

ACT: T 1 2 3

EP. #: \_\_\_\_\_



PAGE: \_\_\_\_\_

SCENE

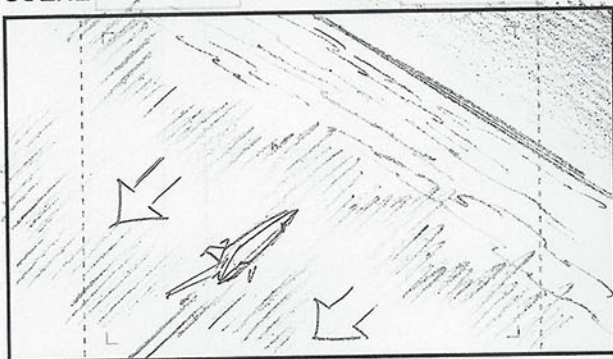
BG#

SCENE

BG#

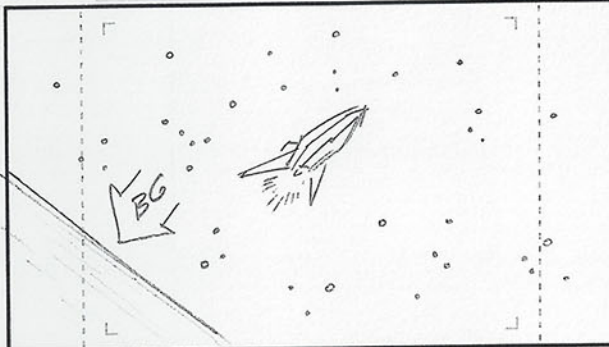
SCENE

BG#



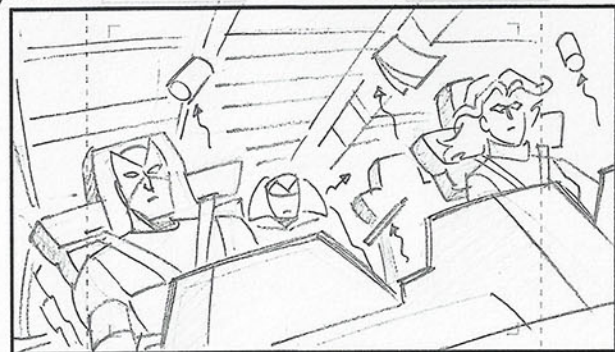
DAY NIGHT

PANEL 1



DAY NIGHT

PANEL 2



DAY NIGHT

PANEL 1

ACTION

↑ Quinjet rises away from Earth and into orbit —  
mist layer blurs past engine powers down

Vision steps FWD in cockpit  
as objects rise in zero-G

DIAL

SLUG

ACT: T 1 2 (3)

EP. #: \_\_\_\_\_



PAGE: \_\_\_\_\_

SCENE

BG#

SCENE

BG#

SCENE

BG#



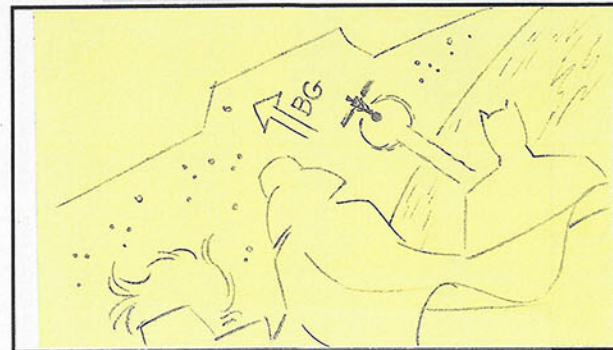
DAY NIGHT

PANEL 2



DAY NIGHT

PANEL 1



DAY NIGHT

PANEL 2

ACTION

Pan up as HE leans FWD  
(seatbelts retract)

Objects float OS as  
purple glow appears from  
ahead

BG pans to reveal Stark  
satellite firing purple beam

DIAL

SLUG



ACT: T 1 2 3

EP. #: \_\_\_\_\_



PAGE: \_\_\_\_\_

SCENE

BG#

SCENE

BG#

SCENE

BG#



DAY NIGHT

PANEL 1



DAY NIGHT

PANEL 2



DAY NIGHT

PANEL 1

ACTION

Sweat appears on Ms Marvel's face

Push in as she looks uncertain

Vision looks OS

DIAL

(125) MSM: I... I can't...

(126) VISION: The Stark satellite is nearly in range.

SLUG

ACT: T 1 2 3

EP. #: \_\_\_\_\_



PAGE: \_\_\_\_\_

SCENE

BG#

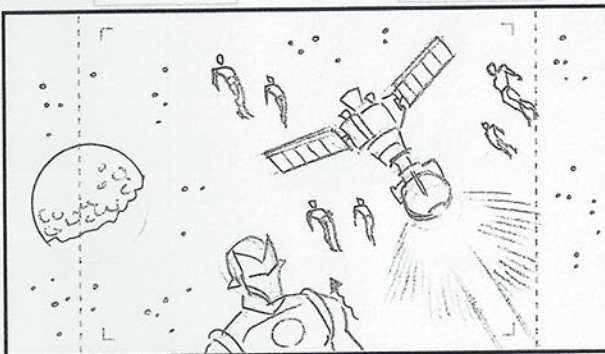


DAY NIGHT

PANEL 2

SCENE

BG#



DAY NIGHT

PANEL 1

SCENE

BG#



DAY NIGHT

PANEL 2

ACTION

Truck in as he steps FWD

Close on Satellite -  
6 Iron Man suits  
float around it

Two more drift thru FG

DIAL

Warning! Sensors indicate  
multiple Iron Men are guarding  
the satellite!

SLUG



ACT: T 1 2 3

EP. #: \_\_\_\_\_



PAGE: \_\_\_\_\_

SCENE

BG#



DAY NIGHT

PANEL

1

SCENE

BG#



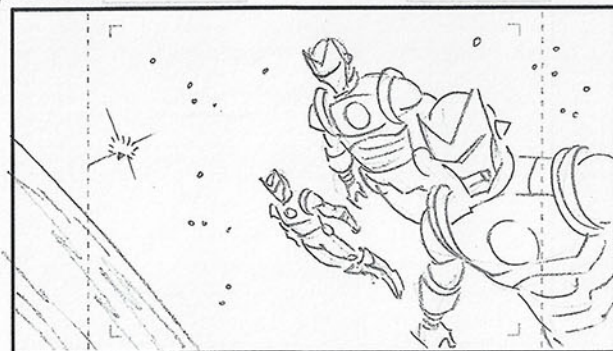
DAY NIGHT

PANEL

2

SCENE

BG#



DAY NIGHT

PANEL

1

ACTION

MSM ties her hair  
into a pony tail

All look around

Sun glints off Quinjet  
in distance

DIAL (127) HE: That's bad.

(128) V: Warning! Long range  
sensors indicate—

—that Thor is in pursuit.

(129) HE: That's worse.

SLUG

ACT: T 1 2 3

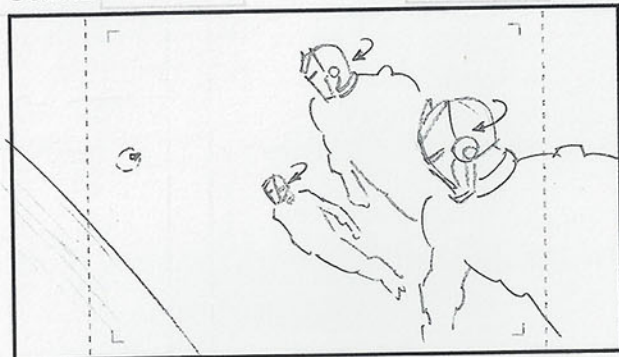
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PAGE: \_\_\_\_\_

SCENE

BG#



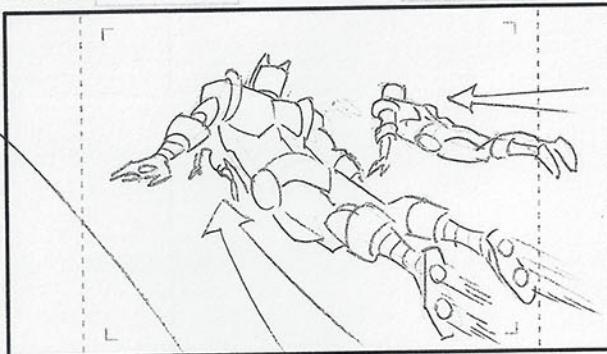
DAY NIGHT

PANEL

2

SCENE

BG#



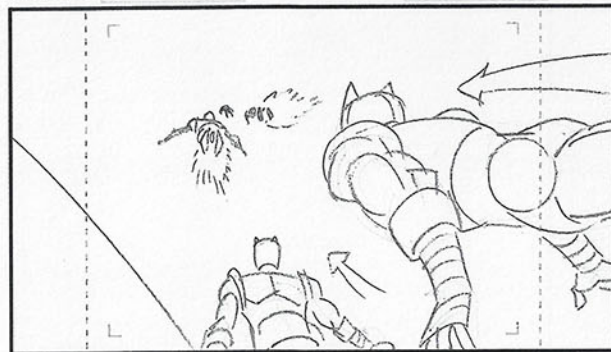
DAY NIGHT

PANEL

3

SCENE

BG#



DAY NIGHT

PANEL

4

ACTION

Men look over at it — five of them launch toward it

DIAL

SLUG



ACT: T 1 2 3

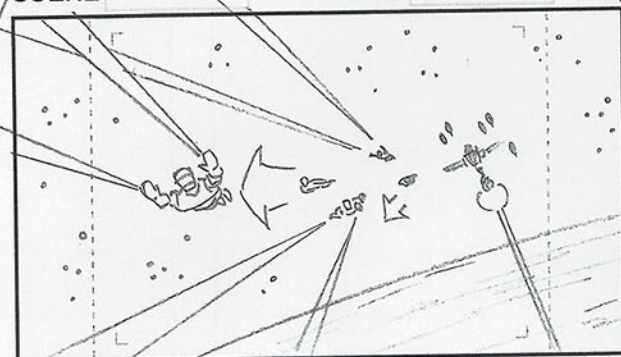
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PAGE: \_\_\_\_\_

SCENE

BG#



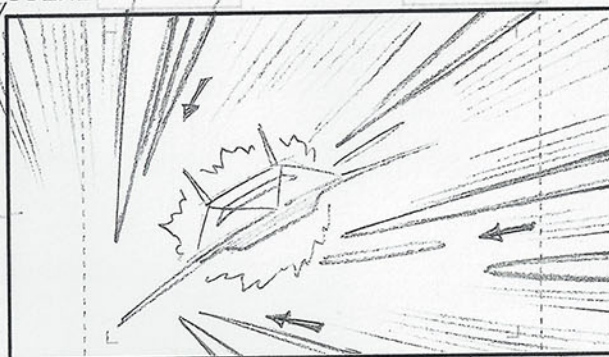
DAY NIGHT

PANEL

1

SCENE

BG#



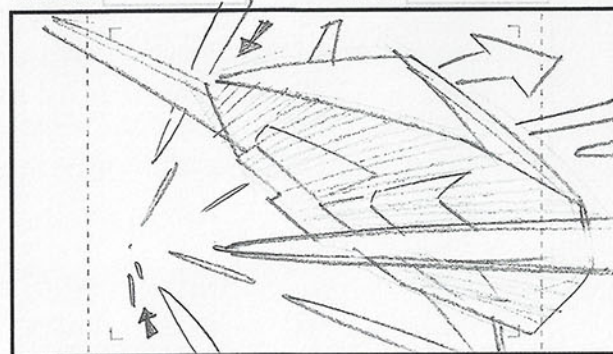
DAY NIGHT

PANEL

1

SCENE

BG#



DAY NIGHT

PANEL

2

ACTION

Reverse angle - 5  
approach/fire as 5 stay behind

Repulsor beams flash thru past jet as it  
gains FWD  
<SPEED BLUR BG>

DIAL

SLUG

ACT: T 1 2 3

EP. #: \_\_\_\_\_



PAGE: \_\_\_\_\_

SCENE

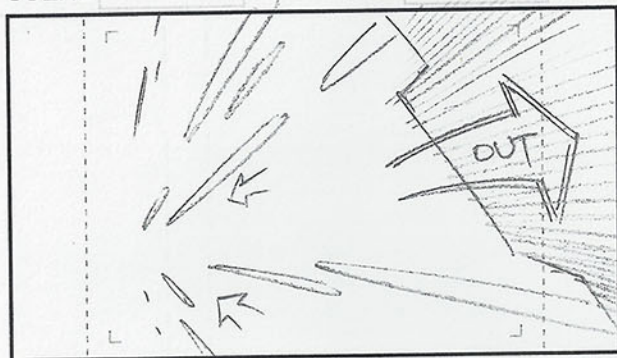
BG#

SCENE

BG#

SCENE

BG#



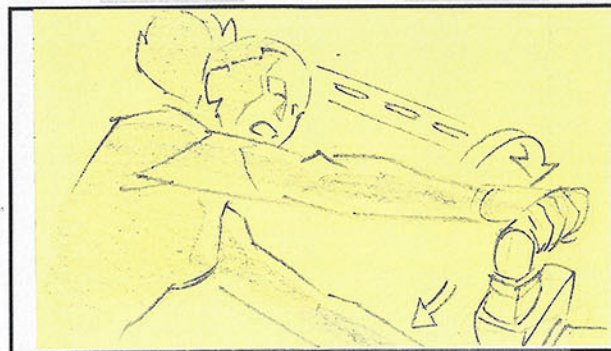
DAY NIGHT

PANEL 3



DAY NIGHT

PANEL 1



DAY NIGHT

PANEL 2

ACTION

Jet flies OS

On MSM piloting — lit by beams from outside

DIAL

SLUG



ACT: T 1 2 3

EP. #: \_\_\_\_\_



PAGE: \_\_\_\_\_

SCENE

BG#

SCENE

BG#

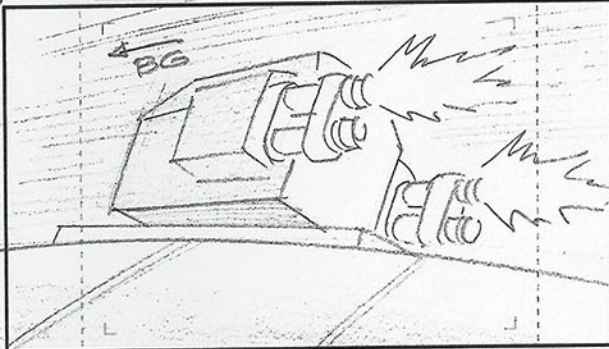
SCENE

BG#



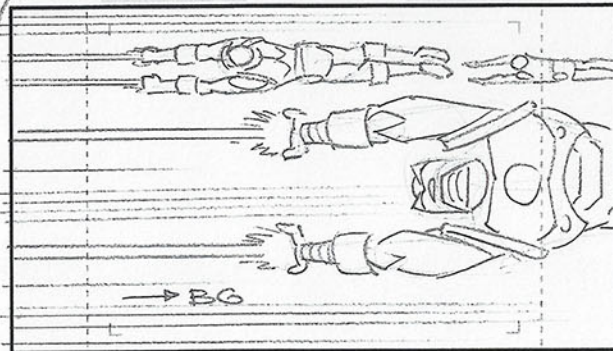
DAY NIGHT

PANEL 1



DAY NIGHT

PANEL 1



DAY NIGHT

PANEL 1

ACTION

HE presses firing button

Cannon fires toward OS

Track with IMen  
flying, firing (speed blur BG)

DIAL

SLUG

ACT: T 1 2 3

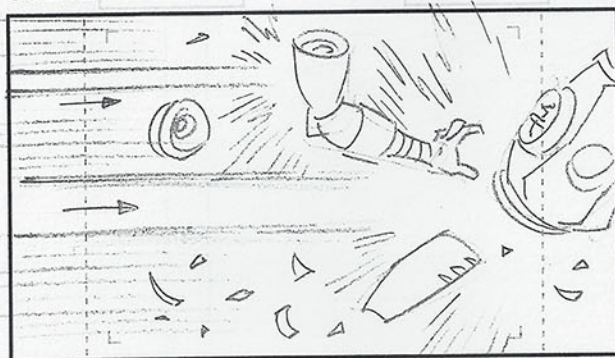
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PAGE: \_\_\_\_\_

SCENE

BG#



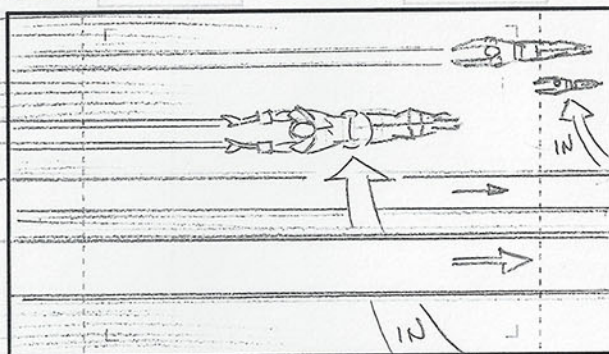
DAY NIGHT

PANEL

2

SCENE

BG#



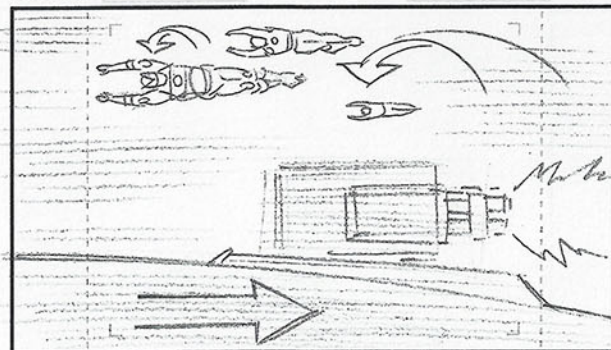
DAY NIGHT

PANEL

3

SCENE

BG#



DAY NIGHT

PANEL

4

ACTION

Jet's beams in-hit two  
I men

Two more fly in

-roll to dodge jet as  
it blurs thru FG

DIAL

SLUG



ACT: T 1 2 3

EP. #: \_\_\_\_\_



PAGE: \_\_\_\_\_

SCENE

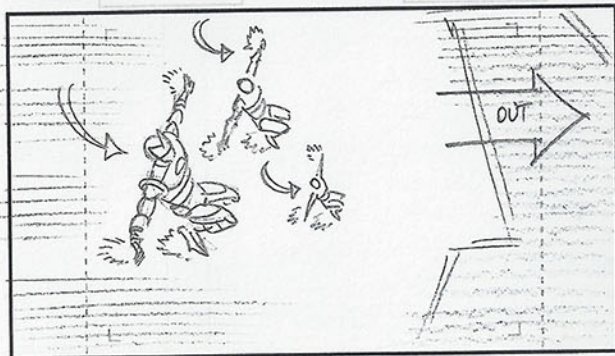
BG#

SCENE

BG#

SCENE

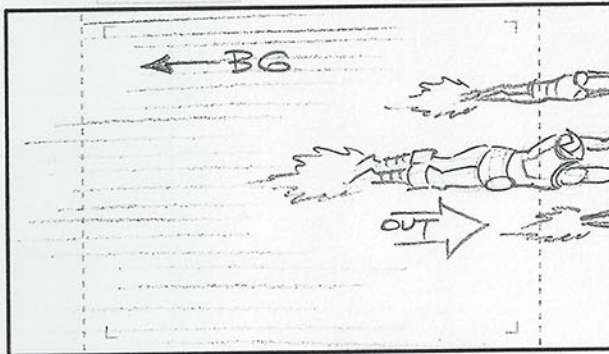
BG#



DAY NIGHT

PANEL

5



DAY NIGHT

PANEL

6



DAY NIGHT

PANEL

1

ACTION

They turn to brake

— then shoot OS

In cockpit - HE looks back

DIAL

(130) HE: Jarvis, where's Thor?

SLUG

ACT: T 1 2 (3)

EP. #: \_\_\_\_\_



PAGE: \_\_\_\_\_

SCENE

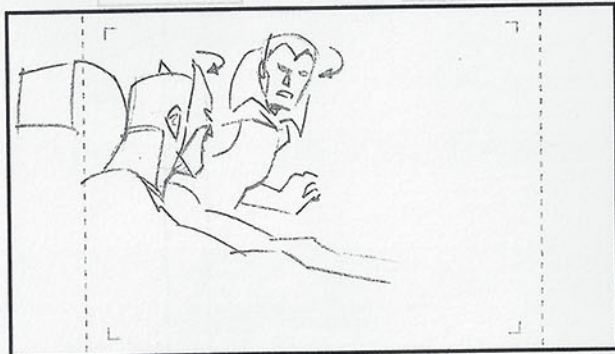
BG#

H/L  
SCENE

BG#

SCENE

BG#



DAY NIGHT

PANEL

2



DAY NIGHT

PANEL

1



DAY NIGHT

PANEL

2

ACTION

-exchanges looks  
with Vision

Close on Vision

He turns away

DIAL

How close is he?

(Pause, then) -

(131) V: I will deal with -

-Thor.

SLUG



ACT: T 1 2 3

EP. #: \_\_\_\_\_



PAGE: \_\_\_\_\_

SCENE

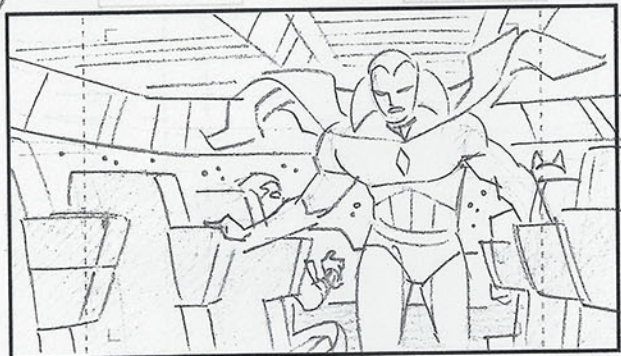
BG#

SCENE

BG#

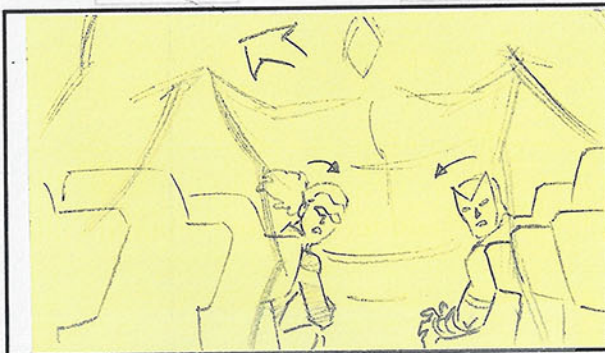
SCENE

BG#



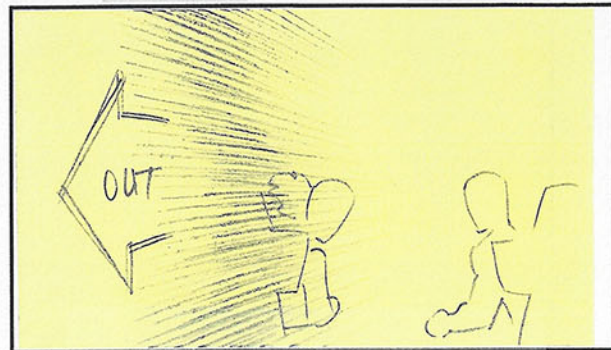
DAY NIGHT

PANEL 1



DAY NIGHT

PANEL 2



DAY NIGHT

PANEL 3

ACTION

Vision walks toward  
cam

—body goes to DX

—then BLURS OS

DIAL

(132) MsM: What?

Vision, wait —

SLUG

ACT: T 1 2 3

EP. #: \_\_\_\_\_



PAGE: \_\_\_\_\_

SCENE

BG#

SCENE

BG#

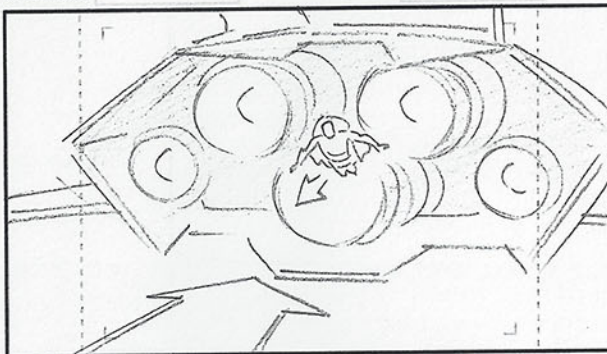
SCENE

BG#



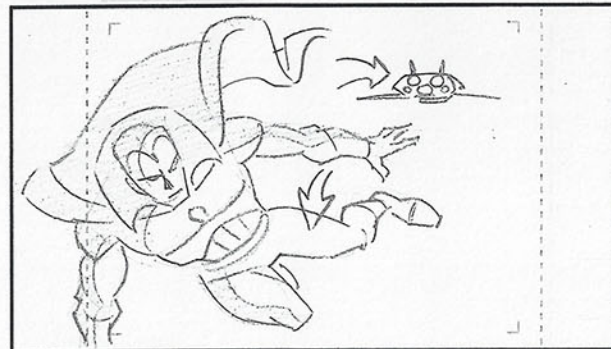
DAY NIGHT

PANEL 1



DAY NIGHT

PANEL 2



DAY NIGHT

PANEL 3

ACTION

Quinjet flies toward satellite, Vision emerges from the stern in DX  
He stops in FG

DIAL

SLUG

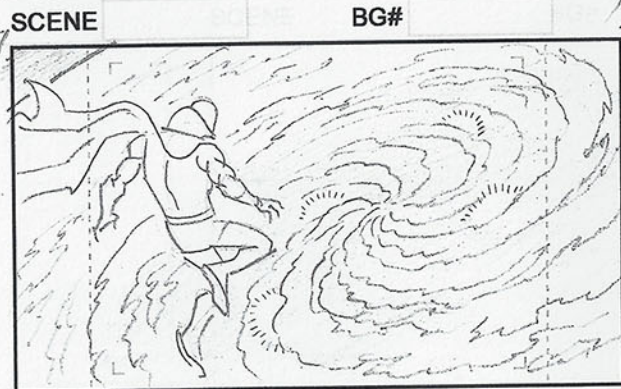


ACT: T 1 2 3

EP. #: \_\_\_\_\_

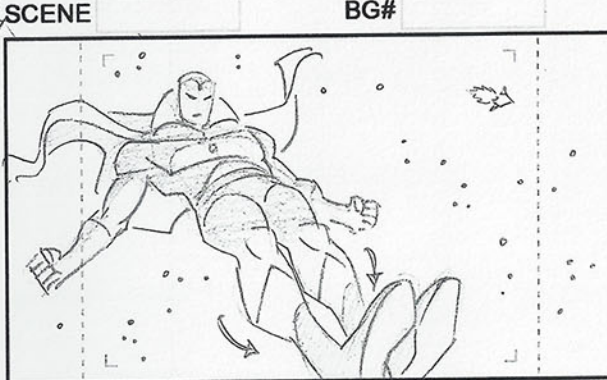


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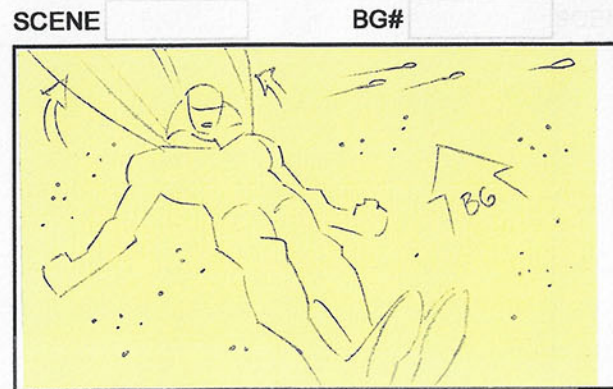
DAY NIGHT

PANEL 1



DAY NIGHT

PANEL 1



DAY NIGHT

PANEL 2

# ACTION

Vision hovers in DX above swirling lightning storm (intermittent flashes)

Vision goes SOLID as Quinjet recedes

Quinjet & pursuing Iron Men recede to points of light, BG pans up, Vision's cape rises

# DIAL

(133) V: Increasing density.

Current weight...

# SLUG

ACT: T 1 2 3

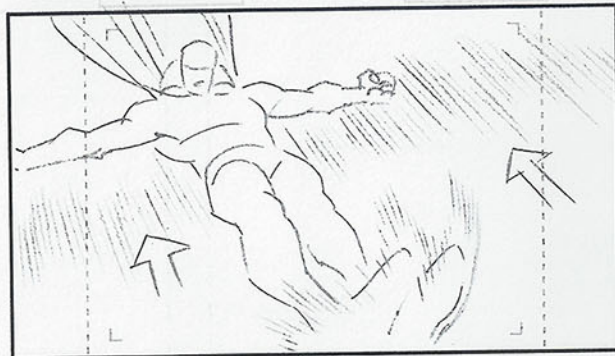
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PAGE: \_\_\_\_\_

SCENE

BG#

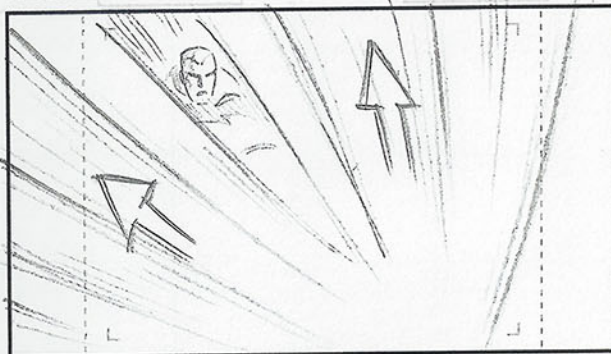


DAY NIGHT

PANEL 3

SCENE

BG#



DAY NIGHT

PANEL 4

SCENE

BG#



DAY NIGHT

PANEL 5

ACTION

His feet begin to glow as  
atmosphere sweeps up in BG

— SHAKE —

Flame rapidly increasing,  
surrounding him

He ANIMATES AWAY  
from cam, now a streak of fire

DIAL

-500 tons.

SLUG



ACT: T 1 2 3

EP. #: \_\_\_\_\_



PAGE: \_\_\_\_\_

SCENE

BG#

SCENE

BG#

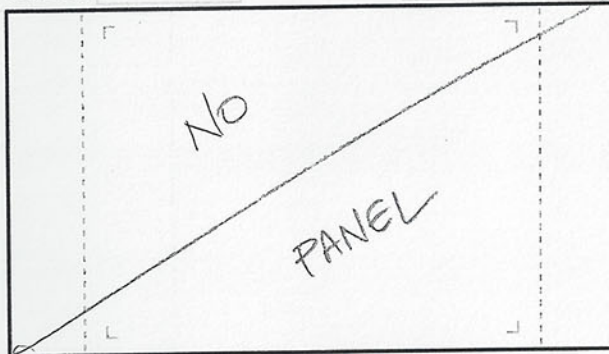
SCENE

BG#



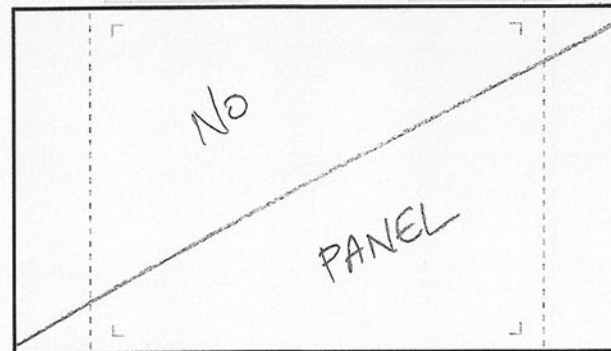
DAY NIGHT

PANEL 1



DAY NIGHT

PANEL



DAY NIGHT

PANEL

### ACTION

Vision descends toward  
clouds (night sky)

### DIAL

### SLUG

165



PAGE: \_\_\_\_\_



ACT: T 1 2 3

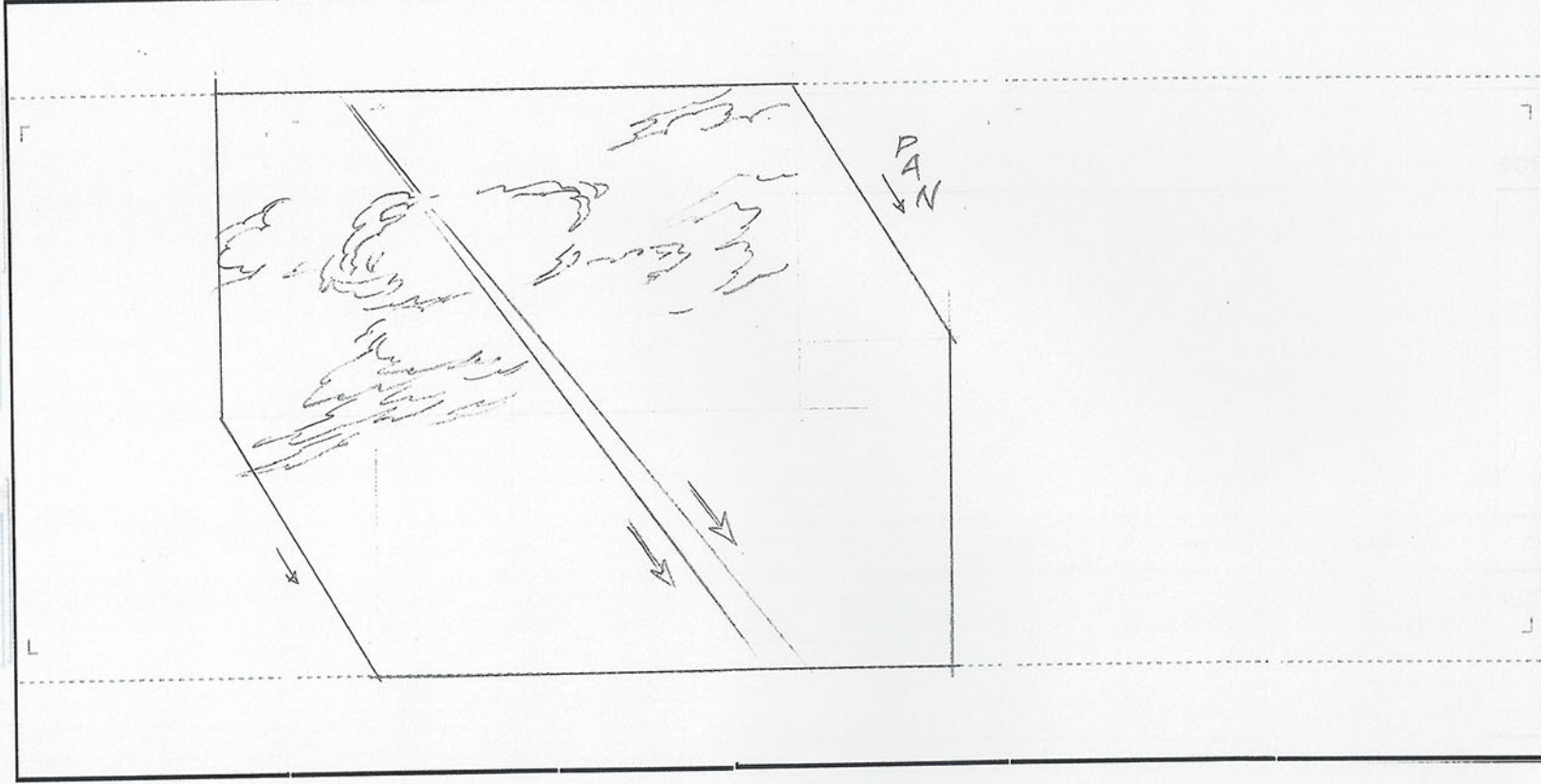
EP. #: \_\_\_\_\_

SCENE

PANEL

2

BG#



ACTION

DAY

NIGHT

Clouds quickly  
evaporate as  
he shoots  
thru scene  
(part to follow)

DIAL

SLUG

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ACT: T 1 2 3

EP. #: \_\_\_\_\_



PAGE: \_\_\_\_\_

SCENE

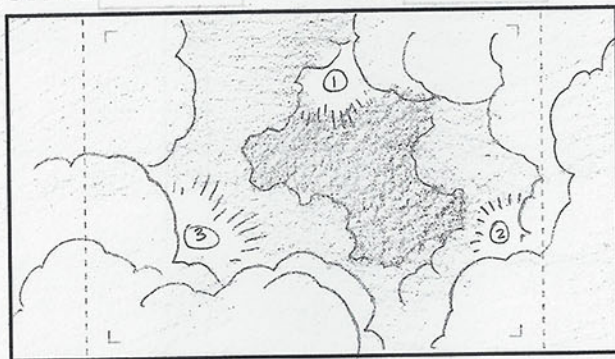
BG#

SCENE

BG#

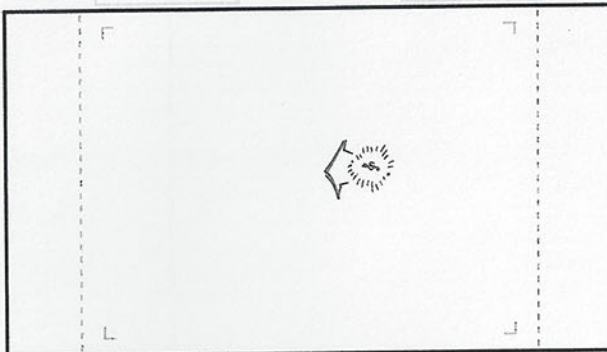
SCENE

BG#



DAY NIGHT

PANEL 1



DAY NIGHT

PANEL 2



DAY NIGHT

PANEL 3

ACTION

View down into storm—  
lightning flashes

Thor appears, climbs quickly upward surrounded by  
lightning

DIAL

SLUG

ACT: T 1 2 3

EP. #: \_\_\_\_\_



PAGE: \_\_\_\_\_

SCENE

BG#



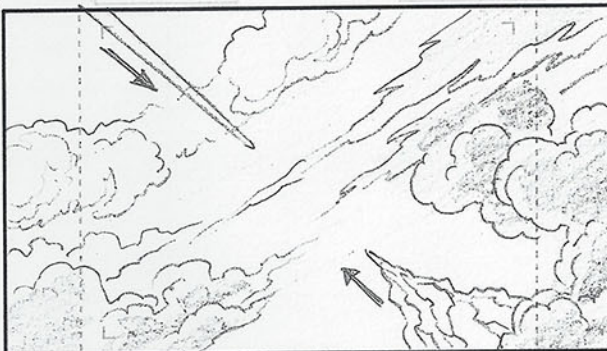
DAY NIGHT

PANEL

4

SCENE

BG#



DAY NIGHT

PANEL

1

SCENE

BG#



DAY NIGHT

PANEL

2

ACTION

Tendrils of lightning  
rise up to follow him

Vision & Thor rapidly  
approach each other

— SHAKE —

IMPACT FX blow clouds  
away

DIAL

SLUG



ACT: T 1 2 3

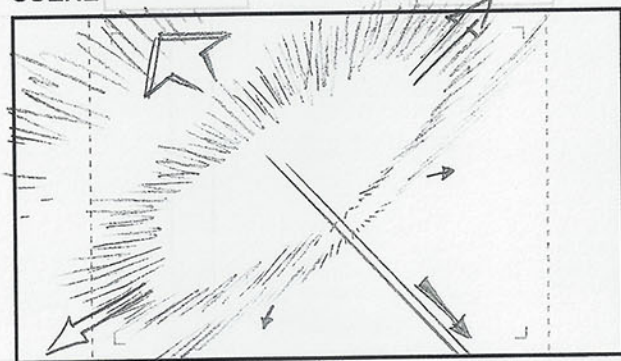
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SCENE

BG#



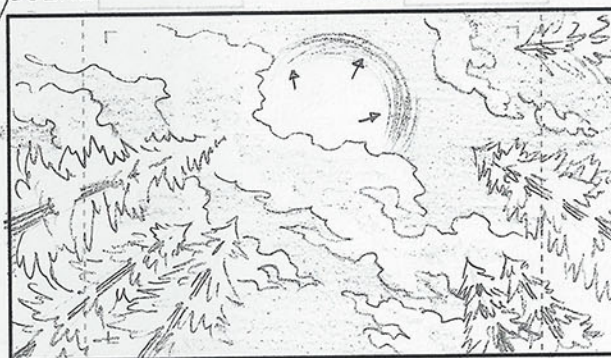
DAY NIGHT

PANEL

3

SCENE

BG#



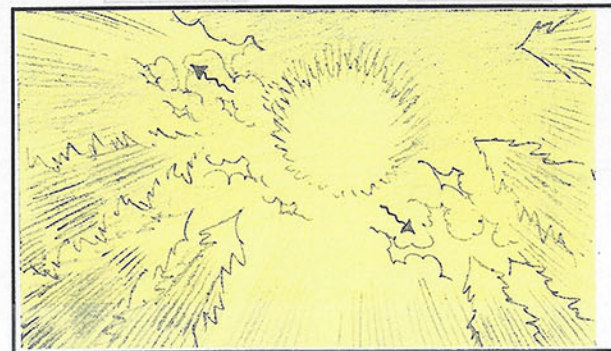
DAY NIGHT

PANEL

1

SCENE

BG#



DAY NIGHT

PANEL

2

ACTION

Impact FX spread out,  
Vision drops OS

Upshot from forest (night)  
Glow in sky intensifies

Glow lights scene,  
clouds quickly evaporate

DIAL

SLUG

ACT: T 1 2 3

EP. #: \_\_\_\_\_



PAGE: \_\_\_\_\_

SCENE

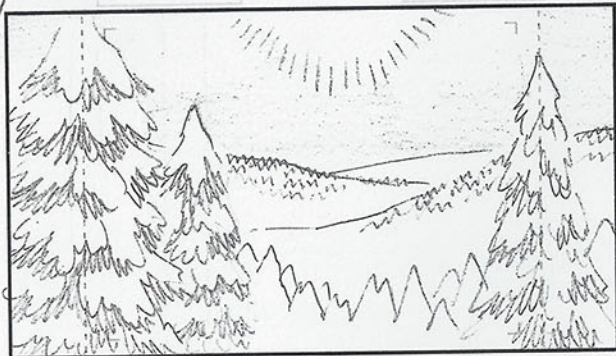
BG#

SCENE

BG#

SCENE

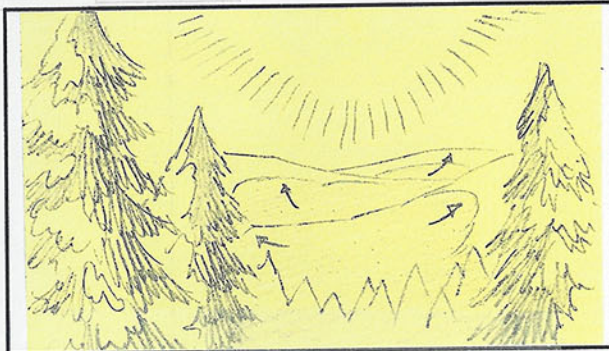
BG#



DAY NIGHT

PANEL

1



DAY NIGHT

PANEL

2



DAY NIGHT

PANEL

3

ACTION

Glow lights snowy forest

Snow quickly melts  
as glow brightens

— SHAKE —

Vision & Thor SLAM into  
ground

DIAL

SLUG



ACT: T 1 2 (3)

EP. #: \_\_\_\_\_



PAGE: \_\_\_\_\_

SCENE

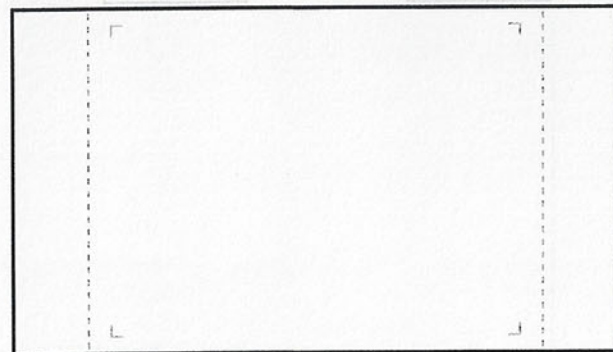
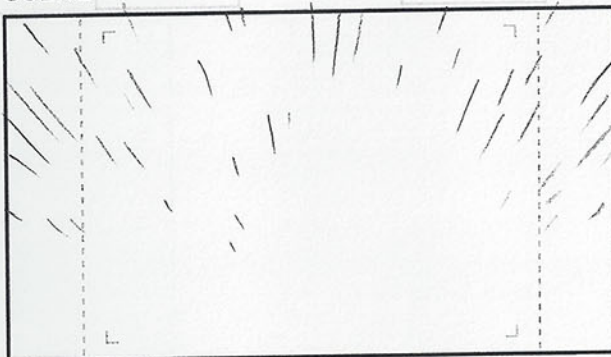
BG#

SCENE

BG#

SCENE

BG#



DAY NIGHT

PANEL

4

DAY NIGHT

PANEL

5

DAY NIGHT

PANEL

ACTION

SHAKE

Explosion knocks trees over, fills frame

DIAL

SLUG

ACT: T 1 2 3

EP. #: \_\_\_\_\_



PAGE: \_\_\_\_\_

SCENE

BG#

SCENE

BG#

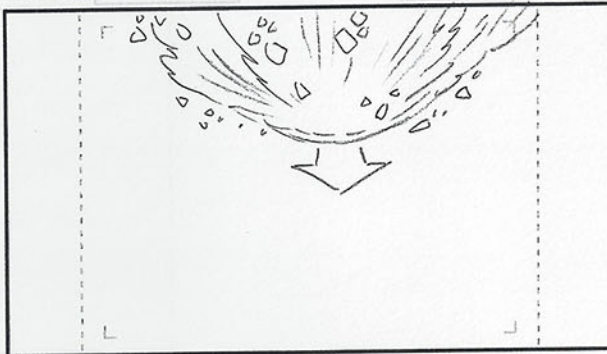
SCENE

BG#



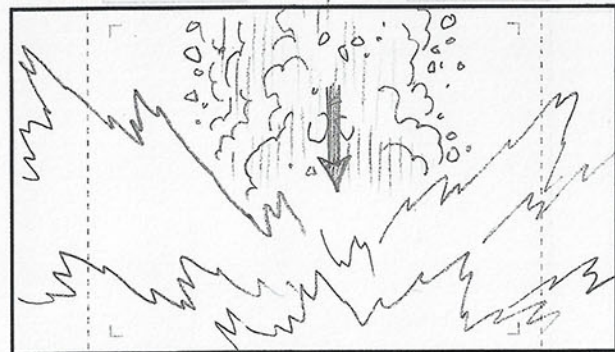
DAY NIGHT

PANEL 1



DAY NIGHT

PANEL 2



DAY NIGHT

PANEL 3

ACTION

Cut to underground cave

Roof caves in

— SHAKE —

DIAL

SLUG



ACT: T 1 2 ③

EP. #: \_\_\_\_\_



PAGE: \_\_\_\_\_

SCENE

BG#



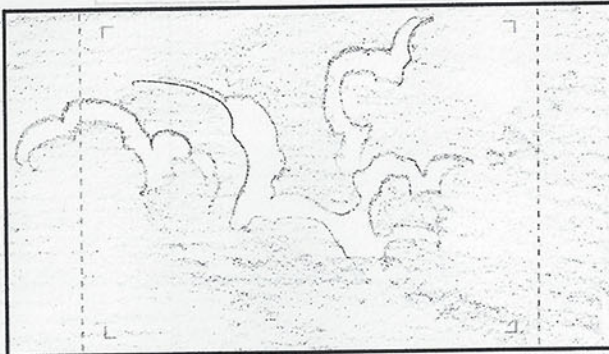
DAY NIGHT

PANEL

4

SCENE

BG#



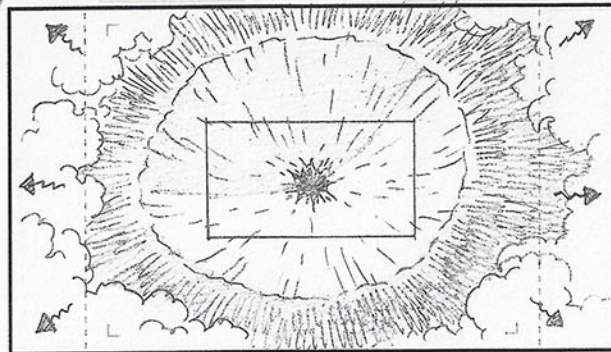
DAY NIGHT

PANEL

5

SCENE

BG#



DAY NIGHT

PANEL

1

ACTION

— SHAKE —

Dust fills screen, blocks out light

Truck out from center of crater — surrounded by flattened trees & receding smoke

DIAL

SLUG

ACT: T 1 2 3

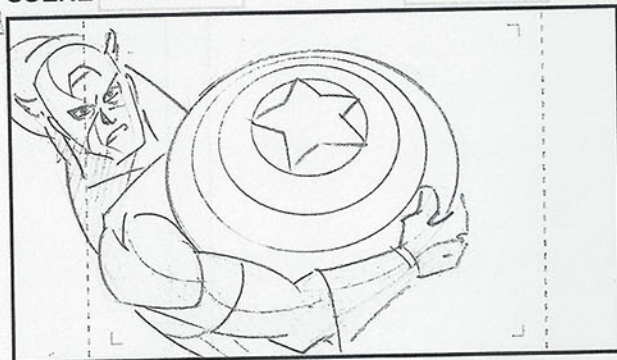
EP. #: \_\_\_\_\_



PAGE: \_\_\_\_\_

SCENE

BG#



DAY NIGHT

PANEL 1

SCENE

BG#

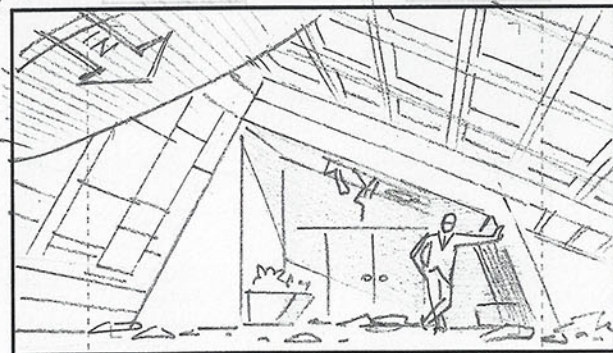


DAY NIGHT

PANEL 2

SCENE

BG#



DAY NIGHT

PANEL 1

ACTION

Match dissolve to Cap  
holding shield

Truck out as he  
hurls it OS

Shield flies in toward  
PM

DIAL

SLUG



ACT: T 1 2 3

EP. #: \_\_\_\_\_



PAGE: \_\_\_\_\_

SCENE

BG#



DAY NIGHT

PANEL

2

SCENE

BG#



DAY NIGHT

PANEL

3

SCENE

BG#



DAY NIGHT

PANEL

1

ACTION

IM drops onto it — slams into to floor

PM tilts his head, smirks

DIAL

(134) PM: Now this is  
entertainment.

SLUG

ACT: T 1 2 3

EP. #: \_\_\_\_\_



PAGE: \_\_\_\_\_

SCENE

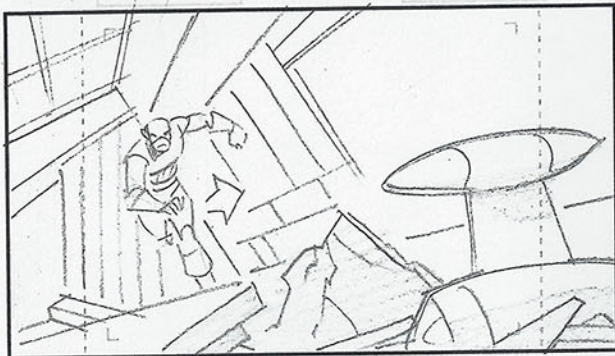
BG#

SCENE

BG#

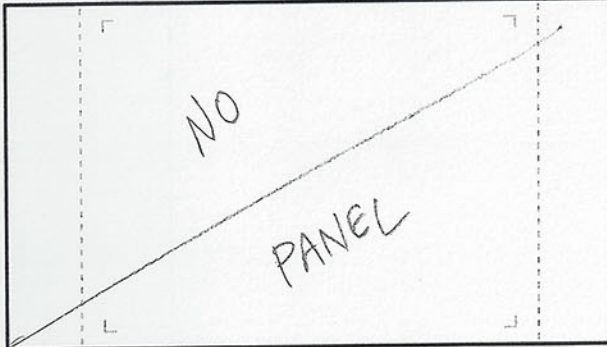
SCENE

BG#



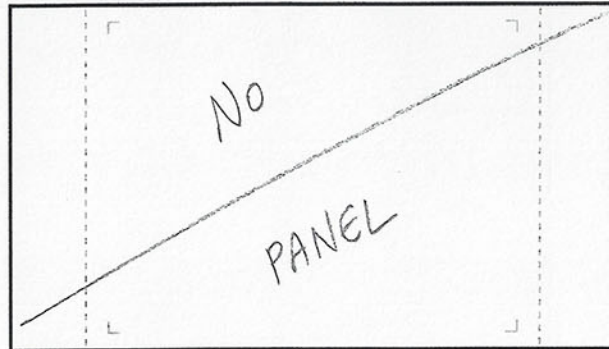
DAY NIGHT

PANEL 1



DAY NIGHT

PANEL



DAY NIGHT

PANEL

ACTION

Cap runs fwd

DIAL

SLUG





PAGE: \_\_\_\_\_



ACT: T 1 2 3

EP. #: \_\_\_\_\_

SCENE \_\_\_\_\_ PANEL \_\_\_\_\_

2

BG# \_\_\_\_\_

ACTION

DAY

NIGHT

Pan to  
follow as  
he leaps

DIAL

SLUG



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manner, except for production purposes,  
and may not be sold or transferred.

ACT: T 1 2 3

EP. #: \_\_\_\_\_



PAGE: \_\_\_\_\_

SCENE

BG#



DAY NIGHT

PANEL 1

SCENE

BG#

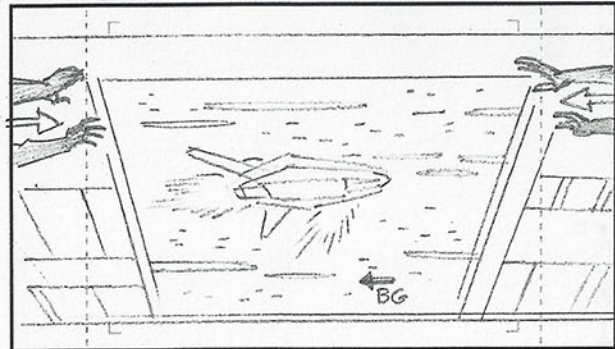


DAY NIGHT

PANEL 2

SCENE

BG#



DAY NIGHT

PANEL 1

ACTION

IM rises up to meet Cap

On Video screen, showing  
embattled Quinjet

DIAL

SLUG



ACT: T 1 2 3

EP. #: \_\_\_\_\_



PAGE: \_\_\_\_\_

SCENE

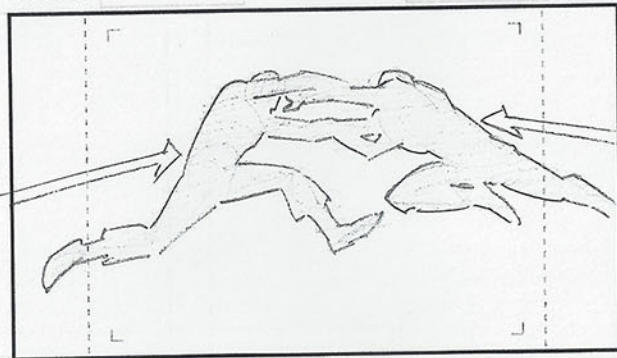
BG#

SCENE

BG#

SCENE

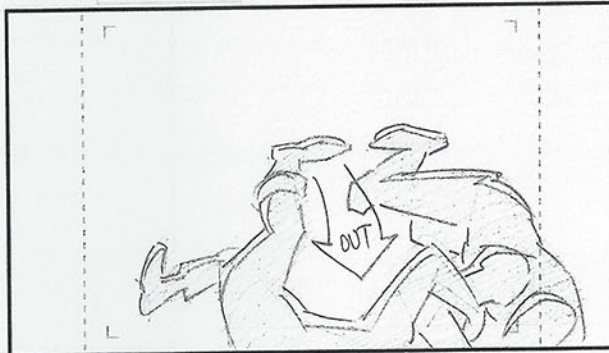
BG#



DAY NIGHT

PANEL

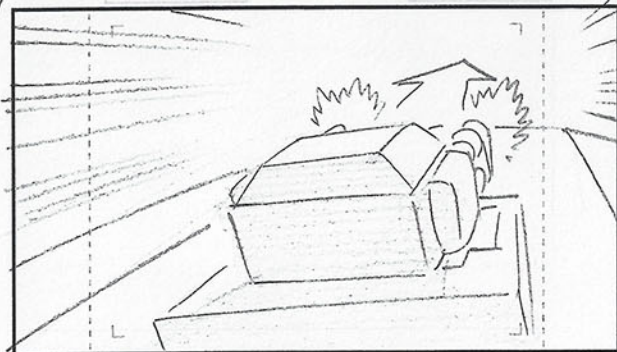
2



DAY NIGHT

PANEL

3



DAY NIGHT

PANEL

1

ACTION

Silo CA & IM slam together - go to rimlit and fall OS

Quinjet flies away from  
cam (start close on cannon)

DIAL

SLUG

ACT: T 1 2 3

EP. #: \_\_\_\_\_



PAGE: \_\_\_\_\_

SCENE

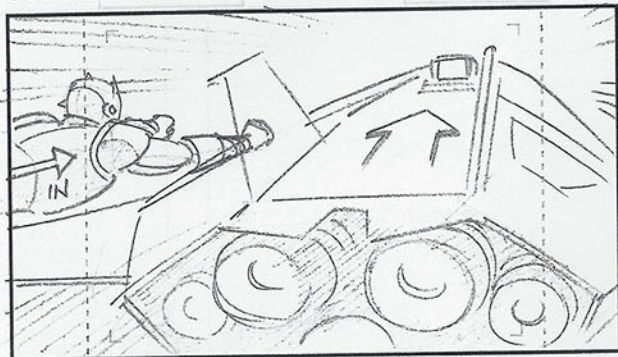
BG#

SCENE

BG#

SCENE

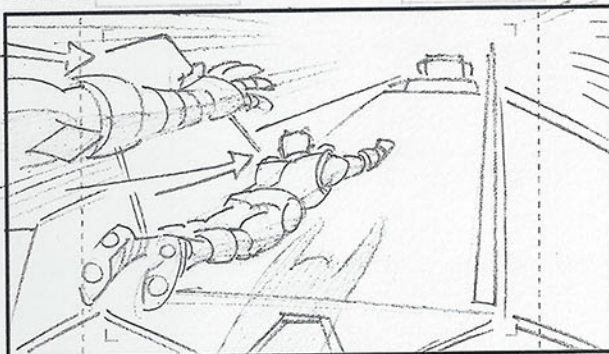
BG#



DAY NIGHT

PANEL

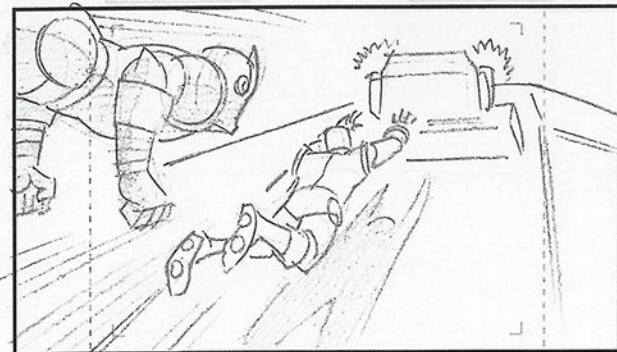
2



DAY NIGHT

PANEL

3



DAY NIGHT

PANEL

4

ACTION

It gains away from cam,  
holds position for a beat—

then 1 men fly in

They gain on cannon

DIAL

SLUG



ACT: T 1 2 3

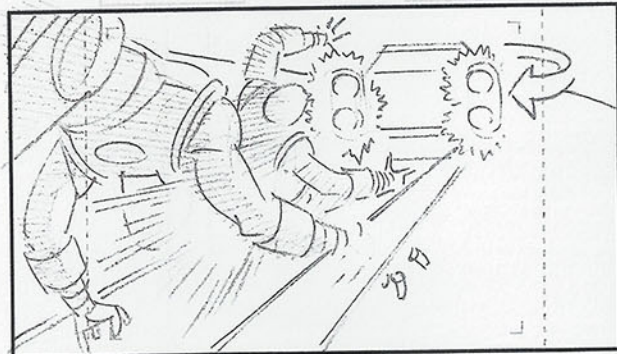
EP. #: \_\_\_\_\_



PAGE: \_\_\_\_\_

SCENE

BG#



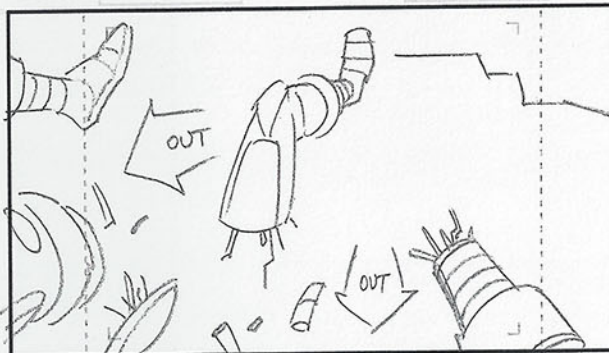
DAY NIGHT

PANEL

5

SCENE

BG#



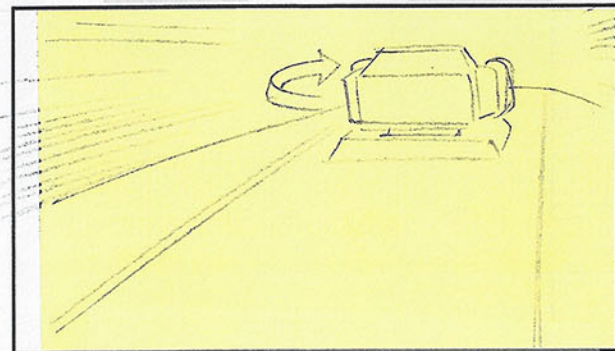
DAY NIGHT

PANEL

6

SCENE

BG#



DAY NIGHT

PANEL

7

ACTION

It spins and blows them to bits

— finishes rotation to point forward again

DIAL

SLUG

ACT: T 1 2 (3)

EP. #: \_\_\_\_\_



PAGE: \_\_\_\_\_

SCENE

BG#

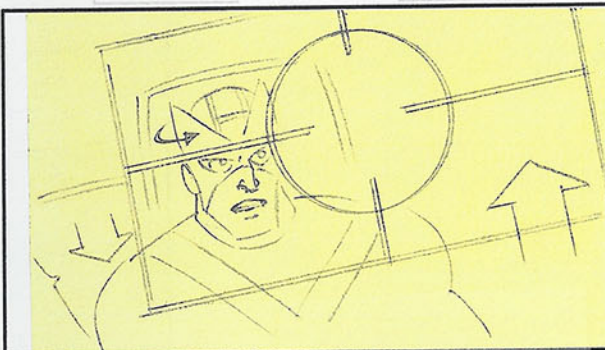


DAY NIGHT

PANEL 1

SCENE

BG#

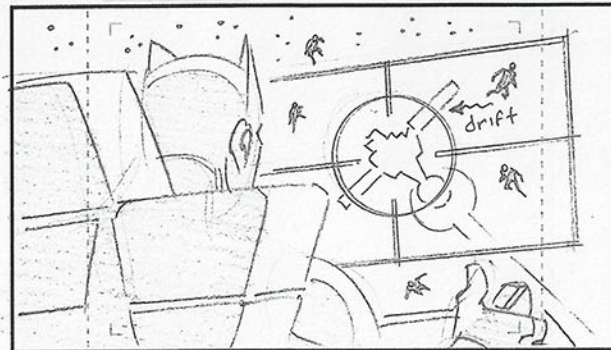


DAY NIGHT

PANEL 2

SCENE

BG#



DAY NIGHT

PANEL 1

ACTION

On HE, glancing back

He pans DOWN as floating target screen pans UP

Satellite drifts into target scope

DIAL

(135) HE: Got it.

Carol, hold her steady...

SLUG



ACT: T 1 2 (3)

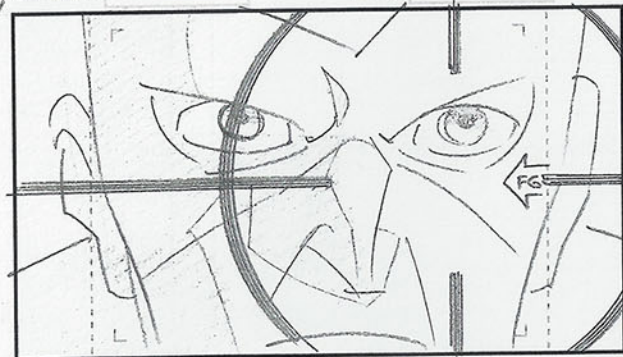
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PAGE: \_\_\_\_\_

SCENE

BG#



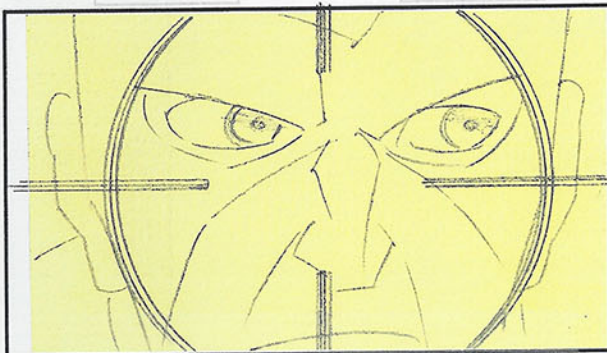
DAY NIGHT

PANEL

1

SCENE

BG#



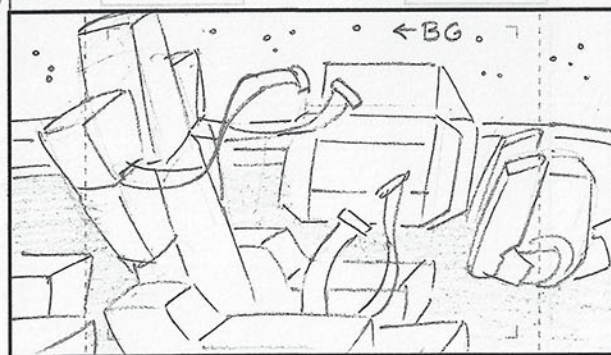
DAY NIGHT

PANEL

2

SCENE

BG#



DAY NIGHT

PANEL

1

# ACTION

Close on HE taking aim—  
target graphic pans thru FG

He glances OS

Slight cam drift up—  
showing Carol's empty seat

# DIAL

# SLUG

ACT: T 1 2 3

EP. #: \_\_\_\_\_



PAGE: \_\_\_\_\_

SCENE

BG#

SCENE

BG#

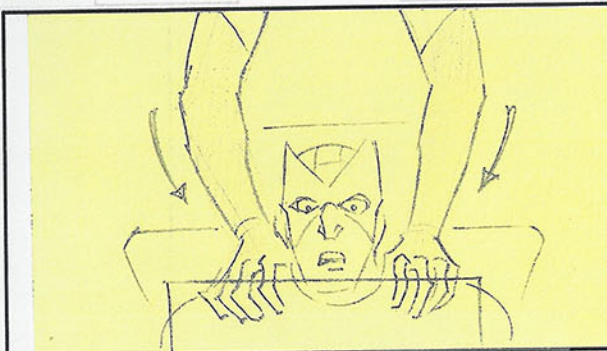
SCENE

BG#



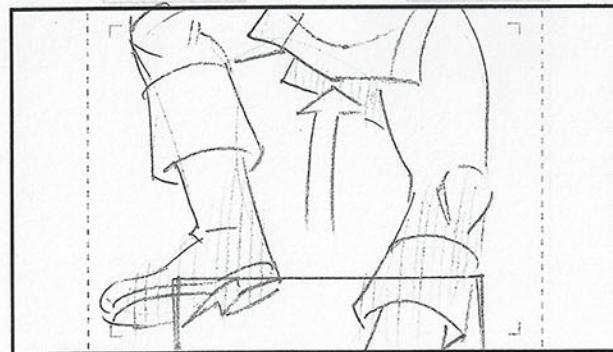
DAY NIGHT

PANEL 1



DAY NIGHT

PANEL 2



DAY NIGHT

PANEL 3

ACTION

Her hands reach in-

grab HE's shoulders

-pull him up

DIAL

(136) HE: WAAA —————>

SLUG



ACT: T 1 2 (3)

EP. #: \_\_\_\_\_



PAGE: \_\_\_\_\_

SCENE

BG#

SCENE

BG#

SCENE

BG#



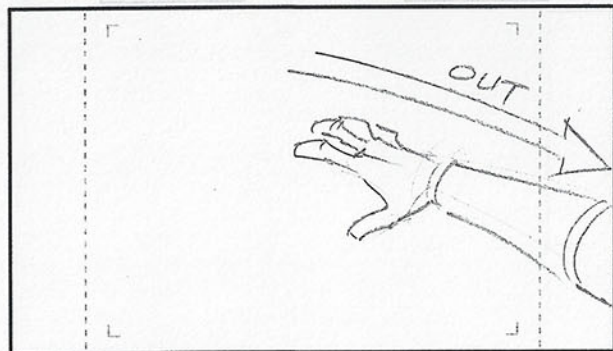
DAY NIGHT

PANEL 1



DAY NIGHT

PANEL 2



DAY NIGHT

PANEL 3

ACTION

HE is slammed hard into the ceiling

— then yanked OS

DIAL

SLUG

ACT: T 1 2 3

EP. #: \_\_\_\_\_



PAGE: \_\_\_\_\_

SCENE

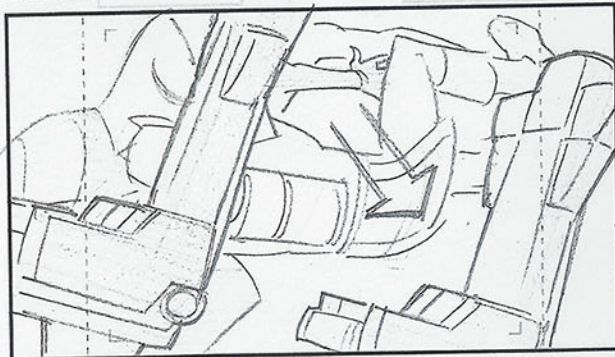
BG#

SCENE

BG#

SCENE

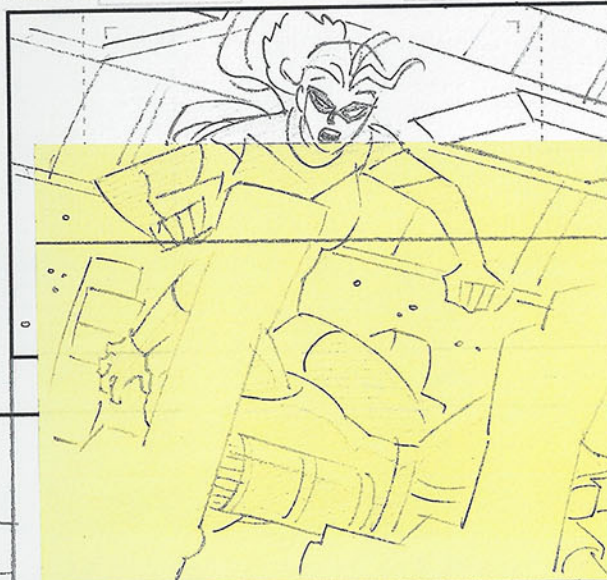
BG#



DAY NIGHT

PANEL

1



DAY NIGHT

PANEL

3

ACTION

MSM throws HE into the seats — pan up to see her with PURPLE EYES

2

She reaches down

DIAL

(137) MSM: I don't know how you —

—tricked me, Hawkeye...

SLUG



ACT: T 1 2 3

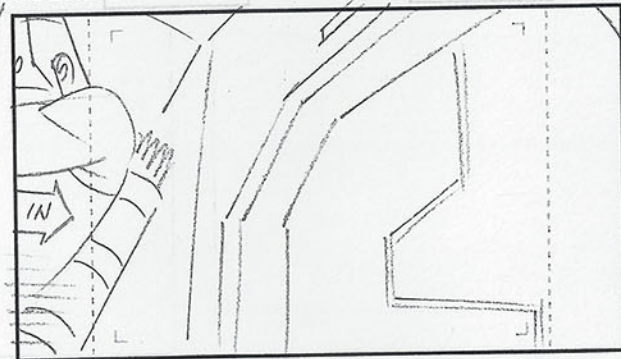
EP. #: \_\_\_\_\_



PAGE: \_\_\_\_\_

SCENE

BG#



DAY NIGHT

PANEL 1

SCENE

BG#



DAY NIGHT

PANEL 2

SCENE

BG#



DAY NIGHT

PANEL 3

ACTION

cut to back wall of  
cockpit - HE is thrown in

- slams into door

Msm flies in, punches  
him in the gut

DIAL

SLUG

ACT: T 1 2 3

EP. #: \_\_\_\_\_



PAGE: \_\_\_\_\_

H/A  
SCENE

BG#



DAY NIGHT

PANEL 1

SCENE

BG#



DAY NIGHT

PANEL 2

H/A  
SCENE

BG#



DAY NIGHT

PANEL 1

ACTION

Ms M speaks

— pushes HE up

He reaches back —

DIAL

-But I-

-won't betray Iron Man!

(138) HE: Carol... have to...

SLUG



ACT: T 1 2 (3)

EP. #: \_\_\_\_\_



PAGE: \_\_\_\_\_

SCENE

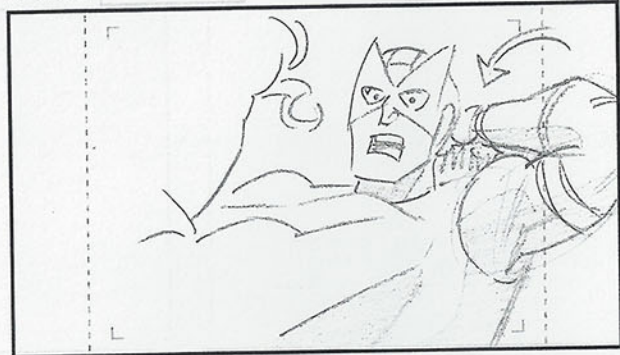
BG#

SCENE

BG#

SCENE

BG#



DAY NIGHT

PANEL 2



DAY NIGHT

PANEL 1



DAY NIGHT

PANEL 1

ACTION

-grabs an arrow

Close on MSM—  
with purple eyes

He pulls arrow out of  
quiver, others are dislodged

DIAL

fight...

(139) MSM: There are RULES!

SLUG

ACT: T 1 2 3

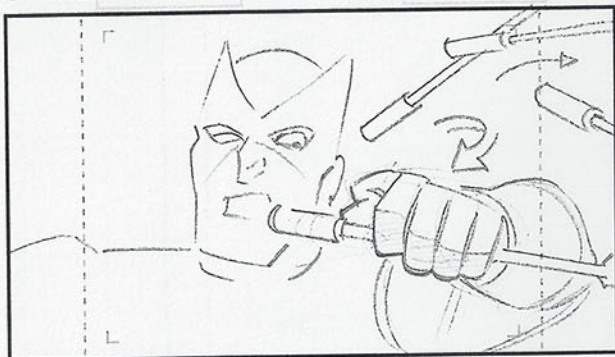
EP. #: \_\_\_\_\_



PAGE: \_\_\_\_\_

SCENE

BG#

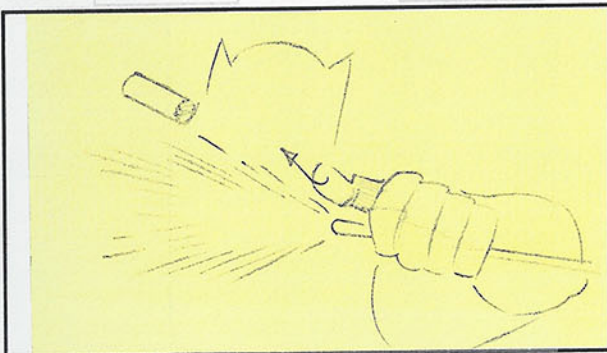


DAY NIGHT

PANEL 2

SCENE

BG#

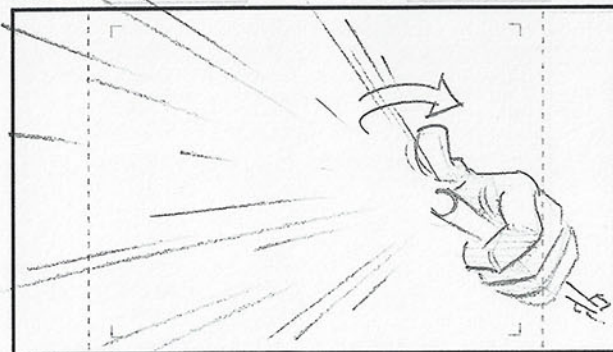


DAY NIGHT

PANEL 3

SCENE

BG#



DAY NIGHT

PANEL 3

ACTION

He moves it forward

-pops lid off to release flare/turns it toward cam

DIAL

SLUG



ACT: T 1 2 3

EP. #: \_\_\_\_\_



PAGE: \_\_\_\_\_

SCENE

BG#

SCENE

BG#

SCENE

BG#



DAY NIGHT

PANEL 1



DAY NIGHT

PANEL 2



DAY NIGHT

PANEL 1

ACTION

Flare forces MSM backward

cut to reverse-flare  
lights scene

SOFT  
FOCUS  
FG

DIAL

SLUG

ACT: T 1 2 3

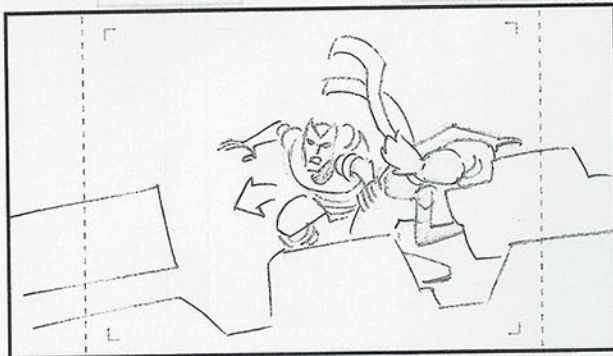
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PAGE: \_\_\_\_\_

SCENE

BG#



DAY NIGHT

PANEL 2

SCENE

BG#

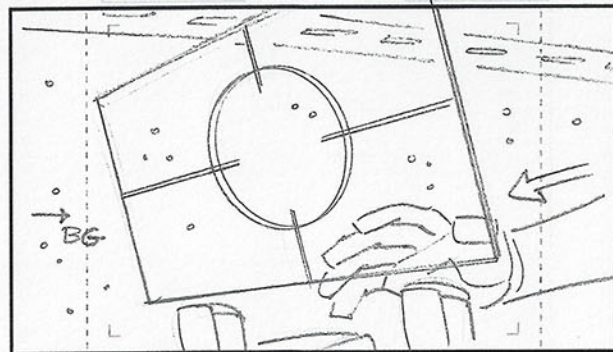


DAY NIGHT

PANEL 3

SCENE

BG#



DAY NIGHT

PANEL 1

ACTION

Flare goes out — HE shoves MSM aside & lunges  
FWD

HE reaches into scene

DIAL

SLUG



ACT: T 1 2 3

EP. #: \_\_\_\_\_



PAGE: \_\_\_\_\_

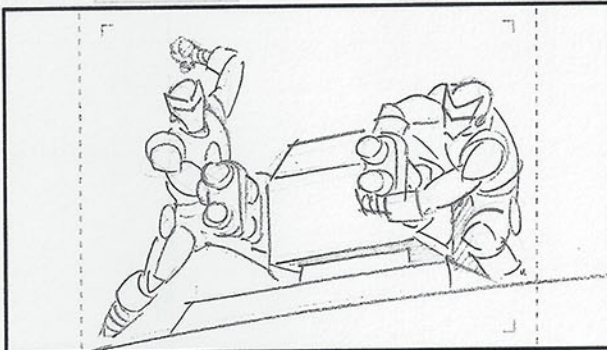
SCENE \_\_\_\_\_ BG# \_\_\_\_\_



DAY NIGHT

PANEL 2

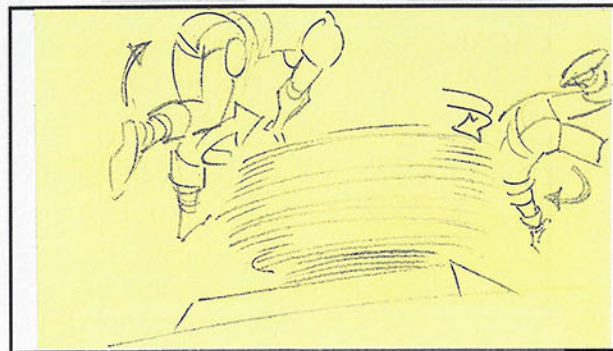
SCENE \_\_\_\_\_ BG# \_\_\_\_\_



DAY NIGHT

PANEL 1

SCENE \_\_\_\_\_ BG# \_\_\_\_\_



DAY NIGHT

PANEL 2

ACTION

-grips joysticks and  
looks thru target screen

Cut to cannon - two  
Iron men are about to  
destroy it

It spins, throwing  
them off

DIAL

SLUG

ACT: T 1 2 3

EP. #: \_\_\_\_\_



PAGE: \_\_\_\_\_

SCENE

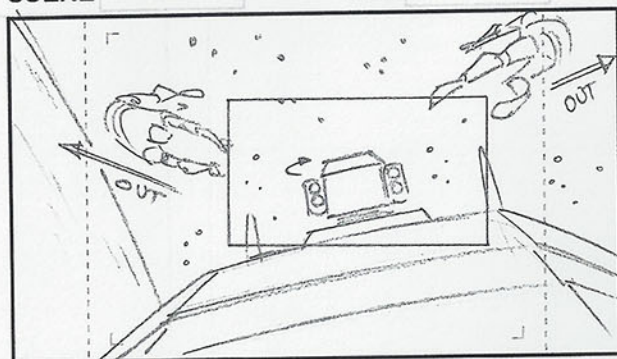
BG#

SCENE

BG#

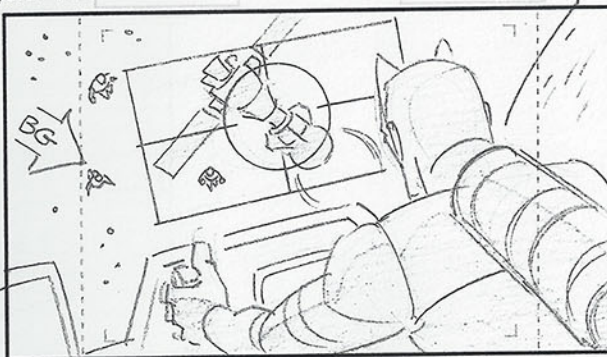
SCENE

BG#



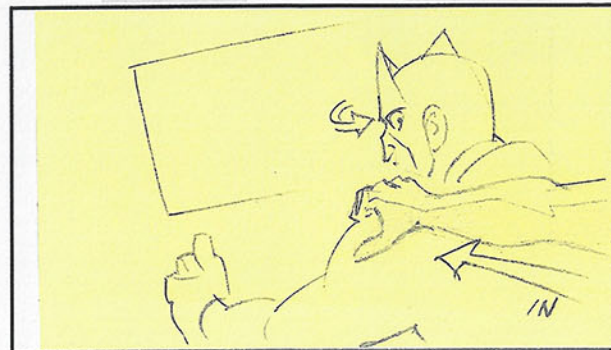
DAY NIGHT

PANEL 3



DAY NIGHT

PANEL 1



DAY NIGHT

PANEL 2

ACTION

Truck out - Imen fly  
OS, cannon stops spin

BG drifts to position  
satellite in target screen

MsM reaches in, grabs  
HE

DIAL

SLUG



ACT: T 1 2 (3)

EP. #: \_\_\_\_\_

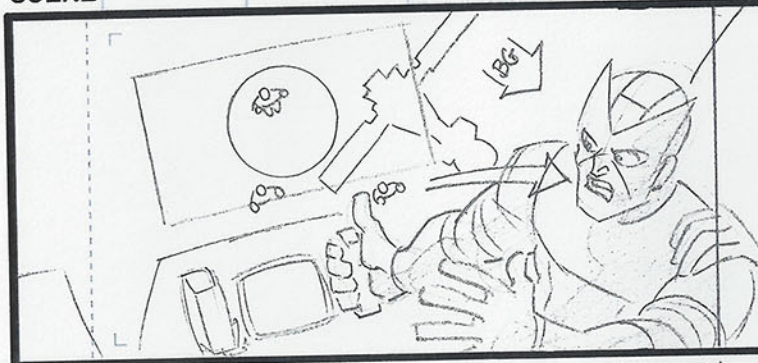


PAGE: \_\_\_\_\_

SCENE

BG#

BG#



DAY NIGHT

PAN

PANEL

ACTION

Panel 3

BG continues to pan-satellite  
moves out of scope as HE is pulled back

DIAL

SLUG

ACT: T 1 2 3

EP. #: \_\_\_\_\_



PAGE: \_\_\_\_\_

SCENE

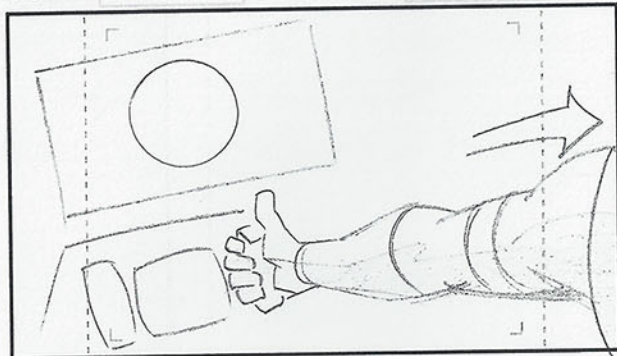
BG#

SCENE

BG#

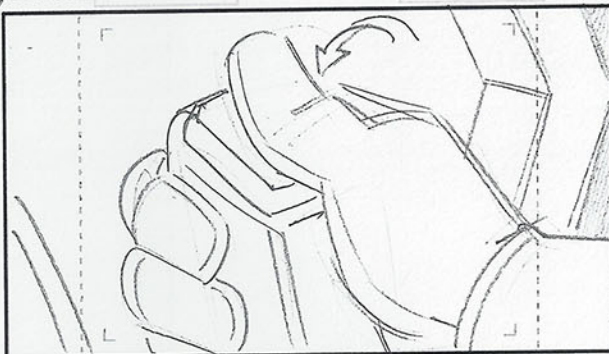
SCENE

BG#



DAY NIGHT

PANEL 3



DAY NIGHT

PANEL 1



DAY NIGHT

PANEL 2

ACTION

HE holds onto stick

ECU - his thumb  
presses firing button

It lights up, his  
hand is pulled AS

DIAL

SLUG



ACT: T 1 2 3

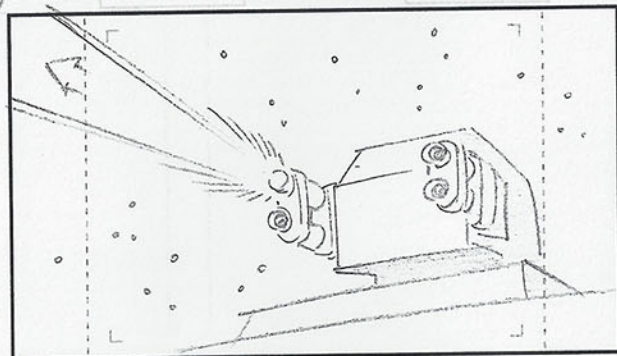
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PAGE: \_\_\_\_\_

SCENE

BG#

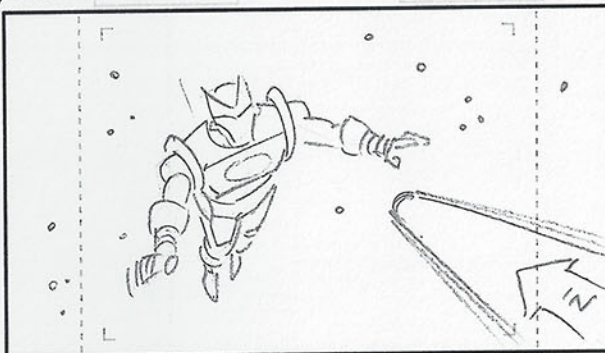


DAY NIGHT

PANEL 1

SCENE

BG#

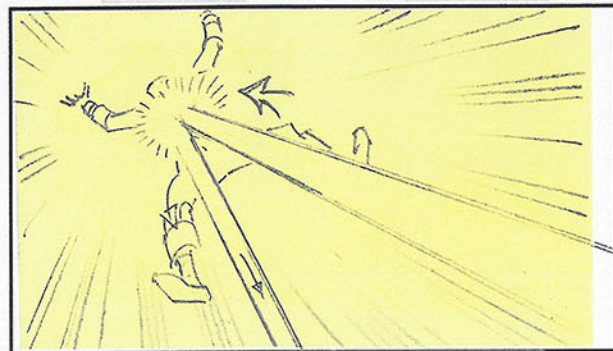


DAY NIGHT

PANEL 1

SCENE

BG#



DAY NIGHT

PANEL 2

### ACTION

One shot is  
fired from cannon



Shot flies in ————— bounces off Iron  
(FREEZE FRAME)

### DIAL

### SLUG

ACT: T 1 2 3

EP. #: \_\_\_\_\_



PAGE: \_\_\_\_\_

SCENE

BG#

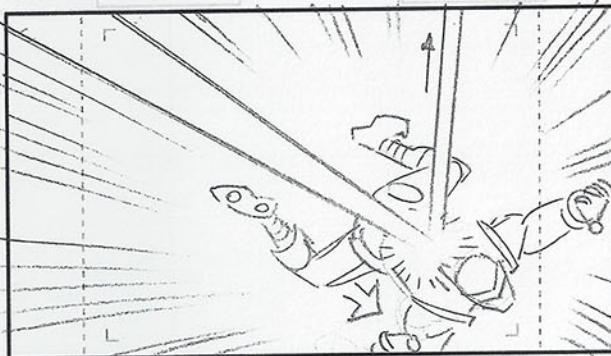


DAY NIGHT

PANEL 1

SCENE

BG#

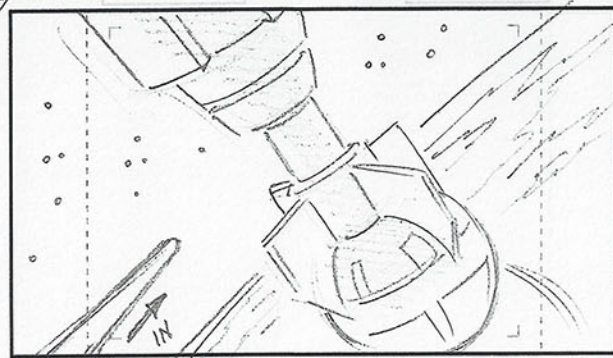


DAY NIGHT

PANEL 2

SCENE

BG#



DAY NIGHT

PANEL 1

ACTION

Shot flies in -

-bounces off second Iron Man  
(Freeze Frame)

Shot flies in -

DIAL

SLUG



ACT: T 1 2 3

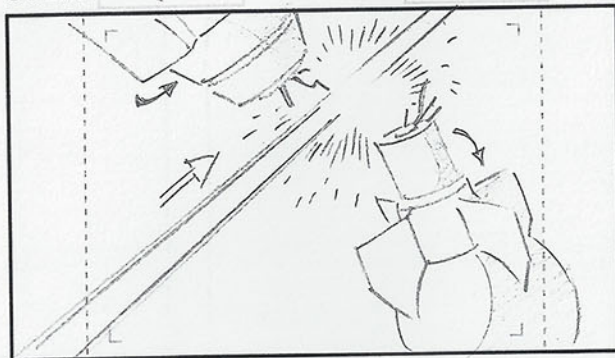
EP. #: \_\_\_\_\_



PAGE: \_\_\_\_\_

SCENE

BG#



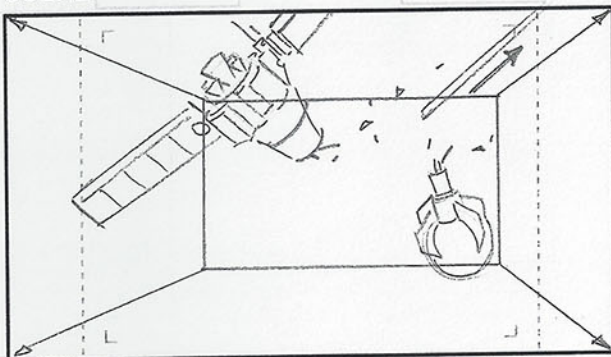
DAY NIGHT

PANEL

2

SCENE

BG#



DAY NIGHT

PANEL

3

SCENE

BG#



DAY NIGHT

PANEL

4

ACTION

— cuts satellite in half

Fast truck out

Front part of satellite  
explodes

DIAL

SLUG