

QUAKE

by

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Based upon the video game by
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EXT. PLANET EARTH - OUTER SPACE

Planet Earth is shown floating in space. Calm and serene. Nothing out of the ordinary.

Suddenly, an unknown flying object zooms past, heading towards the Earth. It appears to be a small, one-passenger spacecraft. It nosedives towards Earth with no sense of direction.

As it moves closer towards Earth, it crashes through the planet's atmosphere.

EXT. EARTH ATMOSPHERE - DAY

The spacecraft enters through the Earth's atmosphere and continues its descent towards Earth.

The Earth sky still looks tranquil as the spacecraft moves closer and closer to the surface.

EXT. HOUSTON AERIAL SHOT - DAY

The spacecraft is nearly about to hit the planet's surface. City buildings of downtown Houston, Texas can be seen on both sides of the ship as it continues downwards.

The spacecraft finally hits the ground with a loud THUD and the city surrounding is anything but calm. Buildings are half-destroyed, people are running and screaming, and many other ships that look similar to the one that has just fallen, litter the city.

EXT. HOUSTON MAIN STREET - DAY

Hundreds of people are running up and down the streets of Houston in fear. As they run, other-worldly beings appear to be chasing them. The beings seem to be half-machine but also have living properties to them.

Several of the alien beings grab humans and use their sharp objects they possess to kill. Throats are slit, torsos are penetrated, and backs are stabbed.

Some of the other beings only maim their human prey and drag them towards their grounded spacecraft.

EXT. APPLIANCE STORE WINDOW - DAY

Television sets that appear to be on sale are all turned to the same station. A news report is displayed with reporters making a field report on what is happening.

One television shows a female reporter in the middle of what appears to be a war zone. People are dying, and alien beings are stalking behind her.

TELEVISION

The FIELD REPORTER (age 26) speaks quickly and nervously but is determined to get her story across.

FIELD REPORTER

I am here in downtown Houston and all hell has broken loose. Approximately one hour ago, unknown spacecraft plunged towards Earth from outer space and landed all over the world. The beings these spacecraft contain are very hostile and are killing at will.

The CAMERAMAN for the Field Reporter focuses on one of the alien beings. It has an armor-plated outfit and stands about six feet tall. It's face cannot be seen from inside its helmet, but its orange eyes stare back through the darkness that contain it. This is a STROGG WARRIOR.

FIELD REPORTER

The United States military has been deployed and are fighting back against these beings but many lives have been lost already. If you come into contact with any of these beings, you are asked to run. Avoid these beings at all costs--

CAMERAMAN (O.S.)

Oh shit!

Behind the Field Reporter, a Strogg warrior is shown running towards her. She quickly turns around to see what is heading towards her. Just as she turns fully around, the Strogg pounces on her and the camera falls to the ground and lands sideways.

FIELD REPORTER (O.S.)

Oh my God!

Her scream is bloodcurdling.

The Field Reporter's pretty, yet blood-stained face then falls right in front of the camera with her eyes permanently open. Her body then drags away.

The television then becomes scrambled.

EXT. HOUSTON SKYLINE - DAY

Houston is shown again from above. The sound of JET ENGINES slowly becomes audible. Six FIGHTER JETS zoom past and head towards the center of the city.

INT. FIGHTER JET - DAY

A pilot mans the plane and dives towards the streets of Houston. He locks onto a group of Strogg warriors and fires his gun.

EXT. HOUSTON STREET - DAY

Some of the Stroggs fall dead from the gunfire inflicted by the fighter jets. The rest of the Stroggs stop where they are and reach behind the backs to pull off a strange looking weapon. It appears to be some sort of mini-cannon which has a brown color to it with a red design on the top.

INT. FIGHTER JET - DAY

The pilot pulls up his visor to see what type of weapon the Stroggs are about to fire.

A PILOT
What the...?

EXT. HOUSTON STREET - DAY

The Stroggs take aim on the planes and fire their weapons simultaneously. The rounds that emit from these weapons move at so fast of speed, they leave a blue-coiled trail behind it.

The rounds hit all six of the planes and they explode.

EXT. HOUSTON AERIAL SHOT - DAY

Chaos still envelopes the city. Humans are being killed off like flies and appear to be helpless.

On the outskirts of the city, tanks and armored vehicles can be seen approaching fast into the city. They fire rounds toward the Stroggs with no regard to destroying anything in the way.

One of the STROGG LEADERS turns to face the incoming tanks and vehicles. It pulls out some sort of horn and blows into it. A low HORN blows throughout the city which stops all Strogg warriors in their tracks.

EXT. HOUSTON AERIAL SHOT - DAY

The Stroggs all stop what they are doing and move towards their spacecrafts.

Tanks and soldiers still fire towards the Stroggs, taking down a few.

A Strogg reaches his ship while dragging a wounded human. It throws the human into the ship and then boards itself.

The ship slowly takes off.

EXT. HOUSTON SKYLINE - DAY

The ships all take off at the same time and appear to be heading back towards space.

EXT. HOUSTON STREETS - DAY

The tanks stop and take aim towards the ascending spacecraft.

A soldier jumps out of one of the armored vehicles and starts pointing at the spaceships. This is CAPTAIN ZACHARY CROCKETT (age 35).

CROCKETT

Don't let them get away! Kill them all!

The tanks open fire towards the ships.

EXT. HOUSTON AERIAL SHOT - DAY

Most of the shots miss but one hits dead on and drops one of the spacecraft.

EXT. HOUSTON STREET - DAY

The spacecraft hits the ground hard and is damaged heavily. Soldiers run up to the craft and surround it.

Crockett comes up from behind the men and stares at the craft coldly. He then looks up towards the sky.

EXT. HOUSTON SKYLINE - DAY

The spacecraft slowly move out of the atmosphere and then disappear from sight.

EXT. HOUSTON STREET - DAY

Crockett shifts his gaze back towards the fallen spacecraft and motions for his men to investigate.

The men reach the spacecraft and climb on top of it. One of the soldiers opens up the hatch and points his gun inside.

INT. STROGG SHIP - DAY

Inside the small spaceship, a Strogg warrior lays dead. Computer screens line the cockpit displaying a language that is too foreign to understand.

EXT. STROGG SHIP - DAY

A low-ranking soldier relays the news to Crockett.

A SOLDIER
Sir! It's dead!

CROCKETT
Roger that.

Crockett turns around and spits. Another soldier approaches Crockett. This is SERGEANT MARCUS JAMES (age 30).

He salutes.

JAMES
Sir.

Crockett salutes back.

CROCKETT
Report, Sergeant.

JAMES
It's a disaster sir. Estimates on the death toll are said to be in the millions, and that's just for Texas.

CROCKETT
God damnit.

Crockett points towards the spacecraft.

CROCKETT

Have a clean up crew come and pick this thing up. Get every fucking astrologist and space geek you can find. I want to know where these bastards came from and I want to know now.

JAMES

Yes sir.

Sergeant James walks away while saying something into his radio.

Crockett walks towards the ship and climbs on top to peer inside.

INT. STROGG SHIP - DAY

Crockett looks inside and stares at the dead Strogg. He shifts his gaze to the back of the craft to see human limbs and body parts piled in the back.

SMASH CUT TO BLACK.

In the darkness, television screens appear in small squares on different parts of the screen. News reports explain the situation. PSST. The first screen appears.

NEWS REPORTER

May 24, 2028. Day seven of the war and things are finally starting to heat up. Recent reports from military intelligence inform us that these alien beings did in fact come to Earth from another galaxy.

PSST. Another screen.

NEWS REPORTER

December 20, 2028. The war has now been going on for seven months and it shows no signs of stopping. Stroggos, the home planet of the alien invaders, has finally been located and appears to reside in the Andromeda Galaxy.

PSST. Yet another screen. Another news reporter.

NEWS REPORTER #2

March 13, 2035. The war rages on but good news finally makes itself present.

NEWS REPORTER #2

The Coalition, Earth's first global army, has finally been able to transport soldiers to the planet of Stroggos in the Andromeda Galaxy. Research from a fallen enemy craft has led to the creation of many intergalactic technologies that are being discovered nearly every day now.

PSST. More screens.

NEWS REPORTER #2

November 2, 2044. The battle rages on between Earth and Stroggos but neither side appears to be showing any signs of let down. The Coalition has been keeping the Stroggs at bay on their home world thanks to the help of the newly formed Immortal Coil special forces created by Flag Admiral Zachary Crockett, but soldiers are falling more and more each day.

PSST. One more screen. This time it takes up the whole screen. A third news reporter reports.

NEWS REPORTER #3

February 12, 2048. Earth is prepared to make a final stand on Stroggos to end this war once and for all. Operation Overlord has been green-lighted and The Coalition is launching an all out ground and air attack on the Andromeda planet. Commander Marcus James will oversee the operation. As always, news of the war will be brought to you first hand here on Coalition News.

The television screen shuts off abruptly. Then:

CUT TO:

EXT. CSS PHOBOS - OUTER SPACE

A large fleet of starships. In the middle, one stands larger than the other. This is the CSS PHOBOS.

INT. CSS PHOBOS BRIDGE

The main center of the Phobos. Soldiers and technicians walk back and forth between consoles, computer screens, and radar screens.

A man with high ranking insignias stands in the center of the bridge looking into a CommSphere. The CommSphere displays different images that pass by with amazing speed, but the man appears to understand what is being spewed out.

Another soldier walks up behind the man staring at the CommSphere. It is COMMANDER MARCUS JAMES (age 50).

JAMES

Admiral Crockett, preparations for Operation Overlord are nearly complete.

ADMIRAL CROCKETT (age 55) speaks without turning around.

CROCKETT

We cannot afford to be wrong on
this, Commander.

JAMES

I take full responsibility, sir.
I assure you we will crush this
alien race with this counterstrike.

Crockett turns around to face James.

CROCKETT

I have a recommendation for your
strike.

JAMES

Please.

CROCKETT

Walk with me.

Crockett and James walk towards the back of the bridge and
exit the room.

INT. PHOBOS HALLWAY

Crockett and James are walking down a very high tech
looking hallway.

CROCKETT

Our last offensive ended in the
loss of twelve Immortal Coil teams.
I don't want that to happen again.

JAMES

Permission to speak freely, sir.

CROCKETT

Proceed.

James moves in closer to Crockett and speaks in a lower
tone.

JAMES

Zachary you know damn well we cannot send all twenty-six teams onto Stroggos at the same time. They will be wiped out in less than a day.

CROCKETT

I know Marcus, but President Thomas has the final say in all of our campaigns.

This strikes a nerve in James.

JAMES

This is ludicrous! My men are being sent to the slaughter just so a war-retarded President can say he is doing something for the war!

CROCKETT

That's why I have a suggestion.

James straightens up and listens more intently.

JAMES

What do you propose?

CROCKETT

I say we send two teams, under the cover of The Coalition of course, to land and take out the defense and communication centers respectively, located in Crater Minor.

James becomes much more eager to hear what Crockett has to say now.

CROCKETT

After they have taken out the targets, we give the signal and deploy the fourteen remaining Immortal Coil teams, along with the remaining infantry that is left on the planet, to raid the capital city.

JAMES
Brilliant!

Crockett and James reach the end of the hallway and enter through a door on the left side.

INT. CROCKETT'S CHAMBER

The two men enter a large office that has many computer screens and digital maps plastered on the surrounding the walls.

Crockett sits down at his desk. James remains standing in front of him.

JAMES
Which teams do we send?

CROCKETT
What teams are left?

James pulls out a handheld PDA and pushes a few buttons on the screen.

SCREEN BEHIND CROCKETT

On the screen behind Crockett, a read out of twenty-six teams is shown. All starting with a letter of the alphabet. Some have lines through them. Each has a logo next to the name of the team.

JAMES (O.S.)
Remaining Immortal Coil forces at
one hundred percent are as follows.

James slowly sounds off the team names.

JAMES (O.S.)
Alpha, Beta, Delta, India, Kilo,
November, Oscar, Quake, Rhino,
Sierra, Uniform, Victor, Whiskey,
X-Ray, Yankee, and Zulu

CROCKETT

Lieutenant Kane is the leader of
Rhino Team correct?

JAMES

Yes.

CROCKETT

And Lieutenant Johnson leads Quake
Team?

JAMES

Affirmative.

CROCKETT

Send them.

JAMES

Roger that.

Slowly move close on the screen to show the Quake Team
logo. Then:

CUT TO:

EXT. IMMORTAL COIL STARSHIP - OUTER SPACE

A smaller starship is shown floating in the middle of The
Coalition fleet. It is smaller than the rest of the ships
flying next to it.

INT. QUAKE TEAM ROOM

The room comes to view and it contains six individuals.
There are eight beds on one side of the room near the wall
and lockers on the other. A bathroom is visible near the
rear of the room. On the wall near another door, a wall
lined with guns is visible. Very high tech looking
weapons.

A radio is on and blasting rock music. Two of the
individual male soldiers are sitting down playing a game of
chess. A female soldier is throwing knives at a target on
the wall. Two other soldiers are sitting at a table and
talking, while loading bullets into ammunition clips.

WEAPONS DOOR

The door next to the wall of weapons opens and another soldier comes through in full battle regalia and weapon in hand. He looks exhausted. This is TYSON CHILDRESS (age 29).

TYSON

God damn!

The female soldier stops throwing her knives and turns to face Tyson. She is a beautiful brunette girl with tough looks. This is NINA JOHNSON (age 25).

NINA

So did you beat my high score yet,
Tyson?

Tyson wipes sweat from his brow and closes the door.

TYSON

You know I'm starting to think you
cheated, Nina.

Nina laughs at that comment. Her pretty smile is to die for.

NINA

Cheated?

Nina turns to the soldiers playing chess and speaks to the younger of the two.

NINA

Hey Sage. Tell this pussy he can't
see me in VR training!

One of the soldiers playing chess stops mid-move and answers. This is SAGE REDFIELD (age 26).

SAGE

Tyson stop being such a bitch and
man up to the fact Nina is better
than you.

TYSON

Whoa! I only missed her score by
twenty-five points, Redfield!

The other soldier playing chess stops playing and answers
to Tyson. This is ZEKE CANTWELL (age 30).

ZEKE

Almost doesn't count, Tyson.

Zeke makes a move on the chess board.

ZEKE

So tell me, Tyson. How does it
feel to have your ass handed to
you day in and day out by a woman?

TYSON

Kiss my ass, Zeke! Why don't you
go in there with something other
than that shotgun of yours?

Zeke smiles but doesn't answer back.

TYSON

Where the hell did the Lieutenant
go?

SAGE

He went to get Matt's replacement.

Tyson groans with annoyance.

TYSON

Great. That's just what we need.

TYSON

Another newbie straight from boot
camp.

The two other soldiers reloading clips stop what they are
doing and turn back towards Tyson. They seem to be twin
brothers. SEAN KELLER (age 28) sits on the left and SHANE
KELLER (age 28) sits on the right.

Just before they can answer, the entrance door to the
hallway opens and two more soldiers enter the room.

The man in front is LIEUTANANT ANTHONY JOHNSON (age 30). The soldier behind him looks young and new. This is QUENTIN MANNING (age 25).

Anthony stops in the middle of the room and Quentin follows suit. Anthony points to the radio.

ANTHONY

Turn that off.

Nina walks over to the radio and shuts it off.

ANTHONY

Lady and gentlemen, meet Corporal Quentin Manning. The newest member of Quake Squad.

The six soldiers mutter inaudible acknowledgements. Quentin nods his head towards the group. Nina looks infatuated with Quentin's presence.

ANTHONY

As we all know, Matthew Kane was given a promotion after the death of Rhino Squad's squad leader and asked to lead them.

ANTHONY

I'm sure I am not the only one that wishes him the best in his journey, but we now have our eighth member.

Nina walks over to Quentin and holds out her hand.

NINA

Well on behalf of Quake Team, welcome to Immortal Coil, Corporal.

Quentin takes her hand and shakes it. They share an eye-locking moment for a beat.

Anthony breaks them up with his voice.

ANTHONY

Make him feel comfortable. Word is we have another campaign coming up and we'll be heading down to Stroggos again.

Anthony walks away towards his bed and pulls out a small computer and starts to type on it.

Tyson approaches Quentin with a smile on his face.

TYSON

So newbie, where you from?

QUENTIN

Houston.

The group of soldiers falls silent at the sound of that city name.

Quentin smiles to try and lighten the mood.

QUENTIN

Don't worry about it. It's all in the past.

ZEKE

So what's your weapon of choice, Manning?

QUENTIN

M-160 Carbine.

ZEKE

Hmph. Automatic weapons. Can't trust them.

TYSON

Well let's see how good you really are, Manning.

Tyson walks over to the door near the wall of weapons and pushes some buttons on a keypad.

TYSON

You ever been in a VR training room?

NINA

Come on, Tyson. He's probably been traveling all day. Let him rest.

Tyson ignores Nina. He has a problem with Quentin and wants to put him in his place.

TYSON

Come on, new boy. Let's see how good you are.

Quentin smiles and walks over to the wall and pulls down a tactical vest and an assault rifle from the wall and slings them on.

TYSON

High score is 126,025 points.

QUENTIN

Not bad.

Tyson laughs again and opens the door for Quentin. Quentin walks through the door into the VR chamber.

INT. VR CHAMBER

The chamber appears to be a giant arena with neon walls and features. It is a maze of hallways and stairways.

A retinal scan device is right inside the door. Quentin puts his face to the device.

COMPUTER VOICE (V.O.)

Welcome Corporal Quentin Manning. You have three minutes to destroy as many targets as possible. If you sustain three direct hits from enemy fire you will be disqualified.

A pause.

COMPUTER VOICE (V.O.)

Good luck.

Quentin removes his face from the device and stands on a square that is in the middle of the floor. A red light turns on and engulfs the whole room.

INT. QUAKE TEAM ROOM

Quake Team, minus Anthony, is watching Quentin on several television screens that display the action inside.

INT. VR CHAMBER

Quentin is still standing on the square. A KLAXON blares throughout the arena. The computer counts down to begin the mission.

COMPUTER VOICE (V.O.)

Five, four, three, two, one, VR mission started.

The red light disappears and the room becomes filled with neon colors and designs. The camera stays over Quentin's right shoulder for all of his shots in the Chamber.

Quentin runs down the first hallway. A target in the shape of a Strogg warrior appears from a corner. Quentin fires his weapon and a laser beam shoots through. The laser beam hits the target and it disappears.

INT. QUAKE TEAM ROOM

The team is still watching Quentin on the TV screens. On the screen, Quentin is kicking ass. He is ducking, dodging, and shooting targets with uncanny precision.

VR SCREEN

On the screen Quentin's score is tallying as he moves through the obstacle course.

It displays: 50,036

The score keeps rising.

Nina has a smile on her face as she watches Quentin battle.
Tyson has a worried look on his face.

INT. VR CHAMBER

Quentin is going up some stairs now. He is on high alert and is scanning the entire facility. As he comes off of the last step, two Strogg targets jump down from the ceiling. Quentin dives to the side and rolls. The two targets fire laser beams at Quentin but miss him. Quentin gets up on one knee and fires two shots each at both targets. They vaporize.

COMPUTER VOICE (V.O.)

One minute remaining. Score
120,126 points.

Quentin gets up and runs down another hallway.

INT. QUAKE TEAM ROOM

Anthony is still typing on his computer but then shifts his gaze to his team. They are glued to the TV screens that display the VR Chamber.

He gets up and walks over to the screens and looks at one.

The score displayed reads: 122,222

ANTHONY

Damn.

TYSON

Ah, he got the big boy to deal
with, and only forty seconds to do
it. He'll never make it.

INT. VR CHAMBER

Quentin shoots down a couple more Strogg targets and enters a large open area in the middle of the arena.

A large target is shown that is nearly fifteen feet tall and has two laser guns on each arm. It fires relentlessly at Quentin.

Quentin ducks behind a wall and gathers his thoughts.

COMPUTER VOICE (V.O.)
Thirty seconds.

QUENTIN
Thanks baby, I know.

The large target continues to fire at Quentin's hiding spot. Then without warning, Quentin dives out and fires shots at both knees of the target and arms.

The target stops shooting and falls down to its knees. Quentin then walks over to target and puts the gun in its mouth.

COMPUTER VOICE (V.O.)
Five, four, three, two, one...

BAM! Quentin fires the shot and the target disappears.

COMPUTER VOICE (V.O.)
VR Mission complete. Final score...

INT. QUAKE TEAM ROOM

The team looks anxiously at the screen to display the final score. It finally does.

COMPUTER VOICE
200,001 points. Inflicted damage,
zero. Disqualifications, zero.
Hit ratio, ninety-eight percent.
New course record.

The screen then changes to a high score display which shows various scores and the names of the eight members of Quake Team.

The top score of 126,025 by Nina Johnson is knocked down to second place and Quentin Manning's score rides supreme on top.

The door to the VR Chamber opens and Quentin emerges with a little smile on his face.

Nina walks over to him with a smile as well and stares at him in awe.

NINA
You bastard!

Quentin can't hide the fact that he is proud of his score.

QUENTIN
Sorry.

The rest of the team approaches Quentin and shakes his hand and congratulates him.

Tyson sucks his teeth and mutters.

TYSON
Beginners luck.

Tyson walks away and sits down on his bed.

Anthony walks over to Quentin. Quentin salutes him and Anthony does the same.

ANTHONY
Good job, Corporal.

QUENTIN
Thank you, sir.

Anthony holds out his hand and Quentin shakes it. Anthony then walks away.

Nina approaches Quentin smiling. Quentin is taking off his gear and putting back on the rack near the VR Chamber door.

NINA
Wow, that was awesome.

Quentin let's out an embarrassed laugh.

QUENTIN
I try.

NINA
Hey, I was going to head to the
mess hall and grab a bite to eat.

Nina cocks her head to side and gives Quentin a cute look.

NINA
You want to join me?

QUENTIN
Sure.

Quentin and Nina exit the room.

EXT. CSS PHOBOS - OUTER SPACE

The Phobos has taken the lead of a large group of starships that appear to be heading in the same direction.

INT. CSS PHOBOS HALLWAY

Commander James is walking very fast down one of the interior corridors in the Phobos. As he storms down the hall, soldiers line the walls on either side. They appear to be heading the same way as James.

As he passes each one, they stop and salute him.

A BEEPING noise can be heard coming from James's belt. He reaches down and pulls off a communicator and begins speaking into it.

JAMES
Commander James.

VOICE (V.O.)
Good evening, Commander. This is
President Thomas.

JAMES
Mr. President.

PRESIDENT THOMAS (V.O.)
I am just calling to hear the good news.

JAMES
Operation Overlord is about to commence, sir.

PRESIDENT THOMAS (V.O.)
That's what I like to hear. I hope your boys in the Immortal Coil get the job done this time, Commander.

JAMES
You have my full guarantee, Mr. President.

PRESIDENT THOMAS (V.O.)
I'm looking forward to the victory press conference. Until then, Commander.

The line goes dead.

James hangs up his communicator with a disgusted look on his face. He reaches a hangar.

INT. PHOBOS HANGAR 1

James enters the hangar and walks towards a small transport type ship in the middle of the gigantic docking bay.

A low ranking soldier runs over to James and salutes. James salutes back. This soldier is PRIVATE MARTIN.

PRIVATE MARTIN
Sir! Your transport to Immortal Coil is awaiting your arrival.

JAMES
Thank you, Private.

James walks past Private Martin and boards the transport.

INT. TRANSPORT SHIP

James enters the cockpit and sits down in a passenger seat. Two female pilots begin to flip switches.

EXT. TRANSPORT SHIP

The transport rises off of the ground slowly and exits the hangar and zooms into space.

INT. IMMORTAL COIL MESS HALL

Quentin and Nina are eating a meal together at a table in a mess hall. There are a few other soldiers eating meals as well spread out all around the hall.

NINA

You know I still haven't forgiven
you for beating my high score.
That took me a long time to get.

Quentin laughs to himself as he continues to eat his food.

NINA

So, you're from Houston?

QUENTIN

Yeah.

NINA

Were you there when...you know...
it happened?

Quentin takes a bite of his food and chews it slowly as he answers.

QUENTIN

Mm hmm. I was five and I was just
getting out of school when the
first one landed.

NINA

That's awful. I was living in
Tampa at the time so we didn't get
hit as bad as some other places.

QUENTIN
You're lucky.

NINA
No I'm not.

An uncomfortable pause.

NINA
Did you lose anyone?

Quentin shovels another bite of food into his mouth.

QUENTIN
My sister.

NINA
Bastards.

QUENTIN
She was a reporter for the news
station in Houston.

Quentin keeps his eyes down. He can't look Nina in the face while reminiscing about his sister.

QUENTIN
She was killed in the first wave.

EXT. HOUSTON STREET - DAY (FLASHBACK)

The Field Reporter from the beginning is shown lying dead on the ground in front of her camera. Her body then is dragged away.

INT. MESS HALL (PRESENT)

Quentin continues to eat. Nina has a sad look on her face.

NINA
I'm sorry.

QUENTIN

Don't be. My sister died doing her job. There is nothing dishonorable about that.

Nina and Quentin spend an awkward moment of silence for a beat, while still eating.

QUENTIN

So are you and the Lieutenant related or something? You look like each other.

A proud grin comes across Nina's face.

NINA

Yes we are. He's my brother.

QUENTIN

And he let you join The Coalition?

Nina smiles and looks down at a locket that is hanging from her neck. She grabs it with her forefinger and thumb.

NINA

Both of our parents were killed that day. My father's last words to my brother before he died were "Don't let Nina leave your side."

Nina opens the locket to display a picture of a middle aged man and woman. Her parents.

NINA

So we both joined the military and eventually he made it into Immortal Coil.

She lightens her mood up a bit.

NINA

After some hardcore begging, he eventually got me in too.

QUENTIN

Well you must be pretty good with that score you had.

NINA
I have a good teacher.

Just as Nina finishes her line, FOOTSTEPS can be heard coming from down the adjacent corridor.

QUENTIN
What's that?

The FOOTSTEPS get louder. It builds and builds.

NINA
Someone important.

Just then, Commander James and a team of soldiers walk past the Mess Hall and continue into the innards of the ship.

NINA
That's Commander James. What's he doing here this late?

Over the intercom Anthony's voice can be heard speaking.

ANTHONY (V.O.)
All members of Quake Team and Rhino Team, please report to the War Room. I repeat, all members of Quake Team and Rhino Team report to the War Room.

Nina and Quentin lock eyes and share a worrisome look.

NINA
I guess we better go.

Quentin and Nina both get up from their table and follow Commander James down the hall.

INT. IMMORTAL COIL WAR ROOM

Sage, Tyson, Zeke, and the twins are already sitting down in chairs. There are also members of Rhino Team sitting as well.

Anthony is standing by a podium in the front of the room. He walks over to another soldier that is standing looking at a digital screen.

ANTHONY

Long time no see, my friend.

The soldier turns around with a smile and hugs Anthony. This is LIEUTENANT MATTHEW KANE (age 32).

MATTHEW

Holy shit! How you doing man?
What's it been three months?

ANTHONY

Something like that. How's your
new team treating you?

MATTHEW

Eh, you know, first time a new
authority figure comes to power
there's some rough times, but
they're a good group of soldiers.

ANTHONY

That's good. I really happy for
you, Matt. You deserve to have
your own team.

MATTHEW

Whoa, don't get all gay on me now,
Anthony.

Anthony laughs.

ANTHONY

Fuck you!

MATTHEW

Did you get a replacement yet?

ANTHONY

Yeah. Some guy from Houston.
Real talent. He scored a 200,000
in the VR training today and broke
my sister's course record.

MATTHEW
200,000? God damn! I couldn't
even get past 110,000!

ANTHONY
Yeah he's a good soldier.

James's footsteps can now be heard coming down the
corridor.

MATTHEW
So what do you think this is
about?

ANTHONY
I don't know man. But I got a bad
feeling about this.

The double doors fly open and Commander James enters into a
room with rows of chairs and a public speaking panel.
Behind the panel is a large screen with the logo of
Immortal Coil.

ANTHONY
Watch yourself, Matt. I'm serious.

Matthew and Anthony shake hands and part ways.

The soldiers surrounding James file around the room and
stand at attention. James continues to the podium.

All of the soldiers in the room stand up and salute.

James comes face to face with Matthew and Anthony.

ANTHONY
Sir!

MATTHEW
Sir!

JAMES
At ease, gentlemen.

Quentin and Nina come through the double doors and give a
lazy salute to James.

JAMES

Please be seated, everyone.

Quentin and Nina move to the second row of chairs and sit down behind the rest of Quake Team.

Anthony and Matthew take a seat near the podium on each side.

James stands at the podium and picks up a remote control and flicks a button.

The screen behind James turns on and displays a military plan.

JAMES

Lady and gentlemen. Zero hour is upon us. The time for our counter-offensive has come. Operation Overlord has been green-lighted and will commence in just under twelve hours.

James clicks another button on the remote control and the screen changes into a visual of the planet of Stroggos.

JAMES

Operation Overlord will consist of two missions. You sixteen will be a part of the second.

JAMES

In just under eight hours, five hundred million soldiers of The Coalition will be deployed to Crater Minor in an all out ground and aerial offensive.

James clicks his remote again and a map of one section of Stroggos comes to view. There are four areas marked. One is called CRATER MINOR. The other is CRATER MAJORIS. The third is CERBERON. And the fourth is PALACE CITY.

JAMES

This battle will only be a diversion, however. After six hours of battle have passed, both of your teams will be sent to Stroggos on an all important search and destroy mission. You will be landing in the South Stroggos Sea. After landing, you will then proceed through Crater Minor to the defense base Capitellum and the communication base, Aegis.

On the map, the two bases are highlighted. Capitellum on the extreme left and Aegis on the extreme right.

JAMES

Once inside these strongholds, you are to destroy communication links and the laser grid controls. Once the laser grid is destroyed, entry into Cerberon and Palace City will be made possible. Proceed to Crater Minor where the entrance to Cerberon is located. Once inside Cerberon, you will have to locate the warlord leader of the Stroggs known as the Makron. The Makron is located somewhere in Palace City which is situated below Cerberon.

The screen changes again and this time displays a much larger Strogg that appears to have two of those mini-cannons attached to its arms.

JAMES

The Makron must be assassinated at all costs. With the Makron dead, the Stroggs will be dazed and confused and an all out attack on Cerberon will be possible.

The screen turns off and James faces the two teams.

JAMES

Any questions?

Anthony raises his hand.

ANTHONY

Sir.

JAMES

Yes, Lieutenant.

ANTHONY

How is a team of eight supposed to breach entry into a defense stronghold? Won't it be teeming with enemy beings?

JAMES

The diversion battle we have planned should lure most of the enemy's forces out to Crater Minor.

MATTHEW

But we have to pass through that battle in order to reach Capitellum and Aegis? That's suicide!

JAMES

Gentlemen, it could be a lot worse. If the President had his way you would all be air dropped into the center of Cerberon with no battle outside to draw out the enemy.

James steps down off of his podium and comes face to face with Anthony and Matthew.

JAMES

You were all chosen because Flag Admiral Crockett personally felt you were the two best teams in Immortal Coil. Do I need to return and tell him he made poor judgment?

ANTHONY

No sir.

MATTHEW

No sir.

JAMES

Good. You people have a long night of planning ahead of you. I suggest you take advantage of this twelve hour window.

James approaches the double doors to leave the room and then stops but doesn't turn around.

JAMES

I will be with you all every step of the way. You will succeed this mission.

The soldiers that James entered with fall behind him and leave along with him.

Tyson stands up enraged.

TYSON

Are they serious? They expect two teams to overtake a communications center and a defense stronghold?

Tyson belches out a laugh.

TYSON

Holy shit!

ANTHONY

Shut up, Childress.

Anthony turns to face Matthew again.

ANTHONY

So which one do you want, Matt? The communications center or the defense post?

MATTHEW

Doesn't matter to me, Anthony.

ANTHONY

Alright. Quake Team will take Capitellum and Rhino Team will take care of Aegis.

MATTHEW
Sounds good.

Matthew and Anthony shake hands.

ANTHONY
See you in the morning.

Anthony turns back to his Quake Squad.

ANTHONY
Alright! Head back to quarters.
We have some strategy to discuss!

Both of the teams stand up and leave the room. Quentin and Nina are the last to leave the room.

EXT. COALITION FLEET - OUTER SPACE

The entire Coalition space fleet, headed by the CSS Phobos, is now moving coherently towards a target.

That target finally comes to view. It is the planet STROGGOS. The planet seems no different than that of Earth. The only difference is the sunlight emitting from its own planetary sun.

It has a red tint instead of the yellow that bathes the Earth.

INT. CSS PHOBOS HANGAR

A gigantic landing hangar comes to view. Thousands of soldiers are in ranks and span the entire deck.

The soldiers are all broken into groups that are next to landing transports. Each of the transports has a country's flag decaled on its hull.

There is a constant murmur of all the soldiers talking at once, but nothing is understandable.

Near the edge of the hangar, Flag Admiral Crockett can be seen walking towards a podium with a microphone. There are cameras surrounding the podium as well.

Commander James is right behind him.

Crockett reaches the podium and taps on the microphone. The soldiers all stop talking at once, turn to face him, and salute. The Coalition is like a machine with its discipline.

CROCKETT

Thank you, soldiers.

Crockett clears his throat.

CROCKETT

Soldiers of the world. For the past twenty years, planet Earth has been fighting a never ending battle against an adversary that does not fear it. They have killed, kidnapped, maimed, and tortured our people with ruthlessness.

INT. CSS PUMICE HANGAR

The hangar of another spaceship. The soldiers are all looking in the same direction towards a screen that displays a video image of Admiral Crockett speaking.

CROCKETT (V.O.)

Today we will prove the men and women who have lost their lives, did not die in vain.

INT. RHINO TEAM ROOM

Matthew Kane and his team are in a room that is very similar to Quake Team's. The eight of them are sitting around a table with Intel papers scattered across it.

They are facing a screen that has come down on the far wall of the room that is displaying a video image of Admiral Crockett as well.

CROCKETT (V.O.)
President Terrence Thomas has
green-lighted our campaign.

INT. QUAKE TEAM ROOM

Quake Team is sitting around a table as well discussing strategy with Intel papers on their table as well.

They are facing a screen on the wall as well listening to Crockett speak.

CROCKETT (V.O.)
In exactly one hour, Operation
Overlord will commence.

INT. WHITE HOUSE PRESS ROOM - NIGHT

In a press room at the White House, PRESIDENT TERRENCE THOMAS (age 59) is watching the streaming broadcast of Admiral Crockett's speech.

He has a smile on his face.

CROCKETT (V.O.)
As I speak to you, your transports
are being fueled and all systems
brought online. You have all been
briefed on your mission by your
commanding officers and squad
leaders.

INT. CSS PHOBOS HANGAR

The soldiers look on eagerly at Admiral Crockett speaking. They look ready to fight.

CROCKETT

Never before has there been a greater challenge to life, liberty, and civilization. This is a crusade in which we will accept nothing less than victory. No matter how long it may take us to overcome the Strogg's barbaric defense, the people of Earth in their righteous might, will win through to absolute victory. Today we will make very certain that this form of barbaric treachery shall never endanger us again. With confidence in you, and with the unbending determination of our people, we will gain the inevitable triumph...So help us God.

Crockett pauses to let his troops sink it all in.

CROCKETT

So go forth and kick ass, soldiers!

The crowd of soldiers erupts in yells and screams of passion.

Admiral Crockett steps away from the podium and turns to walk away. Commander James stands up from his chair and salutes Crockett. Crockett does the same and walks past James.

Commander James walks over to the podium and speaks into the microphone.

JAMES

First wave, board immediately!
Ensuing waves will be deployed in
half-hour increments! Good luck!
That is all!

James steps away from the microphone and walks off of the podium.

Move close on the soldiers as each group boards their transport. As they board the ships, the different

languages of each group can be heard as the squad leaders bark commands to their troops.

INT. QUAKE TEAM ROOM

The team is still looking at the screen on their wall. It shows the soldiers boarding their transports.

TYSON

Damn! That got me fired up as a motha f--

ANTHONY

Well bottle it up, Childress. You're gonna need it in about seven hours.

Sean and Shane Keller look like they want to fight as soon as possible.

SEAN

Man, I can't wait until I have a Strogg in my crosshairs so I can blow that son of a bitch to hell!

SHANE

Hell yeah!

Shane and Sean slap high five and lock their hands together in mid-air.

Zeke isn't having any of this reckless behavior.

ZEKE

Hey! Control your emotions!

Shane and Sean calm down and sit back down in their chairs.

Sage grins to himself. He looks antsy as well.

Nina and Quentin are sitting next to each other at the table. She leans in close to whisper in his ear.

NINA

Don't you find it odd that the whole world came together to form the Coalition to fight the same enemy, yet it's still separated by country?

Quentin is still looking at the screen. He doesn't answer her question but he acknowledges he heard her with a nod.

NINA

I guess some things never change.

INT. CSS PHOBOS HANGAR

Alarms blare throughout the hangar as the first wave of soldiers finish boarding their transports. The small ships take off slowly and then exit the hangar.

EXT. PLANET STROGGOS - OUTER SPACE

The transports are descending towards the surface of Stroggos. There are thousands of small transports falling to the planet.

INT. QUAKE TEAM ROOM

Quake Team is back to studying the Intel papers located on the desk.

Anthony stands up and speaks to Quake Team.

ANTHONY

All right, listen up.

EXT. STROGGOS ATMOSPHERE - NIGHT

The Coalition transports slam through the atmosphere of Stroggos. The planet is shrouded in nightfall.

Anthony's voice can be heard over the picture.

ANTHONY (V.O.)

The core of the Stroggos civilization is the capital city of Cerberon. The highly defended complex is built into the base of an enormous crater named Crater Majoris.

INT. QUAKE TEAM ROOM

Anthony continues to speak to his team, which listens intently.

ANTHONY

Between the Northern Plains and the South Stroggos Sea, Cerberon contains the majority of the Strogg population.

EXT. STROGGOS NORTHER PLAINS - NIGHT

The transport ships have finally landed and the soldiers pour out of the ships.

They charge into the open plains.

ANTHONY (V.O.)

At the southern tip of Majoris is a second crater called Crater Minor. Crater Minor contains the defense complex Capitellum and the communications center Aegis, our two main targets. With the destruction of these two targets, Stroggos will be blind to our counter-offensive.

INT. QUAKE TEAM ROOM

Anthony continues to relay his information to his team.

ANTHONY

The next objective is to locate and assassinate the Makron. The Makron is the absolute ruler of the Stroggs. He commands the Stroggs from inside Palace City, which is located beneath Cerberon.

EXT. STROGGOS NORTHERN PLAINS - NIGHT

The Coalition forces are still charging through the plains. As the camera shifts, STROGG WARRIORS are shown moving to intercept the humans.

ANTHONY (V.O.)

With the Makron defeated, the Stroggs will be confused and in turmoil and it would remove any chance Stroggos has for creating a well-organized strike or defensive position.

As Anthony finishes his line, the Coalition forces and Strogg Warriors collide.

INT. QUAKE TEAM ROOM

Anthony finishes up his speech.

ANTHONY

Anything unclear?

INT. RHINO TEAM ROOM

Matthew Kane has finished a speech as well to his own team.

MATTHEW

Any questions?

Rhino Team shakes their heads.

INT. QUAKE TEAM ROOM

Quake Team is shaking their heads as well.

ANTHONY

Good. Get yourselves some sleep.
Be well prepared.

Anthony pauses.

ANTHONY

Tomorrow we save the world, folks.

Quake Team exchanges looks with each other and then stares back at Anthony.

EXT. HOUSTON ELEMENTARY SCHOOL - DAY (FLASHBACK)

In a dream sequence, a little boy and an adult woman are standing outside of an elementary school. The boy looks scared. It must be the first day of school. The older woman seems to be trying to console him.

The woman kneels down to look the little boy in the face. She looks exactly like the field reporter from the beginning of the film.

This is LAUREN MANNING (age 26).

LAUREN

Come on, Quentin. You have to go
to school. Everyone does.

Quentin (age 5) looks down at his feet.

QUENTIN

When will I see you again?

LAUREN

Right after school. I'll be here
to pick you up.

QUENTIN

Promise?

Lauren offers a warm smile.

LAUREN

Promise.

Quentin looks back up into his sister's eyes.

QUENTIN

I wish Mommy and Daddy were here.

Lauren kisses the boy on his forehead and fixes his backpack on his shoulders.

LAUREN

Me too.

INT. CLASSROOM - DAY (FLASHBACK)

Quentin is reaching for his backpack in his cubby hole in the back of a classroom. School is apparently over.

The room begins to shake.

The teacher in the room directs the children to leave the classroom.

INT. GYMNASIUM - DAY (FLASHBACK)

Quentin, along with the entire school, file into the gymnasium. Everyone is petrified.

Quentin walks over to one of the walls of the gym which has a small rectangular glass. The glass gives a view into an office.

In the office, some teachers are watching a television set.

TELEVISION (FLASHBACK)

On the television set, Lauren is shown giving her field report from the beginning of the film. The Strogg catches her from behind and mangles her.

Quentin looks at the screen in horror, but makes no outward response.

INT. QUAKE TEAM ROOM (PRESENT)

Quentin jumps up from his sleep in a cold sweat. He is lying on a bed with a curtain surrounding the entire area. His bed is completely blocked from outside view.

Quentin wipes the sweat off of his face and pulls open the curtain a little to look outside.

QUENTIN POV:

Through Quentin's POV the rest of the beds in the room are visible. All have their curtains drawn as well, except for Nina. She sleeps soundly in her bed. She is even beautiful in sleep.

BACK TO SCENE

Quentin closes the curtain and lies back down. After a few breaths, he closes his eyes again.

INT. WHITE HOUSE - OVAL OFFICE - NIGHT

President Thomas is sitting at his desk in the Oval Office giving a speech to the American public.

PRESIDENT THOMAS

My fellow Americans. The time has come for this war to end. As I speak, the great men and women of Immortal Coil and the Coalition are fighting on the planet of Stroggos for our right to live. I ask all of you to pray for their victory and safe return.

INT. IMMORTAL COIL HALLWAY

The door to Quake Team's room opens. Anthony comes out first in full tactical gear regalia. He has an all red outfit on with black gloves and boots. He has an ear piece connected to his ear.

The gun he carries is a large assault rifle called an M-160 Carbine that has two openings for rounds. One for his machine gun, and the other for shotgun shells.

Zeke follows next with the same outfit but with a very large shotgun in his hands.

Next, are Sean and Shane Keller. They have assault rifles in their possession as well, but theirs contain sniper scopes on the top.

Tyson emerges next with the same weapon as Anthony.

Sage is next and he has a smaller version of the M-160 Carbine.

Nina comes out next with the same outfits as the men, and has her hair in a pony tail tied behind her head. A red band holds her hair back.

She has an M-160 Carbine as well but also has what looks like a mini-rocket launcher strapped on her back.

Quentin finally emerges last, with the same outfit as everyone else. He has the M-160 Carbine in his grip and looks ready for battle.

The team walks down the corridor towards the hangar bay. As they walk down the hallway, the other Immortal Coil teams are outside of their rooms looking on.

They each have the same outfits on as Quake Team but in different colors. Green, Black, Orange, White, Yellow, among others.

KILO TEAM LEADER

You go show those Strogg sons of
bitches how we do shit on Earth!

ZULU TEAM LEADER

Make sure you leave some for us,
Quake!

Quake Team finally reaches the hangar.

INT. IMMORTAL COIL HANGAR

In the hangar, there are hundreds of small transports being readied for take off. The transports have two parts to them.

The pilots sit on top in an air fighter type craft with a passenger box beneath it. All pilots are female.

Quake Team walks towards the transports.

TYSON

Why the hell do pilots have to always be female?

NINA

Because girls are smarter than boys.

Tyson can't keep his laugh in.

TYSON

Then what are you doing here, Einstein?

NINA

I like it rough and personal, honey.

The whole team shares in some laughter except for Quentin. He looks focused.

Quake Team reaches their transports. Rhino Team is already waiting for them. They are wearing blue uniforms.

MATTHEW

Alright! We're all here! Keep your guards up! Word is the battle is fierce down there. Be prepared for battle immediately upon arrival.

Both teams acknowledge with a loud grunt. The teams begin to board their transports.

Tyson looks at his pilot and gives her a wink.

TYSON

Make sure you get me there safe,
baby.

The pilot just smiles and begins to flip switches in her cockpit.

Everyone enters their transports. Anthony yells out a command to his team right before the doors close.

ANTHONY

Remember! I want a diamond
formation twenty feet apart!
We're heading straight ahead,
once we land!

INT. QUENTIN'S TRANSPORT

Quentin settles in his transport as the door closes. He sets his gun on his side and turns on the CommSphere in the center of the console.

Displayed on the CommSphere is an image of the pilot above him. Her name is CAPTAIN JENNIFER STEVENS (age 35).

CAPTAIN STEVENS (V.O.)

Greetings, Corporal Manning. Are
you ready for take off?

Quentin gets more comfortable in his seat and buckles his seatbelts.

QUENTIN

Yes, Captain. Proceed when you
may.

The CommSphere shuts off.

INT. IMMORTAL COIL HANGAR

The sixteen transports begin to rise off of the ground. Slowly and one by one, they exit the hangar.

INT. CSS PHOBOS BRIDGE

Admiral Crockett and Commander James are standing in the center of the bridge looking at the CommSphere.

On the CommSphere, the transports leaving Immortal Coil's spaceship are displayed.

CROCKETT

Here we go.

Commander James puts on a communication headset and speak into it.

JAMES

Lieutenant Johnson. Do you copy?

EXT. PLANET STROGGOS - OUTER SPACE

The Immortal Coil transports are descending towards the planet.

INT. ANTHONY'S TRANSPORT - OUTER SPACE

Anthony is settled in his transport. The small ship occasionally shakes due to turbulence.

On the CommSphere in the center is an image of Commander James.

ANTHONY

Yes sir. Loud and clear.

JAMES (V.O.)

Lieutenant Kane?

MATTHEW (V.O.)

I got you, Commander.

JAMES (V.O.)

Your mission is the same.
Infiltrate and destroy Capitellum
and Aegis.

ANTHONY

Roger that, Commander.

MATTHEW

Copy that.

JAMES (V.O.)

One more thing. The battle is very intense down on the planet. Many of the soldiers are reporting the Stroggs attacking with another type of weapon. Use caution.

The CommSphere shuts off.

EXT. STROGGOS - OUTER SPACE

The transports are closer towards breaking through the atmosphere of Stroggos.

INT. QUENTIN'S TRANSPORT - OUTER SPACE

Quentin still has a determined look on his face. Anthony's voice bellows over the communicators.

ANTHONY (V.O.)

This is it, team. Stay focused and remember your training.

Anthony takes a deep breath, trying to get into battle mode.

ANTHONY (V.O.)

Manning, you take the left flank.

INT. NINA'S TRANSPORT - OUTER SPACE

Nina is fingering the locket on her neck.

ANTHONY (V.O.)

Nina, you take right flank.

INT. TYSON'S TRANSPORT - OUTER SPACE

Tyson looks like he is on a roller coaster ride. He is smiling and in a happy mood.

ANTHONY (V.O.)
Childress, you take east point.

INT. ZEKE'S TRANSPORT - OUTER SPACE

Zeke also has a look of seriousness on his face.

ANTHONY (V.O.)
Cantwell, you take west point.

INT. SHANE'S TRANSPORT - OUTER SPACE

Shane looks eager to fight.

INT. SEAN'S TRANSPORT - OUTER SPACE

Sean is the same way.

ANTHONY (V.O.)
Twins, you take rear flanks.

INT. SAGE'S TRANSPORT - OUTER SPACE

Sage is holding his gun tight to his chest.

ANTHONY (V.O.)
And Redfield, you take the rear
point.

EXT. STROGGOS ATMOSPHERE - DAY

The transports break through the atmosphere and the Stroggos skyline is now visible.

Smoke has engulfed the entire skyline from the battle below. It is very difficult to even tell that it is daytime.

INT. QUENTIN'S TRANSPORT - OUTER SPACE

Quentin is staring right at the CommSphere. After a few moments, Captain Stevens turns on inside of the sphere.

CAPTAIN STEVENS (V.O.)
ETA to drop point, two minutes,
Corporal.

Quentin reaches for his gun and holds it across his chest.

EXT. SOUTH STROGGOS SEA - DAY

A large body of water is right below the transports as they descend even more. In the near distance, a shoreline is visible with a grand battle taking place.

Occasional enemy rounds come from the shoreline and fly past the transports.

The transports are now very close to the surface of the water.

INT. CAPTAIN STEVENS'S COCKPIT - DAY

Captain Stevens flicks a switch on her panel inside the cockpit.

EXT. TRANSPORTS - DAY

The transports that contain the soldiers drop from the flying fighters that are carrying them.

EXT. SOUTH STROGGOS SEA - DAY

The sixteen transports now have dropped off of their carriers and land on the surface of the water. The pilots begin to fly away.

Three of their ships get hit by enemy fire and explode.

The transports now have rocket propelled engines turn on in the rear of their vehicles and they actually skim across the surface of the water, straight towards the shoreline.

Eight of the transports turn to the left, the other eight turn to the right.

EXT. CAPITELLUM DEFENSE BASE - DAY

The exterior of the defense base is surrounded by hundreds of Strogg warriors. Two Stroggs close the main entry door to the base and lock it.

They ready their weapons and begin to walk away from the base.

CAMERA PAN

The camera now accelerates away from the base. As it moves across the surface of the planet, the battle can be seen more intimately now.

A series of bunkers are shown right in front of the defense base.

Next, is a large flat plain with even more soldiers and Stroggs fighting.

Finally, the shoreline comes to view and the Immortal Coil transports finally hit.

INT. QUENTIN'S TRANSPORT

Quentin's transport comes to an abrupt stop. The camera then shifts from a shot of his front to his POV.

QUENTIN'S POV:

Quentin's POV shot is constant for this whole battle.

Quentin picks his gun up and reloads it right in front of himself.

Only Quentin's gun can be seen at the bottom of the screen from his vantage point.

He then takes the butt of his gun and breaks open the door handle.

EXT. SOUTH STROGGOS BEACH - DAY

As soon as the door opens, a Strogg warrior is waiting for Quentin to emerge. Quentin fires his gun and hits the enemy soldier right in the chest.

It drops.

Quentin emerges fully from the downed transport and walks straight ahead. Over Quentin's communicator, Anthony's voice can be heard.

ANTHONY (V.O.)

All Quake Team members. Report to
Capitellum Defense Base ASAP. Due
north.

Quentin continues to move north. The ground is littered with dead humans and Stroggs.

Quentin looks to his right and Anthony can be seen just up ahead firing towards the Stroggs. Even further to the right is Nina who is also holding her own.

EXT. STROGGOS NORTHERN PLAINS - DAY

Quentin finally reaches the plains after firing at a number of Stroggs along the way. Enemy rounds constantly fly past Quentin on both sides of the screen.

The bunkers for the defense base are now visible.

As Quentin moves along the plains, the sound of JET ENGINES slowly become audible.

Quentin looks up to see ten COALITION FIGHTER JETS zoom past and drop some type of ordinance on the large group of Stroggs that are right up ahead.

A large explosion ensues and many of the Stroggs are killed.

EXT. CAPITELLUM BUNKERS - DAY

Quentin reaches the bunkers and jumps down into one of them. He occasionally looks up from the bunker and fires his weapon at incoming Strogg warriors.

The bunkers are inter-connected like little pathways. Quentin moves along the wall of one of the pathways and comes to an intersection. He peers around the corner to see Zeke firing his shotgun at a downed Strogg.

Zeke turns around and motions for Quentin to follow him.

Quentin obliges and moves along another pathway. When he turns the corner, a hoard of Stroggs are visible. Several of the Stroggs charge Quentin. Quentin fires his automatic rifle at a couple but one gets dangerously close.

Quentin's finger flips a switch on the side of his gun and a round from the bottom barrel of Quentin's gun emits with a loud BOOM. It's a shotgun shell.

The Stroggs all drop dead. Five more remain however, so Quentin moves behind the wall again for cover. He reloads his gun and gets ready for the Stroggs to round the corner.

Quentin's gun then disappears from the bottom of the screen and his hands emerge with a grenade. He twists the top of the grenade and throws it towards the path the Stroggs are coming from.

He kneels down and the explosion shakes the screen.

Quentin gets up and turns the corner to find it completely empty. He moves down the pathway and reaches the end of the bunkers.

Right before he can reach the entrance to Capitellum, a LASER BEAM flies past.

Quentin ducks behind the bunker wall as laser beams relentlessly hit the other side of it. Just then, two voices can be heard from behind Quentin.

He turns around to see Shane and Sean approaching. They give Quentin a thumbs up and aim towards the Stroggs firing the lasers from the top of Capitellum.

Quentin turns around to see both of the Stroggs shot by the twins. He gets up and finally reaches the door to Capitellum.

It's already open.

Zeke and Sage are on each side of the door standing guard. Quentin walks in.

INT. CAPITELLUM MAIN HALL

END QUENTIN POV SHOT

The camera emerges from Quentin's POV over his shoulder and his body comes into view again. Zeke and Sage close the door.

Seven of the eight members of Quake Team are in the main hall. All, except Nina. The main hall has two hallways that lead in different directions on each side.

A few dead Strogg warriors litter the floor of the main hall.

Anthony begins to head count his team with his finger.

TYSON

Woo! Damn that was intense!

Shane shoulders his weapon and wipes sweat out of his eyes.

SHANE

Jesus. Why does it seem that as time goes by their army just gets bigger?

SAGE

Is everyone here?

Anthony finishes his head count and realizes he is one short.

ANTHONY

Where is Nina?

The team looks around at each other, but they do not respond back.

ANTHONY

Shit.

Anthony approaches the exit to leave. Tyson grabs him.

TYSON

Wait, sir.

ANTHONY

Get the fuck off me!

Tyson and Anthony get into a small shoving match. Sean and Shane grab each one of them and try and hold them back.

After a few seconds, a loud BLAST is heard from outside the compound. Then silence.

A KNOCK is heard on the door. Sage and Zeke position themselves on either side and open it quickly.

Nina walks in with her mini-rocket launcher in hand and it is smoking from being fired.

NINA

Sorry. Must have gotten caught up back there.

Anthony's face emits relief. He walks over to Nina and checks her for injuries. Nina nudges him off.

NINA

I'm fine, Anthony.

Nina puts another small rocket into her rocket launcher and then straps it on her back. Quentin also looks relieved.

ANTHONY

Alright. Now that we are all here, we can continue on with the mission.

Nina moves to stand next to Quentin and gives him a small smile. Quentin returns the favor.

ZEKE

Lieutenant, they seem to have some type of laser weaponry now to use against us.

TYSON

Yeah man. I can understand the rail guns. They've had them ever since they invaded us. But I don't mess with lasers.

Anthony paces the room looking at the two hallways that spread out from the main hall.

NINA

What's next, Anthony?

Anthony stops pacing and faces his team.

ANTHONY

Okay. Intel reported that the laser grid control panel is located somewhere on the third sub-level of this compound.

ZEKE

Which way do we go, Anthony?

Anthony thinks to himself for a quick second and then looks back up at the team.

ANTHONY

Quentin, Nina, and Tyson will come with me down the eastern hall. Sean, Shane, Sage, and Zeke will go down the western hall. Find a way down to the third level below. When you do, report back to the other team.

The members of the team assigned to each hall walk to their respective hall.

ANTHONY

Stay alert. I'm sure there are still some security forces still inside the compound.

Quentin reaches Anthony with Tyson and Nina coming right after. They each ready their weapons and walk down the hallway.

The Twins, Sage, and Zeke do the same on the other side of the main hall and enter their hallway as well, with Zeke taking point.

INT. CAPITELLUM EAST HALL

Anthony is leading his three other teammates down a long narrow hall that has a red stream of light that runs down the entire length of the hall on each side. Nina is second in line with Quentin and Tyson bringing up the rear.

TYSON

Hey Manning. What you think of the rail guns the Stroggs use? Pretty sweet, huh?

Quentin doesn't respond back.

TYSON

I need to swipe me one of those the next time I kill one of those damn things.

The four of them continue to walk down the hall. It seems to go on forever.

INT. CAPITELLUM WESTERN HALL

Zeke is leading the Twins, and Sage down the other hallway. No one is talking.

INT. CAPITELLUM EASTERN HALL

Anthony's team is still striding down the hallway. It seems too quiet for a defense base.

Nina slows down so Quentin comes up behind her. She whispers back at him.

NINA

Did you start to worry when I
didn't get here?

Quentin looks at Nina with a confused look.

NINA

Oh come on! Just a little?

Quentin creeps a smile and then nods his head slightly. Nina smiles as well and then turns back around.

ANTHONY

Keep it tight.

The four of them finally reach the end of the hall way and come to a platform with an elevator and a staircase at the end of it.

Anthony holds his hand up to signal the team to stop. They do. He creeps into the platform slowly.

INT. CAPITELLUM PLATFORM

Anthony enters the platform crouching. Nothing seems threatening. He relaxes and motions for his team to enter the platform.

On the other side of the platform, Zeke and his three team members emerge from the other side.

ZEKE

I guess we all ended up in the same
place.

Anthony nods his head and then points towards the staircase.

ANTHONY

I have a feeling this staircase
will lead us to the laser grid
chamber.

QUENTIN

Shh!

Anthony turns around to face Quentin with a look of disgust
on his face.

ANTHONY

Excuse me, Corporal?

QUENTIN

Listen sir!

The sound of FOOTSTEPS can be heard coming for each of the
hallways Quake Team has just exited.

TYSON

Oh shit.

ANTHONY

Everyone! In the elevator!

The team runs towards the elevator at the end of the
platform. The FOOTSTEPS increase in volume and number.

On the platform are several crates and boxes which contain
unknown contraband. A strange logo is on each of the
boxes.

The team gets about halfway to the elevators when a hoard
of Strogg warriors emerges from both of the hallways behind
them.

The Stroggs open fire at Quake Team. Quake Team jumps
behind some of the crates.

The rails pierce right through the boxes.

Quentin and Nina are behind one box. Anthony is across the
way from them behind another. Quentin peeks around the
side of the box and fires a couple of shots at the incoming
Stroggs.

Rails continue to shoot through the boxes above their heads.

Anthony peeks around his box and fires as well.

He yells to Quentin.

ANTHONY

Go!

Quentin and Nina get up and run towards the elevator again.

Rails fly past them and barely miss them.

They run past another box that has Sean firing from behind it. He decides to get up from his hiding spot to get a better shot but gets a rail right through his head for his efforts.

Sean falls dead.

NINA

Sean!

QUENTIN

Come on!

Quentin pulls Nina behind another box. Tyson and Zeke are behind it as well.

TYSON

Motherfuckers! They killed Sean!

Tyson reloads his gun, stands up, and then fires his gun at the incoming Stroggs. He hits many of them and they fall dead.

He returns to his hiding spot.

QUENTIN

We got to get to the elevator
before they stampede us!

Anthony is on the other side of the platform dodging rails and hiding behind boxes. Shane is with him. They are about a quarter of the way to the elevator.

Quentin grabs Nina's arm and they race back towards the elevator. Zeke and Tyson follow them and fire occasional rounds from their weapons to cover them.

The Stroggs are closing in fast.

Anthony and Shane are about one box length away from reaching the elevator. He can see Quentin and Nina near it as well on the other side.

Quentin and Nina reach the elevator and push the button for it to open. They turn around and fire at the incoming Stroggs, hitting a lot.

The elevator door finally opens.

INT. ELEVATOR

Quentin pushes Nina inside and Tyson follows. Quentin boards the elevator and motions for Anthony, Zeke, Shane, and Sage to get in.

Zeke finally reaches the elevator and gets in. Sage gets in as well and stands in the rear of the elevator. Anthony and Shane are the only ones left on the platform.

INT. CAPITELLUM PLATFORM

Anthony and Shane make a run for it from behind their box. Rails constantly fly past both of them.

Just before they reach the elevator a rail pierces through Anthony's lower left leg, severing it. He falls hard in pain.

INT. ELEVATOR

Shane reaches the elevator and gets in. Nina is screaming.

NINA

Anthony!

INT. CAPITELLUM PLATFORM

Anthony tries to crawl towards the elevator but he will never make it before the Stroggs reach him. He turns around and starts to fire at the Stroggs from the ground. He hits some but it is not enough.

The remaining Stroggs surround him.

ANTHONY

Nina!

The Stroggs fire relentlessly at Anthony's body. His body jumps and dances from the rails piercing through his body.

INT. ELEVATOR

Quentin pushes the close button on the elevator. Nina is hysterical.

INT. CAPITELLUM PLATFORM

The Stroggs continue to fire at Anthony's limp body. One of the Stroggs looks up and fires a round right at the elevator before the doors close.

INT. ELEVATOR

The door finally closes, but not until the rail in flight shoots through the narrow opening of the door and strikes Sage right in the throat.

He clutches his throat as the blood pours from his neck and mouth.

Sage falls and suffocates to death as the elevator zooms down into the innards of Capitellum.

INT. CAPITELLUM PLATFORM

The Stroggs have finally stopped shooting at Anthony's dead body.

One of the Strogg warriors grabs his remaining leg and begins to drag him towards the hallway that leads back to the main hall.

Another Strogg grabs Sean's dead body and drags him as well.

The rest of the Stroggs walk towards the elevator door.

INT. ELEVATOR

Nina is still crying in a corner of the elevator. Sage's body is twitching to death as Tyson and Shane tend to him.

Zeke looks like he has no clue what to do next, and Quentin is emotionless.

Tyson and Shane attempt to cover his neck wound.

TYSON
Stay awake!

SHANE
Come on, Sage! Don't die on us!

Sage's eyes blink once and then are motionless.

TYSON
Fuck!

Tyson looks back towards the elevator door and points at it.

TYSON
I am going to kill every single one of you soulless fucks if it takes me the rest of my life!

ZEKE
Calm it down, Childress.

TYSON
Sergeant! The Lieutenant is dead!
This mission is fucking over!

ZEKE

Stand down, Corporal!

Tyson takes a deep breath and stops talking. Nina is still in tears. Quentin walks over and consoles her.

NINA

He can't be gone! No! No! He's
not really dead!

Quentin holds her even tighter.

He looks up at Zeke.

QUENTIN

Sergeant, what's our exit strategy?

ZEKE

There is none. Our mission must
be completed.

TYSON

Hah! Good luck with that one!

Quentin keeps his eyes on Zeke.

QUENTIN

Do you have all the information we
need to complete this mission?

Zeke lowers his head discouragingly and shakes it slowly. Nina's crying begins to slow down and ease up.

QUENTIN

What about Rhino Team? Have you
gotten into contact with them yet?

Zeke flips a switch on his ear piece and speaks into it.

ZEKE

Lieutenant Kane. Do you copy?

No answer.

INT. AEGIS COMMUNICATIONS BASE - DAY

Matthew's dead body along with his teammates are seen being dragged by a host of Strogg warriors

ZEKE (V.O.)

Rhino Team! Please respond! This is Sergeant Cantwell of Quake Team. We are in need of assistance. Please respond.

INT. ELEVATOR

Back to the elevator.

Zeke shakes his head at Quentin.

ZEKE

Nothing.

Quentin leans Nina up against the wall of the elevator and stands up. He hits the emergency brake on the console of the elevator and the car comes to a complete stop.

TYSON

What the hell are you doing?

Quentin ignores Tyson.

QUENTIN

Sergeant, we need to get off of this planet or we are all going to be killed.

ZEKE

Our orders are to complete the mission, Corporal. You will follow them.

QUENTIN

We are in no shape to complete the mission, sir!

NINA

Stop!

Everyone in the car looks at Nina.

NINA
Stop it! All of you!

The remaining members of the team shut up. No one makes a sound.

NINA
Anthony gave us a mission. We must complete it. Even if he isn't here anymore.

A CACKLE is heard coming from all of the team members' headsets. They all flip the switch on the side of them.

JAMES (V.O.)
Quake Team. Respond.

Zeke motions for the team to stay quiet. He speaks into his headset.

ZEKE
This is Quake Team, sir. Sergeant Cantwell.

JAMES (V.O.)
What is your status, Sergeant?
Where is Lieutenant Johnson?

ZEKE
Sir, he's dead. We have also lost Corporal Sean Keller and Corporal Sage Redfield. We are inside Capitellum and are located somewhere on the second sublevel of the defense core.

JAMES (V.O.)
Thank God. Rhino Team has been completely wiped out. You must stay on course with the mission. We can still accomplish this task even with the Communications Base still intact. You must disarm the laser grid surrounding the Palace city. It is imperative.

ZEKE

Yes sir.

JAMES (V.O.)

You now have full command of the mission, Sergeant. I trust your judgment.

ZEKE

Thank you, sir. I won't let you down.

The team flips the switch on their headsets one more time to disconnect.

ZEKE

Alright. This is how it's going to go down. Childress and I will take point. Keller will be in the center, and Manning and Johnson will cover the rear. We take out the laser grid and take it from there. Understood?

The team mutters an answer. Zeke releases the emergency brake and the elevator continues its descent.

INT. CAPITELLUM SUBLEVEL 3

The elevator door slides open to a room full of electrical readouts and equipment. There are about three STROGG SCIENTISTS roaming the area.

Tyson and Zeke file out of the elevator and unleash a barrage of ammo on the unarmed Stroggs. They all fall dead. Shane follows next with Quentin and Nina last.

ZEKE

The laser grid control panel should be around here somewhere. Find it.

The team fans out across the room in search. Tyson walks over to one of the dead Strogg scientists.

TYSON
They have civilians?

ZEKE
Find the control panel, Childress!

Tyson steps over the dead Strogg and continues his search.

Quentin reaches a wall lined with high tech equipment and scans over their properties. His eyes stop on one lever.

QUENTIN
I think I found it.

The remaining team members run over to Quentin's position.

ZEKE
Let me see.

Zeke examines the control lever and nods his head.

ZEKE
Alright this is it. Shane, do
your magic.

Shane walks over to the lever and begins to take it apart.
Quentin walks over to Nina who still has tears in her eyes.

QUENTIN
How you holding up?

NINA
I'm alive, ain't I?

QUENTIN
Don't let your anger affect your
judgment. We're going to need
everything we got to get out of
here alive.

Nina looks at Quentin with an emotionless look and then turns away.

Shane finally pulls the lever off of the wall and starts to rewire it. Zeke is pacing around the room looking for supplies.

Quentin approaches Shane and observes him.

QUENTIN

What are you doing?

SHANE

I'm rewiring the security device of the laser grid. If an intruder is found, the land area surrounding Palace City will break apart and fall into a lava flow below, cutting off any form of entry into it.

QUENTIN

I see.

SHANE

There we go.

Shane connects the last of the wires and then places the lever back in its original position. After it is in place, he pulls it down.

SHANE

Alright. The laser grid is down. We'll probably have about an hour before it recharges itself, so we better hurry.

Zeke is looking at a computer screen on the far side of the room.

ZEKE

It looks like there is some sort of sewage pipe beneath this defense base that leads right to Cerberon. I think that would be our best bet to stay under the radar.

Tyson reloads his weapon.

TYSON

Let's stop hiding around like a bunch of bitches and take these motherfuckers head on! We did it before when we landed!

ZEKE

Yeah and three of our men died!

Tyson shuts up and backs away.

QUENTIN

Sergeant, how far does the pipeline go?

Zeke looks back at the screen.

ZEKE

Eh...Looks like about two miles northeast. It resurfaces right in the center of Cerberon.

TYSON

Alright! Let's get going then!

INT. CEBERON SEWAGE ENTRANCE

Quentin and Zeke take off the cover to the sewage line.

A ladder leads straight down into darkness.

INT. CEBERON SEWAGE LINE

The sewage line is very dark and murky. The liquid that it contains reaches about knee high on Quake Team as they move down the passageway.

All have flashlights attached to their guns to light the way.

Strange noises echo inside the passageway that causes the team to keep their heads on a swivel.

Tyson leans in towards Shane.

TYSON

You think anything is down here?

SHANE

I wouldn't doubt it.

The team reaches a corner. Zeke signals for the team to stop. He paces slowly to the corner and looks around it. It's clear.

He motions for the rest of the team to proceed.

They all walk around the bend. Something catches Quentin's eye though in the water. He holds Nina back.

NINA

What?

Quentin doesn't say anything. He points at the object in the water. Nina looks at it as well.

Quentin's eyes widen as Tyson walks very close to it.

QUENTIN

Tyson!

Before Tyson can hear Quentin's warning, he steps on the object and a KLAXON blows throughout the tunnel.

The team stops where they are and point there guns in every direction, expecting an attack. A RUMBLING comes from above and gets louder and louder.

The team points up at the ceiling ready to blow anything away that looks threatening.

Without warning, small sections of the ceiling rip open and Strogg warriors jump down through them.

ZEKE

Move!

The team runs straight ahead and dodges as Strogg warriors fall from above. One jumps right in front of Zeke and has a long knife in its hand.

Zeke points his large shotgun at the Strogg's head and pulls the trigger, decapitating it.

Quentin and Nina run past Zeke and turn another corner. Quentin turns back begins firing at the incoming Stroggs. He hits a couple and then turns to run again.

Up ahead are more Strogg warriors. But something is different about them. They seem more human than the other Stroggs.

Quake Team takes its shots at all of them and rush right through.

Shane finally reaches a ladder that leads straight up.

SHANE

Here it is!

Shane begins to ascend the ladder. It is a fairly long ladder. Quentin reaches it second.

Nina, Tyson, and finally Zeke reach it and begin to climb.

Rails constantly fly up at all of them but they all miraculously miss. Shane reaches the top of the ladder and turns the hatch door.

The door opens and on the other side is a Strogg pointing its rail gun right at Shane's face. The Strogg fires and splits Shane's face in two.

Shane's dead body falls the entire length back down to the sewer surface.

Quentin points his gun up and shoots the Strogg dead before it gets another shot off. Quentin reaches the top of the ladder and climbs up into the room above.

INT. CEBERON LABORATORY - DAY

Quentin enters a room that looks like a science lab. He reaches down and pulls Nina up out of the hole. Tyson follows Nina. Tyson looks down to grab Zeke.

TYSON
Come on Zeke!

INT. CEBERON SEWAGE LINE

Zeke is climbing the ladder as fast as he can. On the surface, a Strogg pulls out a long knife and throws it right at Zeke.

It hits Zeke right in the leg.

Zeke winces in pain but continues up until he is out of the hole.

INT. CEBERON LABORATORY - DAY

Zeke jumps up out of the hole as Tyson prepares to close it.

Tyson pulls a grenade off of his vest and twists the top.

TYSON
Take this you bastards!

He throws the grenade into the sewer line and closes the hatch.

A loud EXPLOSION follows.

Zeke is lying on the ground breathing heavily. He yanks the knife out of his leg and throws it aside.

TYSON
What was up with those things?
They looked human.

ZEKE
I don't know.

Zeke gets up to assess the damage to his leg. He can still walk with little pain.

Quentin is staring at something.

QUENTIN

We are inside a Cerberon
experimental facility.

ZEKE

How do you know?

Quentin points to a glass wall that is behind Zeke. Zeke turns around.

What he sees is hundreds of wounded or dead Coalition soldiers in pieces. Their bodies are being merged together with mechanical parts that are the same as the Strogg warriors.

TYSON

What the...?

NINA

Oh my god.

Zeke picks his shotgun off of the ground and walks towards the door that leads into the laboratory.

NINA

Where are you going?

ZEKE

We have to find the entrance to
Palace City. We don't have much
time.

INT. CSS PHOBOS BRIDGE - OUTER SPACE

Commander James and Admiral Crockett are still on the bridge of the Phobos.

JAMES

Zachary, how much longer can we
wait?

Crockett looks into the CommSphere and sees the remaining Immortal Coil forces being prepped for take off in their hangar bay.

CROCKETT
Not much longer.

INT. CEBERON LAB EXPERIMENT ROOM - DAY

Tyson, Zeke, Quentin, and Nina are ducking behind the tables to hide from the Strogg scientists. On the tables are mangled humans.

Nina looks at some of the faces of the mangled humans as she maneuvers around the room.

They all finally reach the end of the room and exit through the door undetected.

INT. CERBERON COMPUTER LAB - DAY

The team enters a room full of computer readouts and screens. On some of the screens are computer graphics of the human anatomy. On others there are images of a Strogg life form.

Quentin goes to one of the computer screens and studies it.

TYSON (O.S.)
What the hell are these things?

COMPUTER SCREEN

On one of the screens is a video feed into an experimentation room. In the room, a couple of Strogg scientists are strapping a body down onto an operating table.

QUENTIN
Hey. Come look at this.

The rest of the team moves to the computer screen and surround it.

COMPUTER SCREEN

The Strogg's begin to operate on the body. The body looks familiar. It's Sean.

TYSON

That's Sean!

The Stroggs begin ripping off the limbs of Sean.

Nina backs away from the screen.

NINA

I can't.

Zeke turns to Quentin.

ZEKE

So this is how they keep their
army so strong.

QUENTIN

This isn't good. They could have
over a million prisoners of war at
their disposal.

On the screen, The Stroggs have finished removing Sean's
limbs.

ZEKE

Let's get out of here.

CUT TO:

INT. CSS PHOBOS BRIDGE - OUTER SPACE

Commander James is observing the CommSphere. Many images
pass by with ridiculous quickness.

Admiral Crockett is slowly pacing around the room.

CROCKETT

Any word from Quake Team yet,
Marcus?

JAMES

No sir.

Crockett's face fills with disappointment.

JAMES

I wouldn't be too concerned,
Admiral. If the did make it into
Cerberon, the communication may be
blocked by its communication
frequency defense.

Crockett doesn't seem too relieved with that comment.

INT. CERBERON RESEARCH ROOM - DAY

Quake Team enters another large room with more monitors and screens. On these screens, however, are images of the different planets of Earth's solar system.

TYSON

What do we have here?

They walk towards the back of the room where the monitors of the planets are displayed.

NINA

So we weren't the only planet that
they invaded?

Quentin walks over to the screen that has MERCURY on it. Underneath it is a picture of what appears to be ammunition for the Strogg rail guns.

Quentin next moves over to VENUS. Underneath VENUS are the armor shards that the Strogg Warriors wear.

EARTH is next and a picture of a human is displayed.

TYSON

Holy shit.

ZEKE

They've raided each planet for
its main resource.

Quentin is now focused on the monitor displaying MARS.

QUENTIN
Sergeant, I think you better take
a look at this.

Zeke walks over to Quentin and looks at the monitor.

ZEKE
What the hell is that?

MONITOR

Underneath the image of Mars is another life form. The life form vaguely represents what the Strogg life form appears to be underneath the armor.

NINA
Oh my god.

Zeke stands up from viewing the computer screen.

ZEKE
Let's go.

The team stands up reluctantly and moves to exit the room.

MARS SCREEN

The life form underneath MARS peers ominously from the screen.

INT. CEBERON LAB CATWALK HALLWAY - DAY

The team enters a catwalk hallway with many windows. It is daytime with some smoke still in the air from the battle.

Quentin looks outside of the windows and spots what appears to be an opening into the side of a mountain or crater in the middle of a grand city.

A cave would be a good way to describe it.

QUENTIN

That's where we need to go.

Quentin points towards the opening. Zeke looks at it as does the rest of the team.

ZEKE

Alright. Let's get down there.
On the double.

The four soldiers of Quake Team run towards the end of the hall.

EXT. CEBERON LAB ALLEY - DAY

The four soldiers exit through a back door of the lab into a deserted alleyway. They pace down the back of the building until they reach a clearing.

Zeke motions for the team to stop and they obey.

Zeke peers out into the clearing. The city seems deserted. Up ahead is another building and behind that is the cave in question.

He turns to face his team.

ZEKE

Alright. Keep it tight. Head due
north and stay quiet. Watch out
for any security devices.

The team nods and prepares to move to the other building. Zeke counts to three on his fingers and then they haul ass to the adjacent building.

No alarms sound. No Stroggs come charging.

EXT. CEBERON CITY - DAY

All four reach the next building intact. They continue behind that building until they reach the end.

Right in front of them is a large cave opening with several Strogg warriors standing guard.

Tyson spits and then remarks very scornfully.

TYSON

There's too many of them. How
the hell we supposed to get
through that?

Quentin looks around the surrounding area for some type of plan. His eyes fix on a land vehicle that is to the right of their position.

INT. CSS PHOBOS BRIDGE - OUTER SPACE

Crockett and James are still looking at their CommSphere in the center of the area. The soldiers inside the CommSphere look ready to be deployed.

Crockett rubs his chin in thought.

JAMES

We have to send them, Admiral.

Crockett doesn't respond. He is in deep thought.

JAMES

Zachary?

Crockett snaps out of his trance.

CROCKETT

Deploy.

INT. IMMORTAL COIL HANGAR - OUTER SPACE

The teams of Immortal Coil all board their transports and take off towards the planet of Stroggos.

EXT. PALACE CITY ENTRANCE - DAY

The cave opening is shown with Stroggs defending it. After a beat, a STROGG VEHICLE comes flying right into the Stroggs guarding the entrance, running them over and killing them.

The other Stroggs barely react in time but fire their shots towards the vehicle. They miss all their shots.

INT. STROGG VEHICLE - DAY

Inside the Strogg Vehicle are the remnants of Quake Team. Quentin is driving with Nina in the passenger's seat, and Zeke and Tyson in the back.

The vehicle slams into a couple of Strogg warriors and enters the cave.

INT. PALACE CITY CAVERN

The Strogg Vehicle continues in its path deep into the innards of the cavern at a very high speed.

TYSON

Damn! That was a little too easy.

Behind the Quake Team's vehicle, two more are coming up fast. These contain Strogg Warriors, however.

A shot comes from one of the enemy vehicles and zooms past Quake Team.

NINA

What the...?

All four turn around and see the Stroggs coming up on them, rail guns in hand.

QUENTIN

Shit.

ZEKE

Take them out!

Nina, Zeke, and Tyson begin firing in the Stroggs direction.

They don't hit a damn thing.

The Stroggs return fire and are equally bad with their shots as well.

The Stroggs get even closer to the rear of Quake Team's vehicle. Their shots are getting more accurate as well.

Tyson finally manages to hit the driver of one of the enemy vehicles and it flips over.

Tyson smiles and pumps his fist in the air.

TYSON

I got one!

The other vehicle maintains pursuit. It is much better at dodging the team's attacks.

Nina gets up from the passenger seat and pulls her rocket launcher off of her back. She takes aim at Strogg vehicle and fires a rocket.

The rocket hits dead on and blows it to pieces.

Nina smiles at her shot. Quentin turns around and smiles back at her. He turns back to the front to see a giant rock in the center of their path.

Quentin tries to dodge it, but he can't. The vehicle hits the rock and falls to its side.

EXT. CERBERON AERIAL SHOT - DAY

The transports containing the Immortal Coil forces land and deploy their troops in the center of the city.

The Strogg warriors in the city move to intercept them.

INT. PALACE CITY ENTRANCE

The overturned vehicle is totaled. The four members of Quake Team climb out and eventually get to their feet.

No one is seriously injured.

TYSON
God damnit, Manning!

Quentin rubs the back of his neck. He looks up and sees something.

QUENTIN
We're here.

The team turns around to see a large bridge that leads to a huge palace gate. The gate is open.

ZEKE
Let's go.

The team moves towards the bridge.

INT. PALACE CITY BRIDGE

The team reaches the bridge and looks across it. It's a fairly long bridge. Quentin shifts his eyes to underneath the bridge.

QUENTIN POV:

Underneath the bridge is a moat of lave. The lava is a ways down, but its formidable presence is felt.

BACK TO SCENE

NINA
We better hurry.

ZEKE
Alright. Stay to the outsides of the bridge. Watch out for traps.

The team walks across the bridge. They reach about the quarter-way point when a SNAP is audible. The team stops.

Underneath the bridge are a bunch of cables. The cables are snapping one by one.

Back on top of the bridge, the team still doesn't know what's going on.

Quentin's focus peers over towards the ground below Zeke's feet, where the ground looks like it is cracking to pieces.

QUENTIN

Sergeant!

Zeke looks below himself and sees the ground below him disintegrate. He falls through a hole in the bridge.

The whole bridge begins to crumble.

TYSON

Oh shit!

Quentin and Nina run over to the hole Zeke has fallen through. Zeke is dangling by his shotgun on the edge of the hole.

Below him is a river of lava.

Quentin puts his hand in the hole.

QUENTIN

Grab my hand, Sergeant!

Zeke reaches for Quentin's hand. Just before he can grasp it, a laser beam flies past Quentin's head.

Quentin looks back towards the Palace Gate where two laser devices are firing right at the bridge.

ZEKE

You have to go! They're going to close the gate!

QUENTIN

Just grab my hand, sir!

ZEKE

I said go! Kill the Makron!
That's my last order, Corporal!

A laser beam then flies right through the hole and hits Zeke in the chest. Zeke's life ends quickly and then he falls into the lava pit below.

His shotgun remains hanging on the edge of the hole.

Nina closes her eyes to fight back the tears. Quentin grabs Zeke's gun and picks up Nina.

QUENTIN

Let's go!

Quentin, Nina, and Tyson run towards the Palace Gate. The doors are beginning to seal shut.

Dodging the laser beam shots and the bridge disintegrating, they barely make it into Palace City.

EXT. CEBERON CITY - DAY

The Immortal Coil forces and Stroggs are engaging in an intense gun battle.

INT. CSS PHOBOS BRIDGE - OUTER SPACE

James and Crockett are now talking to someone via the CommSphere.

It's President Thomas.

PRESIDENT THOMAS (V.O.)

So how is the battle going, gentlemen?

JAMES

It's going as planned, Mr. President.

PRESIDENT THOMAS (V.O.)

So Immortal Coil forces have breeched Cerberon?

JAMES

Yes sir.

PRESIDENT THOMAS (V.O.)

Not bad, Commander. Cerberon's walls have been penetrated in less than a day. I believe that should be some sort of a record.

CROCKETT

We are losing many men, Mr. President. At what cost will this assassination come by?

PRESIDENT THOMAS (V.O.)

Whatever it takes, Admiral. Whatever it takes. I don't care if the whole Coalition is wiped out. As long as every single one of those alien bastards do not pose a threat to Planet Earth, I could care less.

James and Crockett share a disgusted look with one another.

PRESIDENT THOMAS (V.O.)

Well gentlemen, I have an appointment to make. I await your victory call.

The screen goes blank.

JAMES

I swear I would risk the death penalty in exchange for ending his life.

INT. PALACE CITY - DUSK

Palace City is an enormous atrium with tall pillars and many passageways leading in all different directions.

In the center of the city is the main throne of the Makron. It is designated by the symbol above it.

Quentin and Nina are lying on the ground, and Tyson is kneeling on one knee.

The Palace City gates have closed completely.

Quentin and Nina finally get to their feet. Tyson joins them as they run over behind a pillar.

QUENTIN
Everyone alright?

NINA
Yeah.

TYSON
It's all good, brother.

Quentin hangs Zeke's shotgun over his shoulder, and then peers around the side of the pillar at the Makron Throne.

QUENTIN
That's where the Makron is.

NINA
How do you know?

QUENTIN
I don't know. I just know.

TYSON
So what do you propose we do, Mr. Leader?

Quentin turns to face Tyson and smiles.

QUENTIN
I say we fuck the sneaking around and charge these bastards.

Tyson laughs. Maybe this Quentin isn't so bad after all.

TYSON
I like where you're going, newbie!

NINA
Excuse me?

Quentin turns and faces Nina.

QUENTIN
We've come this far, Nina. It's time to stop beating around the bush, and hit these things rough and personal.

Nina smiles at the face Quentin remembers her comment from the Immortal Coil hangar.

QUENTIN

But not yet. Let's wait until nightfall.

NINA

Do you have a wooden horse for us to hide in as well, Odysseus?

QUENTIN

No. I already have my Helen.

Quentin and Nina share an intimate smile with each other. Tyson's not having it though.

TYSON

Get a room!

EXT. CERBERON CITY - DUSK

The battle outside is becoming even more intense. Fighter jets are dropping bombs into the city and Stroggs are using their own form of land artillery vehicles.

The Stroggs appear to be getting the upper hand.

The Cerberon sun is finally starting to set.

INT. PALACE CITY - NIGHT

It is finally nighttime and the Palace City is illuminated in an eerie yellow light coming from light sources around the city.

Behind the pillar, Nina is sitting in front of Quentin leaning onto his chest. Tyson is reloading his gun.

NINA

I just can't believe he's gone.

QUENTIN

I said the same thing when my sister died.

Nina moves in closer to Quentin's chest.

NINA
What made you join the Coalition?

QUENTIN
You know Admiral Crockett?

NINA
Yeah.

QUENTIN
My school was used as a shelter
for the survivors of Houston.
Crockett was a Captain at the time,
but he came to the school and
found me hiding in a classroom.

INT. CLASSROOM - NIGHT (FLASHBACK)

Captain Crockett is seen walking into a classroom with a flashlight. Presumably, looking for survivors. He comes to a corner where Quentin (age 5) is hiding, holding his knees.

There is no sound but Crockett approaches little Quentin and then puts his military cap on his head. After a while the boy gets up and grabs Crockett's hand and leaves with him.

EXT. PALACE CITY - NIGHT (PRESENT)

Quentin and Nina are still talking. Tyson laughs off screen.

TYSON (O.S.)
Get the fuck out of here! Admiral
Crockett adopted you?

QUENTIN
Yep. He taught me everything I
know.

NINA

Wow. I didn't know that.

QUENTIN

No one does.

Tyson cocks his gun and checks the chamber.

TYSON

Alright, well I'm personally getting tired of this Hallmark moment bullshit. You think we can kick some Strogg ass now?

Nina and Quentin stand up. Quentin reloads his gun and smiles.

QUENTIN

I thought you'd never ask.

He slides the chamber back on his Carbine and the round slides into place.

QUENTIN

Now, no one has ever been inside Palace City and made it out alive. Be careful. They probably have some freaky shit going on here. Don't get spooked.

TYSON

Let's get this shit started!

QUENTIN

Nina?

NINA

Let's do it.

The three get ready to emerge from their hiding spot.

QUENTIN

One...Two...Three!

The three emerge from their hiding spot but find the city completely deserted. They pace through the city, en route to the Makron Throne.

The city is eerily quiet. No sound or object is in sight.

Quentin is at the point of the three and has his focus gazed on the Makron Throne.

INT. MAKRON THRONE ENTRANCE - NIGHT

The three soldiers reach the entranceway to the throne room. It is a stairway that leads to a big double door. The three climb the steps and reach the door.

The door opens straight up without any warning.

INT. MAKRON THRONE - NIGHT

The throne room is another courtyard looking area. A long spiraling staircase leads down to a large central area.

On the right side of the room is a pathway that leads to some sort of storage area, and to the left is another small staircase that leads down to a small body of water.

Long and thick pillars are scattered throughout the interior of the throne room.

The room is completely dark. The team takes a couple of steps and without warning, a bright set of lights turns on inside the throne room.

Right in front of Nina, Quentin, and Tyson is a large mechanical looking alien. It could be about ten feet tall and has two rail guns connected to its arms. It also has a jet pack on its back.

This is the MAKRON.

In back of the Makron, is a bunch of screens with planets of the Earth's solar system displayed on each one. There is also a large seat that obviously is the Makron's throne chair.

Surrounding the Makron, is about fifty HUMAN STROGG WARRIORS.

Tyson cocks his gun and prepares to fire.

 TYSON
 You killed my family, you
 motherfucker!

Tyson begins to fire at the Makron. The Makron's jet pack ignites and it rises straight into the air at ridiculous speed.

The Human Strogg warriors begin to charge.

Nina runs down the staircase that leads to the body of water. A few Human Stroggs follow her.

Quentin runs into the storage area.

Tyson heads right down the spiral staircase to take the Makron head on.

EXT. PALACE CITY CAVE ENTRANCE - NIGHT

The battle between Earth and Stroggos is heating up even more. The humans are fighting hard, but the Stroggs just have too much firepower.

Rails are piercing through numerous amounts of Immortal Coil soldiers.

The Kilo Team Leader eyes the cave entrance in the middle of the battlefield. He motions for the rest of the Immortal Coil forces to head inside it.

 KILO TEAM LEADER
 Everyone in the cave, now!

EXT. NORTHERN PLAINS - NIGHT

The remaining Coalition soldiers from the Crater Minor battle have begun to march towards the city of Cerberon.

Fighter jets zoom past above them and are also heading in the same direction.

INT. MAKRON THRONE WATER AREA - NIGHT

Nina fires her weapon relentlessly at the surrounding Human Stroggs attempting to surround her. She zigzags behind the pillars for cover.

She switches between her shotgun and machine gun on her M-160 Carbine as she takes down several enemies.

INT. MAKRON THRONE STORAGE AREA - NIGHT

Quentin is taking on a mob of Human Stroggs as well. He has Zeke's shotgun still strapped on his back, but does not use it.

Quentin ducks behind one of the pillars and throws a grenade right at the large group of enemy Stroggs.

The explosion rocks the screen.

INT. MAKRON THRONE - NIGHT

Tyson is taking care of the remaining Human Stroggs with ease. They attempt to fire at him but they can't hit him.

The Makron comes back down to the surface from its flight and fires automatic rounds of rails that cover the whole throne room.

It even hits its own bodyguard Stroggs.

Tyson manages to duck behind a pillar and dodge the rails. All of the Human Stroggs in the vicinity are killed. The Makron finally touches the surface and lands.

Tyson emerges from his hiding spot.

TYSON

It's just me and you, baby.

Tyson pulls up his gun and right before he fires, the Palace door opens.

Through the door, Kilo Team Leader and the remaining members of Immortal Coil flood the area.

KILO TEAM LEADER
Childress!

Tyson smiles and turns his attention back over to the Makron.

TYSON
Take this son of a bitch out!

Tyson and Immortal Coil begin firing at the Makron. Their bullets hit, but they do no damage.

The Makron's outer casing is deflecting all of the fire from Immortal Coil. It raises its arms and aims its rail guns at the Earth soldiers.

The rail guns switch positions with another weapon that is also attached to the Makron's wrist.

This is the HYPERBLASTER.

The Makron starts to fire high velocity, automatic laser beams.

The laser beams hit pillars, soldiers, and nearly the entire area.

The Makron switches its weapons again on its wrists to a third weapon.

INT. MAKRON THRONE WATER AREA - NIGHT

Nina has taken care of the Human Stroggs in her area and has peered up the staircase at the Makron.

It is aiming right at her area.

INT. MAKRON THRONE STORAGE AREA - NIGHT

Quentin is firing at another Strogg how has also hid behind a pillar. They exchange shots at each other, missing all of them.

INT. MAKRON THRONE - NIGHT

The Makron fires two large green energy balls at both sides of the Throne Room. This weapon is called the BFK (Bio-Force Kinetic) Gun.

INT. MAKRON THRONE WATER AREA - NIGHT

Nina sees the ball of energy approaching her and dives into the water.

The entire area is destroyed.

INT. MAKRON THRONE STORAGE AREA - NIGHT

Quentin and the enemy Strogg are sent flying from the other blast that hits the area.

This area is also destroyed.

INT. MAKRON THRONE ROOM - NIGHT

The Makron turns around and fires another energy ball at the back wall lined with computer screens and opens a secret passage.

The Makron looks back at the destruction it caused, and then disappears from view.

INT. MAKRON THRONE WATER AREA - NIGHT

Nina emerges from her water pit and gets back on to the dry surface. She peers over staircase and sees the hole opened by the Makron.

Nina loads her rocket launcher and rifle and runs into the hole.

EXT. CERBERON AERIAL SHOT - NIGHT

The city appears to finally be falling to the Coalition. A squadron of fighter jets flies overhead and drops bombs onto the city's major buildings.

The buildings are demolished.

EXT. ADMIRAL CROCKETT'S OFFICE - OUTER SPACE (FLASHBACK)

In a flashback sequence, a little boy of about thirteen is shown listening to an adult speaking to him in Crockett's Office onboard the CSS PHOBOS. It's CROCKETT and QUENTIN. The voices cannot be heard.

CUT TO:

INT. MAKRON THRONE STORAGE ROOM - NIGHT

Quentin lies unconscious.

CUT TO:

INT. VR CHAMBER ENTRANCE (FLASHBACK)

A teenage Quentin is now shown listening to Crockett outside of a VR Chamber.

CROCKETT

A soldier must never hesitate.
His instincts are his life. When
in battle, Quentin, you must
dictate your enemy. Never let
them dictate your own actions.

CUT TO:

INT. MAKRON THRONE STORAGE ROOM - NIGHT (PRESENT)

Quentin's eyes are still closed.

CUT TO:

INT. VR. CHAMBER ENTRANCE (FLASHBACK)

Quentin exits the chamber after a training run. Crockett is smiling.

CROCKETT
You will be the one who ends this
war, my son.

CUT TO:

INT. MAKRON THRONE STORAGE ROOM - NIGHT (PRESENT)

Quentin still has not moved.

CROCKETT (V.O.)
You will be the one who ends this
war, my son.

CUT TO:

INT. CSS PHOBOS BRIDGE - OUTER SPACE

Admiral Crockett is staring out of the port window that displays a full view of the planet Stroggos.

Crockett has a tear coming down his face.

CUT TO:

INT. MAKRON THRONE STORAGE ROOM - NIGHT

Quentin's eyes snap open. The camera then accelerates into Quentin's eye.

QUENTIN POV:

The camera will stay in Quentin's POV until notified.

Quentin is staring straight up at the ceiling from the ground. He gets up and looks straight ahead.

The entire place is a wreck.

At the bottom of the screen Quentin's M-160 Carbine comes to view. He reloads both the clip and the shells. That gun disappears and Zeke's shotgun comes to view. He reloads that one as well.

Finally, a handgun appears on screen and he reloads that one as well.

QUENTIN (O.S.)

Nina!

Quentin moves towards the storage room exit and leaves the room.

INT. MAKRON THRONE ROOM - NIGHT

Quentin enters the room and sees a bloodbath. The entire Immortal Coil Force has been killed.

He walks along the dead bodies and comes to the bloodied torso of Tyson.

Quentin's POV scans the entire area.

QUENTIN (O.S.)

Nina!

Quentin fixes his gaze at Tyson again and then looks up at the hole the Makron blew open.

Quentin starts to run towards the opening. He finally enters the dark tunnel.

INT. MAKRON ESCAPE TUNNEL

Quentin enters a very dark tunnel. He attaches a flashlight to his gun, which emits a small beam of light for him to see.

As he moves very quickly down the passageway, the GRUNTS and NOISES of the Stroggs' become audible.

Without warning, Strogg warriors pop out of the darkness, weapons in hand, ready to fire at Quentin.

Quentin takes them out with his M-160 Carbine and handgun and pushes forward.

Quentin reaches a ladder that leads down to another passageway.

On the bottom level is a group of Stroggs. Q

Quentin's gun disappears and a grenade appears in its place. Quentin twists the top and then throws it down.

The EXPLOSION is loud.

Quentin climbs the ladder down and then proceeds forward. Up ahead is a large, high-tech looking doorway.

Quentin gets close enough to it and it opens straight up by itself.

INT. STROGGOS CORE REACTOR PLANT

Quentin enters what appears to be a futuristic power plant. It is the life-blood of the entire planet. There are many narrow hallways and rooms.

Quentin heads towards one of the hallways. When he enters, a Strogg is waiting for him.

Quentin switches to shotgun on his M-160 Carbine and fires one shot at its head.

It falls.

Quentin heads down the hallway and enters a doorway.

INT. REACTOR PLANT CONTROL ROOM

Quentin enters a control room with many monitors displaying information about the energy of the planet in a foreign language.

There are many Stroggs in this room.

Quentin deals with them at first with his trusty Carbine, but then runs out of ammunition. He switches to Zeke's shotgun and levels the enemy.

The shots that emit from this gun are loud and powerful.

Quentin locates a doorway in the back of this room and enters it.

INT. REACTOR PLANT ASSEMBLY LINE

In this room, an assembly line filled with Strogg body parts circulates around the room. There are many columns and pillars in this room that contain hiding Stroggs.

Quentin moves throughout the room and kills them one by one with his Super Shotgun. Quentin reaches one pillar and kills the Strogg hiding behind it.

He then turns around quick to come face to face with:

ANTHONY'S FACE

Anthony has been revived but he is a Strogg now. Anthony smiles and raises his rail gun.

Quentin's shotgun rises as well and points straight at Anthony's face.

BOOM. Anthony's head is destroyed.

Quentin finally reaches the next doorway.

INT. REACTOR PLANT ELEVATOR PLATFORM

Quentin enters a huge elevator platform that contains many cargo boxes and supply boxes. It could possibly be about a hundred feet in diameter.

Underneath the elevator and visible around the outside of the circular platform, is lava.

Dead ahead is Nina firing her weapon at something.

Dead Stroggs surround her.

Quentin fixes his gaze onto what Nina is firing at. It's the Makron.

Quentin switches his view back to Nina.

One of the Makron's Hyperblaster shots knocks over Nina's box, which she is hiding behind, and she falls down unconscious.

QUENTIN (O.S.)

Nina!

Quentin pulls out his Carbine, reloads it, and then fires at the Makron forcing it to retreat. Quentin, runs over to Nina and picks her up.

She is unconscious.

INT. REACTOR PLANT ELEVATOR BEHIND BOX

END QUENTIN POV SHOT

The camera zooms over Quentin's shoulder and he comes to view holding Nina. He turns her around.

Her eyes are closed.

QUENTIN

Wake up, Nina!

The Makron's Hyperblaster can be heard firing at the box Quentin and Nina are behind.

Quentin holds Nina close as if she is gone. Just then, Nina's eyes open.

NINA

I'm not dead yet.

Quentin smiles but then observes Nina's arm. It is broken.

QUENTIN

Take cover.

Nina's responses are very weak.

NINA

No that thing is mine. He's the
reason my entire family is dead.

Quentin props Nina behind the box.

QUENTIN

Let me handle it.

Nina smiles and Quentin returns the favor.

A large blast kills the moment.

QUENTIN

Shit!

Quentin shields Nina from the explosion.

QUENTIN

Wait here!

Quentin gets up, reloads his weapon, and runs to another
box.

MAKRON POV:

The Makron sees Quentin running in between boxes and fires
its rail guns at him.

INT. REACTOR ELEVATOR PLATFORM BEHIND SECOND BOX - NIGHT

Quentin gets a few shots off at the Makron. One of his
shots zooms past the Makron and hits the control panel.

The elevator begins to rise.

INT. REACTOR ELEVATOR PLATFORM BEHIND FIRST BOX - NIGHT

Nina is holding her left arm in pain. She then bites down
on her tunic and shifts her arm back into place.

She winces as the bone SNAPS back into the place.

INT. REACTOR PLANT ELEVATOR SHAFT - NIGHT

The elevator is rising into an unknown area. The sounds of a battle become more audible as the elevator gains altitude.

INT. ELEVATOR PLATFORM - NIGHT

Quentin makes his way closer to the Makron by hiding behind separate boxes. The Makron and him exchange fire.

The platform finally reaches the outside. It is rising right into the center of Cerberon. The battle surrounding the elevator shaft in the city is intense.

Quentin gets one good shot in on the Makron, right in the face. The Makron staggers backwards.

EXT. REACTOR CORE BUILDING AERIAL SHOT - NIGHT

The entire city below the building is engaged in war as the elevator stops right on top of it.

Fighter jets zoom past the building.

INT. FIGHTER JET - NIGHT

A pilot has the Makron locked on target. She prepares to fire.

EXT. REACTOR CORE BUILDING ROOF PLATFORM - NIGHT

The plane starts to fire at the Makron, and hits it. The Makron looks up at the fighter jet and points its Hyperblaster at it and fires.

The jet explodes.

EXT. REACTOR CORE ROOF BEHIND BOX - NIGHT

Quentin reloads his gun and prepares to fire.

EXT. REACTOR CORE ROOF BEHIND ANOTHER BOX - NIGHT

Nina is still behind her box in pain. Her gaze shifts to a dead Strogg's rail gun.

She squirms over to grab it.

EXT. REACTOR CORE ROOF PLATFORM - NIGHT

The Makron returns its gaze to Quentin's box. It fires rails at the box.

EXT. REACTOR CORE ROOF BEHIND BOX - NIGHT

The rails are piercing through the box and are barely missing Quentin.

QUENTIN

Come on! Give me one good
shot!

NINA (O.S.)

Quentin!

Quentin looks over at Nina. She has reached the rail gun and is preparing to throw it.

NINA

Use this!

Nina throws it to Quentin, and then falls to her side. He catches it and prepares to fire it.

Quentin turns around from behind the box and aims the rail gun at the Makron's head.

QUENTIN POV:

Through Quentin's POV, the rail gun in his grasp fires one round and flies right through Makron's head.

BACK TO SCENE

The Makron stops firing and stops moving. It then emits a loud horn-like scream.

EXT. CERBERON - NIGHT

The Stroggs fighting the Coalition all stop at the sound of the Makron's scream.

EXT. REACTOR CORE ROOF PLATFORM - NIGHT

The Makron continues to scream and then begins to shake violently. A high pitch whine comes from the dying Makron, and then it explodes.

EXT. REACTOR CORE ROOF PLATFORM BEHIND BOX - NIGHT

Quentin shields himself from the blast behind a box.

EXT. REACTOR CORE PLATFORM BEHIND ANOTHER BOX - NIGHT

Nina lies on her side barely conscious as the Makron explodes.

EXT. REACTOR CORE ROOF PLATFORM - NIGHT

The roof collapses from the blast and falls inward.

Quentin and Nina fall into the innards of the building.

EXT. CERBERON - NIGHT

The Stroggs have all stopped fighting. This does not hinder the humans, however.

They fire at the hapless Stroggs and kill many in the process.

INT. CSS PHOBOS BRIDGE - OUTER SPACE

James and Crockett are listening to a bunch of transmissions coming from the planet.

A SOLDIER (V.O.)
Sir. The Stroggs have stopped fighting.

ANOTHER SOLDIER (V.O.)
That's a positive, Admiral. The Stroggs have stopped attacking. We have the situation under control.

James leans back and lets out a sigh of relief. Crockett is still staring out of the port window.

JAMES
He did it. Those sons of bitches did it.

Crockett continues to stare out of the window.

A small smile curls on his lips.

INT. REACTOR CORE ROOM - DAWN

Quentin is shown lying in a big pile of rubble. He slowly gets to his feet and searches the area for Nina.

He finally spots her beneath another pile of rubble.

He runs over to her and digs her out. She coughs a few times as the dust flies past her face.

NINA
Are we dead?

QUENTIN
Nope. Not yet.

Quentin pulls Nina's back to his chest and examines her arm.

QUENTIN
That looks like it hurts.

NINA
It's not that bad.

A pause.

NINA
So did you kill it?

QUENTIN
Mmm hmm.

Nina closes her eyes with relief.

NINA
So that's it? Are we done now?

Quentin and Nina's ear pieces CRACKLE. Quentin flips his switch and the Nina's.

He speaks into the headset.

QUENTIN
Corporal Manning here.

JAMES (V.O.)
Corporal! Good to hear from you.
What's your situation?

QUENTIN
Alive.

JAMES (V.O.)
Are you with anyone?

NINA
Corporal Nina Johnson here,
Commander.

JAMES (V.O.)
Good to hear from you as well,
Johnson. We have a team on the
ground looking for you two now.

QUENTIN

Hurry that up, Commander. Corporal Johnson has a serious injury that needs immediate medical attention.

JAMES (V.O.)

Roger that. I have someone else who wishes to speak with you two.

A moment of radio silence.

CROCKETT (V.O.)

Hello, soldiers.

QUENTIN

Greetings, Admiral.

CROCKETT (V.O.)

Well done.

Quentin faintly smiles.

QUENTIN

Just doing what I've been trained for, Admiral.

A long pause.

CROCKETT (V.O.)

I'll see you two on the Phobos.

The transmission ends. Nina leans back onto Quentin's chest and looks into his eyes.

They lean into kiss. Right before they lock lips:

RANDOM SOLDIER (O.S.)

Sir! We found them!

A group of Coalition Soldiers comes into the debris-filled room.

Quentin and Nina share an embarrassed smile.

The camera then pulls back to show the entire room with the soldiers approaching Nina and Quentin.

INT. COALITION HQ PRESS ROOM - HOUSTON, TEXAS - DAY

Back on Earth, President Thomas is giving a press conference to the public. Nina and Quentin are behind him in formal military outfits.

On the other side of the President are Admiral Crockett and Commander James.

All four have medals hanging around their necks.

PRESIDENT THOMAS
Ladies and gentlemen.

He pauses.

PRESIDENT THOMAS
Mission accomplished!

The entire press room erupts into applause and cheers.

Nina and Quentin give slight smiles at the sound. James and Crockett nod their heads in acknowledgement.

PRESIDENT THOMAS
For twenty years, Earth has fought
a war against a malicious enemy.
They hit us without warning and
without mercy.

President Thomas looks back at Nina and Quentin and smiles at them.

Quentin and Nina smile back sheepishly.

PRESIDENT THOMAS
But with the determination of these
four soldiers, and by the grace of
God, good prevailed in the end.

More applause.

PRESIDENT THOMAS

The Stroggs have been defeated and
pose no threat to our existence
anymore.

Another pause.

PRESIDENT THOMAS

Now with out further interruption,
please help me honor those
responsible for this victory.
Quake Squad's Corporal Quentin
Manning and Corporal Nina Johnson!

The press stands up and gives them a standing ovation.
Nina and Quentin take a few steps forward. President
Thomas is smiling and applauding as well. Cameras are
flashing at random.

DISSOLVE TO:

EXT. COALITION GRAVEYARD - DAY

A large graveyard. Many headstones line the entire field.

Nina and Quentin are situated in front on one of the
gravestones. Nina is leaning onto Quentin's shoulder and
he has her arm wrapped around her.

The gravestone states the following:

LIEUTENANT ANTHONY JOHNSON
2018-2048
SON, BROTHER, AND SOLDIER
EVEN IN DEATH NINA, I SHALL ALWAYS BE AT YOUR SIDE

The camera than pulls back to encompass the rest of Quake
Squad's tombstones. Zeke, Tyson, Shane, Sean, and Sage.

The camera continues to pull back, past Quentin and Nina,
until the entire graveyard is displayed.

Continue to pull back until the camera is out of the
atmosphere and back into space.

EXT. PLANET EARTH - OUTER SPACE

The planet Earth from outer space. After a beat, an object flies past screen, heading towards Earth.

Then another.

Then two more.

Then many more.

Move in close on one of the objects.

INT. UNKNOWN SPACECRAFT COCKPIT - OUTER SPACE

In the cockpit of the unknown craft, is the Strogg form of Matthew Kane!

He smiles.

FADE OUT.