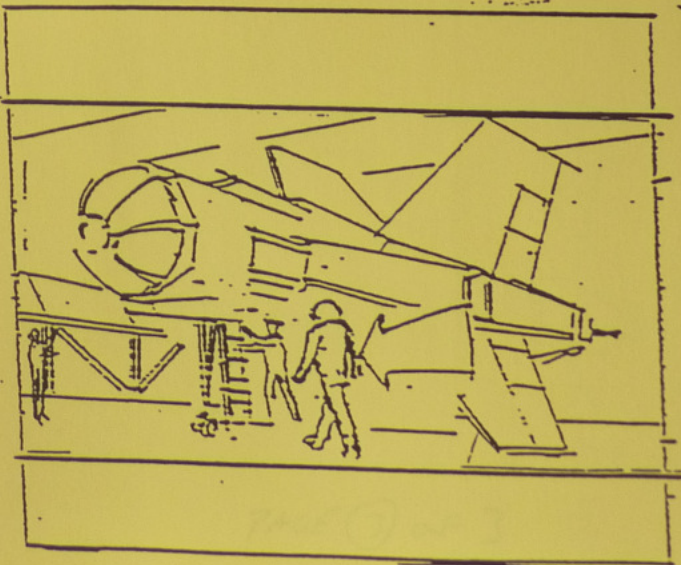
SHOT
CONT'D



Yellow 4-27-94

COVER BLAIR
ALL THE WAY UP
LADDER.

FDK-BO-CAM#6

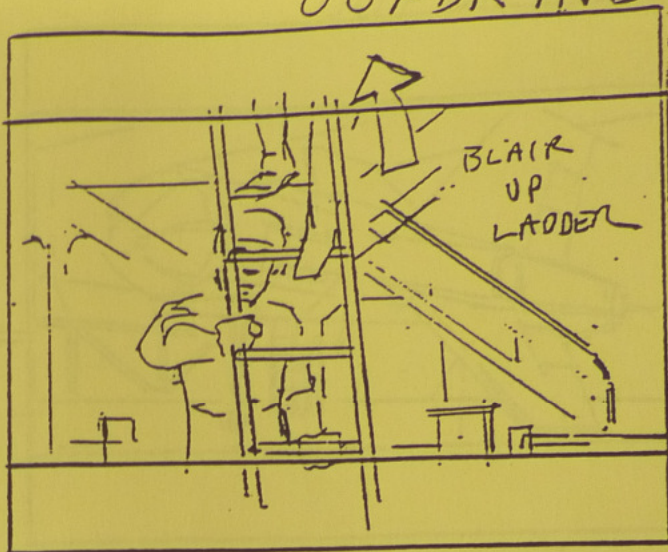


00FDKHYB

205

00 FDK HVB

FDK — CAM#81



OPTION TO CUT TO ↗ OR, INT. COCKPIT.

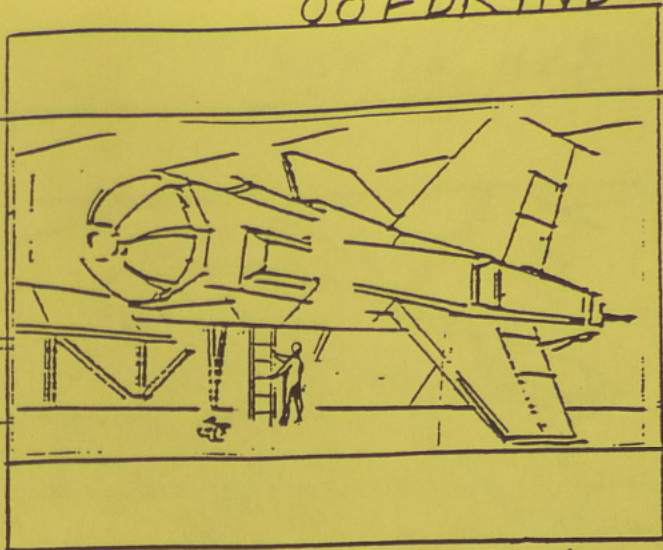
yellow 4-27-94

SCENE 206
FOOT#

SCR. PG. STANDARD

FDK-BO-CAM#6

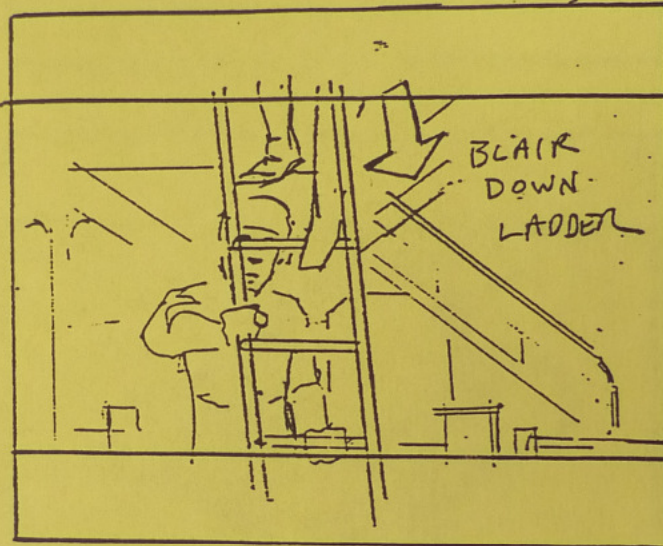
00 FDK HVB



FLUO

SCENE
FOOT#

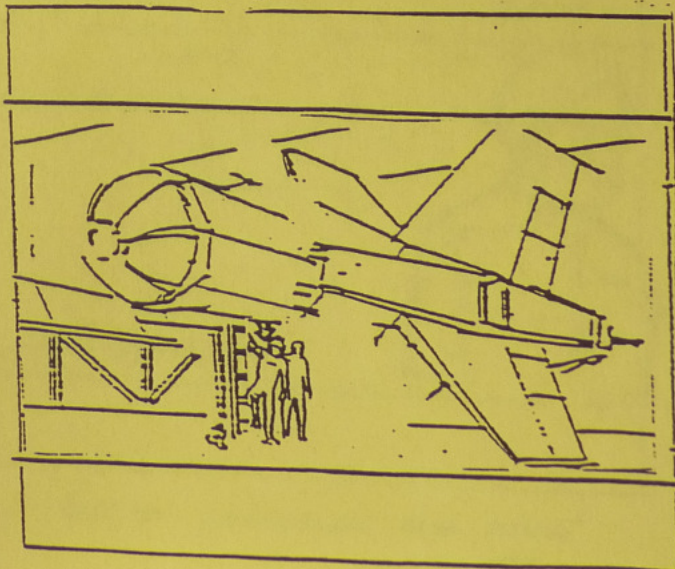
FDK-CAM#8 1



yellow 4-27-94

SCENE
FOOT#

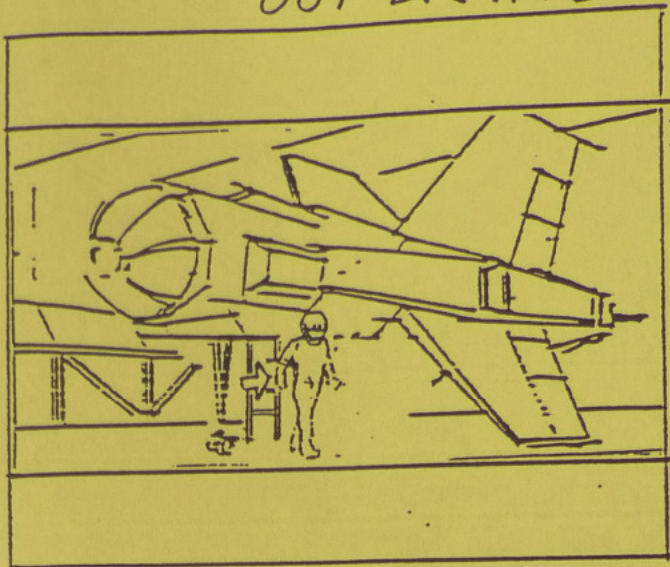
FDK-BO-CAM#6



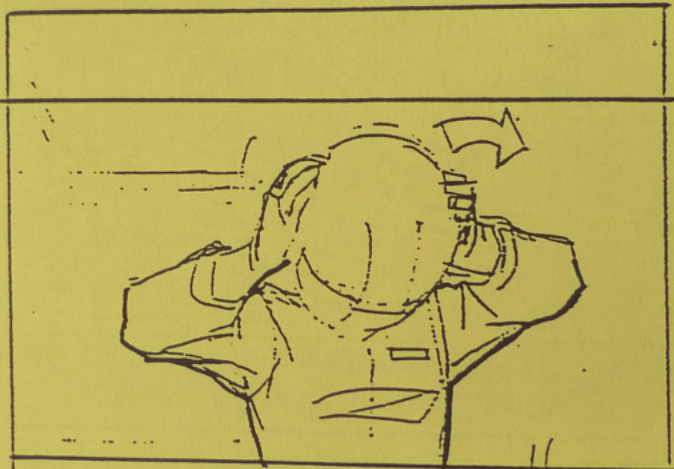
4c.206

00 FDK HVB

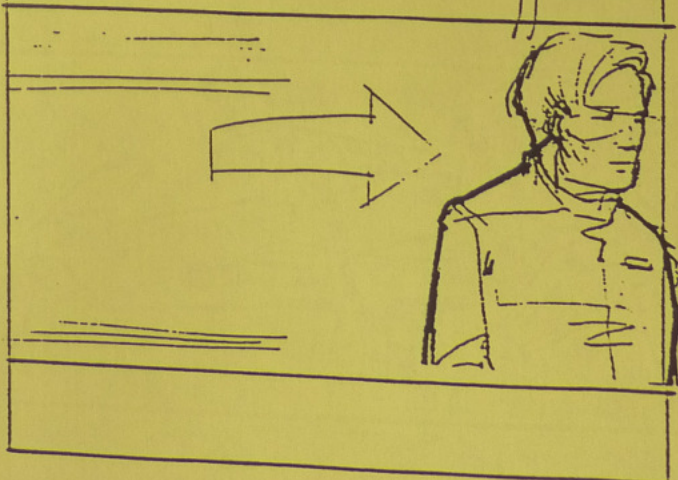
FDK_BO_CAM#6



FDK - CAM#82



SHOT
CONT'D



yellow 4-27-94

CUT TO APPROPRIATE HIGH ANGLE

PAGE (2) OF 2

SCENE 206
FOOT

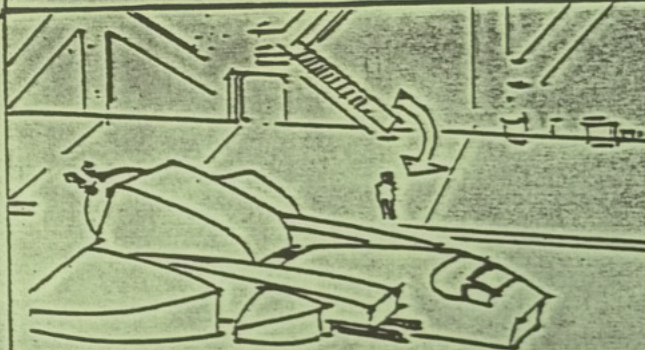
SC. PG. STANDARD

FDK - CAM#80



SCENE
FOOT

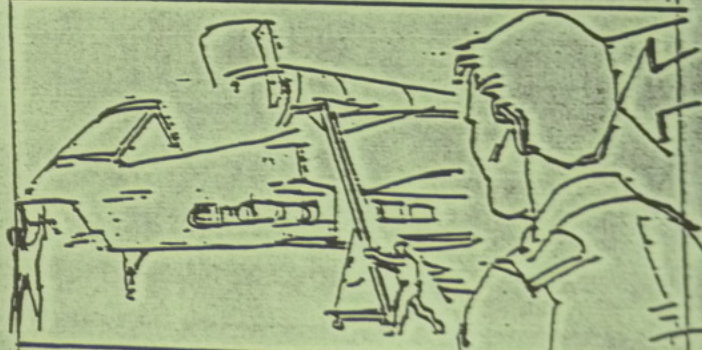
FDK - HV - CAM#4



Green 4.25-94

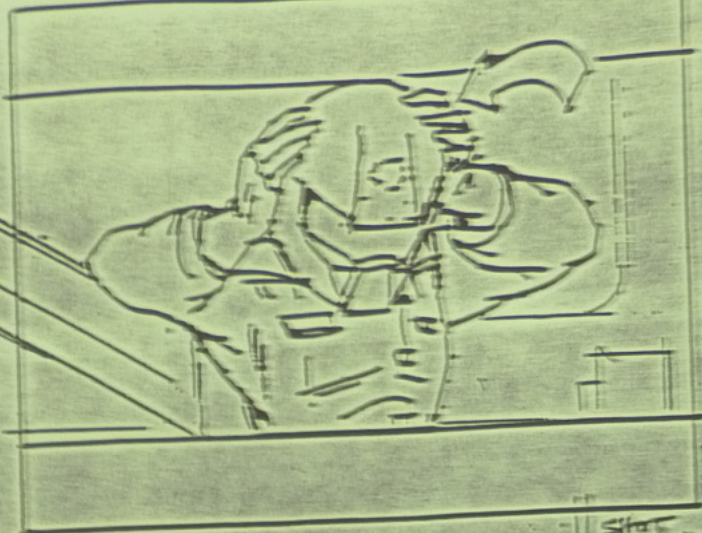
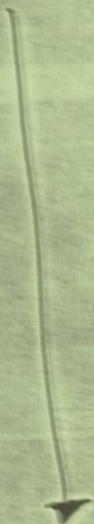
SCENE
FOOT

FDK - HV - CAM#5

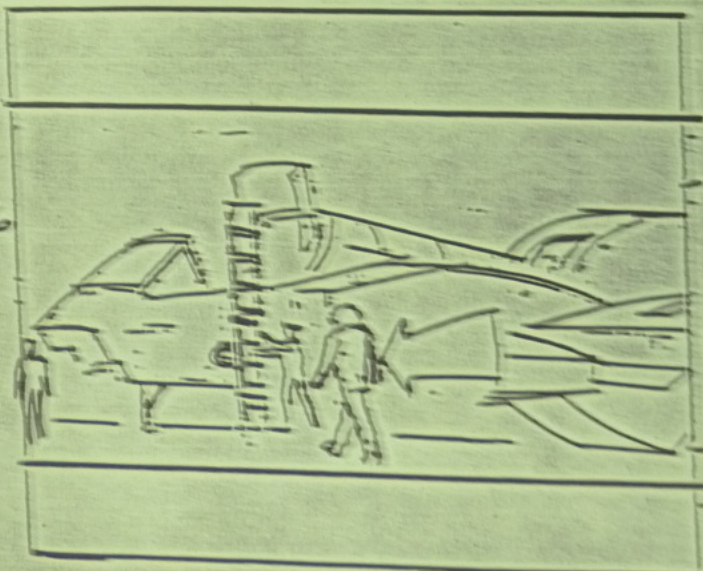
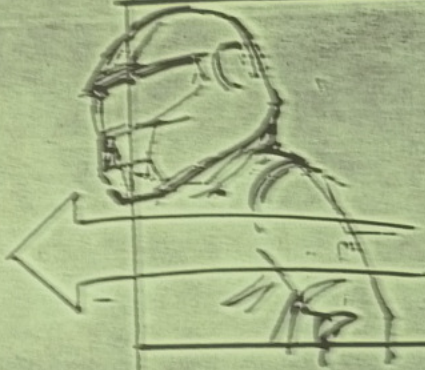


00FDK HV F

FDK - CAM #82



h.1
G.1



FDK - HV - CAM #86

Page 2 of 3

Green 4.25.94

00 FDK HVF

ENE# 206

OT#

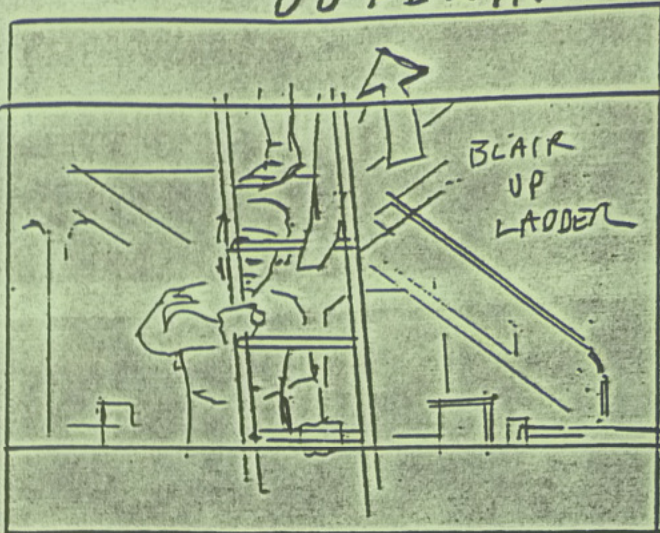
FDK_CAM#31



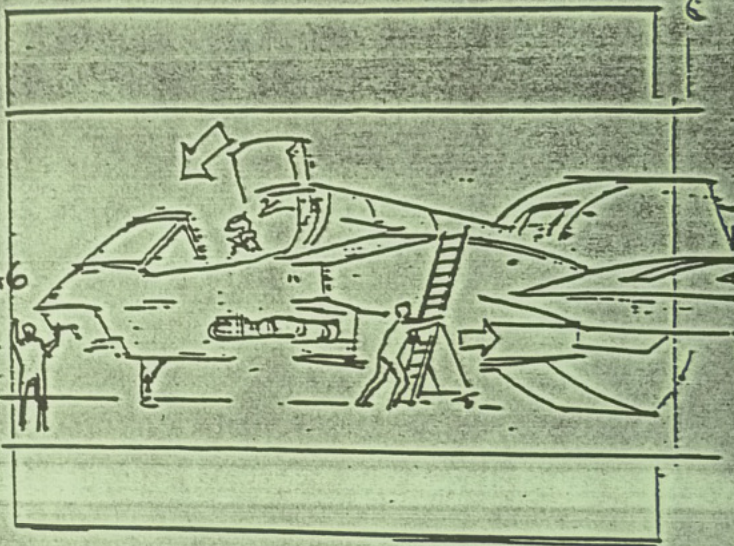
ENE#

OT#

FDK_HV_CAM#6



BLACK
UP
LADDER



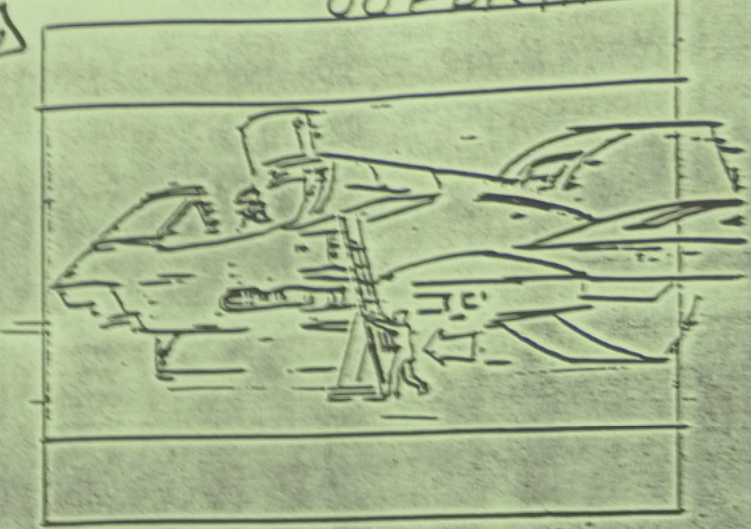
Green 4.25-94

00 FDK HVE

200
FUT

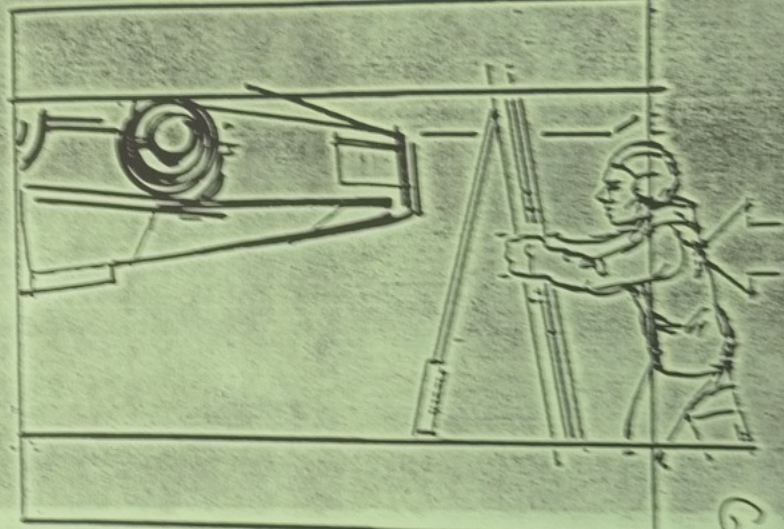
SCR. PG. STANDARD

FDK-HV-CAM #6

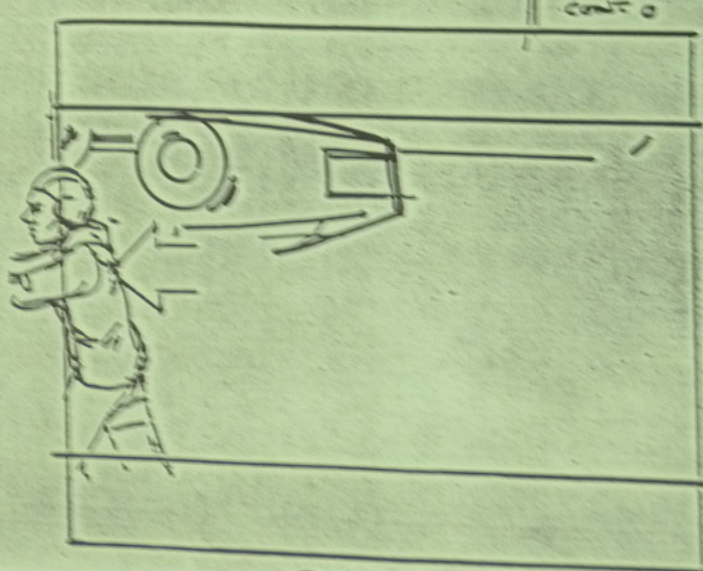


200
FUT

FDK-HV-CAM #84



200
FUT



Green 4.25-94

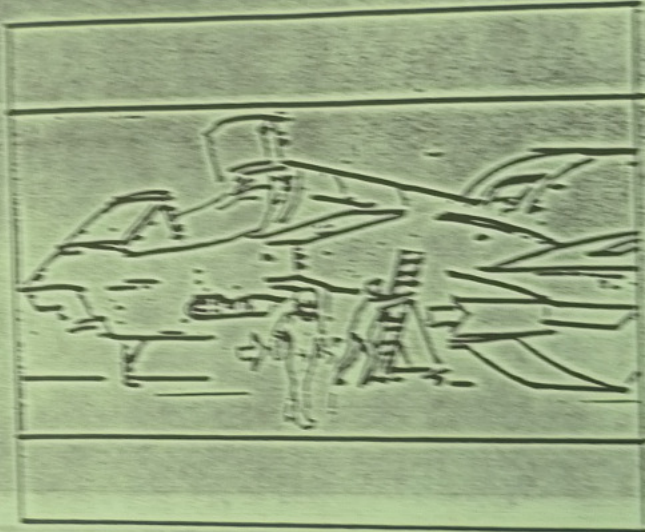
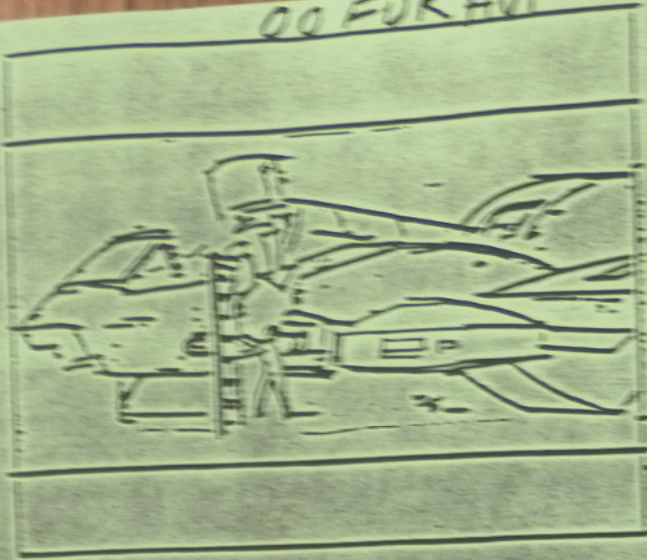
Sec 206

FDK - NV - COM#82

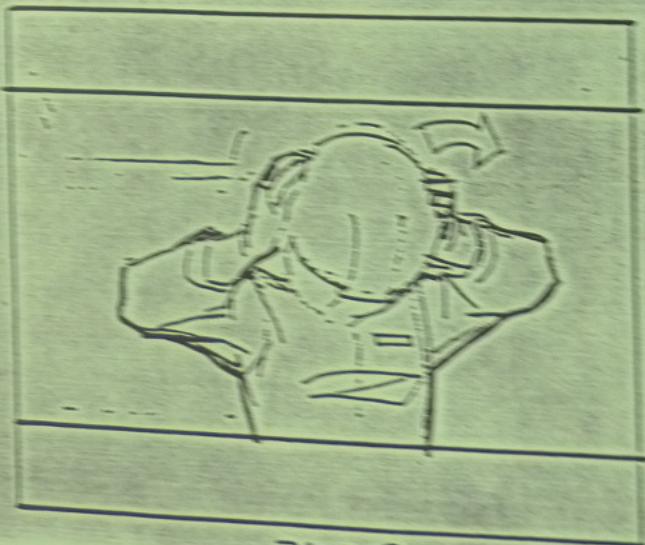


FDK - COM#82

00 FDK HVF



Green 4.25-94

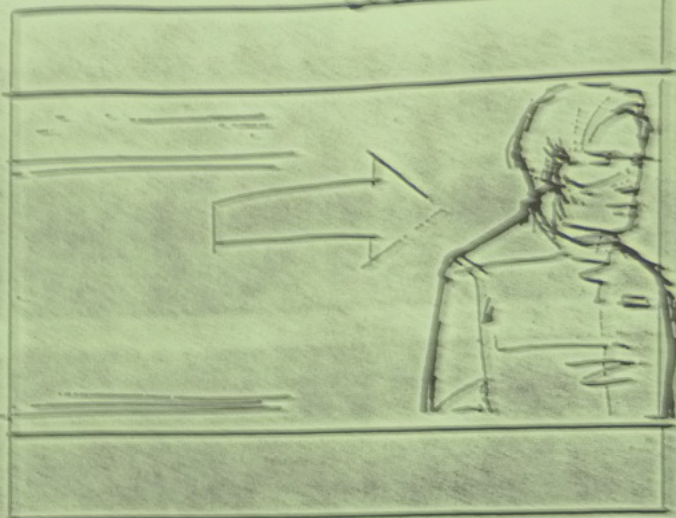


Page @ 3

SCENE# 206
SHOT#

FDK_CAM#82

00EDKHVF



SCENE#
SHOT#

CUT TO
APPROPRIATE HIGH
ANGLE

Green 4.25.94

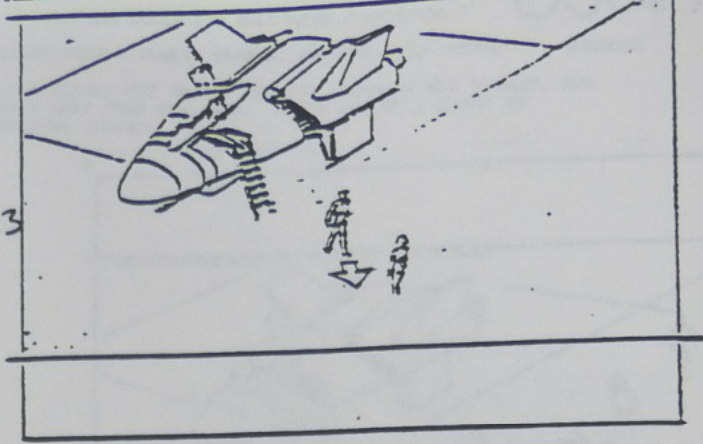
INSERT
STANDARD
LANDING
FOR
APPROPRIATE
SHIP
SC. 207
SCR. PG. STANDARD 13

EX
AR - #1
FDK - BO
HU
MF

SUCCESSFUL MISSION.

00 FDK 500
0000000

FACTOR DECK - RACHEL



BLAKE CLIMBS OUT OF THE COCKPIT, REMOVES HIS HELMET, AND MOVES AWAY FROM HIS SHIP. RACHEL COMES FORWARD TO MEET HIM AND SMILES.

RACHEL
Pretty slick flying, sir.

FDK #3



BLUE APR 18 1984

Thanks, Chief. BLAKE
BLAKE WALKS AWAY.

FDK #19



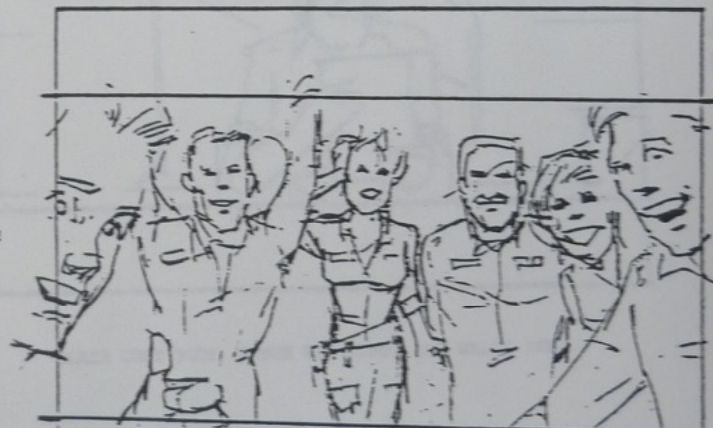
GUNNERY

INSERT
STANDARD
LANDING FOR
APPROPRIATE
SHIP.

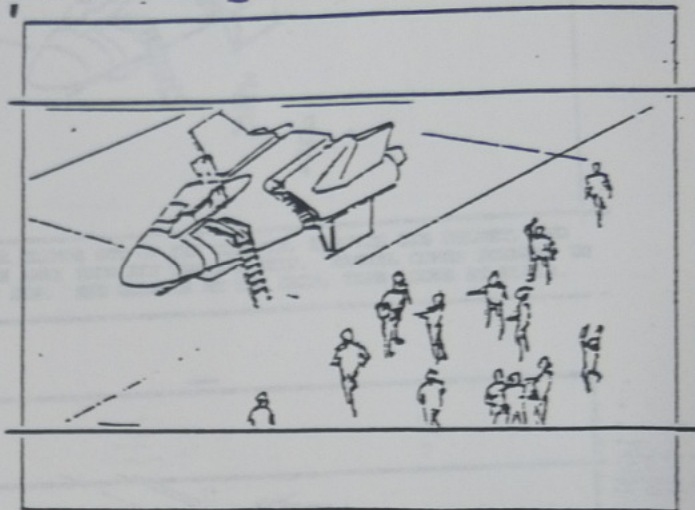
EX
AR
BO-#7
HV
MF

FDK-#31

EISEN
Good job, Colonel.
RACHEL
Great mission!
ROLLINS
Way to go, sir! Out-standing!



THEY ALL GATHER ROUND AND SHAKE BLAIR'S HAND, SLAP HIM ON THE BACK, ETC. AFTER A MOMENT, BLAIR NODS HIS THANKS AND HEADS FOR FLIGHT CONTROL.



EXTREME SUCCESS - WELCOMING COMMITTEE.
FLIGHT DECK - EISEN, RACHEL, ROLLINS, AND OTHERS
BLAIR CLIMBS OUT OF THE COCKPIT, REMOVES HIS HELMET, AND MOVES AWAY FROM HIS SHIP. HE IS MET BY A GROUP OF CHEERING CREWMEN.

OOLDXEL

73116 APR 13 1994

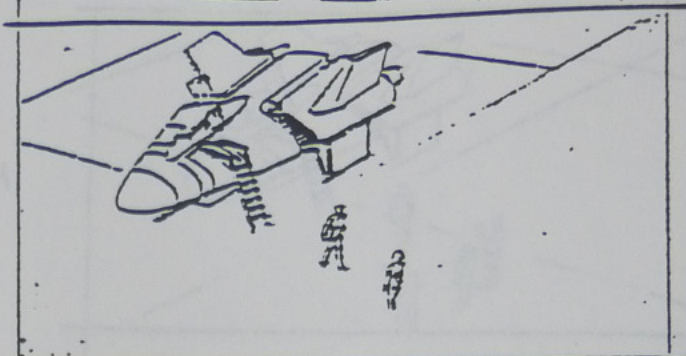
GUNNERY

SC. 208
SCR. PG. STANDARD 13

EX
AR #7
FDK-80-
HV
MF

FAULTY MISSION.
FLIGHT DECK - RACHEL

00FDK FAL GOLDVAL



BLAIR CLIMBS OUT OF THE COCKPIT, REMOVES HIS HELMET, AND MOVES AWAY FROM HIS DAMAGED SHIP. RACHEL COMES FORWARD TO MEET HIM. SHE GLANCES AT THE SHIP, THEN LOOKS AT BLAIR.

RACHEL
You really took some hits out there.

FDK-#11



BLAIR JUST NODS, HANGS HIS HEAD, AND WALKS AWAY..

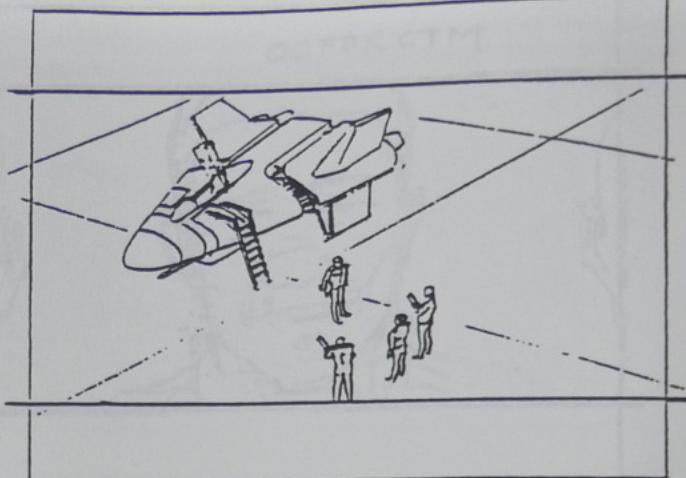
BLUE APR 18 1994

GUNNERY

INSERT
STANDARD
LANDING FOR
APPROPRIATE
SHIP.

SC. 210
SCR. PG. STANDARD 14

EX #7
AB
FDC BO
HU
MP



BLUE APR 13 1984

① .f ②

ENE# 5C.2YD
DT#

FDK #11

00FDKCTM



Standard-14

COURT MARTIAL.

FLIGHT DECK - EISEN

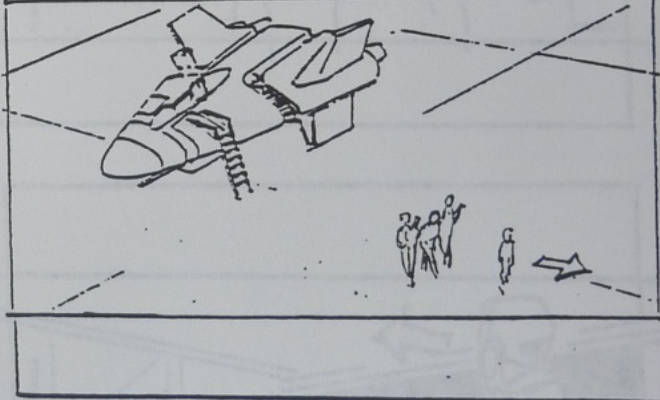
00LDCTM

BLAIR CLIMBS OUT OF THE COCKPIT, REMOVES HIS HELMET, AND MOVES AWAY FROM HIS SHIP. HE IS MET BY A VERY ANGRY EISEN WHO IS FLANKED BY TWO ARMED GUARDS.

EISEN

As you well know, Colonel, it is a criminal offense under the Confederation Code of Stellar Flight to fire upon your own wingman. You're being detained for court martial. Please come with us.

BLAIR HANGS HIS HEAD IN SHAME AS THE GUARDS USHER HIM AWAY.



EX
AR CAM#7
FDK BO
HV
MF

BLUE
APR 13 1984

② of ②

4C.211

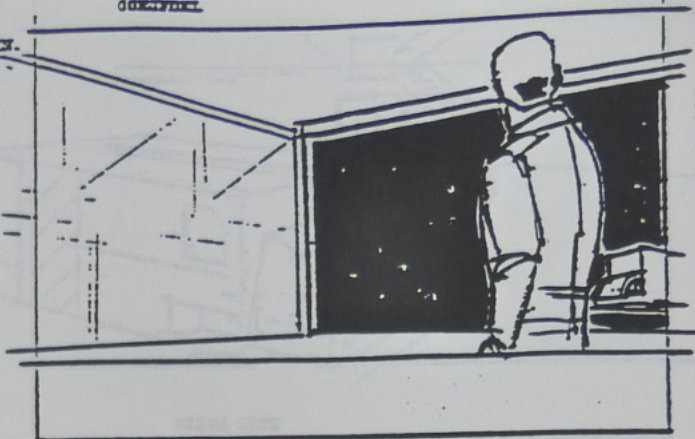
PLANNED SCENE - MONTAGE

SCENE TAKEN AS THE SUBJECT ENTERS BLTZ EX.

00FDKEJ1

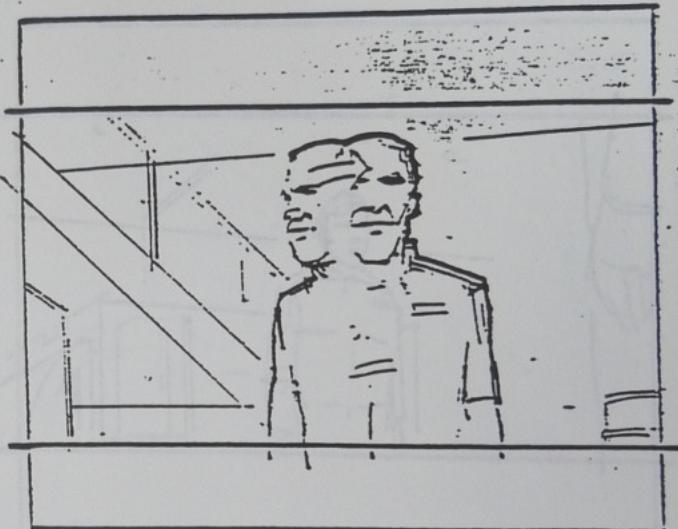
①

FDK-SH-CAM #8



②

FDK-CAM #14



③

FDK-SH-CAM #8

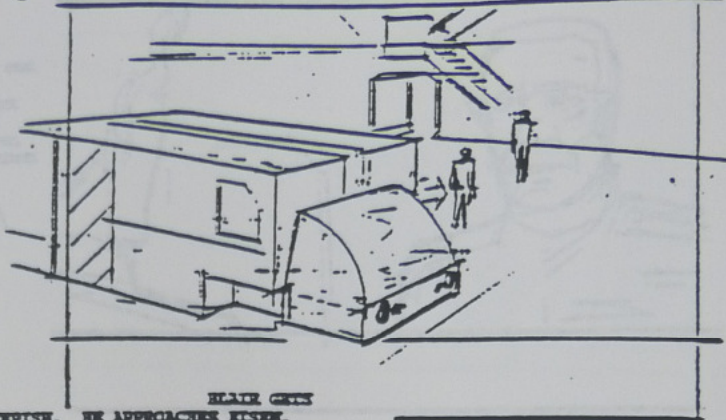


SC. 211

FDK-SH-CAM #17

(4)

00 FDKES1



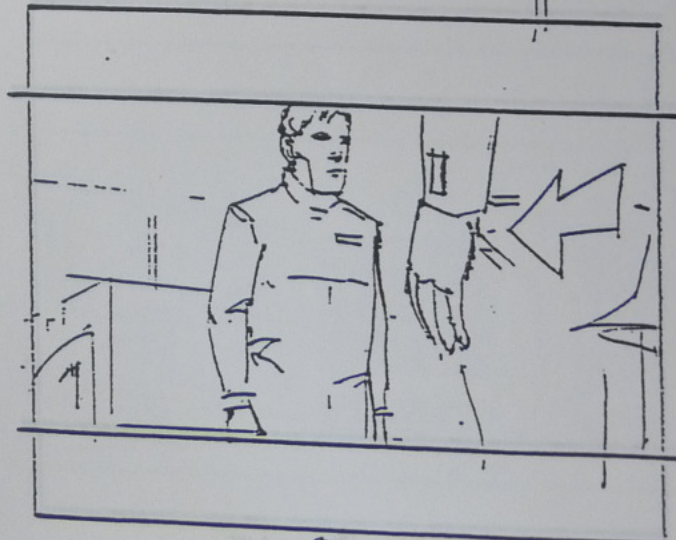
HEAVY GUN
OUT, LOOKING A LITTLE SIDEWASH. HE APPROACHES REAR.

(5)

FDK-SH-CAM #9



SHOT CONT'D



PAGE 2 OF 3

GUNNER

96.211

(6)

00FDKES1

SENTRY
I know in got a little hairy out there. Colonel ... but the Victory's not high on the list when it comes to getting new equipment. One way or another, you figure out how to bring that craft back with you.

FDK-SH-CAM#11



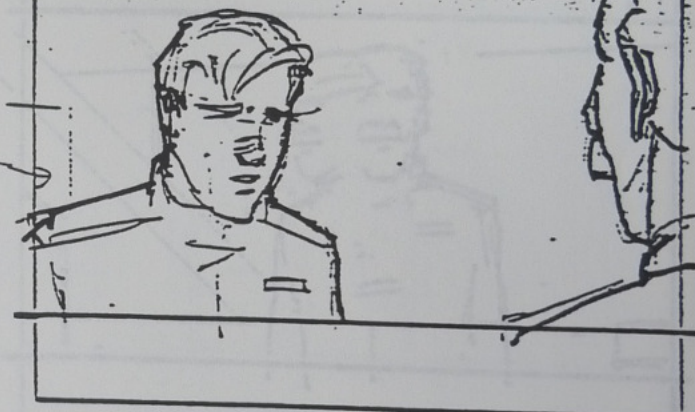
(7)

Yes, sir.

SENTRY

FDK-SH-CAM#10

11/20/75



212 "Direct" Interview

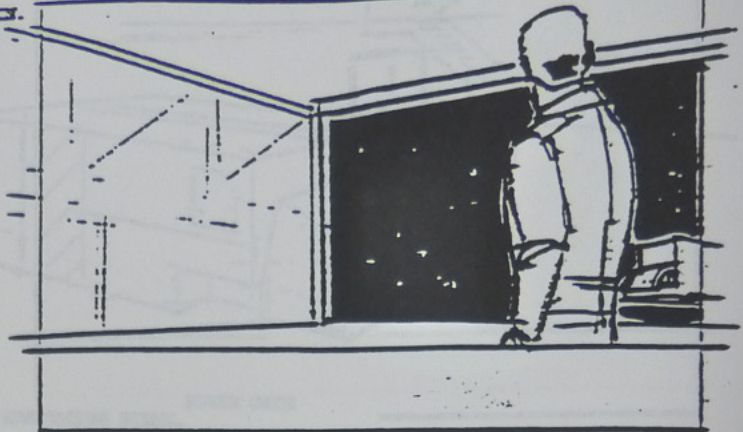
Room 101 - 101

Room 101 as the shipping room

00FDKEJ2

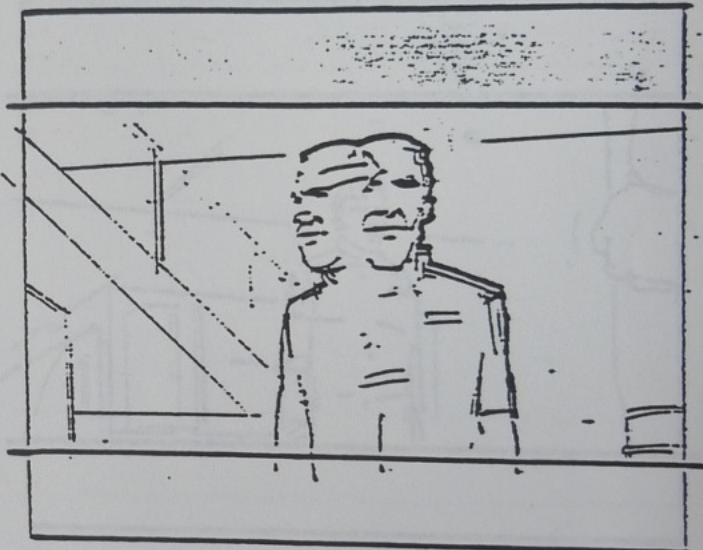
①

FDK-SH-CAM #8



②

FDK-CAM #14



③

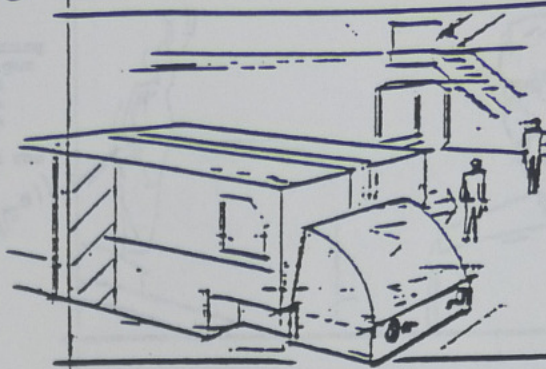
FDK-SH-CAM #8



4C. 212

FOX-SH-CAM #17

(4)



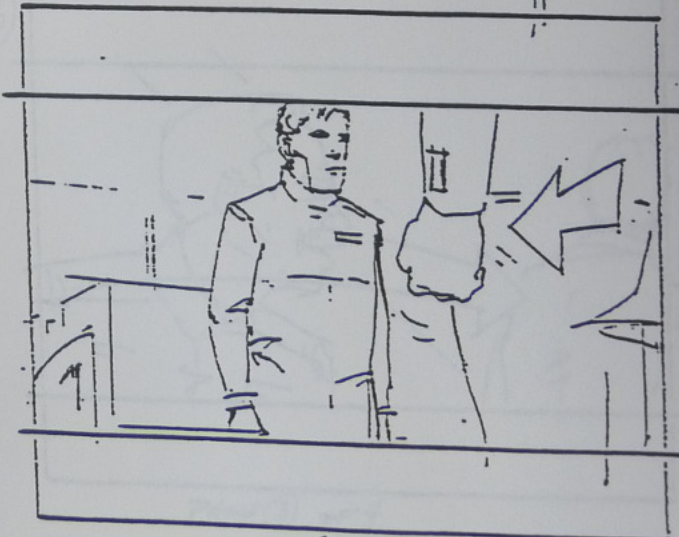
OUT. LOOKING WESTWARD. IN APPROXIMATE ENTRY. HALLWAY CORN

(5)

FOX-SH-CAM #9.



SHOT 1011



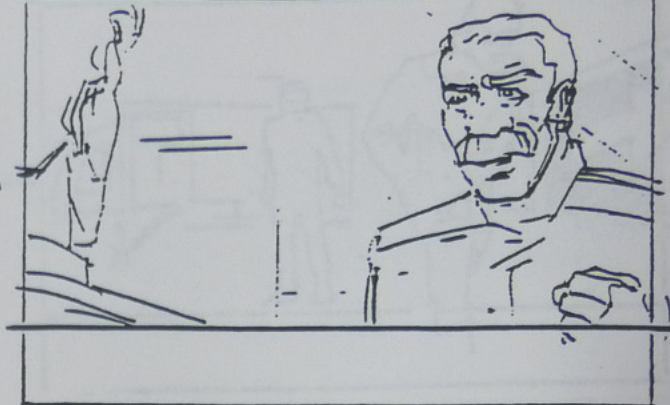
3C. 212

(6)

00FDKEJZ

Are you crazy, Colonel? Ditching
 aircraft just because you've got
 some Kikuchi snafus around
 your tail? You think I got a
 bunch of elves in a back room
 somewhere building these
 vehicles? You can't bail out the
 second you run into trouble,
 Nisac.

FDK-CAM#11



(7)

BLAKE SHOVES HIS HANDS INTO HIS POCKETS AND WALKS AWAY
 WITH HIS HEAD DOWN. HEATH CONTINUES HIS EFFORTS.

Makes me wonder where you learned
 to fly!

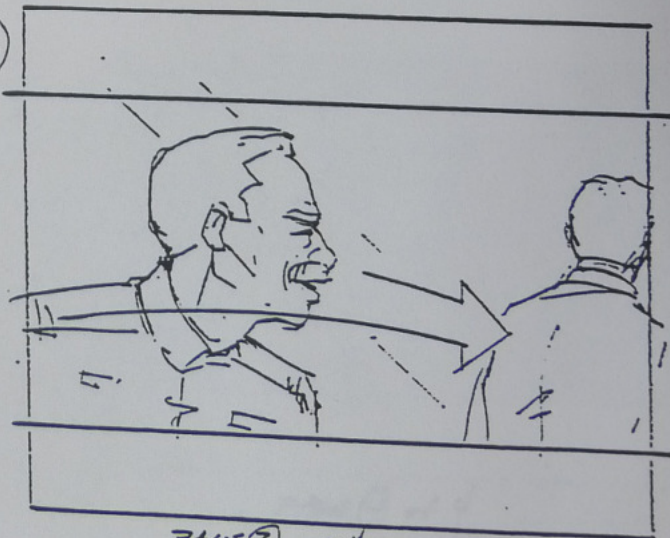
FDK-SH-CAM#10



(8)

You better clock some
 hours in the simulator -- it'd do
 you good!

FDK-CAM#12



PAGE 3 of 4

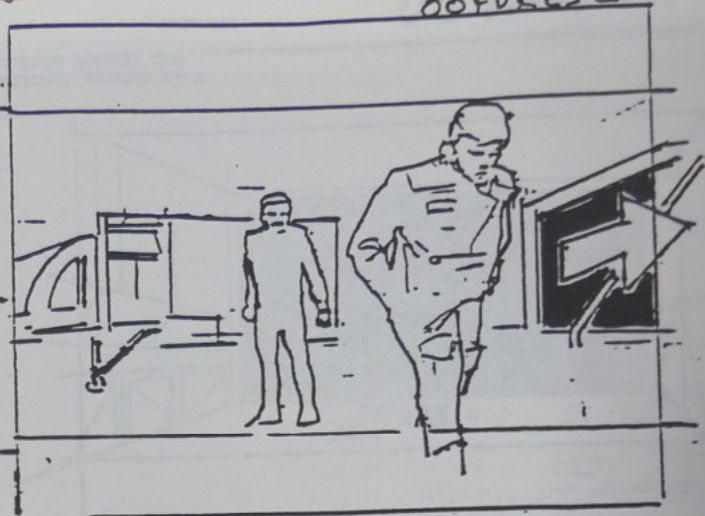
212

FDX-SH-CAM-1
(9)

00FDXE12

AS HE WALKS OFF:

Yes ... sir ...



SCENE 3
SHOT 3

WALKS OFF
COFFIN (C) WALKS
FORWARD
FURTHER BLANK
AT PRODUCE WITH
SEVEN (7) HOURS
SUMO'S BEHIND
HIM
ALL ARE AGAINST
FX - STARFIELD
FOX-FX-421

SCENE 3
SHOT 3

CU -
AS HE DELIVERS
EULOGY.
FX - STARFIELD
FOX-FX-422

FLIGHT DECK - BLAIR

00000000

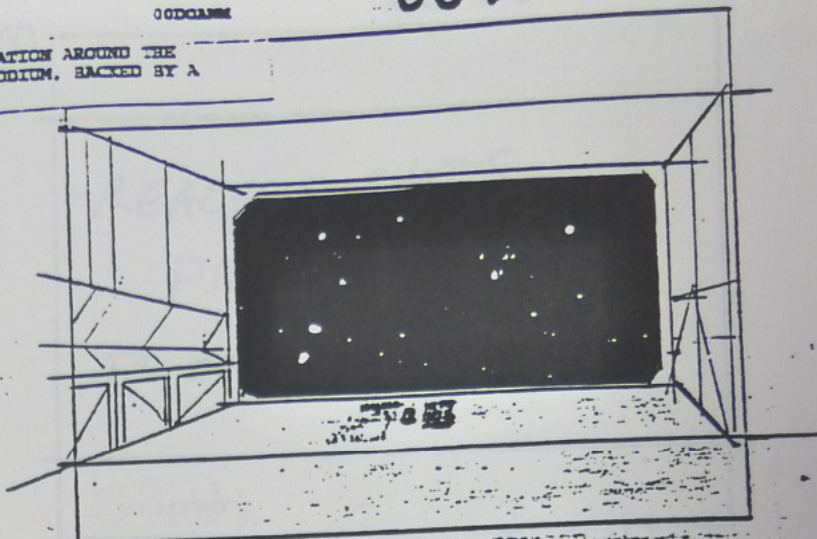
00 DOK WML

SCENE# 1
CREWMEN AND PILOTS STAND IN SOLEMN FORMATION AROUND THE
INTER-STELLAR COFFIN. BLAIR'S AT THE PODIUM, BACKED BY A
SEVEN-MAN HONOR GUARD.

SHOT# ①

NOTE: PLEASE
REFER TO SCRIPT
FOR ALL
VARIATIONS

SC. 213
SCR. PG. STANDARD 19
FDX-FU-CAM #20



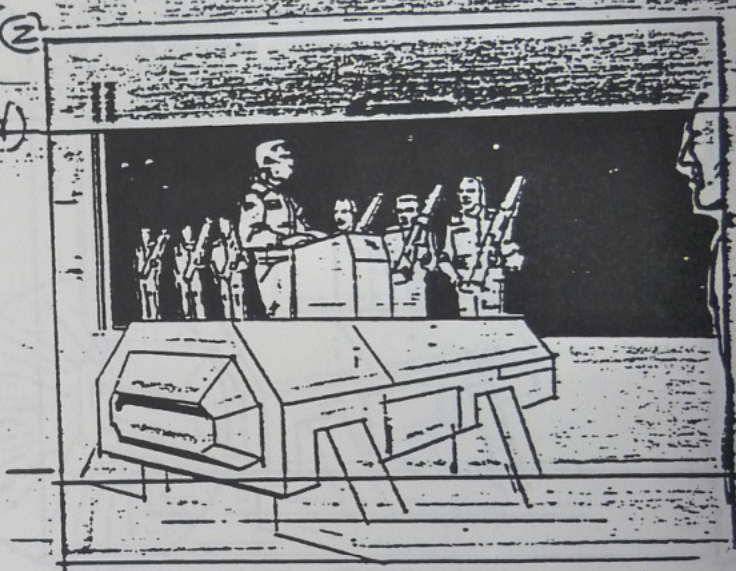
SCENE#
SHOT# ②

WIDE SHOT
COFFIN (foreground)
RENDER

FEATURE BLAIR
AT PODIUM WITH
SEVEN (7) HONOR
GUARDS BEHIND
HIM.

ALL ARE AGAINST
FX - STARFIELD

FDX-FU #21



SCENE#
SHOT# ③

C.U. -
AS HE DELIVERS
EULOGY.

FX - STARFIELD

FDX-FU #22



SCENE# 213
TT#

FDK-FU #23
#24
#25

(4)

-REACTION SHOTS
PILOTS
TO BE DETERMINED

SCENE#

FDK-FU-#21

SHOT#

END OF EULOGY

BACK TO SHOT (2)

COFFIN ENGINE PULSES

-X - STARFIELD (BG)

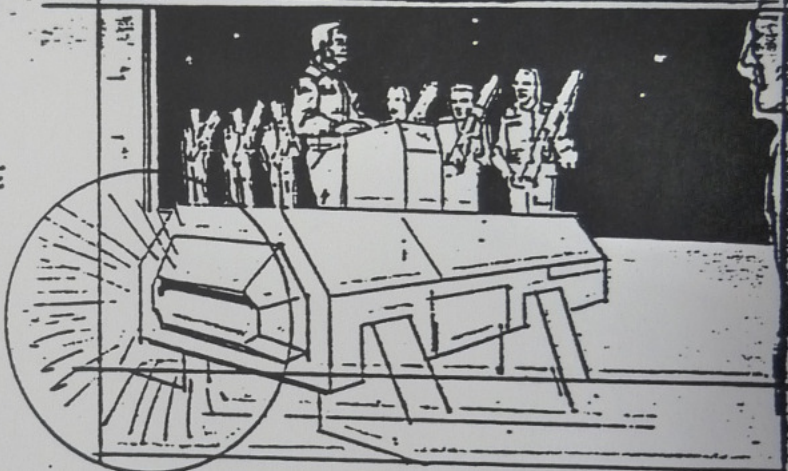
- COFFIN ENGINE PULSE

- COFFIN MAY MOVE
FWD IN THIS
SHOT --

SOME RE-POSITIONING
MAY BE NECESSARY

(5)

WHEN BLAIR FINISHES SPEAKING, THE COFFIN ENGINE PULSES
AFTER A BEAT, THE COFFIN IS LAUNCHED AND PASSES THROUGH
THE FORCE FIELD AIRLOCK.



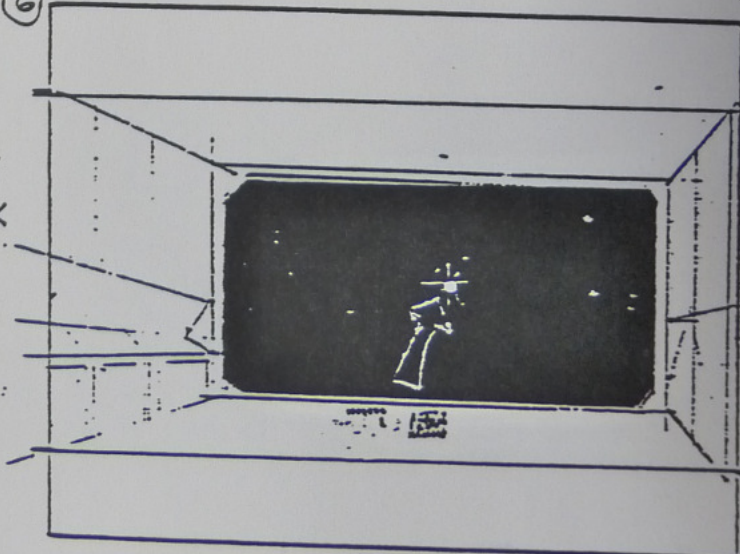
SCENE#

SHOT# (1)

EXTREME WIDE
ANGLE

FDK-FU#20 (6)

COFFIN LAUNCHES
AND PASSES THROUGH
FORCE FIELD AIRLOCK



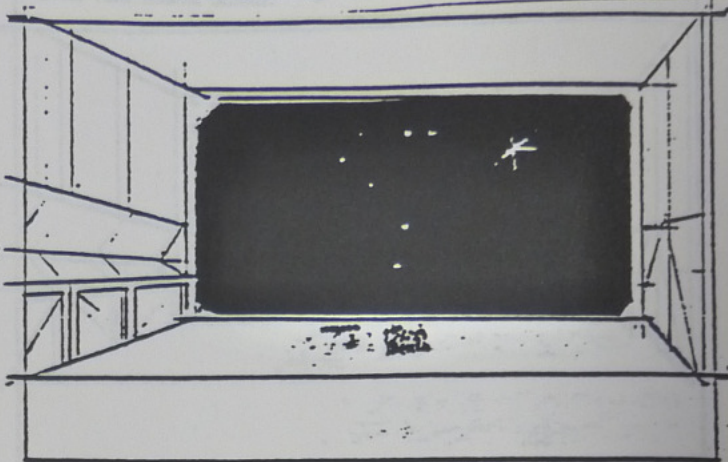
SCENE# 213 EXTREME WIDE
 OT# ② ANGLE

HONOR GUARDS
 FIRE TWENTY ONE GUN
 SALUTE INTO SPACE
 THROUGH FORCE FIELD
 AIRLOCK.

FDK_FU_CAM#20

⑦

THE HONOR GUARD FIRES A TWENTY-ONE GUN SALUTE INTO SPACE
 AS THE COFFIN BECOMES ONE WITH THE STARS.



00 DON FL

SCENE# INT. FLIGHT DECK

ALL ARE GATHERED FOR FUNERAL

EXTREME WIDE ANGLE

FX - STARFIELD

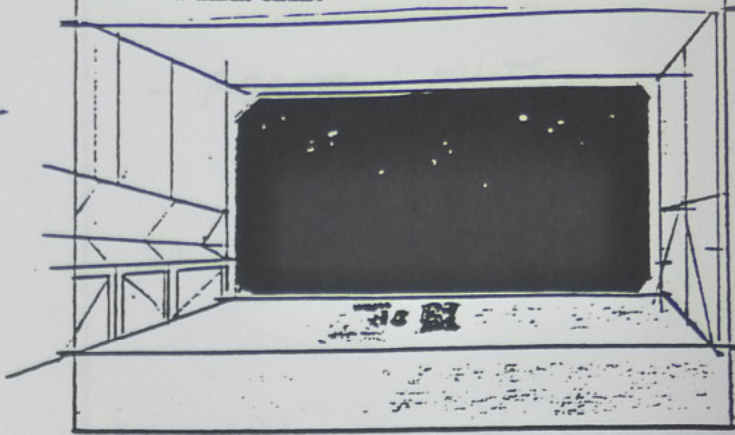
SC. 214

SCR: PG.:
STANDARD

FDK FU - #20

①

CREWMEN AND PILOTS STAND IN SOLEMN FORMATION AROUND THE INTER-STELLAR COFFIN. EISEN'S AT THE PODIUM, BACKED BY A SEVEN-MAN HONOR GUARD.



SCENE#

SHOT# ②

WIDE SHOT
COFFIN (RENDER)

F.G. FEATURE

EISEN AT PODIUM

WITH SEVEN (7)

HONOR GUARDS

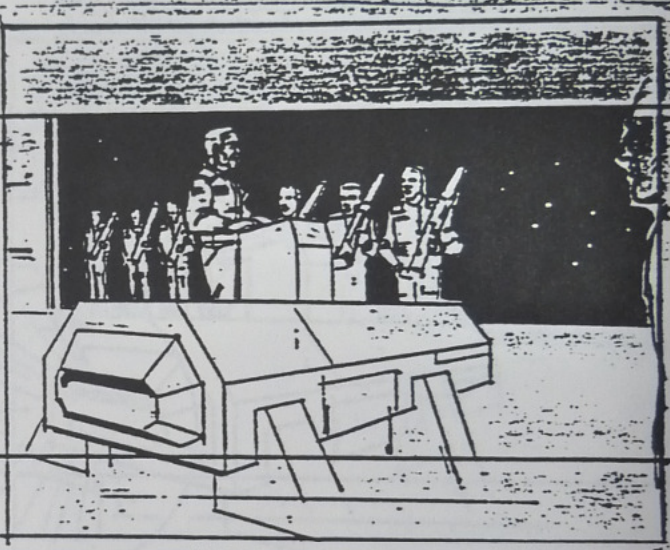
BEHIND HIM

ALL ARE AGAINST

FX - STARFIELD

FDK FU - #21

②



SCENE#

SHOT# ③

EISEN

The Colonel was a pilot who at all times flew hard and flew fast. But he was more than that: He was a man who had an effect on all those he met.

(beat)

This man ... will be missed...

FDK FU - #22

③



SCENE#
OT#

FDL FV #23
#24
#25

- REACTION SHOTS
PILOTS
TO BE DETERMINED

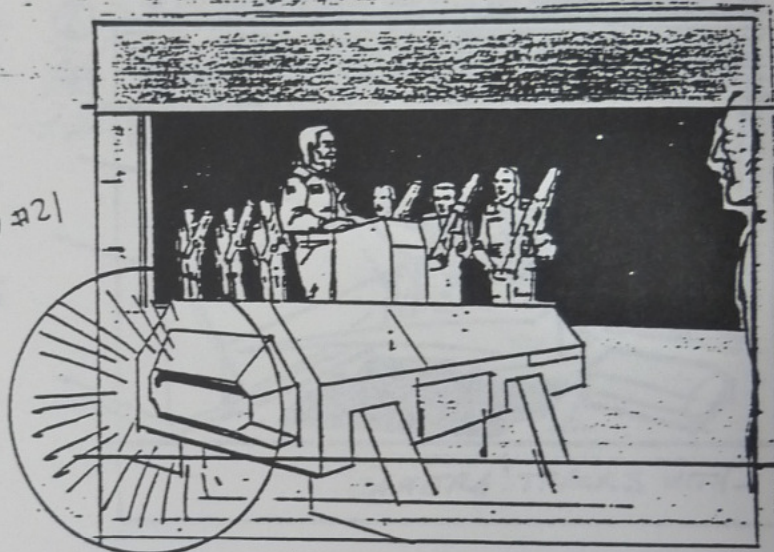
SCENE#

SHOT# END OF EULOGY

BACK TO SHOT ②
COFFIN ENGINE PULSES (F:
- STARFIELD FDL FV #21

COFFIN ENGINE
PULSES
(SUGGEST REACTION
LIGHTING)

- COFFIN MAY MOVE FWD
SLIGHTLY IN THIS
SHOT



SCENE#

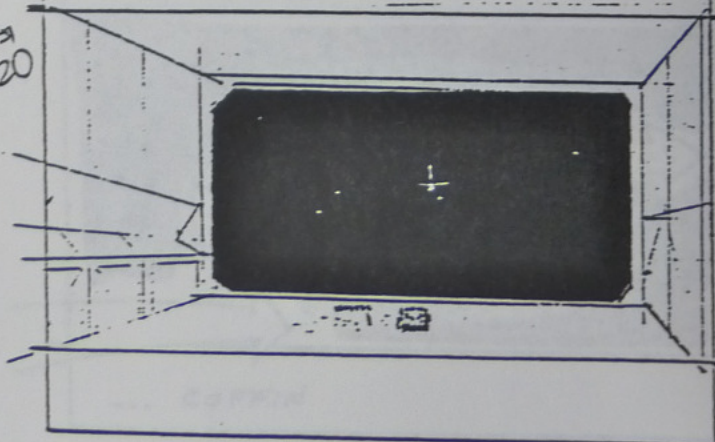
SHOT# ① BACK TO SAME
SET UP AS SHOT
#①

FX - COFFIN ENGINE
CONTINUES PULSE.
- COFFIN LAUNCHES
AND PASSES THROUGH
FORCE FIELD AIR LOCK.
- STARFIELD

EXTREME WIDE ANGLE ⑥

FDL FV #20

WHEN ELSEN FINISHES SPEAKING, THE COFFIN ENGINE PULSES.
AFTER A BEAT, THE COFFIN IS LAUNCHED AND PASSES THROUGH
THE FORCE FIELD AIRLOCK.

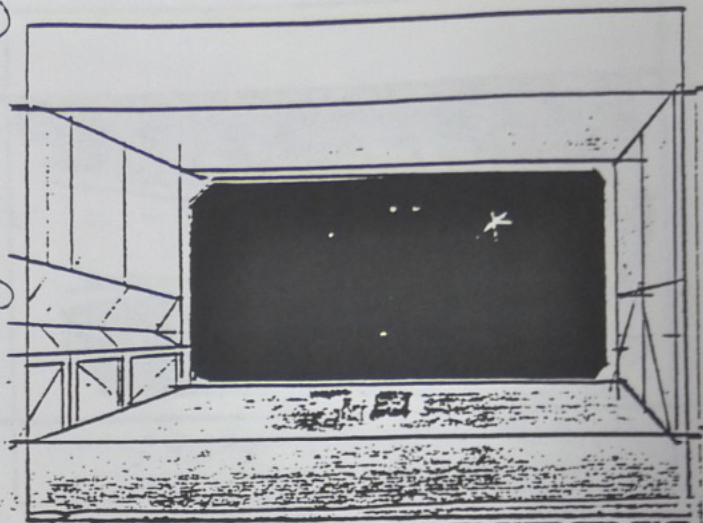


SCENE#
OT#

EXTREME WIDE
ANGLE
HONOR GUARDS
FIRE TWENTY ONE
GUN SALUTE THROUGH
FORCE FIELD AIRLOCK

FDL-FU-CAM#2

⑦



THE HONOR GUARD FIRES A TWENTY-ONE GUN SALUTE INTO SPACE
AS THE COFFIN BECOMES ONE WITH THE STARS.

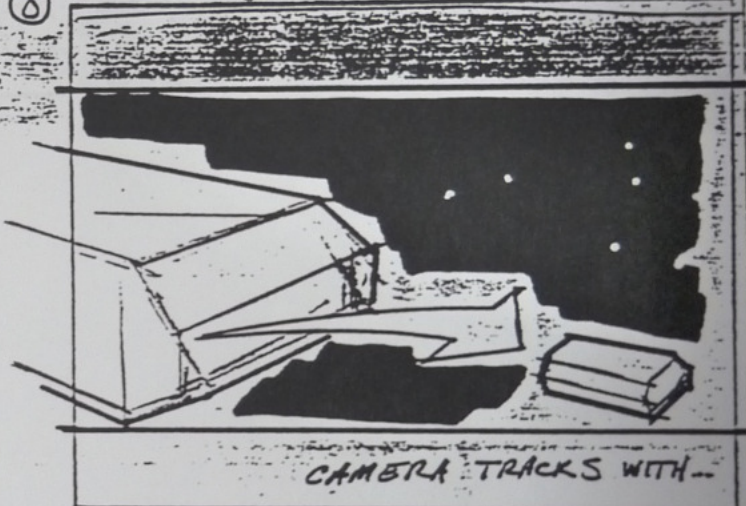
SCENE#
SHOT#

EXT. SHIP/SPACE

CAMERA TRACKS
WITH COFFIN AS
IT LEAVES LAUNCH
BAY AND HEADS
INTO THE VASTNESS
OF SPACE.

THE HONOR GUARDS
TWENTY ONE GUN
SALUTE CONTINUES.

⑧



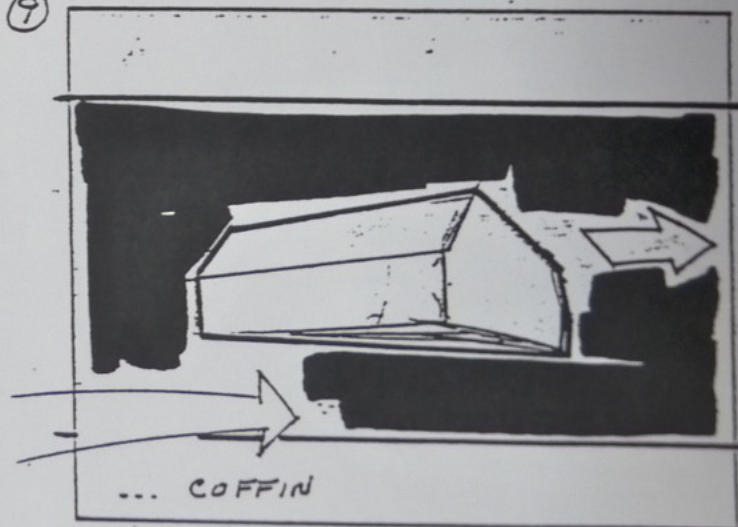
CAMERA TRACKS WITH--

SCENE#
SHOT#

SAME SHOT
CONTINUED...

CAMERA
CONTINUES TO
TRACK WITH
COFFIN

⑨



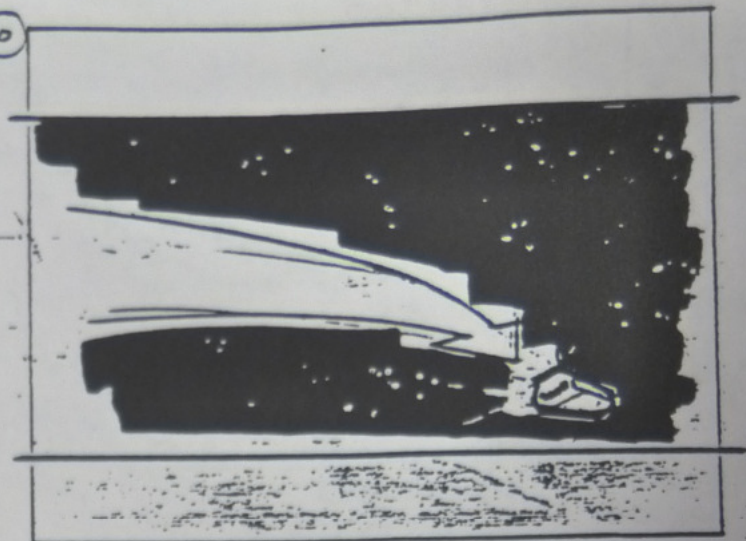
... COFFIN

SCENE#
JT#

SHOT CONT'D

(10)

COFFIN BECOMES
ONE WITH THE
STARS.



FDK - BLAIR DOWN STAIRS

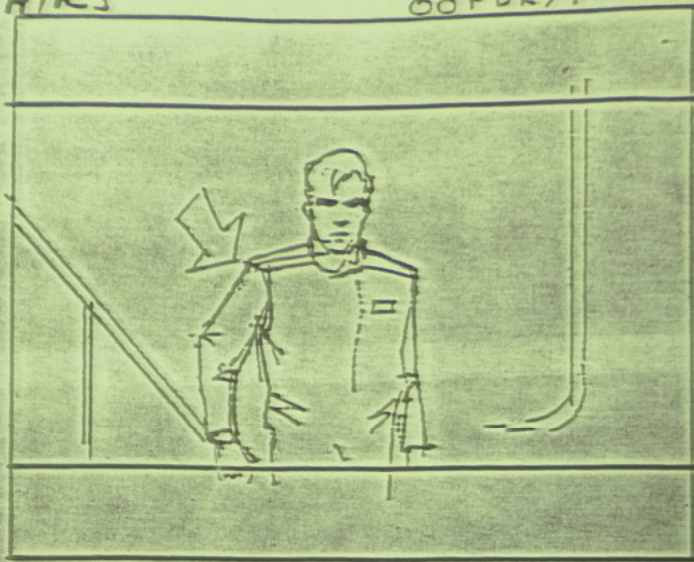
00FDKST

EVER
HOT

SC. 236

SC. Pg. STANDARD

FDK_CAM #20



Green 4.25.94

3 KIT

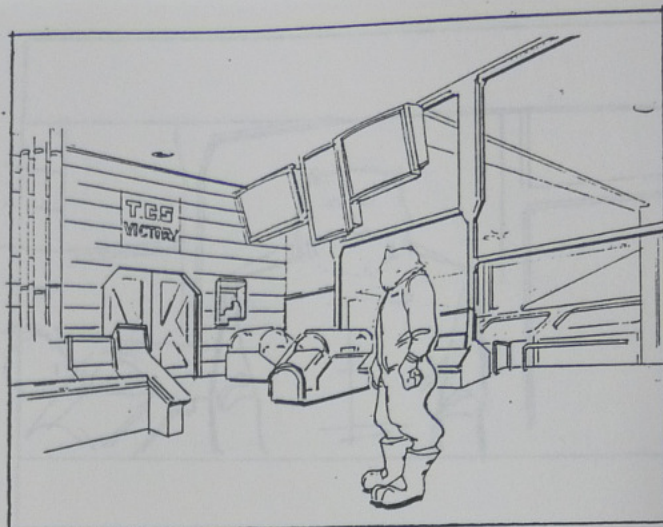
HALL / TUNNEL

Red Room

A1 FCT HB

SCENE# 6
SHOT# PG. A B

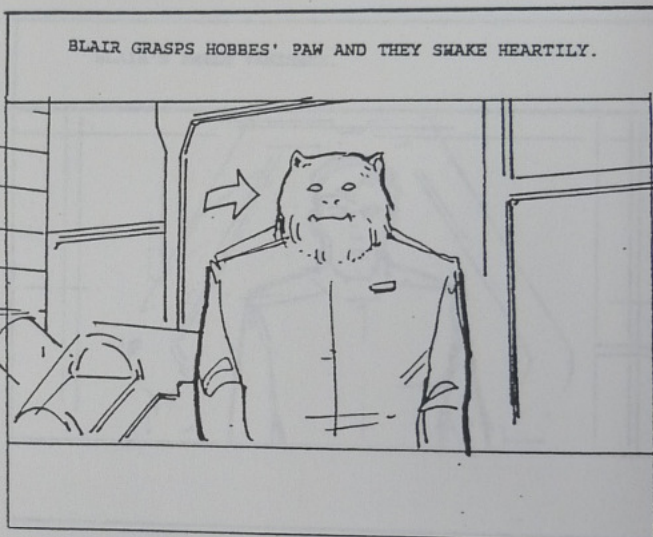
FLIGHT-CONTROL-CAM#1



SCENE#
SHOT#

HOBBES
Welcome aboard, old friend.
You're looking fine and fit.
Does this war agree with you?

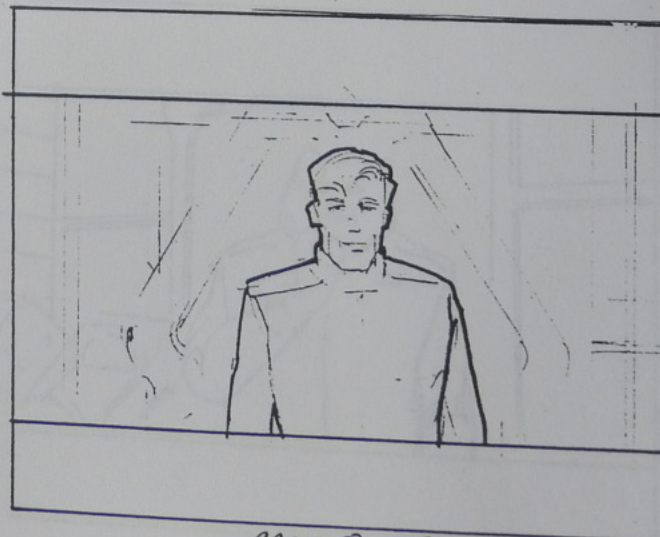
FLIGHT-CONTROL-CAM#12



SCENE#
SHOT#

BLAIR
(chuckles)
Yeah, like a pair of busted wing-
flaps. But it's damn good to see
you, buddy.

FLIGHT-CONTROL-CAM#3



PAGE ① of 4

18 MAY 94 - BUFF

SCENE# 6
SHOT#

HOBBS
And how is the fine pilot and
comrade Angel?

FLIGHT-CONTROL-CAM #12

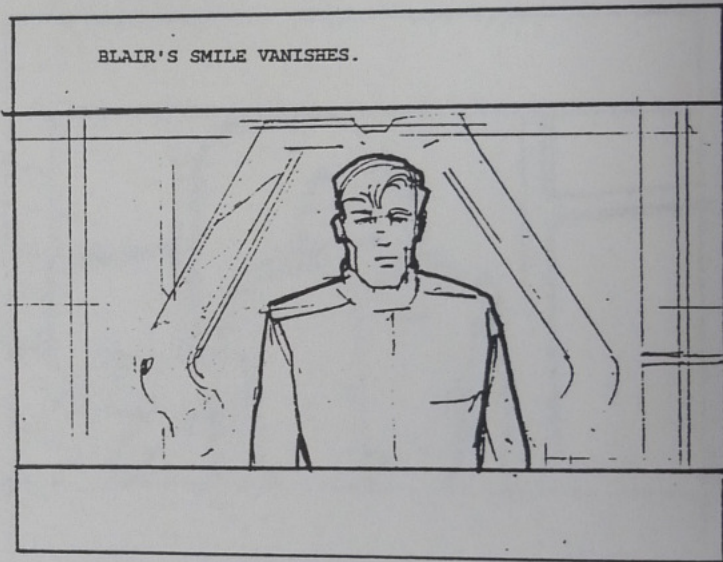


SCENE#
SHOT#

BLAIR
I don't have a clue. Haven't
heard from her in a while. She's
on some damn covert op for Tolwyn.
(changing subject)
But I got good news for you. I
put you back on the flight roster.

FLIGHT-CONTROL-CAM #3

BLAIR'S SMILE VANISHES.



SCENE#
SHOT#

(beat) HOBBS
But I requested--

FLIGHT-CONTROL-CAM #12

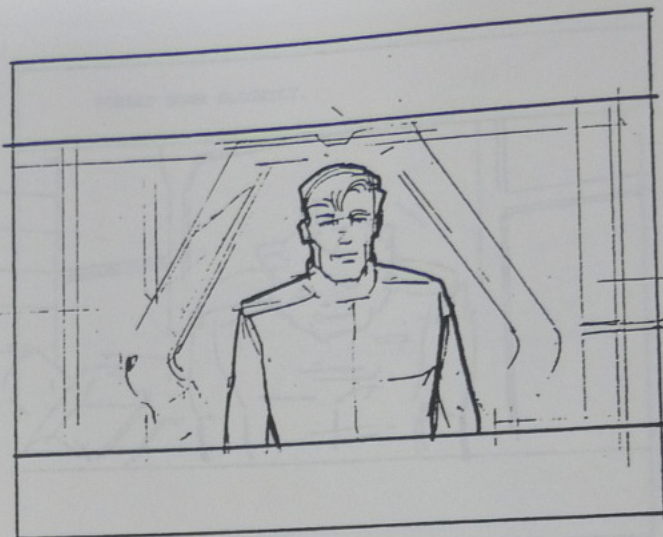


A1FCT H5

SCENE# 6
SHOT#

BLAIR
Never mind that. You're going
out with me on my first mission.

FLIGHT-CONTROL-CAM# 3



SCENE#
SHOT#

HOBBES
Colonel...
(beat)
There are many brave and noble
pilots here.

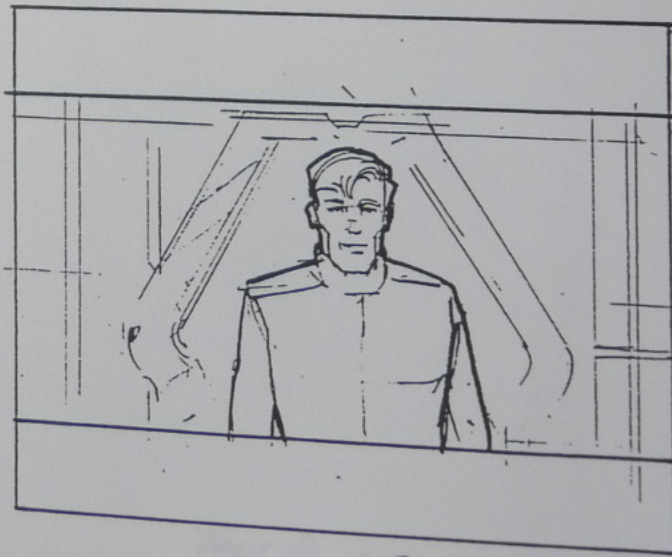
FLIGHT-CONTROL-CAM# 12



SCENE#
SHOT#

BLAIR
When my ass is on the line, I
want a wingman I can trust.

FLIGHT-CONTROL-CAM# 3



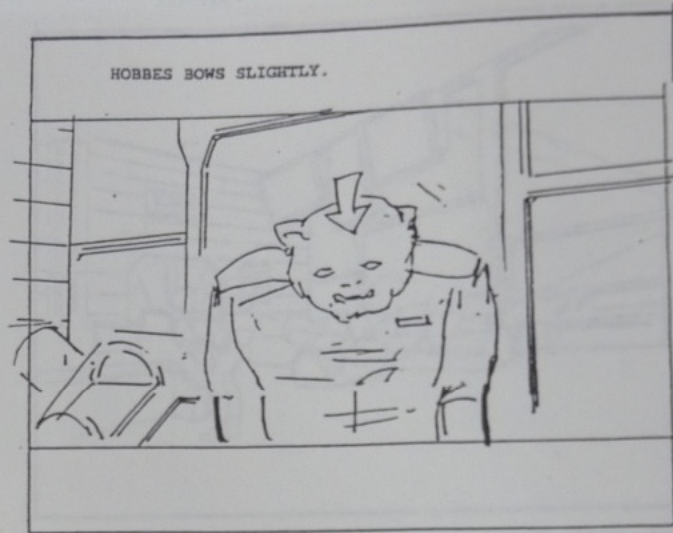
18 MAY 94 - BUFF

A1 FCT HB

SC. 6

HOBBS
I shall try not to disappoint
you, old friend.

FLIGHT_CONTROL_CAM #12



18 MAY 94 - BUFF

LOADOUT (FLIGHT CONTROL) - RACHEL

SCENE# 14
SHOT# A-19/A-20

FLIGHT - CONTROL - CAM#1

SCENE#
SHOT#

RACHEL
Chief Tech Rachel Coriolis.
Welcome to the Victory, Colonel.
Heard you're flying with Hobbes
on this one.

FLIGHT - CONTROL - CAM#9

SCENE#
SHOT#

BLAIR
(snaps)
You got a problem with that,
Chief?

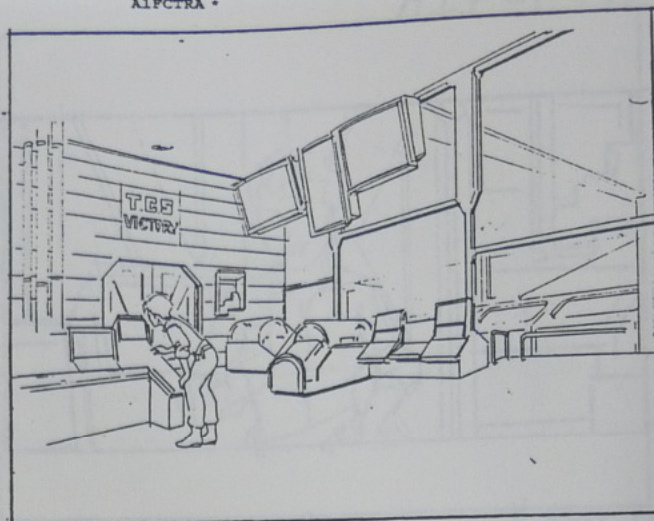
FLIGHT - CONTROL - CAM#10

A1 FCT RA

A-19
A-20

A-19

ALFCTRA *



COLONEL BLAIR, PREPARING FOR HIS FIRST MISSION, SPOTS THE VICTORY'S CHIEF TECH, RACHEL CORIOLIS. SHE'S A BRASSY, SEXY, PUNKED-OUT MECHANIC IN HER LATE 20'S, DRESSED IN GREASY FUTURISTIC GRUNGE. SHE LIKES PILOTS WHO KNOW WHAT THEY'RE DOING ... AND BLAIR CARRIES HIMSELF LIKE HE KNOWS WHAT HE'S DOING.



PAGE ① of 4

A-19
A-20

18 MAY 94 - BUFF

SCENE# 14
SHOT#

RACHEL
Oh, no, sir. I think it's about
time. That cat's one hell of a
pilot.

FLIGHT-CONTROL-CAM#9



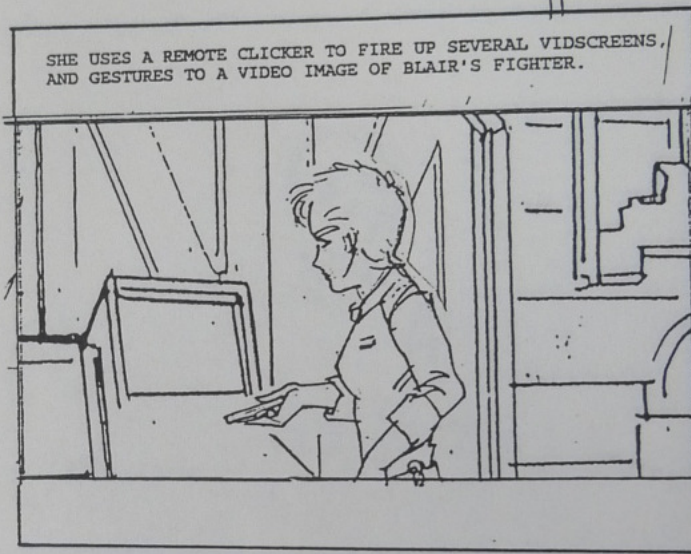
A-19
A-20

SHOT CONT'D

SCENE#
SHOT#

RACHEL
Here she is: one Hellcat V.
Prepped, primed, locked, loaded -
- and ready to kick some ass.

FLIGHT-CONTROL-CAM#9



SHE USES A REMOTE CLICKER TO FIRE UP SEVERAL VIDScreens,
AND GESTURES TO A VIDEO IMAGE OF BLAIR'S FIGHTER.

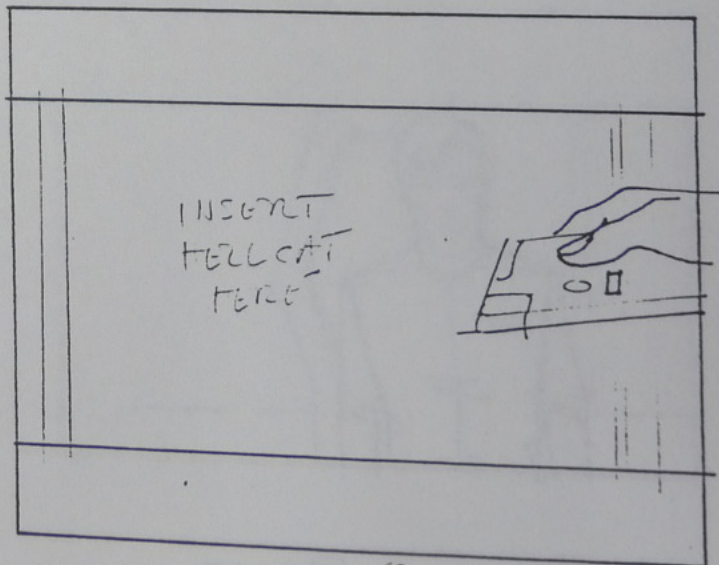
18 MAY 94 - BUFF

SCENE#
SHOT#

FLIGHT-CONTROL-CAM#11

A1 FCT RA

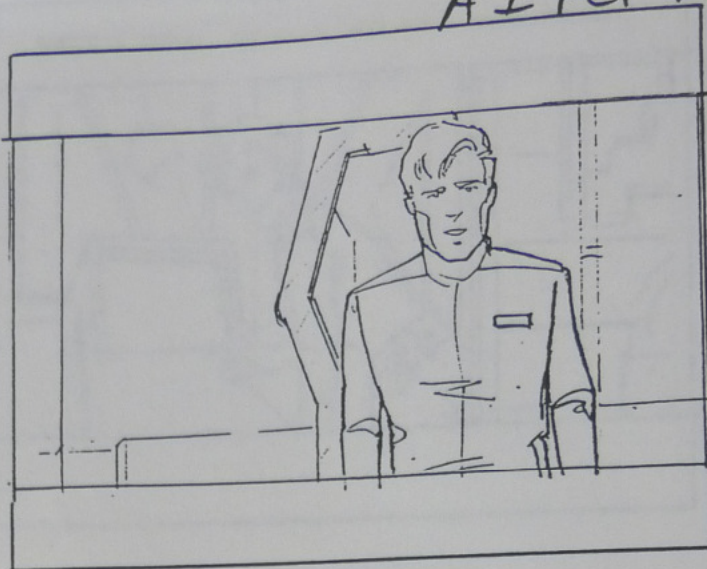
A-19
A-20



SCENE# 14
SHOT#

BLAIR
Thank you, Chief. What about
ordnance?

FLIGHT-CONTROL-CAM#10



A-19
A-20

SCENE#
SHOT#

RACHEL
All taken care of, sir. The
Captain downloads mission specs
to me -- and I dope out the
weapons requirements. You're set
for this one.

FLIGHT-CONTROL-CAM#9



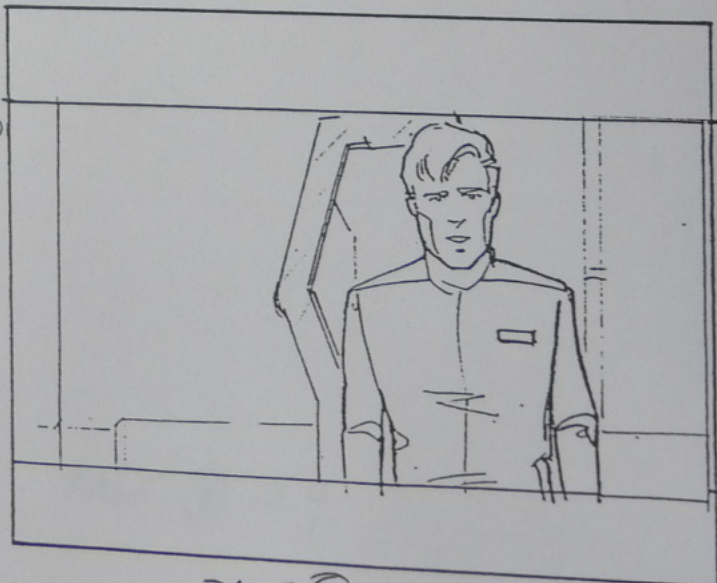
18 MAY 94-BUFF

SCENE#
SHOT#

FLIGHT-CONTROL-CAM#10

BLAIR
(hesitant)
I see.

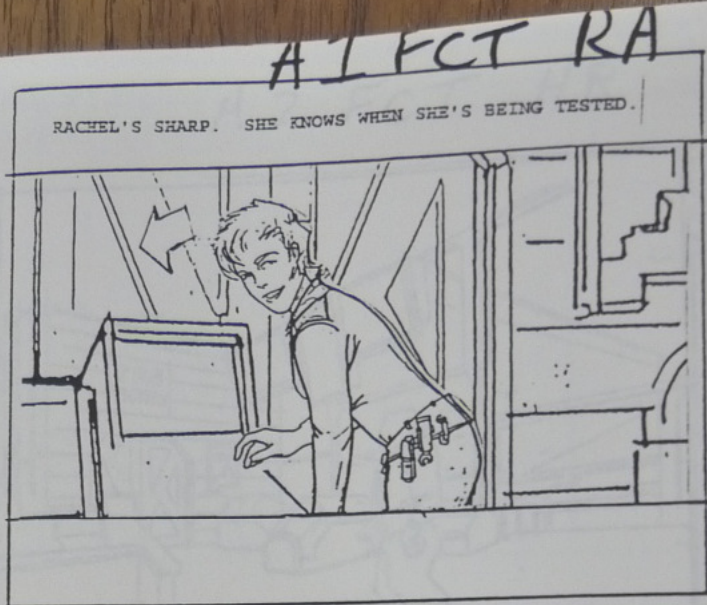
A1 FCT RA
A-19
A-20



SCENE# 14
SHOT#

RACHEL
In the future, sir, you'll have
the option of choosing your own
weapons...
(beat)
Or you can trust my judgment and
fly with my default loadout.
(sly smile)
I promise you, Colonel, I never
disappoint.

FLIGHT-CONTROL-COM #9



A-19
A-20

A1 FCT RA

A-19
A-20

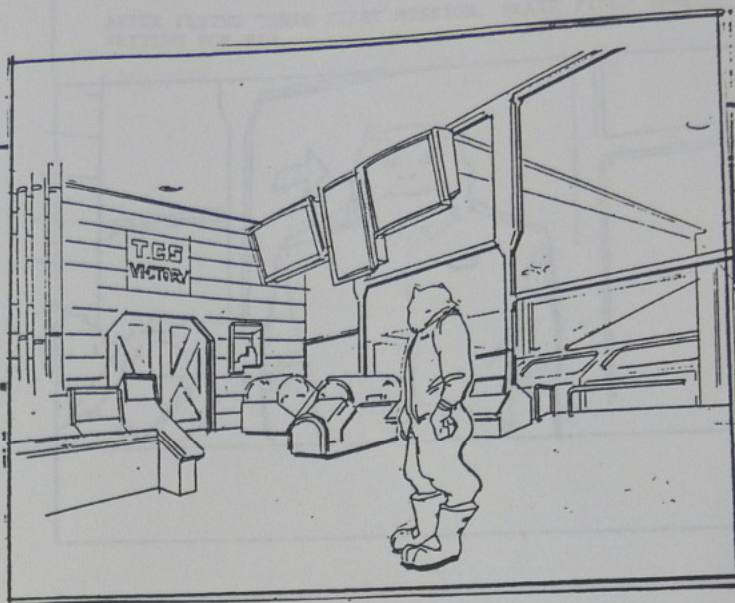
18 MAY 94 - BUFF

A2 FCT HB

TE# 16

PG.

FLIGHT_CONTROL_CM#1



HORBE'S POSTAGE STAMP
FCT

18 MAY 94-8055

SCRIPT PAGE A-22

A2 FCT HB
SCRIPT PAGE
A-22

PAGE ① of 4

A2 FCT HBO

IF MISSION A1 SUCCESS:

A-22

CENE# 16
NOT#

HOBBS
Congratulations, old
friend.

FLIGHT-CONTROL-CAM#12

AFTER FLYING THEIR FIRST MISSION, BLAIR FINDS HOBBS
WAITING FOR HIM.



CENE#
NOT#

BLAIR
Yeah, just like old times,
eh, Hobbes?

FLIGHT-CONTROL-CAM#3



18 MAY 94-BUFF

CENE#
NOT#

A2 FCT HBO

A2 FCT HBO
SCRIPT PAGE
A-22

PAGE 2 of 4 SUCCESS

A2 FCT H30

IF MISSION A1 FAILURE:

A-22

SCENE#16
SHOT#

HOBBS
I'm very sorry, old friend.
I let you down.

FLIGHT-CONTROL-CAM#12



SCENE#
SHOT#

BLAIR
It sure as hell wasn't all
your fault.

FLIGHT-CONTROL-CAM#3



MAY 94-BUFF

SCENE#
SHOT#

A2 FCT H30
A-22

AZ FCT HBO

SC. 16

A-22

HOBBS
I must say, it certainly felt
good to be back out there again.
My gratitude for your trust in me
is endless.

FLIGHT_CONTROL_CAM#18



BLAIR
Forget it, Hobbes. You're back
where you belong now.

FLIGHT_CONTROL_CAM#5



18 MAY 94 - 80FF

AZ FCT HBO

A-22

PAGE (4) of 4

HALL TUNNEL

GUNNERY

LOADOUT (FLIGHT CONTROL) - RACHEL

B2 FCT RA 1 *

SCENE# 32
SHOT#

B-11

B-11

B2FCTRA1 *

FLIGHT_CONTROL_CAM#1



CONDITION: IF Blair expressed interest in flying the Excalibur in Scene BORECRAS.

SCENE#
SHOT#

RACHEL CUES UP THE EXCALIBUR ON THE VIDSCREEN: A BIG GRIN ON HER FACE.

RACHEL
You'll never guess what's gassed
up and ready-to-go.
Blair will fly Excalibur on this mission.

FLIGHT_CONTROL_CAM#9



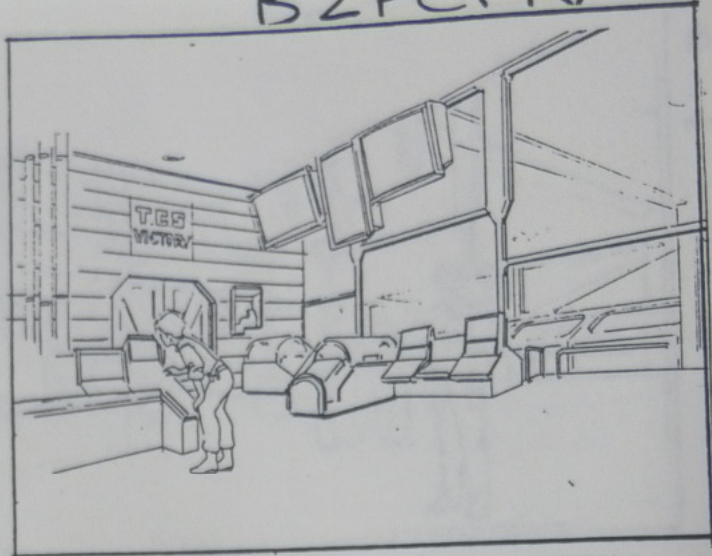
18 MAY 94 - BUFF

B2 FCT RA 1 *
SCRIPT PAGE B-11

B2FCT RA2 *

SCENE# 104
SHOT# 32

FLIGHT-CONTROL-CAM #1



LOADOUT (FLIGHT CONTROL) - RACHEL

B2FCTRA2 *

SCENE#
SHOT#

CONDITION: IF Blair expressed no interest in flying the Excalibur in Scene BORECRAS, OR IF Scene BORECRAS never played.

RACHEL CUES UP BLAIR'S USUAL FIGHTER ON THE VIDSCREEN.

RACHEL
Would have been nice to try the Excalibur this time around, wouldn't you say?

FLIGHT-CONTROL-CAM #9



18 MAY 94 - BUFF

B2FCT RA 2 *
SCRIPT PAGE B-11

B3FCTEI *

B-14

B-14

B3FCTEI *

SCENE# 35
SHOT#

FLIGHT_CONTROL - CAM # 1



FLIGHT CONTROL - EISEN

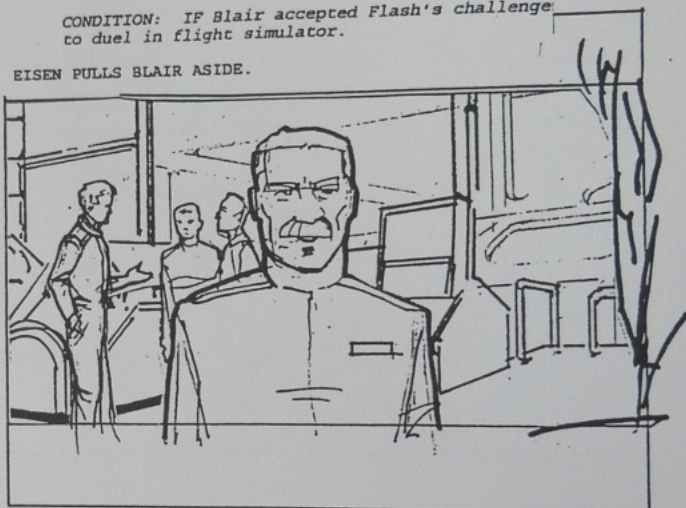
CONDITION: IF Blair accepted Flash's challenge to duel in flight simulator.

EISEN PULLS BLAIR ASIDE.

SCENE#
SHOT#

EISEN
Guess you two have been itchin' to go at each other.

FLIGHT_CONTROL - CAM # 12



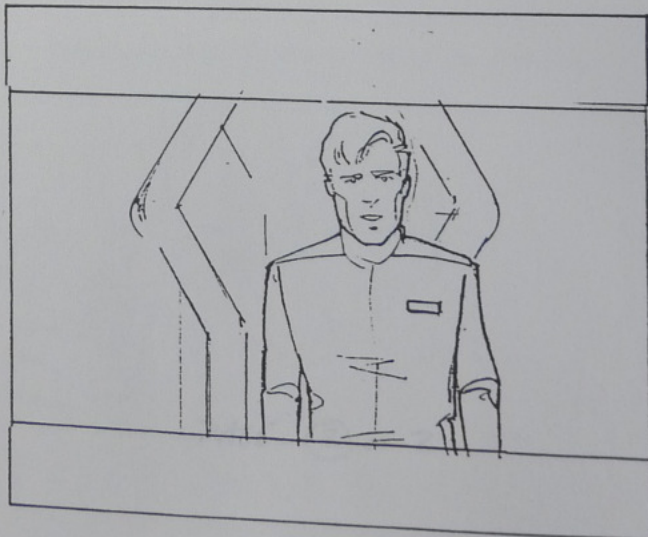
SCENE#
SHOT#

BLAIR
(uncomfortable)
Well, sir, I just got fed up with--

FLIGHT_CONTROL - CAM # 3

B3FCTEI
SCRIPT PAGE
B-14

SC 35



PAGE ① of 2

10 MAY 94 - BUFF

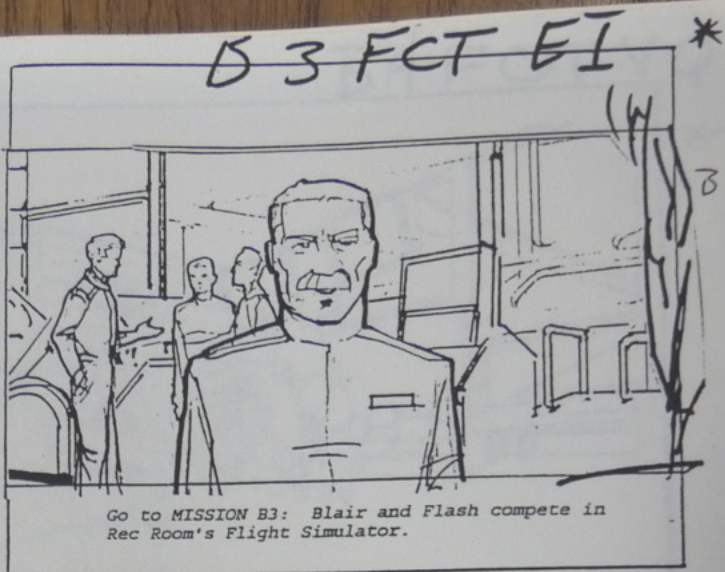
HALL TUNNEL

GUNNERY

SCENE# 35
SHOT#

EISEN
As a rule, I'm not real big on
needless displays of macho crap.
You're taking quite a risk from a
morale perspective.
(nods towards the
crowd that's
gathered)
And you won't be too popular if
you lose. So I've got one word
of advice, Colonel.
(beat)
Kick the little twerp's ass.

FLIGHT-CONTROL- CAM # 12



18 MAY 94- BUFF

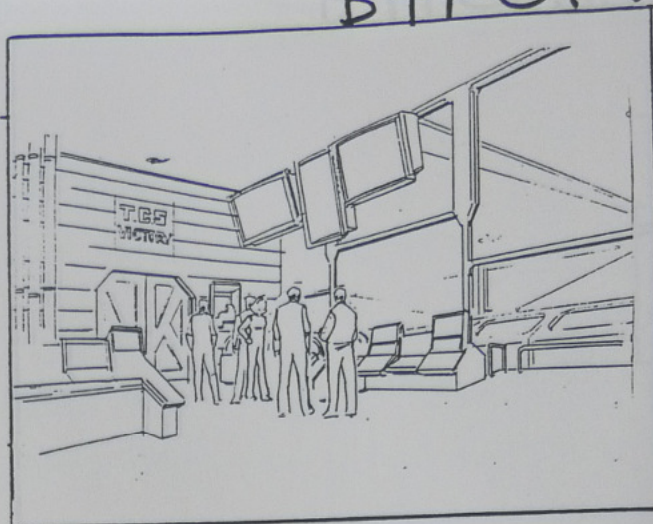
SC 35

B3 FCT EI
SCRIPT PAGE
B-14

PAGE (2) of 2

SCENE# 36
SHOT#

FLIGHT_CONTROL_CAM #1



B4FCTVQ*

B-15

SCENE#
SHOT#

FLIGHT_CONTROL_CAM #13

FLIGHT CONTROL - VAQUERO

B4FCTVQ*

CONDITION: IF Blair wins B3. Group morale UP.



18 MAY 94 - BUFF

SCENE#
SHOT#

Go to D1.

VAQUERO
Out-standing, sir. Guess we got
ourselves another combat pilot --
but I wonder if we really want
him? He'll learn it's a whole
'nother thing fighting the
Kilrathi out there in the vacuum.

BLAIR
SETTLES

FLIGHT_CONTROL_CAM #14

B4 FCT MA

B-15

VAQUERO MEETS BLAIR AS HE STEPS OUT OF THE SIMULATOR.



SCENE# 37
SHOT#

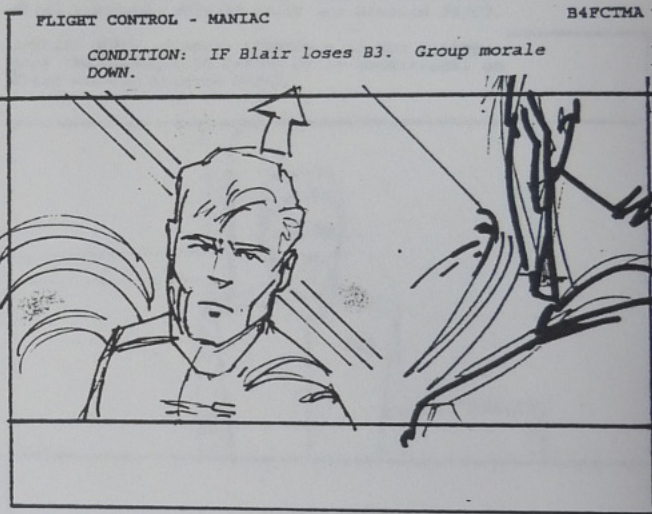
FLIGHT_CONTROL_CAM # 1



B-16

SCENE#
SHOT#

FLIGHT_CONTROL_CAM # 13



FLIGHT CONTROL - MANIAC

B4FCTMA *

CONDITION: IF Blair loses B3. Group morale DOWN.

SCENE#
SHOT#

MANIAC
Too bad, "old man." Looks like the kid was right. Just proves what I've always said: You are overrated.

Go to D1.

AS HE STEPS OUT OF THE SIMULATOR, BLAIR MEETS MANIAC ... WHO'S WEARING A SHIT-EATING GRIN.



BLAIR
SETTLES

B4FCTMA
B-16

FLIGHT_CONTROL_CAM # 14

18 MAY 94-BUFF

FLIGHT CONTROL - FLASH (SLIDING - D1/D2 ONLY)

D-4

DO FCT FHS

SCENE# 42
SHOT#

FLIGHT-CONTROL-CAM #1



CONDITION: This and all subsequent scenes with Flash available only IF Blair won Mission B3/C3.

SPECIAL NOTE: Flash's existence in the entire game (beginning with Series D) is conditional on Blair winning Mission B3/C3.

SCENE#
SHOT#

A MUCH MORE HUMBLE FLASH APPROACHES BLAIR.

FLASH
Colonel. I'd like to apologize
for some of the things I said.

FLIGHT-CONTROL-CAM #12



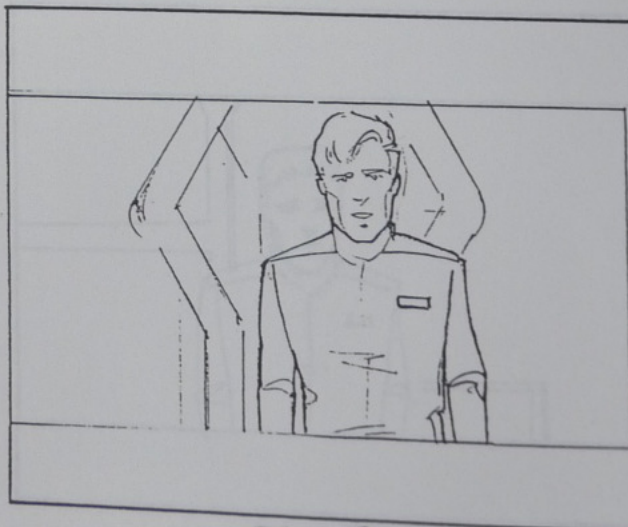
SCENE#
SHOT#

BLAIR
(smiles)
Some?

DO FCT FHS

D-4

FLIGHT-CONTROL-CAM #3



PAGE ① of 3

D-4

18 MAY 94 - BUFF

HALL TUNNEL

GUNNERY

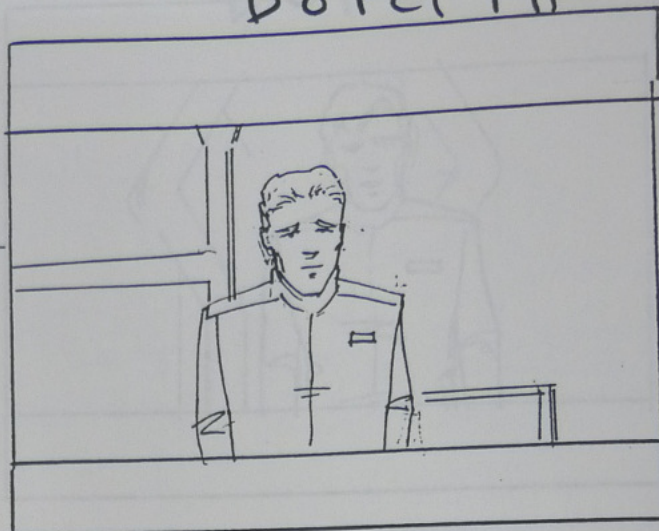
DO FCT FHS

D-4

SCENE# 42
SHOT#

FLASH
Well... (grins)
I still think I could have beaten
you two out of three.

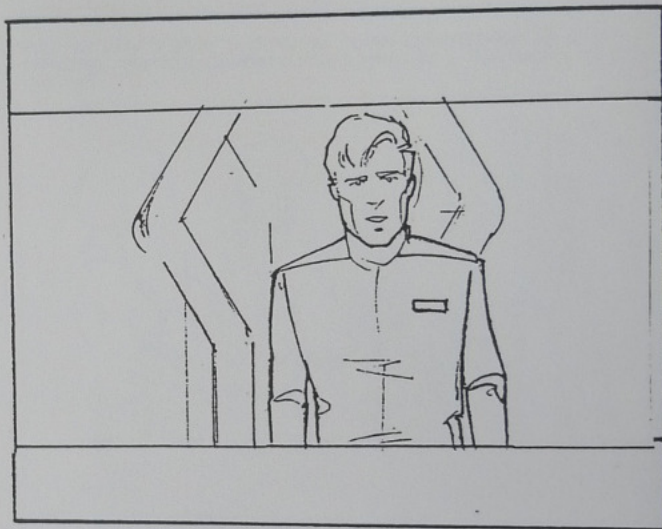
FLIGHT-CONTROL-CAM #12



SCENE#
SHOT#

BLAIR
Care to go at it again?

FLIGHT-CONTROL-CAM #3



SCENE#
SHOT#

FLASH
No thanks. From now on, I'll
prove it to you out there.
(beat)
If, that is, you figure I'm good
enough to be on your wing.

FLIGHT-CONTROL-CAM #12

DO FCT FHS
D-4



18 MAY 94 - ~~ANALOG~~ BUFF

SCENE# 42
SHOT#

BLAIR
You're on the roster. You'll get
your shot, same as everyone.

FLIGHT-CONTROL-CAM #3



D-4

18 MAY 94 - BUFF

DO FCT FHS
D-4

PAGE 3 OF 3

SCENE#51
SHOT# PG. E-3

FLIGHT-CONTROL-CAM#1

SCENE#
SHOT#

BARBARA (V.O.)
This is Barbara Miles, for TNC.

FLIGHT-CONTROL-CAM#15

SCENE#
SHOT#

ROLLINS
Still buying the fantasy that
we're winning the war?

FLIGHT-CONTROL-CAM#15

E0 FCT RLS

E-3

E0 FCT RLS

E-3



E-3

FLIGHT CONTROL - ROLLINS (SLIDING)

E0 FCT RLS

ROLLINS STANDS WITH A GROUP OF OTHER CREWMEMBERS AT A
TERMINAL, WATCHING BARBARA MILES WRAP UP A NEWSBRIEF ON A
MONITOR.



18 MAY 64 - BUEP

ROLLINS LOOKS UP FROM THE SCREEN AS BLAIR APPROACHES.



PAGE ① OF 2

EO FCT RLS

E-3

SCENE# 51

SHOT# p6. E-3

BLAIR
Why the hard-on for the opposite
take?

FLIGHT-CONTROL-CAM#16



SCENE#

SHOT#

ROLLINS
You'd have to be blind to not see
that things are bad. And getting
worse. Fact: We haven't had
shore leave in months. Fact:
All we do is move from one
defensive mission to another.
Fact: Our forces are constantly
in retreat. Is it just a lack of
imagination? Or is the entire
war effort unraveling before our
eyes?

F LIGHT-CONTROL-CAM#15



18 MAY 94 - BUFF

SCENE#

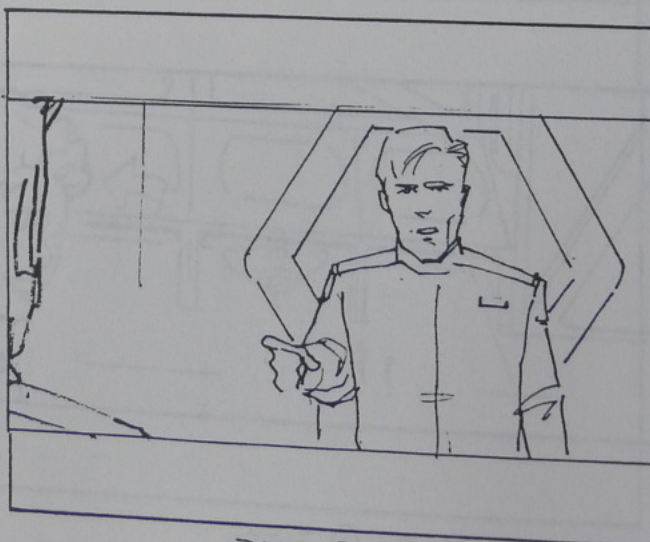
SHOT#

BLAIR
Fact: there is a communications
officer aboard with far too much
time on his hands -- dangerously
sowing fear, uncertainty and doubt
throughout the ship. From now on,
Mister? Spout your theories to
anyone and I'll get you reassigned
to Waste Recycling.

FLIGHT-CONTROL-CAM#16

EO FCT RLS

E-3



PAGE ② of 2

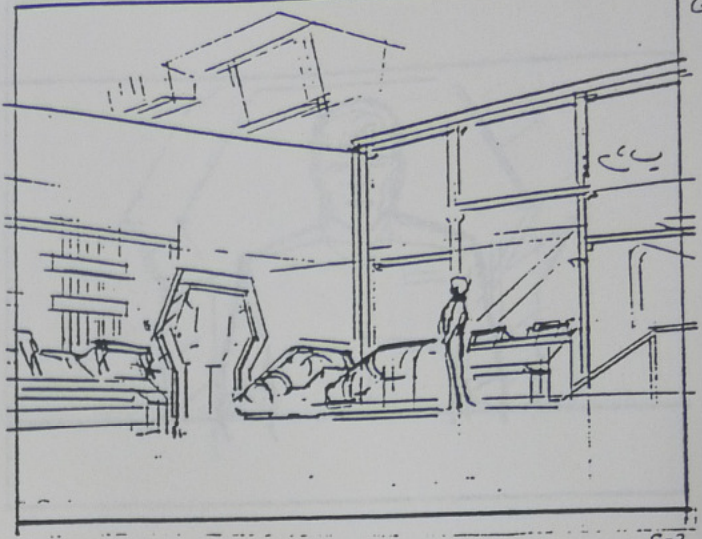
HALL TUNNEL

GUNNERY

GOFCT CBS

G-2

SCENE# 68
SHOT#

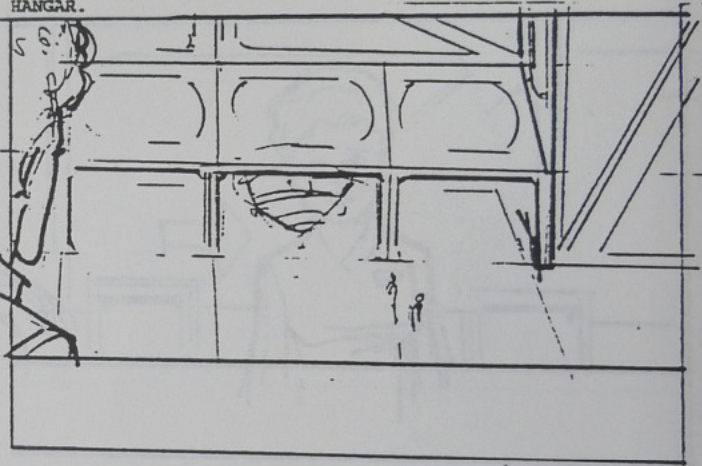


Flight-control-cam#1

FLIGHT CONTROL - COBRA (SLIDING)

GOFCTCBS

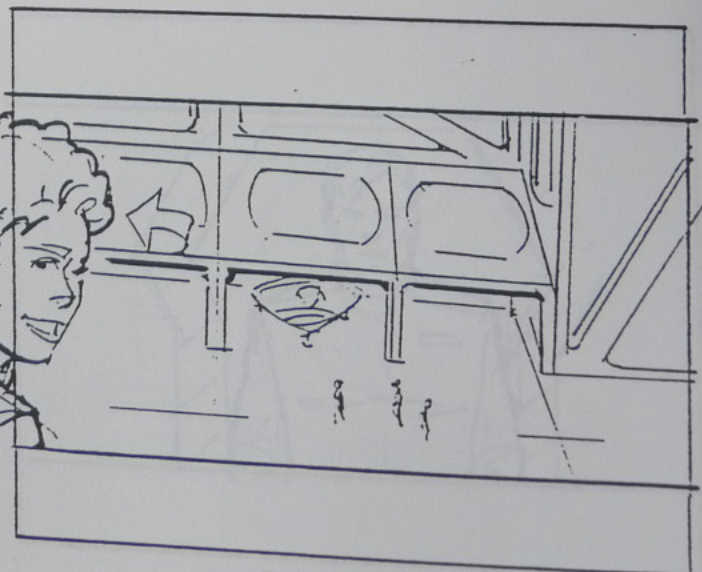
A SMILING COBRA LOOKS DOWN UPON ALL THE ACTIVITY IN THE HANGAR.



Flight-control-cam#6

18 MAY 94 - BUFF

SCENE#
SHOT#



COBRA
'bout time...

Flight-control-cam#6

GOFCT CBS
SCRIPT PAGE G-2

PAGE ① of 4

60 FCT CBS

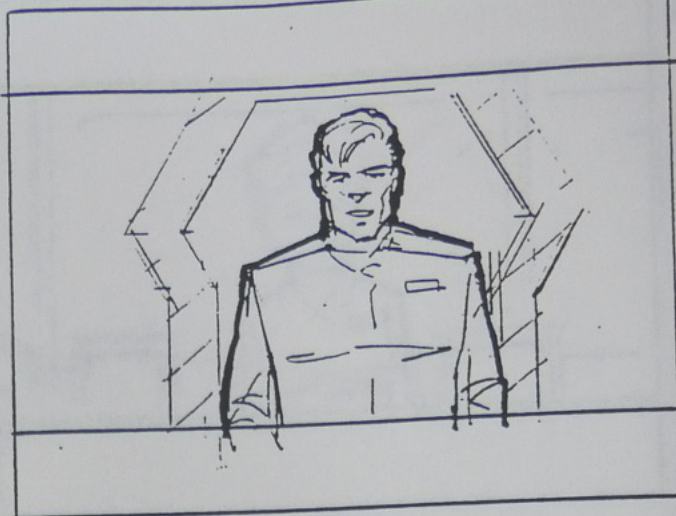
G-2

SCENE# 68
SHOT#

BLAIR
Don't recall ever seeing that
before...

(3)

flight-control-cam#3



SCENE#
SHOT#

COBRA LOOKS AT HIM, CONFUSED.

(4)

flight-control-cam#2



SCENE#
SHOT#

BLAIR
That smile on your face. It
looks good.

flight-control-cam#3



60 FCT CBS
SCRIPT PAGE G-2

PAGE (2) OF 4

18 MAY 94 - BUFF

GO FET CBS

G-2

SCENE# 68
SHOT#

COBRA
I can smell 'em, sir. Now that
we're in their territory. All
those Kilrachi waiting to die ...
at my hands.

Flight-control - cam # 2



SCENE#
SHOT#

BLAIR
(raising an eyebrow)
Being on the offensive seems to
have brought you out of that
shell of yours.

Flight-control - cam # 3



18 MAY 94 - BUFF

SCENE#
SHOT#

COBRA
I didn't become a pilot just to
baby-sit bases.

Flight-control - cam # 2

GO FET CBS
SCRIPT PAGE G-2



PAGE 3 of 4

COBRA'S MORALE UP:

GOFCTCBS

G-2

SCENE# 68

SHOT#

Cobra's morale UP:

BLAIR
We're gonna kick some ass
here.

Flight-control-com#3



COBRA'S MORALE DOWN:

SCENE# 68

SHOT#

Cobra's morale DOWN:

BLAIR
You gotta be pumped on all
the missions. Cobra -- not
just the ones you like.

Flight-control-com#3



18 MAY 94 - BUFF

SCENE#

SHOT#

COBRA
Point taken, sir.

BUT SHE DOESN'T LOOK REAL
HAPPY...

Flight-control-com#2
GOFCTCBS
SCRIPT PAGE G-2



FLIGHT CONTROL - FLINT (SLIDING - H2/H3 ONLY)
BLAIR COMES UPON FLINT STUDYING NAV MAPS AT A TERMINAL.

HOFCTFLS

HOFCT FLS

SCENE# 87
SHOT#

FLIGHT_CONTROL_CAM # 1



H-13

SCENE#
SHOT#

FLINT
My father holds very definite ideas about flying under these conditions. He feels you can always find ways to fling the obstacles back in the enemy's face.
(beat)
I got a holo-mail trans from him after Rollins got communications back up.

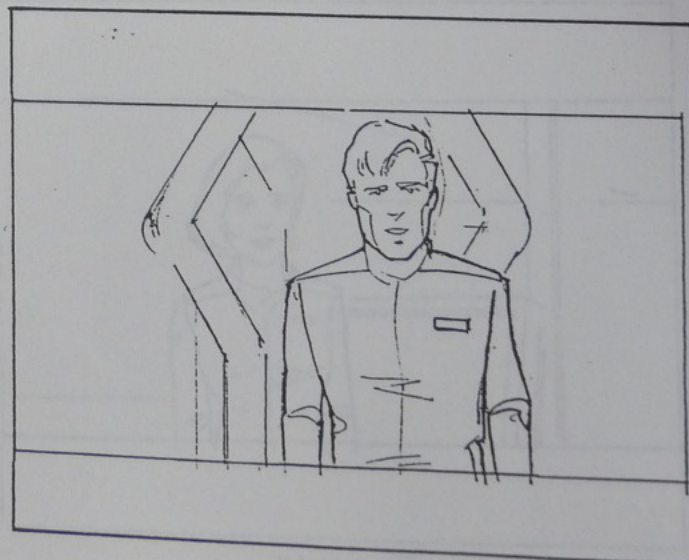


FLIGHT_CONTROL_CAM # 2

SCENE#
SHOT#

BLAIR
What's your father flying these days?

FLIGHT_CONTROL_CAM # 3



HOFCT FLS
H-13
SC 87

18 MAY 94 - BUFF

HO FCT FLS

H-13

SCENE# 87
SHOT#

FLINT
Only a desk. Unfortunately.

FLIGHT-CONTROL-CAM # 2

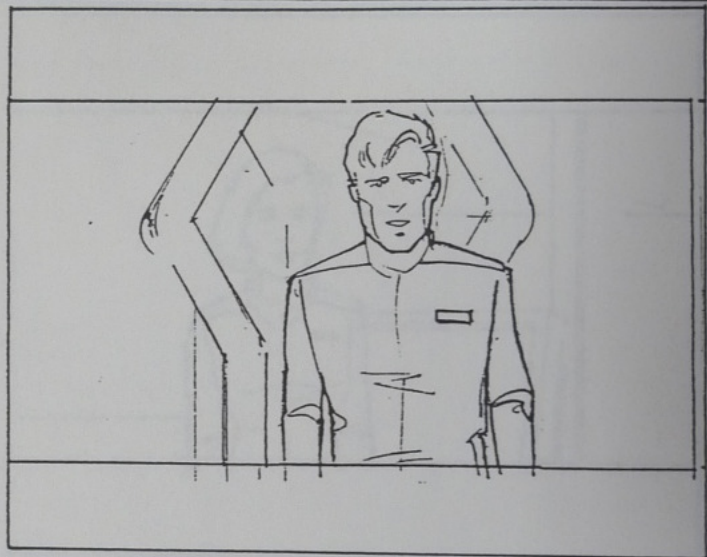


SCENE# FLINT'S MORALE UP:
SHOT#

Flint's morale UP:

BLAIR
I'll bet he wishes he was
back behind the 'stick.

FLIGHT-CONTROL-CAM # 3



SCENE#
SHOT#

FLINT
Better believe it. It's
like an addiction, isn't
it? Once you get hooked...

FLIGHT-CONTROL-CAM # 2



HO FCT FLS
H-13
SC 87

18 MAY 94 - DUFF

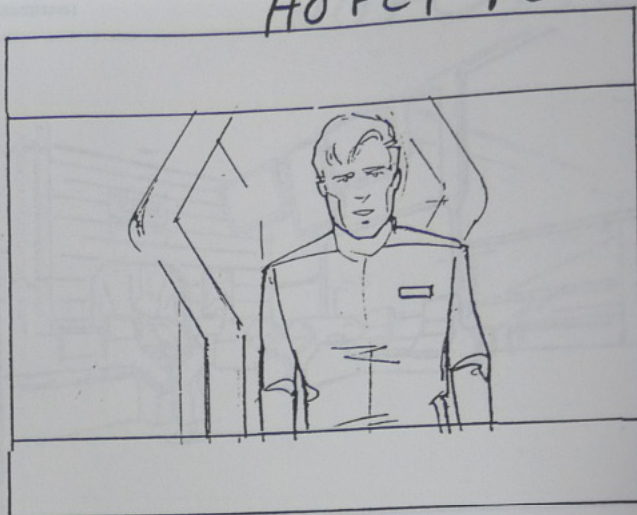
HO FCT FLS

H-13

SCENE# 87
SHOT#

BLAIR
I'd like to meet him
someday. It's guys like
him who really wrote the
book on how to fight this
war.

FLIGHT-CONTROL-CAM # 3



SCENE#
SHOT#

FLINT
He'd like to meet you. I
told him I was flying with
you. He was very
impressed.

FLIGHT-CONTROL-CAM # 2

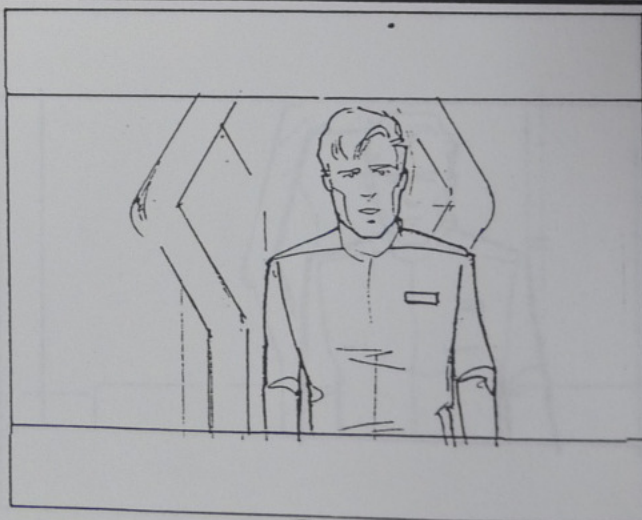


SCENE# FLINT'S MORALE DOWN:
SHOT#

Flint's morale DOWN:

BLAIR
Well, he'll probably
outlive all of us, then..

FLIGHT-CONTROL-CAM # 3



HO FCT FLS

H-13

SC 87

PAGE (3) OF 3

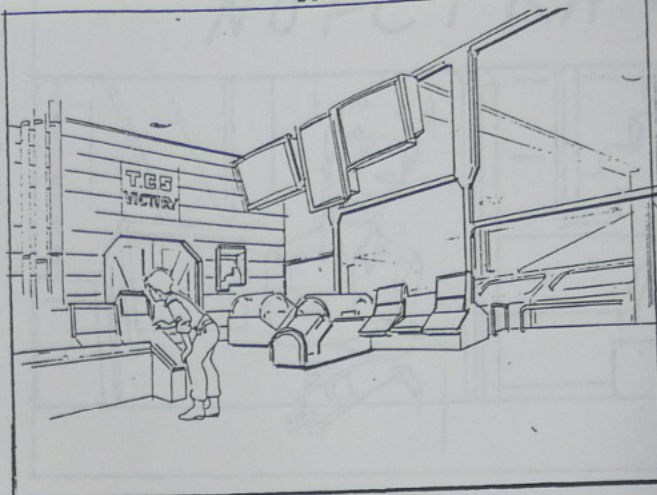
18 MAY 94 - BUFF

LOADOUT (FLIGHT CONTROL) - RACHEL (SLIDING)

NOFC TRA *

SCENE# 160
SHOT# 300 PG. N9

FLIGHT_CONTROL_CAM#1



N-9

N-9

NOFC TRA *

CONDITION: This scene only available, and
REQUIRED, IF NORECFL1-S OR NORECFL2-S played
(Blair spoke to Flint in Rec Room) AND IF Blair
kissed Flint.

THIS IS CLEARLY AN UNCOMFORTABLE MOMENT FOR BOTH RACHEL
AND BLAIR...

SCENE#
SHOT#

RACHEL
Can't say I'm real thrilled with
the flight plan you followed back
there in the Rec Room.

FLIGHT_CONTROL_CAM#9



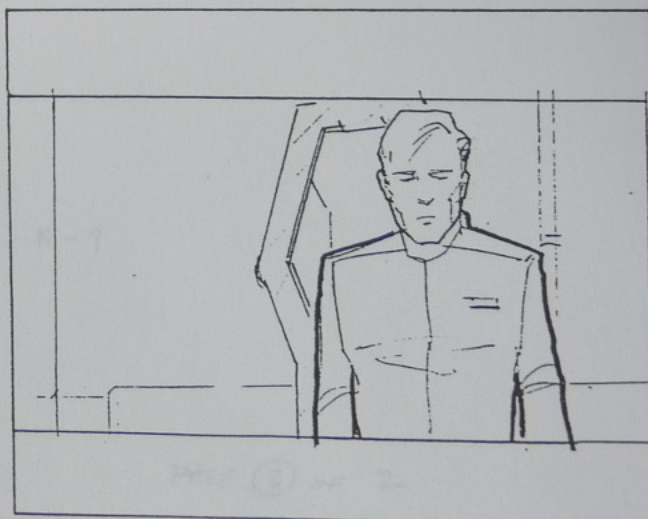
18 MAY 94 - BUFF

SCENE#
SHOT#

BLAIR
(beat)
Maybe it's because she and I are
both pilots, Chief. We
understand each other.

NOFC TRA
SCRIPT PAGE N-9

FLIGHT_CONTROL_CAM#10



PAGE ① of 2

SCENE# 16
SHOT#

RACHEL
(angry)
Well, since there are things
beyond my comprehension, I think
you better handle your own
loadouts from now on. After all,
I'm just a mechanic. I wouldn't
understand what a 'pilot' needs.

SHE STARTS WALKING AWAY --

FLIGHT_CONTROL_CAM#9

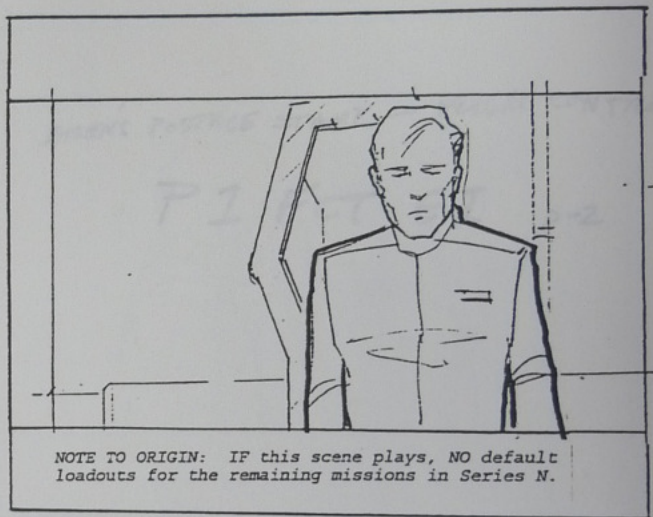


N-9

SCENE#
SHOT#

BLAIR
Wait a second --
-- BUT SHE'S GONE.

FLIGHT_CONTROL_CAM#10



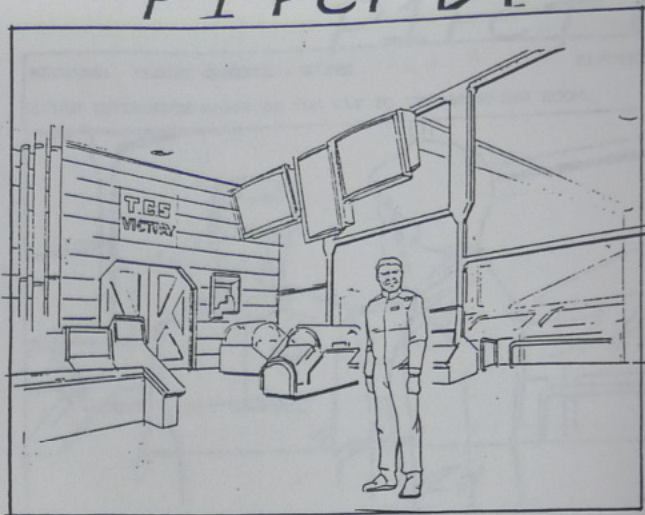
NOTE TO ORIGIN: IF this scene plays, NO default
loadouts for the remaining missions in Series N.

18 MAY 94-BUFF

NO FCT RA *
SCRIPT PAGE N-9

SCENE# 170
SHOT#

FLIGHT - CONTROL - CAM#1



P-2

EISEN'S POSTAGE STAMP - FLIGHT CONTROL

P1 FCT EI P-2

18 MAY 94 - BUFF

P1FCTEI

SCENE# 670
SHOT#

EISEN
Colonel... I ... wanted to take
this opportunity to tell you ...
At first, I wasn't so sure about
your assignment to the Victory.
But I'm glad you came aboard.
It's been an honor and a
privilege serving beside you.

FLIGHT-CONTROL-CAM # 17

MIDGAME: FLIGHT CONTROL - EISEN

P1FCTEI

EISEN INTERCEPTS BLAIR ON THE WAY TO THE BRIEFING ROOM.

P-2



SCENE#
SHOT#

BLAIR
That goes both ways, Captain.

FLIGHT-CONTROL-CAM # 3



18 MAY 94 - BUFF

SCENE#
SHOT#

EISEN
The Temblor Bomb still seems like
a real longshot. But from what
I've seen, you're the one man who
can do what needs to be done.

FLIGHT-CONTROL-CAM # 17

P1 FCT EI

P-2

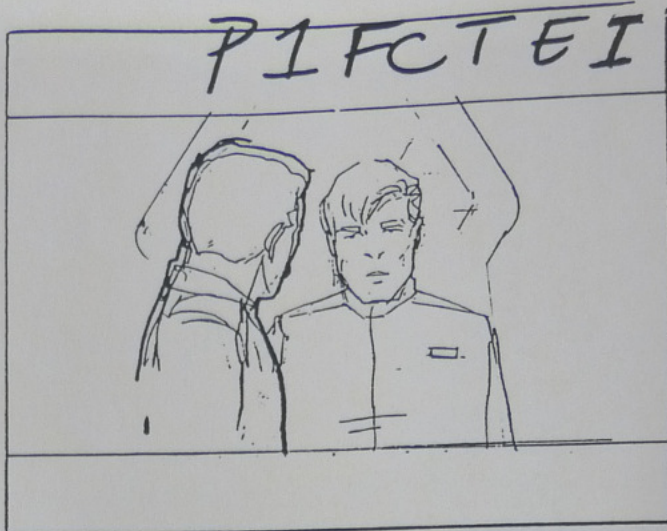


PAGE ② of 3

SCENE# 170
SHOT#

BLAIR
I hope I can justify that faith.

FLIGHT_CONTROL_CAM # 3

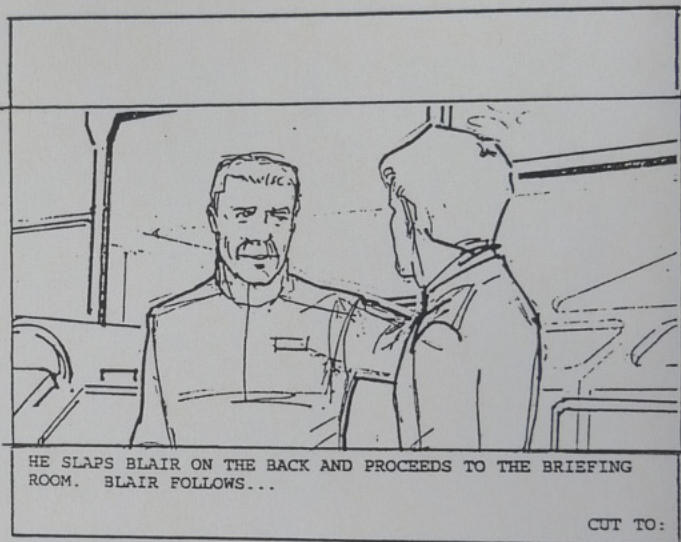


P-2

SCENE#
SHOT#

EISEN
You will.

FLIGHT_CONTROL_CAM # 17



18 MAY 94 - SUPP

P1 FCT EI

SCRIPT PAGE
P-2

PAGE (3) OF 3

Rec Room

GUNNERY

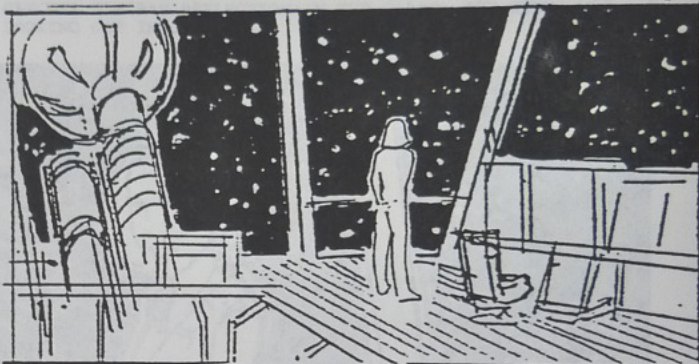
SC. 12

A0 GUN FLS

A-17

BLAIR ENTERS WHAT APPEARS TO BE AN EMPTY ROOM AT FIRST GLANCE.

BUT FAR ON THE OTHER SIDE, LIEUTENANT ROBIN PETERS -- CALLSIGN: FLINT -- STANDS VERY STILL, GAZING OUT INTO THE STARFIELD BEYOND THE GLASS. SHE IS JUST ONE SIDE OR THE OTHER OF 30. THE WAR HAS YET TO TURN HER FACE HARD, BUT HER EYES WILL MEET ANYBODY'S GAZE AND KEEP IT: ALERT, WATCHFUL, ATTENTIVE TO THE SLIGHTEST CHANGES IN HER ENVIRONMENT.



SHE CATCHES BLAIR'S REFLECTION IN THE GLASS, TURNS TO LOOK AT HIM. HER EYES QUICKLY MOVE OVER HIS BODY, ALMOST EXAMINING HIM. SHE'S NOT ONE TO SHOW HER EMOTIONS BUT THERE SEEMS TO BE A GLINT OF APPROVAL IN HER LOOK.

gunnery - cam #1

A0 GUN FLS

SCRIPT PAGE A-17

EISEN (V.O.)
Colonel Blair. Please report to
the Briefing Room immediately.

gunnery - cam #7

BUT BEFORE SHE CAN SAY ANYTHING, CAPTAIN EISEN'S VOICE IS HEARD OVER THE SHIP'S PUBLIC ADDRESS SYSTEM:



WITH A SLIGHT SHRUG, FLINT TURNS BACK TO THE WINDOW.

LILAC

16 MAY

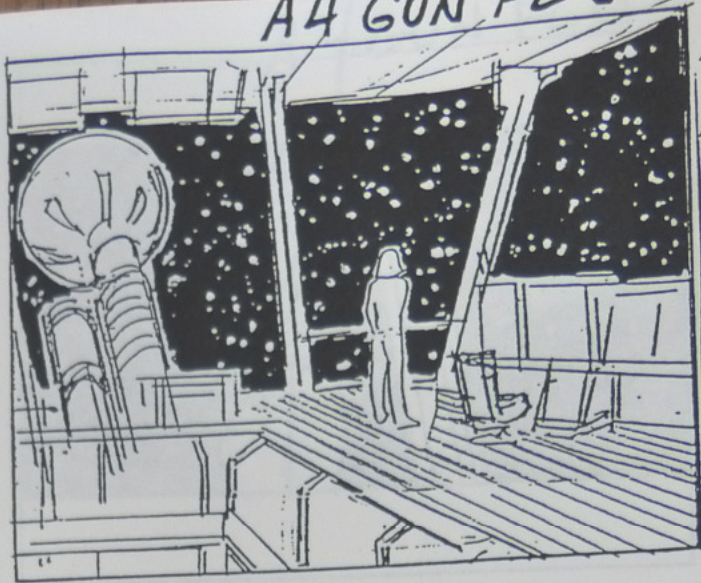
A4 GUN FL 0

A-33

A-33

A4GUNFLO

A-34



GUNNERY - FLINT (OPTIONAL)

FLINT: GAZING OUT INTO THE STARFIELD, THINKING. SHE CATCHES BLAIR'S REFLECTION IN THE GLASS, BUT CONTINUES LOOKING OUT INTO SPACE.



Sir. FLINT

gunnery - cam #7



BLAIR
They call you Flint, right?

gunnery - cam #8

A 4 GUN FL 0

SCRIPT PAGES A-33

A-34

LILAC

16 MAY

A 4 GUN FLO

A-33
A-34

SCENE# 22
SHOT#

HE TURNS, LOOKS DIRECTLY AT HIM.

FLINT
So you have looked at the flight roster...

gunney - cam #7



CONDITION:

SCENE#
SHOT#

CONDITION: IF Blair has chosen Cobra, Vagabond, or Vaquero as wingman for Missions A2 or A3.

BLAIR
Are you making a request, Lieutenant?

gunney - cam #8



CONDITION:

SCENE#
SHOT#

CONDITION: IF Blair has chosen only Hobbes or Maniac as wingman for Missions A2 or A3.

BLAIR
I've given it a glance.

gunney - cam #8



A 4 GUN FLO

SCRIPT PAGES A-33
A-34

LILAC

16 MAY

A 4 GUN FLO

A-33
A-34

CENE# 22
SHOT#

FLINT
Then you know there are
other pilots here aside
from those you've flown
with on other ships.

gunney - cam #7



CENE#
SHOT#

BLAIR
Wingman assignments were
still my prerogative, last
time I checked.

gunney - cam #8



CENE#
SHOT#

FLINT
Sir, I come from a long line of
fighter pilots. My brother, my
father, his father before him...
Guess you could say it's in my
blood.

A 4 GUN FLO
SCRIPT PAGES A-33
A-34
gunney - cam #7

LILAC

MAY

16

A 4 GUN FLO

SCENE# 22
SHOT#

BLAIR
Your point being...?

Gurney - Cam #8



A-33
A-34

SCENE#
SHOT#

FLINT
I know your record and I would've expected you to have at least looked at the Victory's. We've racked up our share of kills. We're not scrubs out here.

Gurney - Cam #7



LILAC

16 MAY

BLAIR
Nobody said you were.

A 4 GUN FLO

SCRIPT

A-35

PAGES

A-36

Gurney - Cam #8

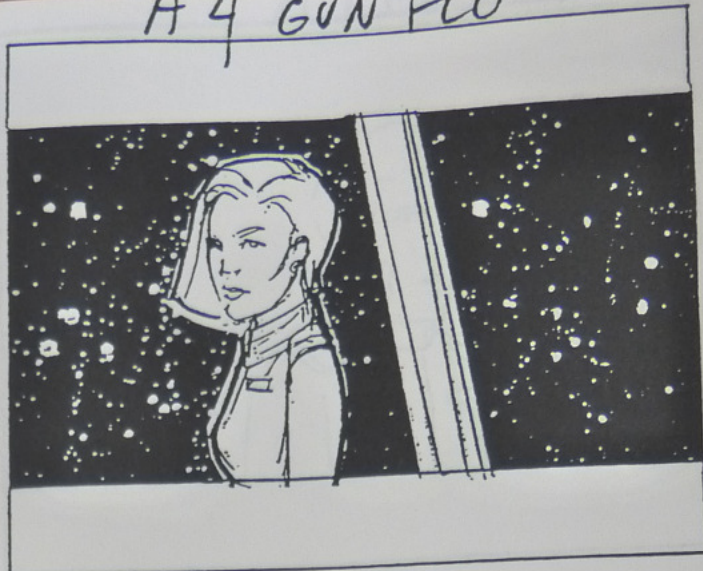


H 4 GUN FLO

CENE# 22
SHOT#

FLINT
Suppose you're afraid I'll peel
off the first time we engage?

gunney - cam #7



A-33
A-34

CENE#
SHOT#

BLAIR
What about the 20th time? Or the
30th? Will you fatigue a split
second? Or get a twitchy finger?
(beat)
The wingmen I fly with... I need
guarantees...

gunney - cam #8



CENE#
SHOT#

FLINT
Respectfully, sir ... if you only
fly when there are guarantees,
you won't be flying much ...

gunney - cam #7

A 4 GUN FLO

SCRIPT PAGES A-33
A-34



16 MAY 1946

A7 GUN FLO

A-33
A-34

SCENE# 22 FLINT'S MORALE UP:

SHOT#

Flint's morale UP:
AFTER A BEAT, BLAIR GRINS.

BLAIR
You have any
recommendations?

gunnery - cam #8



SCENE# 23

SHOT#

THERE IS THE BAREST HINT OF
A SMILE FROM FLINT -- IT'S
MORE FROM HER EYES, HER
POSTURE, HER VOICE.

FLINT
Oh, I wouldn't presume to
do your job for you, sir.
I just work here.

SHE TURNS BACK TO THE
WINDOW.

gunnery - cam #7



LILAC

16 MAY

SCENE# 24 FLINT'S MORALE DOWN:

SHOT#

Flint's morale DOWN:

BLAIR SHROGS.

BLAIR
I'm sorry you feel that
way, Lieutenant. But I
have to go with my gut.

FLINT JUST TURNS BACK TO
THE WINDOW.

A4 GUN FLO A-33
A-34

gunnery - cam #8



4C.30.

BO GUN FLS

B-9

PLEASE NOTE: FOR THE FOLLOWING
SCENE 30 BO GUN FLS --
WE WILL SHOOT OVER THE ACTOR'S
SHOULDERS -- THIS WILL NOT AFFECT
BACK GROUND.

EXAMPLE →

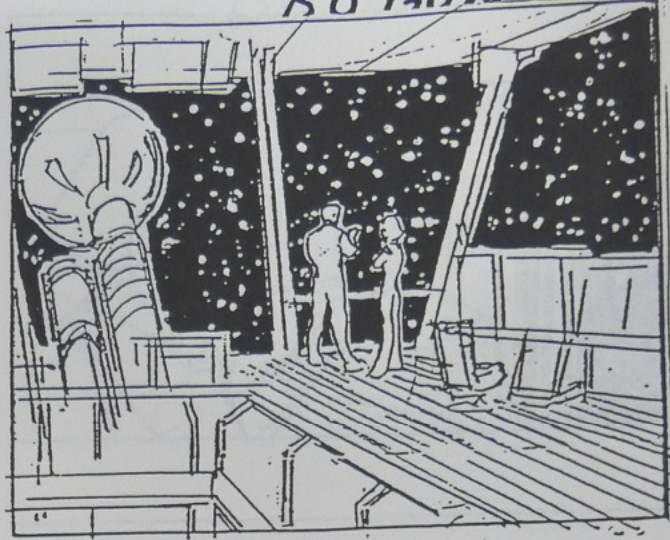


16 MAY LILAC

BOGUNFLS

B-9

CENE# 30
SHOT#



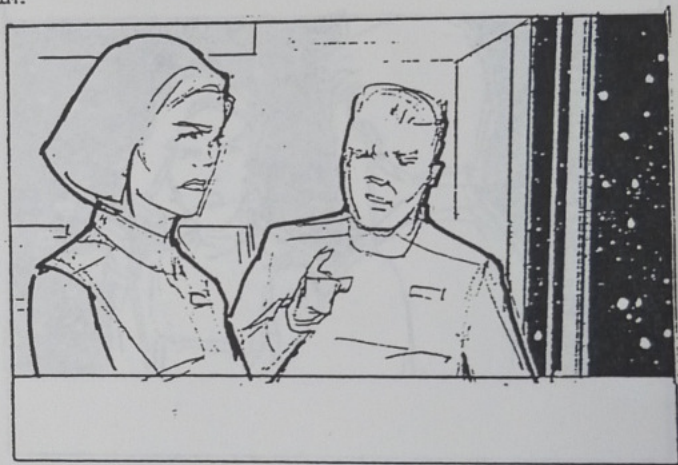
gunnery-cam #1

GUNNERY - FLINT AND MANIAC (SLIDING - B2/B3 ONLY) BOGUNFLS

BLAIR FINDS FLINT AND MANIAC ARGUING OVER FLASH'S REFUSAL TO SCRAMBLE. MANIAC DOESN'T SEE BLAIR STANDING BEHIND HIM.

CENE#
SHOT#

MANIAC
They oughta shoot that kid, you ask me. Or at least strap him to one of my thrusters on the next mission.



gunnery-cam #8

CENE#
SHOT#

FLINT
As usual, Maniac, your solution to the problem is brainless.



gunnery-cam #7

16 MAY 1967

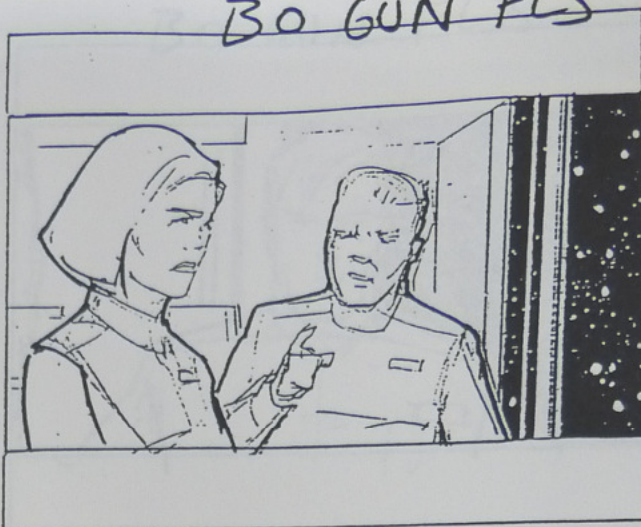
BO GUN FLS

B-9

CENE# 30
FOT#

MANIAC
Me? Any chance I get. I'm up in the air. They'll have to pry my dead carcass out of the cockpit.

gunnery-cam #8



CENE#
FOT#

FLINT
Oh, stop banging your chest. You're going to bruise it. The Colonel will deal with him--

gunnery-cam #7

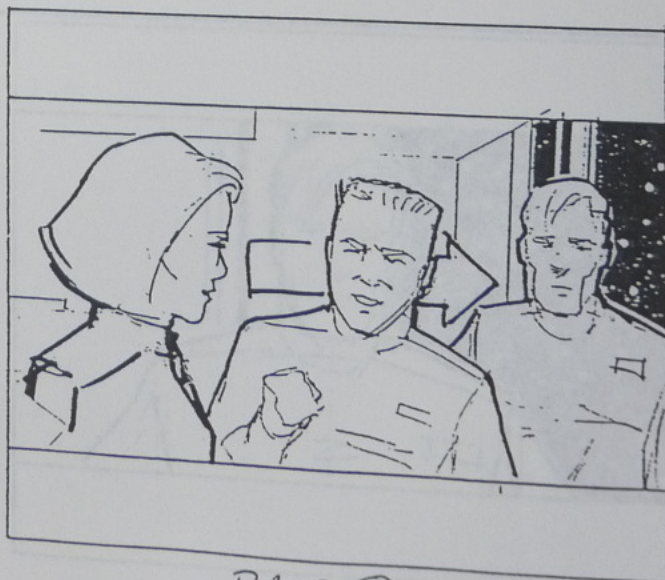


16 MAY LILAC

CENE#
FOT#

MANIAC
The Colonel? He's a spineless--

gunnery-cam #8



PAGE (2) OF 4

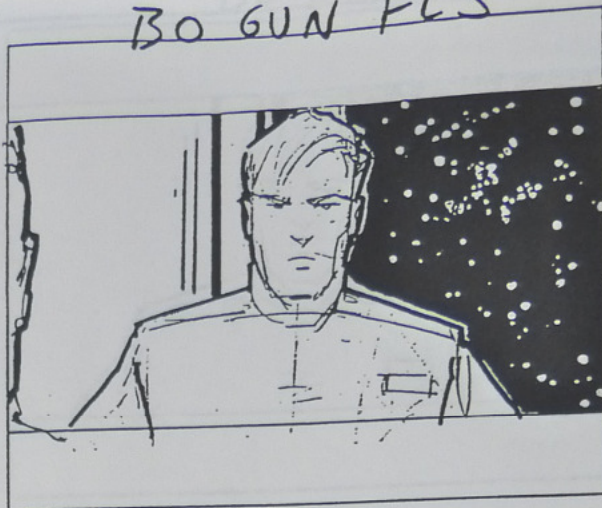
B0 GUN FLS

B-9

CENE# 30
ROT#

BLAIR
(interrupting)
I wouldn't finish that sentence
if I were you, "Major."

gunnery-cam #9



CENE#
ROT#

MANIAC
Uh, we were just speculatin' on
when this new pilot's going to
pull his own weight.

gunnery-cam #7

FLINT STIFLES A LAUGH AS MANIAC REDDENS AND TRIES TO
DEFLECT THE SITUATION:



CENE#
ROT#

GROUP MORALE UP:

Group morale UP:

BLAIR
Listen, one way or another,
we're going to see what
Flash is made of... I
guarantee you.

gunnery-cam #9

B0 GUN FLS

B-9



PAGE (3) OF 4

LILAC

16 MAY

HALL TUNNEL

DO GUN FL S

SCENE# 9 GROUP MORALE DOWN:
SHOT#

B-9

Group morale DOWN:

BLAIR
Admiral Tolwyn makes the
call on that. It's out of
my hands.

gunnery-cam #9



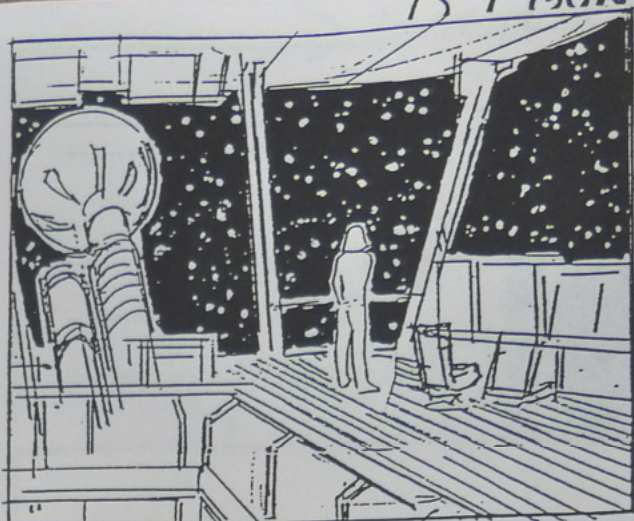
16 MAY LILAC

BO GUN FL S

B-9

CENE# 41
ROT#

gunney - cam #1



GUNNERY - FLINT

FLINT'S FINGERS RUN OVER A VIDEO DISPLAY OF THE LOCANDA SYSTEM -- THE SAME SYSTEM SEEN IN THE MIDGAME -- AS IF TOUCHING IT MAKES THE REPRESENTATIONS MORE REAL.

SHE LOOKS UP AS BLAIR ENTERS. BLAIR LOOKS AT THE DISPLAY.

BLAIR
I flew here once. A lot of places to hide in this system. Your first time?

gunney - cam #8



CENE#
ROT#

FLINT RUEFULLY SHAKES HER HEAD.

FLINT
This is my home system. My father taught me everything he knew about flying here. He'd been planning to pass it all on to my brother, but...
(beat)
The Kilrathi had their own plans.

D1 GUN FL

D-2

gunney - cam #7



D-2
DIGUNFL

LILAC

16 MAY

D 1 GUN FL

D-2

CENE# 41
FOT#

I'm sorry. BLAIR

Gunnery - cam #8



CENE#
FOT#

FLINT
Everyone's lost someone, right?
They don't give you medals for
it.

Gunnery - cam #7



CENE#
FOT#

BLAIR
You haven't been back since?

Gunnery - Cam #8

D 1 GUN FL
D-2



16 MAY LILAC

D1 GUN FL

D-2

CENE# 41
HOT#

FLINT SHAKES HER HEAD.

gunney - cam #7



CENE#
HOT#

BLAIR
Which one was home?

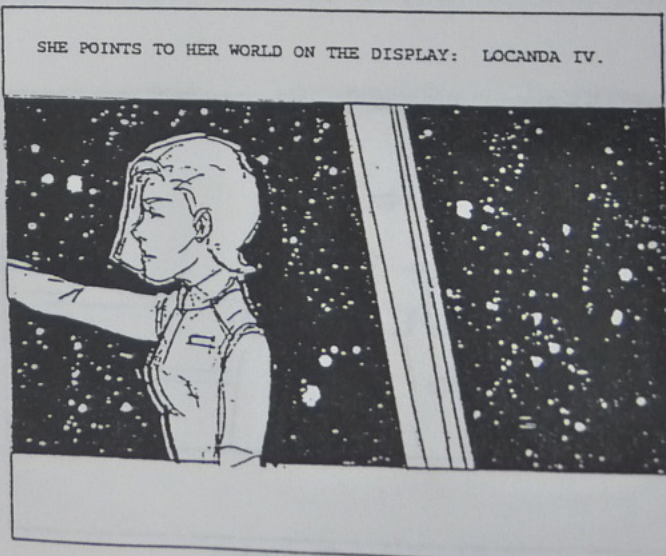
gunney - cam #8



CENE#
HOT#

FLINT
(beat)
It was a pretty world. Dark purple nights, with burnt moons that chased each other across the sky. The insects would sing ... different serenades, depending on how close the moons were. My brother and I used to stay up, listening ...
(beat)
You remember the time before the war?

SHE POINTS TO HER WORLD ON THE DISPLAY: LOCANDA IV.



D1 GUN FL

D-2

gunney - cam #7

LILAC

16 MAY

(7)

D1 GUN FL

D-3

SCENE# 41
SHOT#

BLAIR
No. (beat)
I don't let myself.

gunnery - cam #8

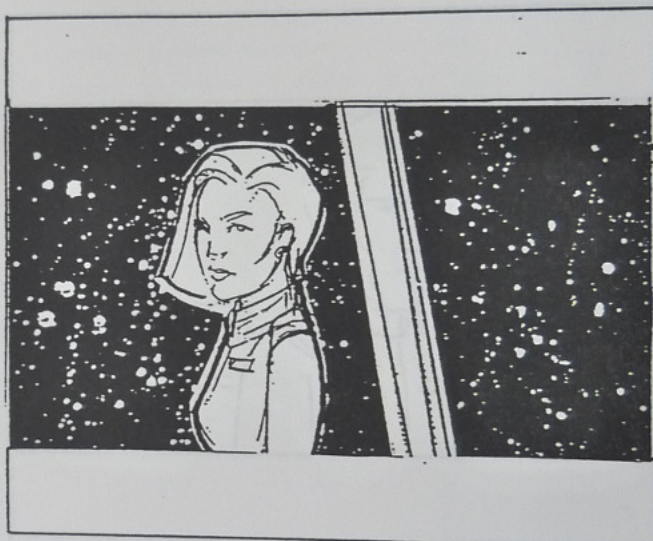


SCENE#
SHOT#

SHE LOOKS AT HIM.

FLINT
I've got scores to settle here.
(beat)
I can't be on the sidelines for
these engagements.

gunnery - cam #7



SCENE#
SHOT#

BLAIR LOOKS AT HER, HARD.

D 1 GUN FL

D-3

gunnery - cam #8



PAGE 4 OF 5

LILAC

16 MAY

4

CENE# 41
ROT#

FLINT
I need to be a part of what goes
down.

gunney - cam #7



D-3

CENE#
ROT#

FLINT'S MORALE UP:

Flint's morale UP:

BLAIR
Flint ... when you fly ...
you gonna be my wingman, or
your brother's wingman?

gunney - cam #8



16 MAY 91

16 MAY 91

CENE#
ROT#

FLINT'S MORALE DOWN:

Flint's morale DOWN:

BLAIR
Listen... I'm not sure I
can afford to put you --
and your dead brother -- on
my wing.

gunney - cam #8

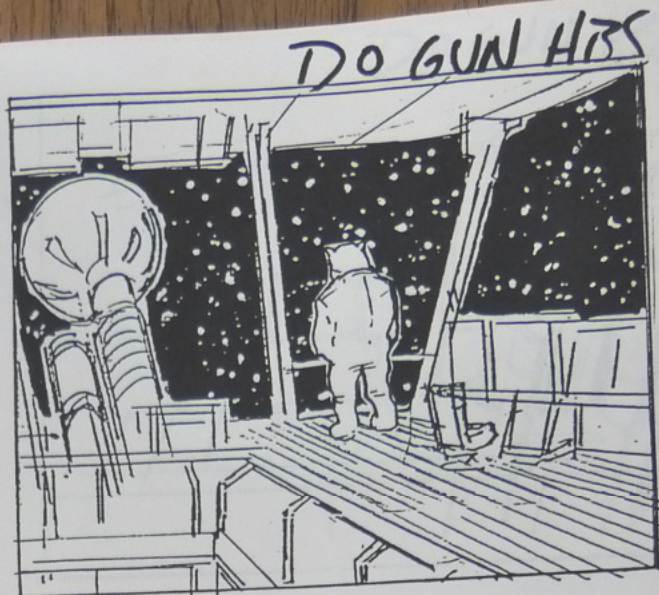
D1 GUN FL

D-3



SCENE# 9C.45
SHOT# PG.07

GUN-CAM#1

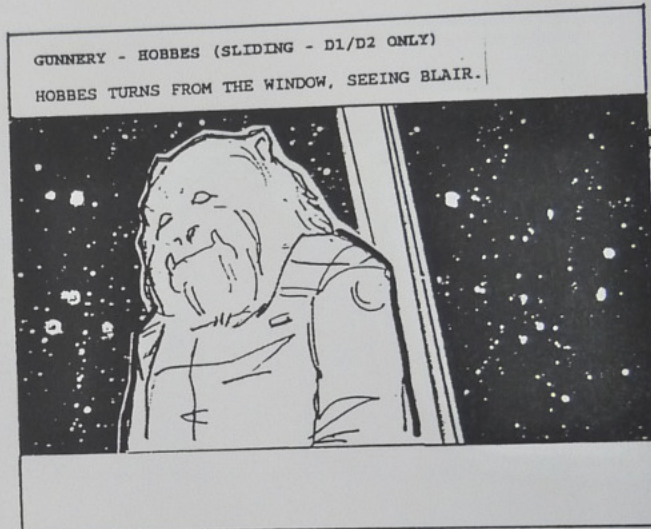


D-7
DOGUNHBS

SCENE#
SHOT#

HOBBES
I used to raid these planets.

GUN-CAM#2



WAC

16 MAY

SCENE#
SHOT#

BLAIR
Yeah, I know.

GUN-CAM#3

DO GUN HBS

D-7



PAGE ① of 2

SC. 45

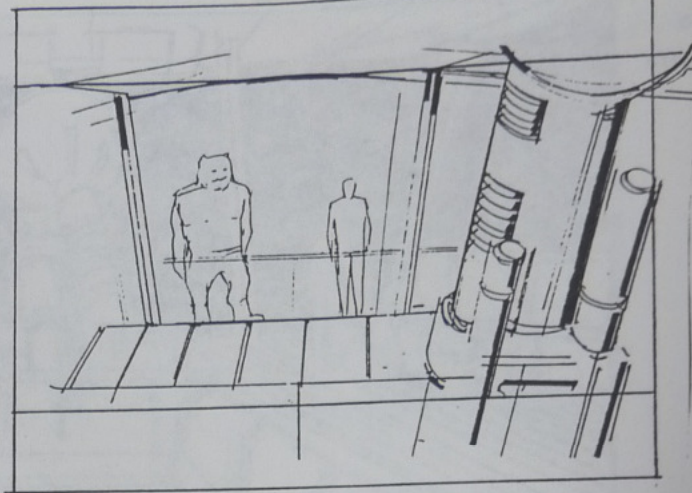
PG. D 7

HOBBS
It puzzles me, these reports that
the Kilrathi are surrendering
this system.

(shaking his head)
Surrender... Though I know the
word in your language, I still
fail in truly grasping it.

(beat)
I cannot guess at all what my
one-time comrades might do.

GUN-COM#5



DOGUN HBS D-7

DOGUN HBS 0-7

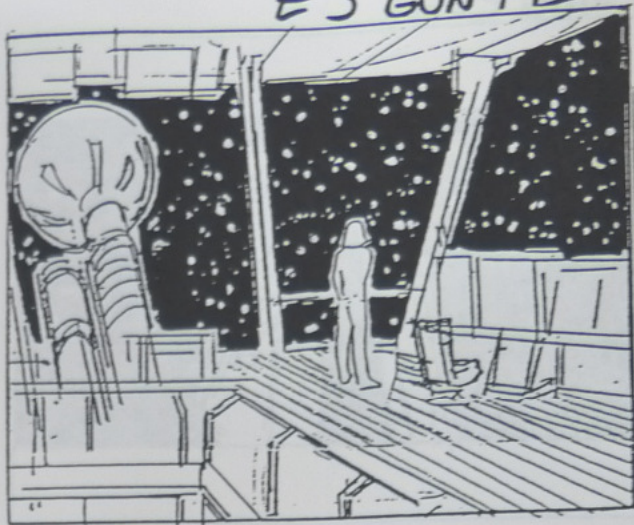
PAGE (2) OF 2

LILAC

16 MAY

CENE# 60
SHOT#

gunnery-cam #1



E-15
E3 GUN FL

CENE#
SHOT#

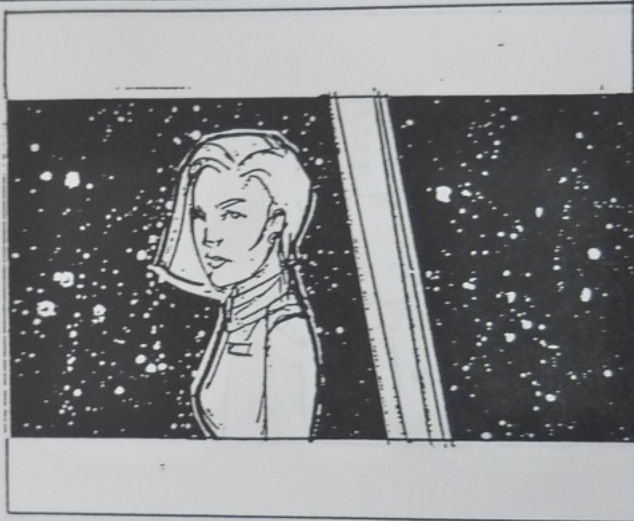
CONDITION:

GUNNERY - FLINT

CONDITION: IF Flint NOT grounded.

FLINT
It feels good, what we've been doing here.

gunnery-cam #7



CENE#
SHOT#

CONDITION:

BLAIR
The stakes are less personal in this system?

gunnery-cam #8



SCRIPT PAGES

E-15

E-16

PAGE ① OF 7

LILAC

16 MAY

E3 GUN FL

E-15
E-16

CENE# 60
NOT#

FLINT
I hate to admit it. Those
are real people down there.
just as real as the people
I knew in the Locanda
System. But I can't say
they're as real to me. I
don't have an image of them
in my mind...

gunnery-cam #7



LILAC

16 MAY

CENE#
NOT#

BLAIR
You'd burn out very
quickly, if you did.

gunnery cam #8



CENE#
NOT#

CONDITION:

CONDITION: IF Flint
grounded.

FLINT
You made some nice moves on
that last mission. One can
only tell so much from
aboard ship, however...

gunnery-cam #7



SCRIPT PAGES

E-15
E-16

PAGE (2) OF 7

E3 GUN FL

E-15
E-16

CENE# 60
HOT#

BLAIR
Look, I know it's been hard
for you, sitting on the
sidelines.

gunney-cam #8



CENE#
HOT#

FLINT
You know, sometimes I hate myself
because I actually feel lucky
that there is a war.

gunney-cam #11



LILAC

16 MAY

CENE#
HOT#

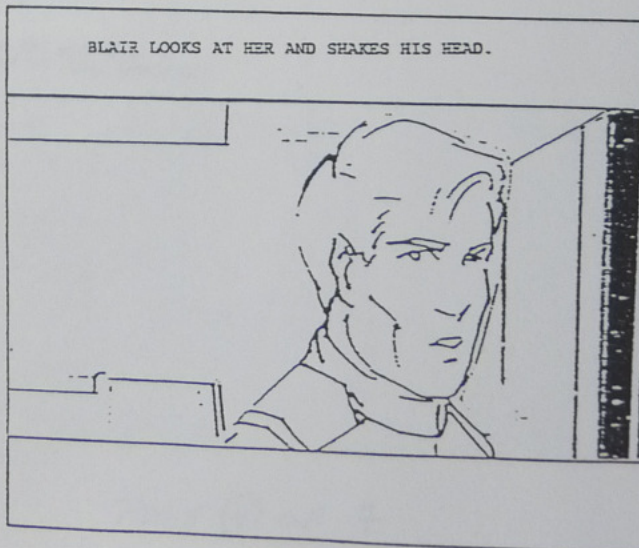
BLAIR
(pensive)
I knew -- I mean, I know someone
else who feels that way. She
lives to fight "the good fight."

gunney-cam #12

E3 GUN FL
SCRIPT PAGES

E-15
E-16

BLAIR LOOKS AT HER AND SHAKES HIS HEAD.



SCENE# 60
SHOT#

FLINT
For me, it's the flying -- I love
its purity... Nothing holding me
back...

gunnery-cam #11



E-15
E-16

SCENE#
SHOT#

BLAIR
Yeah. Only pilots know that
feeling.

gunnery-cam #12



Scene ends IF Flint NOT grounded.
Scene continues ONLY IF Flint grounded.

E3 GUN FL

SCRIPT PAGES

E-15
E-16

PAGE ④ OF 7

16 MAY 1967

HALL TUNNEL

E3 GUN FL

E-16

CENE# 60
ROT#

FLINT
Look, what I've been trying to say is that I exist to do one thing: fly. I'm requesting reinstatement on the flight roster, sir. Cheerleading from down here is not my specialty.

gunney-cam #11



CENE# FLINT'S MORALE UP:
ROT#

Flint's morale UP:
BLAIR NODS AND SMILES.
BLAIR
You're right. What the hell took you so long?

gunney-cam #8



CENE#
ROT#

FLINT
(grins)
Not all of us maneuver at warp speed, sir.

gunney-cam #7



PAGE (5) of 7

LILAC

16 MAY

HALL TUNNEL

E3 GUN FL

E-16

SCENE# 60
SHOT# FLINT'S MORALE DOWN:

Flint's morale DOWN:

BLAIR
That's an issue to be taken
up with Captain Eisen.

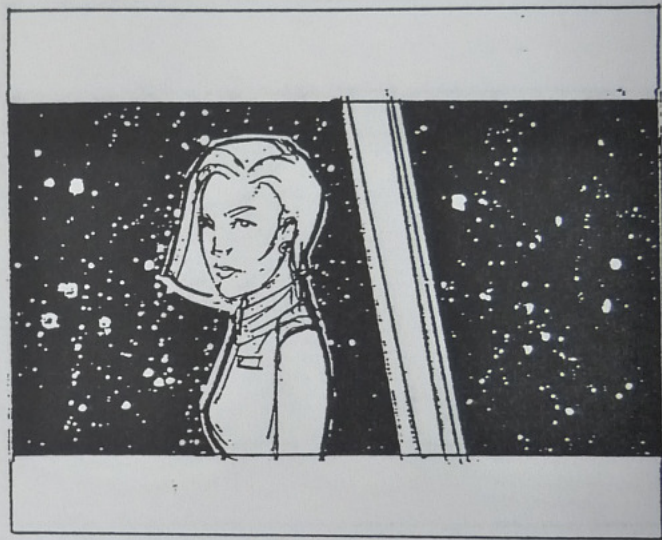
gunney - cam #8



SCENE#
SHOT#

FLINT
The regs say you have
authority--

gunney - cam #7



SCENE#
SHOT#

BLAIR
Regs are meaningless if a
captain and a wing
commander aren't in sync.
If the Captain has no
problem --

gunney - cam #8



LILAC
16 MAY

CENE# 60
SHOT#

HE GESTURES VAGUELY.

BLAIR
--I won't stand in the way.

gunney - cam #8



CENE#
SHOT#

FLINT
(disappointed)
Yes, sir.

gunney - cam #7



E3 GUN FL

SCRIPT PAGE
E-16

PAGE ⑦ OF 7

E3 GUN FL

E-16

LILAC

16 MAY

HALL/TUNNEL

GUNNERY - HOBBS (SLIDING)

SCENE# SC. 72

SHOT#

PG. 67

GUN-CAM# 1

SCENE#

SHOT#

HOBBS
It is good, the missions we now
fly. At last we take the battle
to the enemy.

GUN-CAM# 2

SCENE#

SHOT#

BLAIR
A little rockin' and rollin' is
good for the soul, I guess.

GO GUN HBS

SCRIPT PAGE G-7

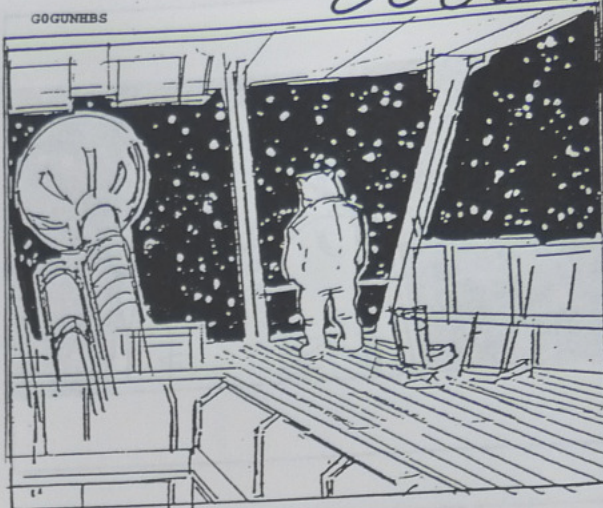
GUN-CAM# 3

G-7

GOGUNHBS

GO GUN HBS

G-7



HOBBS STARES OUT AT THE STARS AND PLANETS OF THE ARIEL SYSTEM.



PAGE ① of 2

LILAC

16 MAY

HALL/TUNNEL

60 GUN HBS

G-7

SCENE# 72
SHOT# p6. G7

HOBBS
(beat; thoughtful)
Strange... Despite the skill and
courage demanded in flying, a
part of the Kilrathi spirit is
never entirely satisfied by
interstellar combat.

GUN-CAM#2



SCENE#
SHOT#

BLAIR
You like it up close and
personal.

GUN-CAM#3



SCENE#
SHOT# HOBBS RAISES A PAW.

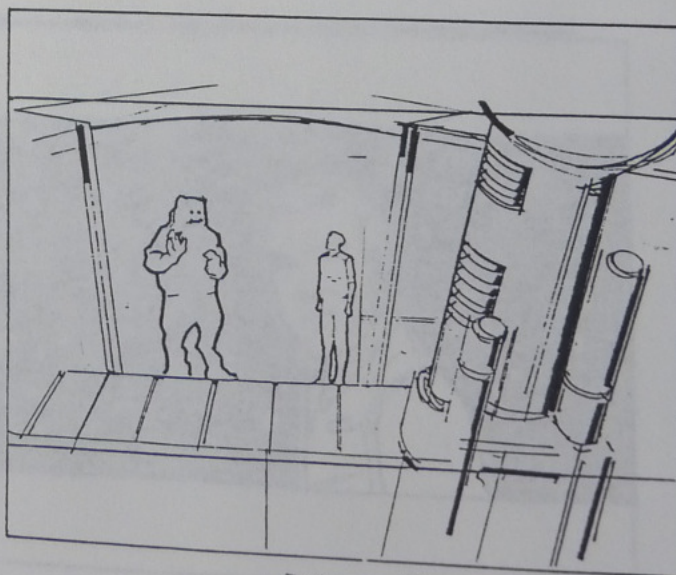
HOBBS
We are taught how to use these
claws even before we can speak or
walk. This seems ... 'savage' to
you? Primitive?

BLAIR
Killing is killing. Hot-blooded
or cold. You're one of the best
pilots we've got, buddy -- don't
start second-guessing what you
do.

GUN-CAM#5

60 GUN HBS

SCRIPT PAGE G-7



PAGE 2 of 2

16 MAY 91

HELL TUNNEL

SCENE 83
SHOT#

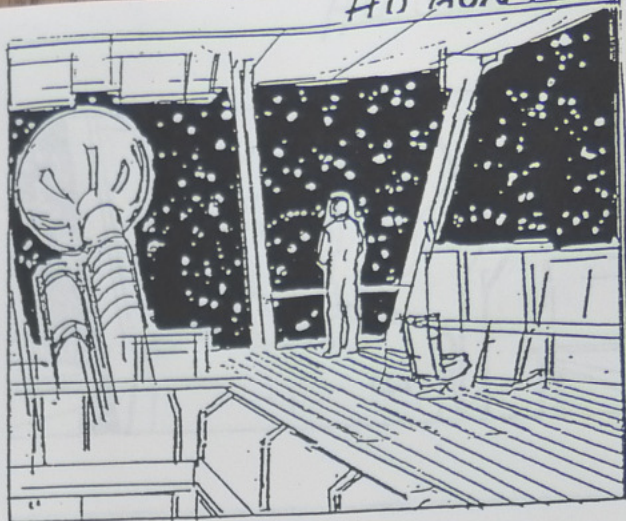
HO GUN MAS

H-6

H-6

HOGUNMAS

gunnery-can #1



SCENE
SHOT#

CONDITION:

GUNNERY - MANIAC (SLIDING)

CONDITION: IF Mission G3
success:

MANIAC GAZES OUT THE WINDOW
AS THEY APPROACH THE
CALIBAN NEBULA.

MANIAC

(sour)

Ain't we the lucky ones?
We jump straight from one
nebula to another. I guess
we've signed on to the
whole galactic nebula tour
package.

gunnery-can #7



LILAC

16 MAY

SCENE
SHOT#

CONDITION:

CONDITION: IF Mission G1
OR G2 OR G3 failure:

MANIAC GAZES OUT THE WINDOW
AT THE DELIUS ASTEROID
BELT.

MANIAC

(sour)

Ain't we the lucky ones?
First a nebula, now an
asteroid belt. We seem to
be flying in one damned
obstacle course after
another.

HO GUN MAS

SCRIPT PAGE H-6

gunnery-can #7



PAGE ① of 3

H0 GUN MAS

#-6

CENE 83
ROT#

BLAIR
Look on the bright side, Maniac.

gunnery-cam #3



CENE
ROT#

Which is -- ? MANIAC

gunnery-cam #7



16 MAY LILAC

CENE
ROT#

MANIAC'S MORALE UP:

Maniac's morale UP:

BLAIR
At least you'll be able to
find something to hide
behind.

gunnery-cam #3

H0 GUN MAS

SCRIPT PAGE H-6

9



PAGE 2 of 3

HO GUN MIA

H-6

SCENE# 83
SHOT#

MANIAC'S MORALE DOWN:

Maniac's morale DOWN:
BLAIR
It ain't any easier for the
Kilrathi. They gotta
navigate through this too.

gunnery-cam #3



SCENE#
SHOT#

MANIAC
(morose)
I dunno. Sometimes I think
they got eyes in the back
of their heads.

gunnery-cam #7



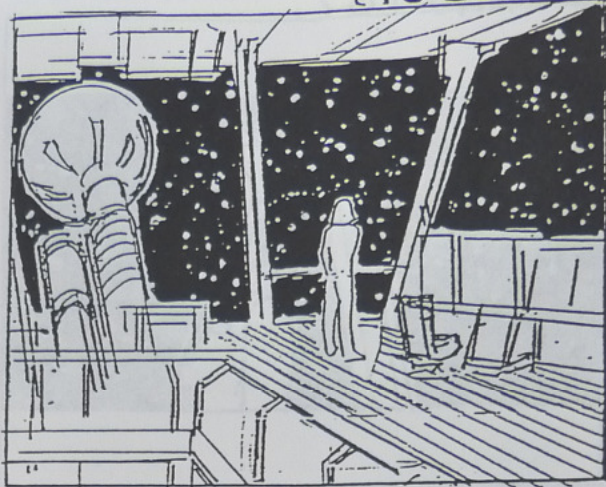
LILAC
16 MAY

HO GUN MAS

SCRIPT PAGE
H-6

CENE# 97
 ROT#

gunnery_cam #1



J-4
 J-41
 JOGUNFLS
 J-5

CENE#
 ROT#

GUNNERY - FLINT (SLIDING)

FLINT
 Must feel like old-home week to you. First the Kilrathi prince, and now Admiral Tolwyn. Who'll be next?

gunnery_cam #7



LILAC

16 MAY

CENE#
 ROT#

BLAIR LOOKS DOWNCAST, AND FLINT REALIZES SHE'S ACCIDENTALLY TOUCHED A SORE POINT.



JO GUN FLS
 J-4
 J-5
 gunnery_cam #8

CENE# 97
GOT#

FLINT
Sorry.
(beat)
I know who you're thinking
about...

gunnery-cam #7



J-4
J-5

CENE#
GOT#

BLAIR
You do? You must be a mind-
reader.

gunnery-cam #8



LILAC

16 MAY

CENE#
GOT#

FLINT
No. I just know more about your
history than you might be aware
of.
(beat)
She's a Colonel in Covert Ops,
right?

gunnery-cam #7

JO GUN FLS

J-4

J-5-



SCENE# 97
SHOT#

BLAIR
How did you become such a student
of history?

gunnery-cam #8

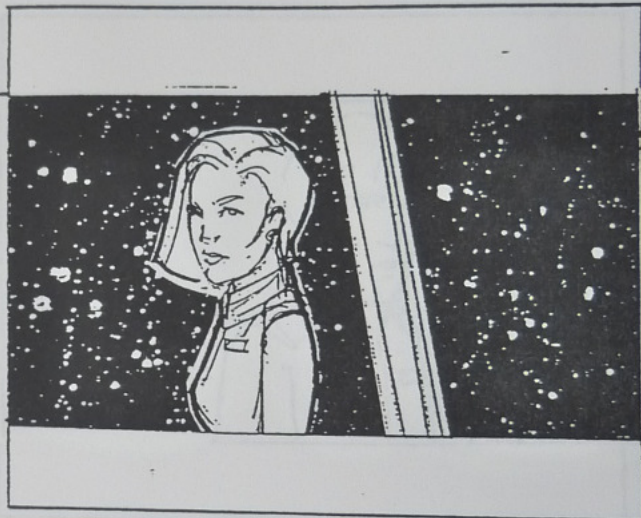


J-4
J-5

SCENE#
SHOT#

FLINT
That was my weapon, growing up.
Being the 'girl'-- I had to have
something to get an edge. And
one thing I know about my history
is that you and the Admiral have
crossed paths more than a few
times.

gunnery-cam #7



FLINT'S MORALE UP:

Flint's morale UP:

BLAIR SMILES AND SHAKES HIS
HEAD.

BLAIR
Bumped heads is more like
it.

(beat)
He knows his history too.
And he knows every rule and
regulation.

gunnery-cam #8

JO GUN FLS

J-4
J-5



PAGE ③ OF 5

16 MAY LILAC

HALL TUNNEL

JO GUN FL S

CENE# 97
NOT#

FLINT
He just doesn't know the
human heart.

gunnery-cam #7



J-4
J-5

CENE#
NOT#

BLAIR
(softly)
Can't argue with you there,
Flint.

gunnery-cam #8



LILAC

16 MAY

CENE# FLINT'S MORALE DOWN:
NOT#

J-5
Flint's morale DOWN:
BLAIR
His job's the same as yours
or mine: winning this war.
There's nothing I can do
about how he chooses to go
about it.

JO GUN FL S
J-4
J-5
gunnery-cam #8



JO GUN FLS

J-4
J-5

SCENE# 97
SHOT#

FLINT
(beat)
Even if you don't agree
with it?

gunnery - cam #7



SCENE#
SHOT#

BLAIR
I rarely agree with him.
But he is an admiral...

gunnery - cam #8



L114C

16 MAY

JO GUN FLS

J-4
J-5

PAGE (5) OF 5

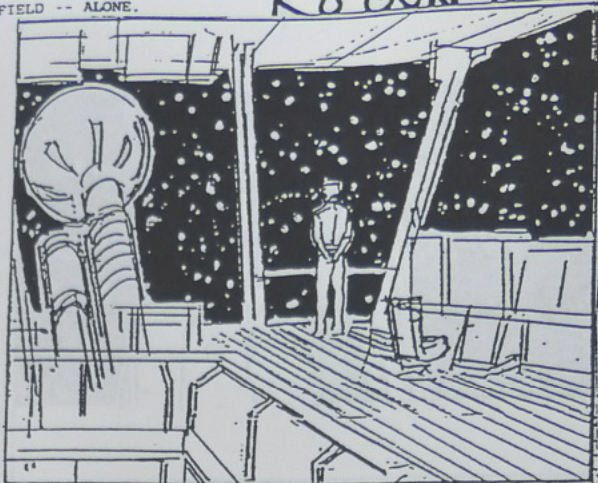
BLAIR FINDS EISEN GAZING OUT AT THE STAR FIELD -- ALONE.

KO GUN ETS

K-11

CENE# 117
ROT#

GUNNERY - CAM# 1



CENE#
ROT#

EISEN
Colonel. You shouldn't be away
from the fray right now.

GUNNERY - CAM# 17



CENE#
ROT#

BLAIR
The war's everywhere, Captain.
No escaping it.

GUNNERY - CAM# 8

KO GUN EIS

K-11



PAGE ① of 3

16 MAY LILAC

HALL/TUNNEL

CENE# 117

PHOT#

EISEN
I'm not captain anymore.
(beat)
First time I've been that way,
since ... hmph ... I'll bet I
wasn't even shaving when I first
took the helm.
(beat)
What am I without a ship,
Colonel?

GUNNERY - CAM #7



K O GUN EIS

K-11

CENE#
PHOT#

BLAIR
Captain... They can promote us,
demote us, bounce us all over the
galaxy. But there's only one
thing that matters...

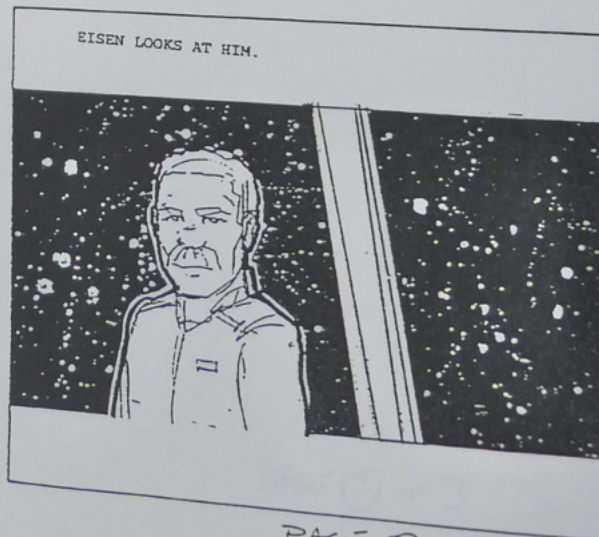
GUNNERY - CAM #8



CENE#
PHOT#

GUNNERY - CAM #7

K O GUN EIS
K-11



EISEN LOOKS AT HIM.

PAGE (2) OF 3

LILAC

16 MAY

HALL TUNNEL

CENE# 117

ROT#

BLAIR
That first time you shaved? You
could look yourself in the
mirror. You can still do that
now.

GUNNERY - CAM#8



KO GUN EIS K-11

LILAC

16 MAY

KO GUN EIS

K-11

PAGE 3 of 3

GUNNERY - HOBBS (OPTIONAL)

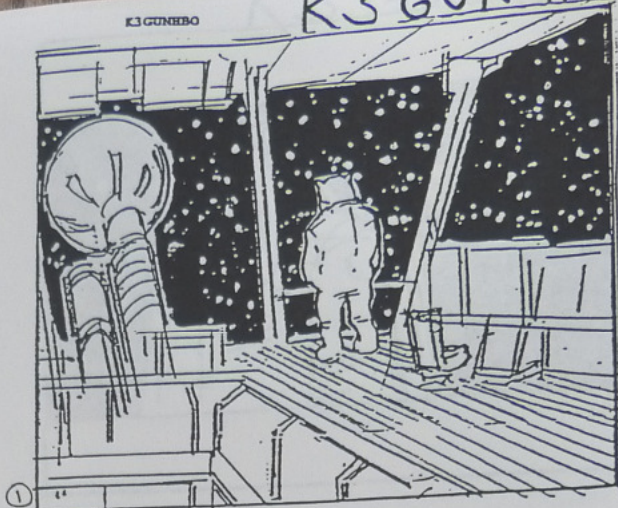
SCENE# 120
SHOT#

GUNNERY - CAM#1

K3 GUN HBO

K3 GUN HBO

K-14



SCENE#
SHOT#

HOBBS
It has been many years since I
have been this near to Kilrah.

GUNNERY - CAM#7

THERE'S ALWAYS A RATHER GLORIOUS, BROODING, MAGISTERIAL
LONELINESS TO HOBBS ... AND NO MORE SO THAN NOW, AS HE
LOOKS OUT AT THE STARFIELD ... KILRAH, THE ANCIENT
HOMEWORLD OF HIS RACE, ONLY ONE JUMP POINT AWAY...



SCENE#
SHOT#

BLAIR
I'd understand if you had some
mixed feelings about this
Behemoth ... and what it's going
to do....

K3 GUN HBO

K-14

GUNNERY - CAM#8



PAGE ① OF 2

16 MAY LILAC

HALL TUNNEL

K3 GUN HBO

K-14

SCENE# 120
SHOT#

HOBBES
(beat)
It has been a long war that has
turned all of us ... inside-out.

GUNNERY - CAM#7



BLAIR SLAPS HIM NEAR THE SHOULDER. HE IS, PERHAPS, THE
ONLY HUMAN WHO SEEMS PHYSICALLY AT EASE WITH HOBBS...

BLAIR
There will be Kilrathi who
survive, and when the war ends,
they will understand what you
did.

HOBBES
No one ... ever ... will truly
understand what I did.
(beat)
But your loyalty has meant much
to me, my friend.

GUNNERY - CAM#10



16 MAY 1991

K3 GUN HBO
K-14

PAGE (2) OF 2

SCENE# 130
SHOT#

GUNNERY - PALADIN

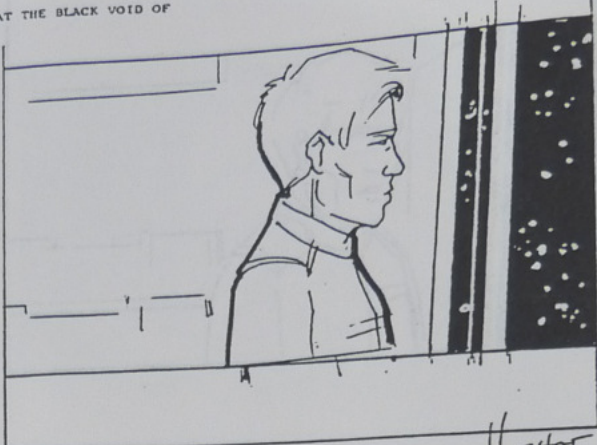
BLAIR LEANS ON THE RAIL, STARING OUT AT THE BLACK VOID OF SPACE.

L-11
L2GUNPA

L2 GUN PA

L-11
L-12

gunnery-cam #8



shot
cont'd

SCENE#
SHOT#

BLAIR
You missed all the fun.

→
PALADIN

gunnery-cam #8



PALADIN ENTERS. BLAIR LOOKS AT HIM WITH WEARY EYES.

SCENE#
SHOT#

PALADIN
Wish I could've been there,
laddie. I'm tired of flying a
desk.
(beat)
Heard you had a showdown with
Thrakbath.

gunnery-cam #7

L2 GUN PA
SCRIPT PAGES L-11
L-12



PAGE ① of 7

16 MAY LILAC

THRONE KIT

HALL/TUNNEL

L2 GUN PA

L-11
L-12

CENE 130

SHOT

BLAIR GRIPS THE RAILING WITH ANGER.
BLAIR
Yes I did, you son-of-a-bitch.

gunnery-can #8



CENE

SHOT

PALADIN
It pains me that you had to find out that way.

gunnery-can #7



CENE

SHOT

BLAIR
How long have you known?

gunnery-can #8

L2 GUN PA
SCRIPT PAGES
L-11
L-12



PAGE 2 of 7

16 MAY 1961

THRONE KIT

HALL TUNNEL

1.000

L-2 GUN PA

L-11
L-12

SCENE# 130
SHOT#

PALADIN LOOKS UP FROM THE FLOOR AND ACTUALLY GRINS. AS HE GETS BACK TO HIS FEET:

PALADIN
Haven't lost your touch.

gunnery - cam # 7



SCENE# GROUP MORALE DOWN:
SHOT#

Group morale DOWN:
...HE HESITATES...

gunnery - cam 3



SCENE#
SHOT#

PALA
Go ahead. Tak

gunnery 7

L-2 GUN
L-11
L-12



PAGE (4) OF 7

16 MAY 1964 LILAC

PHOTOGRAPHIC KIT

HALL TUNNEL

11077

CENE 130
FOT#

BLAIR
On Vespuis ... you stood there and
lied to me...

gunnery-cam #8



L-11
L-12

CENE
FOT#

PALADIN
Laddie, I was under orders--

gunnery-cam #7



L-12

CENE
FOT#

BLAIR
(cutting him off)
All those missions we flew
together -- you on my wing,
protecting me--

gunnery-cam #8

L2 GUN PA

L-11
L-12



PAGE (5) OF 7

FLIGHT/PHONE KIT

HALL/TUNNEL

16 MAY LILAC

SCENE # 130
SHOT #

PALADIN
Don't ya see that's what I was
doing by NOT telling you? Look
what you almost did out there.
when you found out... I was just
protecting you from yourself.

gunnery - cam #7



L-12

SCENE #
SHOT #

BLAIR
(beat; softer)
You know what she meant to me.

gunnery - cam #8



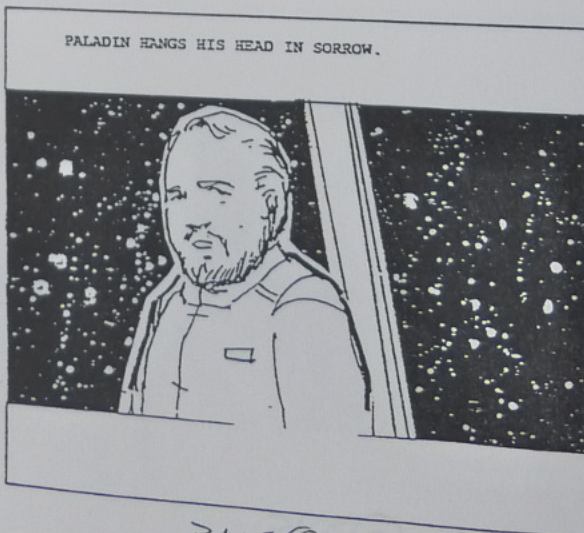
SCENE #
SHOT #

PALADIN
I do indeed.
(beat)
But we're fighting a war, son.
We've all lost someone close to
us... Doesn't make you special.

gunnery - cam #7'

L2 GUN PA

L-11
L-12



PAGE 6 OF 7

16 MAY LILAC

THRONES KIT

HALL TUNNEL

LIFT

SCENE 130

SHOT#

BLAIR
I've heard that before.

gunnery - cam #8

BLAIR SNORTS AND SHAKES HIS HEAD.



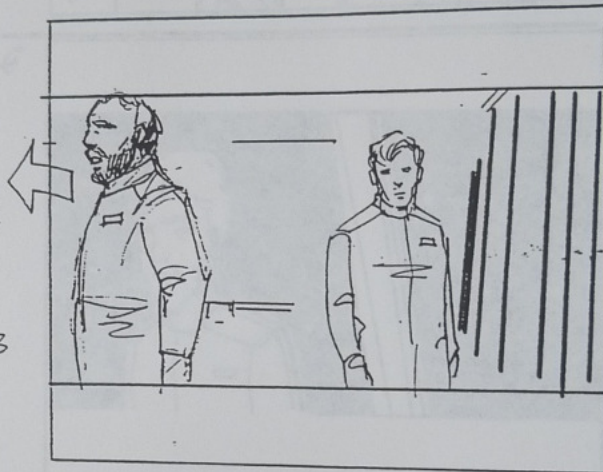
L-12

SCENE#

SHOT#

PALADIN
Besides, Angel may help us win
this thing yet.
(on Blair's look)
She sent one final transmission
before her capture on Kilrah. I
think you'll find it interesting.
I'll see you in the briefing
room.

gunnery - cam #13



16 MAY LILAC

VAGABOND GAZING INTO THE STARFIELD AS BLAIR ENTERS.

NO GUN VAS

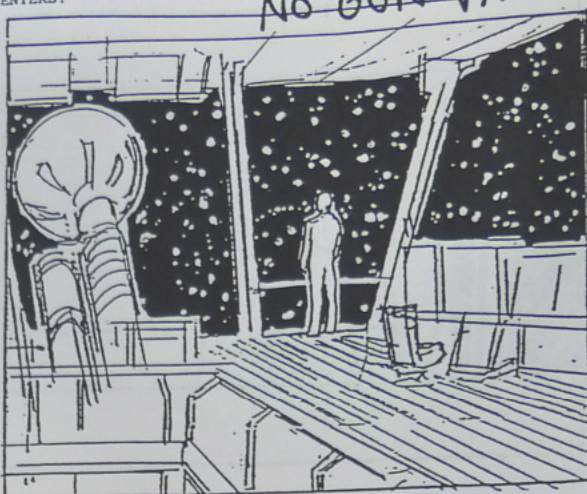
N-14

N-14

NOGUNVAS

SCENE# 165
SHOT#

GUNNERY - CAM #1



SCENE# IF VAGABOND MORALE
SHOT# HIGH.

IF Vagabond morale HIGH.

VAGABOND
I've been to just about
every corner of every
galaxy... And it's been a
helluva ride...

GUNNERY - CAM #7



SCENE# IF VAGABOND MORALE
SHOT# LOW.

IF Vagabond morale LOW.

VAGABOND
I've been to just about
every corner of every
galaxy... And mostly?
It's been shit... A few
good times ... and a lot of
tough times...

GUNNERY - CAM #7



NO GUN VAS

N-14

PAGE ① of 3

LILAC

16 MAY

HALL/TUNNEL

NO GUN VAS

N-14

CENE# 165
HOT#

BLAIR
What's this? Weepy nostalgia
from the hardened cardshark?

GUNNERY - CAM#8



CENE#
HOT#

VAGABOND
It's just that ... I've been
thinking... Here on the
Victory... For the first time, I
feel like I've put down some
roots.

GUNNERY - CAM#7



CENE# VAGABOND'S MORALE
HOT# UP:

Vagabond's morale UP:

BLAIR
You've been a good
influence on the rest of us
-- you don't take yourself
too seriously. And you've
been a damn good pilot.

GUNNERY - CAM#8

NO GUN VAS
N-14



PAGE 2 of 3

LILAC

16 MAY

HALL TUNNEL

4C.165

VAGABOND
Thank you, sir. You're not
so bad yourself.
(beat; smiles)
How 'bout a quick hand of
cards?

GUNNERY - CAM#7



NO GUN VAS

N-14

VAGABOND'S MORALE
DOWN:

Vagabond's morale DOWN:

BLAIR
This ship's about to be
tested like it never has
before. We might all get
uprooted if we don't stay
on our toes.

GUNNERY - CAM#8



NO GUN VAS

N-14

PAGE (3) of 3

1111

16 MAY

HALL TUNNEL

1111

KILPATRICK IRONS RHT

HALL / TUNNEL

RECKO

SC. 235
SCR. PG. STANDARD

FOK - BLAIR THROUGH HALL ... 00#VXFTR

Hall - Cam #1



KILPATRICKS KIT

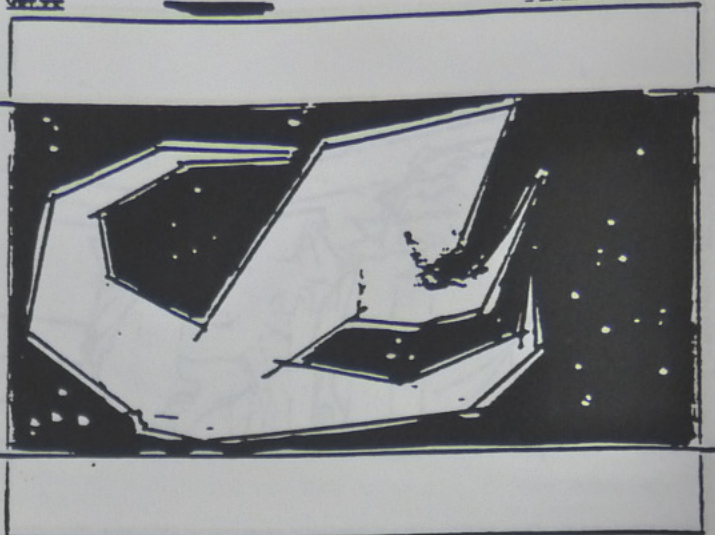
KILPATRICK BRIDGE

PET POND

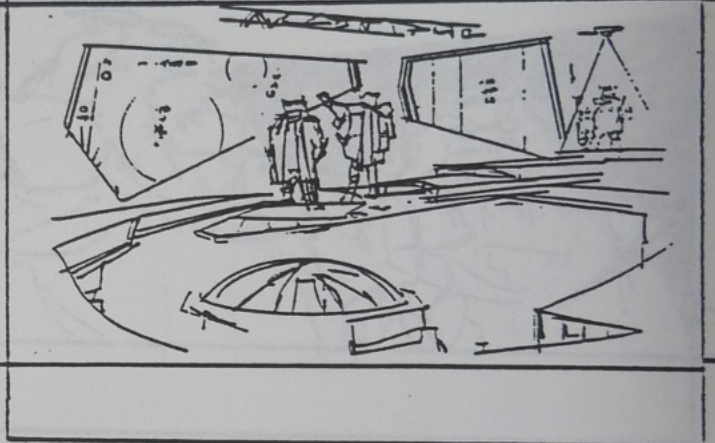
SC #39

PG DI

①



SHRAKHAH AND MELIX STUDY A MAP TABLE DISPLAYING THE NICOLE SYSTEM.



SHRAKHAH
Tell me this system continues to be worth raiding. I fail to see it.

MELIX GIVES THE KIRATHI EQUIVALENT OF A SHRUG.

②

K36 - cam #1



MELIX
The natural resources are utterly depleted. I do not disagree with you, my liege. It remains a source of slave labor, but the population has never been particularly malleable.

③

K36 - cam #3

DIKILTH

THRAKATH
Slaves we have no shortage of.
(beat)
The Tarkans want this system?
They shall have it.

SC #39
P9 D1

④

KBG - cam #2



MELEX
Nevertheless, my liege. I bristle
at the thought of... They will
call it... What is that strange
word they have?

⑤

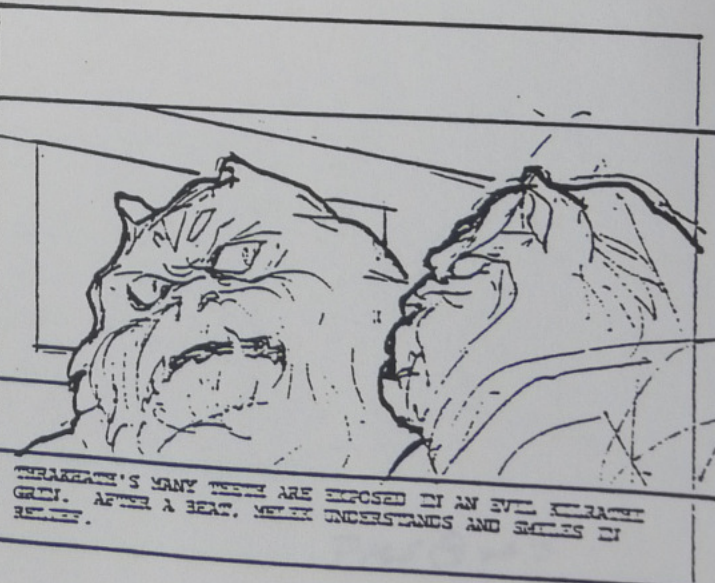
KBG - cam #3



"Surrender."
(shakes his head)
No, it is not that. Never that.
This system shall serve as a
message to the ages. Since it is
no longer of value to us... We
shall render it valueless to them
as well...

⑥

KBG - cam #4



DIRTY H

As always, by ^{WELCH} Liege ... a wise choice.

Sc #39

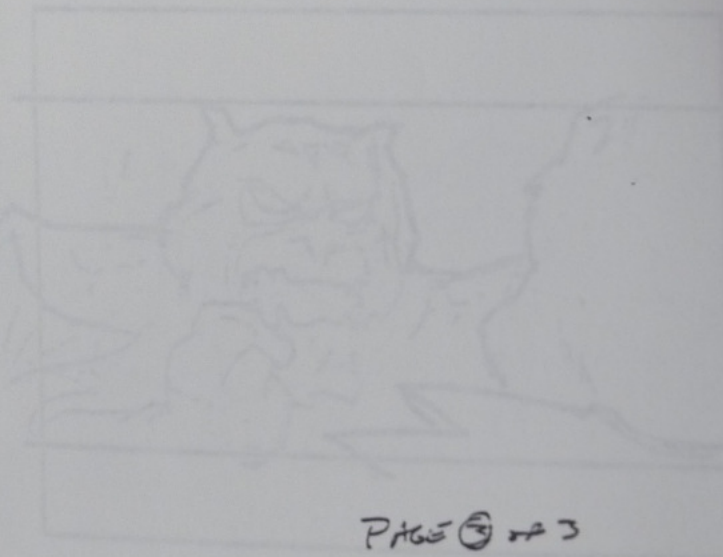
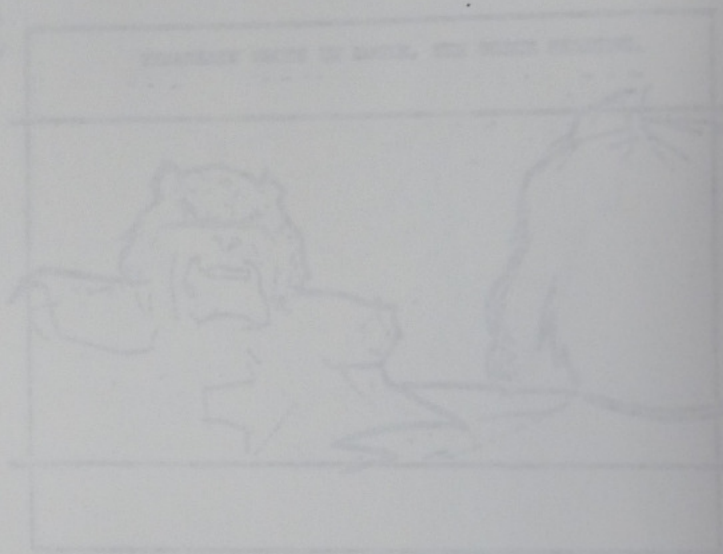
T9 D1

⑦

KBC — CAM #5



THEY TURN BACK TO THE MAP DISPLAY WITH VALUANT FORCE OF SATISFACTION.



PAGE ③ #3

...THE VICTORY IS GIVING ITS BEARINGS.
HAVING JUMPED TO AN UNEXPECTED LOCATION ...
ANOTHER SCOUT...

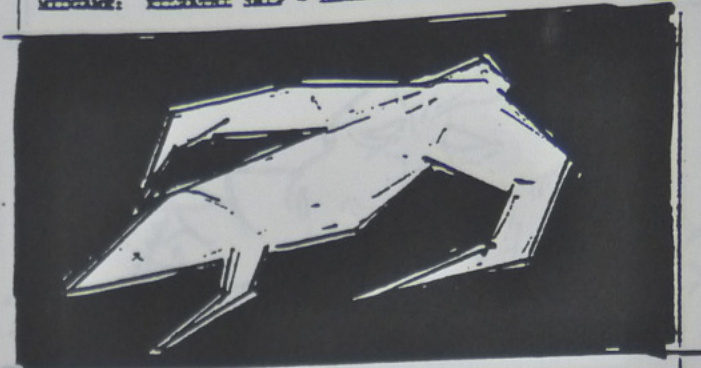
HOKILTH

LOCATION: SCOUT - THRAKATH. (SCOUT IS CHASED)
BY...

SC #20

pg H1

①



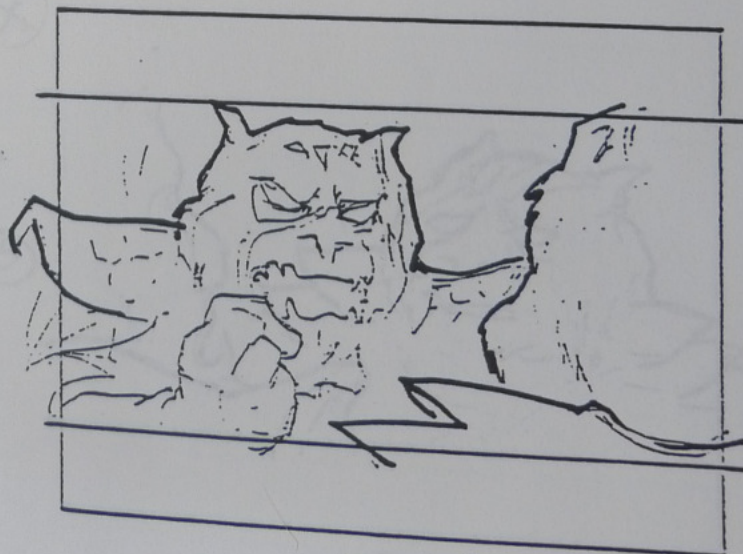
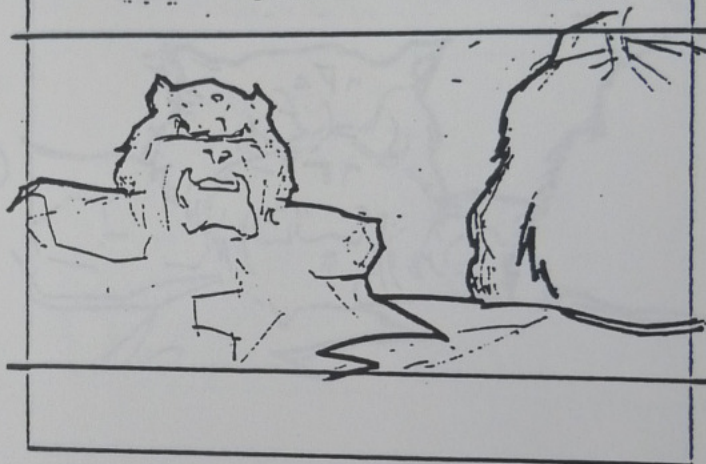
①

THRAKATH PACES IN ANGER. HIS VOICE HISSES...

THRAKATH
Explains to me again how, even
with their jump point masked, the
Terra carrier escaped our grasp.

KBG - cam #7

②



KBG - cam #7

HOKILTH

IF MELIX WERE HUMAN, HE'D BE SMILING.

MELIX
To my deepest regrets, my liege,
they managed to find another jump
point outside the realm where
our masking techniques cannot
function...

SC #80

PHI

KG6-CAM #8

③



MELIX IS ABOUT TO SAY MORE, BUT STOPS HIMSELF.
THAKHATH GLARES AT HIM.

THAKHATH'S MOUTH?

THAKHATH

KG6-CAM #7

④



MELIX
(hesitant)
We learned ... only at the last
moment ... only after it was too
late ... The Heart of the Tiger
was one of the carrier's
protectors...

KG6-CAM #8

⑤



SC #80
PG H1

KBG-CAM #9

CUT
ON
TURN



CAM
(X)

TRAKHATH STOPS PACING. THIS NEWS HAS A VISIBLE EFFECT ON HIM: IT IS THE THORN IN HIS FAW.

TRAKHATH
The Emperor ... must not know of
the success of this Tarran
incursion.

CUT
ON
TURN

KBG-CAM #9



CAM
(X)

MY
My thoughts exactly, my Liege.
(beat)
The Emperor, of course, must stay
focused on the larger picture:
our ultimate triumph.

TRAKHATH
(beat)
Which, the heart of the Tiger
concludes to jeopardize...

KBG-CAM #9



ⓧ HOKILTH

THRAXHATH PACES A FEW MORE STEPS. THEN STOPS. AM EVIL.
GREEN GIRLS HIS LIP.



⑦

KB6 CAM #10

THRAXHATH
I've waited many, many years...
And now ... it is time...
(beat)
The conquer...

MELEK
An excellent plan, my liege...

THRAXHATH
Prepare to send the message.

②

KB6 CAM #5

③

KB6 CAM #5

KOK ILI H

ENE

109

NOT

P3 K-1

THRAKATE'S SHIP - FLOATING IN BLACK SPACE

CUT TO:



ARCARD THRAKATE'S SHIP

CLOSEUP: BOLD-RECAPTOR CONSOLE.

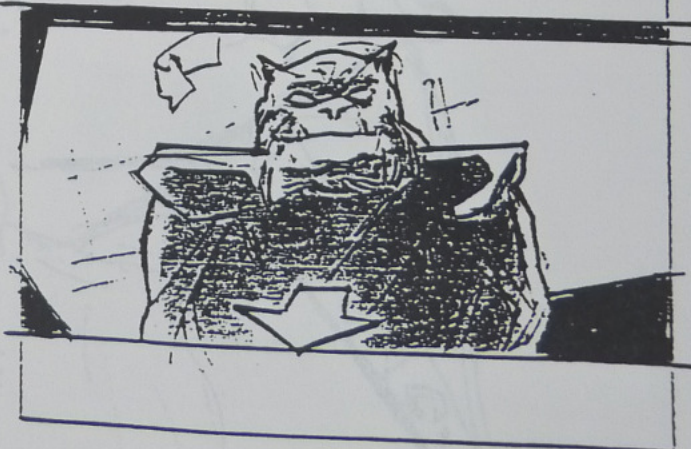
THE HIGH-SPEED TRANSMISSIONS BLUR ACROSS THE SCREEN...
THEN THE DATA STREAM SLOWS DOWN...
THE BOLD-IMAGE OF THE BEHEMOTH TAKES SHAPE OVER THE
CONSOLE...

AS WE PULL BACK, WE SEE THRAKATE.



HE IS VISTELY PLEASED. HE STUDIES THE "SLOW-MO" ROTATION
OF THE BEHEMOTH ON ITS AXES. HE NODS AND PURRS IN
SATISFACTION UPON SEEING CERTAIN AREAS OF THE BEHEMOTH
HIGHLIGHTED IN DIFFERENT COLORS. THESE ARE THE SAME AREAS
TOLWYN HAD POINTED OUT AS "SOFT SPOTS."

THRAKATE TURNS AND LEAVES THE CONSOLE ... A DEEP, GENUINE
LAUGH OF ANTICIPATION COMING FROM HIM ...



PAGE 2 OF 2

①

②

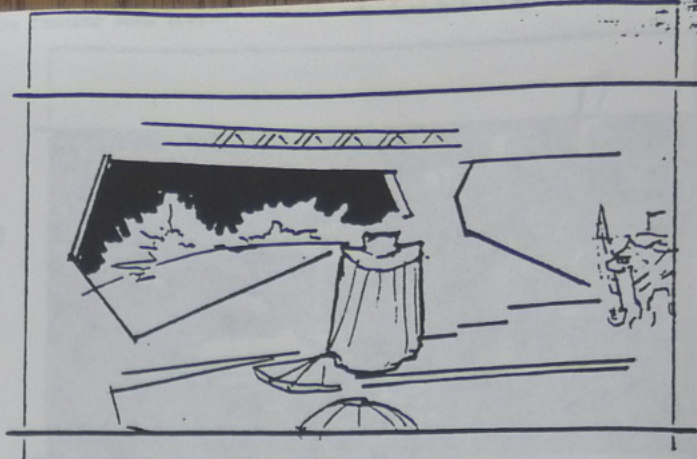
K36 - CAM #5

③

K36 - CAM #5

109
pg K-1

KBG _cam #6



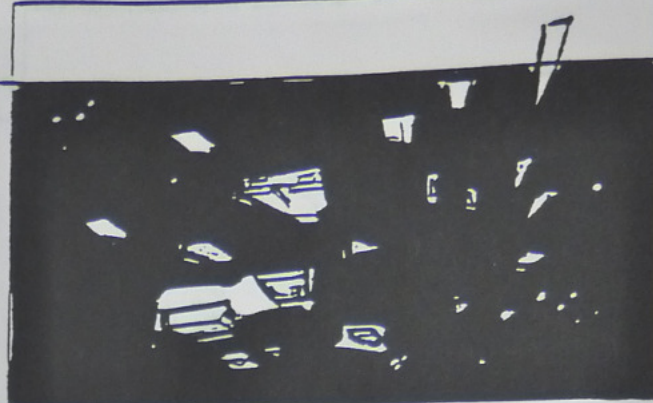
KBG _cam #4



STORYLINE TO LIVE!GATE PART. AND TROUBLE SOME IMAGES
deployment...

KB6

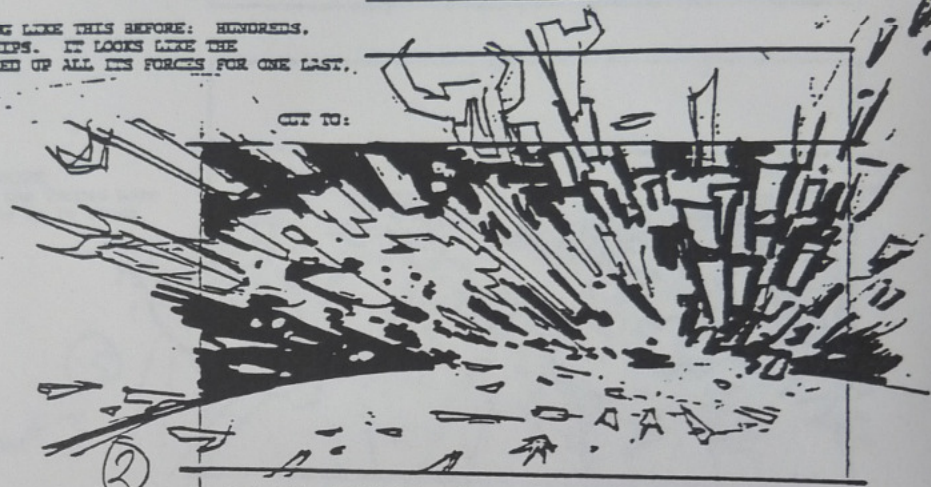
①



MIDGAME: CONFEDERATION FLEET JUMPS INTO BRANCH
A MASSIVE CONFED FLEET ASSEMBLES AT THE JUMP POINT THAT
LEADS TO KILRAH...

WE'VE NEVER SEEN ANYTHING LIKE THIS BEFORE: HUNDREDS,
POSSIBLY THOUSANDS OF SHIPS. IT LOOKS LIKE THE
CONFEDERATION HAS GATHERED UP ALL ITS FORCES FOR ONE LAST,
DO-OR-DIE STAND...

CUT TO:



②

MIDGAME: KILRAH SYSTEM

AND IF YOU THOUGHT THAT WAS SOMETHING...

THE KILRAH SHIPYARDS SURROUNDING THE KILRAH HOMEWORLD
ARE FULL TO BURSTING, AS AN ARMADA IS BEING PREPARED...

THE AWESOME POWER AND SCOPE OF THE KILRAH STELLAR FLEET
IS BONE-CHILLING...

CUT TO:

PIKILTH

MIDGAME: ABOARD TRAKERATH'S SHIP - TRAKERATH, MELEX

TRAKERATH LOOKS AT A VIDEOSCREEN THAT ALSO DEPICTS THE
BEEHIVE OF ACTIVITY IN THE KILRAH SHIPYARDS...
HE TURNS TO MELEX.



SC. #169

PI PI

KB6 - Cam #1

③

P1 KILTH

SCENE
NOTES

SC #169

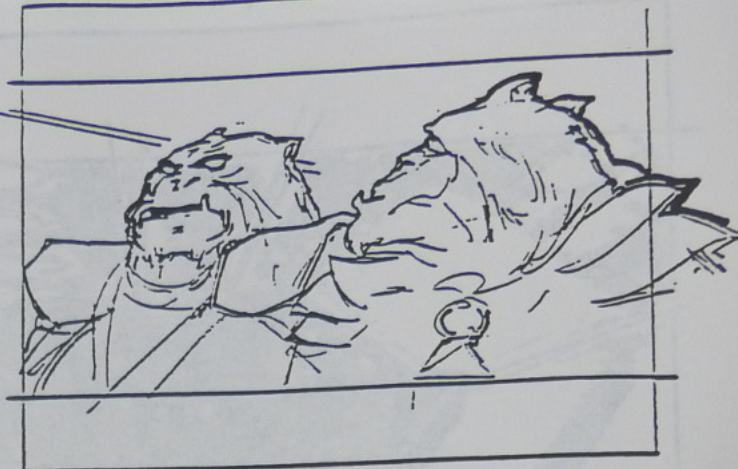
P1 P1

How Long?

THRAKATHE

④

KBC - cam #2

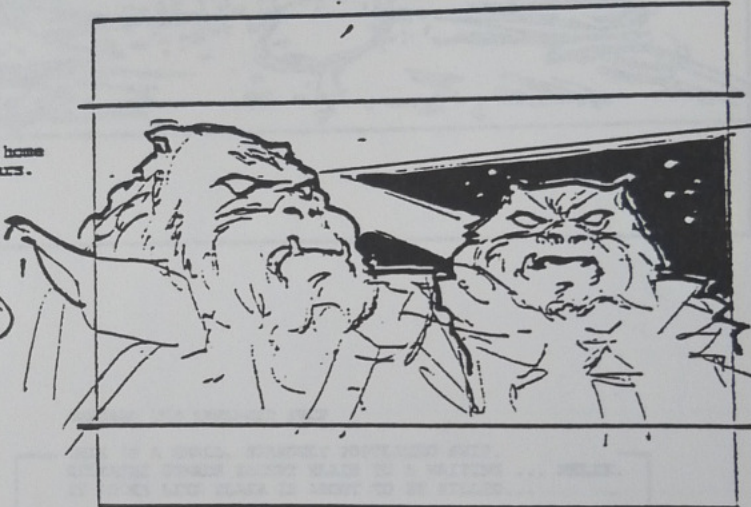


SCENE
NOTES

MELEK
The assault on the Tarran home
system commences in 24 hours.

⑤

KBC - cam #3



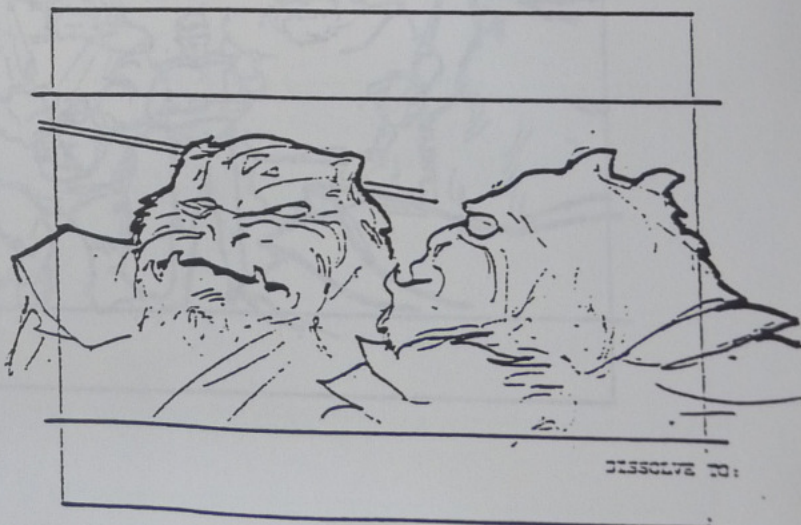
SCENE
NOTES

THRAKATHE
Victory, Melek... At long
last... It smells sweet...
(beac)

Although combat is never
predictable. I do hope for one
last encounter with the Heart of
the Tiger. It will sweeten our
triumph all the more...

⑥

KBC - cam #2

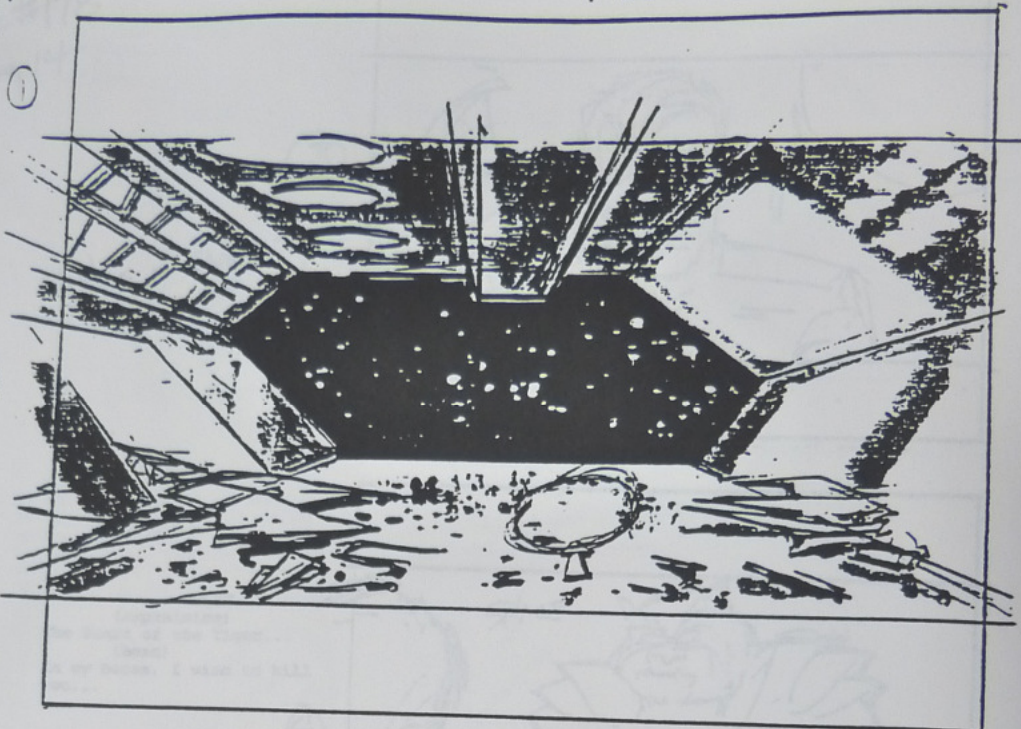


DISSOLVE TO:

PAGE ② of 3

SC#178
pg 14

PLUNMME



KHG-CAM #1

SIZACE

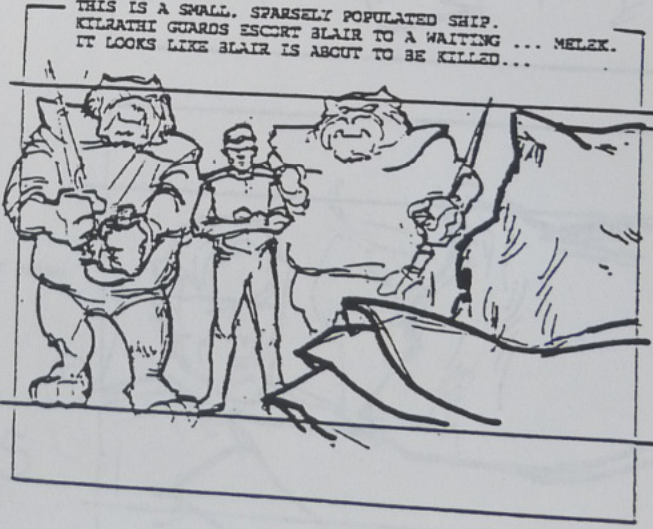
⊗

⊗ ⊗ ⊗

more handle

ONBOARD THE UNMARKED SHIP

THIS IS A SMALL, SPARSELY POPULATED SHIP.
KILGATHI GUARDS ESCORT BLAIR TO A WAITING ... MELEX.
IT LOOKS LIKE BLAIR IS ABOUT TO BE KILLED...



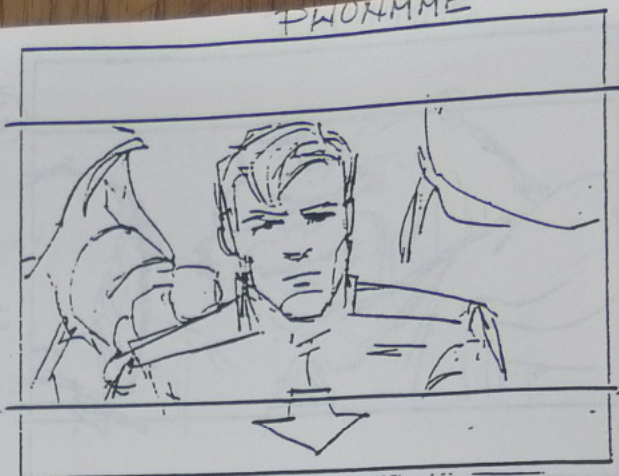
KHG-CAM #2

CENE#
FOOT#

SC#178
Pg 14

③

KHG - cam #3

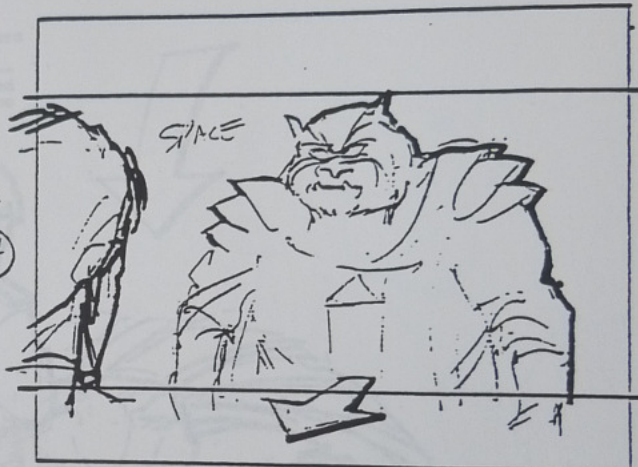


CENE#
FOOT#

MELEK
(appraising)
The Heart of the Tiger...
(beat)
In my bones, I wish to kill
you...

②

KHG - cam #4



CENE#
FOOT#

BLAIR
Do it then. It will not bring
back your Homeworld.

⑤

KHG - cam #5



SCENE#
SHOT#

SC #110
Pg 14

MELEX
And a race without a
Homeworld...?

HE SHAKES HIS HEAD:

MELEX
Unimaginable.
(beat)
The Kilrachi are a beaten race.
And killing the one warrior great
enough to bring about their end
will bring me no honor.

(beat)
A new millennium lies ahead. We
have become too corrupt, and too
much slaves to our blood lust.
And we have paid a heavy price.
(beat)

KHG-CAM #4

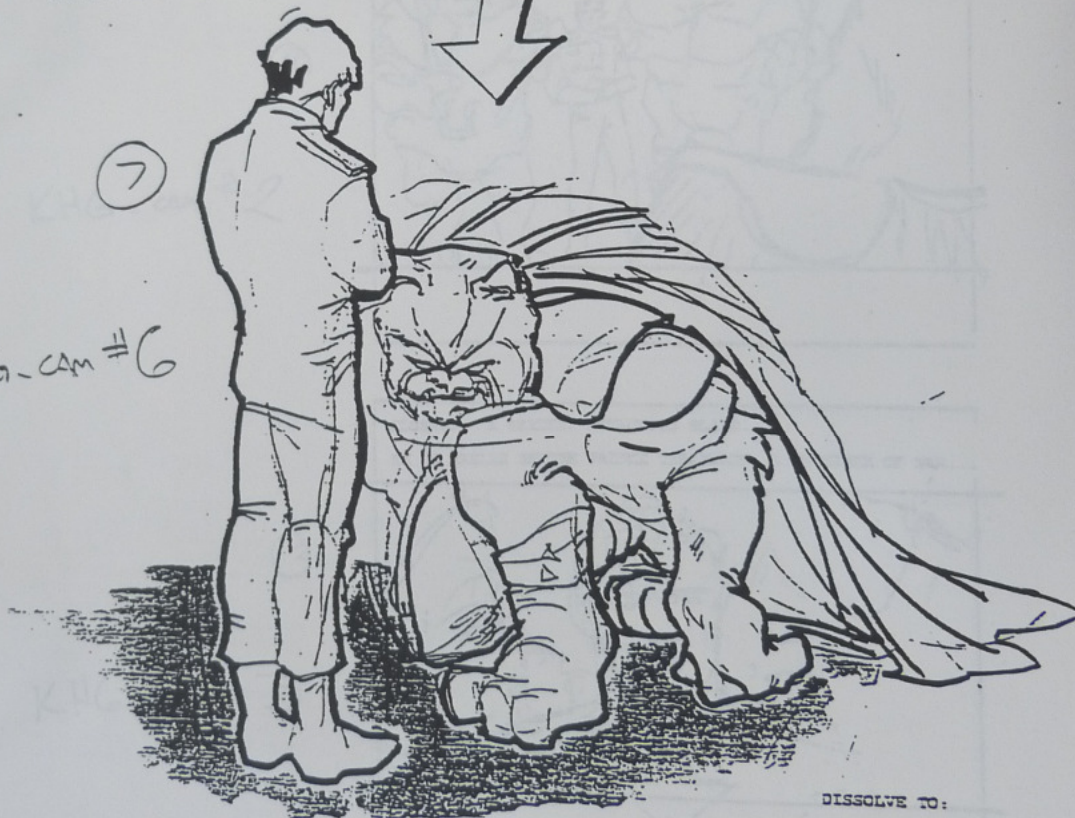
⑥



We are surrendering to you. Heart
of the Tiger. It is an action
unlike any we have ever taken --
but it is time the Kilrachi find
new ways. The Kilrachi must not
die out as a race....

⑦

KHG-CAM #6



DISSOLVE TO:

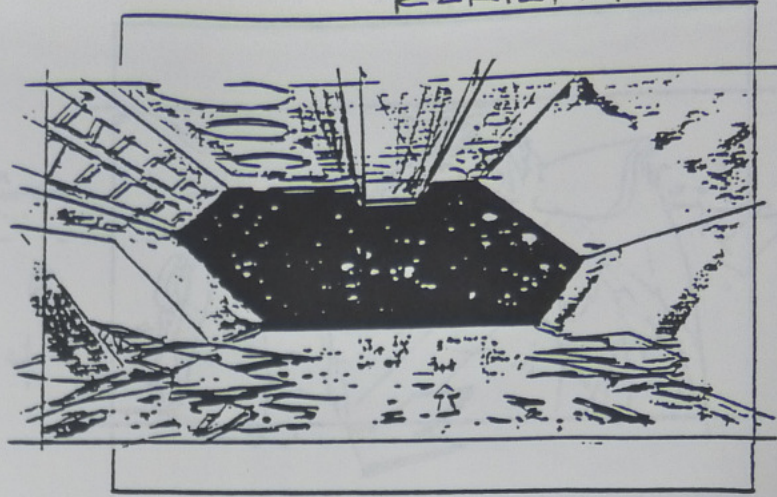
CENE#
FOT#

SC #186
Pg RG

①

KHG - cam #1

R2KILTH1



CENE#
FOT#

②

KHG - cam #2

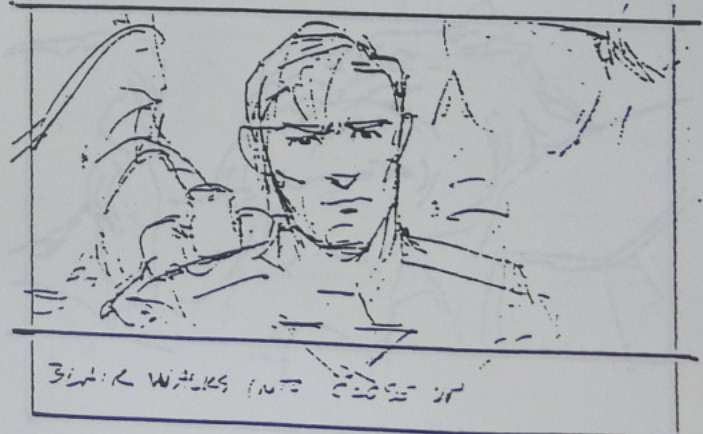


CENE#
FOT#

③

KHG - cam #3

CLOSEUP: A BEATEN, EXHAUSTED BLAIR...
HE IS HUNGLED BEFORE PRINCE THRAKHEATH, A PRISONER OF WAR...



BLAIR WALKS INTO CLOSE UP

K2KILTH1

CENE#
NOT#

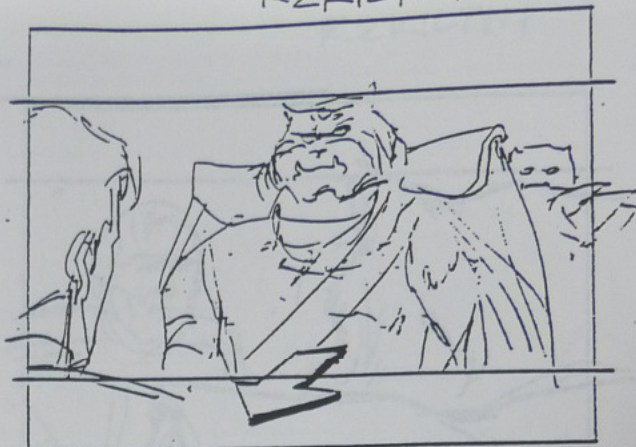
SC #186

PG R6

THAKHATH
At last, we meet face-to-face.
The Heart of the Tiger...

④

KHG - cam #4



CENE#
NOT#

BLAKE
You'll never truly conquer Earth,
you know. Not before you have to
destroy it.

⑤

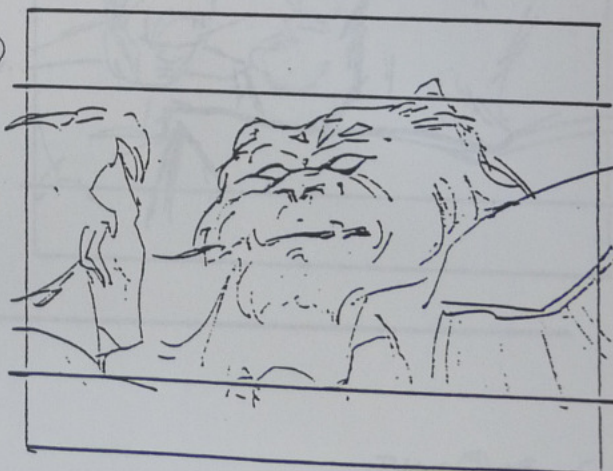
KHG - cam #5



CENE#
NOT#

KHG - cam #4 ⑥

THAKHATH
(the Kilrathi shrug)
It's of small consequence. Your
Homeworld is a watery planet, not
an environment I've ever cared
for.
(Laughs)
It is a pleasure, at last, to
have finally, and completely,
conquered you.
(beac)
The Kilrathi are not, however,
without what you humans call
perry. We shall grant you the
opportunity to plead for your
miserable life.



PAGE 2 of 5

R2KILTH1

BLAIR DEFIANT

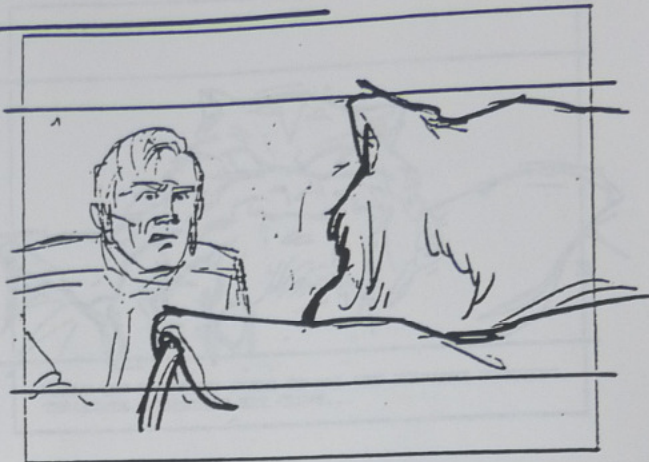
SC#186
pg 16

BLAIR DEFIANT.

BLAIR GESTURES FOR THRAKHEATH
TO COME CLOSER. THE PRINCE
LEANS IN.

BLAIR
(almost a whisper)
Fuck you.

KHG - cam #5



BLAIR SUPPLIANT

CENE#
HOT#

7A

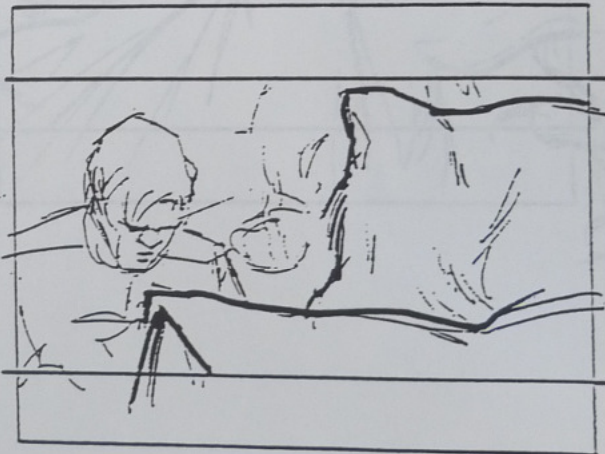
BLAIR SUPPLIANT.

BLAIR HANGS HIS HEAD IN
SHAME.

BLAIR
You've won, Prince
Thrakeath. Every being
wants to live one more day.
It's an exception.

THRAKHEATH APPEARS TO GIVE
HIM SOME THOUGHT.

KHG - cam #5



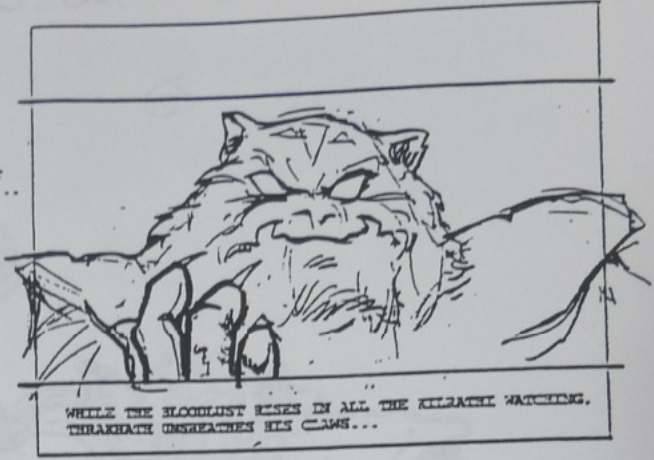
R2K1LTH1

SC#486
P9R6

THEN THORAKATH LAUGHS.

THORAKATH
Even The Heart of the Tiger
proves unworthy in the end...

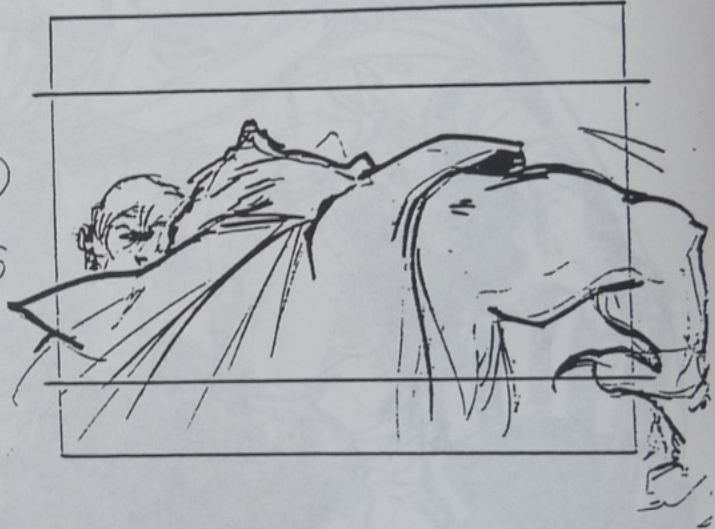
⑧
KHG-cam#7



WHILE THE BLOODLUST RISES IN ALL THE KILRATHI WATCHING,
THORAKATH UNGLOVES HIS CLAWS...

CENE#
EOT#

⑨
KHG-cam#5



PAGE ④ OF 5

SC #186.
P7 R6

KHG-CAM # 8

R2KILTH1

(10)



[CAMELBY REQUIRED]

AND BLASTS ON...
BOILING BLAIR ON THE PETARD OF HIS CLAWS, BASKING IN THE
GUSH OF BLOOD...
THE KILPATRICK CRY APPEARED...
AS BLAIR'S LIFE RUSHES OUT OF HIS BODY...

R-7

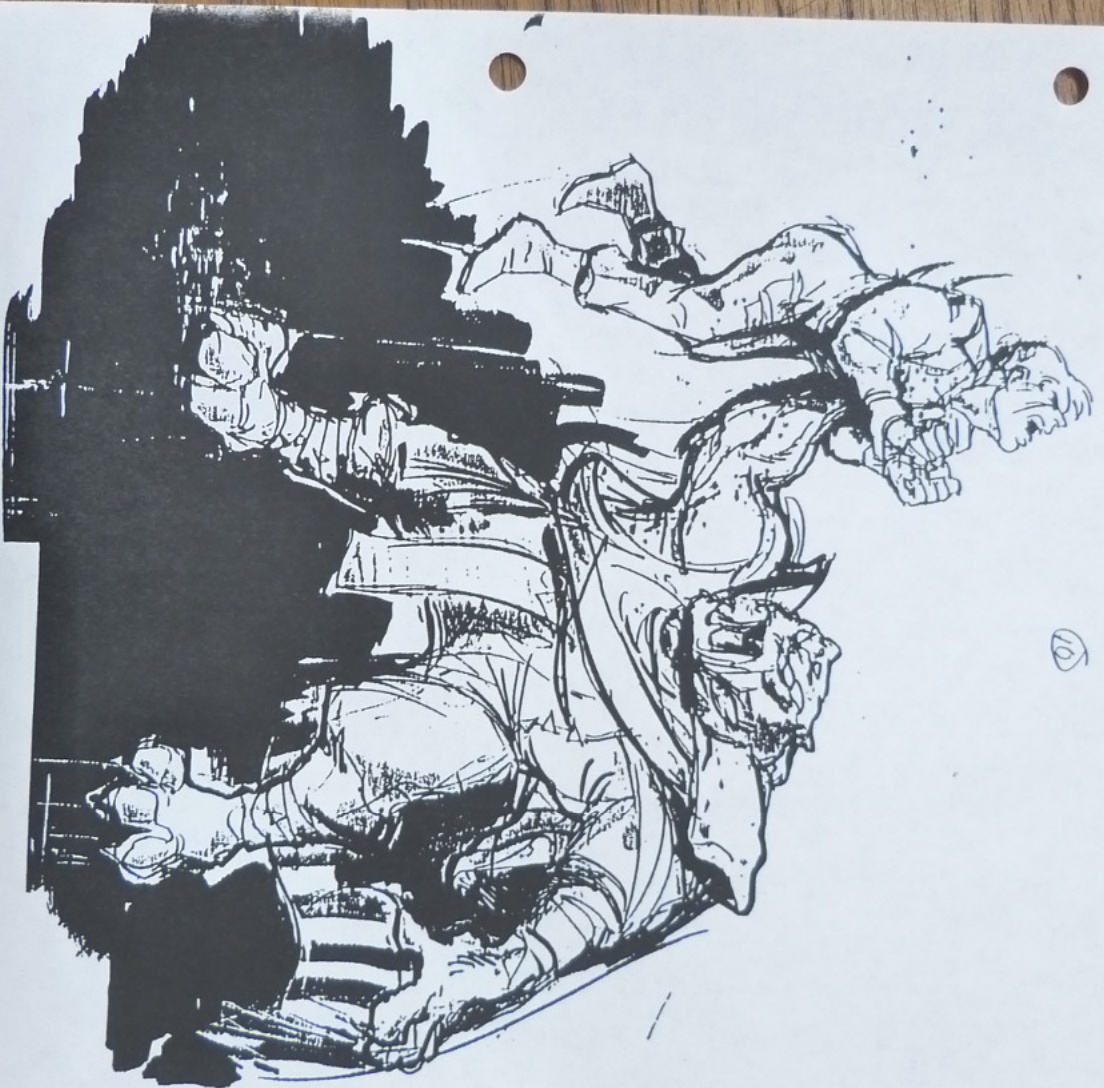
PAGE (5) of 5

DISSOLVE TO:
The following sequence in which we return to the
"cinematic" format.

SC#186.
P7 R6

KHG-AM # 8 R2K1TH1

(10)



CHOREOGRAPHY REQUIRED!
AND...
SOMEONE ELSE ON THE STAGE TO BE...
ONE OF THEM...
THE...
AS...
...

R-1

PHOTO 5-5

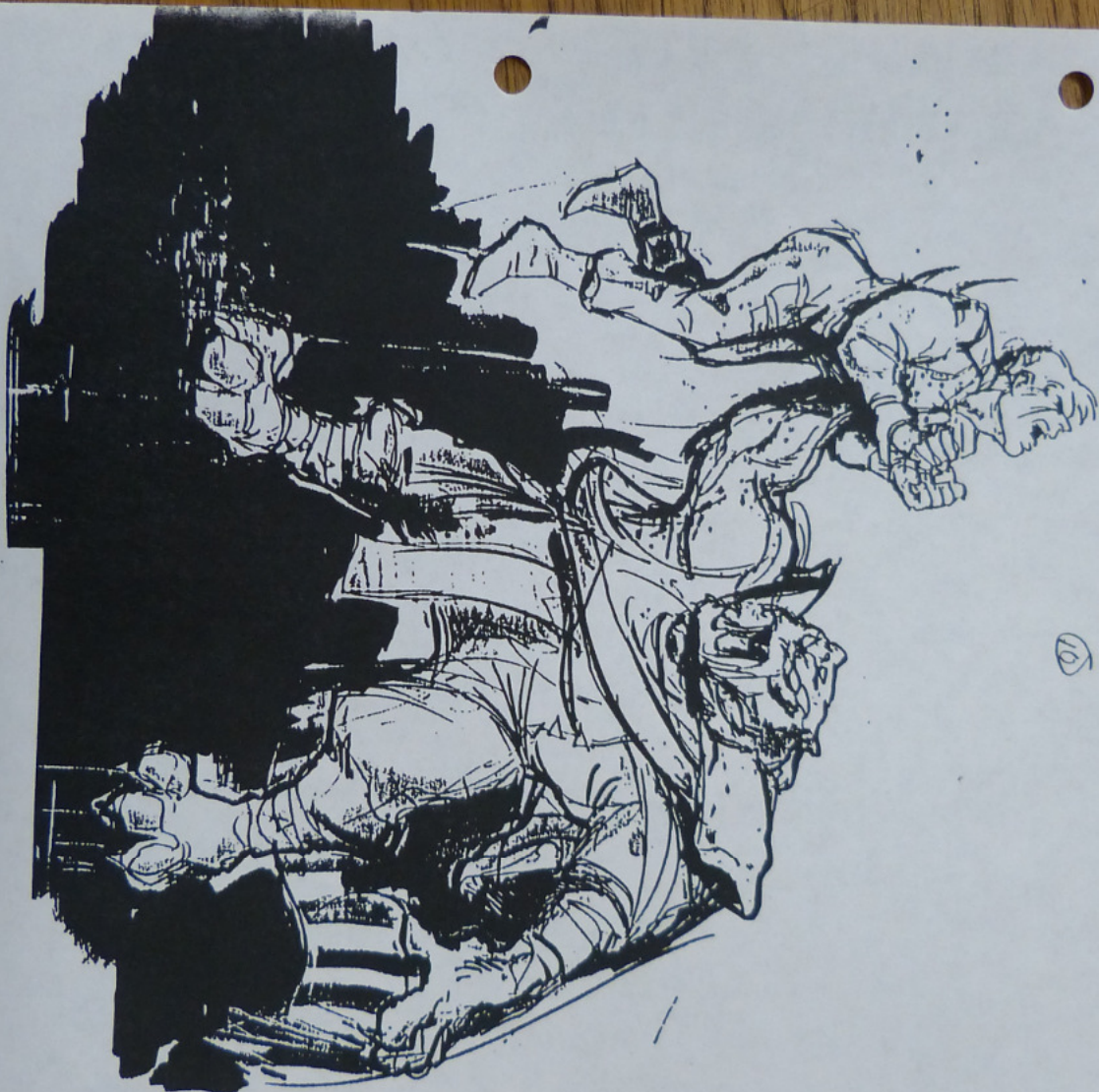
THE FOLLOWING...
...
...

SV #186.
P7 R6

KHg-Ca \neq 8

PRILTAL

16

[illegible]

3
The following persons are not included in the
"Independent" group.

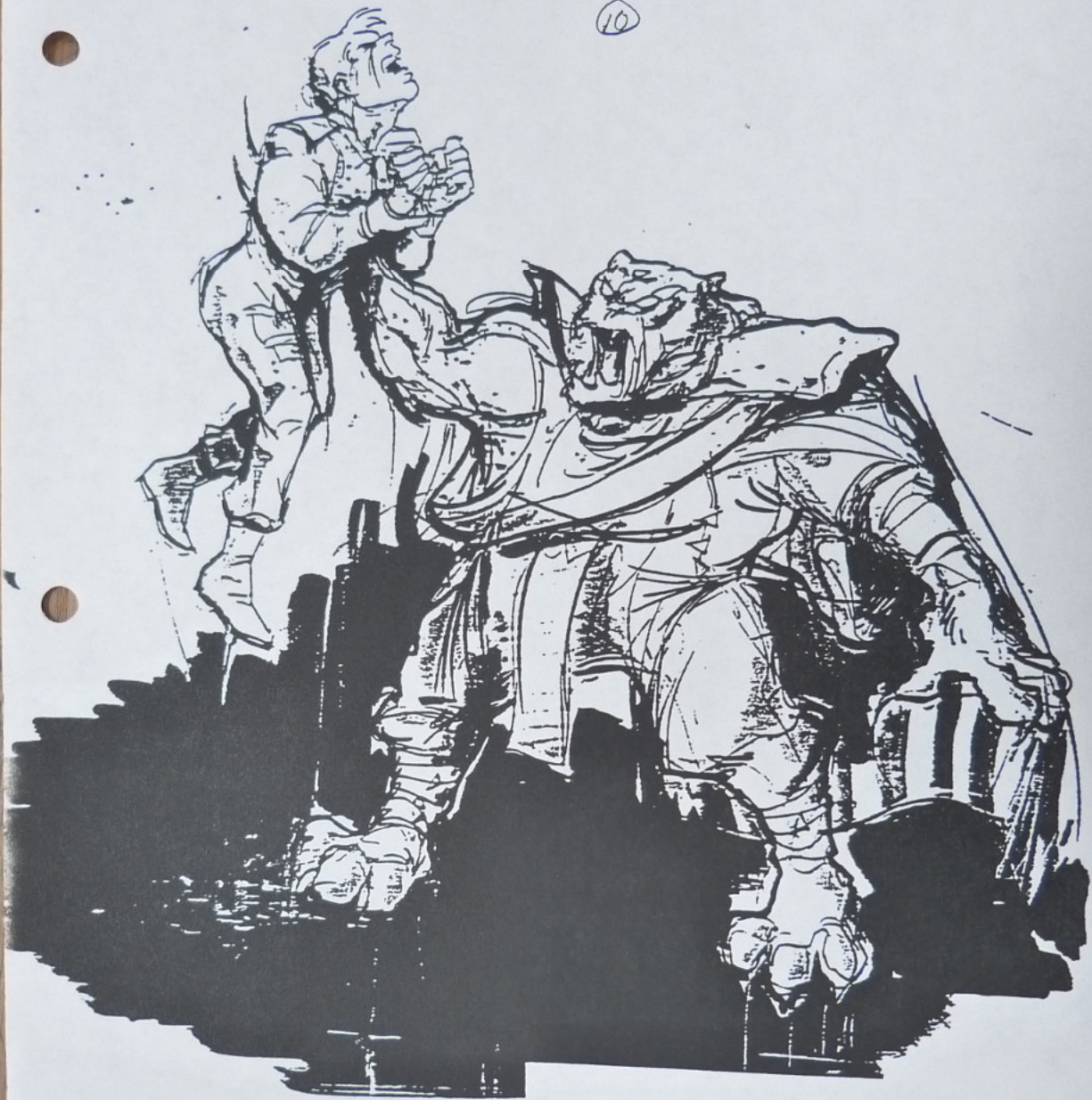
PAGE 5 of 5

SC #186.
P7 R6

KHG-CAM # 8

R2KILTH1

(10)



[GORE. SFX required]

R-7

AND FLASHES ON...
HOISTING BLADE ON THE PETER OF HIS CLAWS. BASKING IN THE
GUSH OF BLOOD...
THE KILBATH GRAY APPROACH...
AS BLADE'S LIFE RUSHES OUT OF HIS BODY...

DISSOLVE TO:

The following sequence in which we return to the
"cinematic" format.

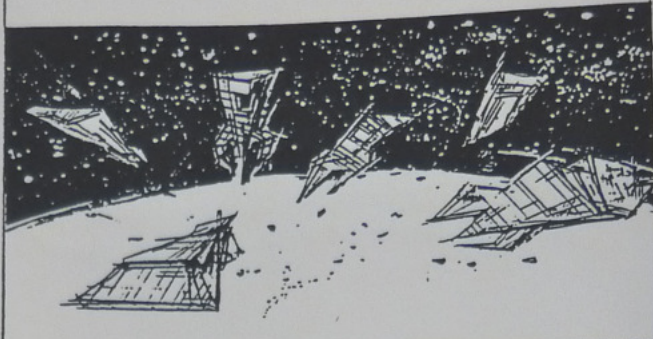
PAGE (5) of 5

SCENE#
SHOT#

LOSING ENDGAME

IN ORBIT AROUND
EARTH

R-8



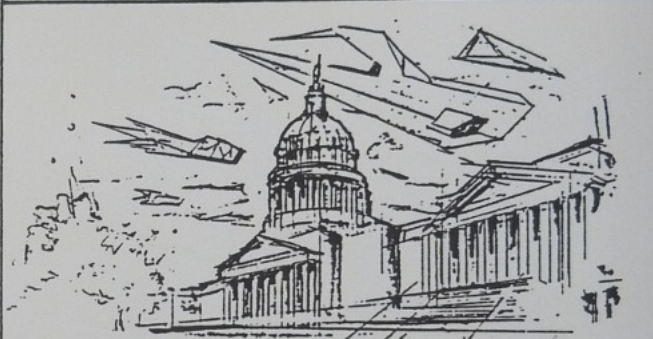
IN ORBIT AROUND EARTH —

KILRATHI CARRIERS HOVER ABOVE THE PLANET...
DROP-SHIPS DESCEND...
THEY GLOW REDLY AS THEY STRIKE THE ATMOSPHERE....

CUT TO:

SCENE#
SHOT#

SC. 187



WASHINGTON DC

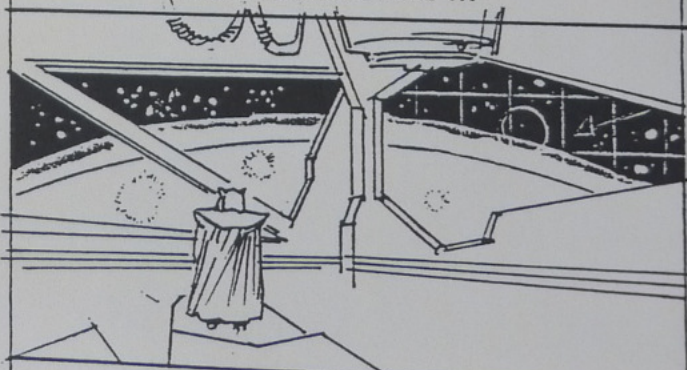
KILRATHI DROP-SHIPS FLY PAST THE WASHINGTON MONUMENT...
OVER THE CAPITAL...
CLOGGING THE SKY...
DROPPING NUCLEAR-TIPPED TORPEDOS...

THE CITY IS DESTROYED....

CUT TO:

INT. THE EMPEROR'S IMPERIAL SHIP - PORT OVERLOOKING EARTH
R2KILEM

THE EMPEROR LAUGHING AND GLOATING, AS HE WATCHES
EXPLOSIONS ON EARTH'S NIGHTSIDE SURFACE ...



DISSOLVE TO:

SCENE#
SHOT#

R2KILEM

SCRIPT PAGE

R-8

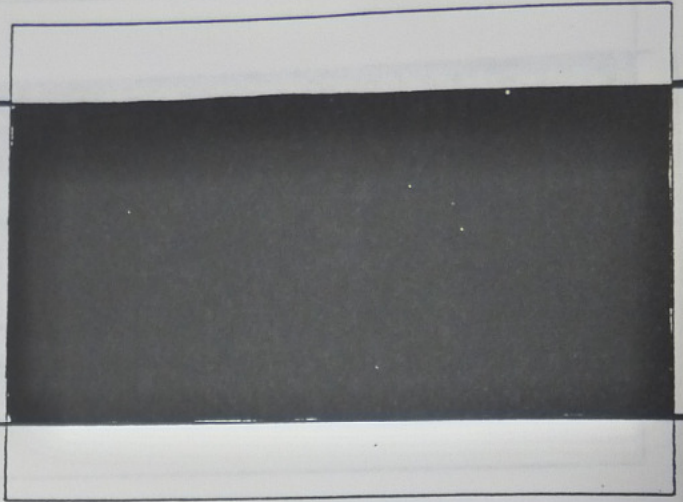
PAGE ① of 2

KILPATRICKS RTH.

NEEDS ROOM

OPENING TITLE AND CREDIT SEQUENCE

SCENE# 1
 SHOT#
 EXT. SPACE
 SCR. PG. BLACK
 017 KT

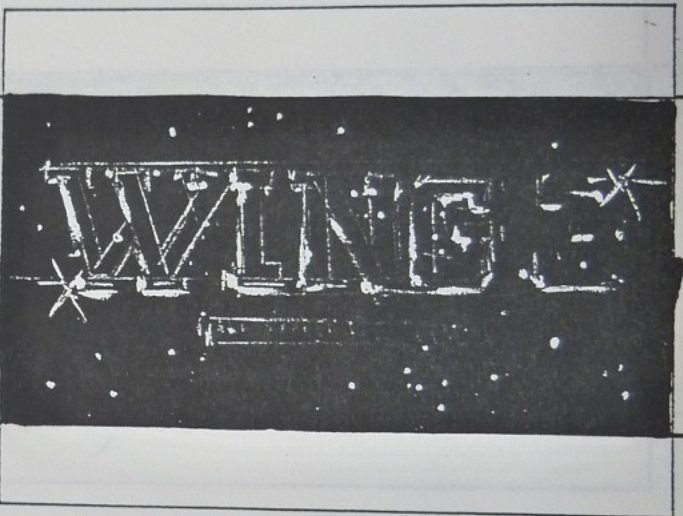


SCENE#
 SHOT#

DAY 6

OVER

DITS



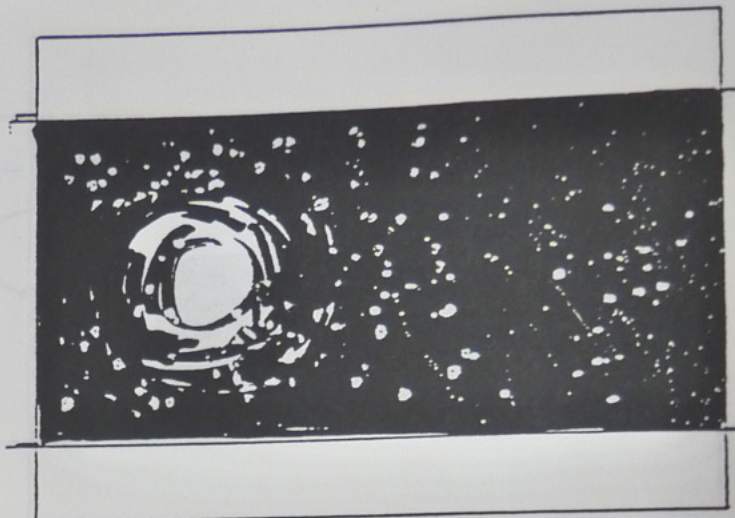
SCENE#
 SHOT#

STAR FIELD - FULL



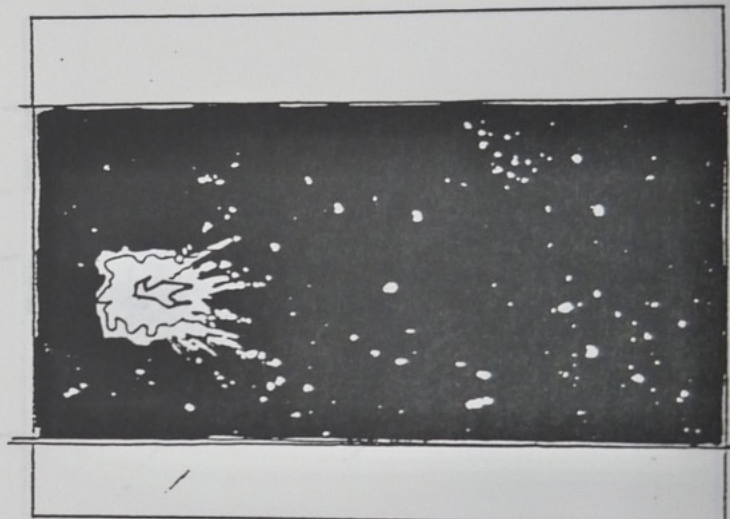
SCENE#)
SHOT#

A DISTORTION...



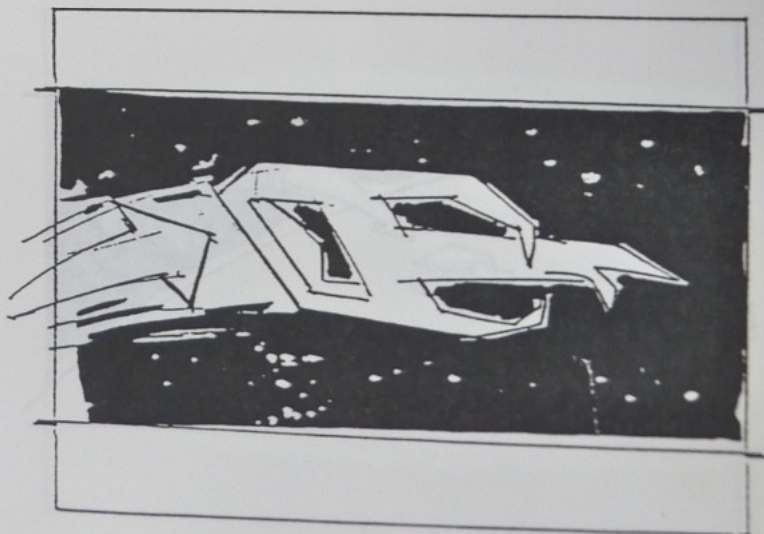
SCENE#
SHOT#

... SUDDENLY A
WORMHOLE FORMS AND
A KILRATHI SHIP
BURSTS THROUGH



SCENE#
SHOT#

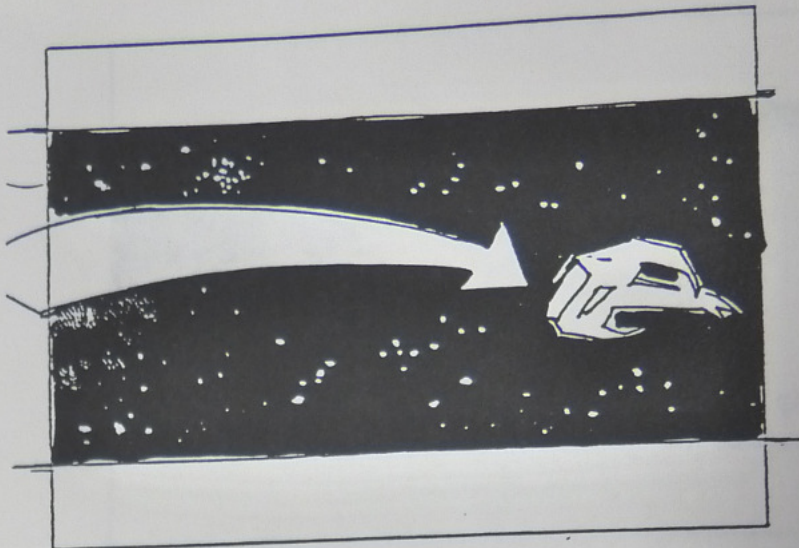
CAMERA PANS
WITH THE SHIP



KIMBU
NEWSROOM
RECKROOM
LIFT

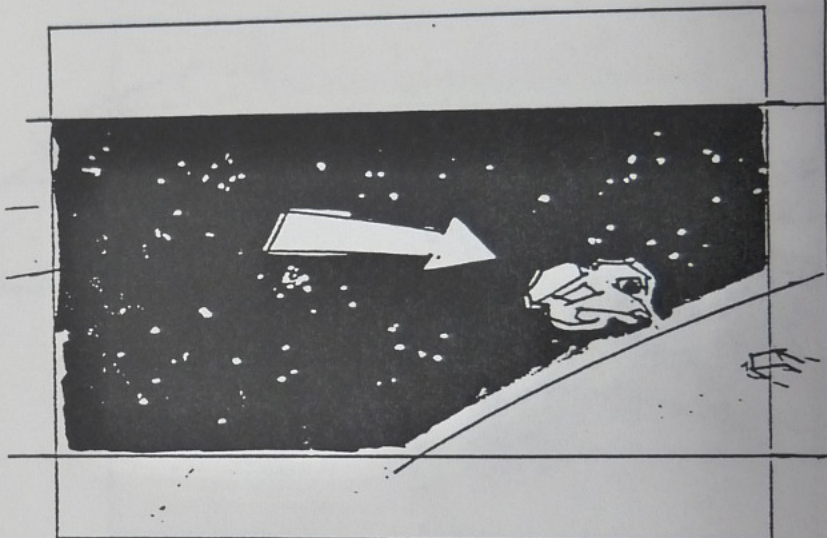
SCENE# 1
SHOT#

CAMERA FOLLOWS
SHIP INTO THE
DISTANCE WHERE...



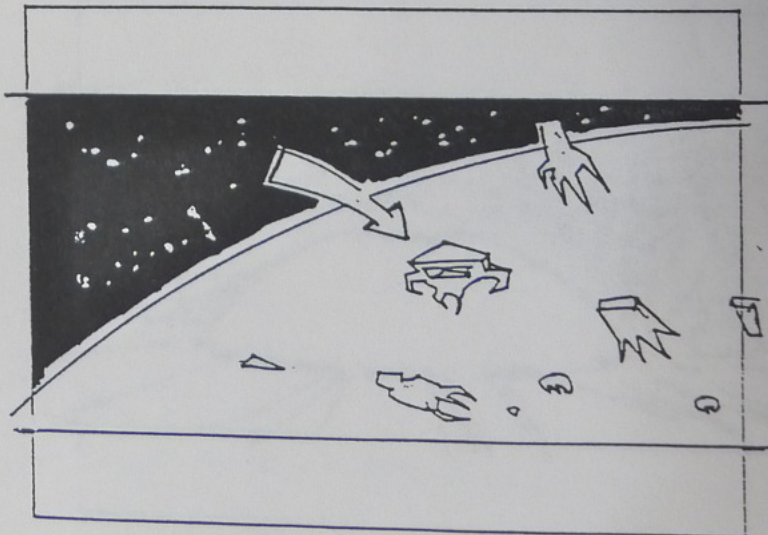
SCENE#
SHOT#

... THE KILRATHI
HOME WORLD IS
REVEALED



SCENE#
SHOT#

END PAN AS SHIP
SETTLES INTO ORBIT
OTHER KILRATHI
VESSELS.



PAGE ③ OF 15

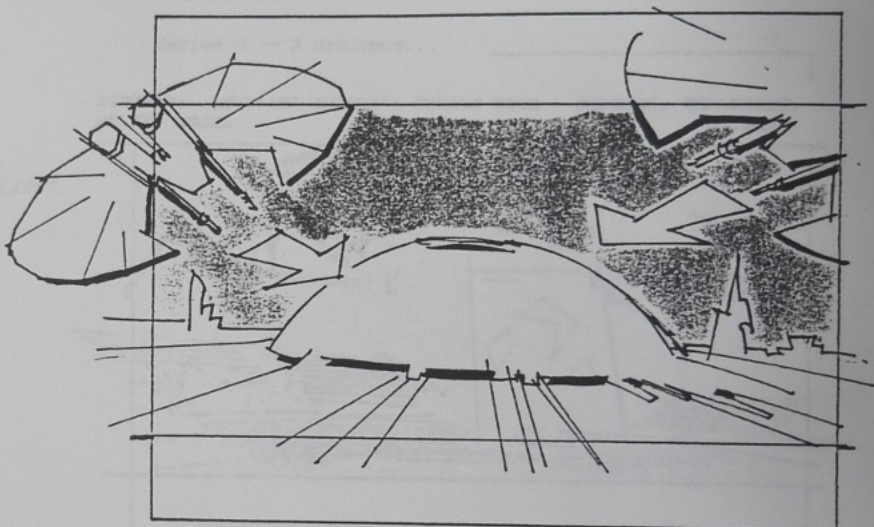
SCENE# 1
SHOT#

TWO SMALLER SHIPS
DROP FROM THE
KILRATHI VESSEL
AND DESCEND INTO
THE ATMOSPHERE.



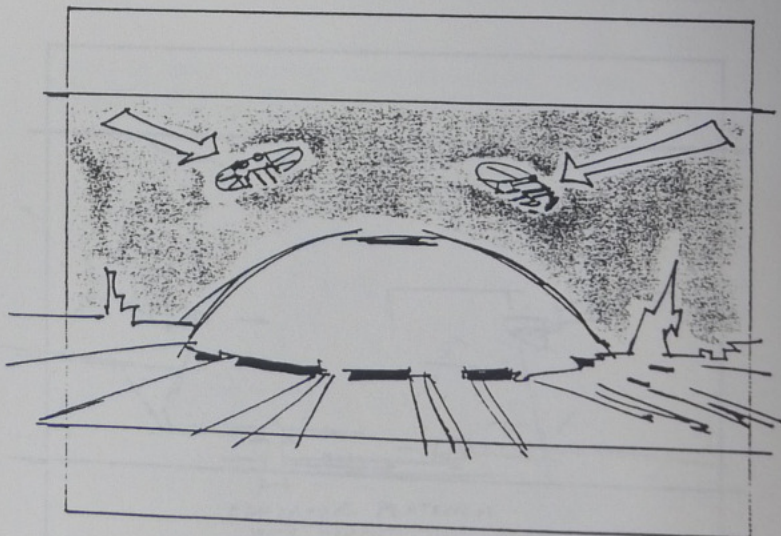
SCENE#
SHOT#

THE TWO SHIPS
FLY OVER CAMERA
TOWARD --



SCENE#
SHOT#

-- THE KILRATHI
IMPERIAL THRONE HALL.

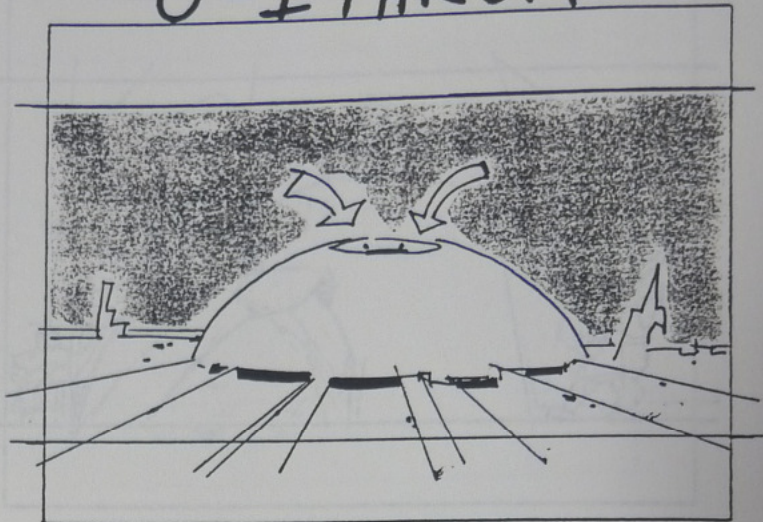


PAGE (4) OF 15

SCENE# 1
SHOT#

THEY DIVE INTO
THE STRUCTURE.

O-1 THREM

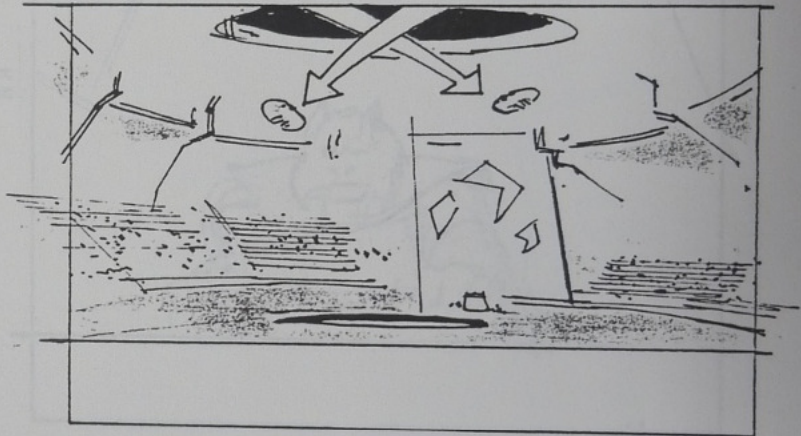


Series O -- A prologue...

SCENE#
SHOT#

INT. KILRATHI
IMPERIAL THRONE ROOM.

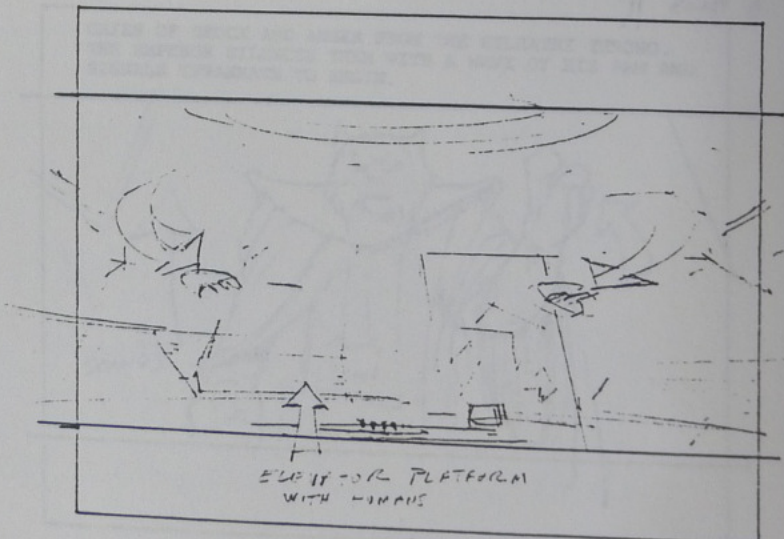
MIDGAME: KILRATHI IMPERIAL THRONE ROOM - EMPEROR, THRAXHATH,
MELEK, ANGEL O1THREM



KTH - CAM#1

SCENE#
SHOT#

AND HOVER



KTH - CAM#1

01-THREM

SCENE# 1
SHOT#

ON THRAKATH IN F.G.
EMPEROR ON Dais
AND TWO (2) GUARDS
IN B.G.

KTH_CAM#2



SCENE#
SHOT#

EMPEROR
The enemy has struck at the heart
of our Empire. A puny contingent
of their soldiers has been
captured here on Kilrah.

KTH_CAM#3

THE EMPEROR TAKES HIS PLACE ON THE



SHOT
CONT'D

SCENE#
SHOT#

CRIES OF SHOCK AND ANGER FROM THE KILRATHI THRONG.
THE EMPEROR SILENCES THEM WITH A WAVE OF HIS PAW AND
SIGNALS THRAKHATH TO BEGIN.

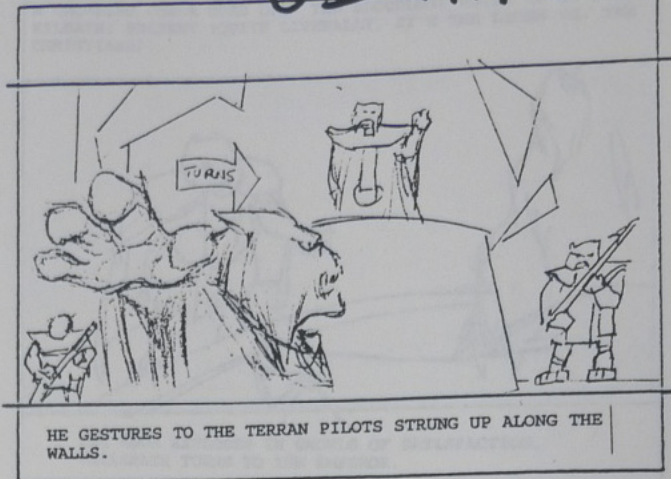


01-THREM

SCENE# 1
SHOT#

THRAKHATH
This incursion was an act of
desperation.

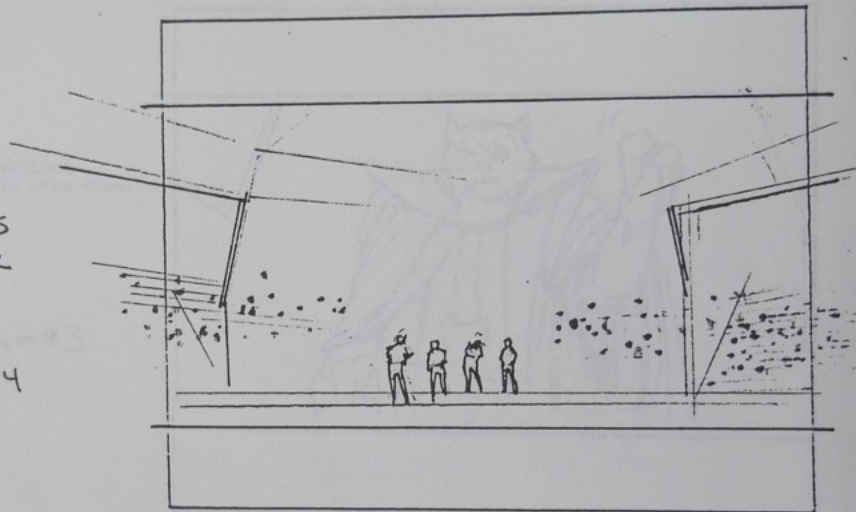
KTH - CAM#2



SCENE#
SHOT#

TERRAN PILOTS
STAND CENTER

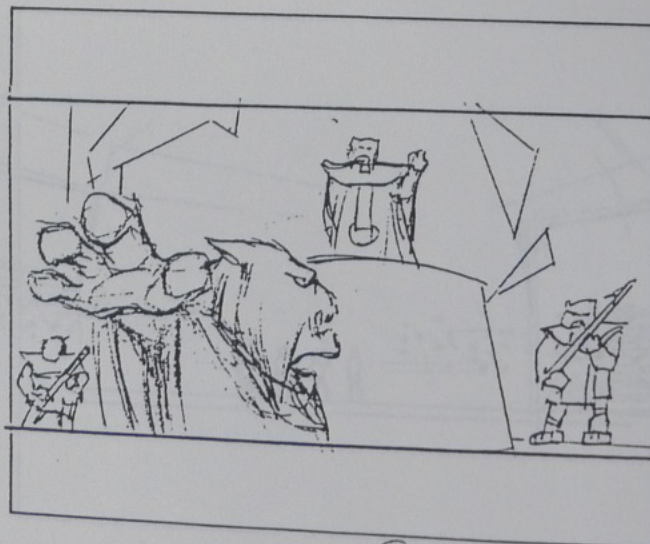
KTH - CAM#4



SCENE#
SHOT#

THRAKHATH
The hairless apes now flail
about, knowing they are beaten.
They have failed their race
utterly.

KTH - CAM#2



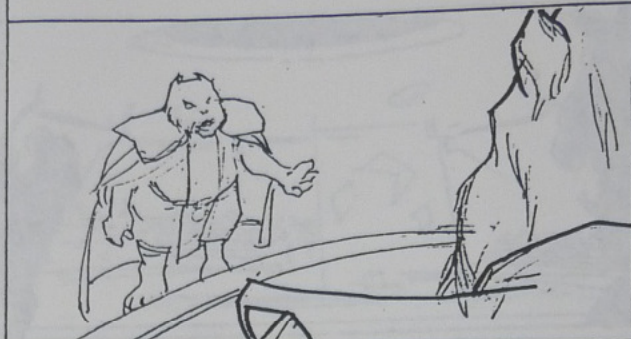
01 THREM

SCENE# 1
SHOT#

A GROWLING CHEER GOES UP. THE BLOODLUST BOILS UP IN EVERY KILRATHI PRESENT (QUITE LITERALLY, IT'S THE LIONS VS. THE CHRISTIANS).

THRAXHATH
There will be no interrogation.

PRACTICAL



THE ROOM EXPLODES IN GROWLS OF SATISFACTION. THRAXHATH TURNS TO THE EMPEROR.

SCENE#
SHOT#

EMPEROR
Do what you will with them.

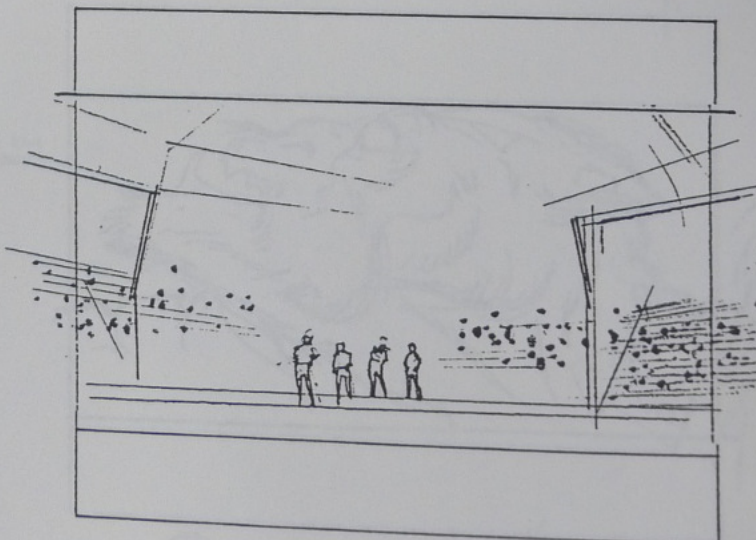
KTH-CAM#3



SCENE#
SHOT#

KTH-CAM#4

01 THREM
sc 1

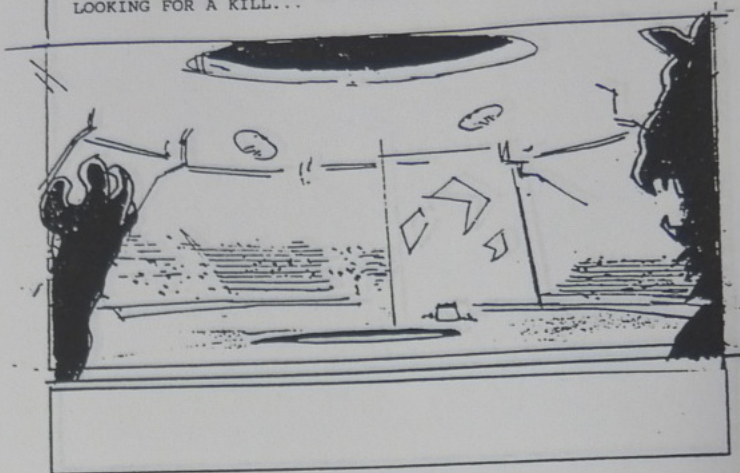


SCENE# 1
SHOT#

KTH - CAM#1

01 THREM

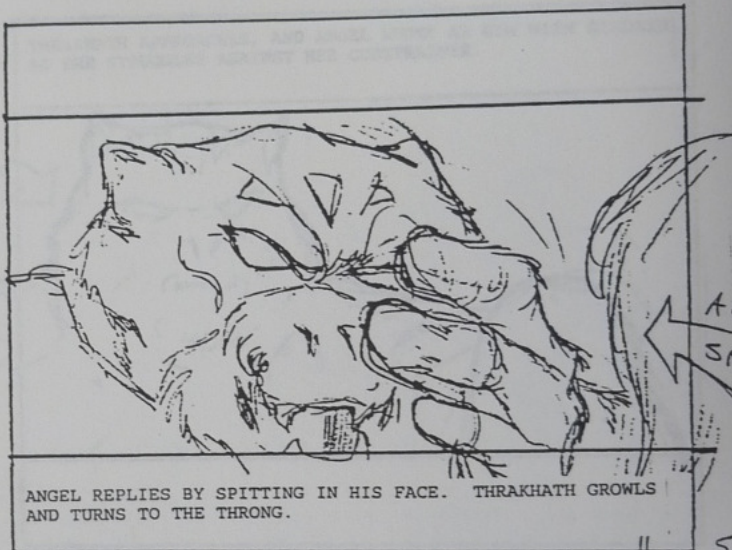
HISSES AND CATCALLS FROM THE SURROUNDING THRONG, WHO ARE
LOOKING FOR A KILL...



SCENE#
SHOT#

THRAXHATH
Your fate will be different...

KTH - CAM#5



ANGEL REPLIES BY SPITTING IN HIS FACE. THRAKHATH GROWLS
AND TURNS TO THE THRONG.

SHOT
CONT'D

SCENE#
SHOT#

THRAXHATH
The human cannot appreciate the
honor I am about to bestow her.
She is not only a great
warrior...

KTH - CAM#5

01 THREM



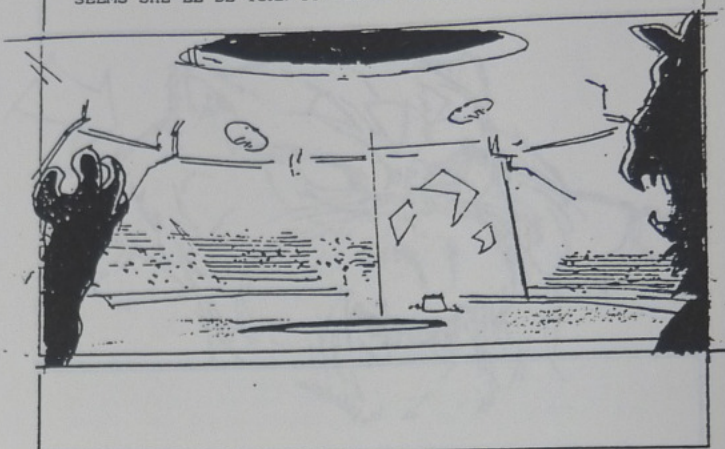
PAGE (14) OF 15 - SHOT CONTINUES

SCENE# 1
SHOT#

01 THREM

THE KILRATHI CAN BARELY BE KEPT AT BAY: FOR A SECOND, IT SEEMS SHE'LL BE TORN TO PIECES RIGHT IN FRONT OF US.

KTH - CAM# 1



SCENE#
SHOT#

KTH - CAM# 5

THRAKHATH
Still defiant, Colonel Devereaux?
If we were to offer co-existence
with your kind, would you not
accept it?

PLEASE
NOTE:

FLIP SCREEN
DIRECTION
THROUGH PAGE
(15).

-THRAKHATH
SCREEN - RT
-ANGEL SCREEN
LFT.

THRAKHATH APPROACHES, AND ANGEL LOOKS AT HIM WITH DISDAIN
AS SHE STRUGGLES AGAINST HER CONSTRAINTS.

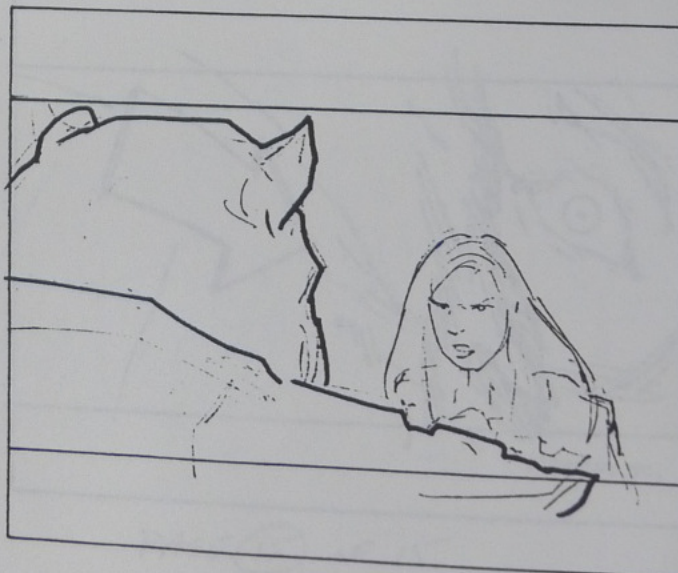


SCENE#
SHOT#

ANGEL
The Kilrathi do not co-exist.

PRACTICAL

01 THREM



SCENE#
SHOT#

(beat)
... but her lair-mate is The
Heart of the Tiger.

KTH - WM# 5

02 THREM

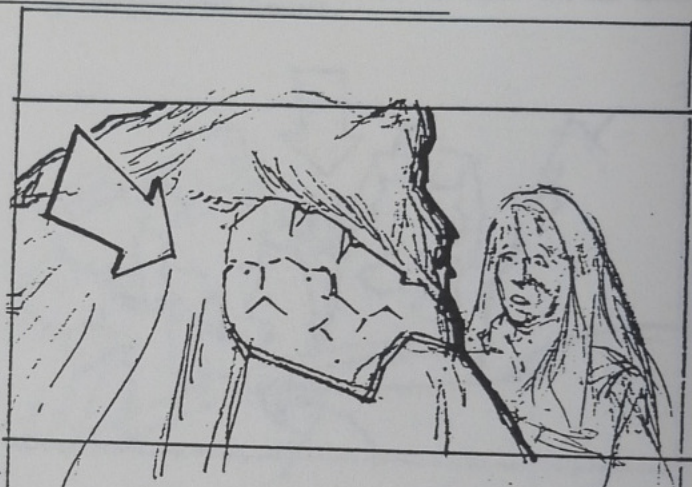
// SHOT CONT'D



SCENE#
SHOT#

NOTE: PLEASE SEE
PAGE 15A STORY BOARD
FOR ALTERNATIVE
COVERAGE AND ENDING.

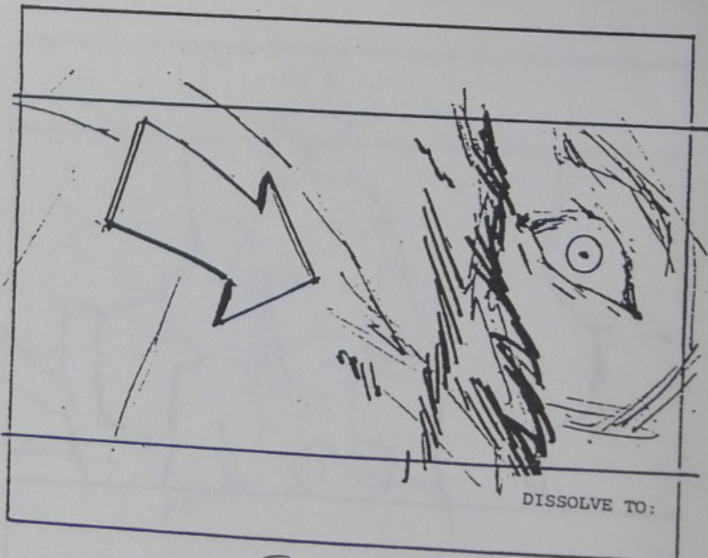
PRACTICAL



THRAXHATH TURNS BACK AND MOVES IN ON ANGEL WITH DEATH IN
HIS EYES -- AS THE BLOODTHIRSTY CRIES FROM THE CROWD REACH
A CRESCENDO...

SCENE#
SHOT#

02 THREM



DISSOLVE TO:

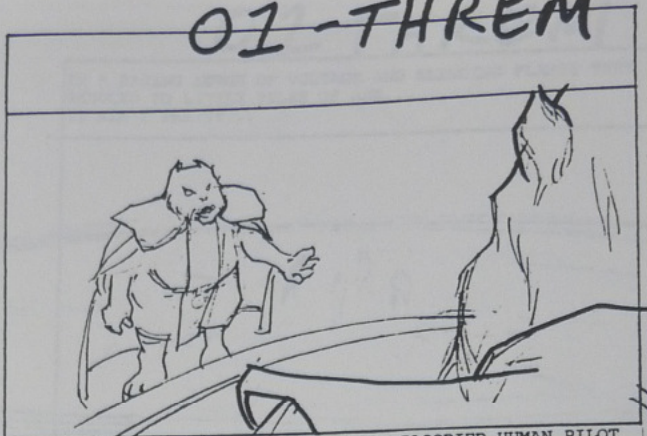
PAGE 15 OF 15

SCENE# 1
SHOT#

THRAKHATH
Only one among them is worthy of
being treated as a warrior. The
one they call 'Angel.'

PRACTICAL

01-THREM



ON THAT CUE, ANOTHER DISHEVELED AND BLOODIED HUMAN PILOT
IS ESCORTED INTO THE THRONE ROOM BY A HEAVILY-ARMED HONOR
GUARD, AND THE BLOODLUST RISES UP IN THE KILRATHI AGAIN.

THE PILOT IS COLONEL JEANNETTE DEVEREAUX -- CALLSIGN:
ANGEL. AROUND 30, SHE IS PETITE. THE WAR HAS NOT TAKEN
ITS TOLL ON HER BEAUTIFUL BELGIAN FEATURES. BUT SHE WEARS
HER DEFIANCE LIKE A SHIELD.

SAME

SHOT
CONT'D

SCENE#
SHOT#

PLEASE
NOTE:

THRAKHATH
MOVES TO
SCREEN
RIGHT AND
STANDS.

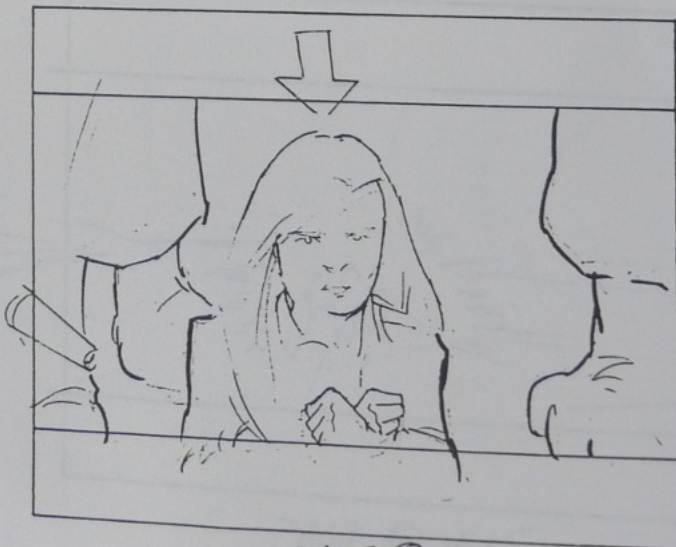
PRACTICAL



SCENE#
SHOT#

PRACTICAL

01 THREM

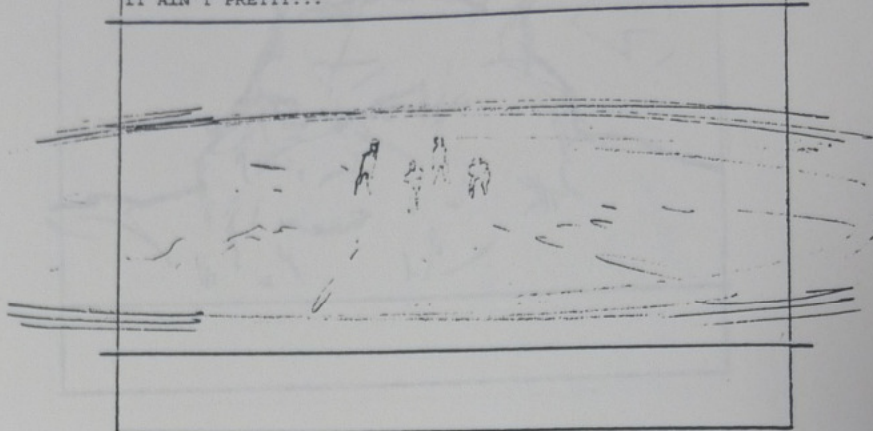


SCENE# 1
SHOT#

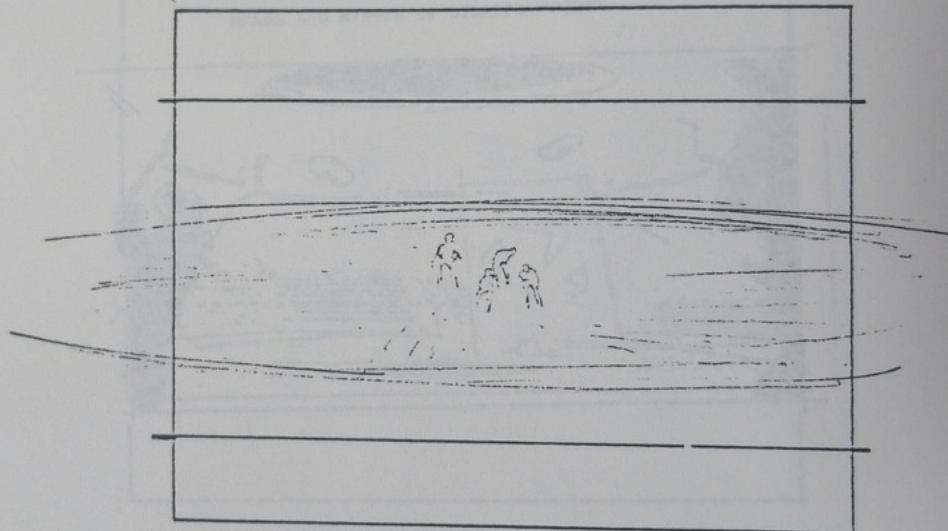
01 THREM

IN A RAGING SURGE OF VOLTAGE AND BLINDING FLAMES THEY ARE
REDUCED TO LITTLE PILES OF ASH...
IT AIN'T PRETTY...

KTH - CAM#6



SCENE#
SHOT#



SCENE#
SHOT#



01 THREM

LIMBU

WEDS ROOM

ReckRoom

LIFT

01 THREM

SCENE#
SHOT#

THRAKHATH
Disintegration.

KTH_CAM#5

THRAKHATH GESTURES DISDAINFULLY AT THE PRISONERS.

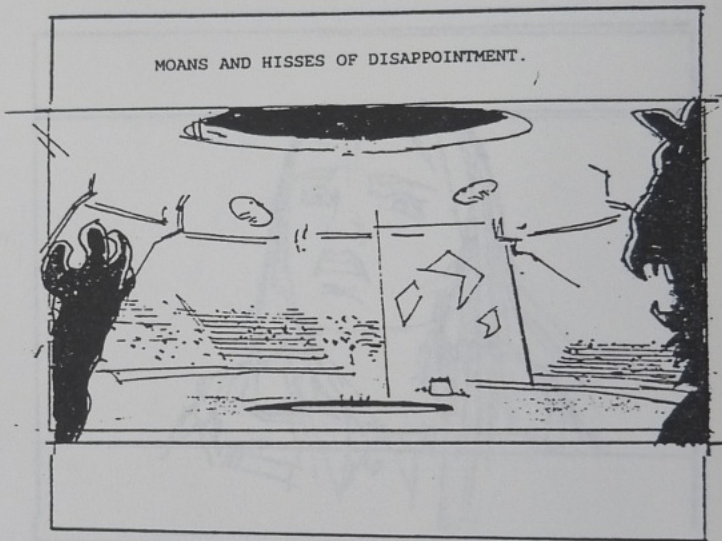
0-2



SCENE#
SHOT#

KTH_CAM#1

MOANS AND HISSES OF DISAPPOINTMENT.

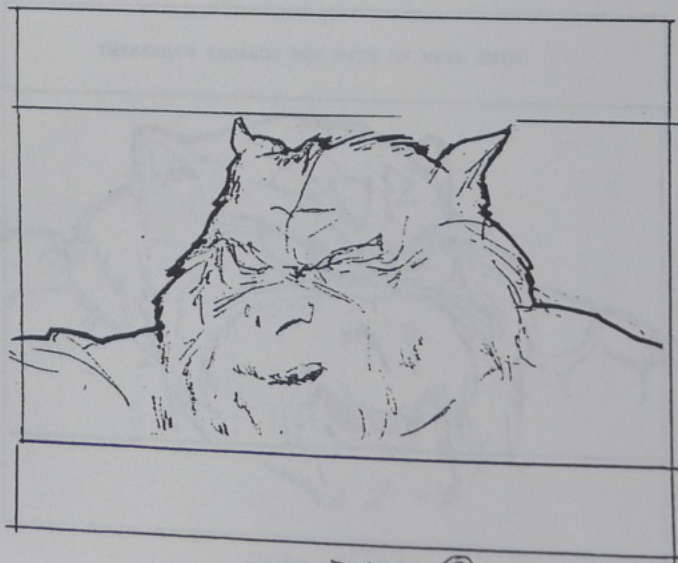


THRAKHATH
Silence. My brethren, they are
not warriors, but

MAGGOTS.

KTH_CAM#5

01 THREM
SC 1



01THREM

SCENE# 1
SHOT#

THRAXHATH
No. And now that the tide has
turned in this war, your defiance
is a pathetic and useless
gesture.

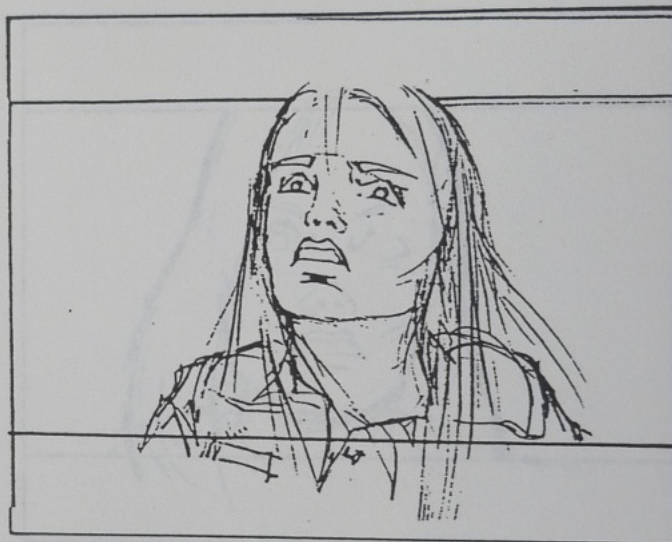
KTH-CAM#7



SCENE#
SHOT#

ANGEL
You bore me, monsieur.
Disintegrate me so I may join my
comrades ...

PRACTICAL



0-3

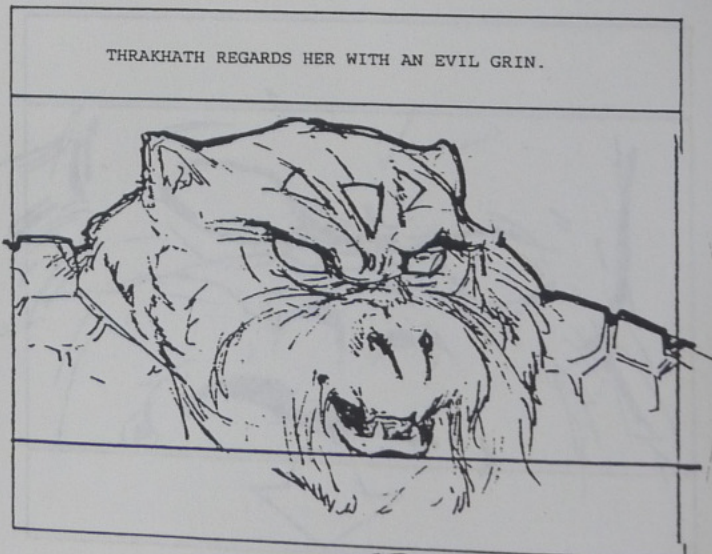
SCENE#
SHOT#

THRAXHATH
Disintegration is not for you...

KTH-CAM#5

01THREM

THRAXHATH REGARDS HER WITH AN EVIL GRIN.



PAGE (13) OF 15

KIMBO

NEWS ROOM

Rec Room

LIFT

SCENE#
SHOT#

NOTE: THE FOLLOWING
BOARDS INDICATE
A SUGGESTION ONLY
FOR ALTERNATE
COVERAGE.
— DIRECTOR'S DISCRETION.

KTH — CAM#5

01 THREM



SCENE#
SHOT#

PRACTICAL



SCENE#
SHOT#

01 THREM

PRACTICAL



SCENE# 1
SHOT#

PRACTICAL



01 THREM

SCENE# 1
SHOT#

SCENE 1

THRAKHATH
You have slain many of my finest
fighters during your career...
You have earned this.

KTH-CAM#5

O 1 THREM



SC 1

O-1

K-17

SC 1

O 1 THREM

SCRIPT
PAGE'S

O-1

+

K-17

PAGE ① of 4

SCENE# 1
IT#

NEEDS
BACKGROUNDS
KTH - CAM#11
#12
#13

SCENE#
SHOT#

SCENE#
SHOT#

SC 1
01 THREM
SCRIPT PAGE#
0-1
+
K-17

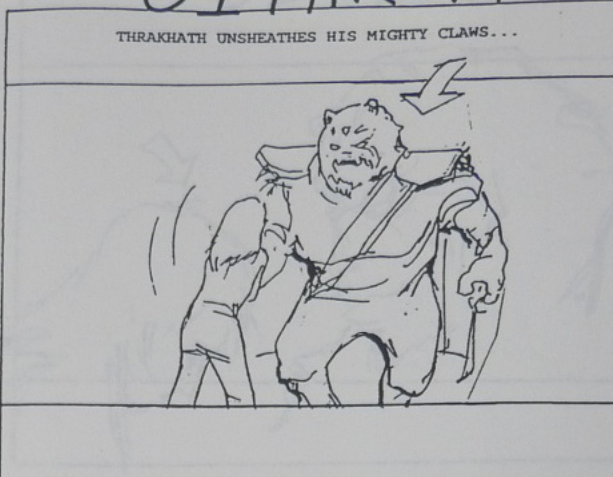
01 THREM

SC 1

0-1

K-17

THRAXHATH UNSHEATHES HIS MIGHTY CLAWS...



WITH ONE SWIFT, WICKED, FORWARD THRUST, HE IMPALES ANGEL ON HIS CLAWS AND LIFTS HER HIGH INTO THE AIR... HER BLOOD POOLS ON THE FLOOR BENEATH HER...



THERE IS ONE FINAL LOOK IN HER EYES ... SOME MUTE APPEAL, ALMOST AS IF SHE HAD HOPED, AT THE LAST SECOND, THAT THE CAVALRY MIGHT RIDE IN ... THAT BLAIR MIGHT BE THERE...



KIMBO

NEWS ROOM

RECK ROOM

LIFT

SCENE# |
SHOT#

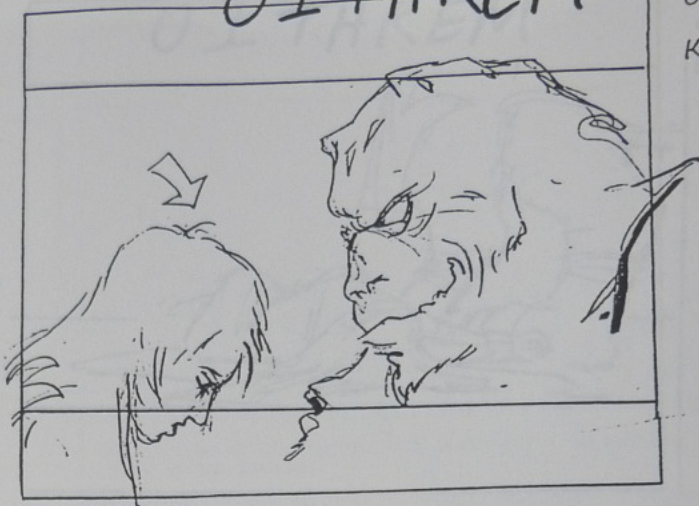
NEEDS
BACKGROUND
KTH-CAM#11
#12
#13

SCENE#
SHOT#

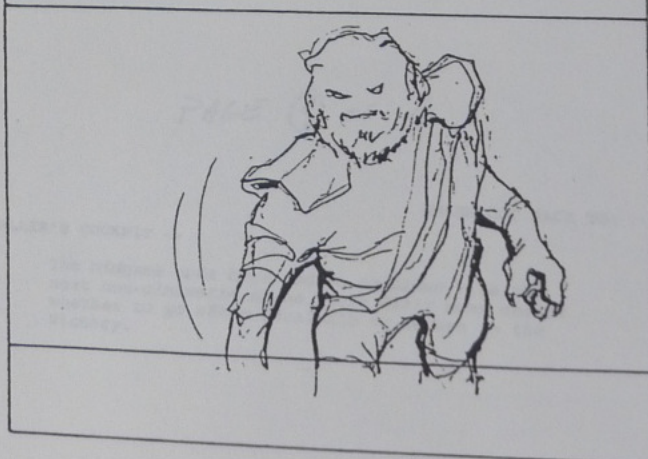
SCENE#
SHOT#

01THREM

SC 1
0-1
K-17



THRAKHATH RELEASES HER AND SHE CRUMPLES TO THE GROUND...
THE KILRATHI ROAR THEIR APPROVAL...



01THREM

SC 1
0-2
K-17

SCENE# |
SHOT#

NEEDS

BACKGROUND

KTH-CAM#11
#12
#13



SC 1
O-1
K-17

SCENE#
SHOT#



SC 1

O1THREM

O-1

K-17

PAGE ④ or 4

SMASH CUT BACK TO:

BLAIR'S COCKPIT --

The Midgame ends here and we continue with the next non-cinematic scene where Blair must decide whether to go after Thrakhath or return to the Victory.

KIMISO

NEEDS ROOM

RECK ROOM

LIFT

SCEN
SHOT

9C.91

Series I (losing track) -- Delius System -- The Victory has been ordered to an asteroid belt to reduce the Kilrathi defenses there.

All midgames and conversations are same as Series H except for the Opening Midgame (Thraxhath and Melek now talk with the Emperor). NOTE also that several Series H scenes have conditions built in for Series I situations. Briefings/debriefings for Series I are different from Series H, reflecting the difference in missions.

THIS HAS BEEN
CHANGED FROM
H OSLN2
TO
KILTH

KTH - CAM#2



THE EMPEROR ON HIS THRONE. THE USUAL KILRATHI RETINUE LURKS IN THE SHADOWS.

THRAKHATH AND HIS LIEUTENANT, MELEK, APPROACH THE THRONE.

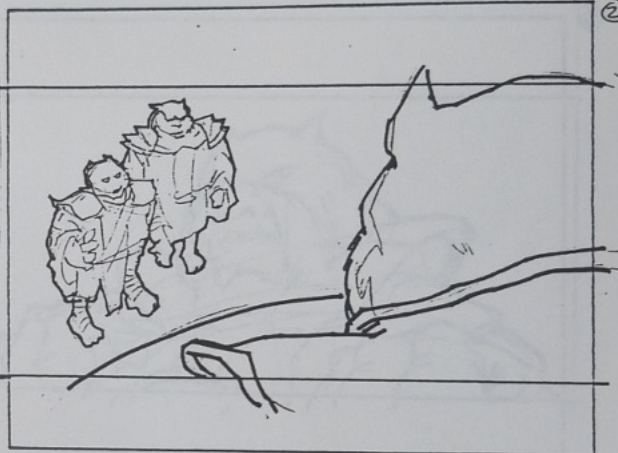
SHOT#

②

EMPEROR
You have news, Prince Thraxhath?

THRAKHATH
... of Kilrathi glory, your Excellency. The Terrans attempted an incursion into the Ariel System, but they were like insects which we swatted away. They are a vague annoyance, unworthy of your attention.

PRACTICAL



SCENE#
SHOT#

③

EMPEROR
I can have no rest until the Terrans are completely vanquished. Their resistance gnaws at me, and no Emperor of the Kilrathi should have such darkness set upon his brow in the last days of his rule.

KTH - CAM#9

IO KILTH

SC 91

PG 11



PAGE ① OF 3

KIMBU

NEWS ROOM

RECK ROOM

LIFT

SCENE# 91
SHOT#

MELEK
Oh, but your Excellency's
universal reign is merely in its
youth.

TERAKHATH
Soon the Emperor will have the
privilege of doing what he wishes
with the Terran Confederation.
You have my solemn vow in that.

PRACTICAL

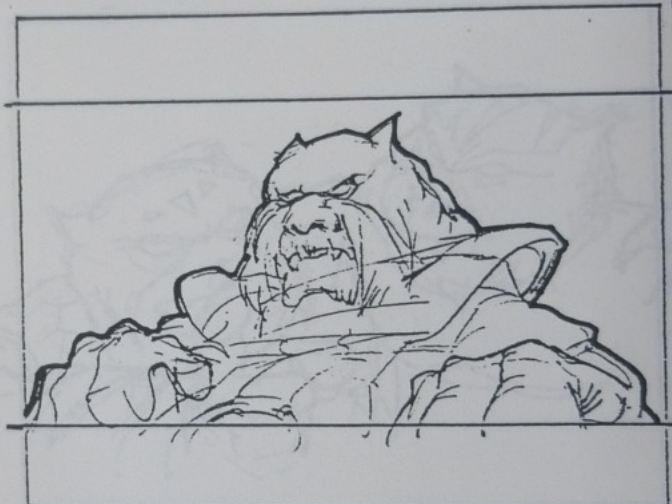


SCENE#
SHOT#

③ CONT'D

EMPEROR
I am heartily pleased.

KTH - CAM#9



SCENE#
SHOT#

④ CONT'D

TERAKHATH
A new page is about to be turned.
A message is about to be sent to
the Terrans.

PRACTICAL



PAGE ② OF 3

SC 91

SCENE# 91
SHOT# ③ cont'd

EMPEROR
(with anticipation)
It is one we have discussed
before...

KTH - CAM # 9

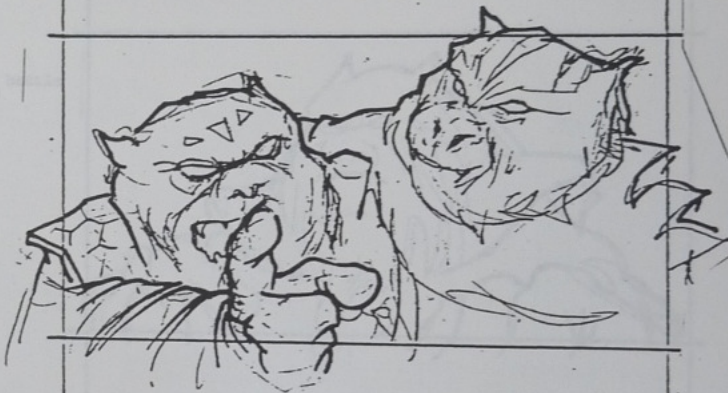
IO KILTH ⑦



SCENE#
SHOT# ④ cont'd

TERAKEATH
Yes... And now is the time...

PRACTICAL



SCENE#
SHOT# ⑤

KTH - CAM # 9

THE EMPEROR NODS WITH EVIL SATISFACTION. ⑨



LIMBO

NEWS ROOM

Reck Room

LIFT

Series M -- Freya System -- with the scientist
 returned to the Temblor Bomb Project, the
 Victory must now secure a "back door" jump point
 to Kilrah...

16 EMINV

SCENE# 142

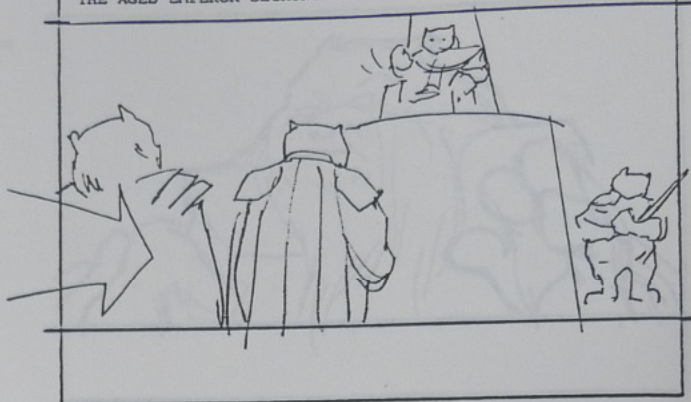
SHOT# SCR. PG. M-1

KTH - CAM # 2

MIDGAME: KILRATHI THRONE ROOM

16EMINV

THE AGED EMPEROR BECKONS THRAXHATH TO APPROACH.



SCENE#
 SHOT#

EMPEROR
 I have been studying the battle
 reports --

KTH - CAM # 9



SCENE#
 SHOT#

THRAXHATH
 Your Majesty ... you should not
 concern yourself with the dreary,
 day-to-day accountings
 --

THE EMPEROR CUTS HIM OFF WITH A PAW.

PRACTICAL



PAGE ① of 4

KIPSO

NEWS ROOM

RECK ROOM

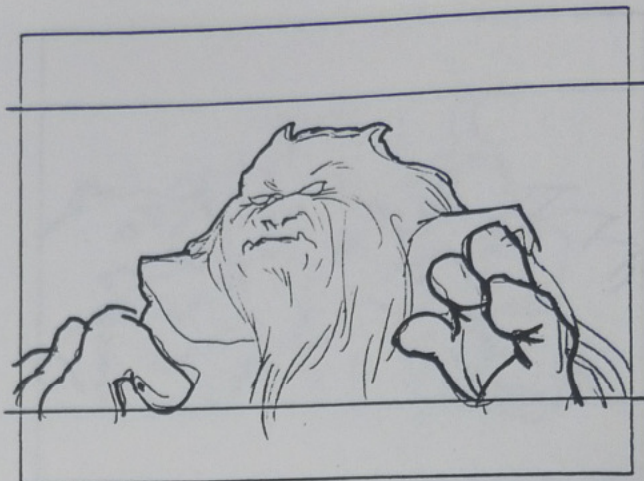
LIFT

16 EMINV

SCENE# 142
SHOT#

EMPEROR
I cannot understand this Terran
foray into the Alcor system --
the attempt to free but a few
prisoners ...

KTH - CAM # 9

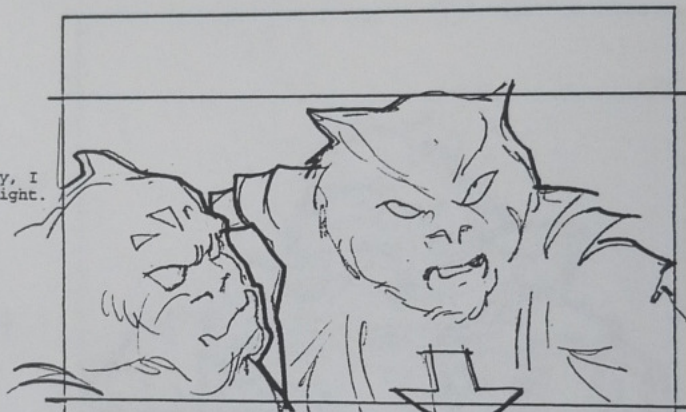


SCENE#
SHOT#

MELEK STEPS FORWARD.

MELEK
If you please, your Majesty, I
may be able to shed some light.

PRACTICAL

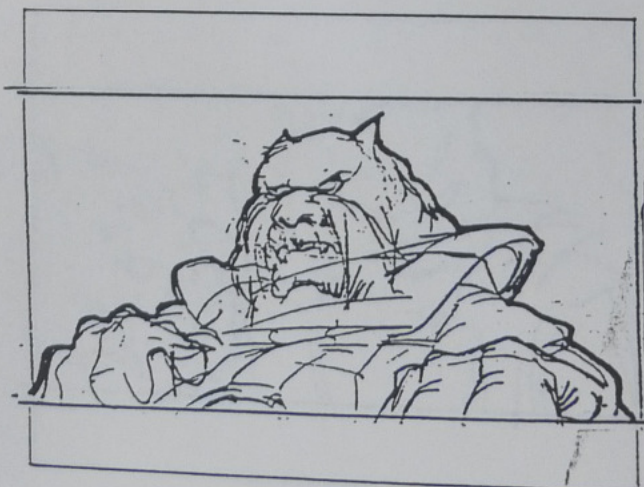


THRAKHATH LOOKS A LITTLE SURPRISED, AS NORMALLY MELEK
SPEAKS TO THE EMPEROR ONLY THROUGH HIM.

SCENE#
SHOT#

EMPEROR
Yes, young one...

KTH - CAM # 9



PAGE 2 of 4 (2)

LIMBO

NEWS ROOM

RECL ROOM

LIFT

16 EMINV

SCENE# 142
SHOT#

MELEK
The apes took but one prisoner.
His skills are technical --
scientific in nature.

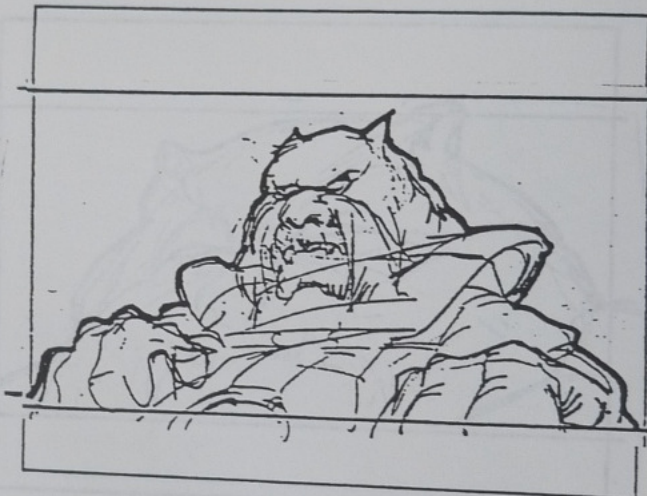
PRACTICAL



SCENE#
SHOT#

EMPEROR
And these skills are applied
to...?

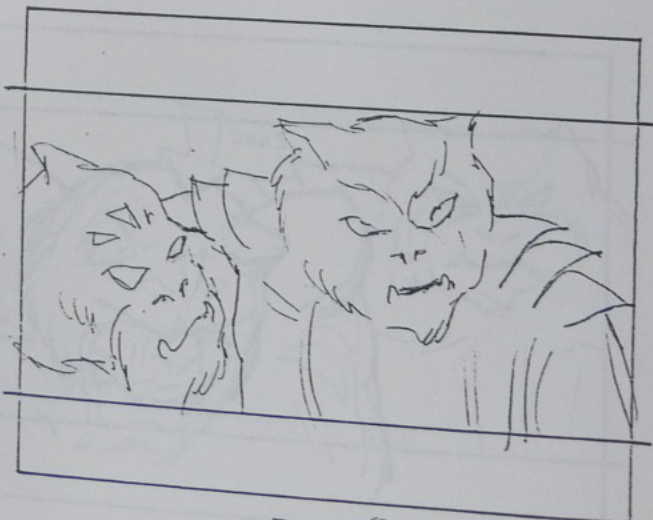
1KTH - CAM #9



SCENE#
SHOT#

MELEK
That, we did not fully explore.
His range of knowledge was vast--

PRACTICAL



PAGE ③ of 4

LIMBU

NEWS ROOM

RECK ROOM

LIFT

16 EMINV

M-2

SCENE# 142
SHOT#

THRAXHATH
(breaking in)
We are winning the war, your
majesty -- and daily, we move
closer to invasion of the Terran
Homeworld. A vast armada is
being assembled. Never before
has there been such a mighty
force--

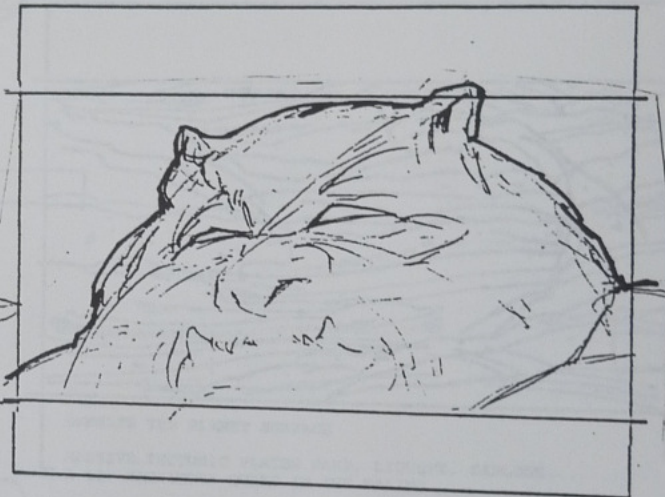
PRACTICAL



SCENE#
SHOT#

EMPEROR
(harshly)
Never let it be forgotten -- it
is when the foe is near
vanquished that he is most
dangerous, my Prince...

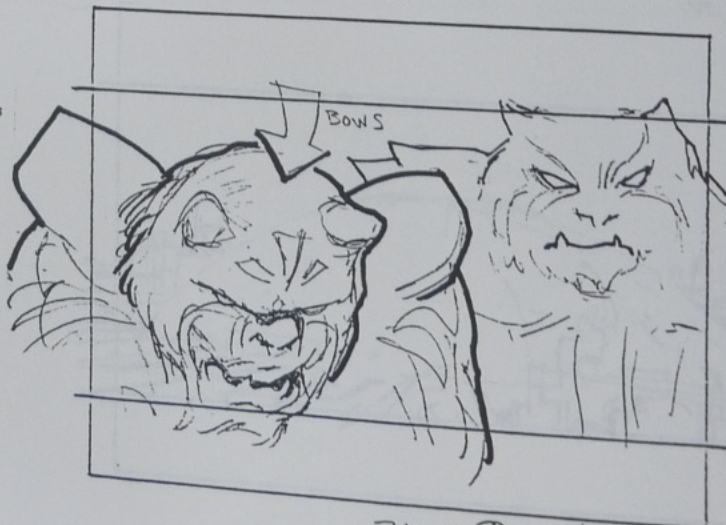
KTH - CAM # 9



SCENE#
SHOT#

THRAXHATH
(these words almost
stick in his throat)
As always, your Majesty speaks
truly and wisely...

PRACTICAL



PAGE 4 of 4 (4)

LIMBO

WEN'S ROOM

RecRoom

LIFT

WINNING ENDGAME:

SCENE# 177

SHOT#

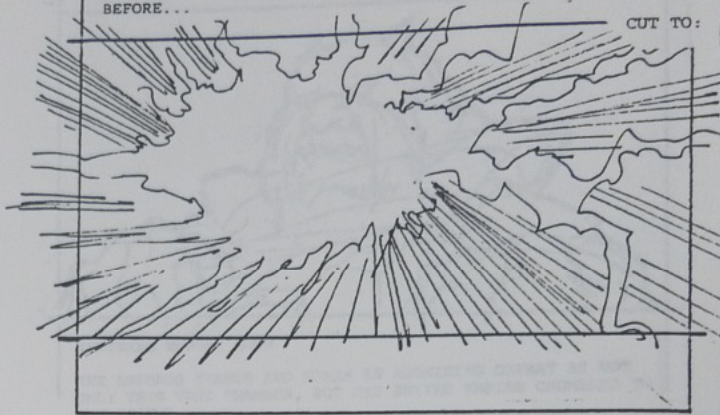
SCR. PG. P13

①

THE TEMBLOR BOMB DETONATES

THIS IS A BOMB THAT, QUITE LITERALLY, "QUAKES" THE PLANET APART. IT'S UNLIKE ANY PLANET-KILLING WE'VE EVER SEEN BEFORE...

CUT TO:



②

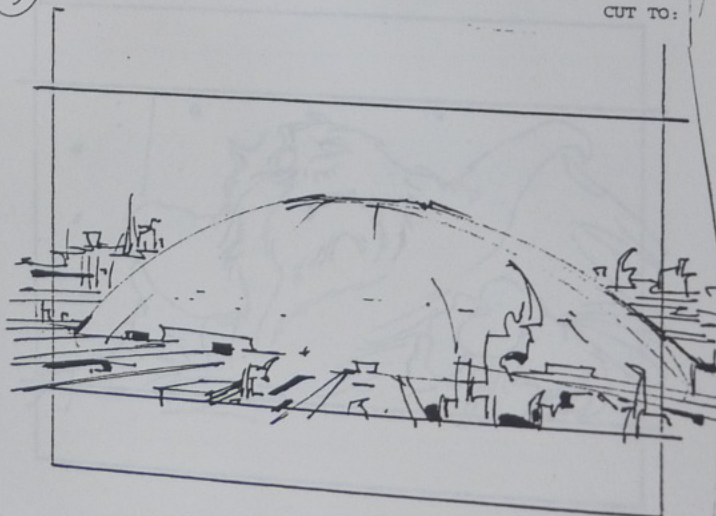


BENEATH THE PLANET SURFACE

MASSIVE TECTONIC PLATES WARP, LIQUEFY, EXPLODE...
A 12+ MAGNITUDE QUAKE IN THE MAKING...

③

CUT TO:



SCENE#

SHOT#

SCENE#

SHOT#

1/10/10

1/10/10

Rec Room

LIFT

SCENE# 177
SHOT#

KTH-CAM#9

PWTHREM P-13



IMPERIAL THRONE ROOM

THE EMPEROR STANDS AND ROARS IN AGONIZING DEFEAT AS NOT ONLY THIS VAST CHAMBER, BUT HIS ENTIRE EMPIRE CRUMBLES TO THE GROUND...

SCENE#
SHOT#

KTH-CAM#9



SCENE#
SHOT#

SC 177
PWTHREM
P-13

KTH-CAM#9



SC. 177

PWTH REM

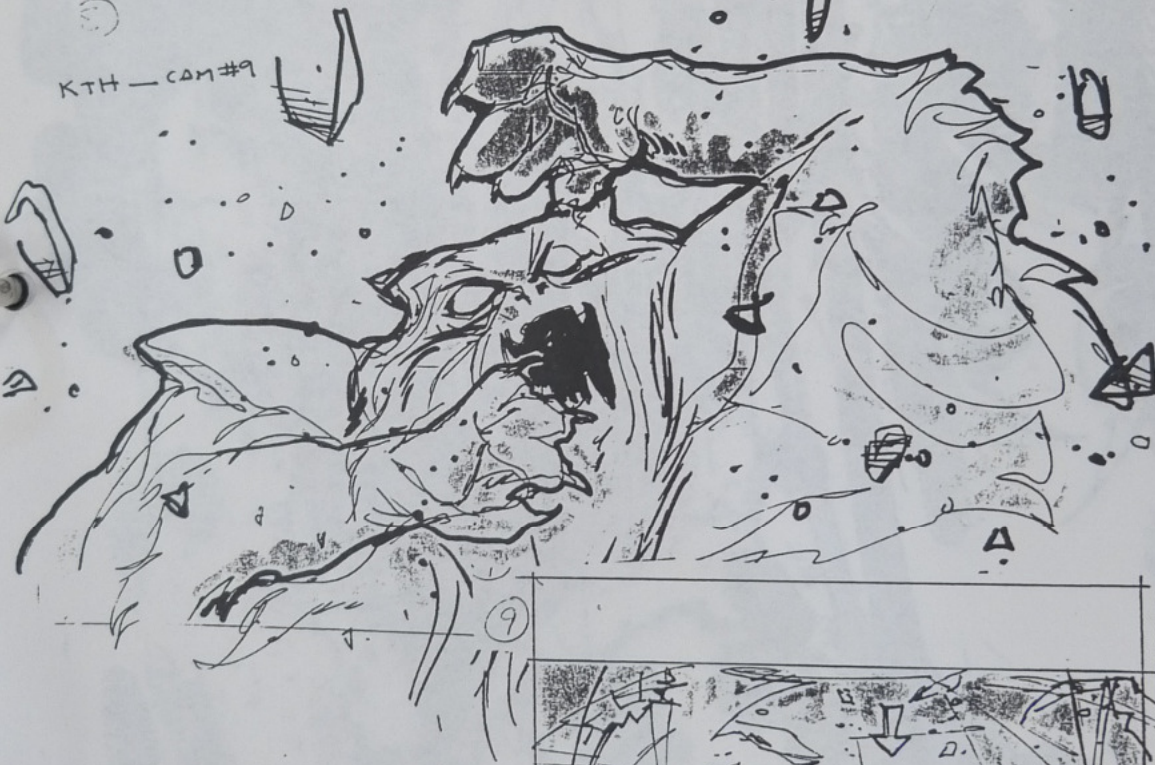
P-13

EMPERORS P.O.V.

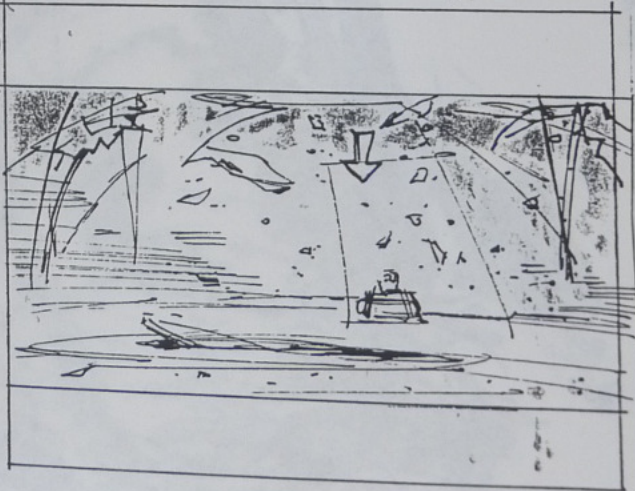
KTH - CAM#10



KTH - CAM#9



KTH - CAM#1





KILRAH HONORWORLD - PLANET SURFACE

THE GROUND ERUPTS IN BLISTERS, BOILS, AND CRATERS...
 AS THE QUAKING CONTINUALLY ACCELERATES AND INTENSIFIES...
 KILRAH STRUCTURES SNAP LIKE TINKER-TOYS...
 THE GROUND HEAVES IN GIANT WAVES...
 A DUST-VALE RISES INTO THE SKY...

LIFT

Rec Room

News Room

1 hour

KIRIATHI HOMEWORLD - PLANET SURFACE

CIII

Reckon

11/17

ROLLINS, COMMUNICATIONS OFFICER.

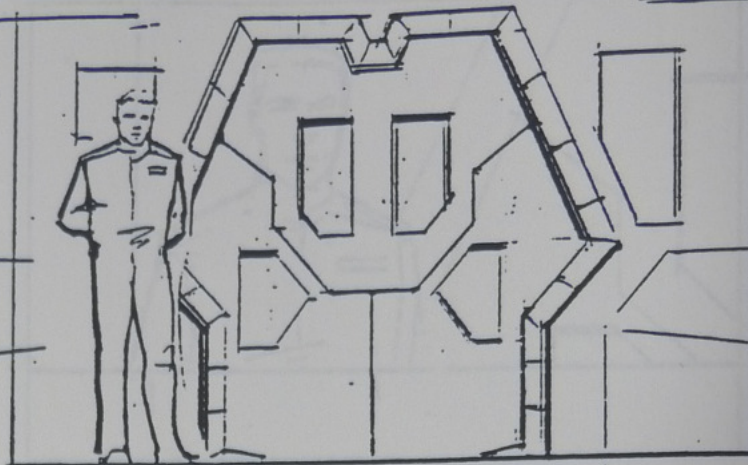
ROLLINS IS YOUNG, EARLY 20'S. HIS LACK OF EXPERIENCE AND SEASONING MAKES HIM MORE VULNERABLE TO THE VICISSITUDES OF THE WAR.

AOL FTRLS

SC # 7 pg A10

life - cam #1

①



②

ROLLINS
Lieutenant Rollins, Comm Exec.
Welcome aboard. You get your pep
talk from the Captain yet?

life - cam #2

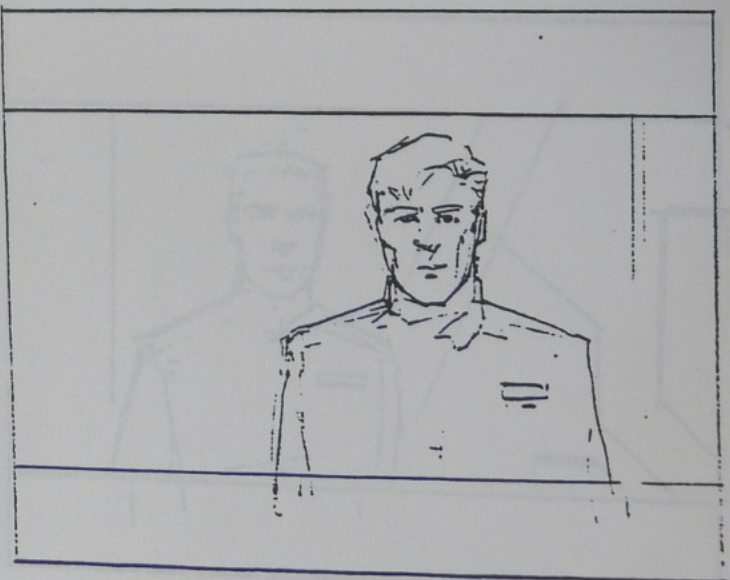


③

Something like
that.

BLAIR
Something like that.

life - cam #3



PAGE ① OF 4

ENE
JTS

ACT 1 RE-
SC #7 pg A10

(4)

ROLLINS
The good news is that it won't
take too long to shower off the
bullshit.

roll

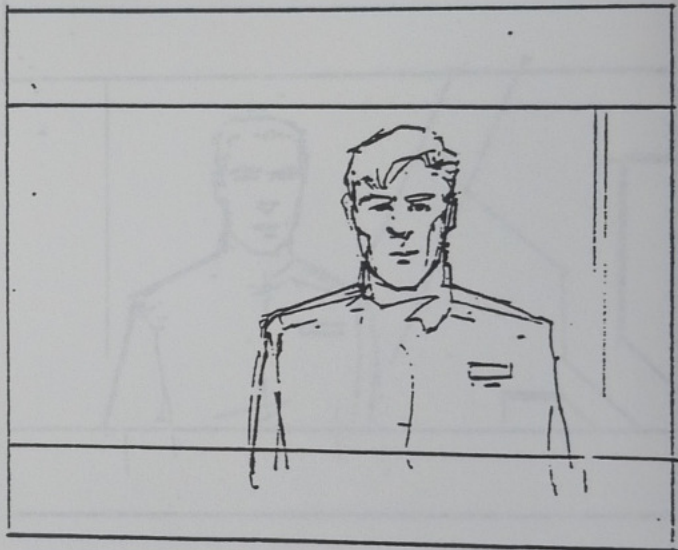


life - cam #2

ENE
JTS

(5)

BLAIR
(beac)
Captain Eizen seems to believe in
his ship ... and in his men.
That kind of attitude is good for
morale.



life - cam #3

ENE
JTS

(6)

ROLLINS
You haven't been monitoring the
transmissions like I have. If
the Captain told us half of what
he knows, you'd jump sector in a
nano.



life - cam #2

BLAIR LOOKS AT THE YOUNG MAN.

PAGE 2 of 4

AOL FTRLS
Sc #7 pg A10

(7)

Group morale UP:

BLAIR
You think Command's hiding
something from us?

life Cam #3



(8)

ROLLINS
Can't say for sure,
Colonel. But if you ever
want the straight dope, you
check in with Radio
Rollins.
(beat)
Might even save your life.

life - Cam #2



GROUP MORALE DOWN:

(9)

Group morale DOWN:

BLAIR
Must be a lot of work
carrying all that paranoia
around with you. You
should try stowing some of
it.

life - Cam #3



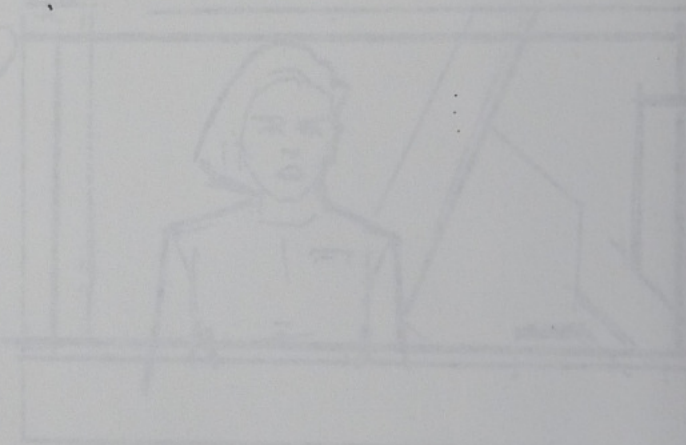
AOLFKLS
SC #7 pg 10

(10)

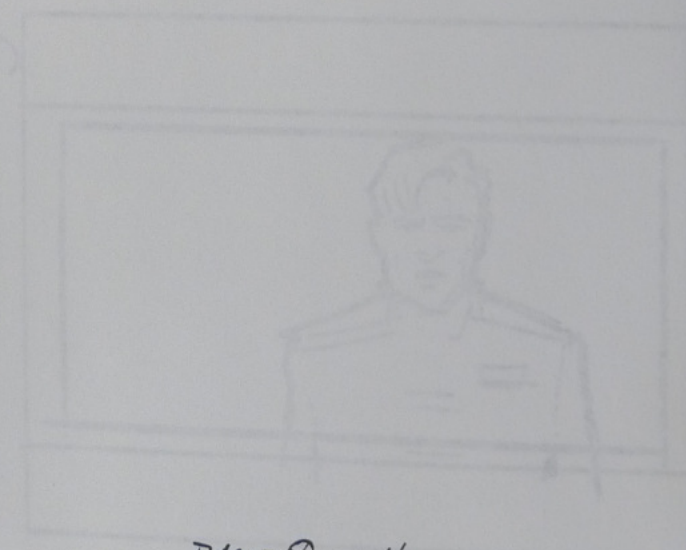
ROLLINS
You'll be asking for
another dose of paranoia
from Radio Rollins soon.
You want the straight dope,
you come to me.
(beat)
Might even save your life.



life_cam #2



life_cam #2



life_cam #3

Life Cam

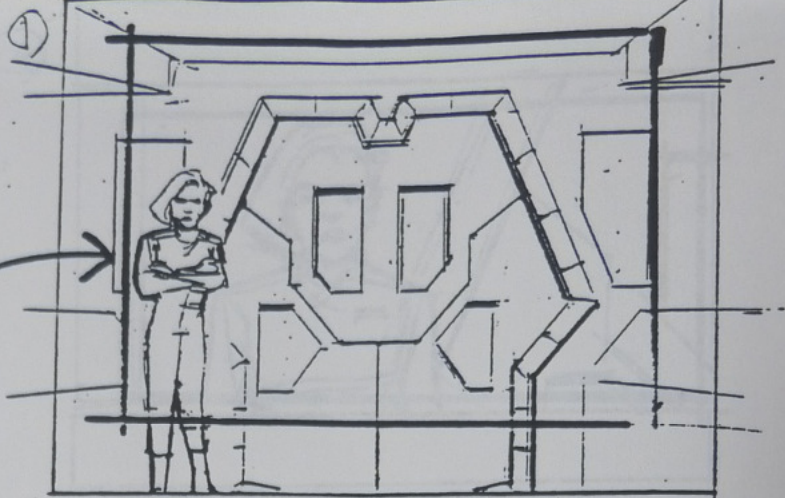
News Room

Rec. Room

NOLFL FL
SC #158 PG 14.7

PLEASE
NOTE:

CROP SHOT
CLOSED
AS SHOWN



CONDITION: This scene only available, and
REQUIRED, IF NORECHAL-S OR NORECHAL-2-S played
(Blair spoke to Rachel in Rec Room) AND IF Blair
kissed Rachel.

life_cam #1

THIS IS CLEARLY AN UNCOMFORTABLE MOMENT FOR BOTH FLINT AND
BLAIR...



FLINT
Look, I'm a grown-up. I can
stand a little rejection. But
why -- ?

life_cam #2



BLAIR
Don't you see? I don't fly with
her.

life_cam #3

PAGE ① OF 2

LIMBU

NEWS ROOM

Rec Room

NOLTYPE
Sc#158 PG N7

(4)

FLINT
Then can I make a recommendation
regarding your choice of wingmen?
Don't fly with one you've just
kicked in the teeth.



life-cam #2

BLAIR EXITS DOOR/LIFT:

CAMP

BLAIR ENTERS
REC ROOM
FROM LIFT

REC-CAM#32

BLAIR EXITS DOOR/LIFT SCREEN RT

SUGGESTED CROPPING

BLAIR
ENTERS
BRIEFING (MISSION BRIEFING/
CIC)

BLAIR EXITS DOOR/LIFT SCREEN LEFT

SUGGESTED CROPPING

~~XXXXXXXXXX~~ DONE: 30 MAY

BLAIR EXITS DOOR/LIFT

CARP

BLAIR
ENTERS
REC ROOM
FROM LIFT

REC-CAM #32

BLAIR EXITS DOOR/LIFT SCREEN RT
SUGGESTED CROPPING

REC-CAM #33

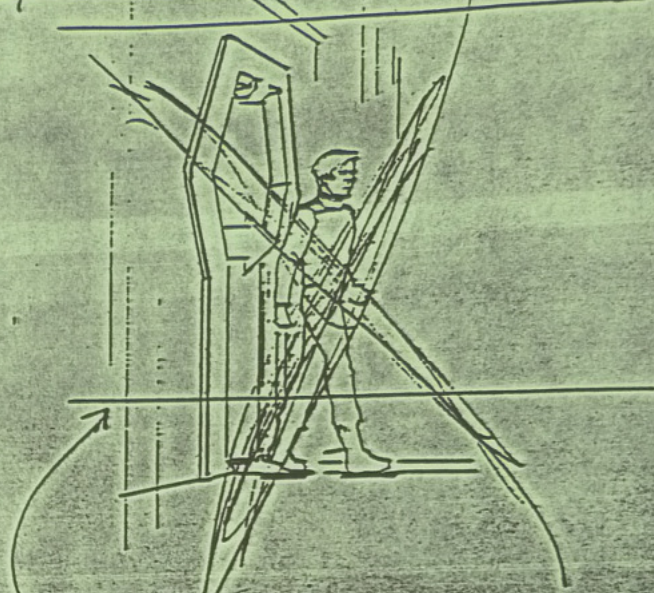
BLAIR
ENTERS
REC ROOM
FROM
BARRACKS

BLAIR EXITS DOOR/LIFT SCREEN LEFT
SUGGESTED CROPPING

BLAIR BOWE: 30 MAY

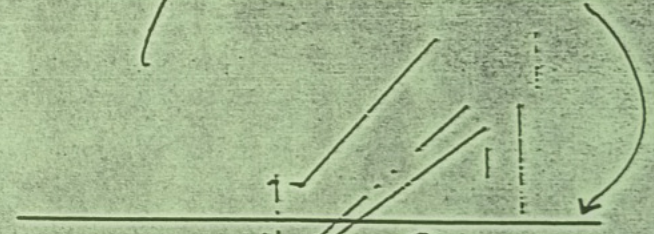
BLAIR EXITS DOOR/LIFT

CROP

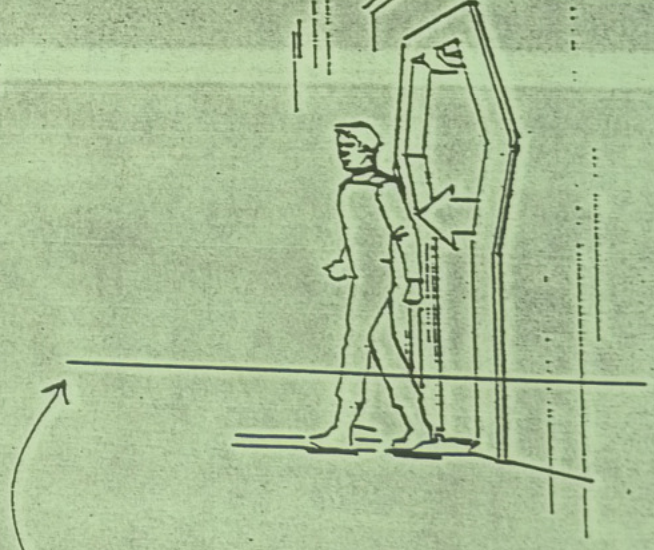


BLAIR EXITS DOOR/LIFT SCREEN RT

SUGGESTED CROPPING



BLAIR ENTERS
GUN ROOM



BLAIR EXITS DOOR/LIFT SCREEN LEFT

SUGGESTED CROPPING

DAVIS: 30 MAY

BLAIR EXITS DOOR/LIFT

CROP

BLAIR ENTERS
BRIDGE
FROM GUNNERY



BLAIR EXITS DOOR/LIFT SCREEN RT
SUGGESTED CROPPING

BLAIR ENTERS
BRIDGE FROM
ELEVATOR



BLAIR EXITS DOOR/LIFT SCREEN LEFT
SUGGESTED CROPPING

LOW: 30 MAY

BLAIR EXITS DOOR/LIFT

CROP

BLAIR ENTERS
FLIGHT CONTROL
FROM LIFT



BLAIR EXITS DOOR/LIFT SCREEN RT
SUGGESTED CROPPING

BLAIR ENTERS
FLIGHT CONTROL
FROM STAIR



BLAIR EXITS DOOR/LIFT SCREEN LEFT
SUGGESTED CROPPING

BLAIR ENTERS DOOR/LIFT SCREEN RT

BLAIR EXITS DOOR/LIFT:

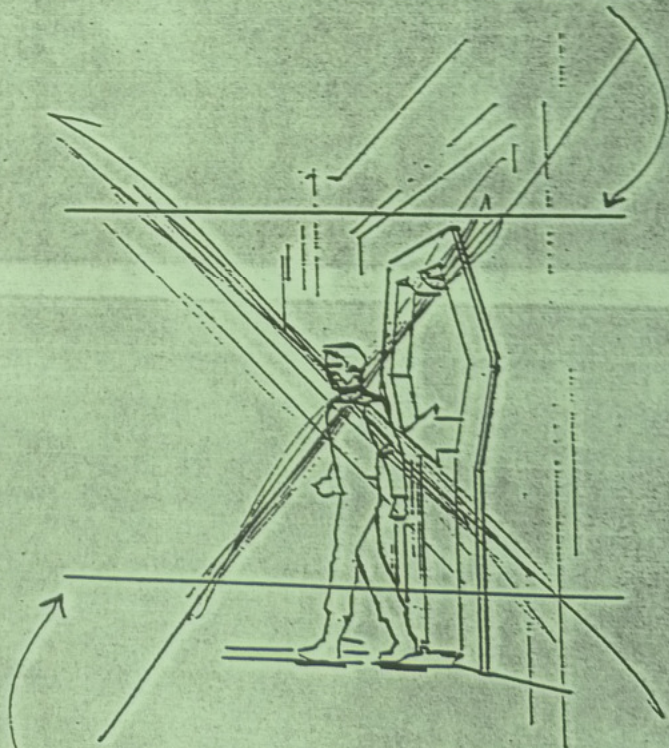
CROP

BLAIR ENTERS
BARRACKS

REC-CAM#34



BLAIR EXITS DOOR/LIFT SCREEN RT
SUGGESTED CROPPING



BLAIR EXITS DOOR/LIFT SCREEN LEFT
SUGGESTED CROPPING

~~REDACTED~~ BONS: 30 MAY

LIMBO

News Room

SCENE#
SHOT#

EXT. EARTH

A ONCE BEAUTIFUL PACIFIC SHORELINE --

THROUGH DAYTIME, THE HORRIFIC, RADIATION-TINGED SKY APPEARS
DARK AS NIGHT...

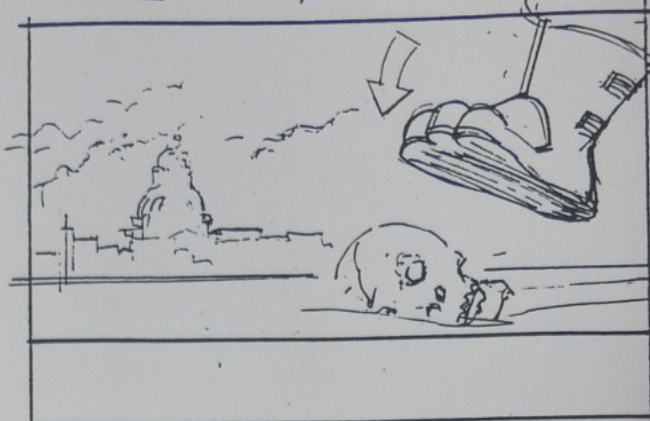
4.188

RLEARKI

RLEARKI

KRONOS →

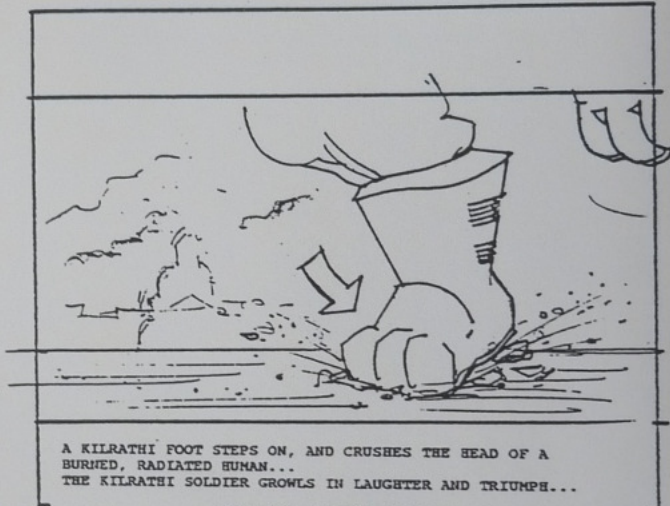
PRACTICAL →



SCENE#
SHOT#

KRONOS →

PRACTICAL →



THE END: LOSING ENDGAME

NEWS ROOM

RECLROOM

News Room

Rec Room

SC. 4B (?)

NEWSBRIEF 1-15

SHOOT FOR
INSERT
O1 NWSNC
AND ALL
NEWSBRIEFS
1-15
ONE THROUGH
FIFTEEN.

News - cam #1

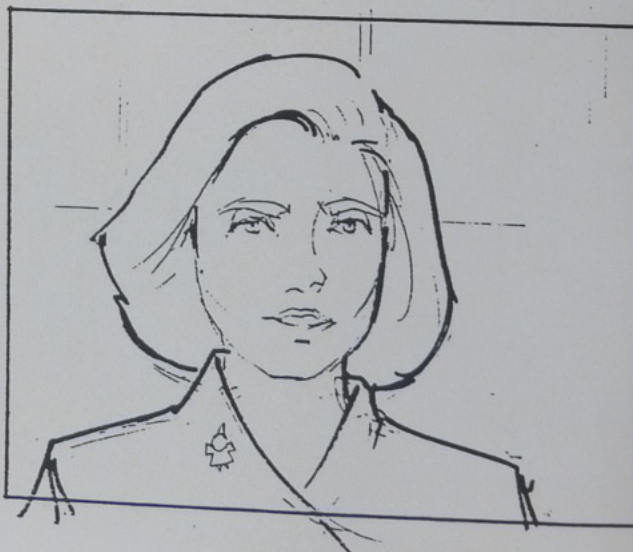


News - cam #2

NOTE: USING
THIS SHOT WILL
DOUBLE OUR
GRAPHIC COMPOSIT-
ING WORK! IT'S
NOT WORTH IT!



News - cam #3



ReckRoom

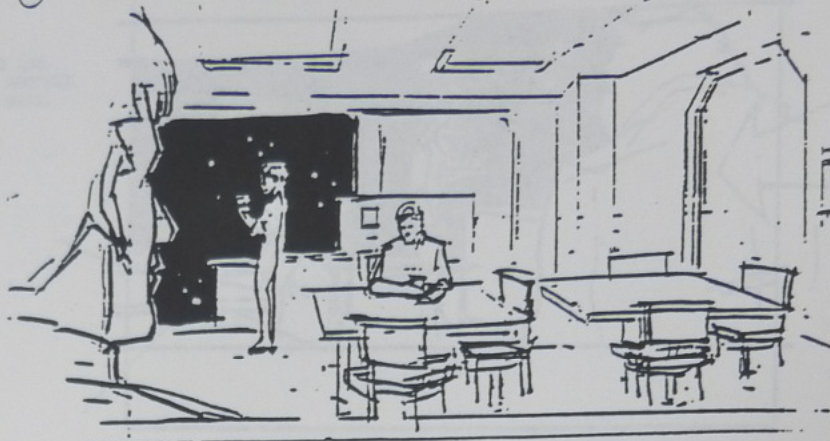
RECHART

SCENE 8
 INT: pg All

REC - Cam#1

fov 40°

①



LEUTENANT LAUREL BUCKLEY -- CALLSIGN: COBRA -- IS AT THE BAR IN THE BACKGROUND. SHE HAS A BROODING INTENSITY THAT UNNERVES A LOT OF PEOPLE. SHE SHOOTS BLAIR A COLD, DON'T-FUCK-WITH-ME LOOK.

②

REC - Cam#2

fov 30°

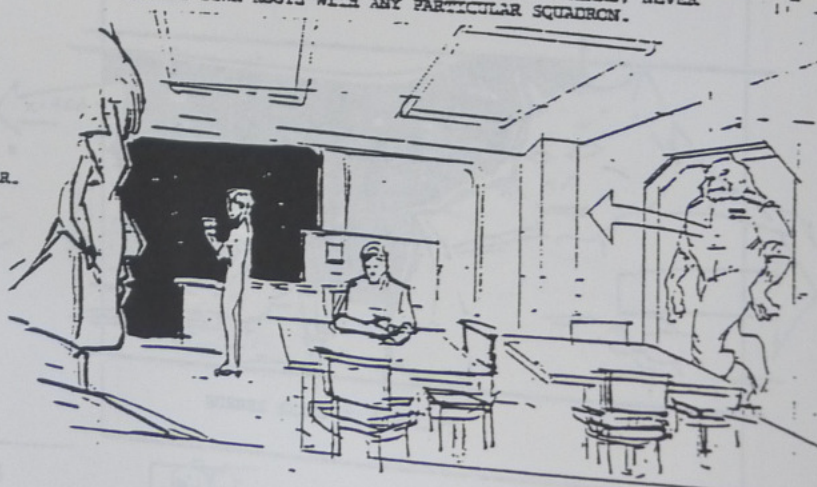


BLAIR FINDS A FRIENDLIER LOOK IN THE SMILING FACE OF LEUTENANT WINSTON CHANG -- CALLSIGN: VAGABOND -- WHO'S AT A TABLE, SHUFFLING A DECK OF CARDS. VAGABOND IS A LAID-BACK, EASY-GOING CHINESE PILOT, 30-45. HE'S A VETERAN WHO'S KNOCKED AROUND THE STAR SYSTEMS FOR YEARS, NEVER PUTTING DOWN ROOTS WITH ANY PARTICULAR SQUADRON.

③

REC - Cam#1

COBRA ENTERS FROM THE BARRACKS AND MOVES TO THE BAR.



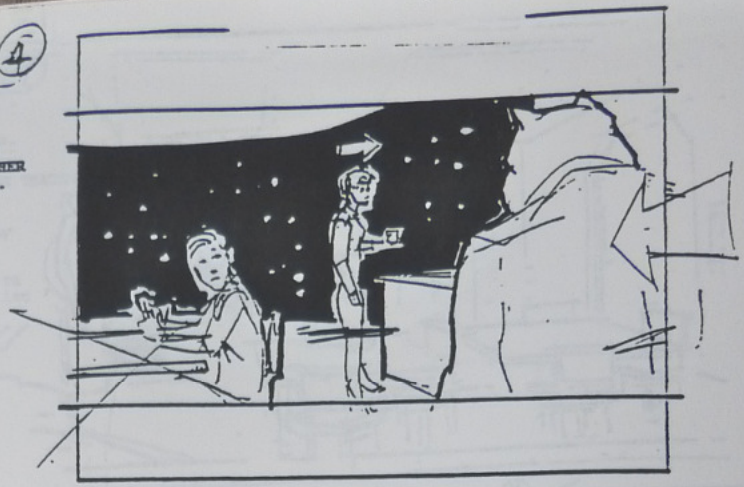
SCENE
NOTES

SC#8
pg All

④

COBRA ABRUPTLY STANDS AND
STORMS OUT, SHOOTING ANOTHER
LOOK AT BLAIR AS SHE GOES.

rec - Cam #3



SCENE
NOTES

⑤

rec - cam #4



SCENE
NOTES

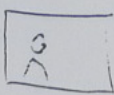
⑥

rec - Cam #3

COBRA LOOKS EMBARRASSED.

VAGABOND
Hey, Hobbes, how 'bout goin' a
round with me? Bet you a
week's pay on one hand.

HOBBS
Thank you, no.



AGRECCB

SC#8
CENE#
P111

VAGABOND TURNS BACK TO BLAIR

VAGABOND

Yes. Just tryin' to survive.

VAGABOND SALUTES CASUALLY AND FLASHES HIS TRADEMARK GRIN.

VAGABOND

Welcome aboard, sir. Can I buy you one?

(passing the cards)

Wanna play a hand? Since you're the rookie on this boat, I'll let you call the game.

rec-Cam #1-

8

BLAIR

Not much for protocol on this tin can, are you?

BLAIR SITS
DOWN INTO
FILMME

rec-Cam #7



9

VAGABOND

(shrugs)

Sorry 'bout that, sir. Formalities tend to be forgotten when you spend most of your time just tryin' to survive.

rec-Cam #6



Sc#8
Pg A11

A-14 !

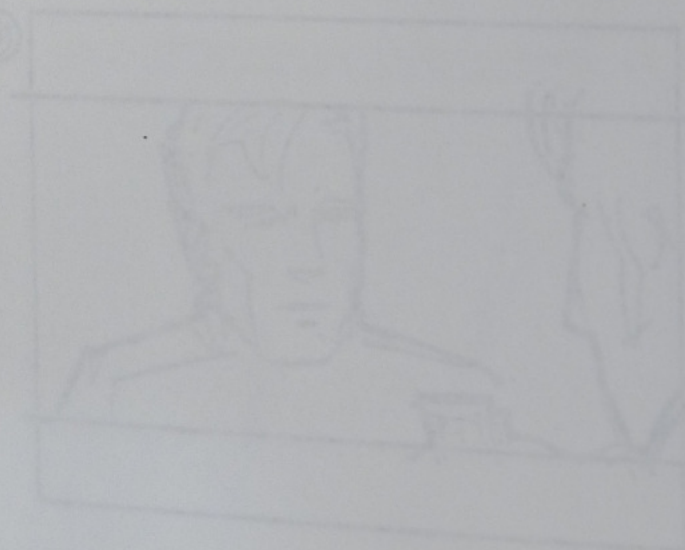
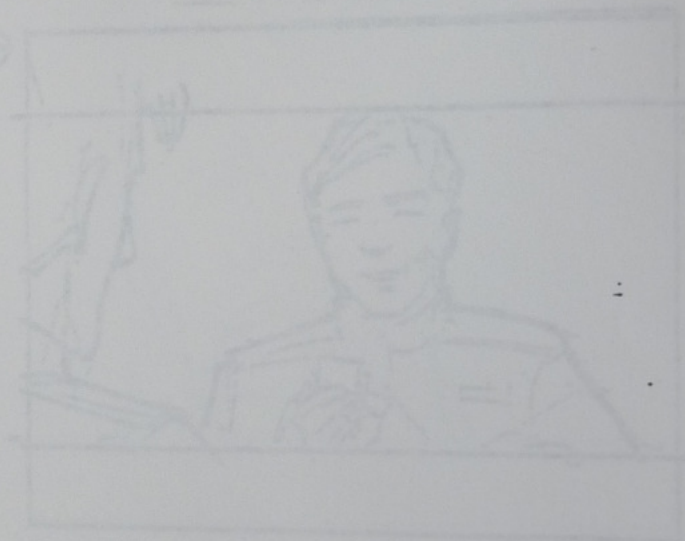
IF THIS IS NOT FIRST TIME
BLAIR HAS BEEN IN REC ROOM:

VAGABOND LIFTS HIS DRINK.
SMILES.

VAGABOND
What little spare time we do
have...

(takes a sip)
... we fill up with other
things besides practicing
our salutes.

rec_cam#6



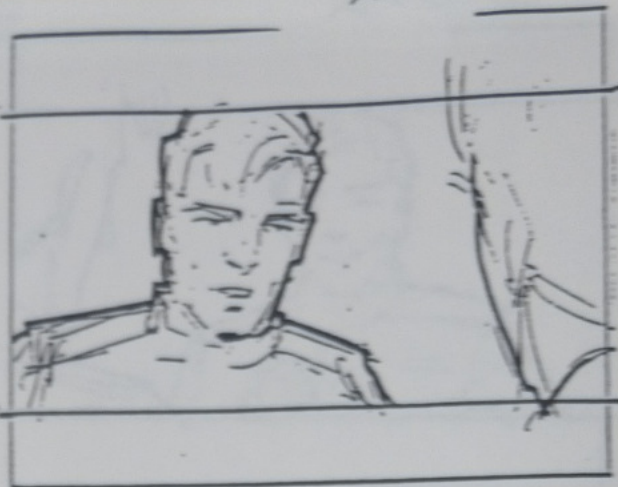
ACKED-D

← #8
PJ All

(11)

BLANK
I suppose one has to adapt to his
environment.

rec. cam #7



(12)

THOUGHT
(smiles sadly)
Don't I know that... It's an
art, really...

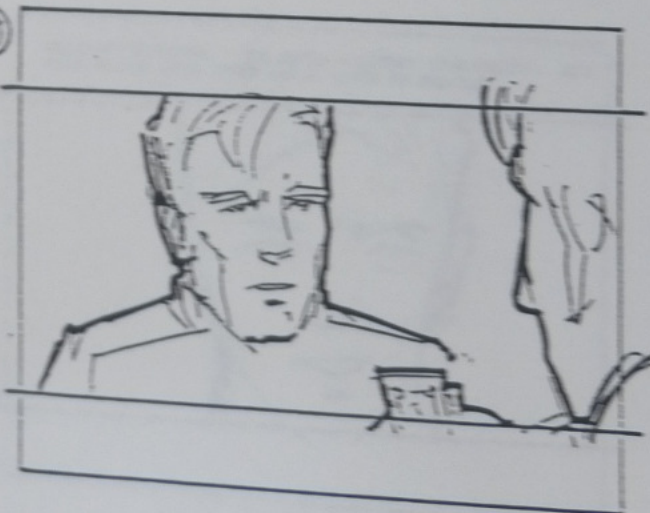
rec. cam #6



(13)

BLANK
So wonder they call you Rapinard.

rec. cam #7



SC#8

pg All

(14)

AOKECCB

VAGABOND
Been doing your homework. I
see... Yeah. I've knocked around
some.

rec - cam #6



(15)

BLAIR
Yet your combat file's
surprisingly brief. What's with
the big gaps in your bio?

rec - cam #8



(16)

VAGABOND STEIFENS. THE SMILE SUDDENLY DISAPPEARS. HIS
EYES DARKEN WITH ANGER AND A TINGE OF REMORSE.

VAGABOND
So Confid BQ decides to blank my
data. Can I do anything about
that?

rec - cam #5



VAGABOND'S MORALE UP

ΔGRECCB

SCENE#
SHOT#

SC #8

PG All

(17)

(GAME.577 required)

Vagabond's morale UP:

BLAIR BACKS OFF, REALIZING
HE'S HIT A SORE POINT.

BLAIR

Guess not. Sometimes HQ is a
bigger mystery to me than the
enemy.

rec - Cam #7



SCENE#
SHOT#

(18)

VAGABOND'S SMILE RETURNS ...
BUT IT'S A LITTLE FORCED.

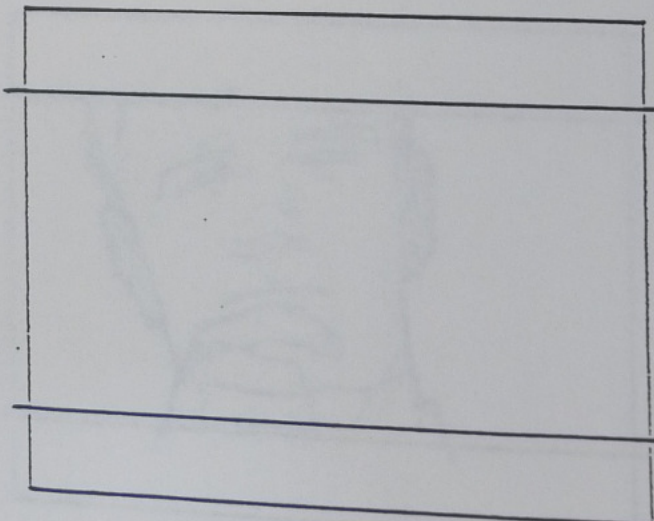
VAGABOND

We got a lot of good people
here, Colonel. Even those of
us with incomplete bios. Just
give us a chance.

rec - Cam #6



SCENE#
SHOT#



SCENE#
SHOT#

SC #8
P9 All

A-15

Vagabond's morale DOWN:

BLAIR
They must've had their
reasons.

rec_cam #7

19



SCENE#
SHOT#

VAGABOND
Well they don't seem
interested in sharing them,
do they?

rec_cam #5

20

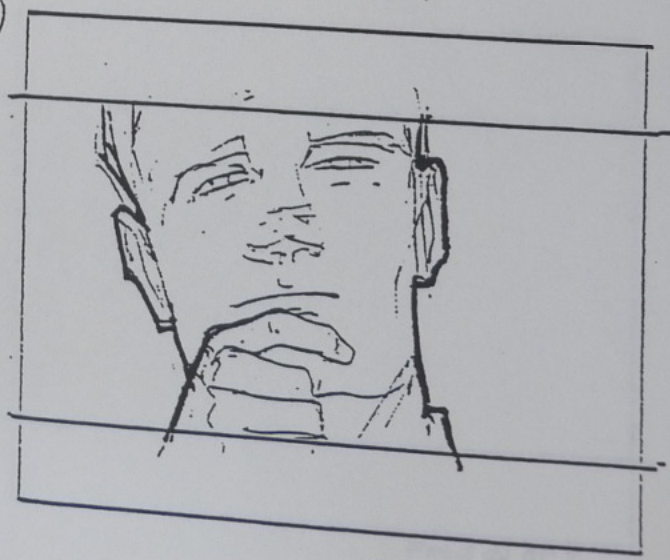


SCENE#
SHOT#

BLAIR
I just like to know what
takes my potential wingmen
tick.

rec_cam #8

21



ADK22GB

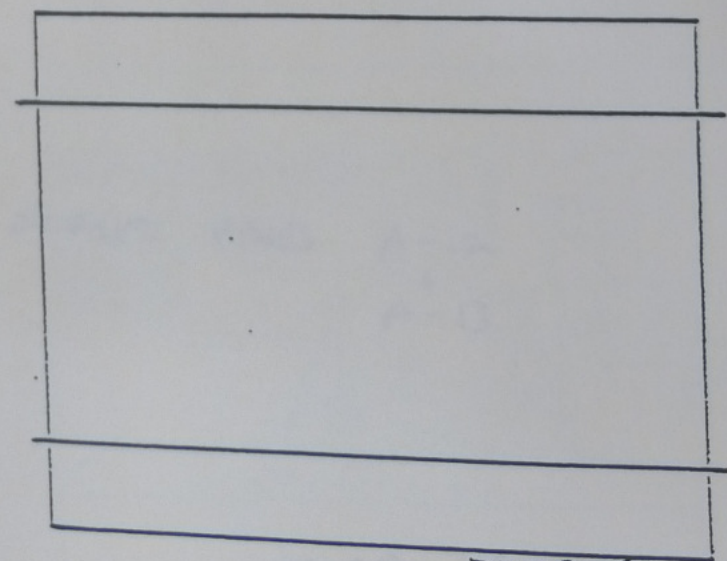
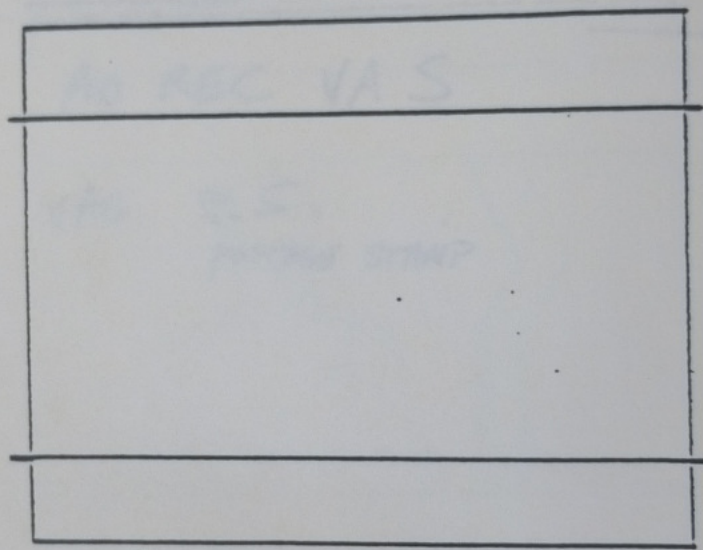
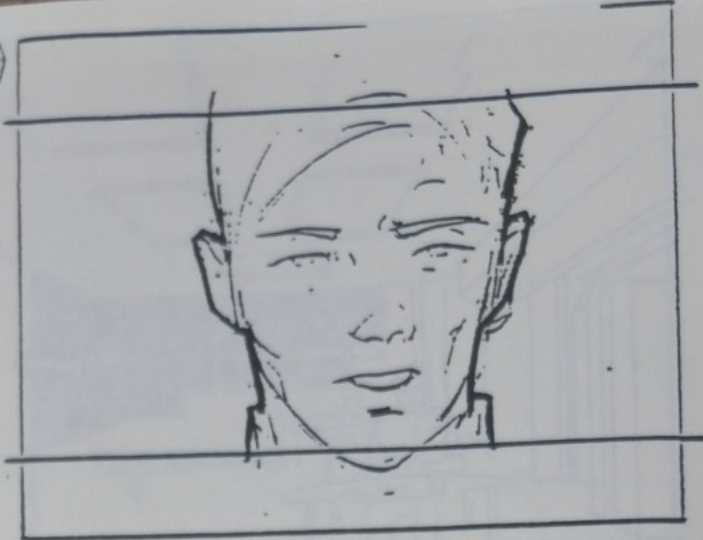
SC #8
pg All

(2)

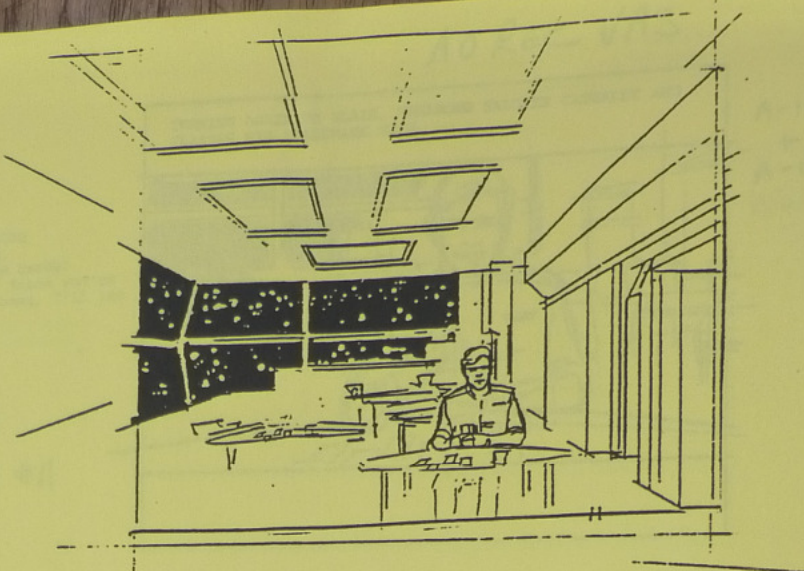
VAGABOND TAKES ANOTHER SIP
OF HIS DRINK.

VAGABOND
We got a lot of good people
here, Colonel. Even those
of us with incomplete bios.
Just give us a chance.

rec - cam #5



SC. #9
Pg A12



AO REC. VA S

VAG. P.S.
POSTAGE STAMP

Yellow 4-27-94

SCRIPT PAGES A-12
+
A-13

PAGE ① of 6

AO REC VAS

SCENE#
SHOT#

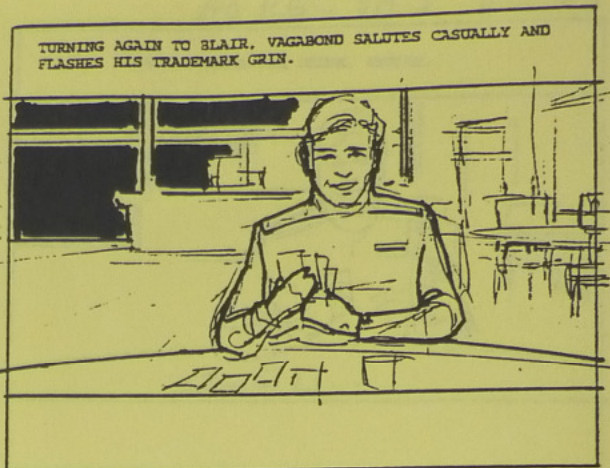
SC #9
Pg A12

VAGABOND
Welcome aboard, sir.
(riffing the cards)
Wanna play a hand? Since you're
the rookie on this boat, I'll let
you call the game.

TURNING AGAIN TO BLAIR, VAGABOND SALUTES CASUALLY AND
FLASHES HIS TRADEMARK GRIN.

A-12
+
A-13

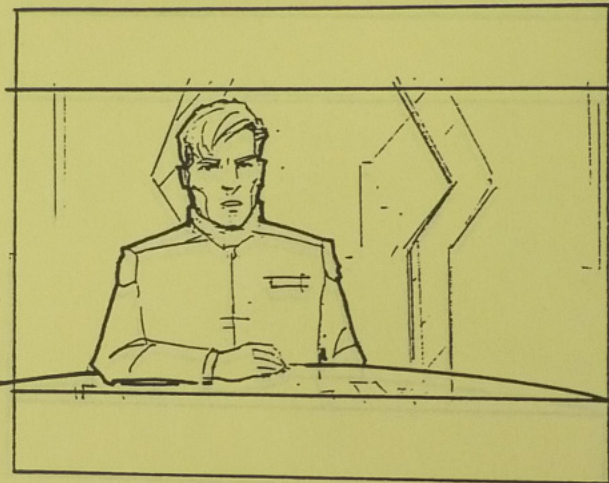
REC_CAM #11



SCENE#
SHOT#

BLAIR
Not much for protocol, are you?

REC_CAM #7

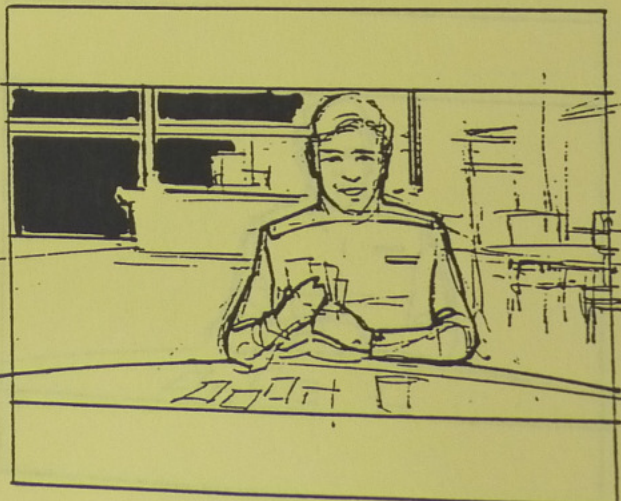


Yellow 4-27-94

SCENE#
SHOT#

VAGABOND
(shrugs)
Formalities tend to be forgotten
when you spend most of your time
just tryin' to survive.

REC_CAM #11



SCENE# 00 A12 A13

PAGE(7) of 6

SCENE#
SHOT#

SC #9
PG A12

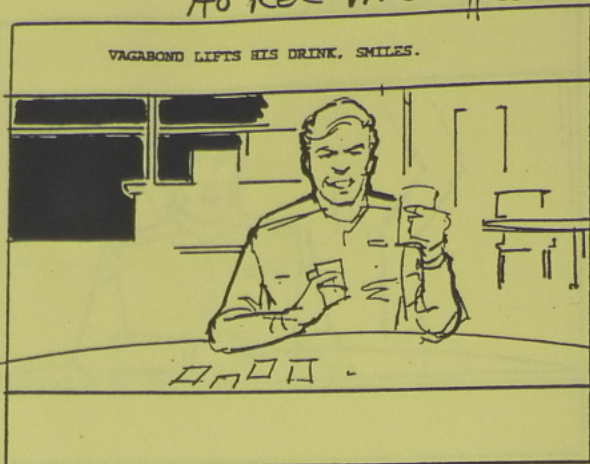
VAGABOND
What little spare time we do
have...
(takes a sip)
... we fill up with other things
besides practicing our salutes.

REC-CAM #11

A0 REC VA 5

Shot
cont'd

VAGABOND LIFTS HIS DRINK, SMILES.

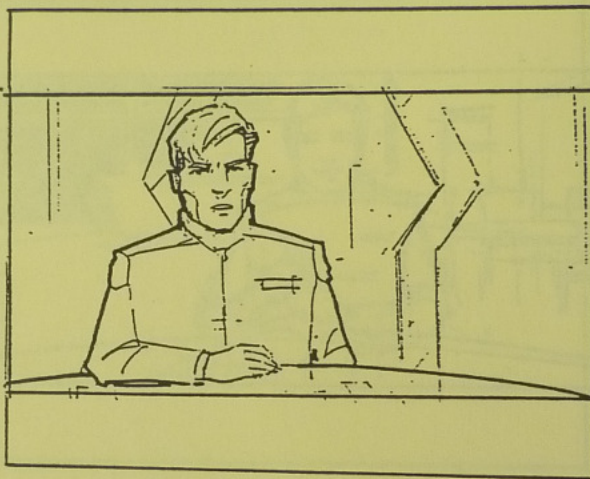


A-12
+
A-13

SCENE#
SHOT#

BLAIR
I suppose one has to adapt to his
surroundings.

REC-CAM #7

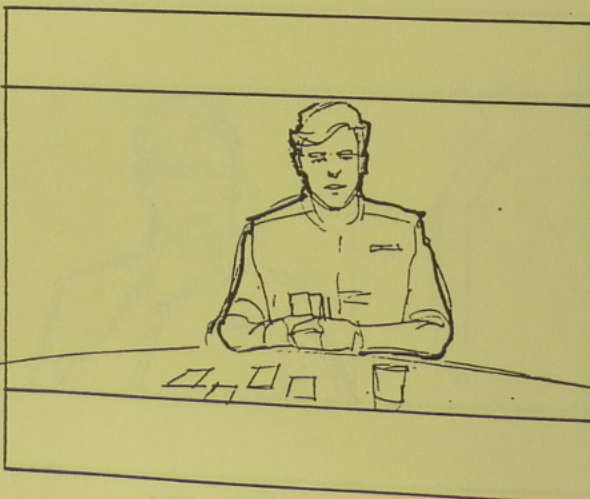


Yellow 4-27-94

SCENE#
SHOT#

VAGABOND
(smiles sadly)
Don't I know that... It's an
art, really...

REC-CAM #11



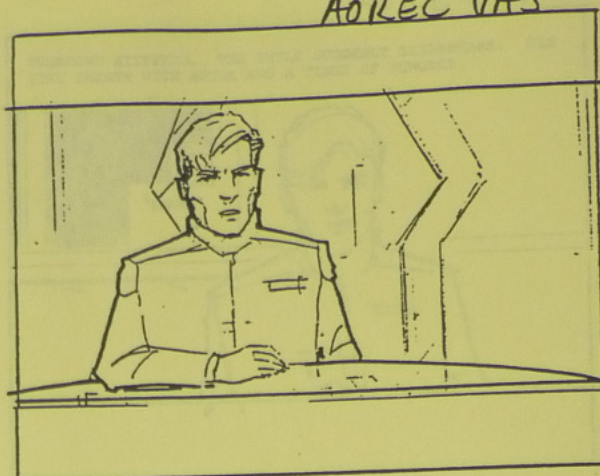
PAGE (3) of 6

SCENE#
SHOT#

SC #9
PG A12

BLAIR
No wonder they call you Vagabond.

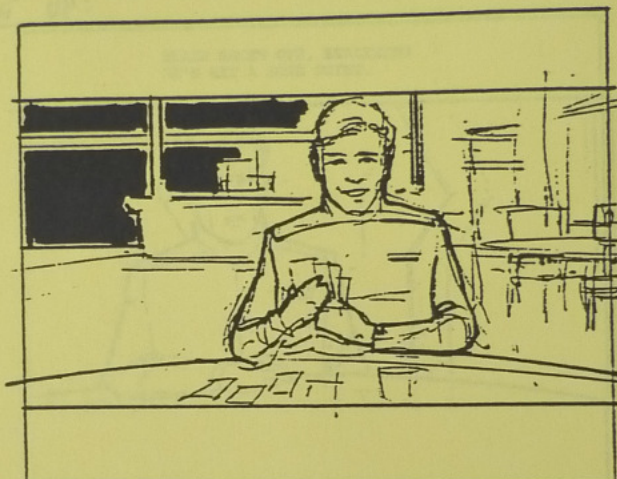
REC_CAM #7



SCENE#
SHOT#

VAGABOND
Been doing your homework, I see... Yeah, I've knocked around some.

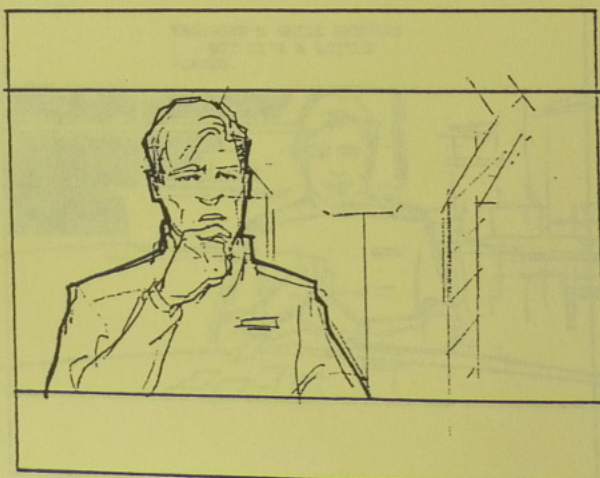
REC_CAM #11



SCENE#
SHOT#

BLAIR
Yet your combat file's surprisingly brief. What's with the big gaps in your bio?

REC_CAM #8



PAGE (4) OF 6

Yellow 4.27.94

SCENE#
SHOT#

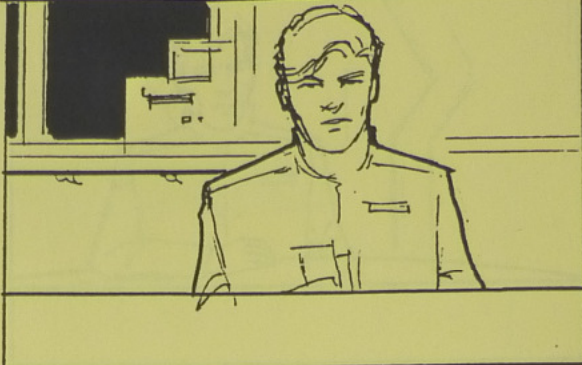
SC #9
pg A12

AOREC VAS

VAGABOND
Can I help it if Confed decides
to blank my data?

REC-CAM #5

VAGABOND STIFFENS. THE SMILE SUDDENLY DISAPPEARS. HIS
EYES DARKEN WITH ANGER AND A TINGE OF REMORSE.



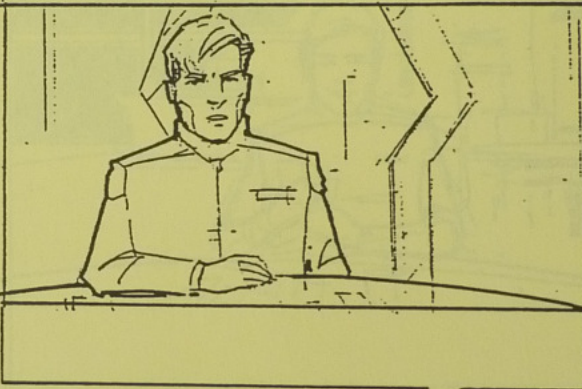
VAGABOND'S MORALE UP:

SCENE#
SHOT#

BLAIR
Sometimes HQ is a bigger
mystery to me than the
enemy.

REC-CAM #7

BLAIR BACKS OFF, REALIZING
HE'S HIT A SORE POINT.

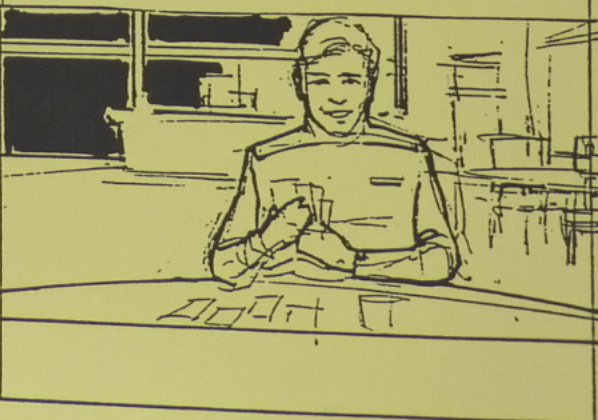


SCENE#
SHOT#

VAGABOND
We got a lot of good people
here, Colonel. Even those
of us with incomplete bios.
Just give us a chance.

REC-CAM #11

VAGABOND'S SMILE RETURNS
... BUT IT'S A LITTLE
FORCED.



PAGE 5 of 6

Yellow 4-27-94

VAGABOND'S MORALE DOWN:

AO REC VAS

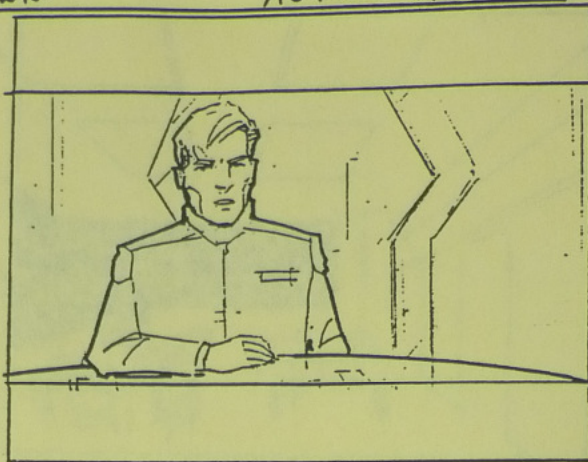
SCENE#
SHOT#

SC #9
PG 112

BLAIR
They must've had their
reasons.

do they?

REC_CAM #7

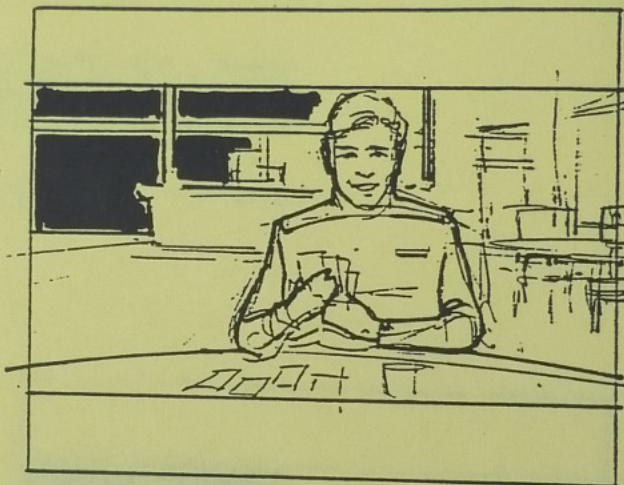


SCENE#
SHOT#

VAGABOND
Well they don't seem
interested in sharing them,
do they?

do they?

REC_CAM #11



Yellow 4-27-94

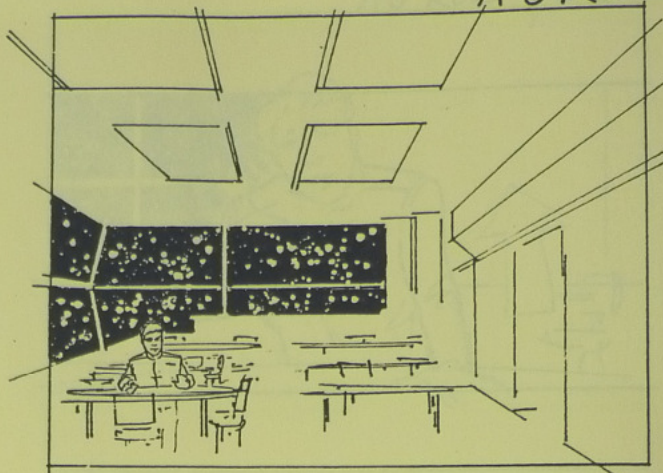
SC. 17

REC ROOM - VAQUERO (SLIING)

AORECUPQ:

PG. A23

REC - CAM#1



SEATED AT A TABLE, LIEUTENANT MITCHELL LOPEZ -- CALLSIGN: VAQUERO -- DOESN'T SEE BLAIR ENTER BECAUSE HE'S BLISSING OUT WITH THE AID OF HEADPHONES, BOBBING HIS HEAD IN TIME TO THE MUSIC. IN HIS LATE 20'S, VAQUERO'S A DECENT, LOYAL PILOT WHO'S DAMN GOOD IN THE AIR BUT LEAVES HIS WORK AND THE WAR ON THE FLIGHT DECK -- ALWAYS ESCAPING TO THE SOUNDS OF HIS MUSIC.

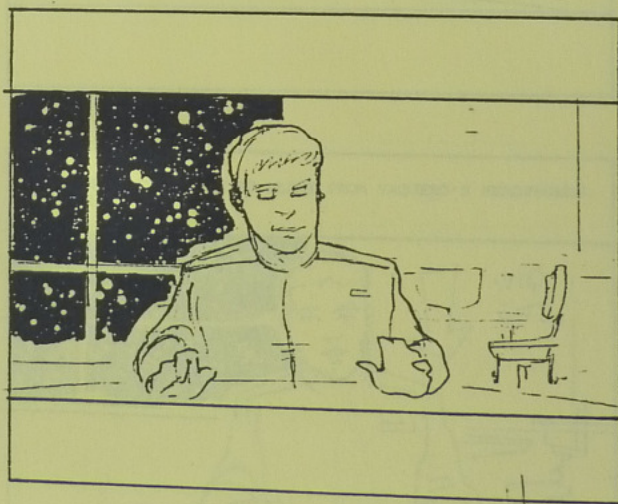
BLAIR TAPS HIM ON THE SHOULDER AND HE SNAPS TO ATTENTION, RIPPING THE HEADPHONES FROM HIS EARS.

11 MAY 94

GOLDENROD

~~4-27-94~~

REC - CAM#19



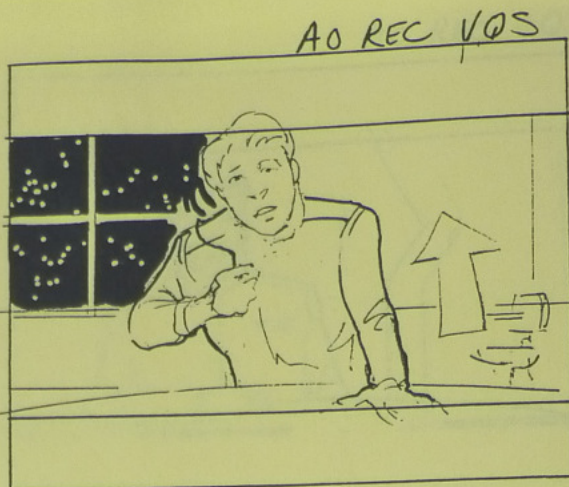
SHOT
CONTINUES
NEXT PAGE

SCRIPT PP A23-A24 PAGE ① OF 5

SCENE# 17
SHOT# PG.A23

VAQUERO
(nervously)
Uh, good day, sir.

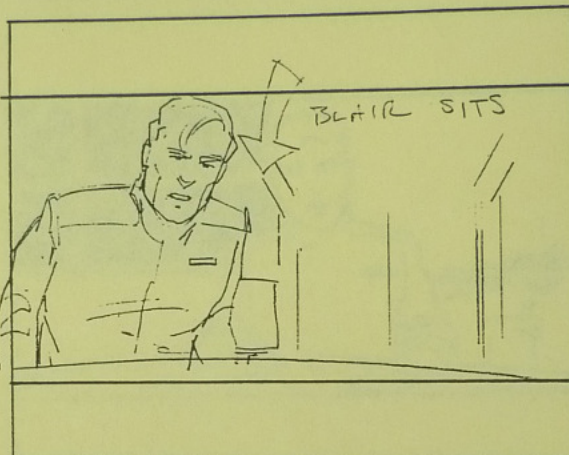
REC-CAM#19



SCENE#
SHOT#

BLAIR
At ease, Lieutenant.

REC-CAM#7



SCENE#
SHOT#

VAQUERO
Sorry, sir. Rockero from the Celeste System.
(beat)
You can tell a lot about a system from its music, you know? Some places, it's all minor chords. You just wanna go out and run a suicide mission. But this is bright, it heats your blood, makes you want to live a long life.

REC-CAM#19

TINNY MUSIC CONTINUES TO BLARE FROM VAQUERO'S HEADPHONES. HE SWITCHES IT OFF.



PAGE (2) OF 5

GOLDENROD 11 MAY 94

~~YELLOW 4 27 94~~

11 MAY 94

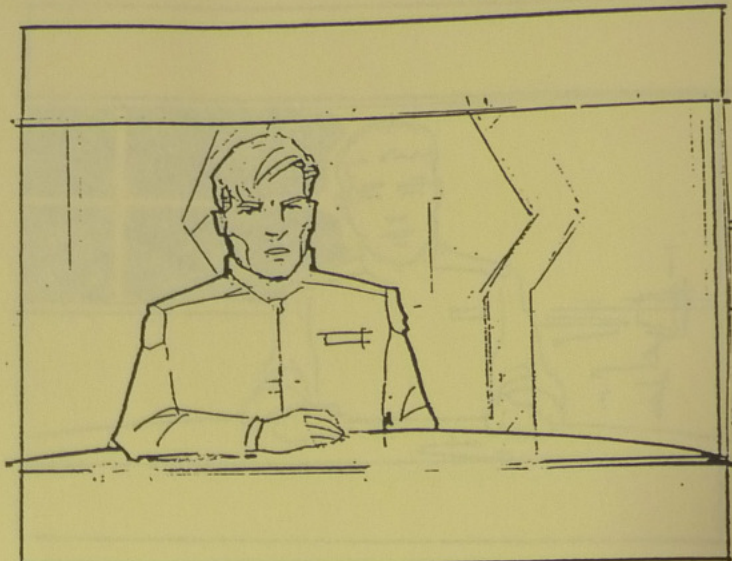
GOLDENROD

11 MAY 94

SCENE# 17
SHOT#

BLAIR
You a pilot, Lieutenant? Or a musician?

REC-CAM#7



SCENE#
SHOT#

VAQUERO
Oh, I'm a pilot, sir. Pretty good one, too. Check my kill scores.
(beat)
But my family, they made guitars for many generations. I've got one that's almost two hundred years old. The sound just gets richer... Someday I'm going to open a cantina and bring in the best to play that guitar. A place for old fighter jocks like you and me.

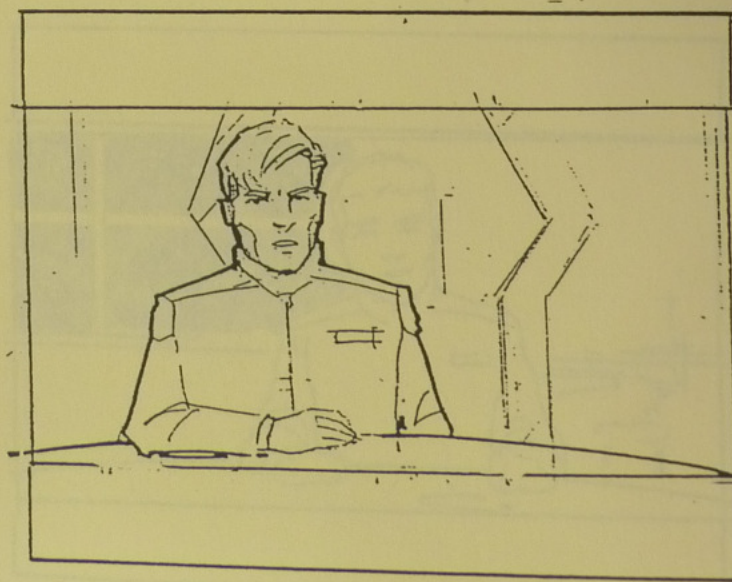
REC-CAM#19



SCENE#
SHOT#

BLAIR
(amused)
You better have some other customers. Might not be many of us left.

REC-CAM#7



AO REC VQS

SCENE# 17
SHOT#

VAQUERO
Oh, yeah, it'll be open to one
and all. Me, I'll just sit back,
gaze at the beautiful women, and
listen to the music...

REC - CAM#19

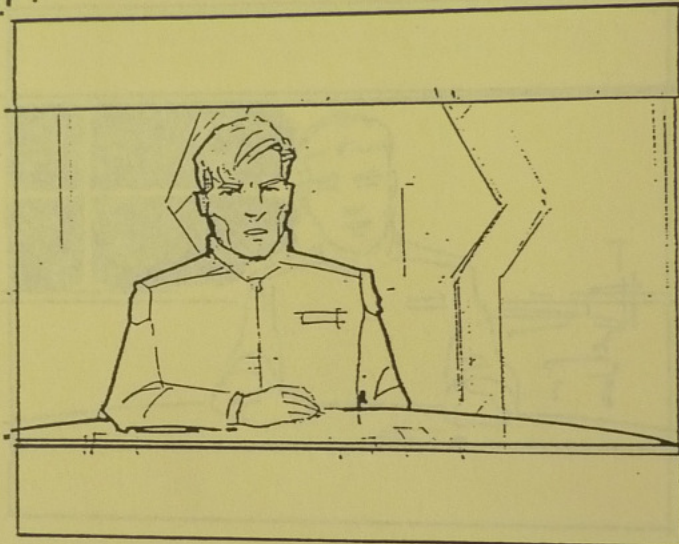


VAQUERO'S MORALE UP:

SCENE#
SHOT#

BLAIR
Not a bad dream, Vaquero.
Hang on to it.

REC - CAM#7



SCENE#
SHOT#

VAQUERO
You bet, sir. Some of
these guys? They actually
like the killing. Me?
I'll just walk away when
this is all over.

REC - CAM#19



PAGE 14 OF 5

11 MAY 94

GOLDENROD

42794

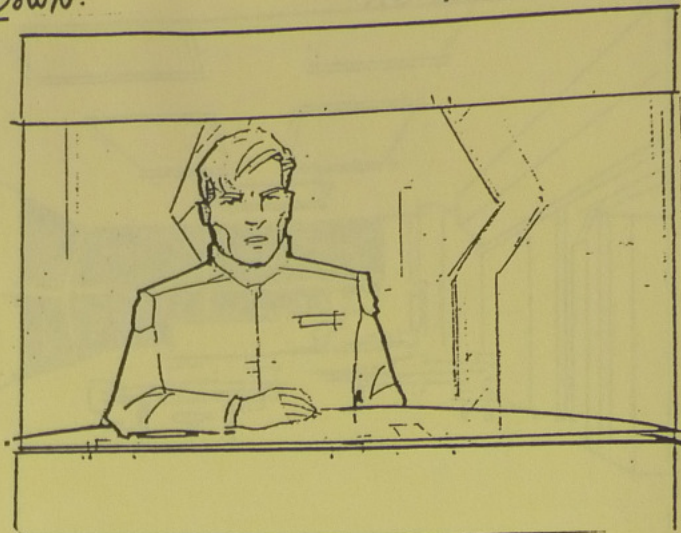
VAQUERO'S MORALE DOWN:

A O REC VQS

SCENE# 17
SHOT#

BLAIR
You sure you're a pilot,
Vaquero?

REC - CAM #7



SCENE#
SHOT#

VAQUERO
Don't get me wrong. I like
my job. But some of these
guys? They actually like
the killing. Me? I'll
just walk away when this is
all over.

REC - CAM #19



SCENE#
SHOT#

11 MAY 94

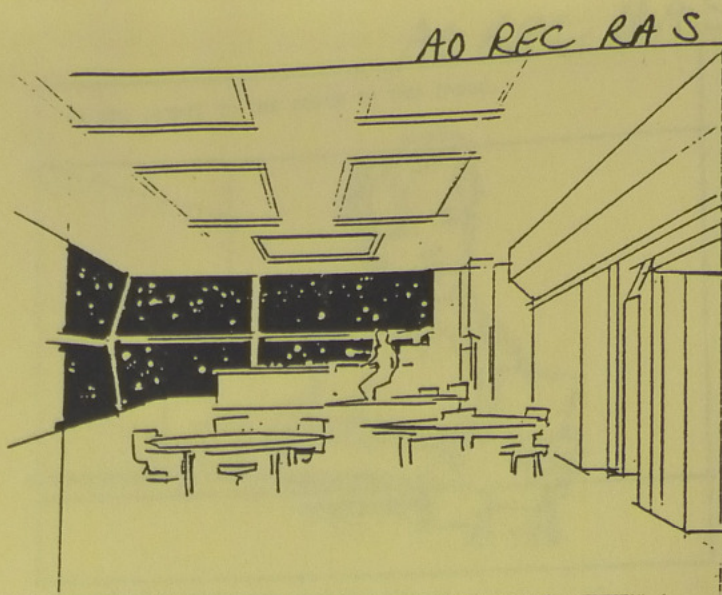
GOLDENROD

~~YELLOW 4-7-94~~

SCENE# 20
SHOT#

P7 A29

REC-CAM# 1



A-29
A-30

SCENE#
SHOT#

RACHEL
Hello, Colonel. Pull up a chair.

RACHEL
BRINGS BLAIR
IN WITH HER
EYE LINE.

REC-CAM# 14

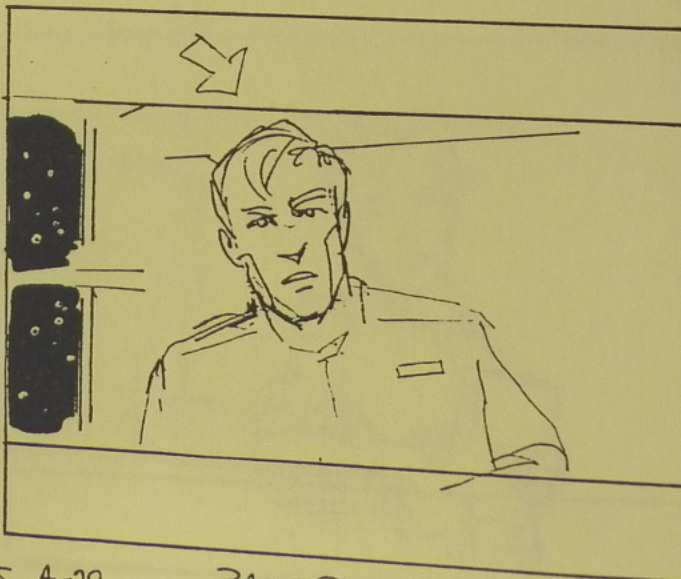
BLAIR'S HAPPY TO SEE THE SHIP'S CHIEF TECH, RACHEL,
SITTING AT A TABLE, LOOKING OVER THE SPECS OF A NEW
FIGHTER.



SCENE#
SHOT#

BLAIR
(taking a seat)
Thanks, Chief.

REC-CAM# 10



GOLDEN 1200
11 MAY 94

~~11 MAY 94~~

SCRIPT PAGES A-29
THROUGH A-30

PAGE ① OF 6

AO REC RAS

SCENE# 20
SHOT#

PJ #A29

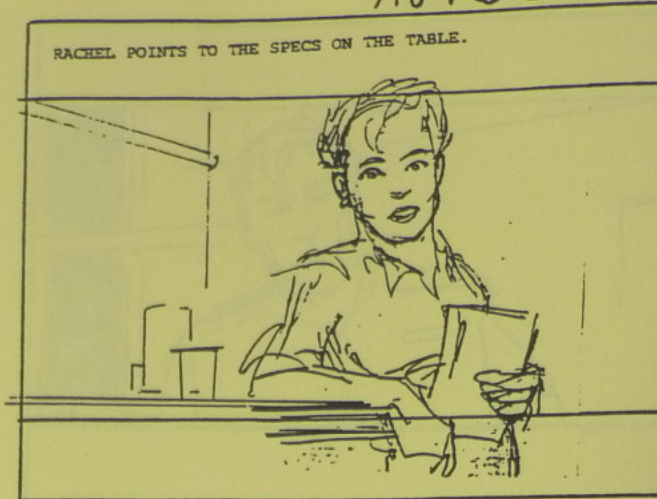
Let me know

RACHEL

Let me know if I'm out of line here, but word is, some test pilot's gonna be flying in with one of the new Excaliburs. That true?

REC_CAM#9

RACHEL POINTS TO THE SPECS ON THE TABLE.



GOLDENROD

11 MAY 94

SCENE#
SHOT#

BLAIR

Command doesn't tell me everything.

REC_CAM#10



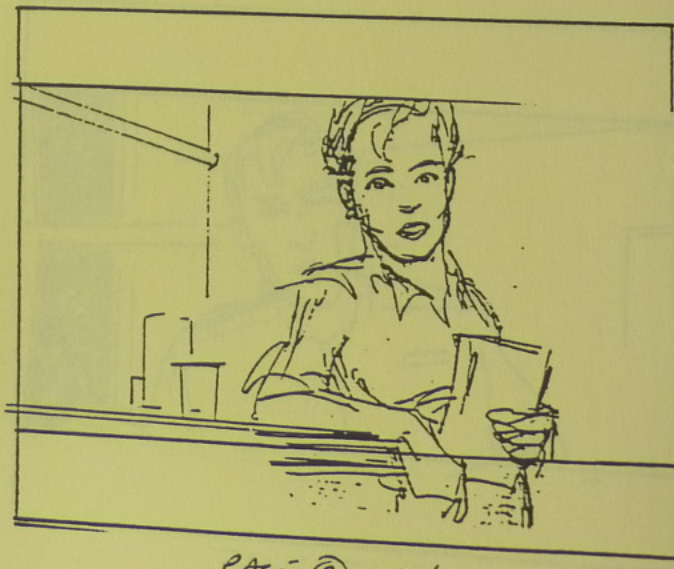
~~11 MAY 94~~

SCENE#
SHOT#

RACHEL

Well, I hope it's true. I can't wait to get my hands dirty with one of those pups.

REC_CAM#9



PAGE 2 of 6

SCENE# 20
SHOT#

Pg A29

BLAIR
(grins)
You like your job, don't you,
Chief?

REC - CAM#10

SCENE#
SHOT#

RACHEL
'Course. I just hope the test
pilot isn't some priss who won't
let me touch his equipment.

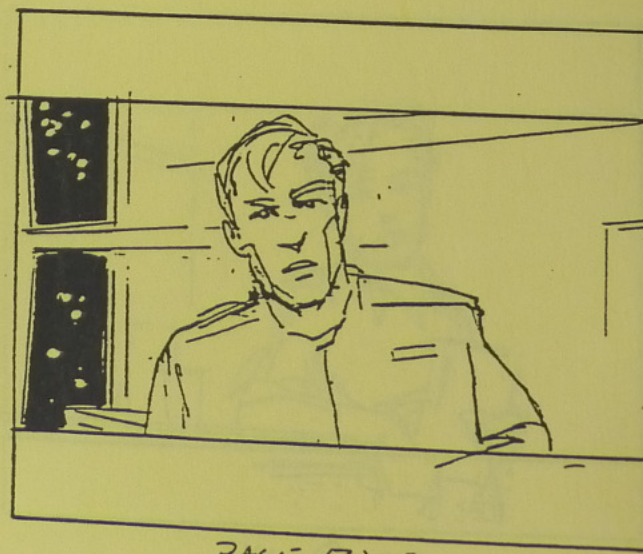
REC - CAM#9

SCENE#
SHOT#

BLAIR
(chuckles)
I'll say one thing: You get
right to the point.

REC - CAM#10

A0 REC RAS



GOOD
11 MAY 94

~~11 MAY 94~~

SCENE# 20
SHOT#

pg A29

RACHEL
Never cared much for gray area.
That's why I do what I do. An
engine part works or it doesn't.

REC-CAM#9

SCENE#
SHOT#

BLAIR
Machines don't lie.

REC-CAM#10

SCENE#
SHOT#

RACHEL
Not as much as people do, anyway.

REC-CAM#9

AO REC RAS



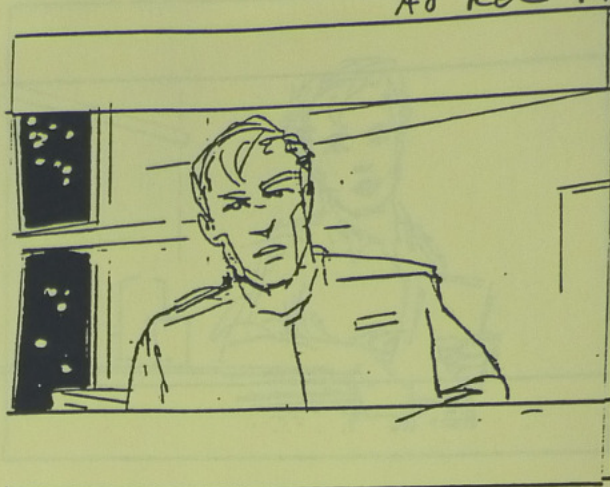
GOLDENROD
11 MAY 94

~~FILED COPY~~

SCENE# 20
SHOT#

BLAIR
Maybe you're being too hard on
people.

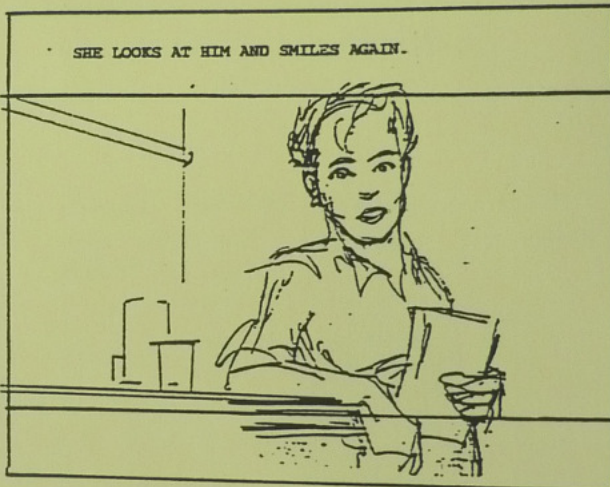
REC-CAM#10



SCENE#
SHOT#

RACHEL
They need to pass inspection.
Same as anything else.
(beat)
I got certain hours for that, of
course.

REC-CAM#9



SCENE#
SHOT#

BLAIR
You keep that schedule posted,
Chief?

REC-CAM#10



A0 REC RAS

GOLDENROD
11 MAY 94



PAGE(S) OF 6

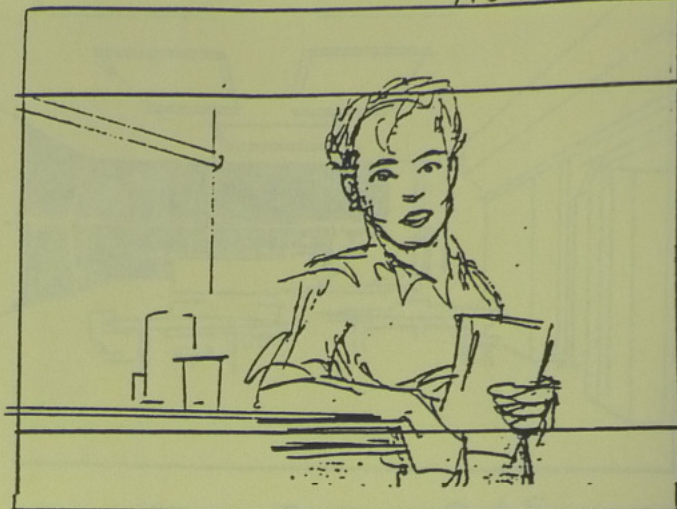
SCENE# 20

SHOT#

pg A29

RACHEL
Only for a select few, sir.

REC - CAM#9



A0 REC RAS

GOLDEN 200

11 MAY 94

~~Yellow 4 27 94~~

SCENE#
SHOT#

26

pg B-4

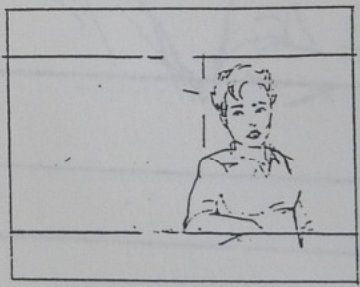


BO REC RAS

RACHEL'S POSTAGE
STAMP

RACHEL BRINGS BLAIR IN WITH
HER EYEBINE. SCREEN DIRECTION
RIGHT TO LEFT.

REC - CAM # 9



SCRIPT PAGE B-4

PAGE ① OF 6...

GOLDENROD
11 MAY 1941

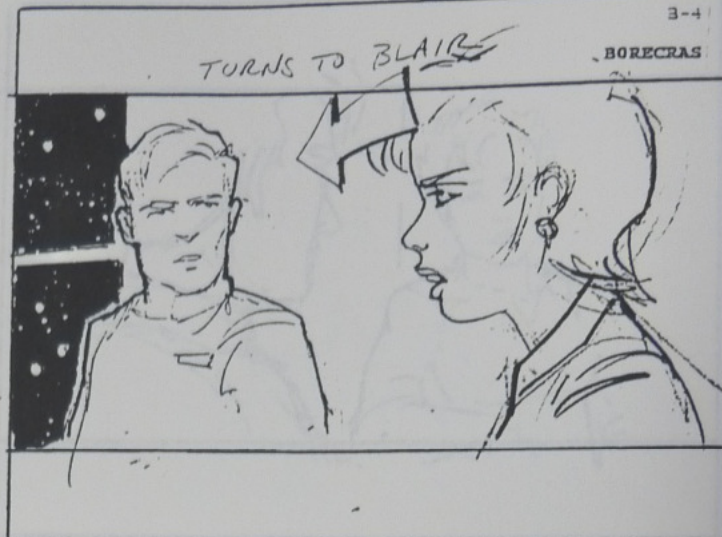
~~11 MAY 1941~~

SCENE# 26
SHOT#

REC ROOM - RACHEL (SLIDING - B1/B2 ONLY)

RACHEL
That Excalibur's one helluva
ship. But it's just like I
figured --

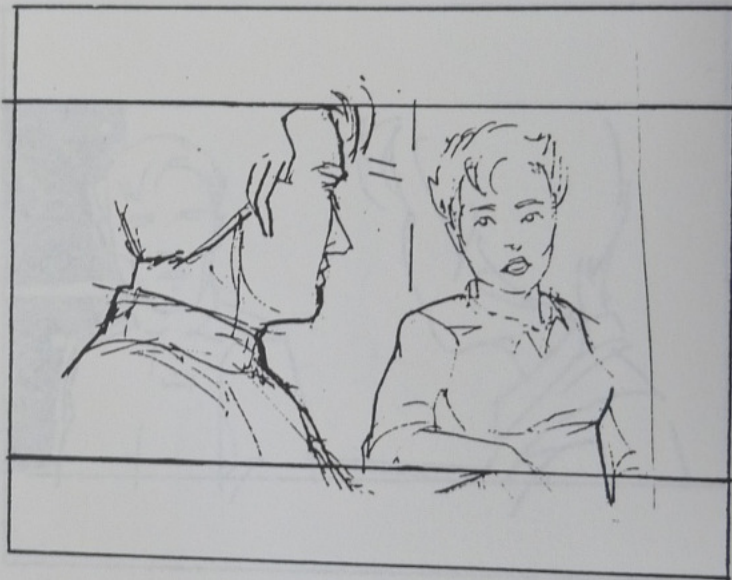
REC-CAM # 10



SCENE#
SHOT#

a real dick on the
other end of the leash.

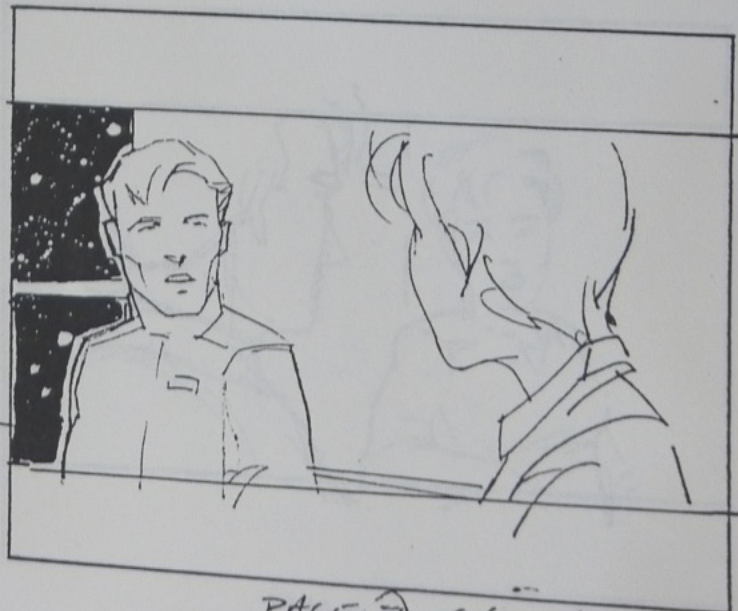
REC-CAM #9



SCENE#
SHOT#

BLAIR
He's not letting you do your
thing?

REC-CAM # 10



PAGE 2 of 6

GOLDENROD
11 MAY 94

~~11 MAY 94~~

130 REC RAS

SCENE# 26
SHOT# Pg B-4

RACHEL
Loving hands like these? They
can tweak anything, make it work
just a little better.

REC - CAM #9

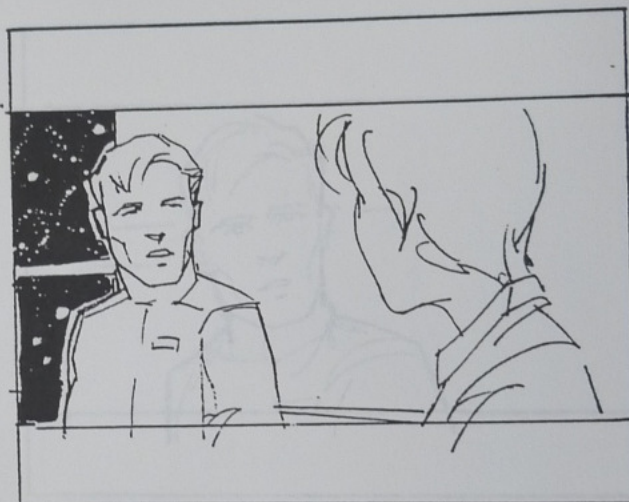


GOLDENROD
11 MAY 94

SCENE#
SHOT#

BLAIR
(nods)
A little grease never hurts.

REC - CAM #10

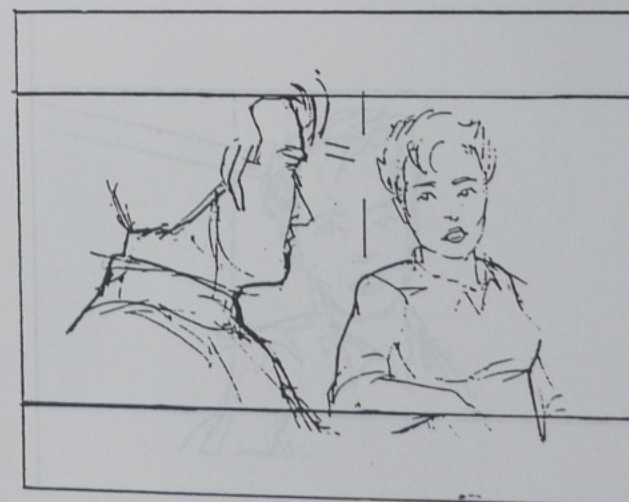


~~11 MAY 94~~

SCENE#
SHOT#

RACHEL
Maybe he doesn't need me now, but
sooner or later he'll be flying a
spit-and-glue special. See the
kind of servicing he gets then...

REC - CAM #9



PAGE 3 of 6

SCENE# 26
SHOT# pg B4

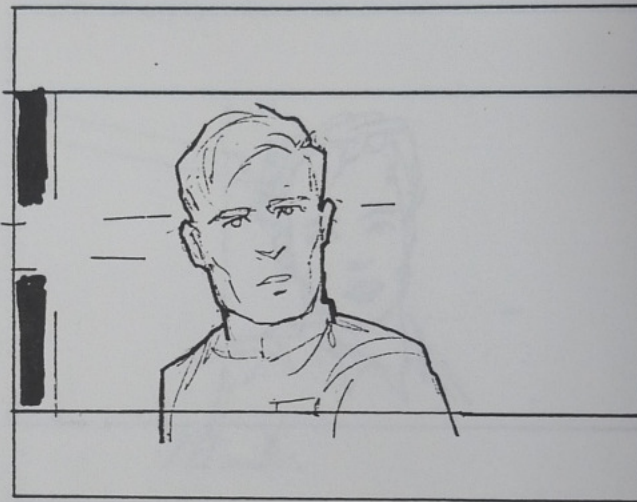
(beat; sly smile;
Bet you'd like to take her for a
shakedown spin...

REC — CAM #14



SCENE#
SHOT#

REC — CAM #13



SCENE#
SHOT#

(on Blair's look)
You know, if you swing by at the
right time ... you might find the
key in the ignition...

REC — CAM #14



PAGE ④ OF 6

BO REC RAS

GOLDENROD
11 MAY 94



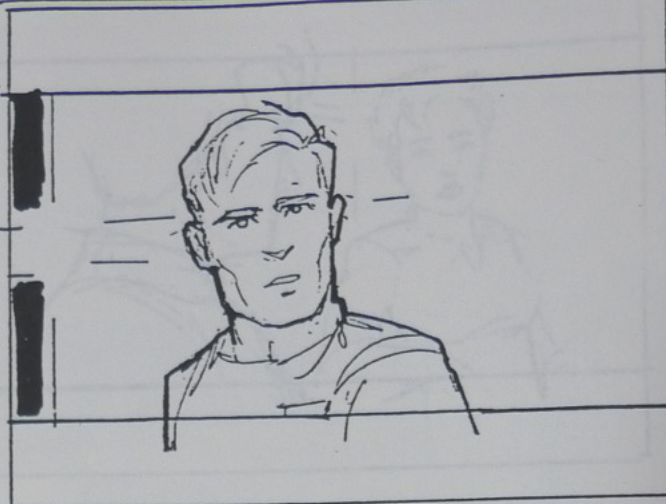
RACHEL'S MORALE UP:

BO REC RAS

SCENE# 26
SHOT# Pg B4

BLAIR
(smiles)
Seen a while since I've
done any joyriding.

REC — CAM # 13



SCENE#
SHOT#

RACHEL
(grins)
Well, then you owe it to
yourself.

REC — CAM # 14



RACHEL'S MORALE DOWN:

SCENE#
SHOT#

BLAIR
(shakes his head)
I'm not interested in
stepping on the Major's
toes.

REC — CAM # 10



GOLDENROD
11 MAY 94

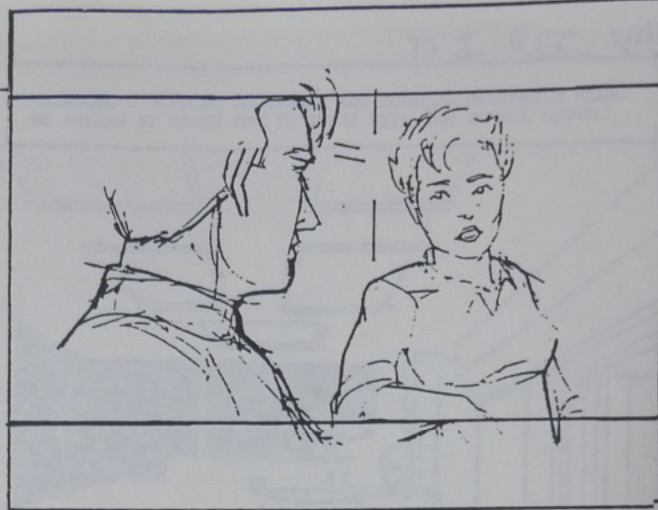
~~11 MAY 94~~

BO REC RAS

SCENE# 20
SHOT# pg 84

RACHEL
(coolly)
then forget I ever
mentioned to, Colonel.

REC - CAM #9



GOLDENROD

11 MAY 94

~~telus of intel~~

SCENE# 43 REC ROOM VAGABOND
 SHOT# PGDS

REC_CAM #1

SCENE#
 SHOT#

VAGABOND
 You've been in these parts
 before, right? Word is the
 Kilrachi have bled this system
 pretty dry over the years.

REC_CAM #11

SCENE#
 SHOT#

BLAIR
 Locanda's always been hotly
 contested.

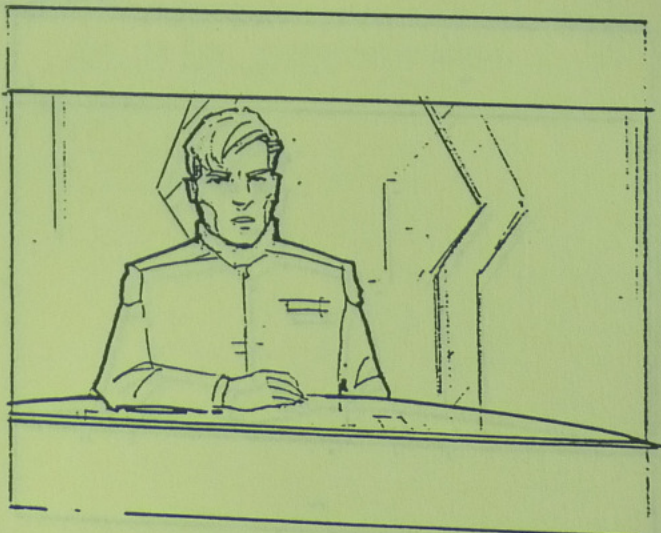
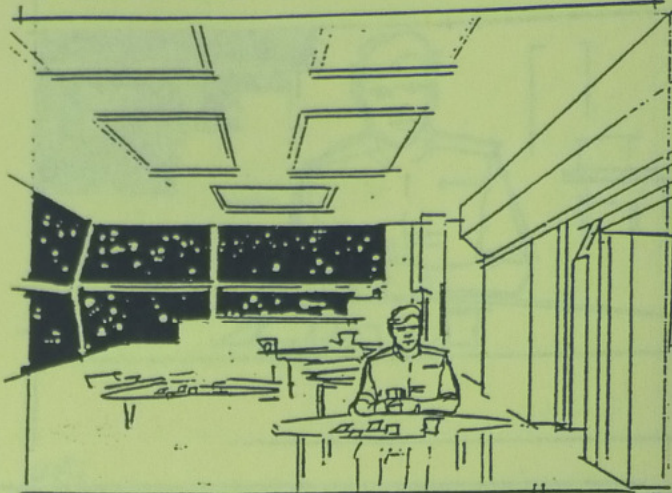
REC_CAM #7

SCRIPT PAGE D-5

D 1 REC VA

VAGABOND'S PLAYING SOLITAIRE AND LOOKING UNUSUALLY GLUM.
 HE SMILES AT BLAIR BUT IT'S NOT WITH HIS NORMAL GUSTO.

D-5



11 MAY 94
 GOLDENROD
~~Yellow 4224~~

SCENE# 43

SHOT#

PJDS

VAGABOND
Few months ago, I heard stories about some backwater system the Kilrathi had under siege for months. But after they cleaned it out, they didn't just move on. They dusted it with some new biological weapon. The whole system's supposedly a total bio-hazmat. Really ugly. No one can get near it.

(beat)
Rumor has it Confed's quarantined that system and nobody even talks about it.

REC-CAM #11

D I REC VA



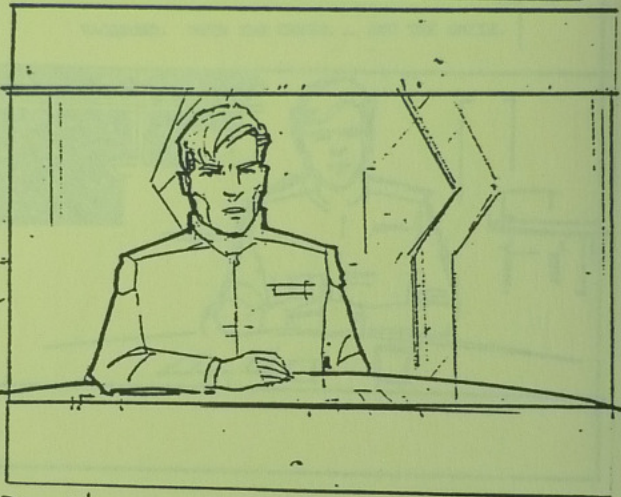
VAGABOND'S MORALE UP:

SCENE#

SHOT#

BLAIR
Nothing the cats do surprises me anymore. But if we do our job right, we won't have to worry about that kind of thing.

REC-CAM #7



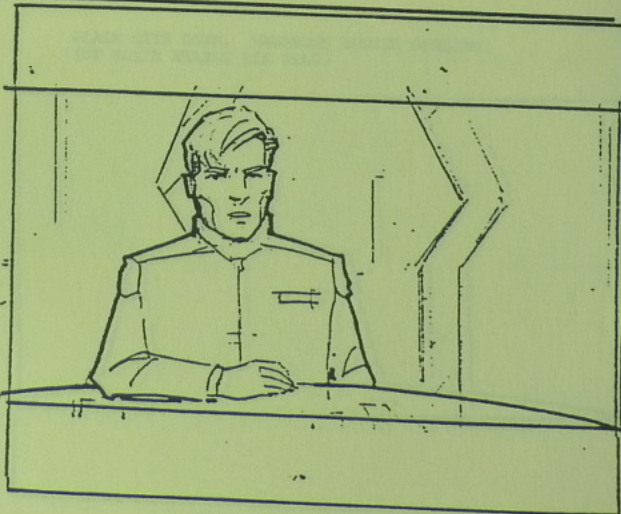
VAGABOND'S MORALE DOWN

SCENE#

SHOT#

BLAIR
Rollins has been running off at the mouth again, hasn't he? A Kilrathi bioweapon? What a fairy tale.

REC-CAM #7



GOLDENROD 11 MAY 94

(Yellow 4 27 94)

SCENE# 69
 SHOT#
 Pg G3

REC_CAM #1

SCENE#
 SHOT#

VAGABOND
 C'mon. Try your luck, sir.

REC_CAM #1

SCENE#
 SHOT#

BLAIR
 Don't I get to cut the deck, at least?

REC_CAM #7

G1 REC VA 0
 SCRIPT PAGES G-3
 G-4

G1 REC VA 0

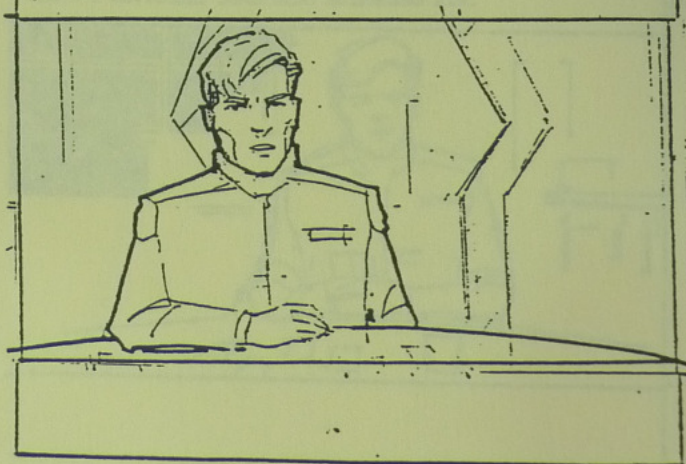


G-3
 G-4

VAGABOND. WITH THE CARDS... AND THE SMILE.



BLAIR SITS DOWN. VAGABOND BEGINS DEALING.
 BUT BLAIR SHAKES HIS HEAD.



PAGE ① of 4

YELLOW 42294 GOLDEN ROD 11 MAY 74

G1 REC UA 0

SCENE# 69
SHOT#
PG 3

VAGABOND
(laughs)
You'd be surprised how many
rookies just ante up and look
surprised when they lose the
first pot.

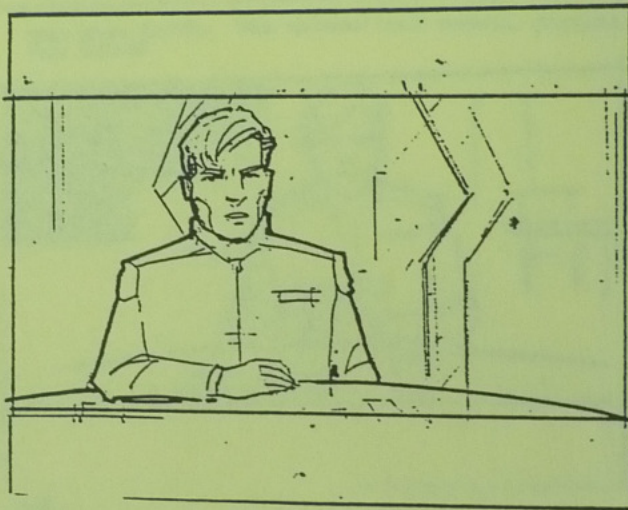
REC_CAM #11



SCENE#
SHOT#

BLAIR
(cutting the cards)
Well, they deserve what they get
then.

REC_CAM #7



SCENE#
SHOT#

VAGABOND
I hear we're going after a
garrison.

REC_CAM #11

VAGABOND NODS AND DEALS. HE TRIES TO REMAIN CASUAL, BUT
THERE'S OBVIOUSLY SOMETHING BOTHERING HIM.



PAGE ② of 4

11 MAY 94

GOLDENROD

yellow 42794

G1 REC VA 0

SCENE# 69
SHOT#
PG 3

BLAIR
(shrugs)
I haven't been briefed.

REC-CAM #7



11 MAY 94

GOLDEN ROD

~~Yellow 4-2-1-1-1~~

SCENE#
SHOT#

VAGABOND
It may not seem like it...
(tapping his head)
... but my wheels are always
turnin'. I fly better when I
know what the real objectives
are. HQ's got a bad habit of
labeling every target a military
installation ... even when they
ain't.
(beat)
I like to be real sure.

REC-CAM #11

THEY START PLAYING. THEN VAGABOND LEANS FORWARD. SUDDENLY
VERY SERIOUS.

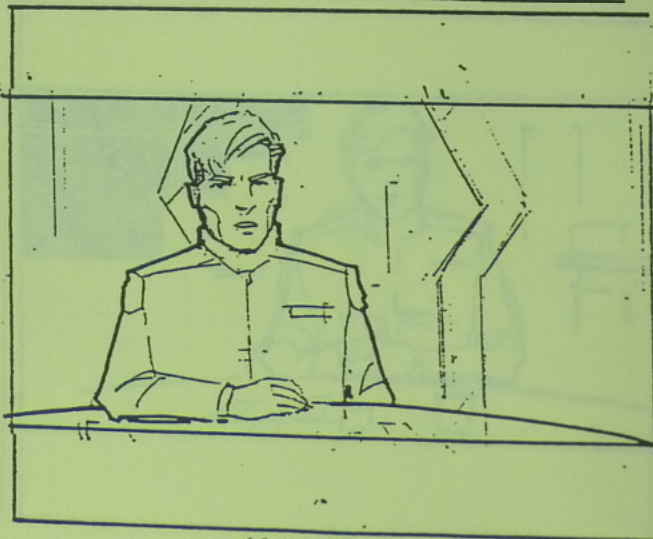


VAGABOND'S MORALE UP:

SCENE#
SHOT#

BLAIR
Hey, we're the good guys,
remember? We don't kill
innocents. That's the
difference between us and
them.

REC-CAM #7



PAGE (3) OF 4

GI REC VA 0

SCENE# 69
SHOT#
Pg 93

VAGABOND
Well, it's like the cards,
see? A lot of people?
They never ask a question
about what's dealt.

REC-CAM #11

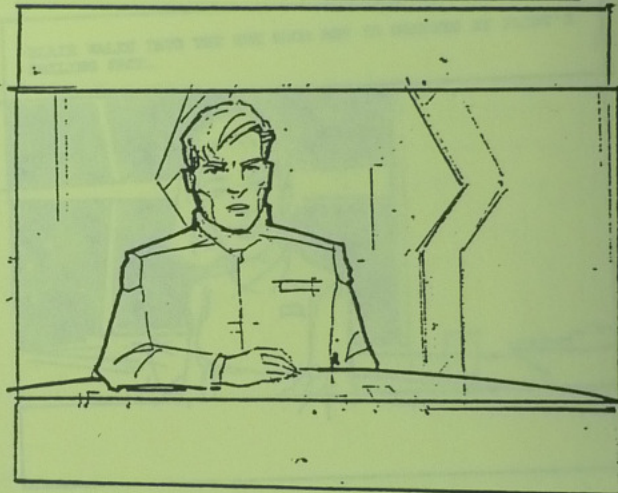


VAGABOND'S MORALE DOWN:

SCENE#
SHOT#

BLAIR
In this war? Everything's
military.

REC-CAM #7



SCENE#
SHOT#

VAGABOND
(beat; darkly)
Not everything, sir...

REC-CAM #11



PAGE 4 OF 4

11 MAY 94

GOLDEN-ROD

Yellow 42794

SCENE# 75

T#

P9 G10

REC ROOM - FLINT
(SLIDING - G2/G3 ONLY)
CONDITION: THE FOLLOWING
SCENE AVAILABLE IF GROUP
MORALE IS HIGH.

REC - CAM# 1

SCENE#
SHOT#

FLINT
Hello, Colonel. Good to see you.

REC - CAM# 15

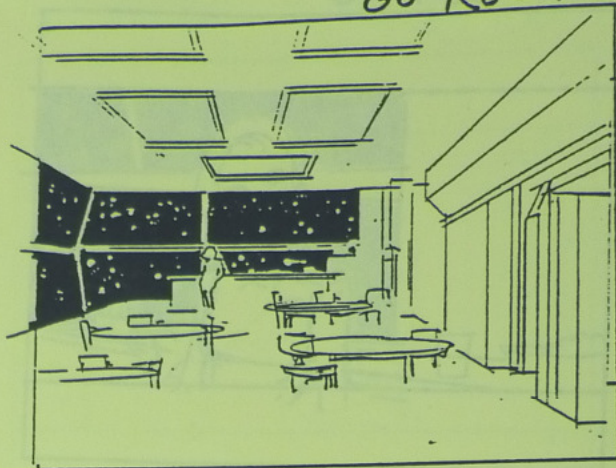
SCENE#
SHOT#

You're flying.

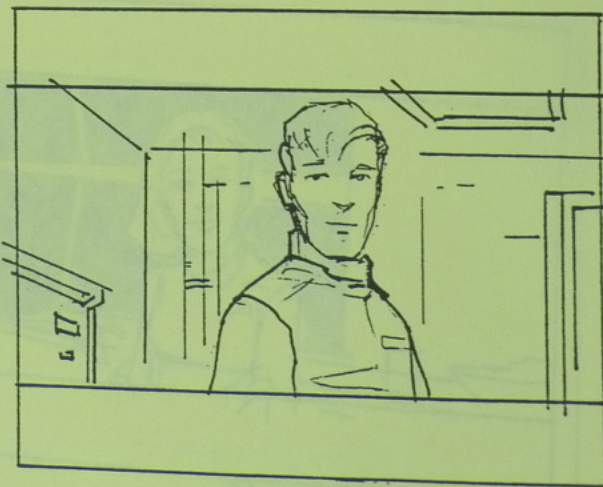
NOTE: BLAIR
SHOULD STAND IN
RIGHT FRAME
FACING FRAME
LEFT

REC - CAM# 16

GO REC FL 1



BLAIR WALKS INTO THE REC ROOM AND IS GREETED BY FLINT'S
SMILING FACE.



PAGE ① of 3

11 MAY 94

GOLDEN ROD

~~11 MAY 94~~

GO REC FL 1

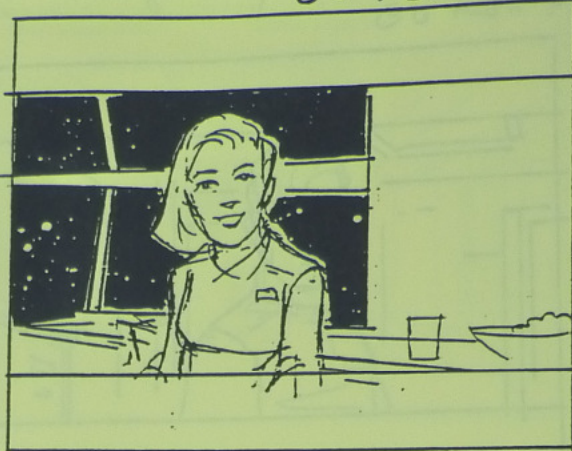
SCENE# 75

SHOT#

P1 G10

FLINT
Word is, things are looking up
for the good guys.
(beat)
When I was growing up, my father
taught us about other campaigns.
Other wars. The weapons keep
changing, but we can still learn
from the past. Take the Trojan
Wars. That conflict also lasted
generations...

REC-CAM#15



SCENE#

SHOT#

BLAIR
It ended with the Trojan Horse,
right?

REC-CAM#16



SCENE#

SHOT#

FLINT
According to legend... But the
important thing is that it did
end.

REC-CAM#15



PAGE (2) of 3

GOLDEN ROD
11 MAY 94
~~Yellow 4 8 1 1~~

SCENE# 76

SCR.

GO REC FL 2

GO REC FL 1

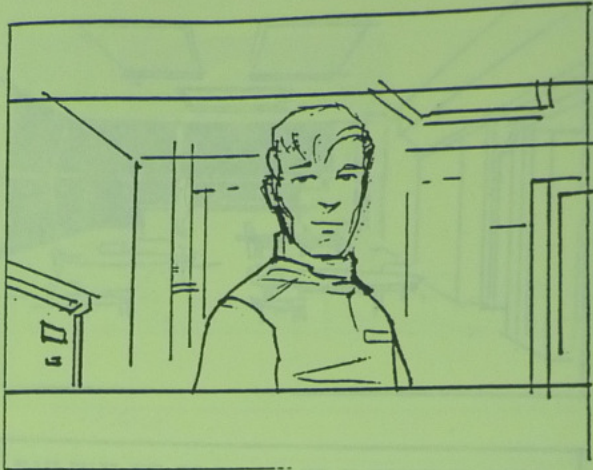
SCENE# 75

SH#

P9 G10

BLAIR
It's good to know that conflicts
like this never really last
forever. It just seems like
it...

REC_CAM#16



11 MAY 94

GOLDEN ROD

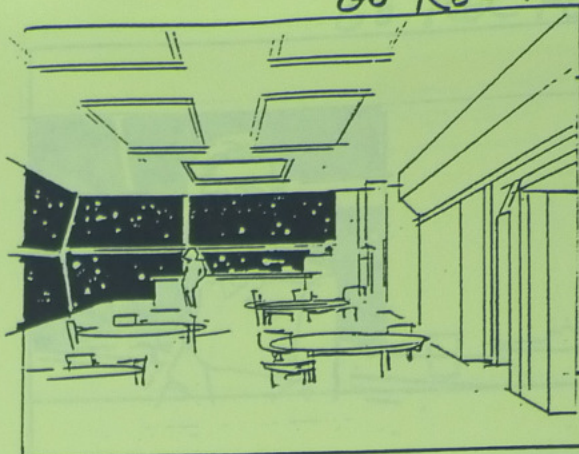
~~11 MAY 94~~

SCENE# 76
SHOT#

PG11 REC ROOM - FLINT
(SLIDING - G2/G3 ONLY)

CONDITION: THE FOLLOWING
SCENE AVAILABLE IF
GROUP MORALE IS LOW.

REC - CAM#1



G-11

SCENE#
SHOT#

BLAIR WALKS INTO THE REC ROOM AND IS GREETED BY FLINT'S
RATHER SOUR LOOK.



FLINT
So what's YOUR opinion, Colonel?
Are we winning this war? Or just
digging our own graves?

REC - CAM#15

SCENE#
SHOT#

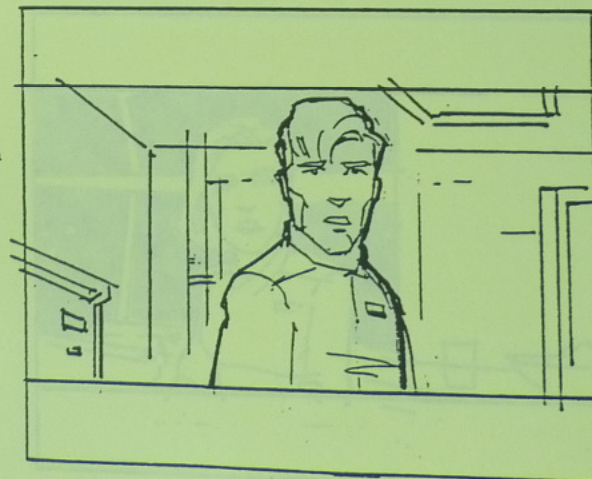
BLAIR
This war's been going on for a
generation. It's not going to
end next week, no matter what you
might hear.

REC - CAM#16

GO REC FL2

SCRIPT PAGE G-11

NOTE: BLAIR MAY
FACE BAR.



PAGE ① of 3

GOLDEN ROD 11 MAY 94

SCENE# 76
SHOT#

pg 11

FLINT
Guys like Lieutenant Rollins?
Nobody would listen to them if
Confed was more upfront about
things.

REC - CAM# 15



SCENE#
SHOT#

BLAIR
There's this illusion that HQ has
everything figured out.

REC - CAM# 16



SCENE#
SHOT#

FLINT
So we're on our own out here?

REC - CAM# 15



GO REC FL 2

GOLDENROD 11 MAY 94

GO REC FL 2

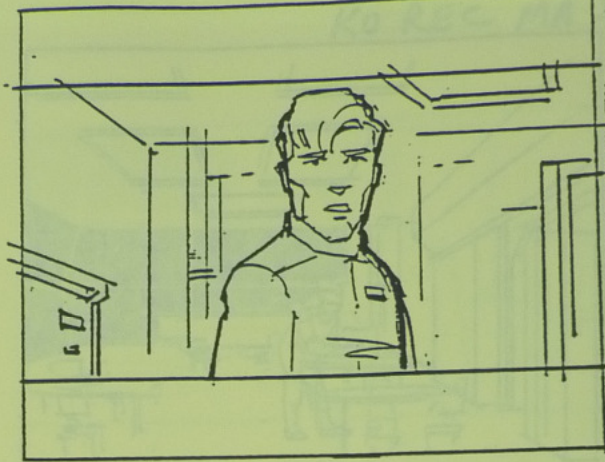
SCENE# 76

SHOT#

M Gill

BLAIR
Every man for himself... Don't
figure on a saviour coming from
Confed Command.

REC_CAM#16



~~11 MAY 94~~
GOLDEN RAD

SCENE# 114

SHOT#

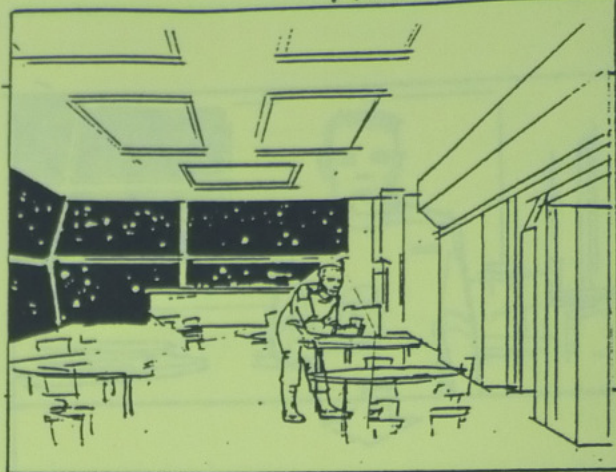
P9 ~~MD~~ K7

REC ROOM
MANIAC (SLIDING -
K2/K3 ONLY)

REC - CAM # 1

KO REC MA S

K-7



SCENE#

SHOT#

MANIAC
Looks like Tolwyn's about to
steamroll another career.
told the Captain to look out.
But would he listen?

REC - CAM # 31



MANIAC BEGINS TO STAND

SCENE#

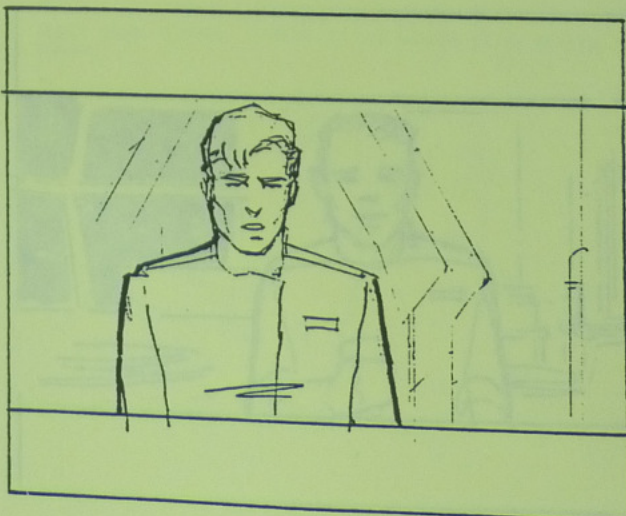
SHOT#

SLAIR
Maniac, when have you actually
known someone to take your
advice?

REC - CAM # 18

SCRIPT PAGE

K-7



PAGE ① of 2

GOLDENROD 11 MAY 94

~~11 MAY 94~~

KO REC MAS

SCENE# 114

SHOT#

PT MB K7

MANIAC
I just told him I spoke from
experience. You poisoned Tolwyn
against me from the start -- and
he's had it out for me ever
since.

REC-CAM#17

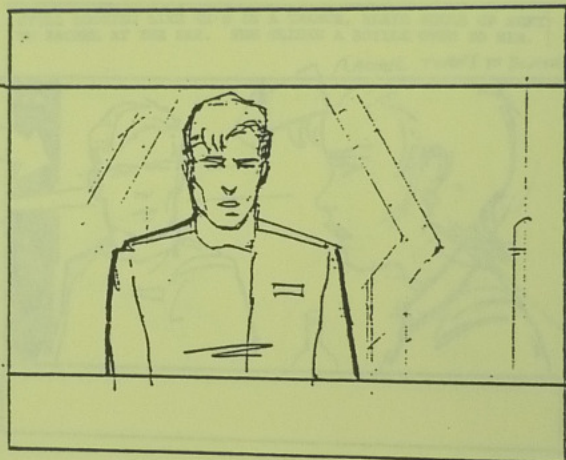


SCENE#

SHOT#

BLAIR
I got news for you. Tolwyn had
nothing to do with your lack of
promotion. Your flying style has
taken care of that for you.
Tolwyn doesn't even know you're
alive.

REC-CAM#18



SCENE#

SHOT#

MANIAC
That's what you think. Everybody
knows about the Maniac.
Everybody.

REC-CAM#17



PAGE (2) of 2

66 MAY 11 GOLDENROD 94

yellow 427-94

REC ROOM - RACHEL

L1 REC RA

L-3

L1RECRA

SCENE# 125

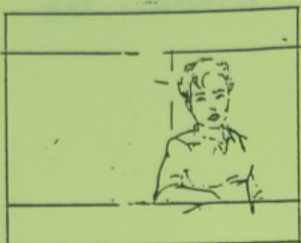
SHOT#

77 L3

NOTE:

RACHEL BRINGS
BLAIR IN
WITH HER
EYELINE.

REC-CAM# 1



SCENE#

SHOT#



STILL LOOKING LIKE HE'S IN A TRANCE, BLAIR PULLS UP NEXT TO RACHEL AT THE BAR. SHE SLIDES A BOTTLE OVER TO HIM.

RACHEL TURNS TO BLAIR

RACHEL
You look like you could use a
little anesthetic.

NOTE:

BLAIR
COULD FACE
BAR AND
LOOK AT
RACHEL OVER
HIS RIGHT
SHOULDER.

REC-CAM#3



SCENE#

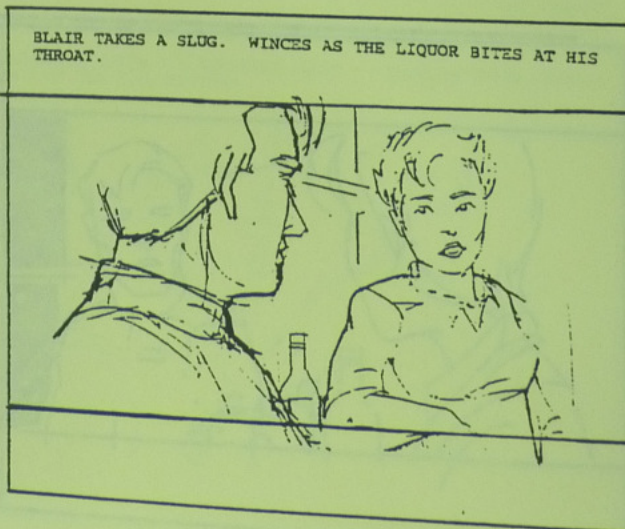
SHOT#

RACHEL
You know? It's almost spooky,
how the Kilrathi zeroed in on
that soft spot...
(beat)
And I guess Thrakhach sure zeroed
in on yours...

REC-CAM#14

SCRIPT PAGE

L-3



BLAIR TAKES A SLUG. WINCES AS THE LIQUOR BITES AT HIS THROAT.

GOLDENROD

11 MAY 94

L1 REC RA

SCENE# 125

SHOT#

P7 L3

REC-CAM#13

BLAIR LOOKS AT HER, THEN TAKES ANOTHER, LONGER DRINK.



SCENE#
SHOT#

RACHEL
I feel for ya, Colonel. I do.
(beat)
You want company?

REC-CAM #14

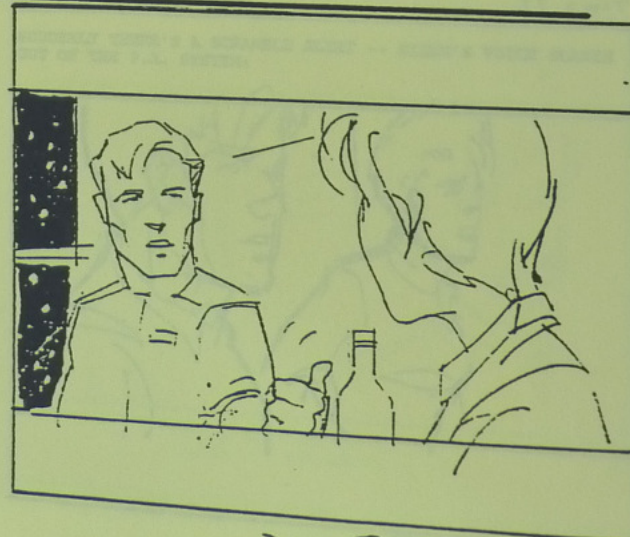


SCENE#
SHOT#

RACHEL'S MORALE UP:
BLAIR STAYS SOBER:

BLAIR
Company? Yeah.
(re the bottle)
But you better put that
away -- before I put it
away.

REC-CAM#13



11 MAY 94

GOLDENROD

~~Yellow 4-4-4~~

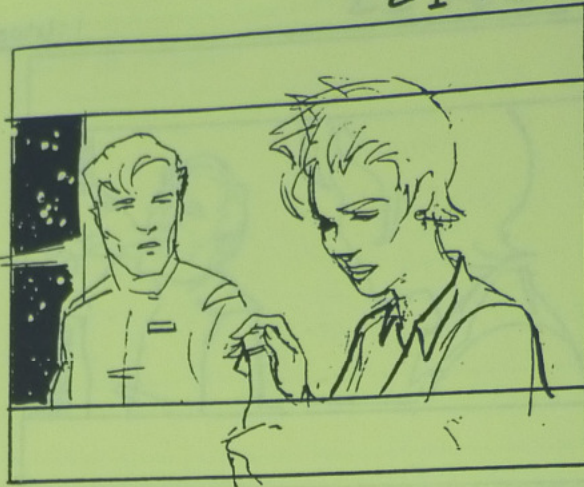
L1 REC RA

SC#125

pg 43

RACHEL NODS, CAPS THE BOTTLE AND SLIDES IT DOWN THE BAR.

REC-CAM#13

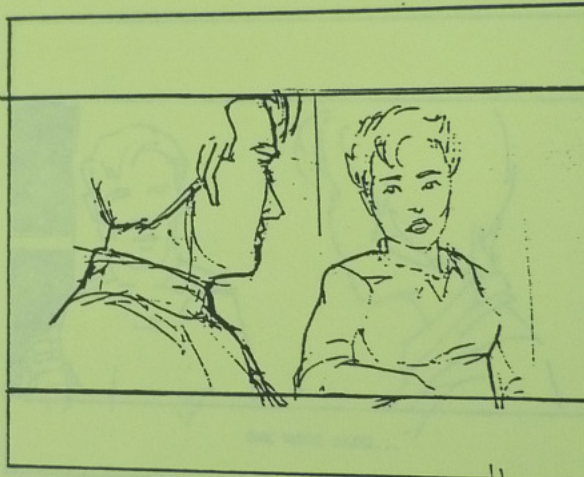


11 MAY 94

GOLDENROD

RACHEL
Well, kick in a bulkhead or something. Get it out somehow, OK? Don't wait til you get in the cockpit--

REC-CAM#14

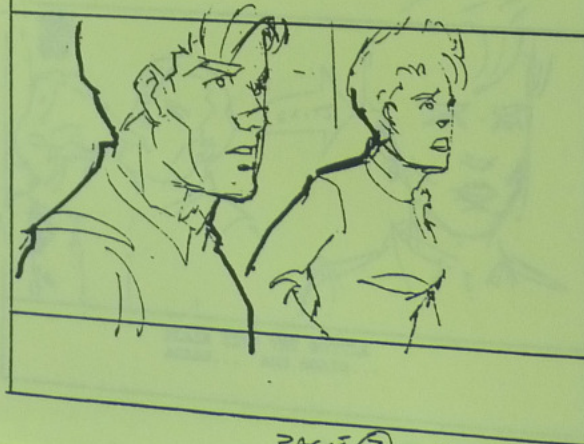


SHOT CONT'D

SUDDENLY THERE'S A SCRAMBLE ALERT -- EISEN'S VOICE BLARES OUT OF THE P.A. SYSTEM:

EISEN (V.O.)
All pilots up. This is no drill -- we're being ambushed!

REC-CAM#14



PAGE ③ OF 5

L1 REC RA

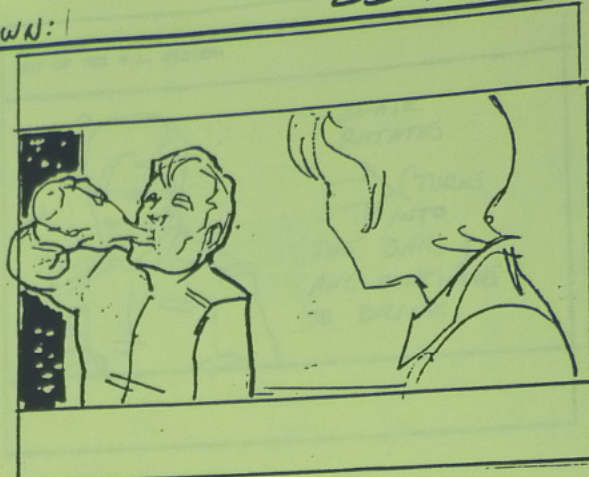
SCENE#
SHOT#

125
Pg L3

RACHEL'S MORALE DOWN:
BLAIR GETS DRUNK:

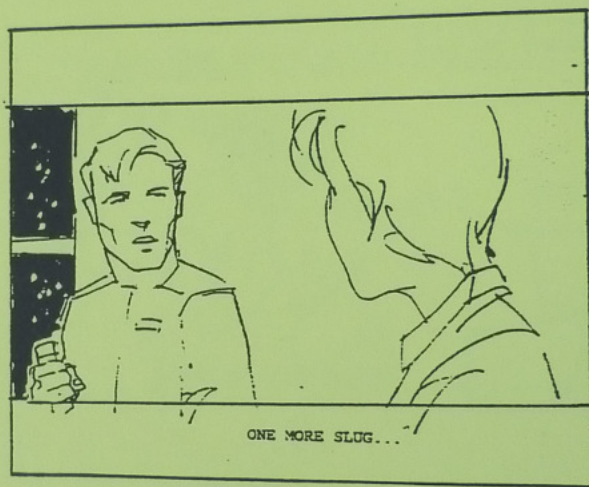
No. BLAIR
HE GRABS THE BOTTLE, TAKES
ANOTHER LONG PULL.

REC-CAM#13



BLAIR
I'll be OK...

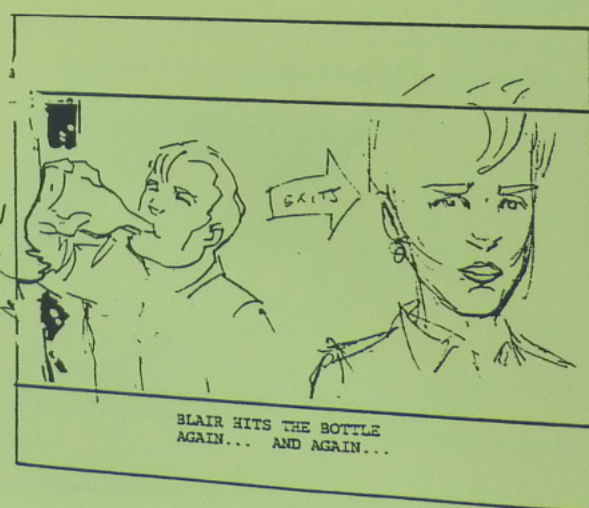
REC-CAM#13



ONE MORE SLUG...

RACHEL LEAVES.

REC-CAM#13



BLAIR HITS THE BOTTLE
AGAIN... AND AGAIN...

PAGE 4 of 5

11 MAY 94

GOLDEN ROD

L1 REC RA

SCENE# 128
FEOT.#

PJ L3

EISEN (V.O.)
All pilots up. This is no drill
-- we're being ambushed!

REC_CAM# 13

SUDDENLY THERE'S A SCRAMBLE ALERT -- EISEN'S VOICE BLARES
OUT OF THE P.A. SYSTEM:



BLAIR
ROTATES

→ (TURNS
INTO
THE BAR)
AND CONTINUES
TO DRINK.

11 MAY 94

GOLDBEROD

~~11 MAY 94~~

SCENE# 128
IT#

SCR. PG.

L8

REC ROOM -
COBRA, ROLLINS
(OPTIONAL)

REC - CAM # 1

SCENE#
SHOT#

COBRA
... The ship's sensors could
track movement in every
compartment, right?

ROLLINS
(scratching his
head)
Well, yeah, technically ... I
suppose it's possible. I'll have
to do some fancy byte-surgery --

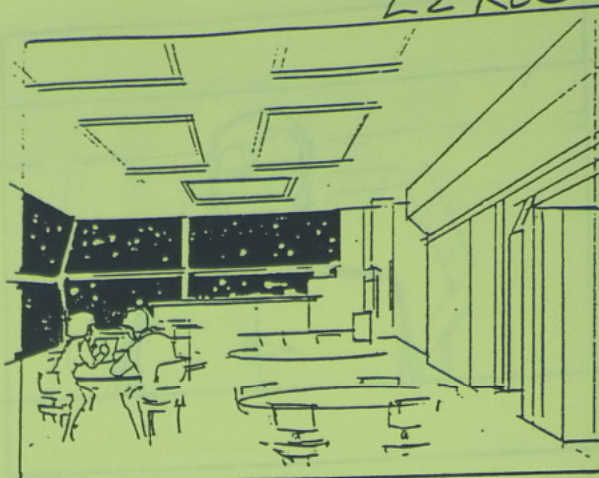
COBRA
Then do it. Make that paranoia
of yours pay off for once--

REC - CAM # 19

SCENE#
SHOT#

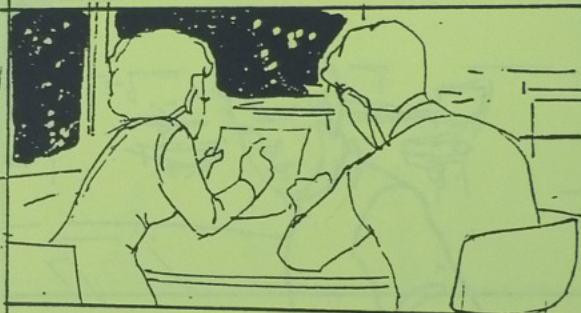
SCRIPT PAGES L-8
THROUGH L-9

L2 REC CB 0



L-8

BLAIR COMES UP BEHIND COBRA AND ROLLINS -- WHO ARE POURING
OVER A SHEAF OF PRINTOUTS AND HAVING A VERY ANIMATED
DISCUSSION.



Yellow 4-27-94

SHOT CONT'D

SHE STOPS, NOTICING BLAIR PEERING OVER HER SHOULDER.



PAGE 1 of 4

SCENE# 128

SHOT#

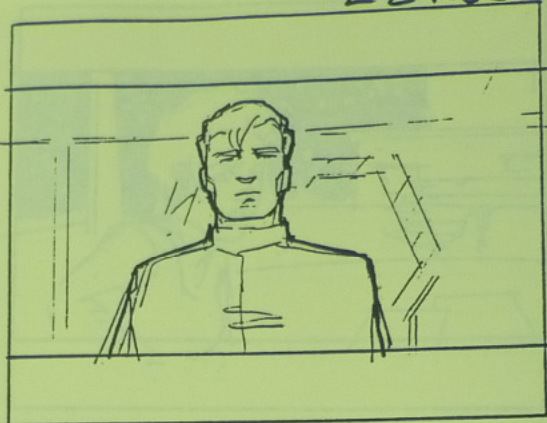
P9 L2

REC-CAM#20

BLAIR
That would be a change for the
Lieutenant. Fill me in.

TIGHTEN
SLIGHTLY ON
BLAIR.

CROP COBRA
AND ROLLINS
SINGLES
CLOSER.



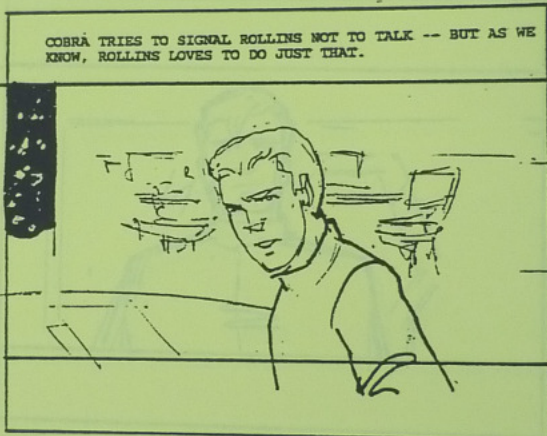
L2 REC C30

SCENE#
SHOT#

ROLLINS
You see, sir -- those crazy coded
transmissions are still being
sent. Cobra here, she thinks
Hobbes--

Hobbes

REC-CAM#21



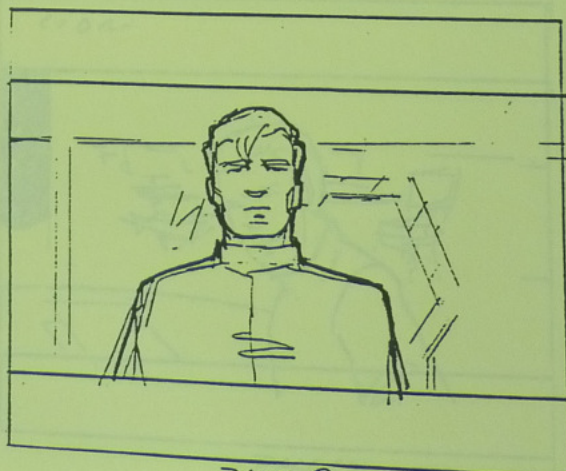
COBRA TRIES TO SIGNAL ROLLINS NOT TO TALK -- BUT AS WE
KNOW, ROLLINS LOVES TO DO JUST THAT.

Yellow 4.27.94

SCENE#
SHOT#

BLAIR
I know what Cobra thinks.
+ THINK

REC-CAM#20



PAGE 2 of 4

SCENE# 128
SHOT# 17 L8

COBRA
Sir, they were waiting for the
Behemoth. They know what we're
going to do even before we do.
(beat)
And I can't believe you're still
sympathetic towards a Kilrathi.
Not after--
(she bites her
tongue)

REC-CAM#22



L2 REC CBO

GROUP MORALE UP:

SCENE# COBRAS MORALE UP:
SHOT#

BLAIR
Look, I gotta admit, it
does seem like we've been
dogged by more than bad
luck lately. Keep working
on those decodes.

REC-CAM#20

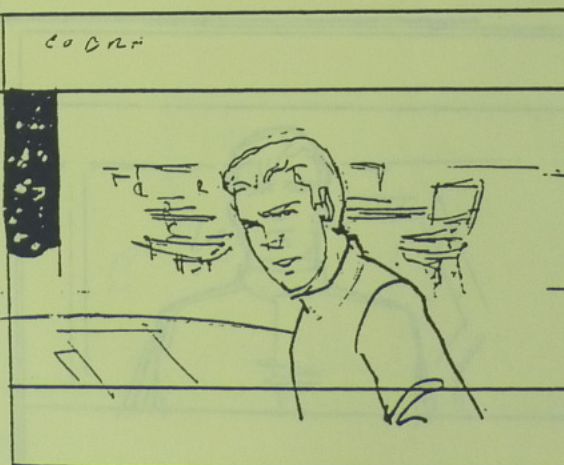


Yellow 4-27-94

SCENE#
SHOT#

ROLLINS
Yes, sir!

REC-CAM#21



PAGE (3) of 4

SCENE# 128

SHOT#

PG 48

COBRA
And Hobbes, sir?

REC-CAM# 22



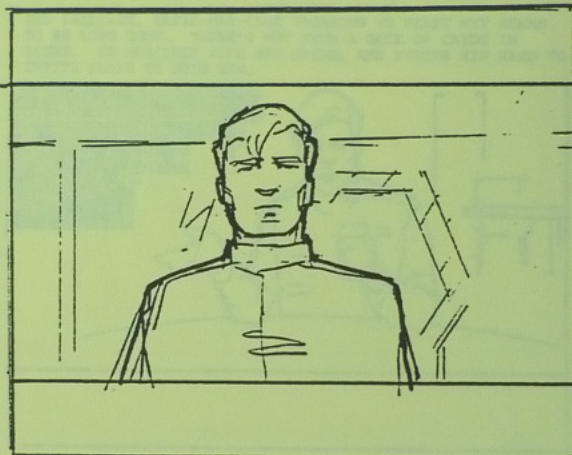
SCENE#

SHOT#

BLAIR
At the moment, I'd say none
of us is above suspicion.

Suspicion

REC-CAM# 20



Yellow 4-27-94

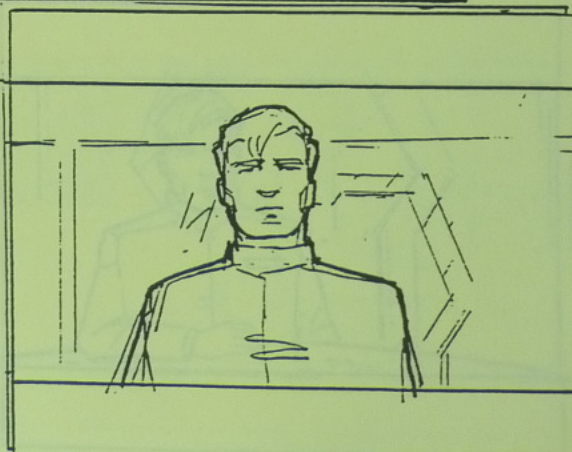
GROUP MORALE DOWN:

SCENE#
SHOT#

COBRA'S MORALE DOWN:

BLAIR
Look, we can't pretend
anymore. Confed's losing
the war. That's the real
cause of our bad luck.
(beat)
And lay off Hobbes. If we
lose, do you have any idea
what they'll do to him?

REC-CAM# 20



PAGE 4 of 4

SCENE# 134
SHOT#

SCR. PG.
L18

REC ROOM -
VAGABOND (SLIDING -
L3/L4 ONLY)

REC-CAM #1



L-18
L-19

GOLDENROD 11 MAY 94

SCENE#
SHOT#

VAGABOND
The grapevine's really been humming. Everyone knows we're getting Dr. Severin.
(beat)
Or Dr. Death, as he's known to some of his old friends...

THE LAIDBACK, DEVIL-MAY-CARE VAGABOND WE FIRST MET SEEMS TO BE LONG GONE. THERE'S NOT EVEN A DECK OF CARDS IN SIGHT. HE MOROSELY SIPS HIS DRINK, AND SWEEPS HIS HAND TO INVITE BLAIR TO JOIN HIM.



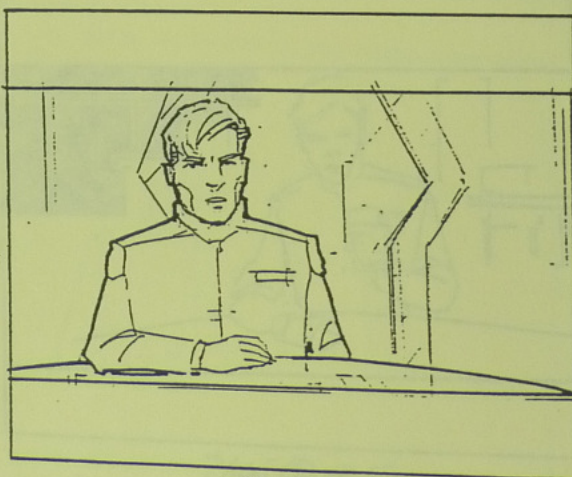
REC-CAM #11

SCENE#
SHOT#

BLAIR
You know him?

SCRIPT PAGES
L-18 THROUGH
L-19

REC-CAM #7



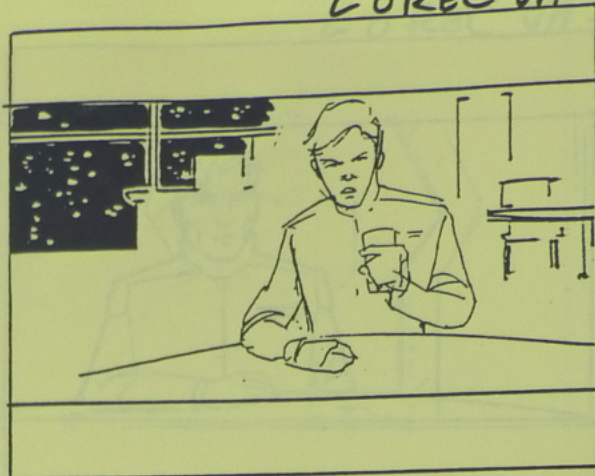
PAGE ① of 5

SCENE 134

Pg 418

VAGABOND
Yeah, we go back, Sevvy and I.
(beat)
You ask me, the Kilrathi did the
right thing locking him up.

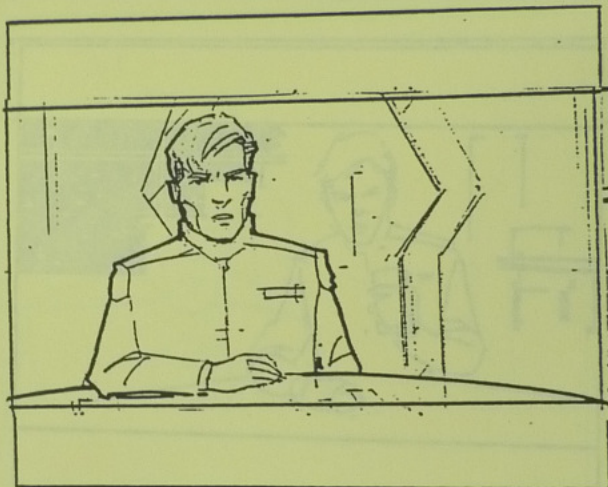
REC-CAM #11



SCENE#
SHOT#

BLAIR
Why do I have the feeling this
has to do with your classified
past?

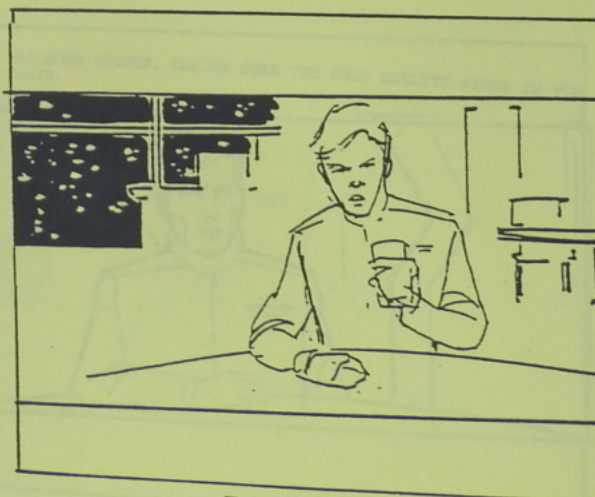
REC-CAM #7



SCENE#
SHOT#

VAGABOND
Look, you know I haven't always
been a pilot.
(beat)
You ever hear about Pax ??

REC_CAM #11



PAGE (2) of 5

11104-4

11 MAY 94

GOLDEN ROD

~~Yellow 427 02~~

SCENE# 134
SHOT#

P9 L18

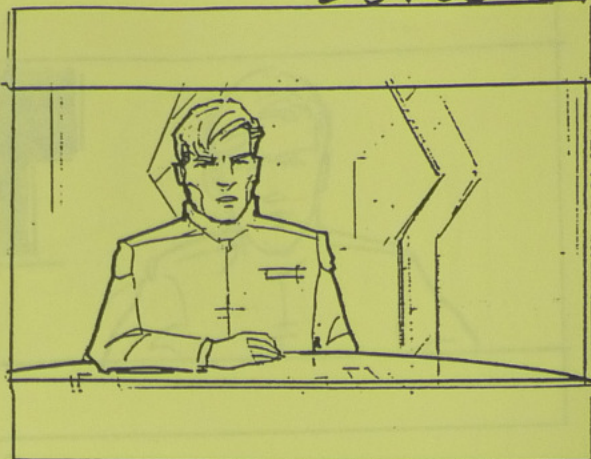
Yeah. A lot...

BLAIR
Yeah. A lot of people got killed
-- accident of some sort.

... of some sort

S...-

REC-CAM #7



SCENE#
SHOT#

VAGABOND
Millions got killed. And it was
no accident.

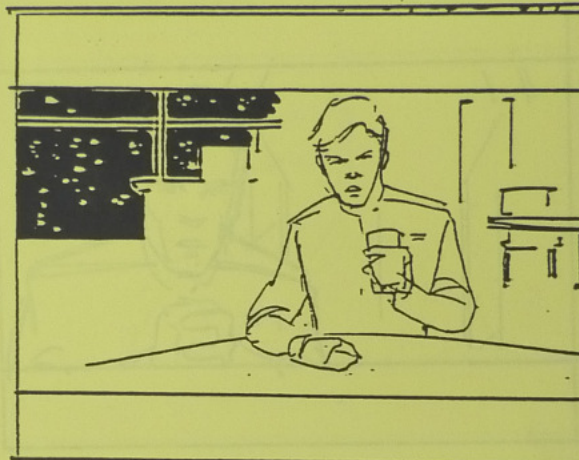
(beat)

Just one of ole Doc Sevvy's
demolitions tests...

(beat)

I was workin' for him back then.
I'm certain he knew exactly what
was going to happen, but he saw
no reason to warn the civilians.

REC-CAM #11



SCENE#
SHOT#

VAGABOND PAUSES, MAKING SURE THE FULL REALITY SINKS IN FOR
BLAIR.



REC-CAM #7

PAGE (3) OF 5
MAY 11 11 04 4

LO REC VAS

11 MAY 94

GOLDEN ROD

~~Yellow 4-4-94~~

LO REC VAS

SCENE# 134
SHOT#

Pg 18

VAGABOND
(continuing)
Afterwards. Confed tried to cover it up. But who really cared, anyway? The Paxons were just a backwards people who had nothing to offer the war effort.

(beat)
That's when I quit demolitions. In the cockpit, I can see the enemy -- they line up right in my gunsights. And the pilots I shoot down sure ain't civilians.

(beat)
But if there's a hell to go to, I know they've got a special place reserved for me. And Sevvy.

REC-CAM #5



VAGABOND'S MORALE UP:

SCENE#
SHOT#

BLAIR
Maybe there's a little redemption possible if we get this guy and he helps us win the war.

REC-CAM #8



SCENE#
SHOT#

VAGABOND
(shakes his head; smiles)
Talk about ironies...

REC-CAM #5



11 MAY 94

GOLDENROD

Yellow 4-2-94

PAGE (4) OF 5

PAGE (1) OF 4

VAGABOND'S MORALE DOWN:

LO REC VAS

SCENE# 134
SHOT# PJL18

BLAIR
That's an awful lot of
baggage to be carrying
around. Maybe you should
sit out these missions.
11-2-0-121

REC-CAM #8



SCENE#
SHOT#

VAGABOND
No way, Colonel. I wanna
be right there when we get
this guy.

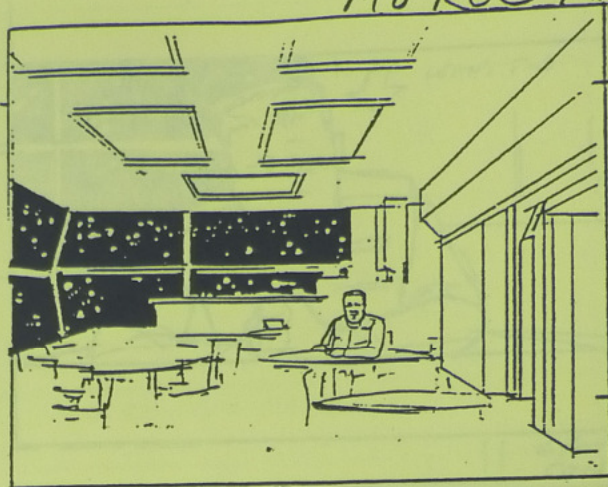
REC-CAM #5



Yellow 42794
GOLDWROD 11 MAY 94

SCENE# 143 REC ROOM -
 OT#
 PG M3 MANIAC
 (SLIDING)

REC_CAM# 1



SCENE#
 SHOT#

MANIAC
 What'd I tell you about trusting
 a cat?

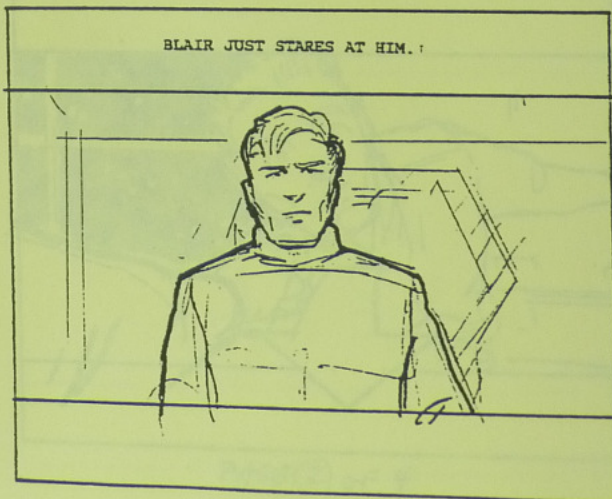
REC_CAM# 23



SCENE#
 SHOT#

REC_CAM# 24

MOREC MAS
 SCRIPT PAGE
 M-3



PAGE 11 OF 4

MOREC MAS
 MOREC MAS

GOLDENROD
 11 MAY 94

~~11 MAY 94~~

SCENE# 143

SHOT#

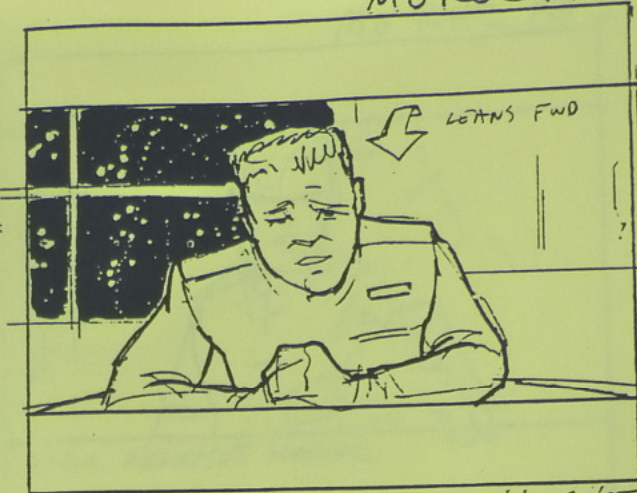
P9 M3

MANIAC
Too bad Cobra had to die to get
her point across.

221055

REC - CAM # 23

MORECMA S



SHOT
CONT'D

MANIAC'S MORALE UP:

SCENE#

SHOT#

BLAIR GRABS HIM BY THE
COLLAR AND LIFTS HIM OUT OF
HIS CHAIR.

REC - CAM # 24



BLAIR REACHES TOWARD CAMERA

SHOT
CONT'D

SCENE#

SHOT#

MANIAC
Temper, temper. You can't
afford to lose any more
wingmen.

221055

REC - CAM # 23



PAGE (2) OF 4

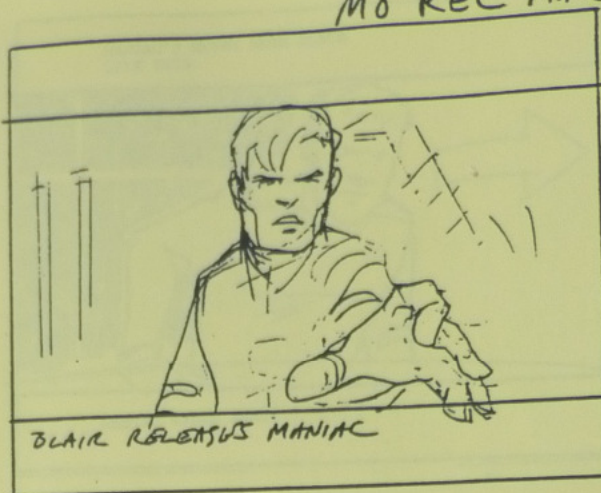
GOLDENROD
11 MAY 94

~~BLAIR GRABS HIM BY THE COLLAR~~

SCENE# 143
 PG 173

BLAIR
 (easing up)
 For once, you're right.

REC-CAM# 24



SCENE#
 SHOT#

I am? MANIAC

REC-CAM# 23

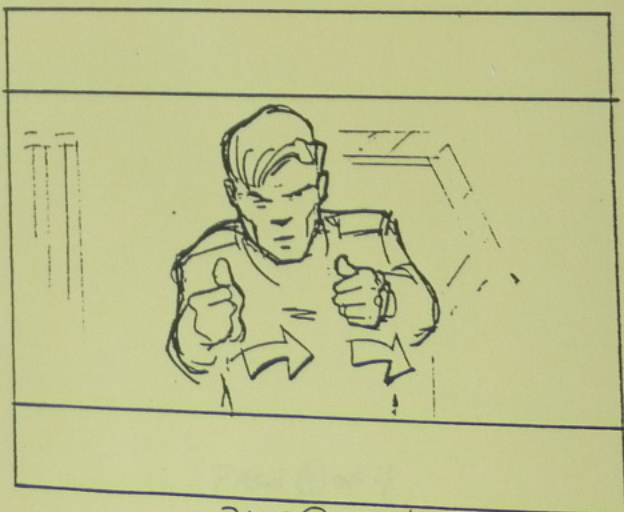


SCENE#
 SHOT#

BLAIR
 We'll just have to settle
 it out there. Next time
 you're on my wing -- I
 might just rotate my
 turrets and --

HE MAKES THE SOUND OF
 MANIAC BEING LASERED IN
 TWO.

REC-CAM# 24



MO REC MAS

GOLDENROD
 11 MAY 94

~~11 MAY 94~~

REBULING DEPT

COCKPIT (PIT) HILLS INTERIOR

0
 D

MO REC MAS

SCENE# 143
SHOT# PM3

MANIAC
You're crazy, man.

REC-CAM#23

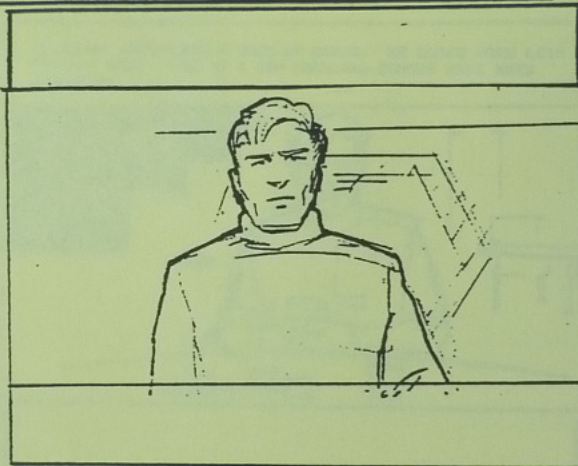


MANIAC'S MORALE DOWN:

SCENE#
SHOT#

BLAIR GLARES AT MANIAC,
THEN WALKS AWAY.

REC-CAM#24



GOLDENROD
11 MAY 94

~~11 MAY 94~~

M3 REC VA 0

SCENE# 151
SHOT#

SCR. PG.
M14

REC ROOM -
VAGABOND
(OPTIONAL)

CONDITION: THIS
SCENE AVAILABLE
ONLY IF
MOBILES PLAYED
AND EISEN AGREED
TO VAGABOND'S
RELEASE.



REC-CAM #1

SCENE#
SHOT#

VAGABOND
Colonel. Pull up a chair.

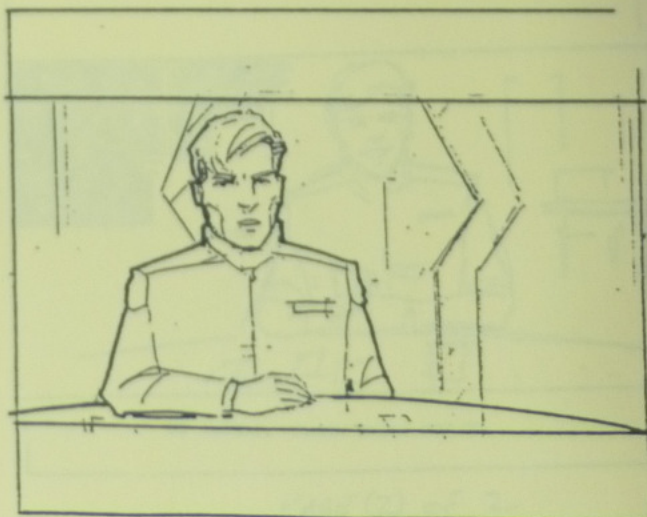
VAGABOND, SHUFFLING A DECK OF CARDS. HE LOOKS MORE LIKE
HIS OLD SELF -- AS IF A FEW PERSONAL DEMONS HAVE BEEN
EXORCISED.



REC-CAM #1

SCENE#
SHOT#

BLAIR
For a guy who's been staring at
four gray walls for awhile, you
look pretty chipper.



REC-CAM #7

M3 REC VA 0

SCRIPT PAGE

M-15

hb Jan 11 008-26709

~~Hotel Power~~

Rebueing, Dept

COOPER (PIT) TITLE NICKER

06

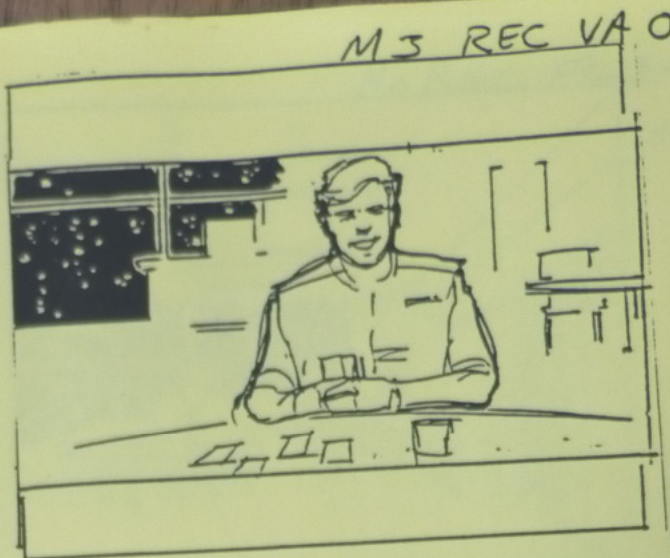
SCENE#
SHOT#

SC#151
PJ M14

well,

VAGABOND
Well, that's it, isn't it? I'm
not playing solitaire anymore.
Got you to thank for that.

REC-CAM #11



SCENE#
SHOT#

BLAIR
We all lose it once in a while.

while

REC-CAM #7



SCENE#
SHOT#

VAGABOND
Yeah, well, if I had it to do
again...
(beat)
I'd still pop the son-of-a-bitch.

son of a bitch

REC-CAM #11



HE LAUGHS. BLAIR TRIES NOT TO.

PAGE (2) OF 2

h6v4v 11

602130102

h6v4v 11

REUBEN DRESS

COOPER (PH) TITIS NITRO

010

NO REC FL 1-S

N-1

Series N -- Hyperion System -- A beta test for the Temblor Bomb...

NOTE: The situation presented in the following two scenes (NORECFL1-S and NORECRA1-S) is that Blair enters the Rec Room and can have a conversation with Flint or Rachel. He must pick one OR the other (or he may decide not to speak to either of them). Once he makes a choice, the other scene is NOT available.

Within each scene, he will be faced with a Morale Decision. Choosing the "Morale DOWN" option will then make ONE of two more scenes (NORECRA2-S or NORECFL2-S) available. IF he does NOT continue immediately with one of these, they will NOT be available later.

All FOUR of these scenes must "SLIDE" through Series N together, being available for play as a unit.

This is what happens if Blair chooses Flint first:

REC-CAM #1

SCENE# 153
SHOT#

pg 11

FLINT
Should I read anything into this?
Your talking to me instead of
your mechanic?

FLINT
FOLLOWS
BLAIR WITH
EYELINE
SCREEN LEFT
TO RIGHT.

REC-CAM #5

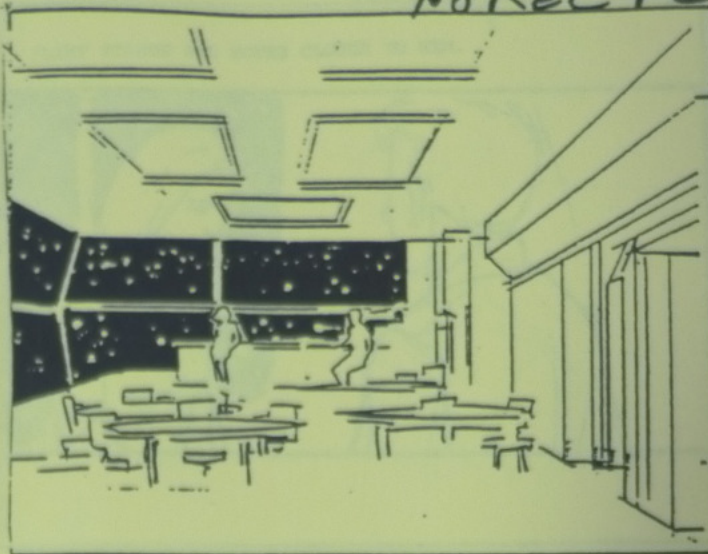
SCENE#
SHOT#

BLAIR
(smiles)
Had to make a command decision,
didn't I?

REC-CAM #16

BLAIR
TOWARDS
BAR --

HE CAN ALSO
FACE THE
BAR-HIS
LEFT
SHOULDER
TOWARD
CAMERA



REC ROOM - FLINT (SLIDING)

NORECFL1-S

BLAIR SEES BOTH FLINT AND RACHEL, AT OPPOSITE ENDS OF THE REC ROOM. THEY BOTH LOOK AT HIM EXPECTANTLY. IT LOOKS LIKE DECISION-TIME...

HE MOVES TO FLINT.



GOLDENROD
11 MAY 94

4274

SCENE# 153

SHOT#

P9N1

FLINT
But is it a decision for this moment? Or something more lasting? This war? Everyone can feel it ... we seem to be facing more risk than ever... I think it means every moment has to count...

REC-CAM #25

FLINT'S MORALE UP:

SCENE# RACHEL'S MORALE DOWN
SHOT#

Flint's morale UP:
Rachel's morale DOWN:

BLAIR REACHES OUT, PULLS HER FORWARD, AND KISSES HER.

REC-CAM #25

SCENE#
SHOT#

IN THE BACKGROUND, AN UNHAPPY RACHEL WALKS OFF.

RACHEL
EXITS
TOWARD
CAMERA

REC-CAM #27

NO REC FL 1 S

FLINT STANDS AND MOVES CLOSER TO HIM.

3
N-1



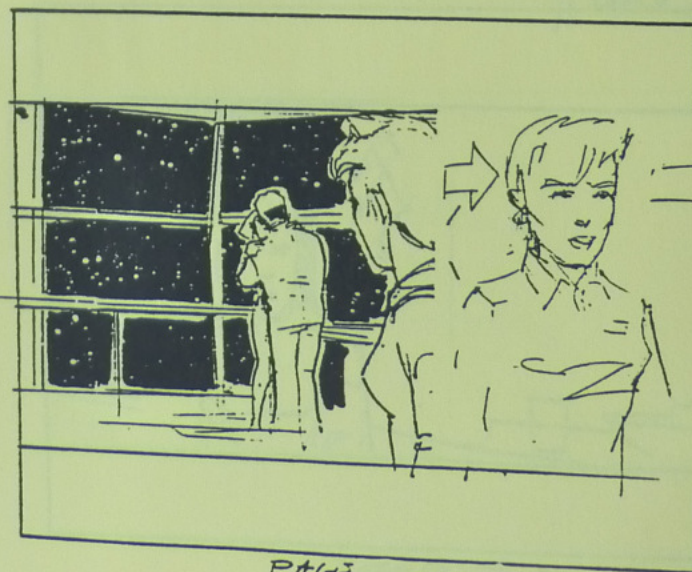
GOLDEN-1 ROD
11 MAY 94

3 can
Cont'd

N-2



~~NO REC FL 1 S~~



PAGE 2 of 3

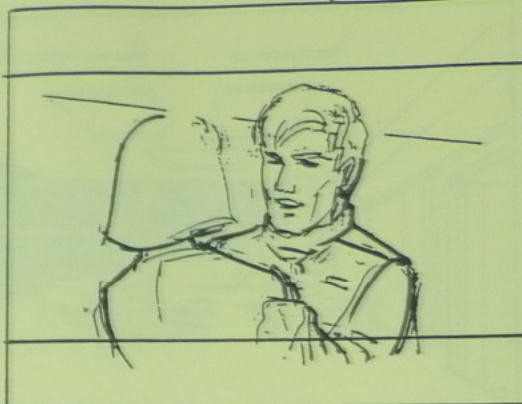
SCENE# 153
SHOT#

MNI

BLAIR AT LAST COMES UP FOR AIR.

BLAIR
You're right. We've wasted too much time already.

REC-CAM # 24



NO REC FL 1-5

K-2

FLINT'S MORALE DOWN:

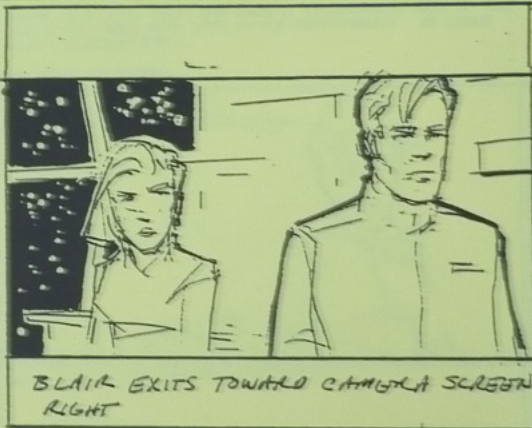
SCENE# BLAIR DOES NOT KISS
SHOT# FLINT

N-2

Flint's morale DOWN:
(Blair does NOT KISS Flint)

BLAIR
(beat)
I can't risk getting involved with someone who might be on my wing. There's far too much at stake.

REC-CAM # 15



BLAIR EXITS TOWARD CAMERA SCREEN RIGHT

GOLDEN ROD 11 MAY 94

SCENE#
SHOT#

FLINT'S EYES GO COLD AS SHE STEPS BACK AND SITS BACK DOWN AT HER TABLE. BLAIR WALKS AWAY.

NO RECRAZ-S now available.

REC-CAM # 15



SHOT 1 CONT'D

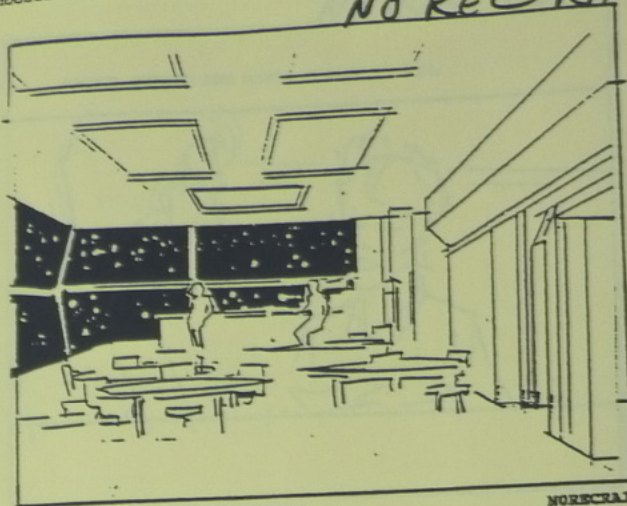
This is what happens if Blair chooses Rachel first:

NO REC RA 1-5

N-3

SCENE# 154
SHOT#
P/N3

REC - CAM #1



REC ROOM - RACHEL (SLIDING)

MOORECRAI-S

BLAIR SEES BOTH FLINT AND RACHEL. AT OPPOSITE ENDS OF THE REC ROOM. THEY BOTH LOOK AT HIM EXPECTANTLY. IT LOOKS LIKE DECISION-TIME...

HE MOVES TO RACHEL.

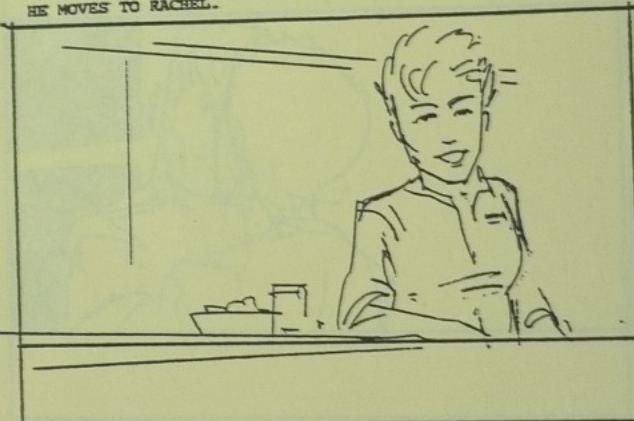
11 MAY 94
GOLDEN ROD

Yellow 1000

SCENE#
SHOT#

RACHEL
Wow-ee. Command decision-making in action. I'm impressed.

RACHEL
BRINGS
BLAIR INTO
SCENE
WITH HER
EYELINE -
-SCREEN RIGHT
TO LEFT.
REC - CAM #9



SCENE#
SHOT#

BLAIR
It's always moment-by-moment in the cockpit.

REC - CAM #10



SCENE# 154
 SHOT#
 P9N3

RACHEL.
 So are we going to extend the moment? We going to kick in the afterburners here?

REC-CAM#28

RACHEL'S MORALE UP:

SCENE# FLINT'S MORALE DOWN:
 SHOT#

Rachel's morale UP:
 Flint's morale DOWN:

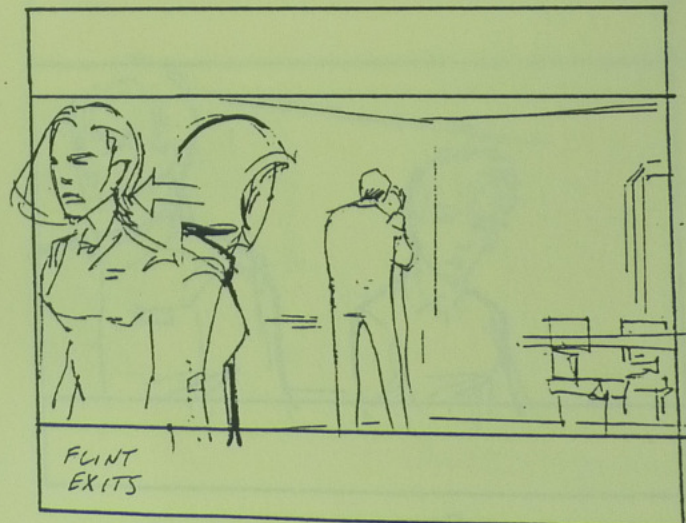
BLAIR REACHES OUT, PULLS HER FORWARD, AND KISSES HER.

REC-CAM#29

SCENE#
 SHOT#

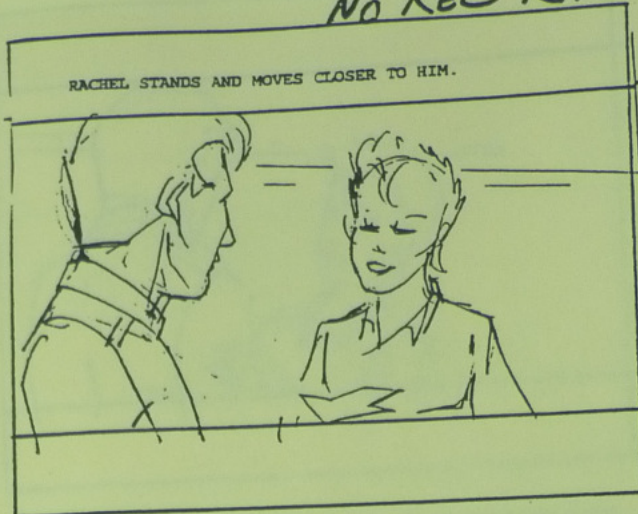
IN THE BACKGROUND, AN UNHAPPY FLINT WALKS OFF.

REC-CAM#30



FLINT
 EXITS

NO REC RA 15



RACHEL STANDS AND MOVES CLOSER TO HIM.

11 MAY 94

~~11 MAY 94~~

REVENUE DEPT

COCKPIT (PT) TITLE INTERIOR

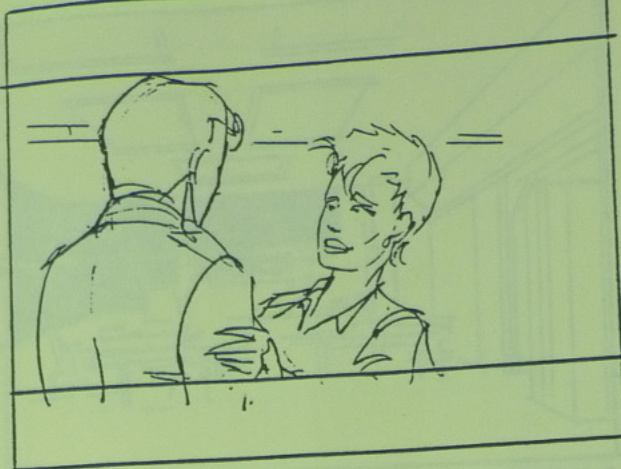
SCENE# 154
 PT.# P/N3

NOREC RAZ-S

RACHEL COMES UP FOR AIR.

RACHEL
 There's more thrust in
 those jets than I had
 imagined...

REC - CAM #28

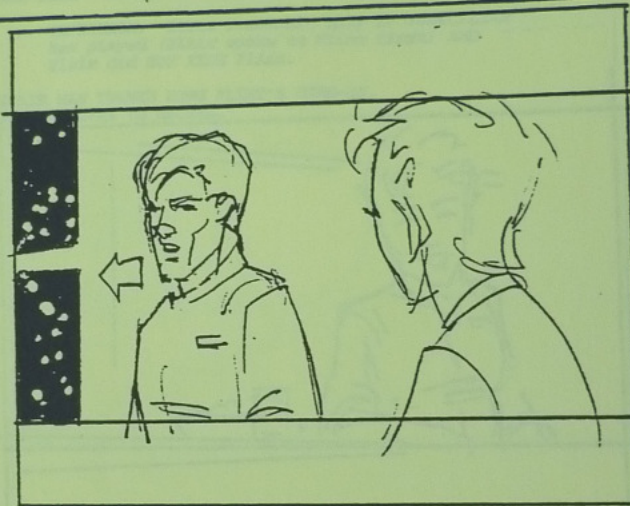


RACHEL'S MORALE DOWN:
BLAIR DOES NOT KISS RACHEL

Rachel's morale DOWN:
 (Blair does NOT KISS
 Rachel)

BLAIR
 (beat)
 Look, I'm flattered. But
 you and me? It'd be oil
 and water. There's no
 future in it.

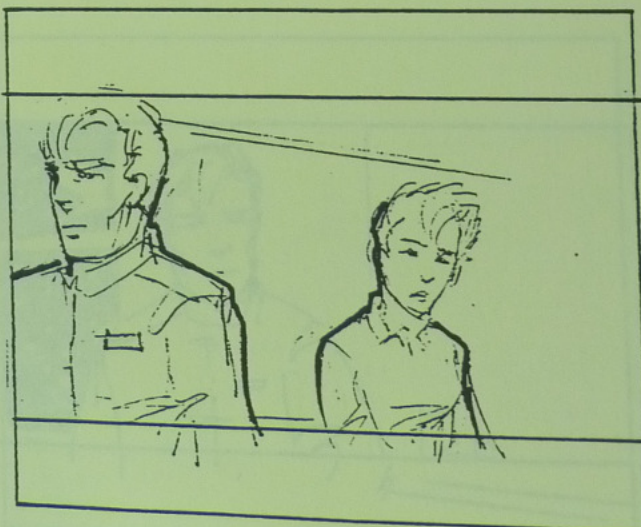
REC - CAM #29



RACHEL SHAKES HER HEAD
 SADLY AND SITS BACK DOWN.
 BLAIR WALKS AWAY.

NORECFL2-S now available.

REC - CAM #28



11 MAY 94

GOLDENROD

hotel 1101

REVENUE DEPT

COCKPIT (PIT)

MILE INTERIOR

00

NO REC RA 2-5

N-4

GOLDEN ROD
11 MAY 94

SCENE# 155

pg 44

REC - CAM# 1



REC ROOM - RACHEL (SLIDING) NORECRA2-5

CONDITION: Scene available only IF NORECFLI-5 has played (Blair spoke to Flint first) AND Blair did NOT KISS Flint.

BLAIR HAS TURNED DOWN FLINT'S COME-ON. NOW HE MOVES TO RACHEL.

SCENE#
SHOT#

RACHEL
My, my. You're just full of surprises.

REC - CAM# 9



SCENE#
SHOT#

BLAIR
You gotta know how to take evasive maneuvers when you're in the cockpit.

REC - CAM# 10



SCENE# 155

PG 14

RACHEL
Hmm... Should I expect more?

REC - CAM #28

RACHEL'S MORALE UP:

SCENE# FLINT'S MORALE DOWN:
SHOT#

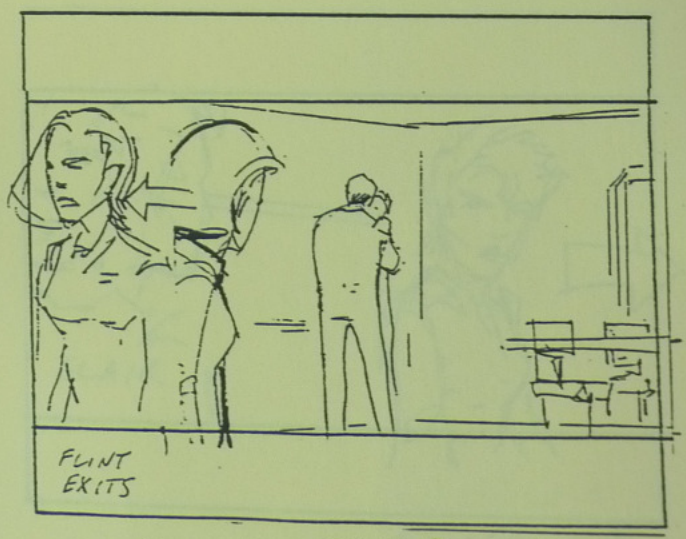
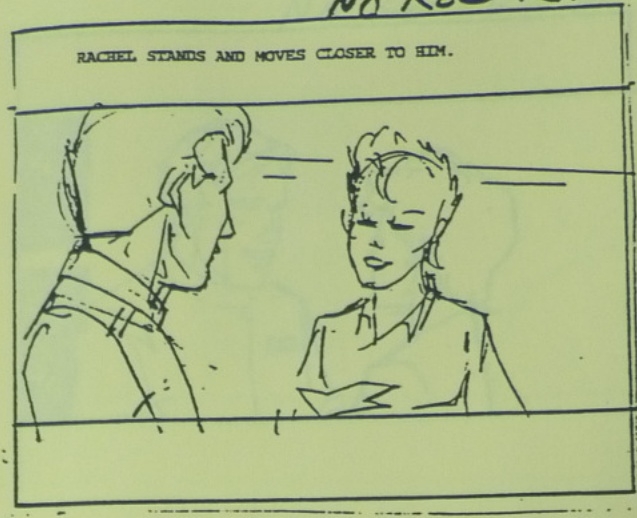
Rachel's morale UP:
Flint's morale DOWN:
BLAIR REACHES OUT, PULLS
HER FORWARD, AND KISSES
HER.

REC - CAM #29

SCENE#
SHOT#

IN THE BACKGROUND, AN
UNHAPPY FLINT WALKS OFF.

REC - CAM #30



FLINT
EXITS

NO REC RA 2 S

N-4

GOLDEN ROD

11 MAY 94

~~11 MAY 94~~

REVENUE DEPT

COCKPIT (PIT) TITLE INTERIOR

SCENE# 155

SHOT#

P7N4

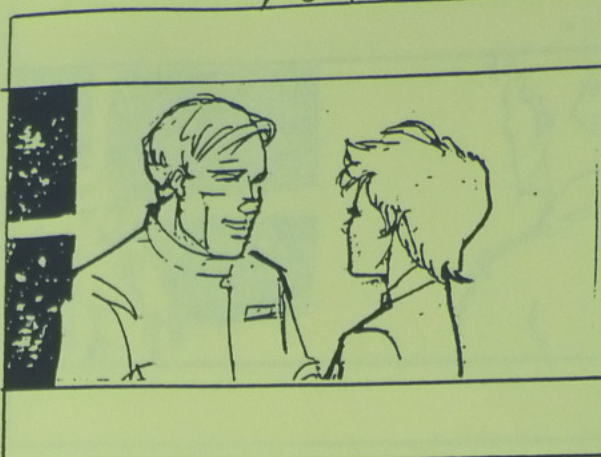
BLAIR FINALLY COMES UP FOR AIR...

BLAIR
A good pilot also knows when to engage.

REC-CAM# 29

NO REC RA 2-5

N-4



000130700

HP 2000 II

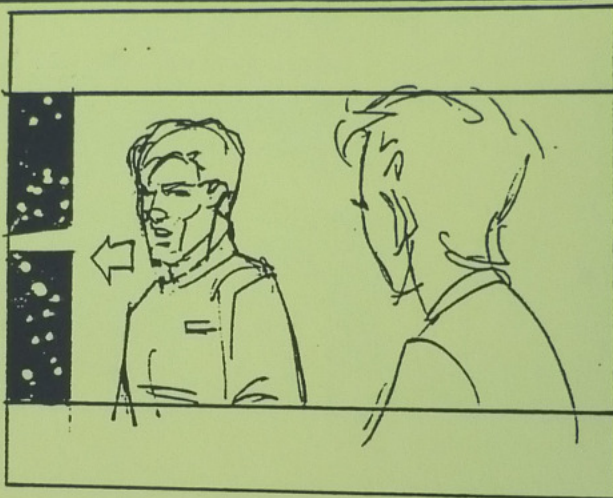
RACHEL'S MORALE DOWN:

SCENE# BLAIR DOES NOT KISS RACHEL
SHOT#

Rachel's morale DOWN:
(Blair does NOT KISS Rachel)

BLAIR
(beat)
I'm sorry... These next few days? Everything's on the line. I ... we ... have to stay focused ... and untangled.

REC-CAM# 29



HP 2000 II

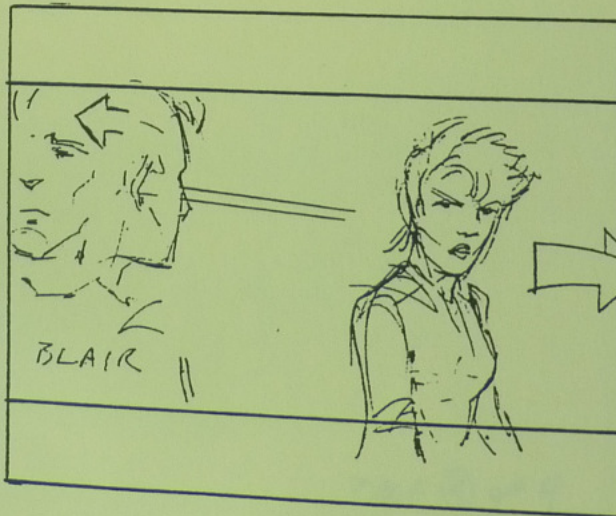
SCENE#
SHOT#

RACHEL
(shakes her head)
Pilots... They'd rather crash and burn than make a commitment.

SHE LEAVES.

BLAIR THEN TURNS TO FLINT.

REC-CAM# 9



PAGE 3 of 4

REVENUE DEPT

COCKPIT (P7) WILE INTERIOR

000130700

SCENE# 155

SHOT#

P9N4

FLINT DOES THE SAME.
BOTH UNHAPPY.

REC-CAM#15



NO REC RA2-S

GOLDEN ROD
11 MAY 94

~~11 MAY 94~~

SCENE# 156
 SHOT#
 PYN5

REC_CAM#1

SCENE#
 SHOT#

FLINT
 I'm surprised you even noticed me.

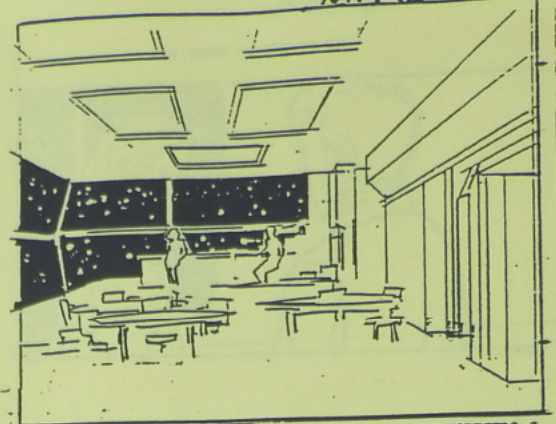
REC_CAM # 15

SCENE#
 SHOT#

BLAIR
 Hey, whatever you may think -- Rachel and I are not an item.

BLAIR MAY
 FACE BAR
 IN THIS SHOT --
 HIS LEFT
 SHOULDER TO
 CAMERA
 REC_CAM#16

NO REC. FL2-S



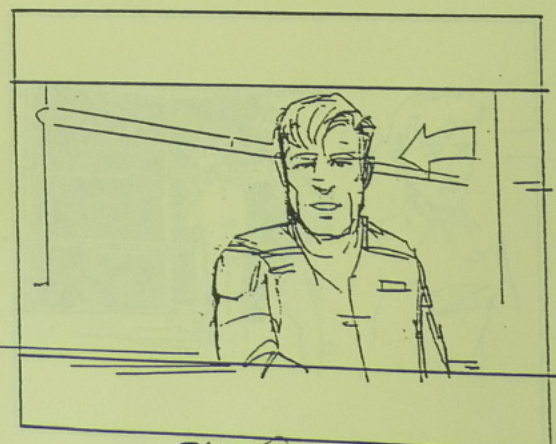
REC ROOM - FLINT (SLIDING) NORECFL2-S

CONDITION: Scene available only IF NORECRAI-S has played (Blair spoke to Rachel first) AND Blair did NOT KISS Rachel.

BLAIR HAS TURNED DOWN RACHEL'S COME-ON. NOW HE MOVES TO FLINT.



blair to Rachel



11 MAY 94 GOLDENROD

REVENUE DEPT

COCKPIT (PT) WILE INTERIOR

05

SCENE# 150

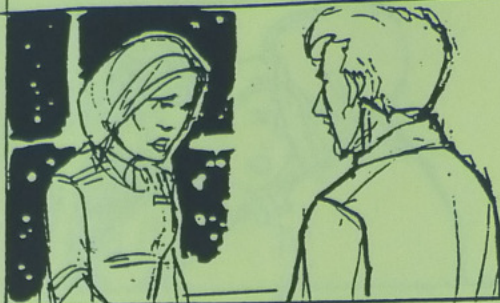
SHOT#

P7N5

FLINT
So where's that leave us?

SLIGHTLY
WIDER THAN
SHOWN - TO
INCLUDE BAR
PLAY FLINT
SITTING-- SHE
THEN STANDS.
REC-CAM #25

FLINT STANDS AND MOVES CLOSER TO HIM.



FLINT'S MORALE UP:

SCENE# RACHEL'S MORALE DOWN
SHOT#

Flint's morale UP:
Rachel's morale DOWN:

BLAIR REACHES OUT, PULLS
HER FORWARD, AND KISSES
HER.

REC-CAM#25



SCENE#
SHOT#

IN THE BACKGROUND, AN
UNHAPPY RACHEL WALKS OFF.

REC-CAM#27



PAGE (2) OF 4

NO REC FL 2-5

REVENUE DEPT

COCKPIT (PIT) WILL INTRUDE

019

11 MAY 94
GOLDENROD

plotted

NO REC FL 2-5

SCENE# 156

SHOT#

P9N5

FLINT EVENTUALLY COMES UP
FOR AIR.

FLINT
I must be out of my mind.
I grew up with nothing but
pilots. Down deep you're
all creeps.

REC-CAM#25



SCENE#

SHOT#

BLAIR
Don't forget, you're a
pilot too.

REC-CAM#26

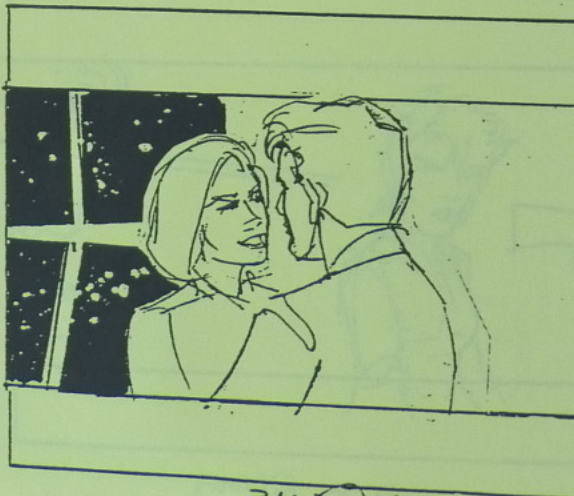


SCENE#

SHOT#

FLINT
(smiles)
Well, then ... I guess we
deserve each other...

REC-CAM#25



PAGE (3) OF 4

GOLDENROD
11 MAY 94

~~Yellow 4-27-94~~

Revealing, Direct

COCKPIT (PIT) FILE MTRIP

09

FLINT'S MORALE DOWN:
BLAIR DOES NOT KISS
FLINT

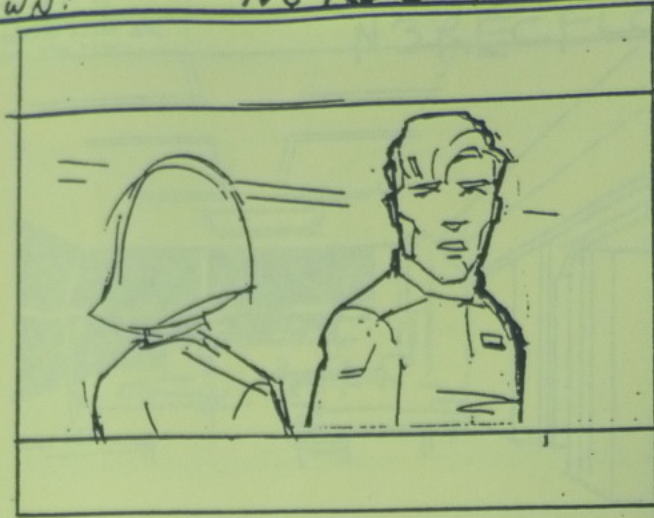
NO REC FL 2-S

SCENE#
SHOT# SC#156
pg 15

Flint's morale DOWN:
(Blair does NOT KISS Flint)

BLAIR
(beat)
I can't risk getting
involved with someone who
might be on my wing.
There's far too much at
stake.

REC-CAM# 26



GOLDENROD
11 MAY 94

SCENE#
SHOT#

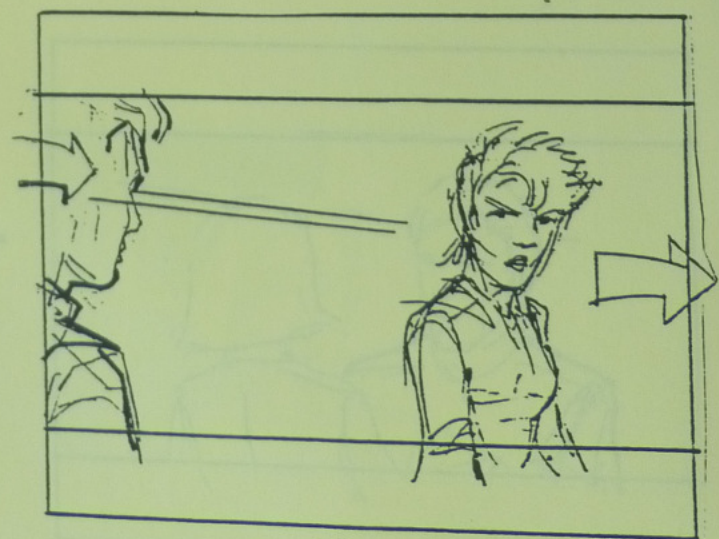
FLINT LEAVES.
RACHEL DOES THE SAME.
BOTH UNHAPPY.

REC-CAM# 15



~~Yellow 4-11-94~~

REC-CAM# 9



PAGE 4 of 4

REVENUE, DEPT

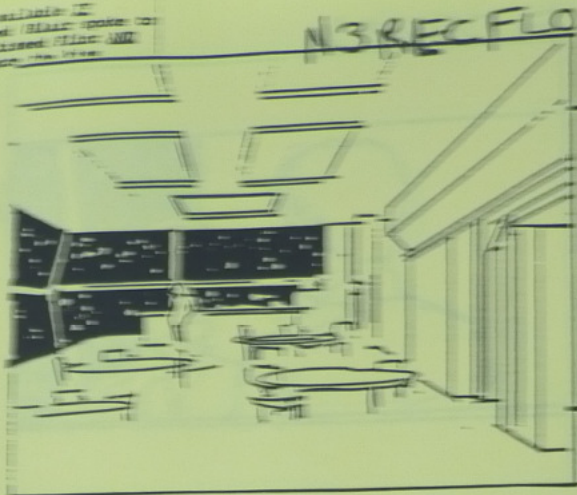
COCKPIT (P17) TITLE INTERIOR

09

CONDITION: This scene only available in
 HORNET-6 (HORNET-6 played Blair spoke to
 Flint in Rec Room AND Blair kissed Flint AND
 Flint has not been kidnapped since the 1940s.

SCENE 167
 117
 P1117

REC_CAM #1

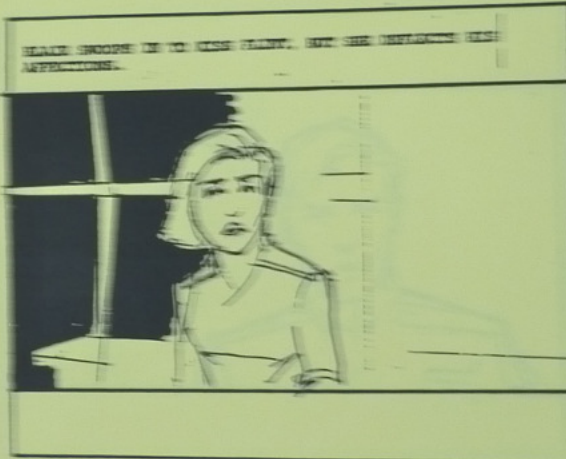


REC ROOM - FLINT (OPTIONAL)

SCENE 168
 SCOTCH

FLINT
 So explain something to me. Say
 that we're flying in tandem
 onboard, how come I no longer
 rate as your villain?

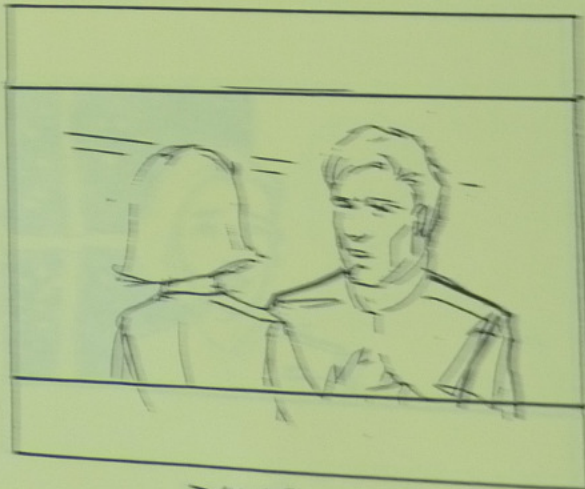
REC_CAM #25



SCENE 169
 SCOTCH

HARRI
 (defensive)
 You know I have to spread around
 assignments.

REC_CAM #26



N3 REC FLO
 SCOTCH PAGE
 N-17

PAGE 1 OF 4

GOLDENROD
 11 MAY 94

SCENE# 167

SHOT#

P9 H17

FLINT
Why do I get the feeling none of
'em are going to be spread my
way?

REC - CAM #25



SCENE#

SHOT#

BLAIR
Look...
(beat)
I'm trying to protect you.

REC - CAM #26



SCENE#

SHOT#

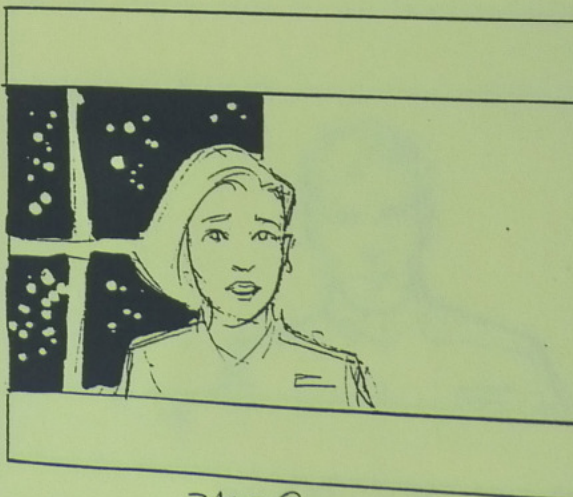
FLINT
Oh, that's a good one.
(angry)
You can't freeze me out like
this. I want a piece of the
action.

REC - CAM #25

N3 REC FLO

SCRIPT PAGE

N-17



PAGE (2) of 4

N3 REC FLO

11 MAY 94

GOLDENROD

REBUCKING, DEPT

COCKPIT (PIT) WILE NITBIR

FLINT'S MORALE UP:

N3 REC FLO

SCENE# 167
 SHOT# PG 117

FLINT's morale UP:
 BLAIR
 (grins)
 Once a fighter jock, always
 a fighter jock.

REC - CAM #26



SCENE#
 SHOT#

FLINT
 Don't forget it, flyboy.

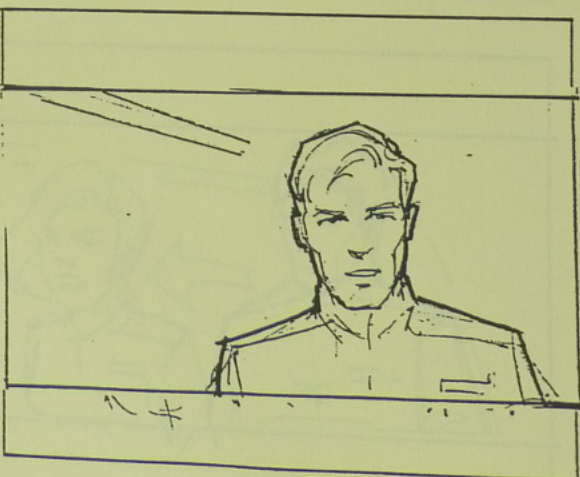
REC - CAM #25



SCENE#
 SHOT#

BLAIR
 All right. You'll get your
 shot.

REC - CAM #26



11 MAY 11 062300Z 11 MAY 11

REVENUE, DEPT

COCKPIT (PIT)

WILE INTERIOR

019

SCENE# 167
 SHOT#
 P7N17

FLINT
 (sly smile)
 You know you won't regret it.

REC - CAM # 25

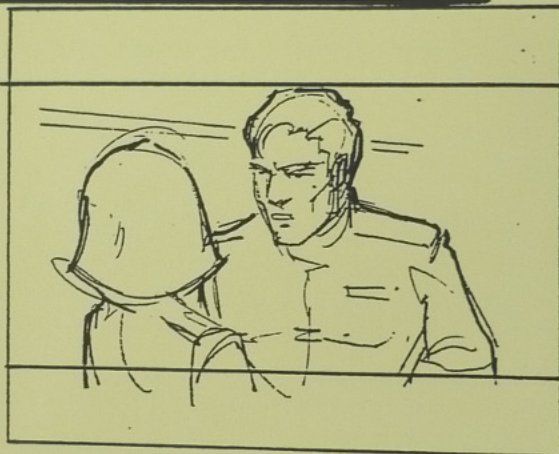


FLINT'S MORALE DOWN:

SCENE#
 SHOT#

Flint's morale DOWN:
 BLAIR
 I've already lost one--
 (beat)
 ... pilot; I'm not losing
 another. The war can get
 along just fine without you.

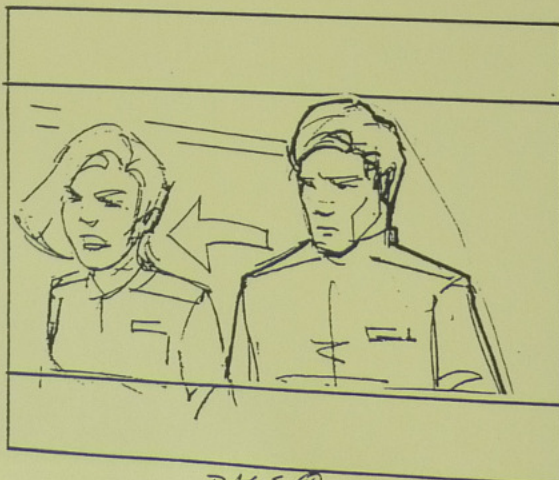
REC - CAM # 26



SCENE#
 SHOT#

FLINT
 Then so can the Colonel.
 SHE WALKS OUT.

REC - CAM # 26



N3 REC FLO

11 MAY 94
 GOLDENROD

Reveling, David

REFUELING DEPOT - BLAIR

P2REFBL

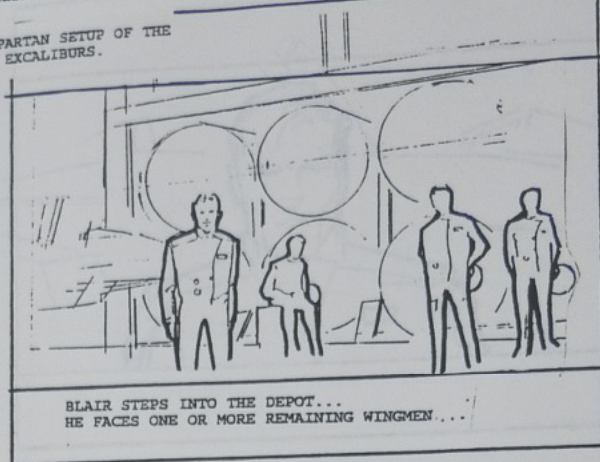
P2REFBL

P-6

SCENE# 172
SHOT#

CONDITION: Scene plays only IF Blair still has one or more surviving wingmen.
THROUGH A WINDOW, WE CAN SEE THE SPARTAN SETUP OF THE REFUELING DEPOT -- AND A COUPLE OF EXCALIBURS.

REF_CAM#5

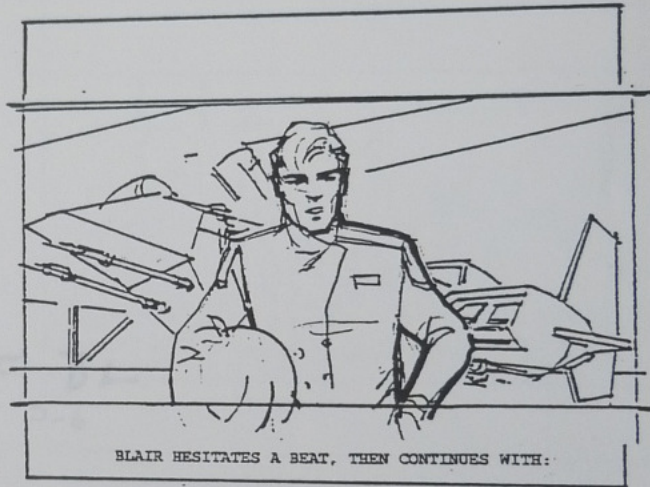


BLAIR STEPS INTO THE DEPOT...
HE FACES ONE OR MORE REMAINING WINGMEN...

SCENE#
SHOT#

REF_CAM#3

BLAIR
(beat)
I read somewhere that the darkest of times supposedly brings out the best in men.
(shrugs)
All I know is that this is what we've been fighting for since the very beginning -- the opportunity to put the Kilrathi out of business permanently.



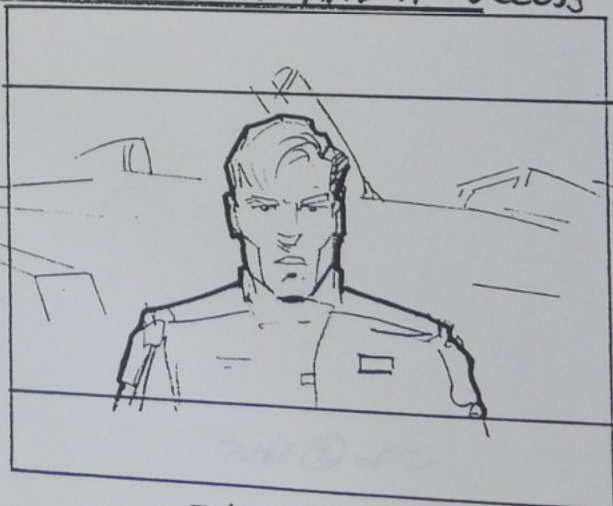
BLAIR HESITATES A BEAT, THEN CONTINUES WITH:

CONDITION: IF MISSION L3 FLOWN AND A SUCCESS
SCENE#
SHOT#

CONDITION: IF Mission L3 FLOWN AND a success.

BLAIR
What else can I tell you?
Just fly with everything you've got.

REF_CAM#4



SCRIPT PAGE P-6

PAGE ① OF 2

CHERRY 20 MAY

TOLMAN'S OFFICE

COCKPIT (P17) TITLE INTERIOR

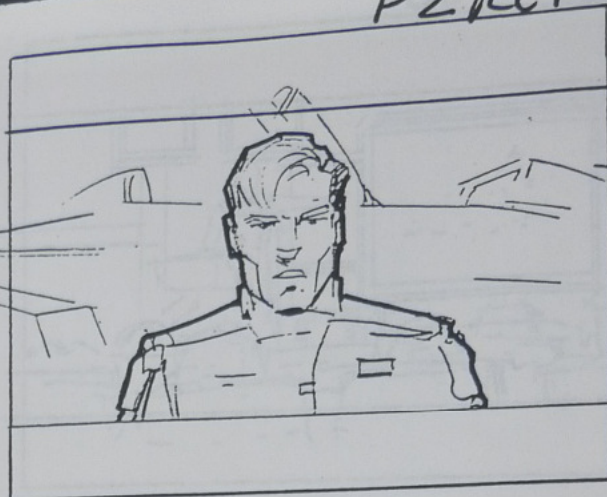
CO
7
D
0

SCENE# 172
SHOT#

CONDITION: IF Mission L3
FLOWN AND a failure OR IF
Mission L3 NOT FLOWN.

BLAIR
One last thing. Should we
encounter Lord Raigha ...
Hobbes ...
(beat)
... he's mine.

REF-CAM #4



P2 REF BL

P-6

10

P2 REF BL

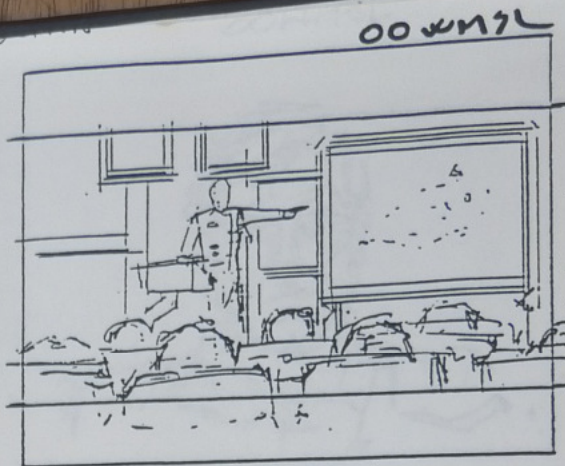
SCRIPT PAGE P-6

CHERRY-20 MAY

PAGE 2 of 2

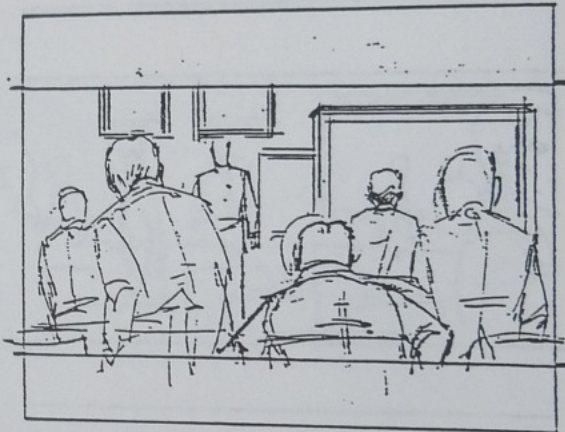
CENE# 200 O.T.S. - PILOTS ONTO
 HOT#
 Stand 3 BLAIR

WMSLC-CAM#1 ①



CENE#
 HOT#

"ONE LAST
 THING"



FULL SCREEN
 FOR SELECTION →

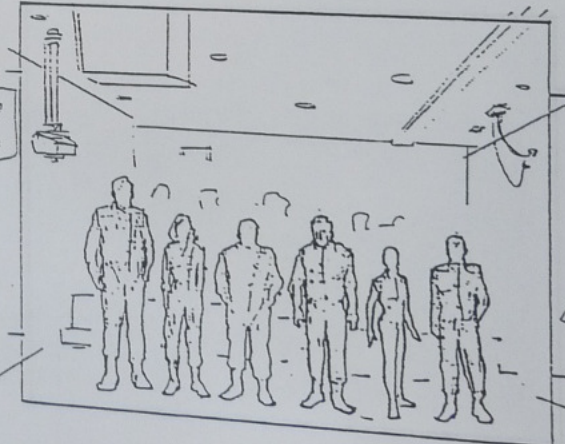
CENE#
 HOT#

UP TO SIX
 PILOTS FOR
 SELECTION
 WILL BE
 AVAILABLE

WMSLC-CAM#2

W40
 480

②



640x
 480

00 WMSLC

CHERRY-20 MAY

TELEVISION OFFICE

COCKPIT (PT) WILE INTERIOR

00
 480
 0

SCENE# 200
SHOT#

pg Stand 3
"BE CAREFUL!"
"I'LL BE FLYING
WITH..."
"BE CAREFUL"
WMSLC - CAM#3(3)

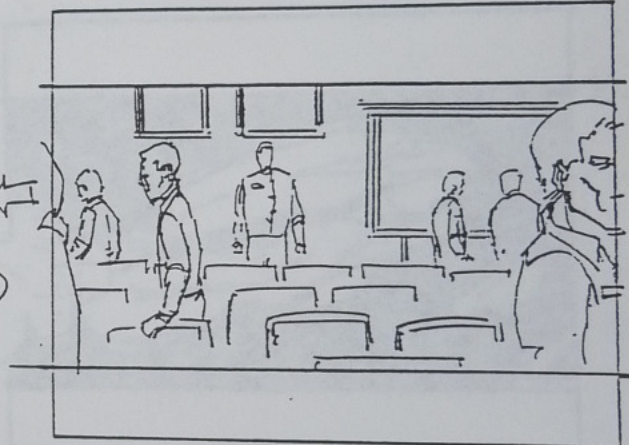
00WMSL



SCENE#
SHOT#

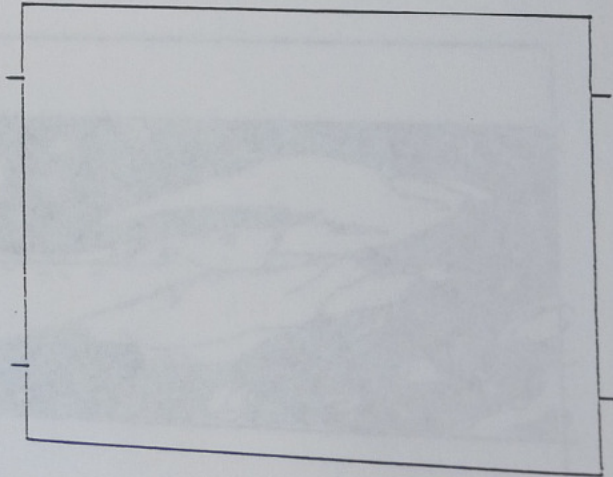
FRONT ROW
GROUP HAS
GONE
OTHERS
EXIT

(4)



CHERRY-20 MAY

SCENE#
SHOT#



201P

REF

REMARKS 71 - SUCCESS
BLAKE SPOTS THE REFUELING DEPOT ON A DESOLATE ASTEROID AND
LANDS.
CG 22 72.

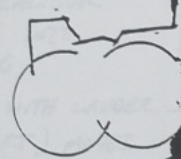
PLSTF - PLSTF

P-5-

①



②



③



SCRIPT PAGE P-5-

TOWNS OFFICE

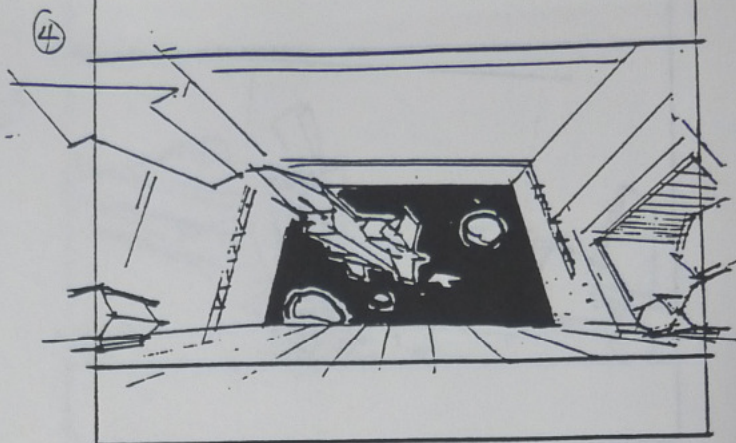
COCKRIT (PT) WILE INTERIOR

CO
N D
0

P1 SPF

SCENE# 201P
SHOT#

INT. DEPOT
EXCALIBUR
ENTERS

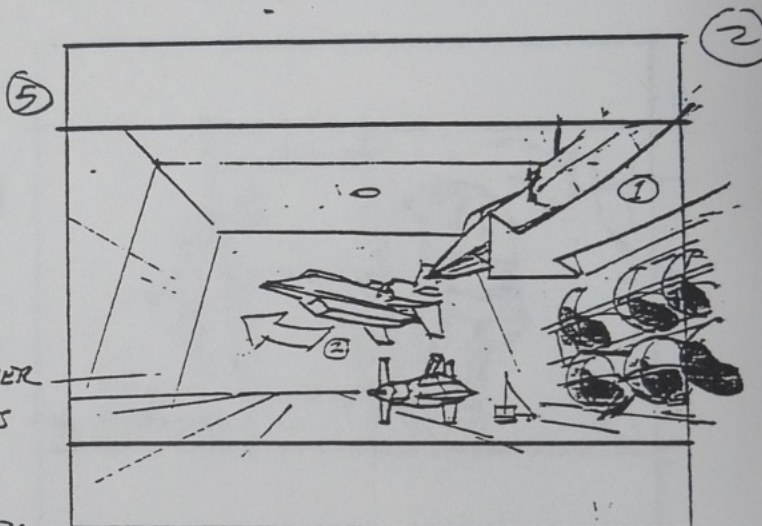


SCENE#
SHOT#

ANGLE OPPOSITE
END OF DEPOT
AS EXCALIBUR
SETTLES INTO
LANDING

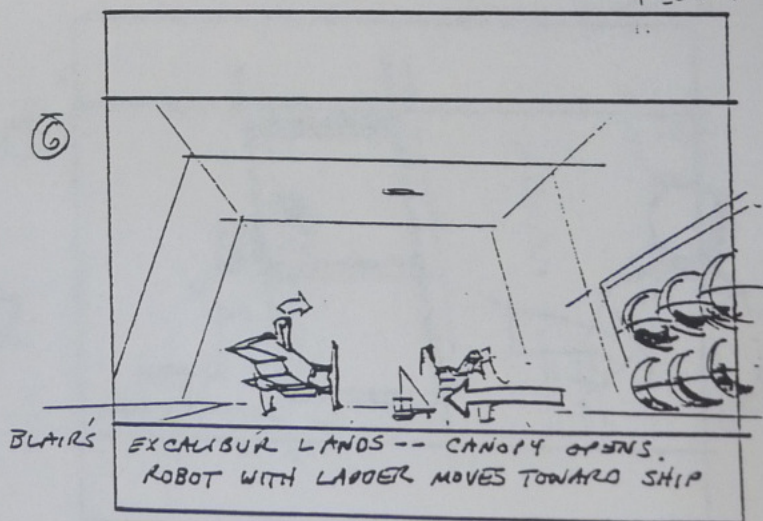
ROBOT WITH LADDER
(SCREEN RT) MOVES
TOWARD SHIP

NOTE: A SECOND
EXCALIBUR IS IN BG.



SHOT
CONT.

SCENE#
SHOT#



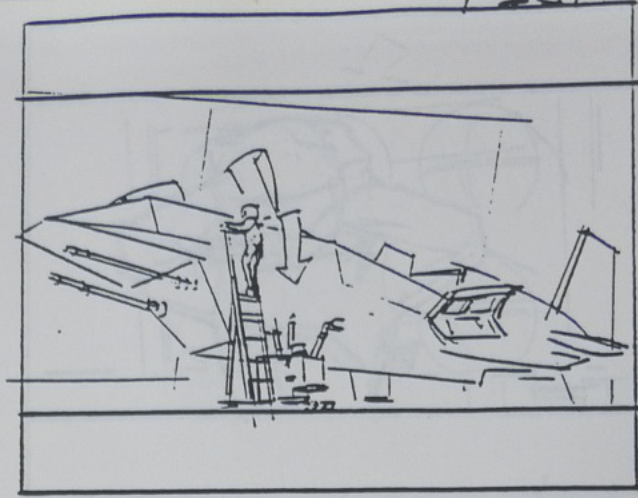
BLAIRS
EXCALIBUR LANDS -- CANOPY OPENS.
ROBOT WITH LADDER MOVES TOWARD SHIP

PAGE 2 OF 3

ENE
NOTES
§C.201A

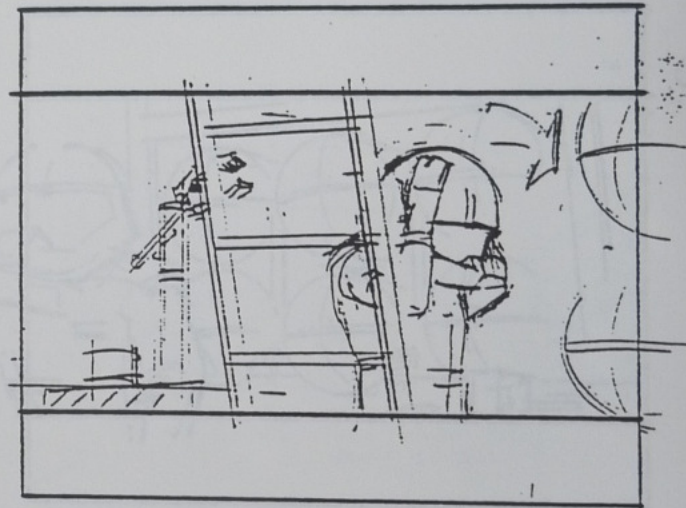
REF-AM #1

⑦



REF-AM #2

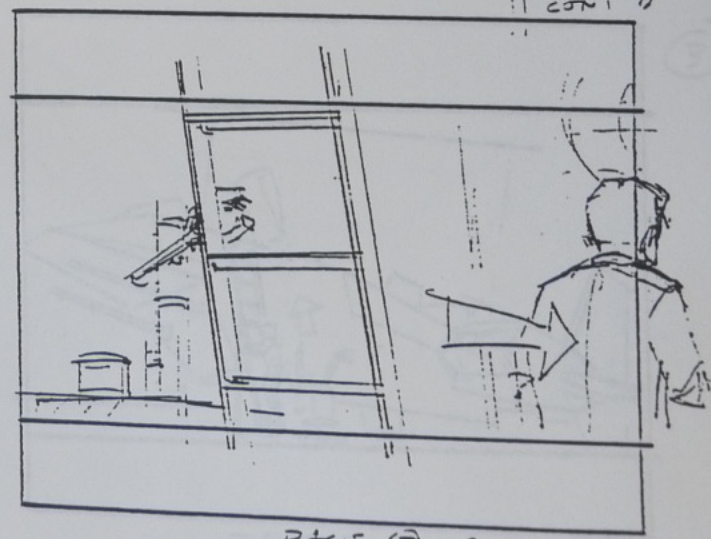
⑧



SHOT
CONT '0

REF-AM #2

⑨



TOWNS OFFICE

COCKPIT (PIT) TITLE INTERIOR

019

SCENE# 7C.201A BLAIR / EXCALIBUR
SHOT#

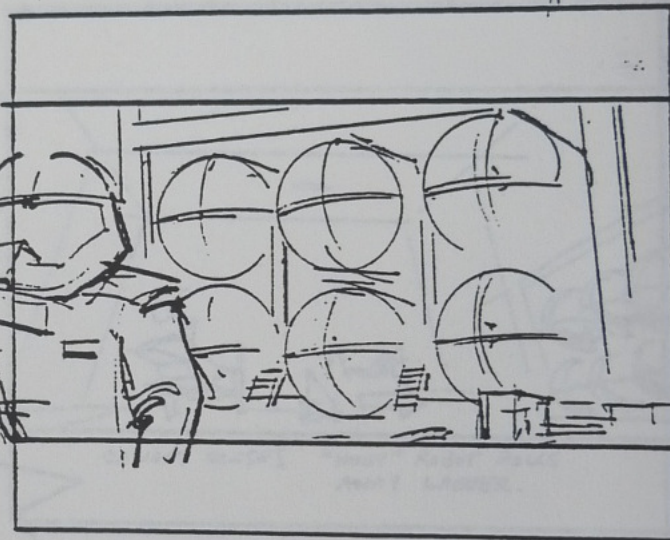
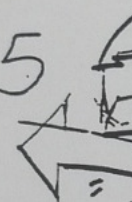
REF_CAM#5



SHOT CONT'D

SCENE#
SHOT#

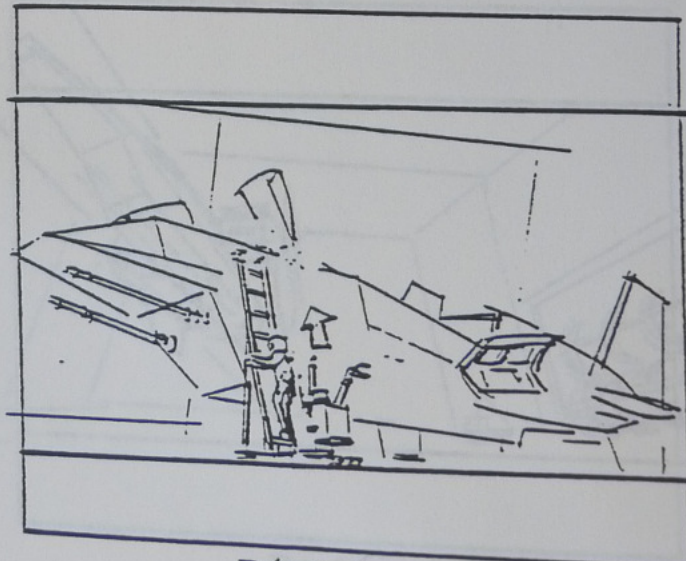
REF_CAM#5



(2)

SCENE#
SHOT#

REF_CAM#1



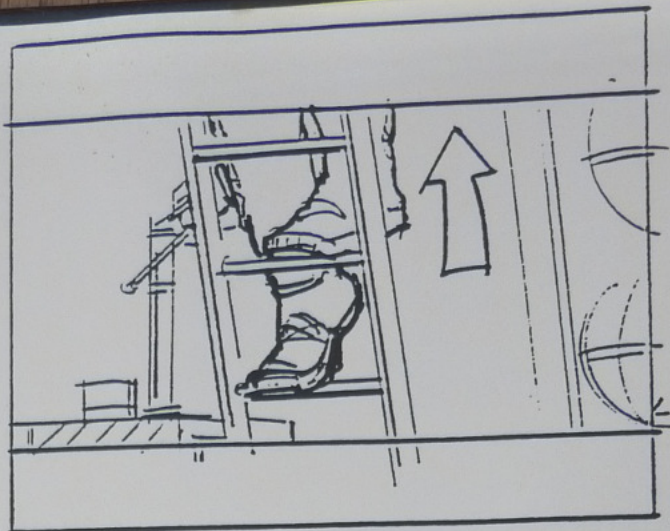
(1)

(1)

SCENE# 1C.201A
SHOT#

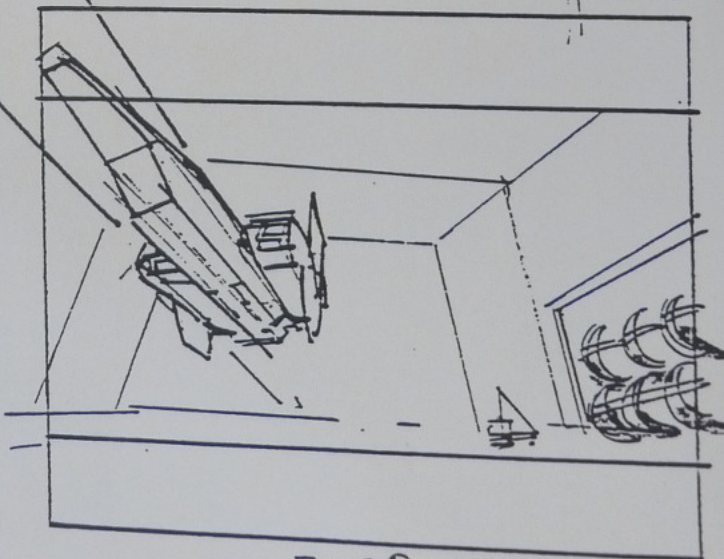
BLATTC/EXCERPT

REF CAM #2



CANOPY CLOSES "HUEY" ROBOT ROLLS
AWAY LADDER.

SHOT
CONT'D



PAGE 2 OF 2

MAWNS OFFICE

COOPER (PIT)

WILLIE NICKER

VERDICT

SHUTTLE INTERIOR

SCENE# SC#4A
SHOT# PG 08

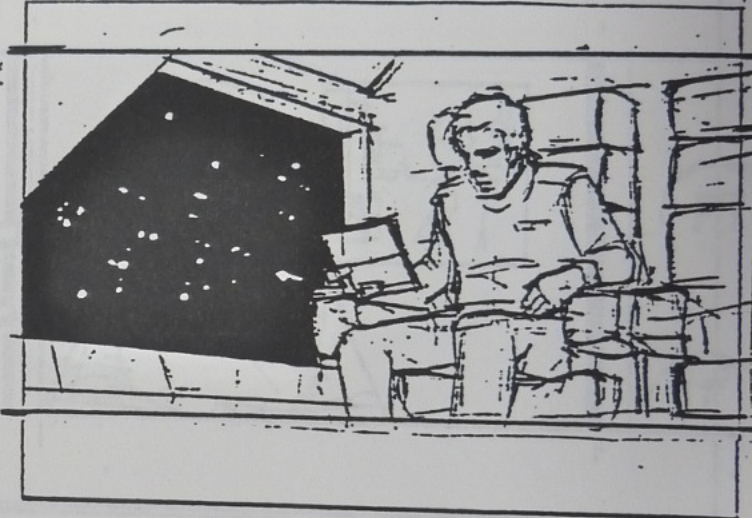
NOTE TO ORIGIN: Newsbriefs should be available to the Player throughout the game by clicking on vid screens located in every room of the Victory except the Flight Deck, Life, and Gunnery.

And we suggest that the following play NOW as a MIDGE in order to show the contrast between Tolwyn's "upbeat" attitude and the realities of the war. (Newsbrief also available in Series A)



INSIDE THE SHUTTLE, WHERE BLAIR IS SEATED AND LOOKING AT A SMALL "NEWS-SCREEN" (SIMILAR TO A SUBNOTEBOOK OR PDA) ON HIS LAP OR IMBEDDED IN THE SEAT IN FRONT OF HIM. (THIS IS THE EQUIVALENT OF HAVING BEEN GIVEN A NEWSPAPER BY A FLIGHT ATTENDANT.)

CUT TO:



SHI - CAM #1

SCENE#
SHOT#

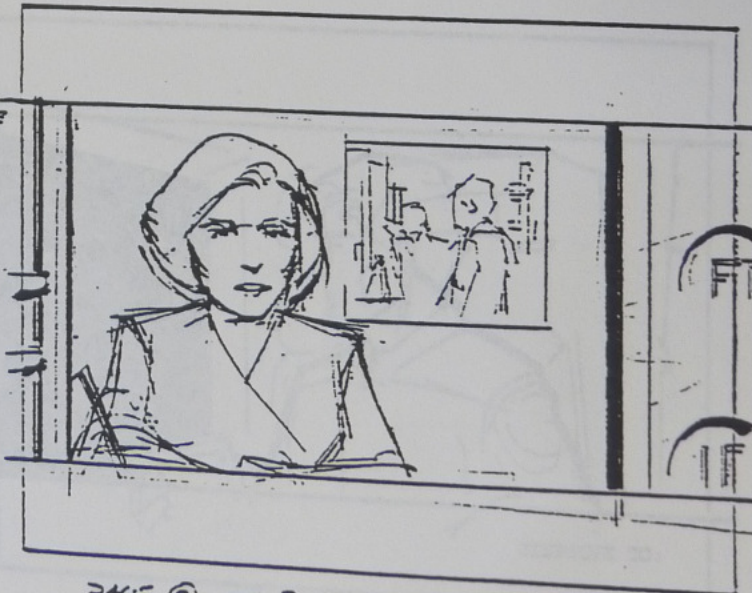
A CLOSEUP OF THE SCREEN WHERE THE FEMALE NEWSBRIEF COMMENTATOR IS PRESENTING HER REPORT:

NEWSBRIEF COMMENTATOR

... Despite recent losses in several densely populated sectors, Confederation spokespeople insist the war effort continues to go well and that Humanity maintains the upper hand in its galactic struggle with the Kilrachi.

(beat)

However, our sources document a consistent underreporting of Kilrachi incursions, as well as civilian and industrial losses.



NWS - CAM #1

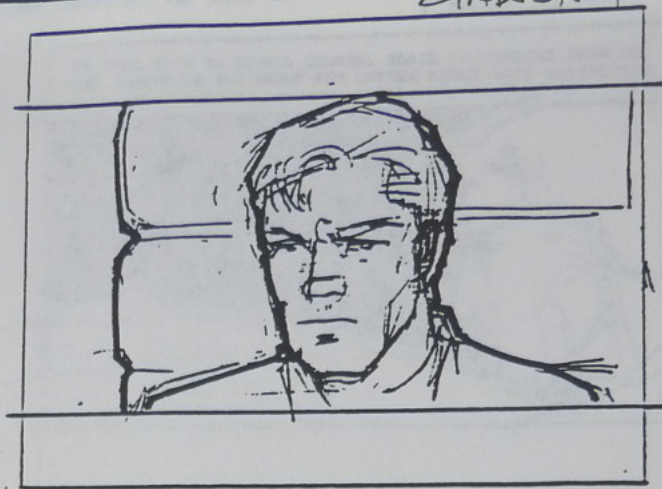
SCENE
SHOT

SC #4A
pg 08

(beat)

There are even reports of Confed plans for a 'doomsday' evacuation of Earth, replanting the seeds of humanity in a distant galaxy, the location of which we can only hope remains a secret to the Kilrathi.

SHI-CAM #2



GIHWSNCI

TOBYN'S OFFICE

VERSUS

SPACE FLIGHT

SCENE
SHOT

(beat)

The question is ... who would go? Who would be left behind? Most importantly, if these plans are being made this moment ... Who is making these decisions?



SCENE
SHOT

PGAME AT START OF SERIES A -- THE SHUTTLE ARRIVING AT VICTORY.

If the shots suggested above present a problem from a live-action production standpoint, you could simply cut from Tolwyn's office to the Newsbrief alone (just the commentator's closeup) without the framing device of Blair watching it on the shuttle's.

SHI-CAM #3



DISSOLVE TO:

PAGE 3 of 3

CO
N D

00

MARBLE. A SCENARIOS WORTH DEFENDING. AND WORTH RETURNING
TO.

PWSHTFL

CENE# 180
NOT#

pg P15&16

SHI #4

WE PULL BACK TO REVEAL COLONEL BLAIR ... GAZING DOWN AT
THE PLANET HE HAS SPENT HIS ENTIRE ADULT LIFE PROTECTING.



ENDING 1: IF Blair kissed Flint in Series N AND
she survived.

CENE#
NOT#

FLINT IS BY HIS SIDE. HE SMILES AT HER.

BLAIR
What would you like to do first?

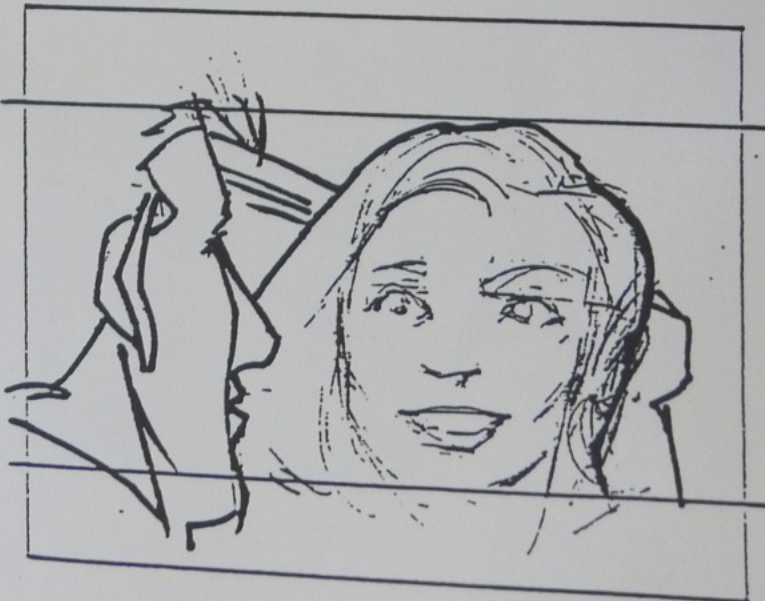
SHI #5



FLINT
I'd like to lie in the sun, and
watch the seagulls fly their
maneuvers over the water.

SHI #6

CENE#
NOT#



NEWYORK OFFICE

VERBIS

SPACE FLIGHT

CO

TWOSHITL



BLAIR
Sounds pretty good to me.

SHI #7

SHI #6

SHI #7

180

p15416

FWSHIRA

SCENE# 181
SHOT#
P9 P16

BLAIR
What would you like to do first?

SHI #5

ENDING 2: IF Blair kissed Rachel in Series N.
RACHEL IS BY HIS SIDE. BLAIR SMILES AT HER.



SCENE#
SHOT#

RACHEL
I'd like to take a long walk
along the seashore, with wet sand
between my toes -- and not run
into a single bulkhead.

SHI #6



SCENE#
SHOT#

BLAIR
Sounds pretty good to me.

SHI #7



TELEVISIONS OFFICE

VEEP

SPACE FLIGHT

CO

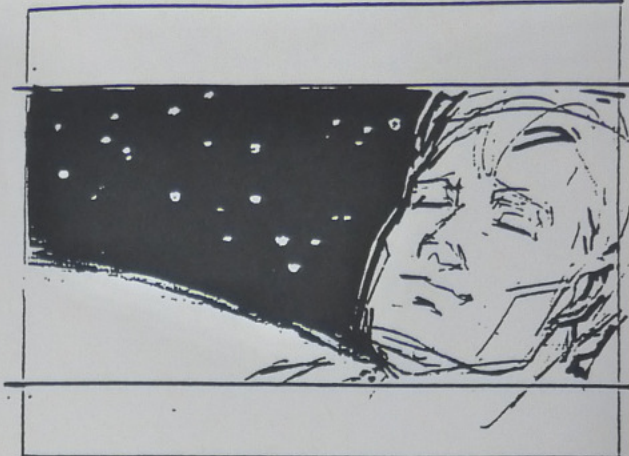
00

SC#181

pg P16

SHI#7

PWISHTRA



ENDING 1: IF Blair kissed Flint in Series N AND
she did NOT survive OR IF Blair did NOT kiss
either woman.

BLAIR LEANS BACK, CLOSSES HIS EYES ... AND SMILES.

FADE OUT.

THE END: WINNING ENDGAME

VESPA

SPACE FLIGHT

SC99

DEBRIEFING J1 - SUCCESS - TOLWYN

J1SPFTL

J1SPFTL

J-9

TOLWYN (V.O.)
Colonel, you've just confirmed my belief that you and the Victory were the correct choices for this undertaking. The Behemoth requires some light maintenance prior to moving out, so we won't be leaving this system just yet.

ROLLINS (V.O.)
You're clear to land, Colonel.

Go to J2.

NOTE: Failure on J1: Go directly to the K3-Midgame: "The Behemoth Destroys."

TOLVIEW2



TOLWYN
INSERT

ROLLVIEW2



ROLLINS
INSERT

De Palma/Borst - Wing Commander III - Series J - 3/28/94

JANUARY - 25 MAY

CO
N. D.

00

TOLWYN'S OFFICE

WINCHESTER STREET

VE

SCENE# 3
SHOT#

03TOLTL



SCENE#
SHOT#

BLAIR STRUGGLES TO CONTROL HIMSELF:

BLAIR
... I beg your pardon, sir. Did
you say the Victory?

TOFFICE - CAM # 1



ADMIRAL GEOFFREY TOLWYN LOOKS UP FROM THE BANK OF BUILT-IN
MONITORS ON HIS DESK. BLAIR STANDS AT ATTENTION BEFORE
HIM.

TOLWYN'S IN HIS 60'S AND IS THE DEFINITION OF SPIT-AND-
POLISH BRASS. YOU DO IT BY-THE-BOOK, WITH MILITARY PARADE
FLOURISH, OR YOU DON'T DO IT AT ALL. HE SPEAKS WITH A
CLIPPED BRITISH ACCENT.

TOLWYN
Something wrong with your
hearing, Colonel?

BLAIR
No, sir. It's just that--

TOLWYN
The T.C.S. Victory is a fine
carrier with a long history of
service to the Confederation.

TOFFICE - CAM # 2



LAUNDICE - 25 MAY

MACATION

WINDMILL SEED VESPVIS

cc

90

SCENE# 3
SHOT#

BLAIR
Yes, sir, a long history, sir.

TOFFICE-CAM #1



SCENE#
SHOT#

TOLWYN SHOOTS HIM A LOOK.

TOLWYN
Ship assignments aren't open to debate, Colonel. The Victory is not one of our state-of-the-art flagships and I realize the 'accommodations' may not be what you're used to.

BLAIR
I didn't mean to--

TOFFICE-CAM #3



SHOT CONT'D

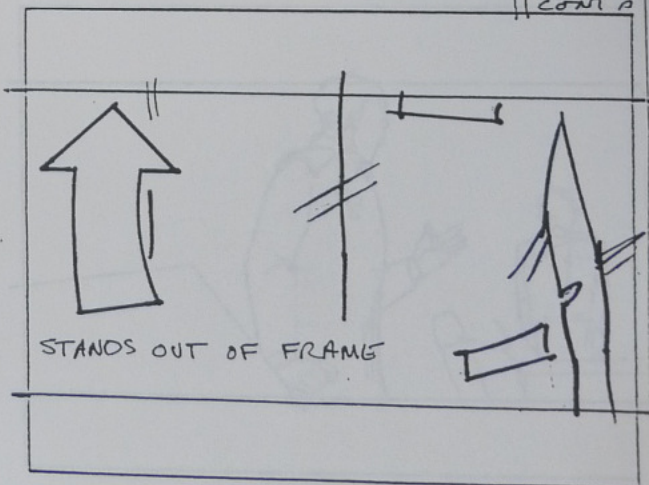
SCENE#
SHOT#

TOLWYN STOPS HIM WITH A WAVE OF HIS HAND.

TOLWYN
The Victory will benefit from having a Wing Commander of your stature and experience.

BLAIR
Thank you, sir, but--

TOFFICE-CAM #3



VACATION

WINGMAN SECT VESPV

LAUNDRY - 25 MAY

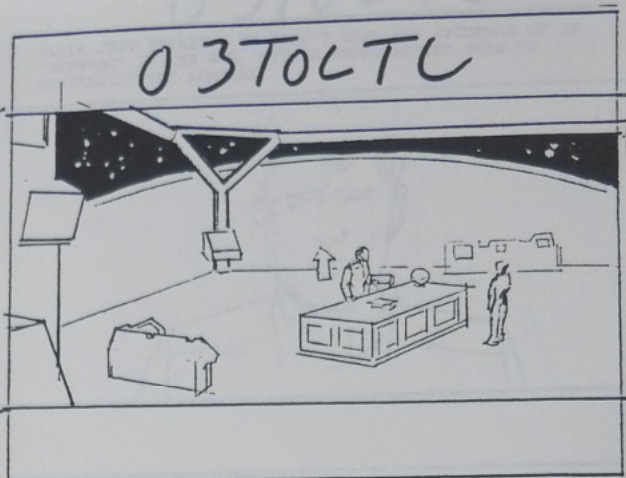
CO
N D

90

SCENE# 3
SHOT#

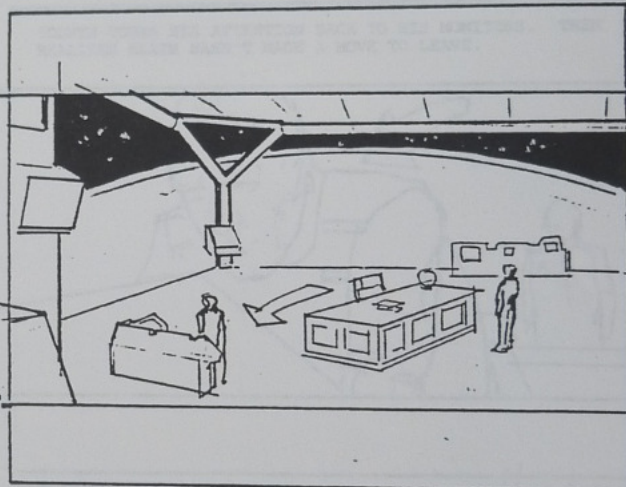
TOFFICE - CAM #4

TOLWYN
Now that we have the Kilrachi on
the run in both the Olympus and
Layla Sectors, I can afford to
shift you to the Victory in
Veronica.



SCENE#
SHOT#

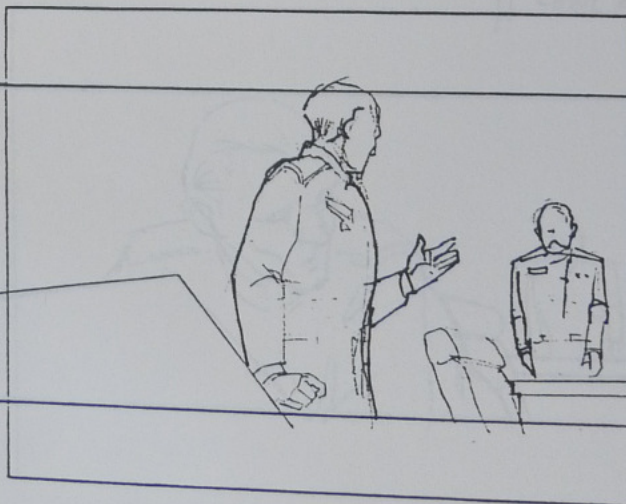
TOFFICE - CAM #4



SCENE#
SHOT#

(beat; thin smile)
What I'm saying, Colonel, is that
things are looking up.
Dismissed.

TOFFICE - CAM #5



PAGE (3) OF 5

LAUNDICE - 25 MAY

VACATION

WINGMAN SELECT

VESPIUS

CO
N D

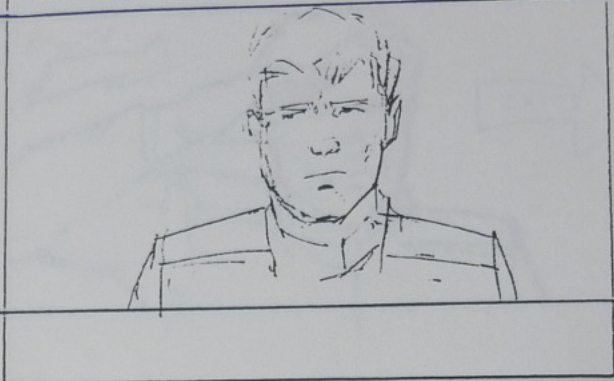
90

SCENE# 3
SHOT#

TOFFICE - CAM # 6

03T06TL

BLAIR JUST STARES. HE HASN'T SEEN ANY EVIDENCE OF AN 'UPSWING' IN THE WAR, BUT HE KNOWS BETTER THAN TO CONTRADICT THE ADMIRAL.



SCENE#
SHOT#

BLAIR
About my ... request, sir?

TOLWYN
(frowns)
Yes, that came as a surprise to me, Colonel. You know Major Devereaux's status is on a need-to-know basis.

TOFFICE - CAM # 5

TOLWYN TURNS HIS ATTENTION BACK TO HIS MONITORS. THEN REALIZES BLAIR HASN'T MADE A MOVE TO LEAVE.



SCOT,
CONT D

SCENE#
SHOT#

BLAIR AGAIN STRUGGLES TO CONTROL HIMSELF.

TOLWYN
Your shuttle is waiting.

TOFFICE - CAM # 5



LAUNDICE - 25 MAY

VECTRON

WINDMILL SEED

VESPA

CO
N-D

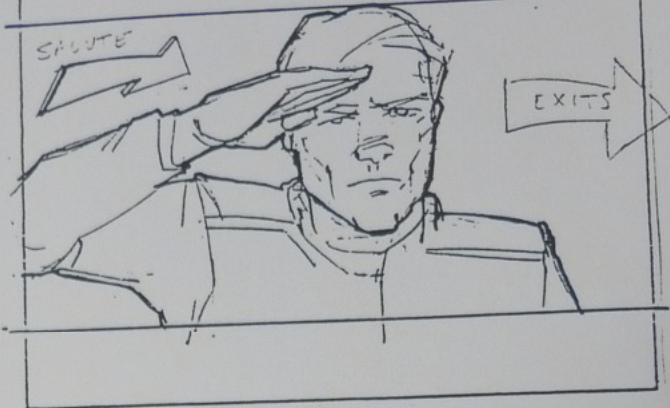
90

03 TOLTL

SCENE# 3
SHOT# 3 TOFFICE - CAM # 6

AS BLAIR
EXITS
WE FADE
TO ...
BLACK -
SPACE

BLAIR SALUTES THE ADMIRAL AND WALKS OUT.



SCENE#
SHOT#

SCENE#
SHOT#

LAUNDRE-25 MAY

VACATION

WINGMAN SEED

VERPUS

CO

N D

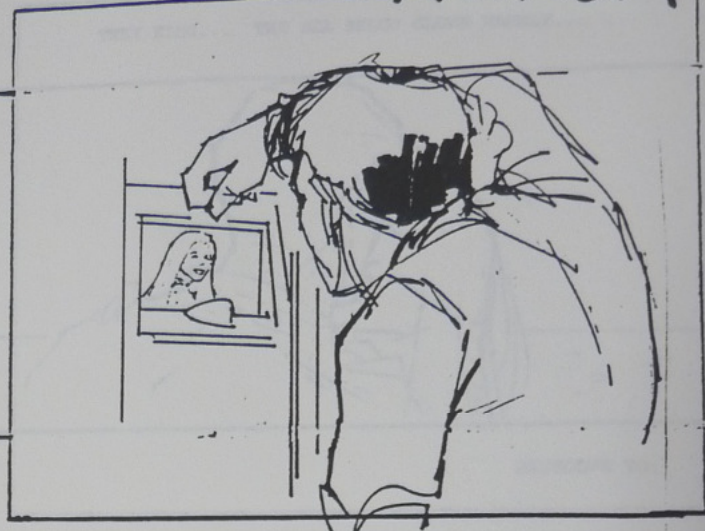
90

MEASUREMENT

NOTE: This scene can be initiated by clicking on ANGEL'S PHOTO IN BLAIR'S LOCKER. It should be available for play and replay up to the Briefing for Mission KJ.

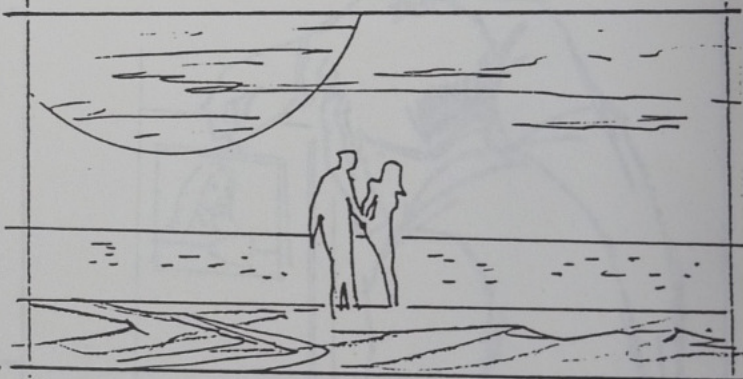
07 ANMEM

E-6



BLAIR ENTERS THE BARRACKS AND SEES THAT HIS LOCKER IS OPEN. HE STUDIES (I.E., CLICKS ON) THE PHOTO OF ANGEL HANGING THERE AND WE

DISSOLVE TO:



MIDGAME: EXT. VESPUIS - ANGEL (FLASHBACK - SLIDING - SERIES 2 THROUGH K)

ANGEL AND BLAIR WALK HAND-IN-HAND ALONG THE BLUFF OVERLOOKING THE GLITTERING SEA. A LIGHT BREEZE BLOWS THROUGH HER HAIR. THEY STOP AT THE EDGE OF THE CLIFF AND DRINK IN THE BEAUTY. THEN LOOK AT EACH OTHER...

DISSOLVE TO:

THE TWO OF THEM... ON THE GROUND... BEGINNING TO MAKE LOVE... SHE LOOKS INTO HIS EYES.

ANGEL
Is this forever?

BLAIR
(chuckles)
Forever's not long enough...



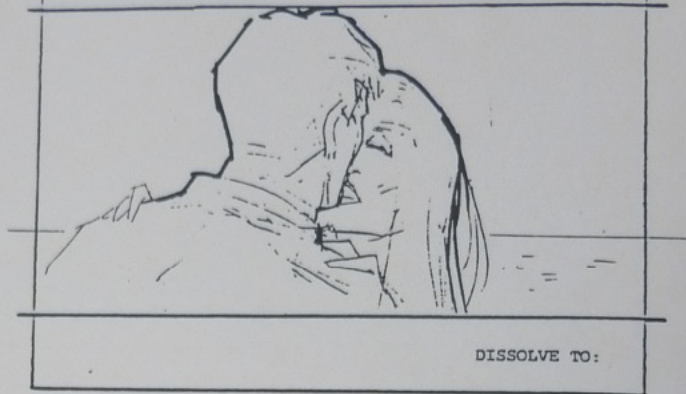
PAGE ① OF 2

07ANMEM

|| SHOT CONT'D

THEY KISS... THE SEA BELOW GLOWS WARMLY...

E-6



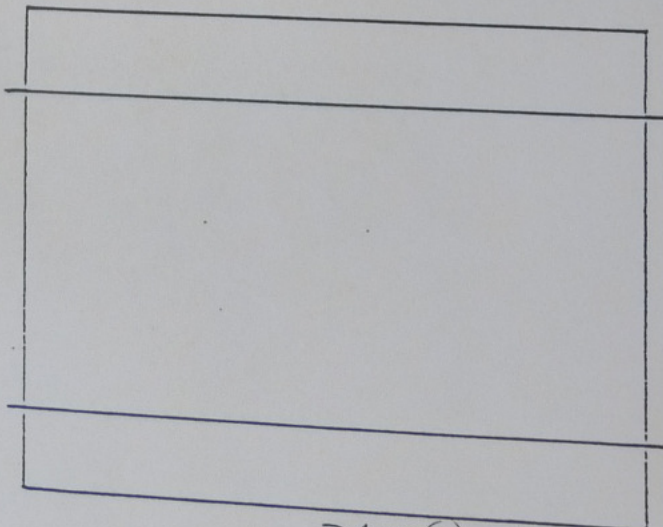
DISSOLVE TO:

VAC-CAM# 3

SCENE#
SHOT#

ANGEL'S PHOTO IN BLAIR'S LOCKER.
HE STARES AT IT SADLY.

07ANMEM
E-6



PAGE (2) OF 2

WINDMILL STREET

VESFVS

CO
N D

90

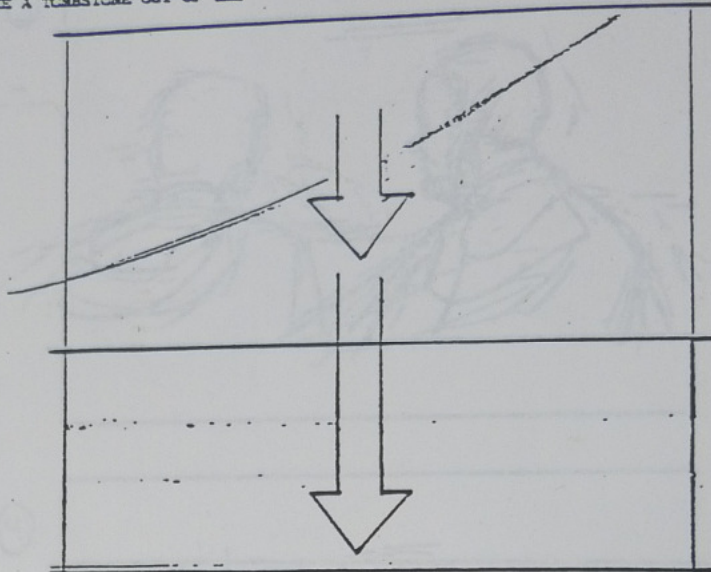
MINIMUM SELECT

VERBS

OZVESPA

SCENE: CHRISTOPHER BLAKE AND MAJOR JAMES TAGART —
 CRAWLING: PALADIN — MOVE TO THE EDGE OF A WIND-SWEPT
 CLIFF. THEIR EYES FALL UPON THE DISASTROUS WRECKAGE OF
 THE U.S. CORCORAN. JUTTING LIKE A TOMBSTONE OUT OF THE
 SEA BELOW.

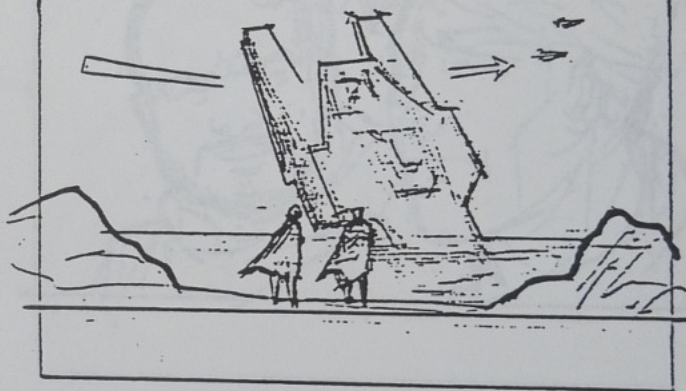
S-12
 24



NOTE: SHOOT TALENT
 STATIC

①

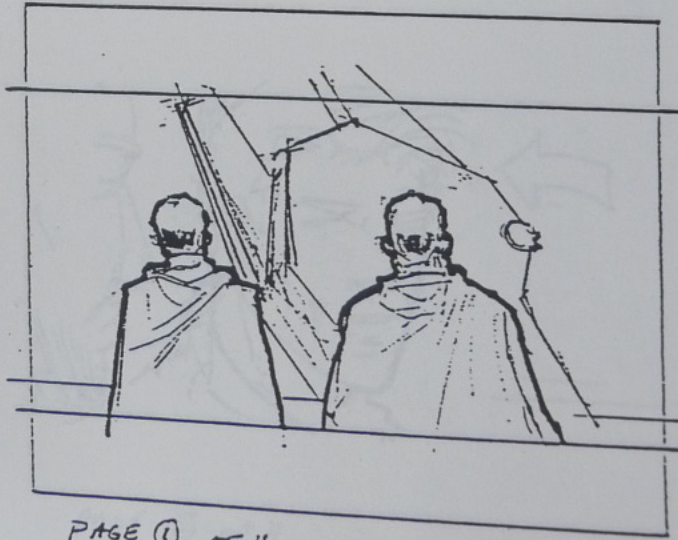
Ves - Cam #1



②

PALADIN
 May they rest in peace.
 BLAKE
 (bitter)
 Peace... Have we ever know such
 a thing, Paladin?
 PALADIN
 (beat)
 Not for a long time, Laddie.

Ves - Cam #2



PAGE ① OF 4

LILAC
 16 MAY

WINDMILL SECTIONS

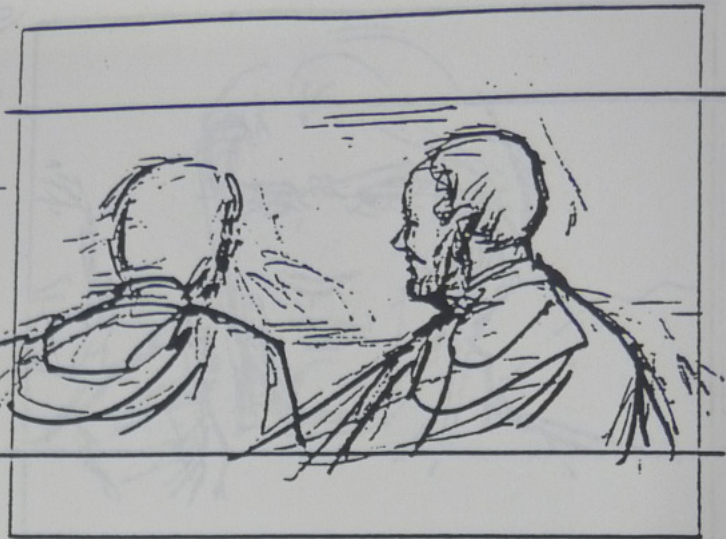
ra
 M
 190

SCENE# 2
PAGE 2
1904

3

BLAKE
Punch the tiger's claw, now --

Ves - cam #3



4

PALADIN
Stop it. Neither one was your fault.

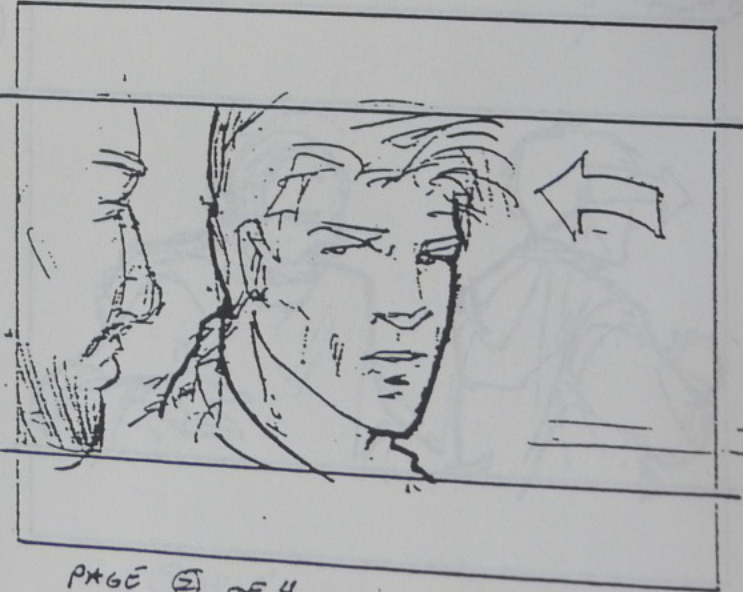
Ves - cam #4



5

BLAKE
There are some who would disagree with you.

Ves - cam #5



LILAC

16 MAY

SCENE# 2
SHOT#

BLAIR RAISES A COMM DEVICE TO HIS MOUTH.

BLAIR

Report to Tolwyn. Relay to the
Admiral that the Concordia
wreckage has been located on
Vesper off the Lola coast.
Evaluation ...
(beat)
Total loss.



Ves - cam #6

SCENE#
SHOT#

[GAME-STRY required]

HE SWITCHES THE COMM UNIT OFF. PALADIN LOOKS AT HIM.

PALADIN

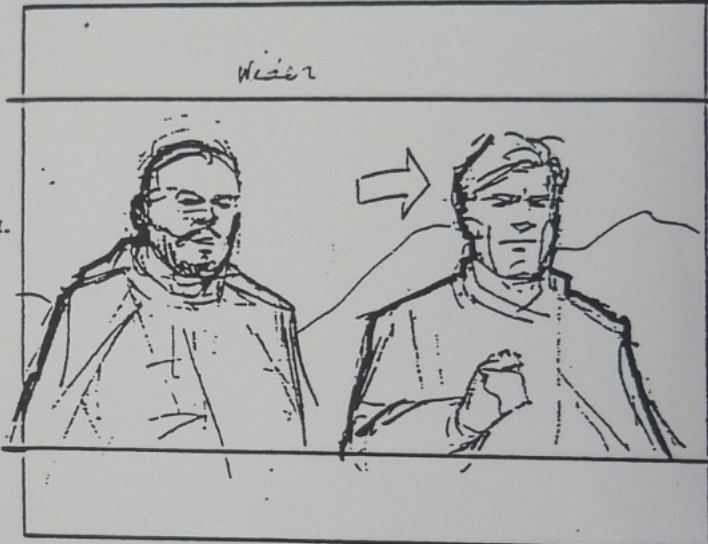
Can't live your life for the
approval of one man.

BLAIR

Yet he controls my life.

(1)

Wider



Ves - cam #7

(8)

PALADIN

No. This war does that.



Ves - cam #7

PAGE 3 of 4

LILAC

16 MAY

SCENE# 2
SHOT#

04

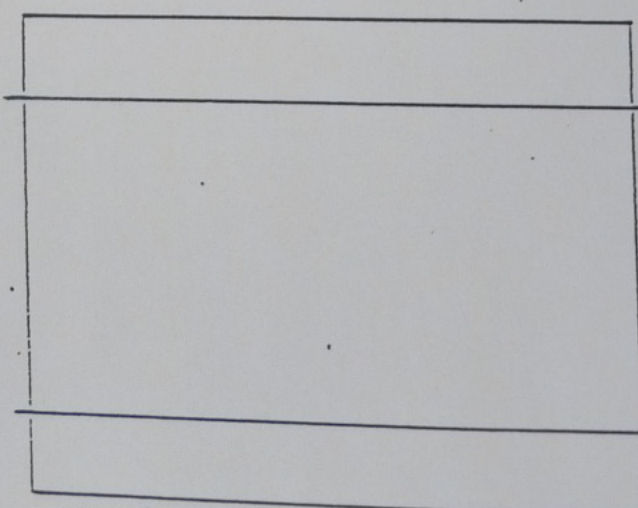
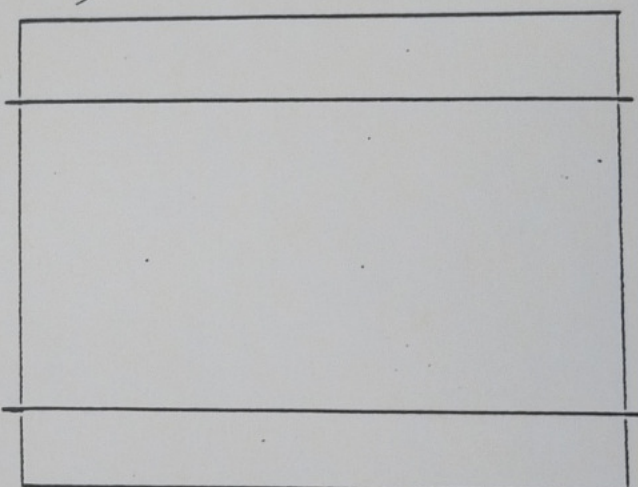
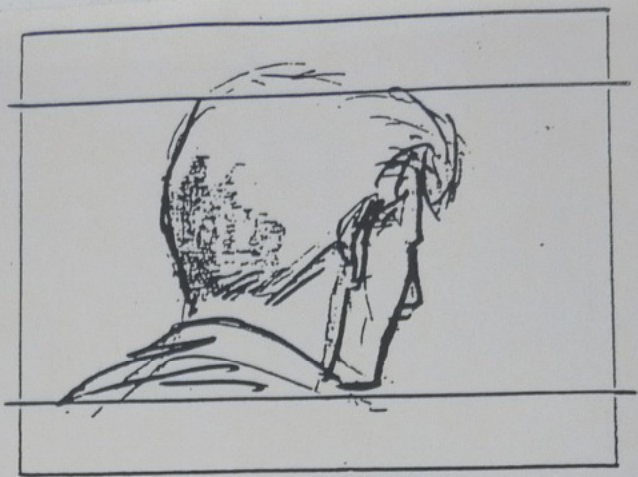
SLAIR
Any word from Angel?
PALADIN
None.

SLAIR
That the official line? From
Tolwyn's office?

PALADIN
(beat)
I know what she means to you.
Laddie.

Ver - cam #8

9



LILAC

16 MAY

WING-UP SELECTIONS

RCO
M.D.

490

WINGMAN SELECTIONS

SCENE# 200 OTS. - PILOTS ONTO
 FOOT# 3 Blair

00 WMSL

WMSLC-CAM#1 ①



SCENE#
 FOOT#

WMSLC-CAM#1

"ONE LAST
 THING"



ZONE: 30 MAY

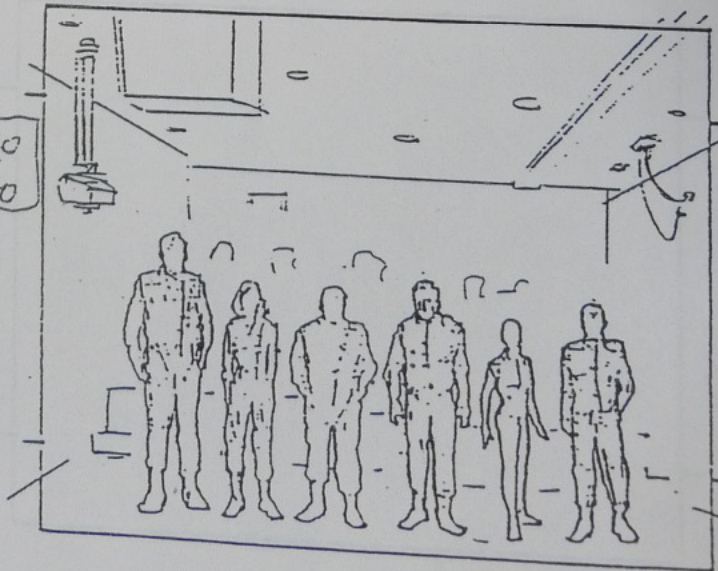
FULL SCREEN
 FOR SELECTION →

SCENE#
 FOOT#

UP TO SIX
 PILOTS FOR
 SELECTION
 WILL BE
 AVAILABLE

WMSLC-CAM#2 ②

640
 480



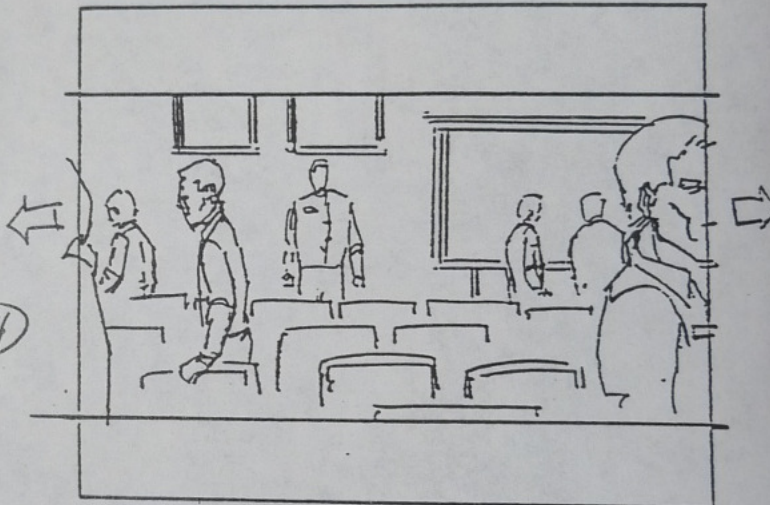
arc
 4490

SCENE# 200 pg Stand 3
FOOT#
"BE CAREFUL!"
"I'LL BE FLYING
WITH..."
"BE CAREFUL"
WMSLC-CAN#3(3)



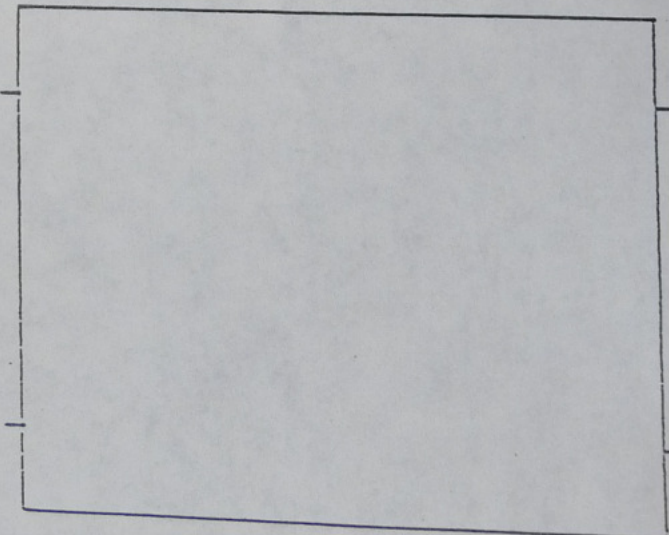
SCENE#
FOOT#

FRONT ROW
GROUP HAS
GONE
OTHERS
EXIT
WMSLC-CAN#1



SCENE: 30 MAY

SCENE#
FOOT#



-WC3-

MASTER
STORY
BOARD
LOG

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Dallas, Texas 75216

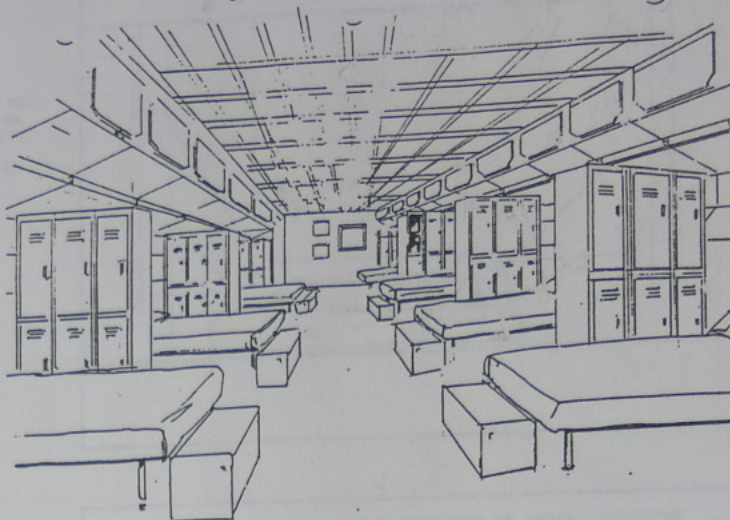
[BY 9:17]

SC. 10

A0 BARAGS

A-14

BAR-CAM #1



A-14

BARRACKS - (SLIDING - SERIES A/B/C)

A0BARAGS *

Blair's LOCKER in the BARRACKS will be used as a "gump" more than once in the story. Aside from his gear, clothing, and medals, there should be a photo of ANGEL hanging there (which will become a "hot gump" later). When there is something in the locker that we want the Player to click on, the LOCKER DOOR SHOULD BE OPEN when he enters the BARRACKS. After he plays the item, the locker door will be closed whenever he returns to the Barracks (until there's something new there for him to click on). But in most cases like the one below, he should be able to open the locker and replay the item as often as he wants. The item in this particular scene is a "HOLO-MAIL CASSETTE" which he can click on to play. And it should be available for play and replay throughout Series A, B, and C.

BLAIR ENTERS THE BARRACKS AND SEES THAT HIS LOCKER IS OPEN. INSIDE HE FINDS A HOLO-MAIL CASSETTE LABELED: "MESSAGE FOR COL. C. BLAIR."

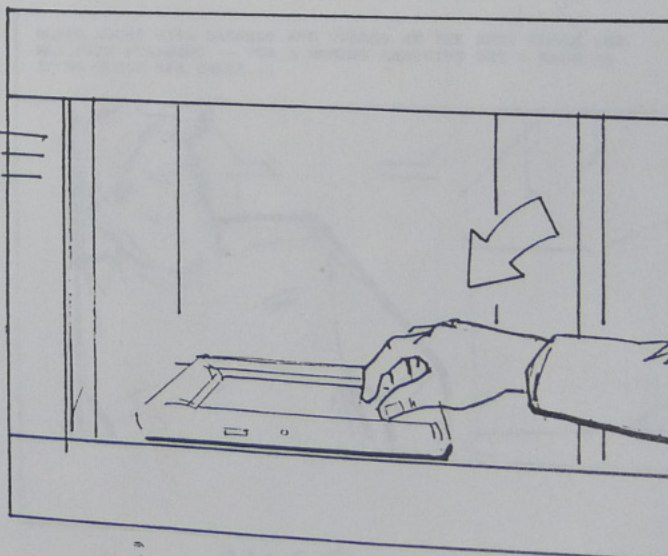
HE TURNS IT ON AND WORDS PROJECT OUT OF IT ONTO THE WALL BEFORE HIM:

PRACTICAL

A0 BARAGS *

A-14

SCENE 10



PAGE ① of 2

CHERRY -20 MAY

SKETCHING