

I.M.P.S. The Relentless  
Chapter 1 Davenport Gateway

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INTRO. SPACE FLEET BATTLE GROUP

FADE IN:

1A-1D EXT. VAST SPACE

The brilliant silence of space was slowly shattered by the sound of an Imperial battle group approaching. The roar of large powerful ship engines builds as the ships pass by...

The music swells as a star destroyer enters the screen accompanied by an entourage of escort craft.

Strategic staging point -  
Restricted Imperial Abyssal Zone  
Duty Mission - Day 0001 23:58 IST  
Somewhere Outside the Galaxy...

NARRATOR (V.O.)(SC. 1A-ON)

Behold, the brilliant silence of space. Domain of the Imperial Battle group. Mighty war machines built for the purpose of keeping the peace. These impressive ships are called home to a crew of thousands, and a compliment of divisions of soldiers supported by an arsenal of other vehicles and fighter craft. However, these vessels serve as more than just mobile weapons platforms, the presence of their patrols and their shipping lanes provide security by projecting the order of Imperial Authority.

RHC Relentless Battle group

SC. 2A

Exterior shot of the destroyer's hangar bay in alert status. TIE fighters scream past as others are seen docking and taking off in the hangar.

NARRATOR (CONT'D)

This is the story of the Revenge  
Class Heavy Carrier, Relentless.

The RELENTLESS.

NARRATOR (CONT'D)

Her crew will be taking The  
Relentless on her 50th tour,  
enforcing peace and restoring order  
to the hundreds of star systems in  
this sector of the galaxy....

She is a mighty and beautiful ship; her name is a perfect  
fit, as she is more amazing than the stars and nebulas  
around her. She belittles the surrounding ships as TIES in  
formation fly by the camera.

NARRATOR (CONT'D)

The Imperial Navy is as vast as the  
space in which it patrols, and it  
is the greatest armada the galaxy  
has ever seen assembled under one  
flag. The capital ships of the  
Imperial Navy Fleet form the  
backbone of the Empire.

We follow TIE-fighters into the Relentless.

SC. 3A INT. THE RELENTLESS HANGAR BAY

The TIES enter to dock in the foreground as others are  
released from docking clamps to take off in the background.

NARRATOR (CONT'D)

By themselves, these fighting  
machines offer the most powerful  
and awe-inspiring image of military  
strength. What a battle group such  
as this represents is the vision of  
the Empire's virtually limitless  
power.

SC. 4A-4C

We pull back from a TIE in docking clamps to reveal the clamps moving along the ceiling toward a docking station at the upper corner of the hangar. The TIE docks with its grapples.

NARRATOR (CONT'D)

...but it is the ship's crew who are  
its life's blood, without which  
nothing would be possible.

A deck officer is instructing a mighty AT-AT as the machine takes its first steps backward with enormous thuds, it's warning lights blinking and beeping like a truck in reverse.

CUT TO:

SC. 6A-6C EXT. BATTLE GROUP

The ships are in formation. We turn to follow the ships as they fly by. Then suddenly, the battle group enters hyperspace, they drill wormholes through time and space disappearing from view.

NARRATOR (CONT'D)

Its advanced navigational systems  
permit rapid hyperspace jumps at a  
moment's notice. That puts this  
carrier battle group in the class  
of the Imperial Fleet's most  
important and powerful resources.

FADE TO:

PART 1: DAVENPORT GATEWAY

SC. 1A-1C: EXT. VAST SPACE

Davenport Gateway System  
Duty Mission - Day 0012

The RELENTLESS and her battle group exits from hyperspace. The mighty ships slow down to cruising speed and approach to reveal the underbelly and side of the RELENTLESS as shuttles are launched from the massive hangars...

NARRATOR (CONT'D)

Within the jurisdiction of the Imperial fleet and the realm of the Empire, there exists an almost limitless diversity of inhabited worlds. For those who serve among the Imperial armed forces, this means that every single life form, on every single world, in every system is under our protection. Here, social unrest attempts to wage war against Imperial order. Besieged by militant groups, the garrison requires a constant supply of fresh troops and equipment. It would be impossible to garrison every system in the Empire - but its carrier battle groups give the Empire the ability to deploy itself anywhere it wishes on short notice.

Com-chatter and engine noise spill across the screen. All around is a bustle of galactic activity. Ships of all kinds fly around in the background. And we see her again, the mighty RELENTLESS cast across a dramatic red sky.

Shuttle launch sequence

SC. 2A: EXT. RELENTLESS

Reversal- showing both shuttles drop toward the planet. TIE fighters are also seen flying patrols. Lots of random space traffic coming and going from planet.

FLIGHT COMMAND (V.O.)

Shuttle 2249er Echo you are clear to depart straight out, remain at or below tops until clear of The Relentless.

SHUTTLE 2249-ECHO (V.O.)  
2249er Echo below tops still clear.

FLIGHT COMMAND (V.O.)  
2249er Echo contact Davenport  
approach at 1-er42.9-er. Tell them  
you got traffic, happy hunting.

SHUTTLE 2249-ECHO (V.O.)  
Going to approach 2249er Echo,  
we'll see you on the other side.

SC. 3A

Front view of shuttles doing a "paint-scraper" past us. We  
turn to follow, showing the planet below. High angle to  
push in.

NARRATOR (CONT'D)  
State of the art Weapons systems  
and technology may be the  
instruments for initiating the  
peace process, but it is the ground  
forces that play an essential role  
in keeping it.

SHUTTLE 2249-ECHO (V.O.)  
Approach - Shuttle 2249er Echo,  
leaving Relentless inbound with the  
numbers.

DAVENPORT COMMAND (V.O.)  
2249-er Echo, atmosphere approach  
Delta. Plan on entering visual  
approach Alpha. Welcome to  
Davenport Gateway.

SC. 5A-5D

The dingy spaceport city. We have air traffic in background, many different kinds of ships. Com-chatter is heard in b.g. We float down into the depths of the city, tilting up and down to show flowing air traffic and general atmosphere of this spaceport city..

COM-CHATTER BACKGROUND

...Five-three to upper bay door.  
...Patrol 3-1-9, reports fighting in civilian sector 'G'. ...Bay 12, ...stand by.  
...7-1-4, support request in sector 'G'.  
...7-1-4, en route..

NARRATOR (CONT'D)

Increasingly, Imperial troops are required to act as peace officers in systems where local law enforcement agencies are not adequate to control the general populace. By assuming this responsibility, the Empire's influence is expanded. If it was not for the strong Imperial presence in this sector, precious civilian lives would be lost, it is in this world that the Imperial soldier must keep a level head, a steady hand, and a watchful eye.

SC. 6A-6B

An Imperial probot floats, spotlighting dark windows of an empty looking building. The two shuttles are viewed passing in background.

SC. 7

Spaceport cityscape. We establish the vast city as the shuttles fly past weaving through other air traffic and buildings..

SC. 8A-8C

A guard tower Trooper is in the foreground as the two shuttles fly past. We turn to follow the shuttles as they disappear behind a building. There is much activity on the ground as well as in the air, as droids of various sizes and other vehicles fly around the city.

DISPATCH COMMAND

Command to Team 82-57, come in.

SC. 9

A run-down, dingy looking spaceport environment: a squad of Imperial Troopers enters on screen, marching along on patrol. The lead trooper begins to speak...

AK-52278 (TO COM)

82-57, Rail-Runners. Go ahead  
command.

DISPATCH COMMAND

Command 82-57, It's your last day  
out, right? You want an easy one?

AK-52278 (TO COM)

Negative. Just give us whatever  
you got.

SC. 10-11

Cut away to show a random security cam. POV of city scumbag population/ troopers arresting something furry..

DISPATCH COMMAND

Copy that. Checking the monitors.  
There's a prison transport in your  
section right now. They've got it  
under control. Proceed to sector  
5, copy?

Sgt. Xaun Kaletka  
AK-52278  
Rail-Runner Squad  
432nd Urban Overwatch Div.

AK-52278

Roger that command, 82-57 out. In large crowds like this, trouble can come from anywhere at anytime. You never know what to expect with some of these "things"... The last hours on the job can be the worst. Tired and ready for a break, sloppiness loses lives. That's we must take on our last mission just like any other. It isn't easy restoring order...

SC. 12-16C

The Troopers are proceeding on their patrol through different industrial scenes. A mesh of random people/critters goes about their business. In the background sky, various ships are occasionally taking off and landing

AK-52278 (CONT'D)

Being an Imperial Trooper means you're in charge out here. This uniform and the Empire's reputation commands respect.

AK-826

Hey, look they're hanging the decorations for the "F.N.G.s"

SC. 17 INT. FLAG ROOM

Giant Imperial banners are unfurled over a crowded plaza of the city. Creatures of various sizes and shapes pass by...

SC. 18A

The trooper squad continues walking as they pass behind the large Imperial banners

AK-834

I don't remember banners when we were f-ing new guys.

AK-52278

The banners are hung out to reinforce moral and welcome the new replacement troops to the garrison. Since this is the last day of our tour, we'll be shipped out on the next rotation for other duties and other commands. 52278 Command, Team 82-57 has cleared 216 and is entering sector 5.

DISPATCH COMMAND

Command 52278, copy that.  
Continue patrol, sector 5.

Corp. Devaun Lei - Lane  
Ak-117  
Railrunners Squad  
432nd Urban Overwatch Div.

Urban Overwatch, similar to the basement of a parking structure. Dark and swampy, an underground realm of pipes, rather strange noises, gray paint, and a variety of humanoid like species. Obviously Davenport is a very busy and crime ridden city indeed.

AK-117

Putting on a good show will help to ease public tension and add to the air of support the new arrivals will feel...

AK-834 (TO AK-826)

They'll learn how things really are soon enough...

AK-826 (BACKGROUND)

Yeah, when most their squad's gone...

AK-117

I'll be happy enough just to get back on the ship, peeling off this armor, and taking a HOT shower.

AK-826/834 (TOGETHER)

Copy that!

SC. 23 EXT. IMPERIAL DOCK

DRIVER-1 sits on top of an AT-ST, located on a city bridge with crowded restaurants and various other pedestrian traffic. She scans the vast city canyon below with her electro-binoculars.

DRIVER 1 (TO COM)

Command - sentry patrol 735, grid 226, sub-level.

DISPATCH COMMAND

Sentry patrol, Command. Go ahead 735...

DRIVER 1 (TO COM)

Command. We're checking on a report of possible disturbance - sub-level 21-34. Request support team, - over.

SC. 24A

AK-52278 (and squad) pauses at a walkway railing, turning at the sound of the com-link.

AK-52278 (TO COM)

735, command - Copy that request. We see it. Sub-21. Support team 82-57 standing by.

Driver-1 (close up) continues to lean precariously over the edge of the AT-ST scanning the city.

DRIVER 1 (TO SELF)

EWWWW. I didn't need to see that! They should really close their curtains...

Cut to driver-1 binoc. POV. We can see down the lower levels of the city canyon, blaster fire lighting up dark structures...

DRIVER 1 (TO SELF)

OK here we go...

Cut to DRIVER- 1 med. Shot, as she lowers the binocs when a probe-droid approaches.

DRIVER 1 (TO COM)

Command, support team - we've got shots fired on sub-level 21-63. Looks like 'G' block again. Respond with caution, over.

AK-52278 (ON COM)

82-57 responding, shots fired. Support team en route, over.

DRIVER 1 (TO COM)

Good luck team. You're gonna need it.

Driver-1 med. Shot continues, as the droid talks to her...

DROID

(IMPERIAL PROBE DROID SFX)

DRIVER 1

No, they can handle it, but could you test your self destruct sequence for me? I want to make sure it works.

DROID

(ANNOYED IMPERIAL PROBE DROID SFX)

The droid reacts, swiveling to aim it's blaster at Driver-1.

DRIVER 1

All right, take it easy. I was only kidding. One of these days that's gonna work.

SC. 24B INT. URBAN HALLWAY

AK-52278 gives a hand signals and points. They begin moving now in combat readiness...

AK-52278 (TO ALL)  
We're going down and checking it  
out. Let's go!

AK-826 (BACKGROUND)  
Not down there again...

AK-834  
What blaster-fire? I didn't see  
anything...

SC. 25-26D

The small squad of troopers moves in formation through a  
series of hallway- like passages while strange onlookers  
pass them by...

AK-52278  
We have to rely on each other,  
'cause you really can't trust  
anyone else. When we started six  
months ago we were 20 strong.  
Since then I've been field promoted  
twice.

AK-117 (TO AK-52278)  
We lost a lot of good people.

AK-826  
Yeah, sure did.

AK-834  
I miss 185.

SC. 27-28

Pull back to reveal the troopers have arrived at the  
entrance of a dark corridor. They spread out to check if  
it's clear inside...

AK-52278  
C'mon. Let's get back to work.

AK-826 (BACKGROUND)  
Why don't they mention THESE places  
in the recruitment pamphlets?

AK-52278

All right, watch your spacing...  
834, cover the corridor.

AK-834

Yes, ma'am.

AK-52278 (TO AK-117)

117, Check it out...

AK-117 (TO AK-52278)

Yes, ma'am. Looks clear.

SC. 28-29C

Inside the dark corridor we see the troopers peer in... As something unseen passes right in front of them... The lead trooper motions the others to move in, and they enter...

AK-52278

All clear. Let's go.

AK-826 (BACKGROUND)

Come on, it's our last day...

AK-42

Will you two SHUT UP!

AK-826

This sucks...

AK-834

C'mon. What's a couple of stairs...?

CUT TO:

INT. SUBLEVEL STAIRS - LATER

Stairs, stairs, and more stairs!

AK-834 (CONT'D)

Ugh...I hate stairs....

AK-826

Guh. What level are we on?

AK-834  
Uh... Sub-level 17.

AK-826  
Great. When we hit 21, let me  
know. I'm gonna puke

AK-834  
Just make sure you take off your  
helmet this time.

SC. 30-38

The squad of troopers have descended a long dark spiral staircase and entered what are the lower, and much scarier levels of this city... - The Underworld.

AK-52278 (HAND SIGNALS)  
Spread out.

AK-117  
Yes, ma'am.

AK-52278  
Search teams - support by fire.

AK-826  
I'm not doing anything on this one.

AK-42  
All right that's enough with the..  
AAAAA!

SC. 31

A wolf-like critter stands up from eating some unfortunate person who made a wrong turn, and spooks AK-42. 42 scans him, and whatever he's eating.

AK-42  
EWWWWW.

AK-834

I think the stench down here is fogging up my goggles.

AK-117

Watch your footing.

AK-826

Oh GOD! What did I just step in?!

AK-834

I can actually see the stink. I hate this place.

AK-826

Isn't this the long way getting there?

SC. 33

The troopers enter a smoky room and split up to continue search. A laser sight flashes cam, as troopers pass.

AK-52278 (HAND SIGNALS)

I want a full sweep. Split up.

AK-117

Ma'am?

AK-52278

2 with you. 834, you're with me.

AK-834

Yes ma'am.

AK-826

Uh, is splitting up really the best thing to do?

AK-834

I hate splitting up.

AK-826

Good luck guys.

AK-834

Mmmm. Watch your six.

AK-826 and AK-834 look to each other dreadfully before parting ways...

SC. 34

The team of three troopers emerge on a tight corridor with broken pipes venting smoke...

AK-117 (TO TEAM)

Move in... All clear. Continue the sweep.

SC. 34 (CONT'D)

The last trooper to pass cam. Turns around to check behind them.

AK-826

We're too short in numbers for this. Did anyone else hear that...?

AK-42

Negative. Just keep moving.

AK-826

Really, I keep hearing something...

AK-42

What are you worried about, you've got the BIG GUN. Look what I've got.

SC. 35

The three troopers continue searching corridors and dark places... They enter a doorway and the last trooper turns again to check behind them...

AK-826

There it was again...

AK-42

Will you quit it!?

SC. 35 (CONT.)

The troopers have entered the doorway and disappeared as an 'alien' passes by cam. Following them.

AK-117 (TO AK-42)

Pick it up. There's nothing down here.

AK-42

Yes ma'am.

AK-826

There! There it was again...

AK-42

I'm hearing something too. It's me saying, "I hate you."

SC. 36-37

The team of two troopers is navigating tight corners in a passageway trying to cover all directions. They round a corner and catch a weird looking creature...

AK-52278 (TO AK-834)

Urgh! I forgot how much this place stinks.

AK-834

Mm-hmmm.

AK-52278

Hold up, we've got a contact. Just one, cover my left.

AK-834

Ready.

AK-52278

Go! Don't move! Freeze SCUMBAG!

AK-834

Yeah! Don't move.

AK-52278 (TO CREATURE)

What are you doing down here?

AK-834

All clear.

SC. 37 (CONT'D)

The two troopers approach the creature as it says something to them...

CREATURE

(Unintelligible)

AK-52278 (TO CREATURE)

Don't worry, someone called it in and we're here to resolve it. Now clear out. Go on, get lost!

AK-52278 (TO AK-834)

Let's keep it moving. I think we're close.

AK-834

Yes ma'am.

SC. 38

The troopers reemerge together in a long corridor and continue patrolling together...

AK-52278

Regroup! I want team on my six, NOW! We've got blaster fire at the end of G-block hall 74 Alpha. I want to nail these guys before they move again.

AK-42 (TO AK-826, SARCASTIC)

Did you hear that blaster fire?

AK-826

We've been everywhere in this place!

AK-834

It's about time, I've been waiting to get killed all day.

SC. 39-41

We are following the squad of troopers when suddenly blaster-fire erupts in front of them. As they hit the wall for cover, the shots come from around the corner to impact the wall opposite them... Again, the sounds of blaster-fire and pulses of energy bring the dark corridor alive.

AK-42

It's probably nothing. AAAAA!

Blaster fires hit the wall near the troopers.

AK-826

OH CRAP!

AK-52278

Cover! Get back!

AK-117

All right you guys, time to earn your combat pay!

AK-834/826

It's not that much.

AK-42

Hey, you guys have been asking for it.

SC. 42-49

The lead trooper signals the two troopers in rear (826 & 834) to move in and check out the situation...

AK-52278 (TO 826/834)  
You two, up front.

AK-826/834 (TO EACH OTHER)  
Us? Aww...

AK-52278 (TO 826/834)  
Move in and check it out...

AK-826/834  
Gee - all this and a paycheck too?  
It's not that much...  
Yeah, lucky us.

AK-52278  
Move it!

The two troopers look discouragingly to each other, then, ordered again, they proceed to move in around the corner as the three remaining troopers look on...

AK-826/834  
Ugh... We always go in first.

A few tense seconds, blasters are heard and the three hit the wall again. Then a few 'clicks' come over the comm.-link. AK-52278 motions everyone forward, and we turn the corner...

AK-117  
You think they need some back up?

AK-42 (HESITANTLY)  
What do you think?

AK-52278  
Hold up.

AK-834(ON COM.)  
Room secured, but get in here now!

AK-52278  
Lets go! Three friendly's pulling  
up the rear. 42 cover left.

AK-42

Yes, ma'am.

AK-52278

117 take center.

AK-117

I'm on it.

AK-42 runs up behind some short of creature that turns out to be a PREDATOR, and fearlessly puts his gun to the hunter's head.

AK-42

Don't even think about it.

AK-117 holds up her gun to a second PREDATOR.

AK-117

Hold it right there!

PREDATOR

Who are you?

SC. 49

A large 'PREDATOR' is speaking with AK-834. Behind them in the alleyway, out of ear shot, we can see 'FETT' speaking with a trooper. Across from them is a second, wounded 'PREDATOR'. It's blood glowing in the faint light. AK-826 is covering the scene as a dead 'ALIEN' lays at his feet sending acrid smoke into the air.

AK-834 (HANDS GUN TO TROOPER)

I'm the reason you should've stayed home. Take this and watch my back...

AK-117

You gotta keep an eye on these types. OK got it.

AK-834 (TO PREDATOR)

Look, until we figure out what's going on here as long as your mouth is moving, you're lying.

AK-834 is talking to the PREDATOR. As others enter room and take positions.

AK-42

Whoa, whoa. Ease up on this one. Let me check his injuries.

AK-117

Careful. His kind are sneaky bastards.

AK-42(TO PREDATOR)

It's all right. I'm a medic.

AK-826

What a mess.

SC. 51

AK-52278 takes charge of the situation...

AK-52278 (TO 826)

Alright, what's the sit-rep.?

AK-834 (TO 52278)

Two are down, but not as a result of us... it appears that three parties are involved... a possible, illegal poaching in progress, while the third party maintains that we're interfering with a legitimate attempt to collect on a posted bounty. So far all I'm getting is excuses, but it looks like things were about to get messy when we arrived. There's one injury, one fatality... and the big one won't (to Predator) SHUT UP!

AK-834 then holds up a bag of skulls for 52278 to see...

AK-42(IN BACKGROUND, TO PREDATOR)  
Do you have any allergies? Are you  
on any prescriptions I should know  
about? Why is your arm beeping?

AK-52278  
Yea, I see what you mean.

AK-834  
And check this out. Trophies.

AK-52278 (TO 834)  
Bring 'em here... These belong to  
him?

AK-834 (TO 52278)  
He says they're someone else's...

AK-52278  
They're his.

AK-834 approaches and places the bag of skulls on a crate in  
front of 52278, letting the skulls spill out.

52278 holds up a small 'ALIEN' SKULL as she speaks to the  
'PREDATOR'.

AK-42(IN BACKGROUND TO OTHER PREDATOR  
CONT'D)  
Do you have any metal parts in your  
body?

AK-117(IN BACKGROUND TO BOUNTY  
HUNTER)  
Where can I get armor like that?

AK-52278  
What is this? This is WAY under  
regulation...!

The 'PREDATOR' attempts to answer the trooper making  
clicking sounds as it speaks...

AK-117 (TO BOUNTY HUNTER)  
It's really cool.

AK-52278

Is this a face that cares!? I don't want to hear about that! Let's see your hunting license and registration ID.

AK-117 (TO BOUNTY HUNTER)

Did you make it yourself or... buy it?

The PREDATOR finally having enough of this crap, angrily stands to his full height.

AK-117 (AT PREDATOR)

Hey! Easy big guy! You're not fireproof!

The 'PREDATOR' continues to talk, obviously trying to get out of the situation by making excuses... AK-52278 throws down the skull and cuts off the PREDATOR.

AK-52278 (TO PREDATOR)

Are you trying to piss me off or get your ass beat, cause you're 2 seconds away from both! Stop making excuses and give me some straight answers before I decide to take your weapons and leave you down here... then we'll see how long you last. You ought to be ashamed of yourself taking something this small. Yea, I bet it gave you a real fight...

AK-52278 (TO AK-42)

What's the extent of his injuries? Do we need a med-evac?

AK-42 (TO AK-52278)

Negative. He'll be all right.

AK-834

Aw, what a shame.

SC. 57

AK-826 standing next to the "dead" 'ALIEN' looks down at it... A trooper is in the background checking out the wounded 'PREDATOR'.

AK-826

Guys, I think this thing's still alive... I think it just moved...

AK-42 (TO 826)

Would... You... Shut up!

SC. 62

The activity stops as we hear the faint transmission over the comm.-link. AK-52278 disheartened, signals the other troopers they "gotta go."

AK-826 (IN BACKGROUND)

Uh, guys? I'm gonna... shoot it... in a second.

AK-42 (TO 826)

No it's not alive. No it didn't move. No don't shoot it! Urgh, I hate you.

COMLINK (STATIC)

Command to Team 82-57, Code 3. Imperial Recon patrol 922 needs assistance. Bay 37. Respond, over.

AK-834 (TO 52278)

Urgh... Can't they do anything for themselves...?

AK-52278 (TO 834)

Maybe if they had some 'real' armor... Let's get out of here.  
(TO COMM. TRAILS OFF)  
AK-52278, roger that control - ground support team en-route...

AK-52278 turns to leave as 834 returns the "Frisbee" to the predator and draws his gun, as the others moves to exit the scene... Indicate the troopers move out...

AK-834 (TO PREDATOR)  
This is your lucky day 'slim',  
here's your Frisbee back... Don't  
hurt yourself with it...

SC. 62 (CONT'D)

The troopers begin to back out of the room one by one covering themselves as they go...

AK-52278 (OFF SCREEN)  
Pack it up! We're moving out!

AK-117  
You heard the word, pack up! 826  
cover our out. Nobody moves until  
were gone. Let them sort this out  
on their own.

AK-826  
That's right. Nobody moves.  
Yeah, I'm watching you... nobody  
better move.

CUT TO:

EXT. HANGER FACILITY - LATER

Wide establishing shot of hanger facility as we follow a ship as it flies down to the landing platforms.

SC. 63A-63C

We are in a large service hall with the "big turning things of DOOM" above. Three biker scouts, who are covering a doorway, with blasters drawn, are talking.

SCOUT 1

Command Dispatch, Recon 922.  
Please advise status on back up for  
code 3.

DISPATCH COMMAND

Command 922. Copy that, be advised  
support team 82-57 is en route.

SCOUT 1

Uh...say again? Confirm support team  
en route.

DISPATCH COMMAND

Command 922. That's team 82 dash  
57. The Rail-Runners. En route.  
Code 3 confirmed. Copy.

CUT TO:

INT. HANGER FACILITY

SCOUT 1

I really didn't want to call those  
guys in.

SCOUT 2

Might as well have called in an air  
strike...

SCOUT 1

Yeah... You know how it's gonna go...  
"Stop that ship... Blast em'!"

(Scout  
laugh/chuckle/sigh)

SC. 63

From the scout POV, we see the Trooper squad enter the hall.  
The scouts watch the troopers approach.

AK-117 (FAUNA)

...Why do we always gotta bail these  
guys out?

OTHER TROOPERS (REPLY)

...Copy that...

AK-52278 (REPLY)

...Because, scout recon's been  
compromised. Again.

SCOUT 1 (TO OTHER SCOUTS)

Do they know we can hear them?  
Let's go.

The troopers fan out and surround the door. The scouts nod  
to each other at the arrival of the troopers, and then walk  
over to AK-52278 and the other troopers...

AK-52278

Scout team what's your position?

SCOUT 1

We're right in front of you "sir".

AK-52278 (TO SCOUT 1)

I can see that... Now!

SCOUT 1 (TO TROOPER)

Aren't you a little short for a...

AK-52278 (TO SCOUT 1)

Finish that sentence and die! Now  
what's the situation?

SCOUT 1

We're checking out a possible lead  
on weapon smugglers.

(turns to Scouts)

...Yeah...

AK-52278

...Weapons, huh. Are you sure?

SCOUT 1

...We were about to over-ride the lock and find out...

AK-52278

Doors locked? They're hiding something! We'll take it from here...

SCOUT 1

Uh... I could try to bypass the security-locks...

AK-52278

Ugh. Look! You bypass the lock or we'll bypass it. Either way, that door opens. We just came out of the worst stink hole after facing off against some of the biggest, meanest, and except for you the ugliest things this city has to offer. So why don't you stop pretending to be controlling this situation and let us get the job done.

Warning buzzers cause the scout to lean out past the trooper to see...

SC. 69

A warning light and siren indicates the arrival of a rising turbo-lift. An AT-ST rises into view in the background. As the lift comes to a stop, the AT-ST begins to move forward toward the troopers...

SCOUT 1 (TO HIMSELF, IGNORING 52278)  
Uh-huh. Yeah, yeah, yeah... They  
always over react.

The scout turns to the other scouts...

SCOUT 1  
Bring up the droid...

AK-52278 (TO SCOUT 1)  
You guys haven't tried the droid  
yet...!?

SCOUT 1 (TO TROOPER)  
...Well, it just got here...  
(To scout 2)  
Hook it up... Open the door.

SCOUT 2  
Yes sir.

AK-52278 (TO 834)  
Can you believe these guys...?

SC. 74

The droid unit is accessing the panel with a series of  
bleeps. Behind them, the Troopers are moving into position.  
Scout 1 and AK-52278 are standing in front of the doors and  
continue to argue...

AK-52278 (TO SCOUT 1)  
I don't know what kind of rag-tag  
band you think you're trying to run  
here... I mean if you'd been  
patrolling with us only a day you'd  
probably be dead by now...

SCOUT 1 (TO 887)  
What, by friendly fire?

AK-52278 (TO SCOUT 1)  
Hey boy-scout, our battalion has  
been knee-deep in bodies and spent  
mags while you just ride around on  
your bikes!

SC. 77

The doors can be seen opening in the background. Scout 1  
and AK-52278 are unaware... The scout (2, off screen) with  
the droid is trying to interrupt the argument...

SCOUT 2 (OFF SCREEN)  
Uh, sir!

SCOUT 1/ AK-52278 (TOGETHER)  
Yeah? What?!

SCOUT 2 (OFF SCREEN)  
The door?!

SCOUT 1/ AK-52278 (TOGETHER)  
All right... Fine!

AK-52278  
Get your team out of my way and be  
ready to flank the right...

The doors to the hangar stick.

AK-52278  
Oh. My. GOD!!! Get your team out  
of my way NOW!

SC. 78

As the doors to the hangar open, the Troopers move swiftly  
toward the doors in attack position. The bikers move out of  
the way to use the door opening for cover. When the doors  
are clear the troopers charge in followed by the bikers...

AK-42

Could this door be any louder!

AK-52278 (TO OTHER STORMTROOPERS)

Ugh... Just go!

AK-117 (TO OTHER STORMTROOPERS)

Team 2, with me. Flank that other  
ship!

SC. 79: INT. HANGAR BAY DOOR POV.

There are two ships inside the hangar. The ships crew is taken by surprise. They drop their cargo and run for the safety of their ships. The first group of troopers enters, rushing to position...

AK-826 (YELLS)

Stop that ship, blast 'em!

Trooper POV as the surprised crew of the freighters turn to see the advancing squad, in their fear and haste, they do the wrong thing... They start shooting.

AK-117

Lay down suppressing fire!

AK-52278

Open fire!

SC. 83

One by one, the troopers open fire. The closest cargo ship takes the most concentrated fire. Return laser fire strikes the walls behind the advancing troopers. The hangar doors open again to reveal the AT-ST, as it crouches down to enter through the loading doors.

SCOUT 1 (TO AT-ST WALKER)

Hey, watch where you're walking!

AK-52278 (TO AT-ST WALKER)

Take out that ship on the left  
before they raise their shields!  
Take it out!

The AT-ST begins to firing at a droid.

AK-52278 (TO AT-ST WALKER)  
Quit it with the droid and take  
that ship down!

SC. 90

The second ship, its engines whining, lifts off as the first ship explodes. The Troopers turn their full attention to the fleeing ship. As it retracts its landing gear, all the firing stops when the ship clears the hangar bay, except one trooper. AK-826, his heavy blaster on full-auto, continues to fire as the ship disappears into the dark sky..

AK-834  
I love this job..

SC. 100

The troopers watch as the ship disappears.. Then they all turn to look at the trooper still firing..

SCOUT 1  
Wow.

SC. 101

Scout 3 with trooper AK-826 notices everyone looking at them and tries to make the trooper stop firing..

SCOUT 3 (TO 826)  
They're gone!

AK-826  
Dude! What!

CUT TO:

SECURITY CAMERA POV OF WRECKED HANGER BAY

SECURITY COMMAND  
Hanger bay 37 is 101. Emergency  
vehicles responding.

CUT TO:

SC. 103 INT. HANGAR BAY - LATER

Int. Hangar bay with blaster damage and wreckage of smoldering ship. Two scouts study the damaged hangar; one scout walks over toward cargo boxes...

SCOUT 1

Oh, man. Look at this place... You know, I used to play here as a kid...

SCOUT 2

Let's see what we have here, better be something good... oh.

SC. 104

Scout 1 opens the cargo crate... A brilliant light shines from within...

SCOUT 2 (IN REALIZATION)

Oh - no...

The scout shuts the box immediately and calls over Scout 1.

SCOUT 2 (TO SCOUT 1)

Uh...sir. You need to come look at this.

SCOUT 1

All right. (Looks inside)  
What! You've got to be kidding me!  
Hey 23; you gotta take a look at this.

SCOUT 3

Ah jeez. I almost got killed for this?

SCOUT 2

Yea. We all did.

Finally a AK-834 approaches them. The scouts try to keep him from looking inside the box but the trooper takes over... The Scouts all leave disgusted. They leave responsibility on the trooper squad... The light from within the box dies out, as the trooper calls his squad to inspect the contents. They find toys...

#### SCOUT REACTIONS

-No, you don't want to look in this...  
-we are not taking responsibility for this...  
-ok, that's it. It's your jurisdiction now...

#### AK-834

So what kind of weapons were these guys smuggling? Get out of my face, tree dodger. Hey! Hey! You guys! Get over here! Come check this out! You won't believe this. This is great!

#### AK-117 (GRABBING A TEDDY BEAR)

Awwwwwwww. It's so cute!

#### AK-42

Hey do they have the new action figure line? Oh yes! (Grabs a dinosaur toy) Look at this! Roar! Roar! Hahahahaha.

#### AK-52278 (LAUGHING)

All right cut that out. What other "contraband" do we have?

#### AK-826

My turn. What else is in there? I want something! Let me see!

#### AK-834

Hey, let the lady go first.

#### AK-826

You're not going ahead of me!

FADE TO:

SC. 105 EXT. HANGAR - LATER

AK-52278 (PROUDLY)

A secured scene for the  
investigators means our job is done  
here...

SC. 105 EXT. HANGAR - LATER

While AK-52278 walks away leading the squad of troopers, a group of Imperial commanders walk past. A female Imperial commander catches the attention of AK-834 and AK-826. The Scouts can be seen in the foreground, relaxing and sitting around, shaking their heads in disbelief...

SCOUT 1 (SARCASTICALLY TO TROOPERS)

Thanks for all your help, couldn't  
have done it without ya'.... Losers.

The troopers are oblivious to the sneering comments - they're looking at the women Imperial commanders, as they disappear from view...

AK-826

Mm...Nice.

AK-834

I copy that...

AK-42

What did he just say?

AK-834

Who cares, we're shipping out.

In the background, 826 & 834 heads are following the female officers. A detachment of new troopers marches in to take over for their first assignment... Clean-up.

NARRATOR (V.O.)

The ability to assess and determine  
the details of a situation make the  
Empire's Elite revered and  
respected as guardians of order and  
justice throughout the galaxy.

FADE TO BLACK.

TO BE CONTINUED...