

Ep #: WX

H/U
SCENE A58

BG.



action

On Beast - Logan seated on bench

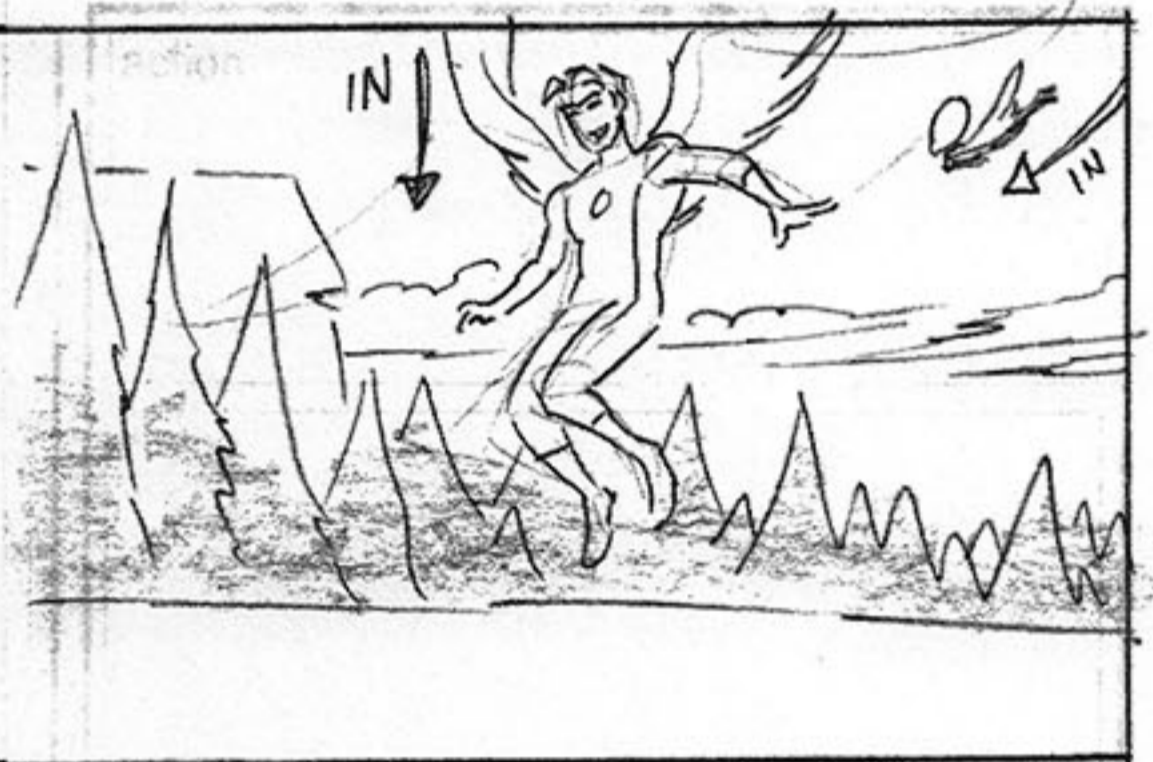
dialog

TV CUT-OFF

PANEL 1

SCENE A58

BG.



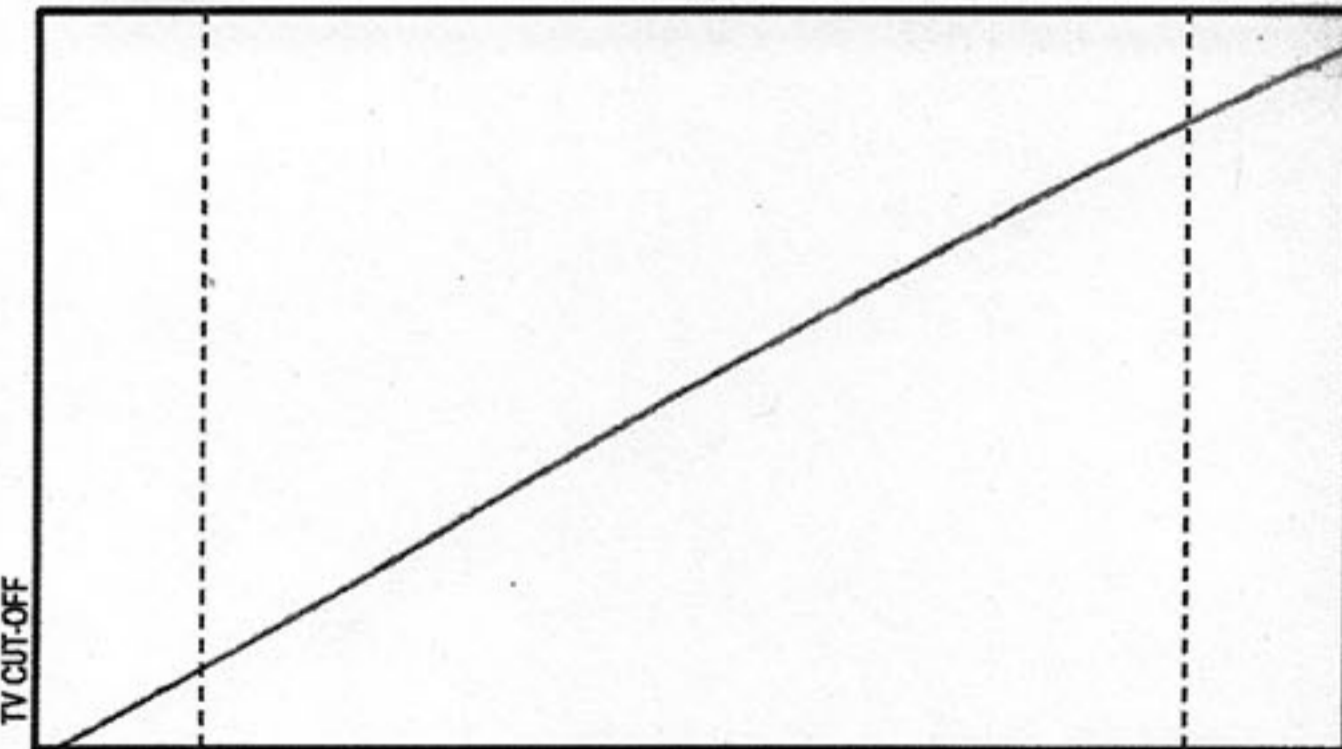
TV CUT-OFF

PANEL 2

(PAN)

SCENE

BG.



action

↑ Pan right as Angel descends in - Storm flies on toward mansion

dialog

(19) ANGEL: Hey, guys!
You haven't been -

TV CUT-OFF

PANEL

SCENE A58

BG.



action

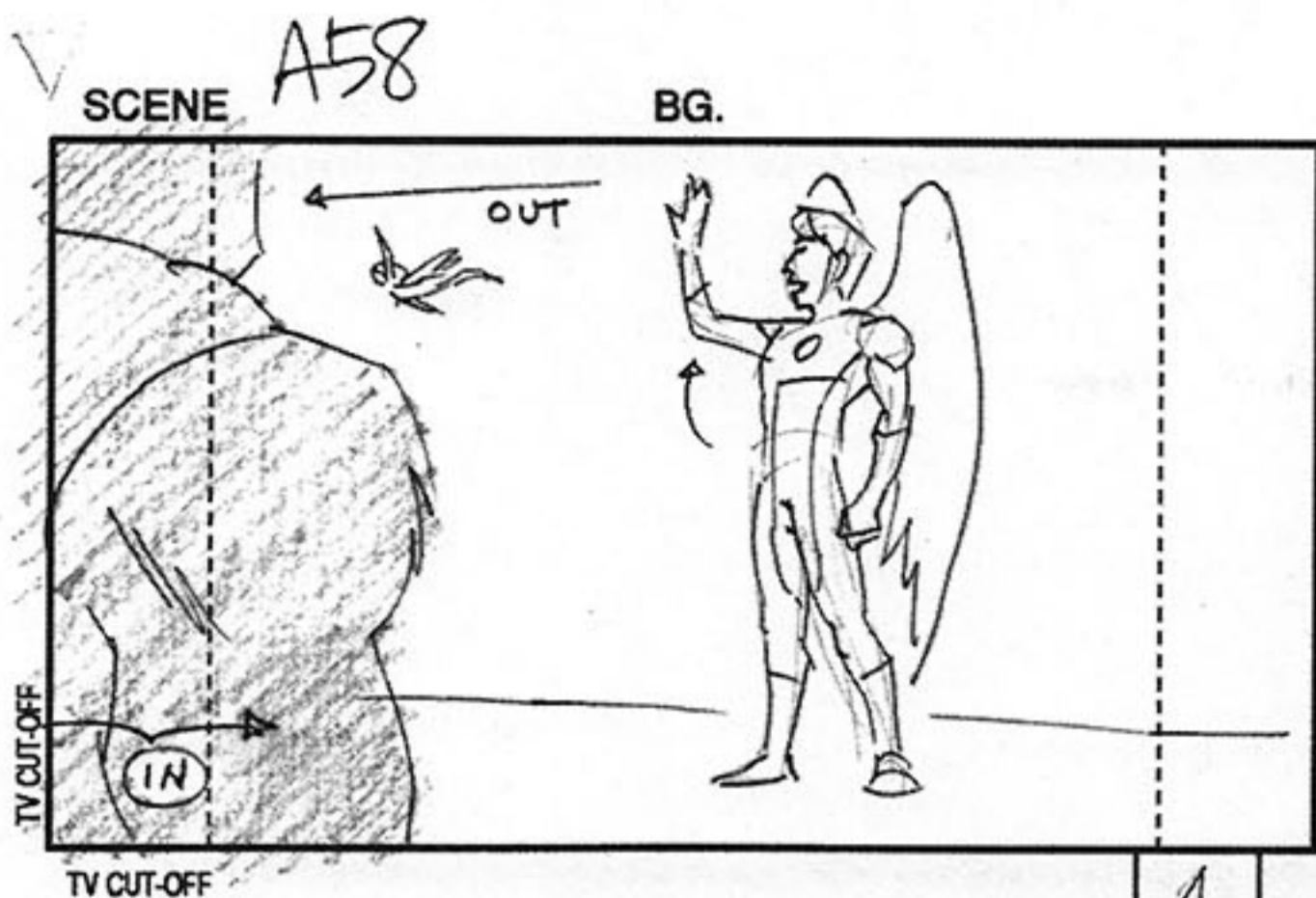
Angel lands

dialog

-waiting long, I hope.

TV CUT-OFF

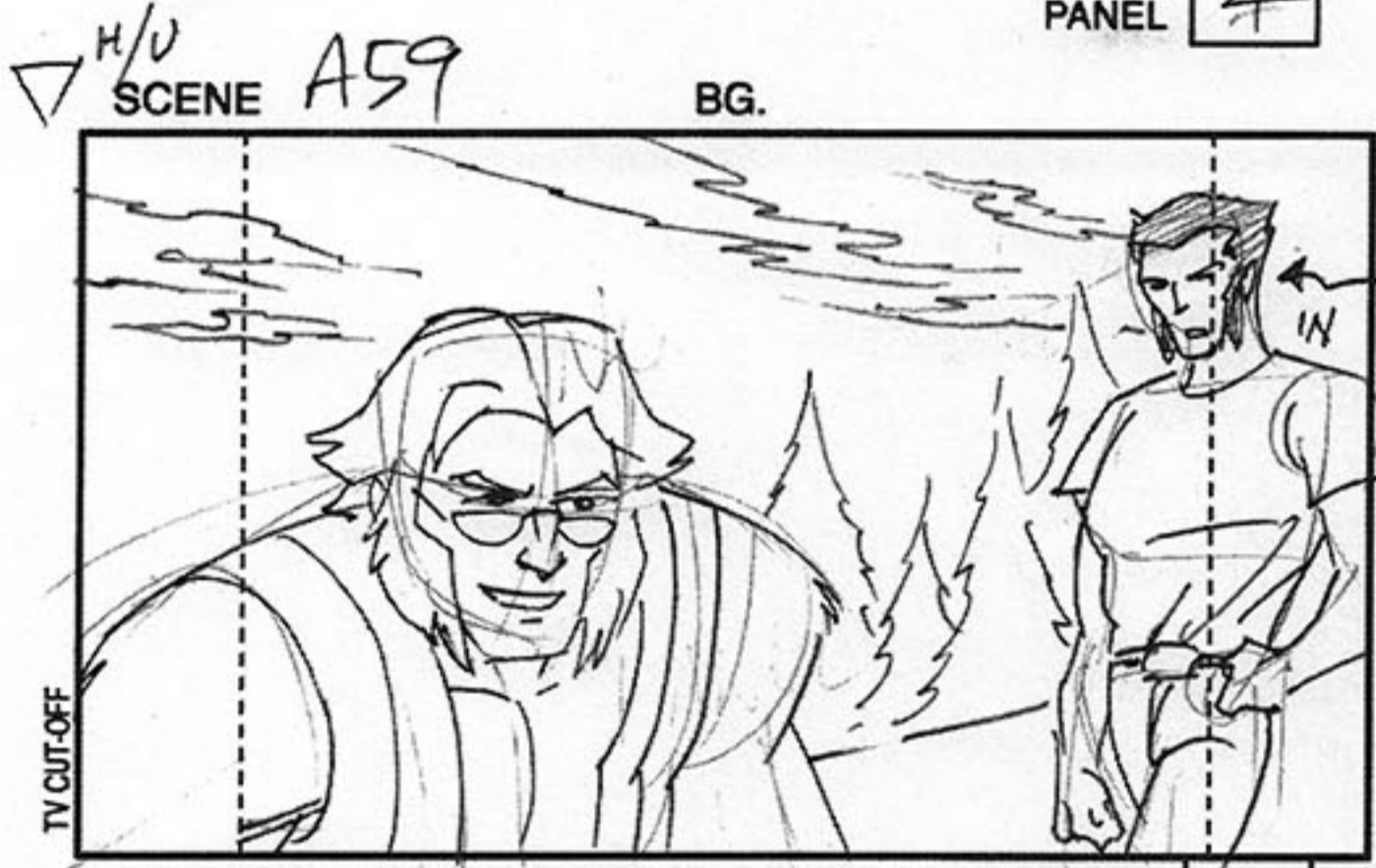
PANEL 3



action
-rises & waves to Storm as Beast steps in

dialog
I took the scenic route.

PANEL 4



action
Logan steps in behind Beast

dialog
(20) BEAST: Understandable.
(21) LOGAN: We called-

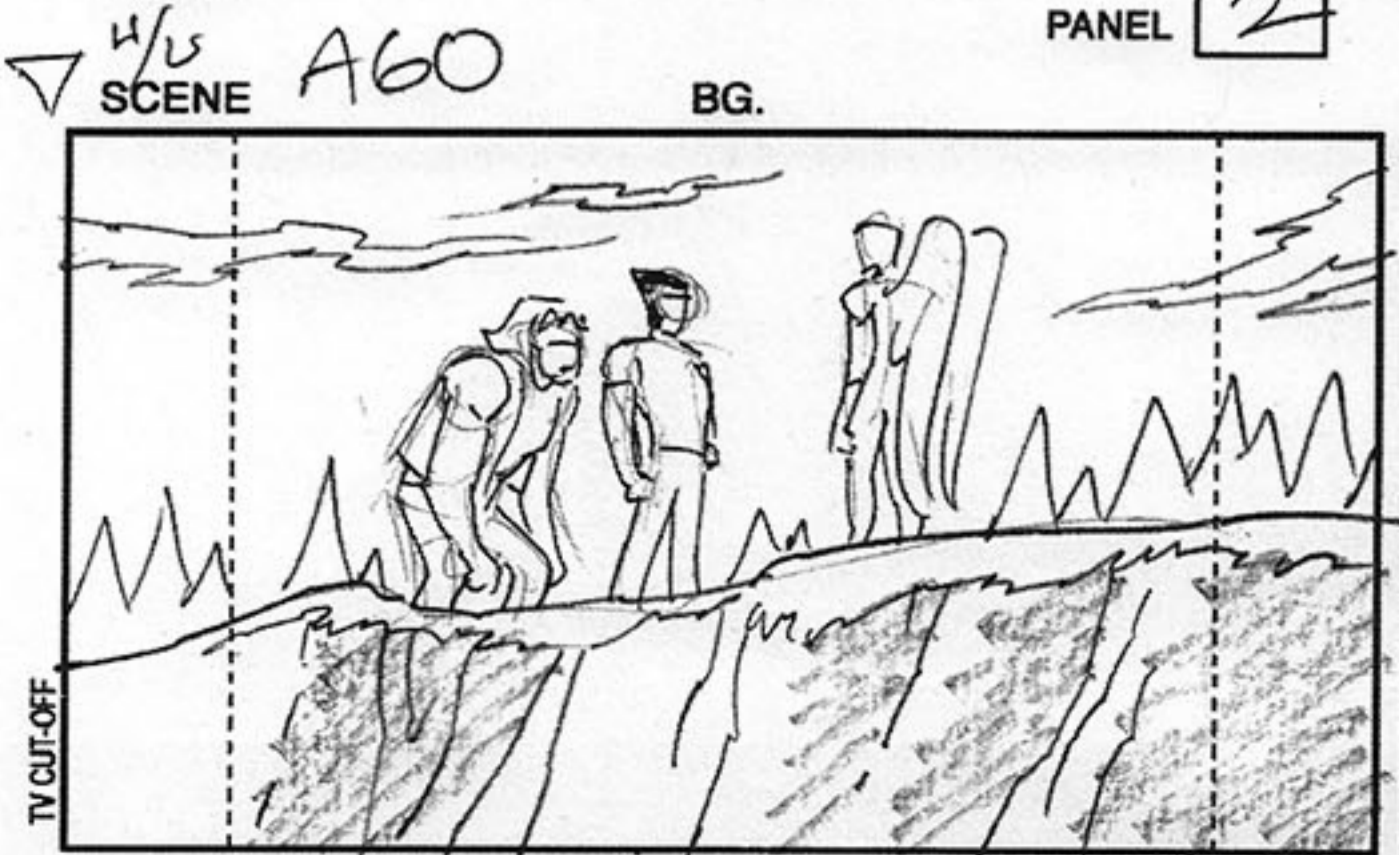
PANEL 1



action
Beast looks back

dialog
-because we got us a problem, Angel.

PANEL 2



action
Both look at Angel

dialog
(22) ANGEL: What kind of problem?
(23) LOGAN: It's your old man.
(24) BEAST: You see, there's been some troubling news.

PANEL 1

Ep #: WX

H/V SCENE A61

BG.



TV CUT-OFF

TV CUT-OFF

PANEL 1

action

Beast gestures

dialog

-out of Worthington Pharmaceuticals.

(25) LOGAN: We hear they're only months away from a cure.

H/V SCENE A62

BG.



TV CUT-OFF

TV CUT-OFF

PANEL 1

action

On Angel, confused

dialog

(26) ANGEL: For what?

SCENE A63

BG.



TV CUT-OFF

TV CUT-OFF

PANEL 1

action

Close on Logan, grim

dialog

(27) LOGAN: Mutants.

SCENE A64

BG.



TV CUT-OFF

TV CUT-OFF

PANEL 1

action

Beast gestures as he speaks

dialog

(28) BEAST: Supposedly it will suppress the X-Gene —

H/O
▽

SCENE A65 BG.



action
Beasts hand moves into view

dialog
-and return us to the way we were-

TV CUT-OFF PANEL 1

SCENE A65 BG.



action
He gestures, then looks at Logan

dialog
-before our powers manifested.
(29) LOGAN: I don't get it-

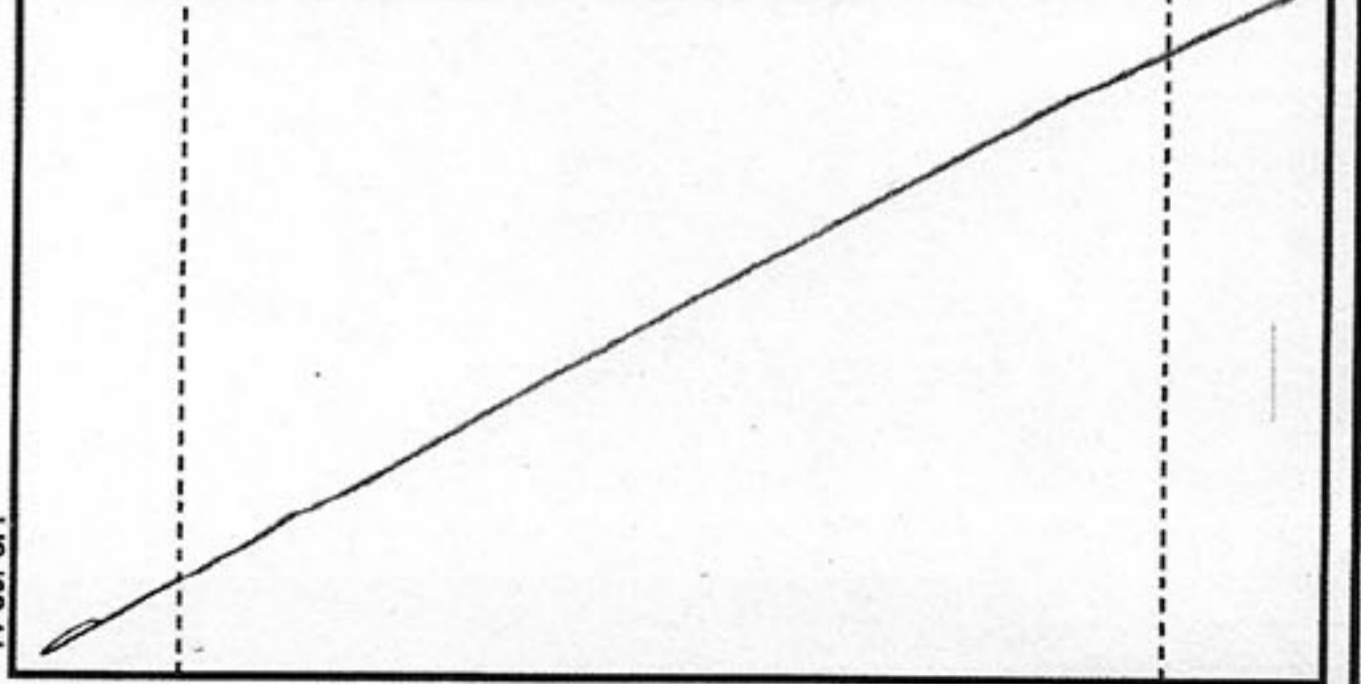
TV CUT-OFF PANEL 2

SCENE A65 BG.



(PAN)

SCENE BG.

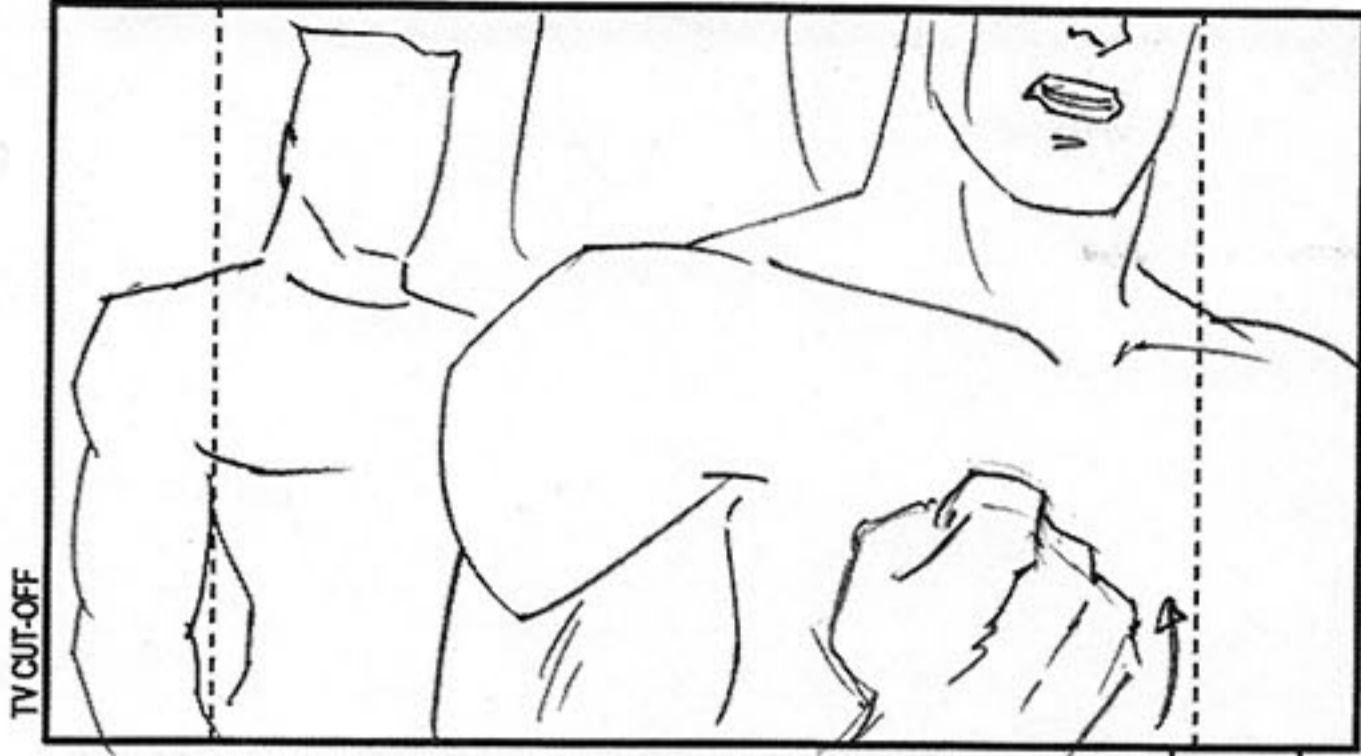


action
Pan as Logan turns toward Angel in FG

dialog
-how can a guy hate mutants so much when his own son is-

TV CUT-OFF PANEL

SCENE A65 BG.



action
Angel makes a fist

dialog
(30) ANGEL: That is the problem, Logan.

TV CUT-OFF H/D SCENE A66 BG. PANEL 4



action
On Angel's back

dialog
Having a—

TV CUT-OFF SCENE A66 BG. PANEL 1

SCENE A66 BG.

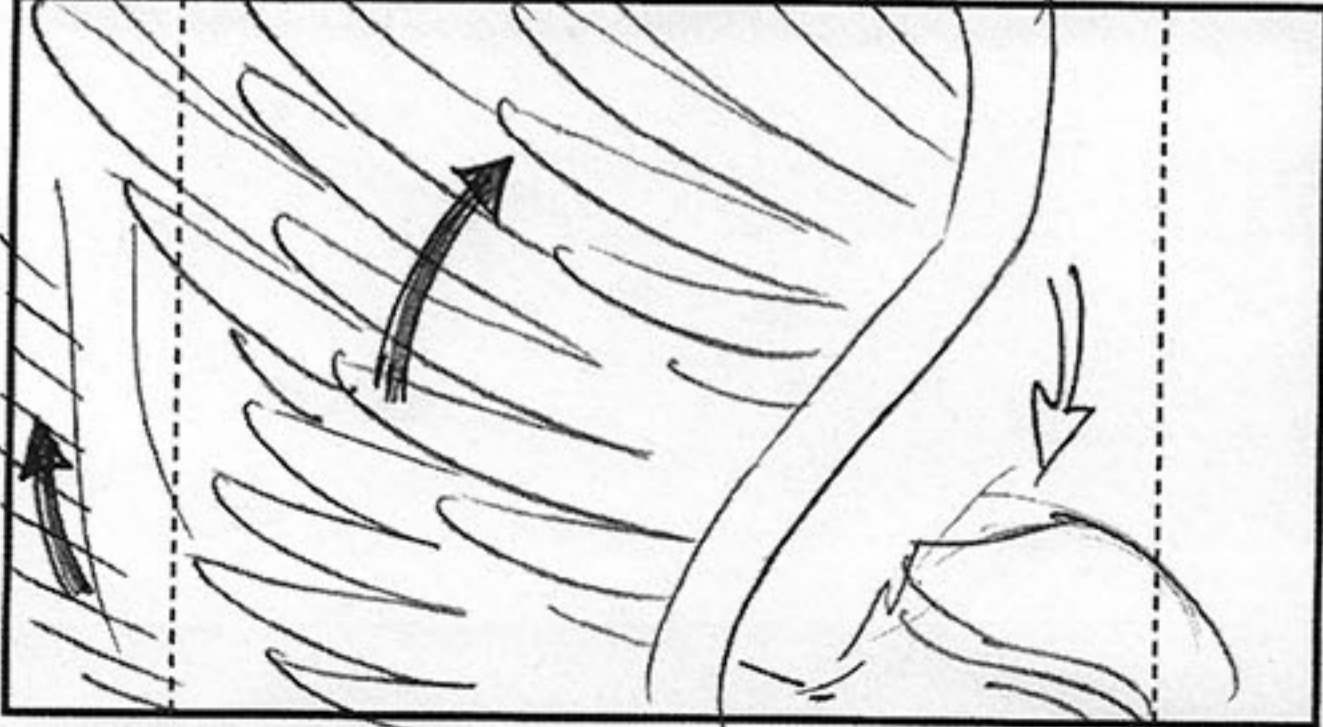


action
He turns, angry

dialog
—mutant for a son.

TV CUT-OFF SCENE A66 BG. PANEL 2

SCENE A66 BG.



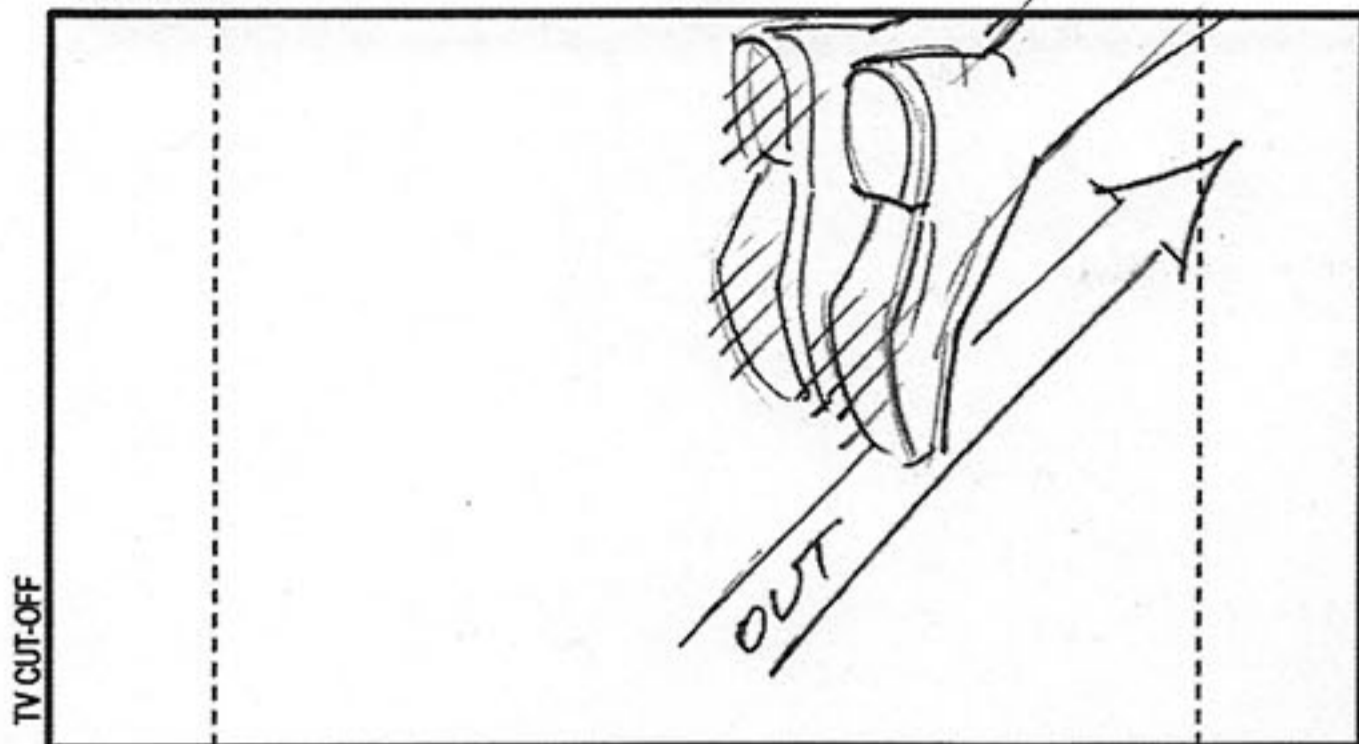
action
Antics down—

dialog

TV CUT-OFF PANEL 3

SCENE A66

BG.



action

-launches up / OS

dialog

TV CUT-OFF

PANEL 4

SCENE A67

BG.



action

Angel gains up toward cam as we -

dialog

(31) BEAST: Angel, wait!

TV CUT-OFF

PANEL 1

SCENE A67

BG.



action

-TRUCK OUT from BG

dialog

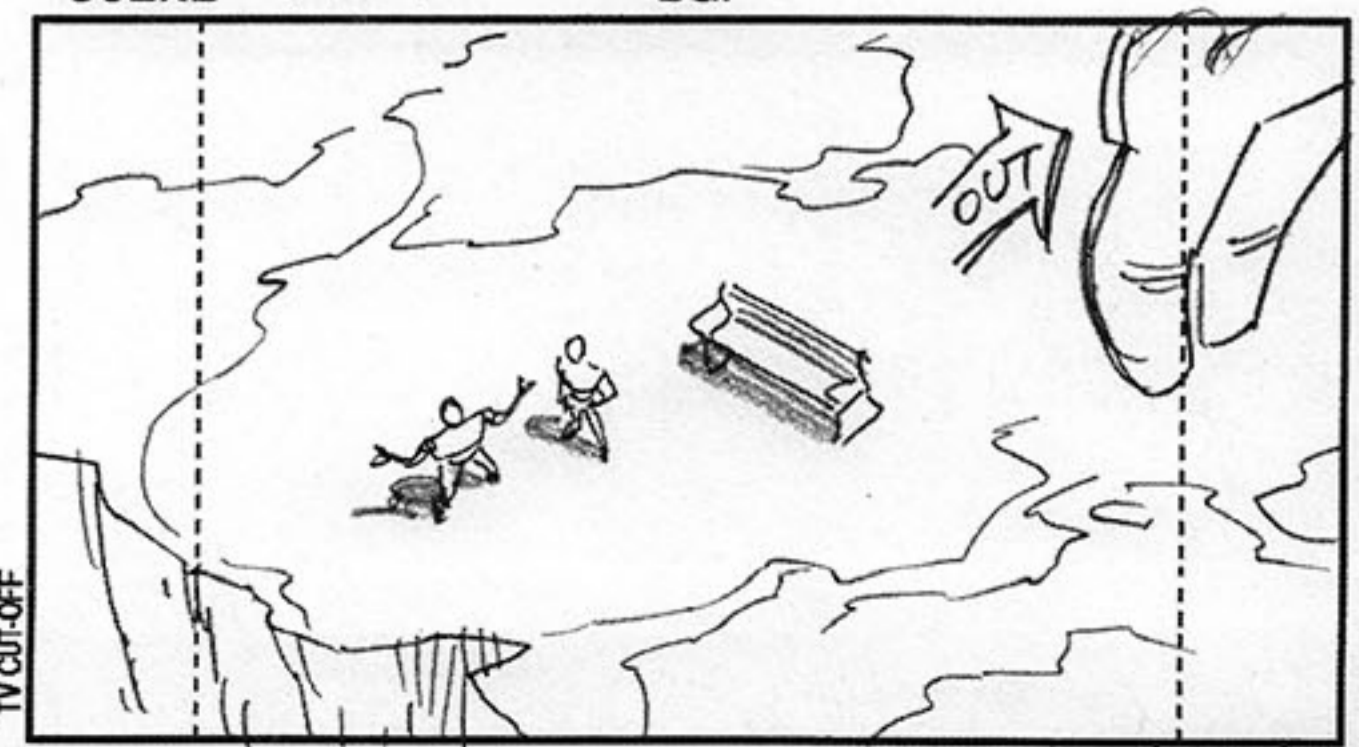
We need to discuss -

TV CUT-OFF

PANEL 2

SCENE A67

BG.



action

Finish Truck out as Angel gains OS

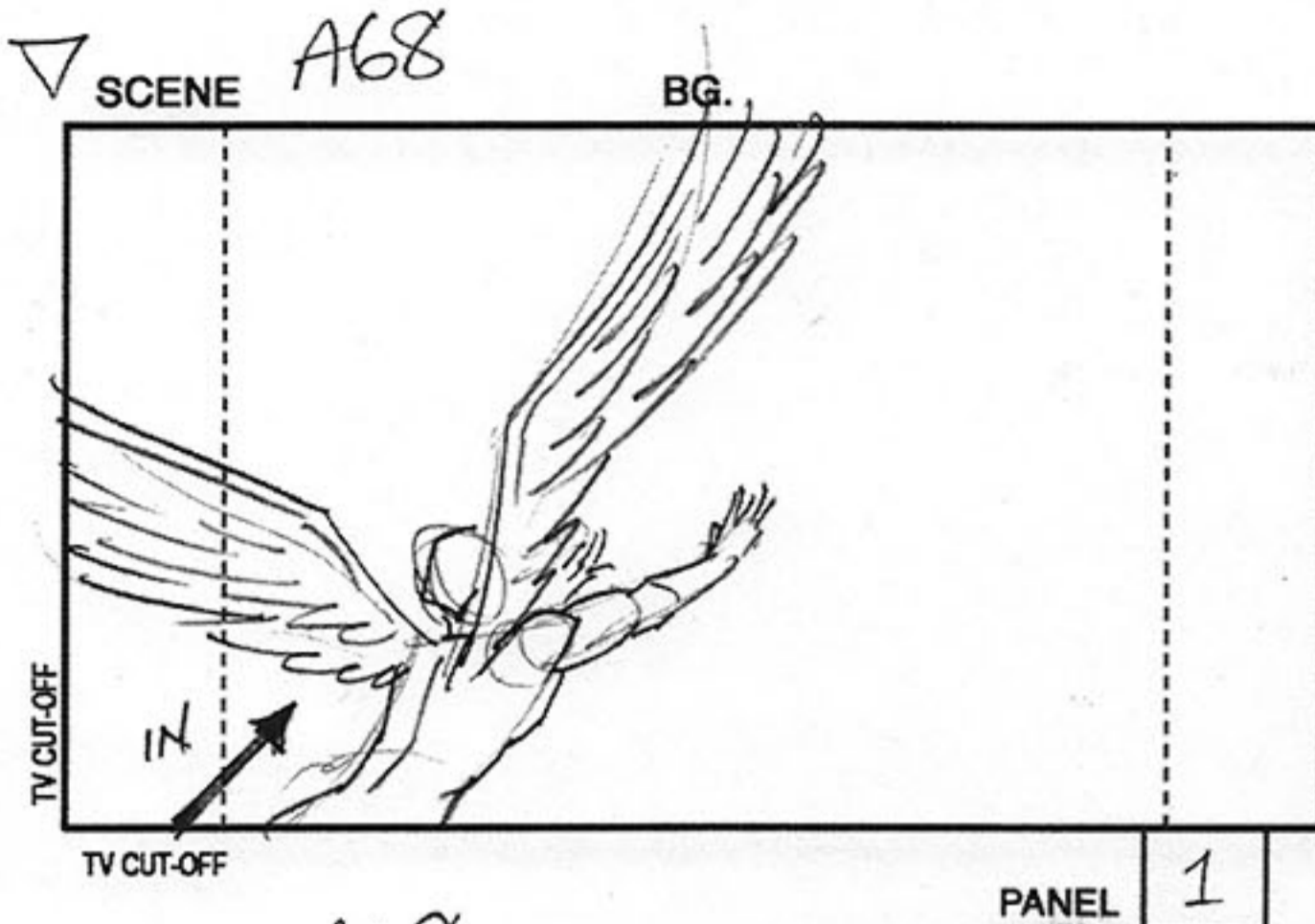
dialog

- our options before we -

(32) ANGEL: No!

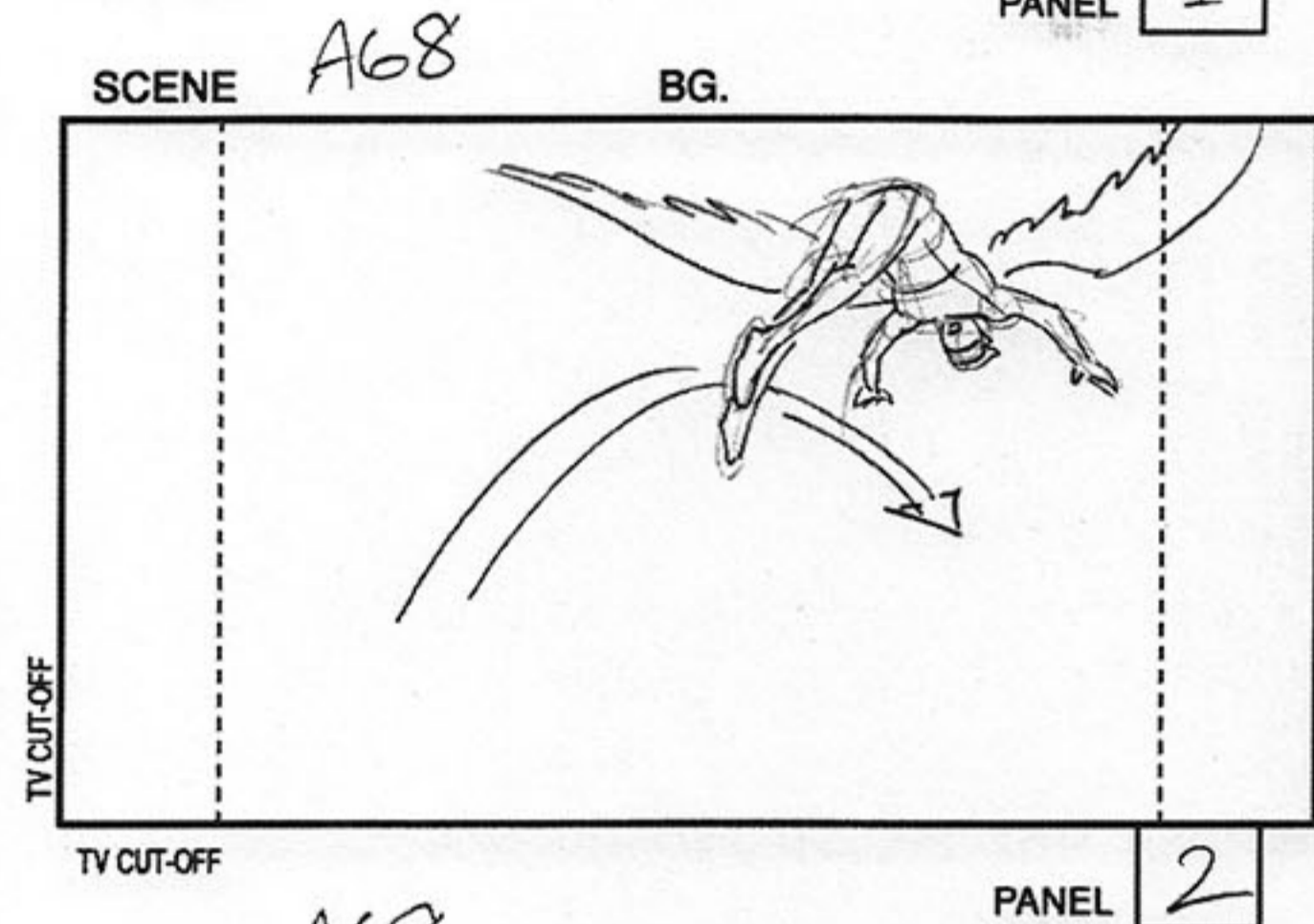
TV CUT-OFF

PANEL 3



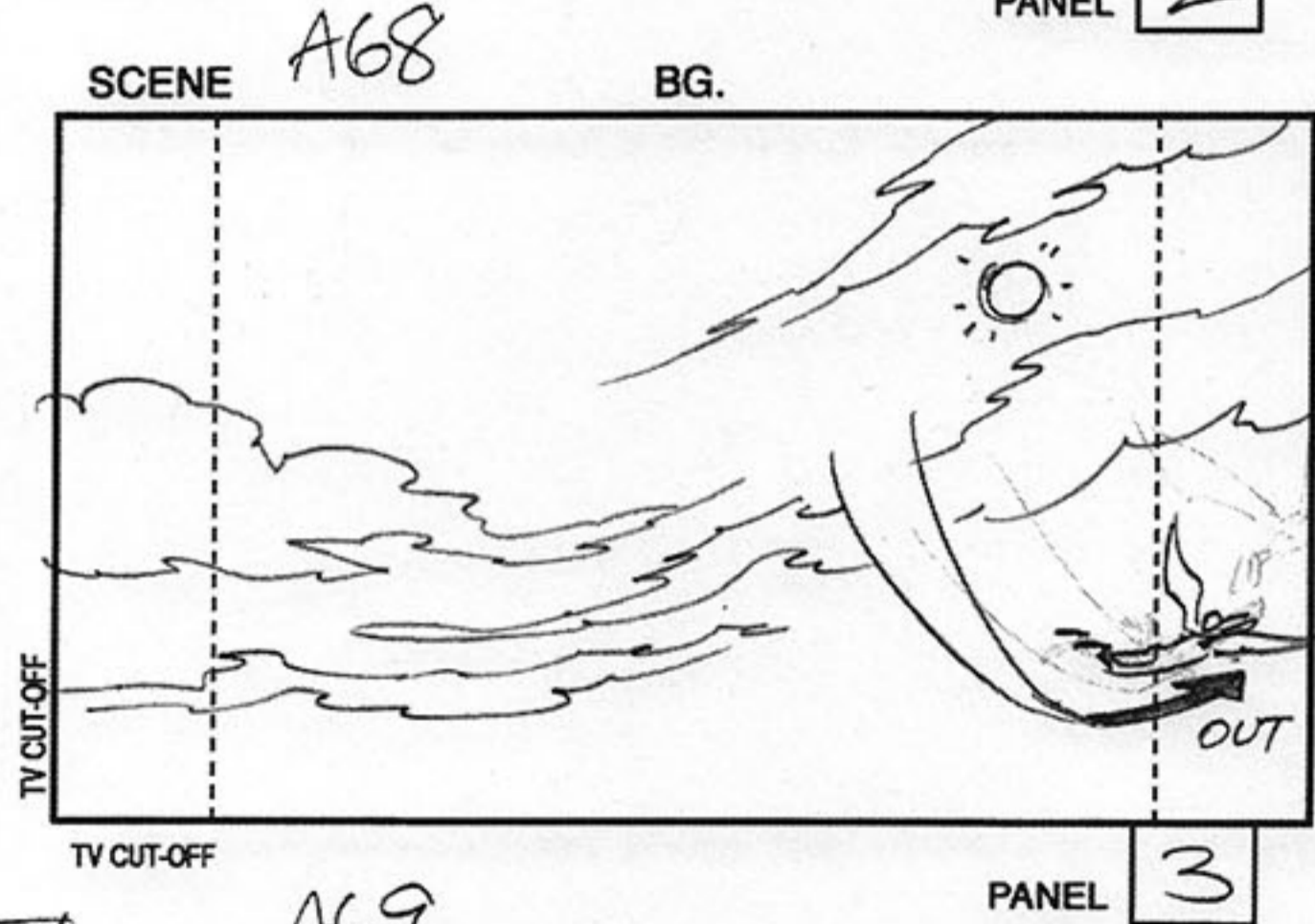
action
Angel flies up into scene

dialog
I'll deal with -



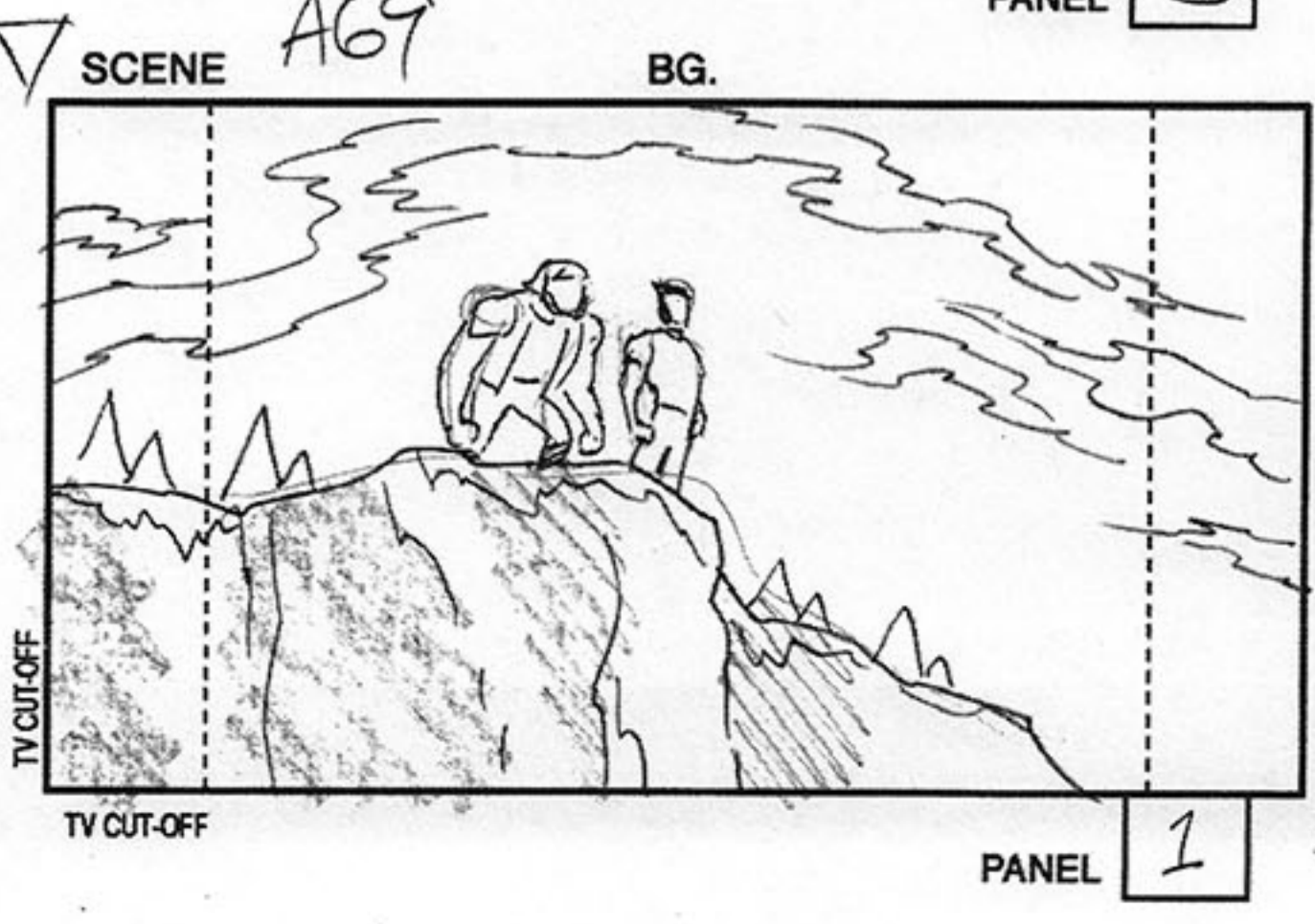
action
- Arcs over

dialog
- it, Hank!



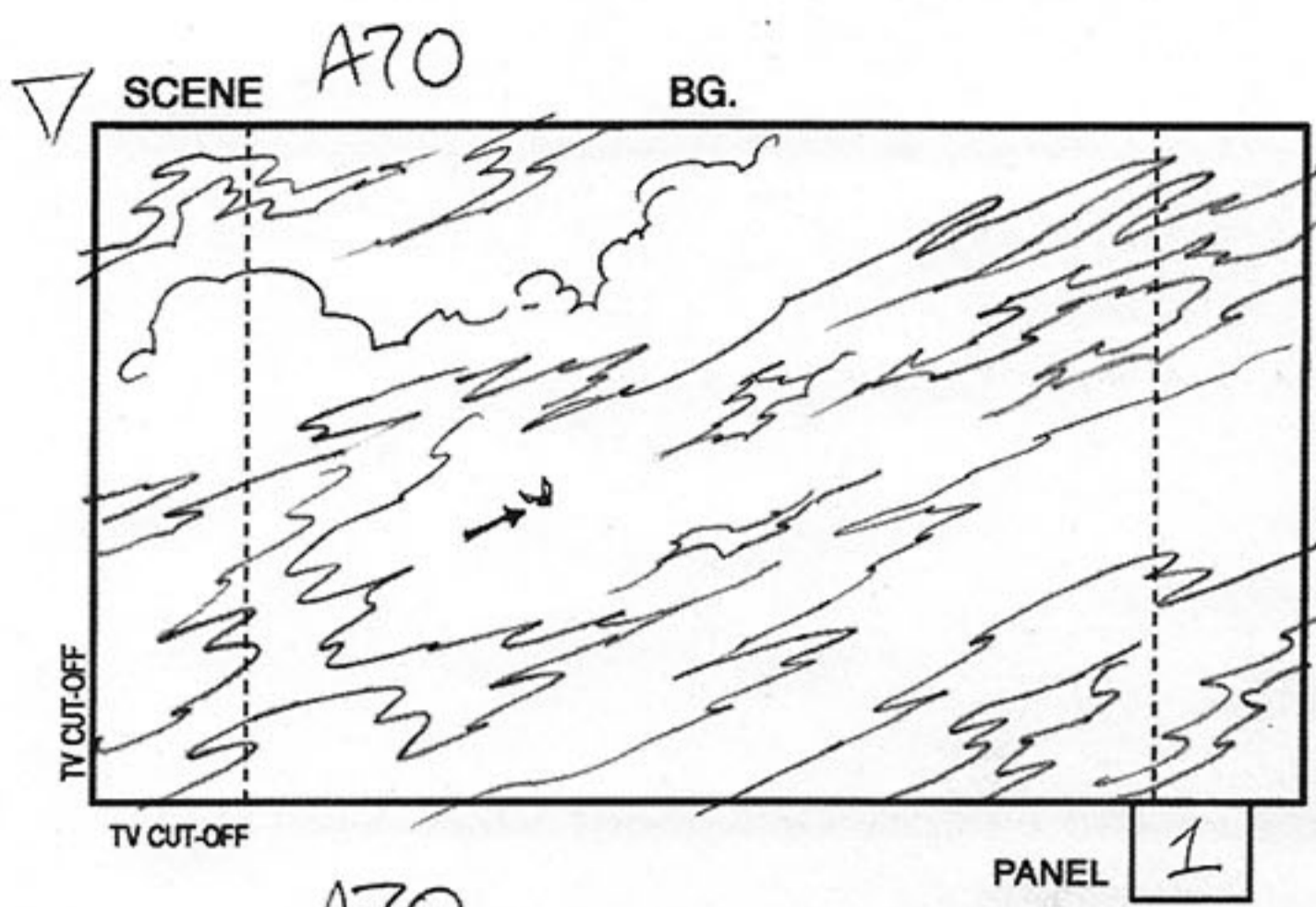
action
- then zooms OS

dialog



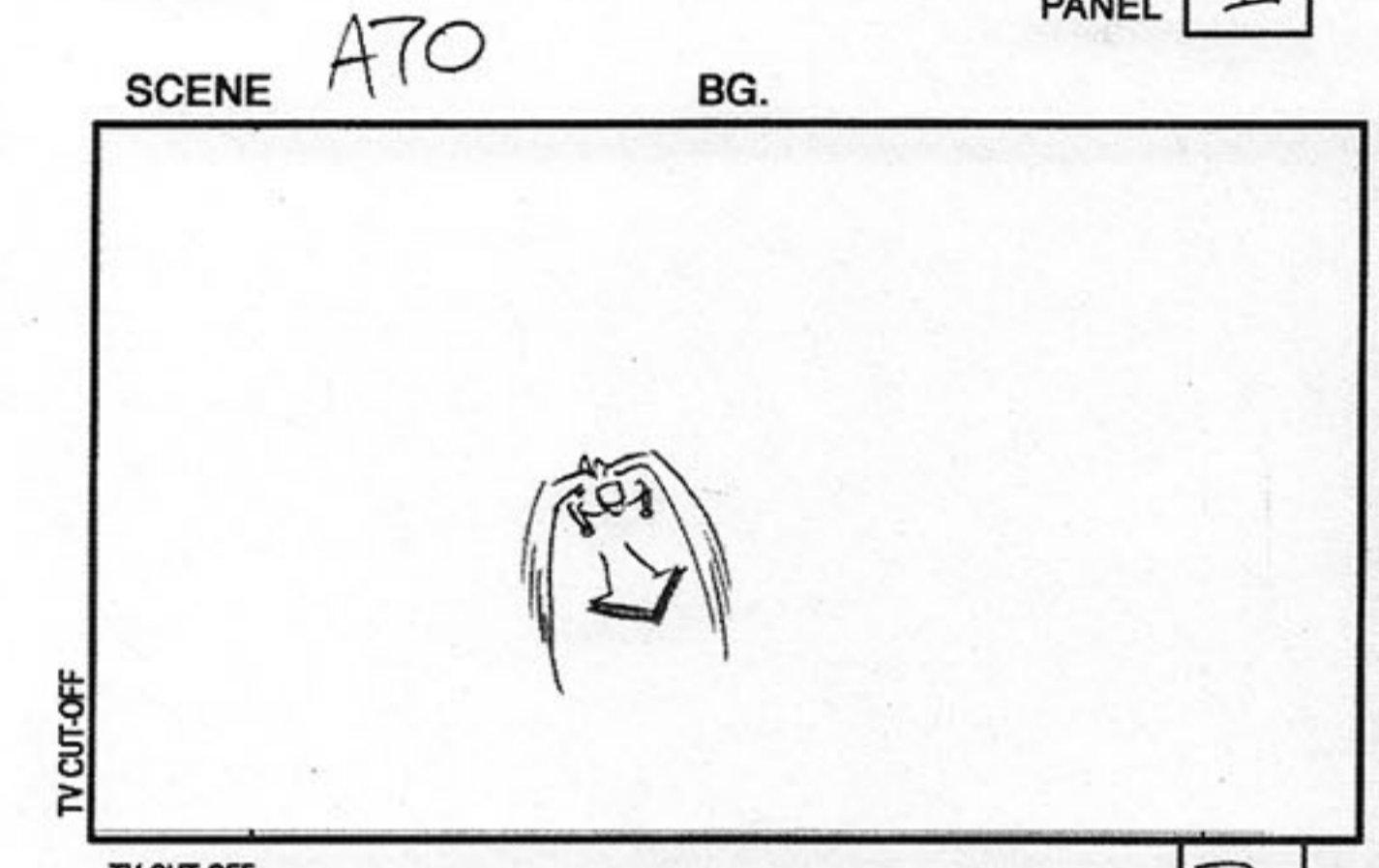
action
Beast & Logan stand watching him

dialog
(33) LOGAN: Not likin' the sound'a that.



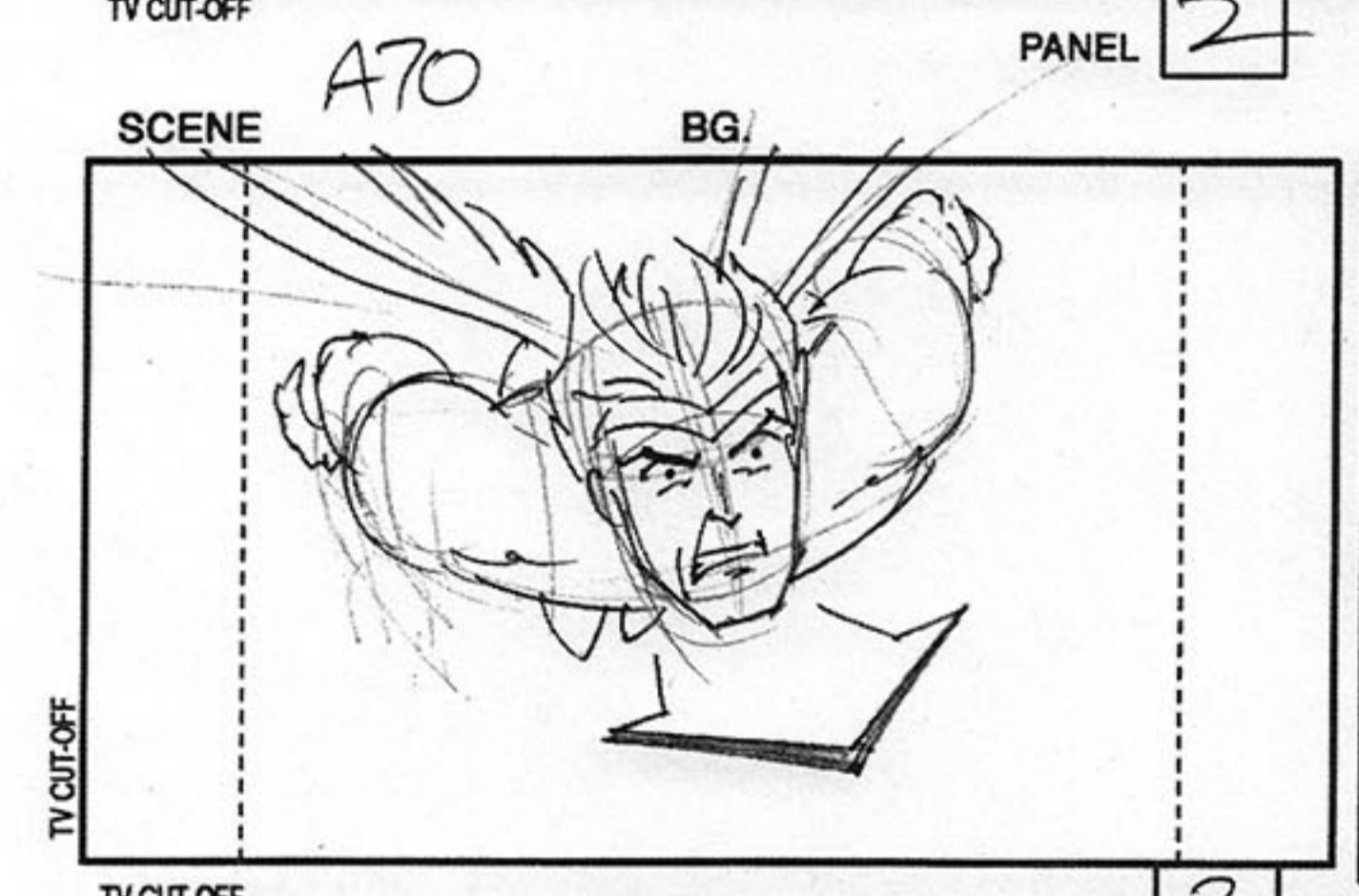
action
Angel moves across an angry, broken cloud bank

dialog



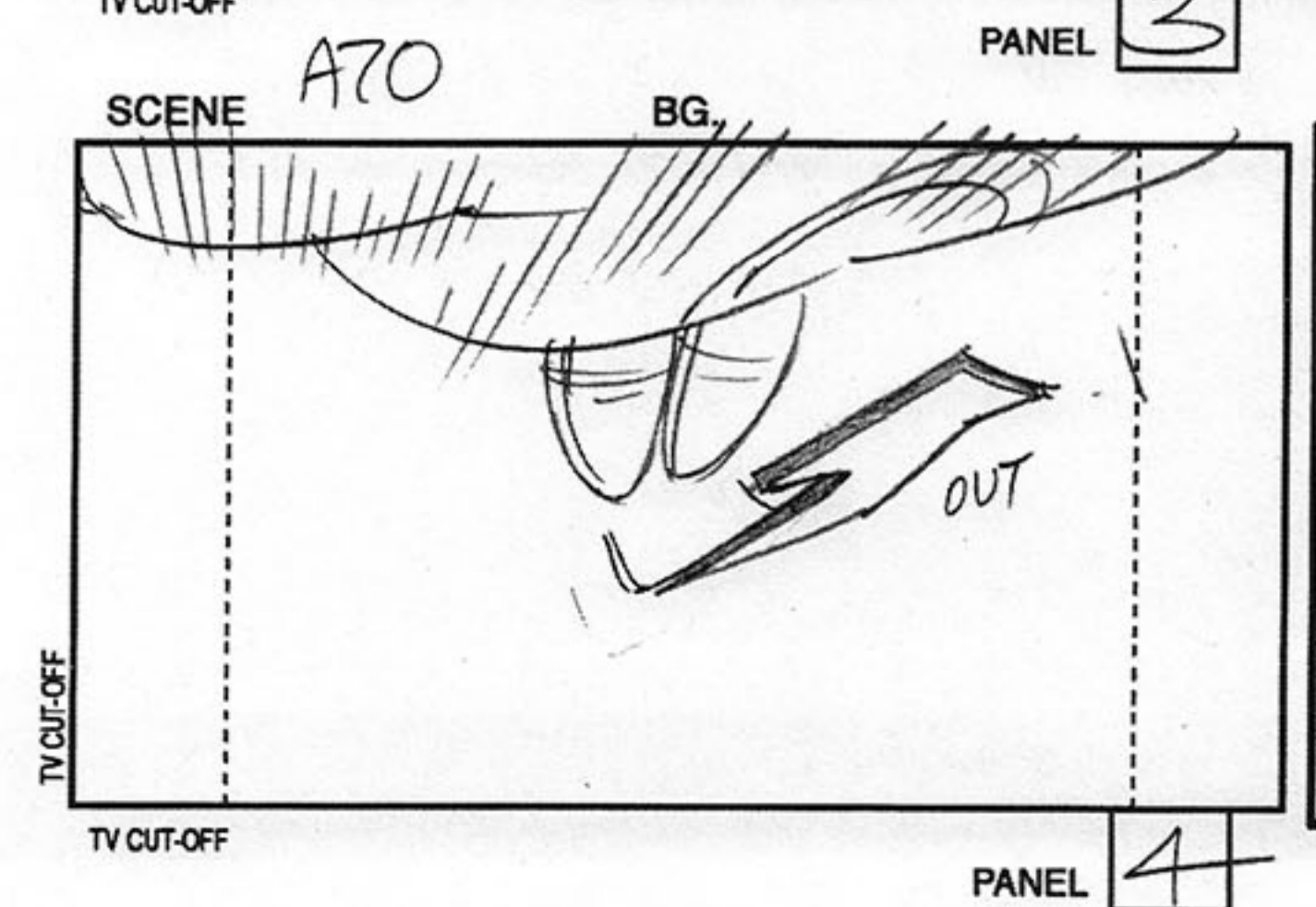
action
-Then accelerates forward

dialog



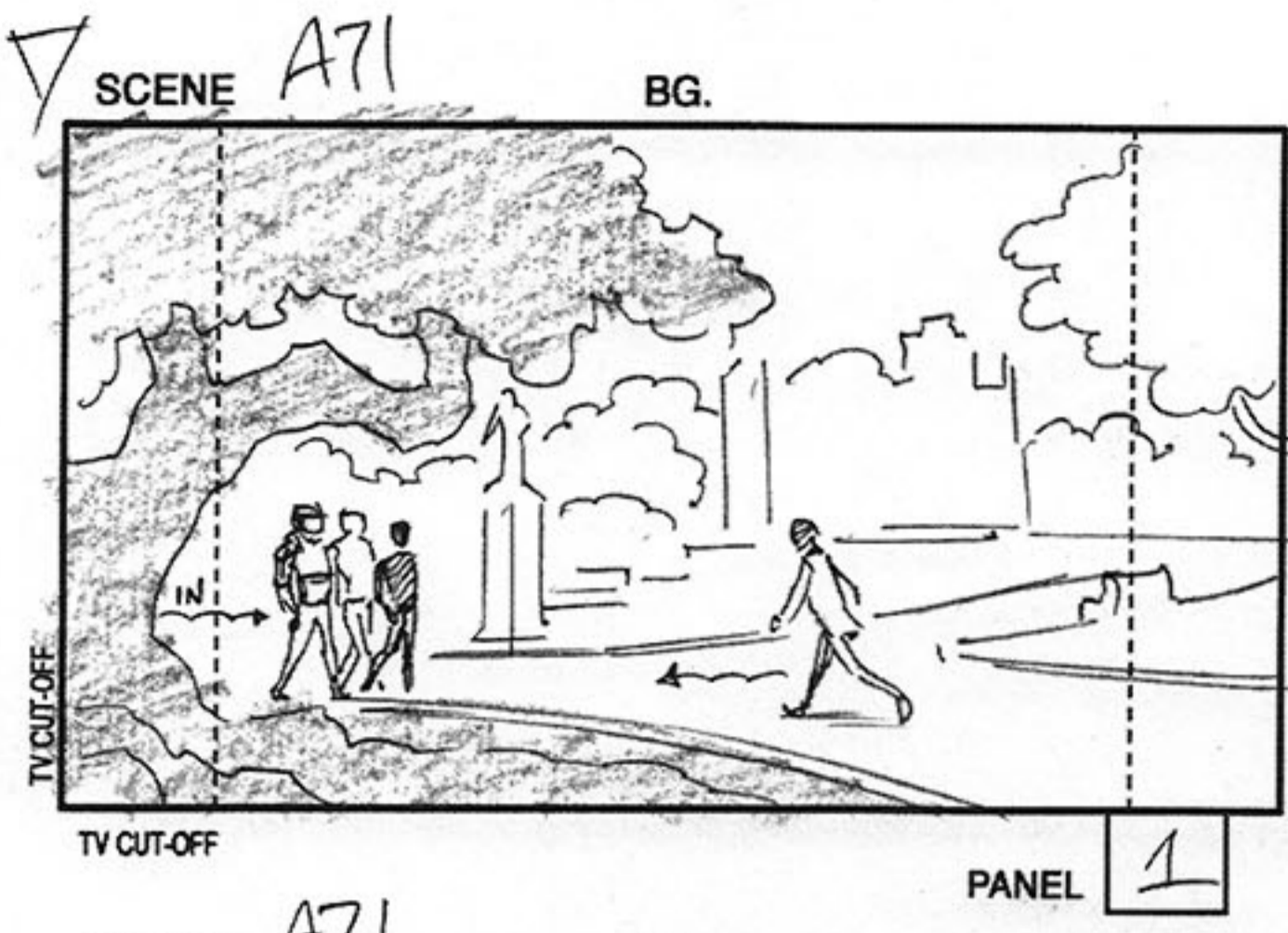
action
- Looking enraged

dialog



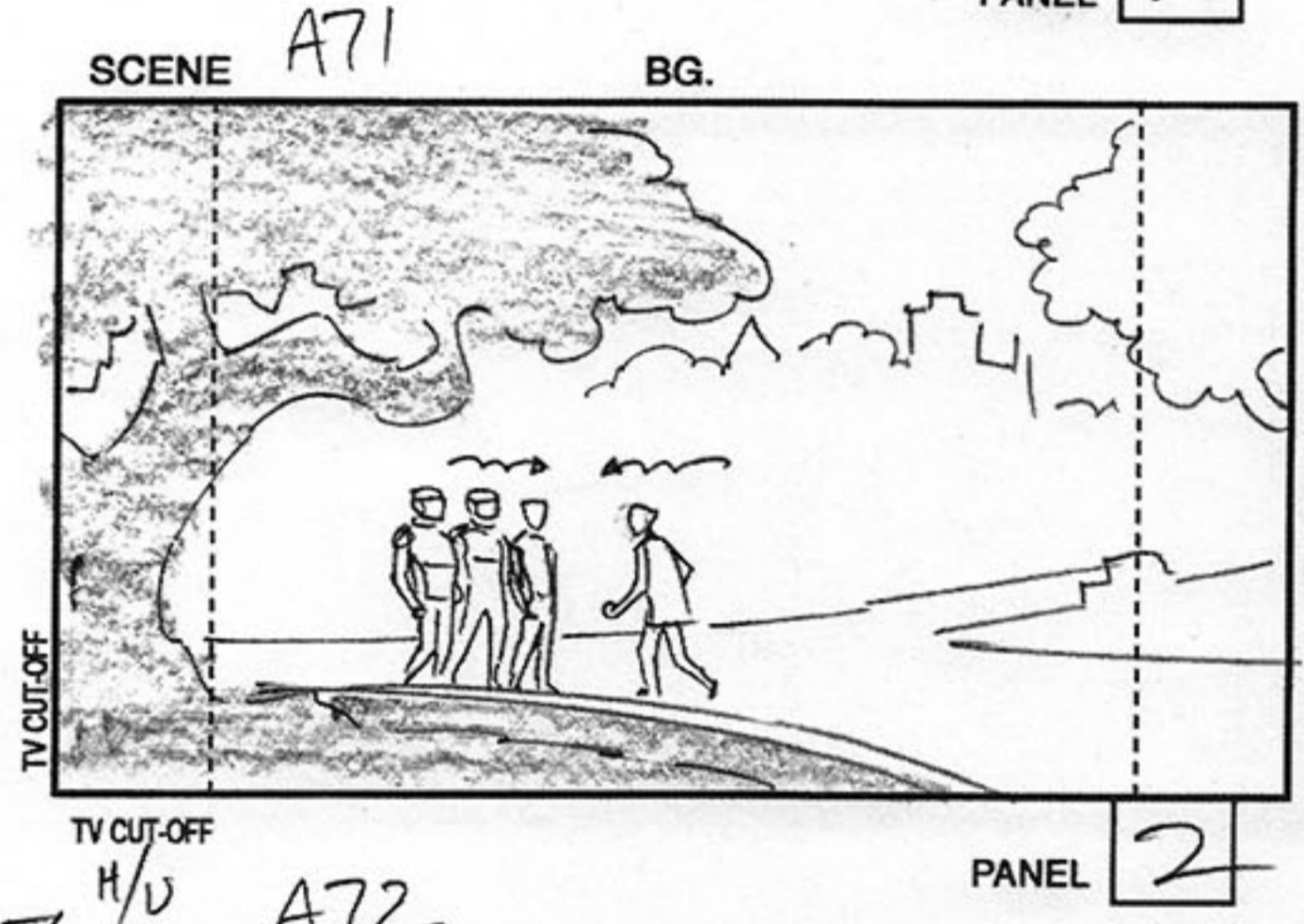
action
Zoom up/over cam and OS (speed blur FX)

dialog



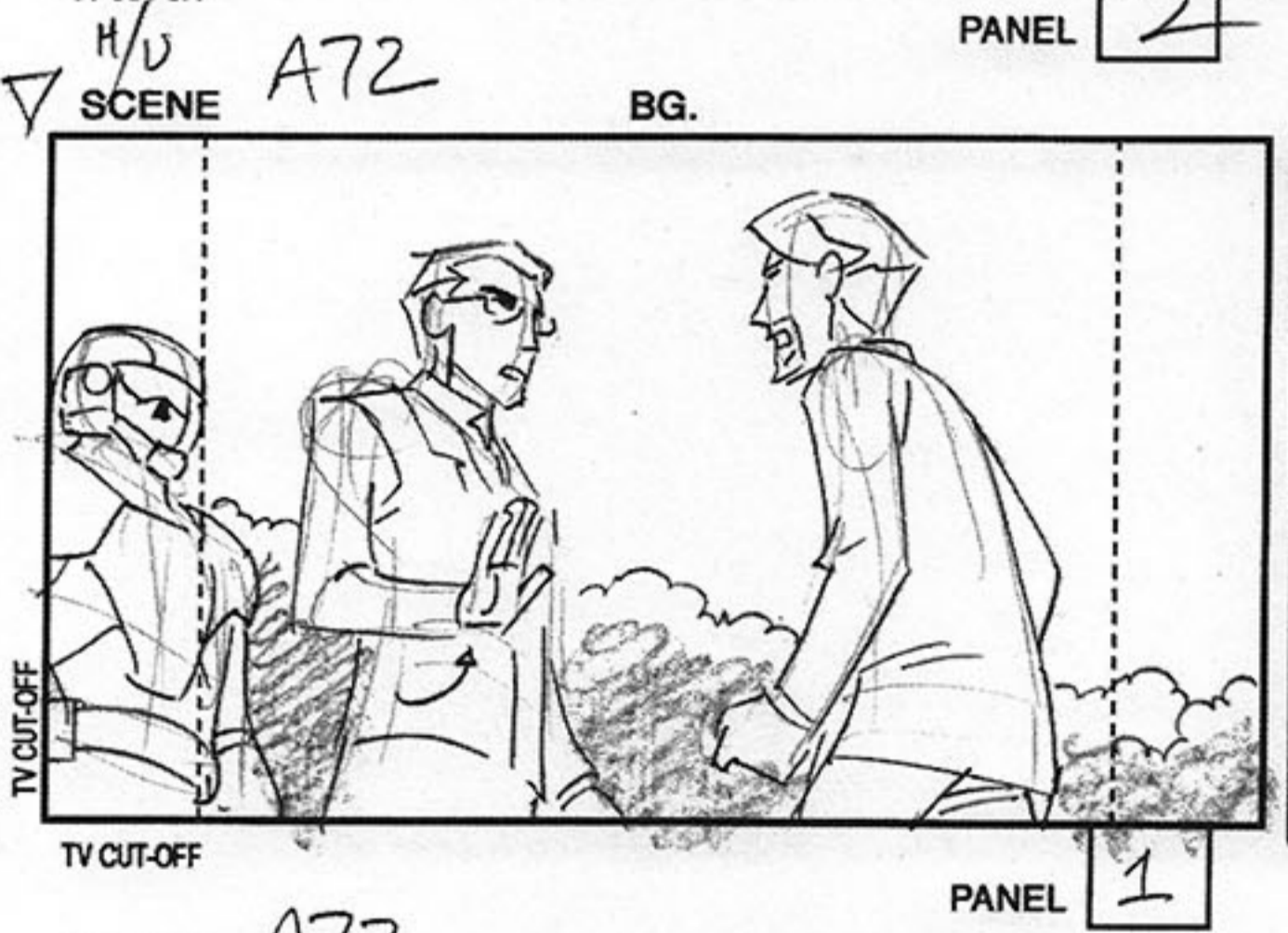
action
 City Park - Warren Sr. approaches Senator Kelly & 2 MRD troopers

dialog



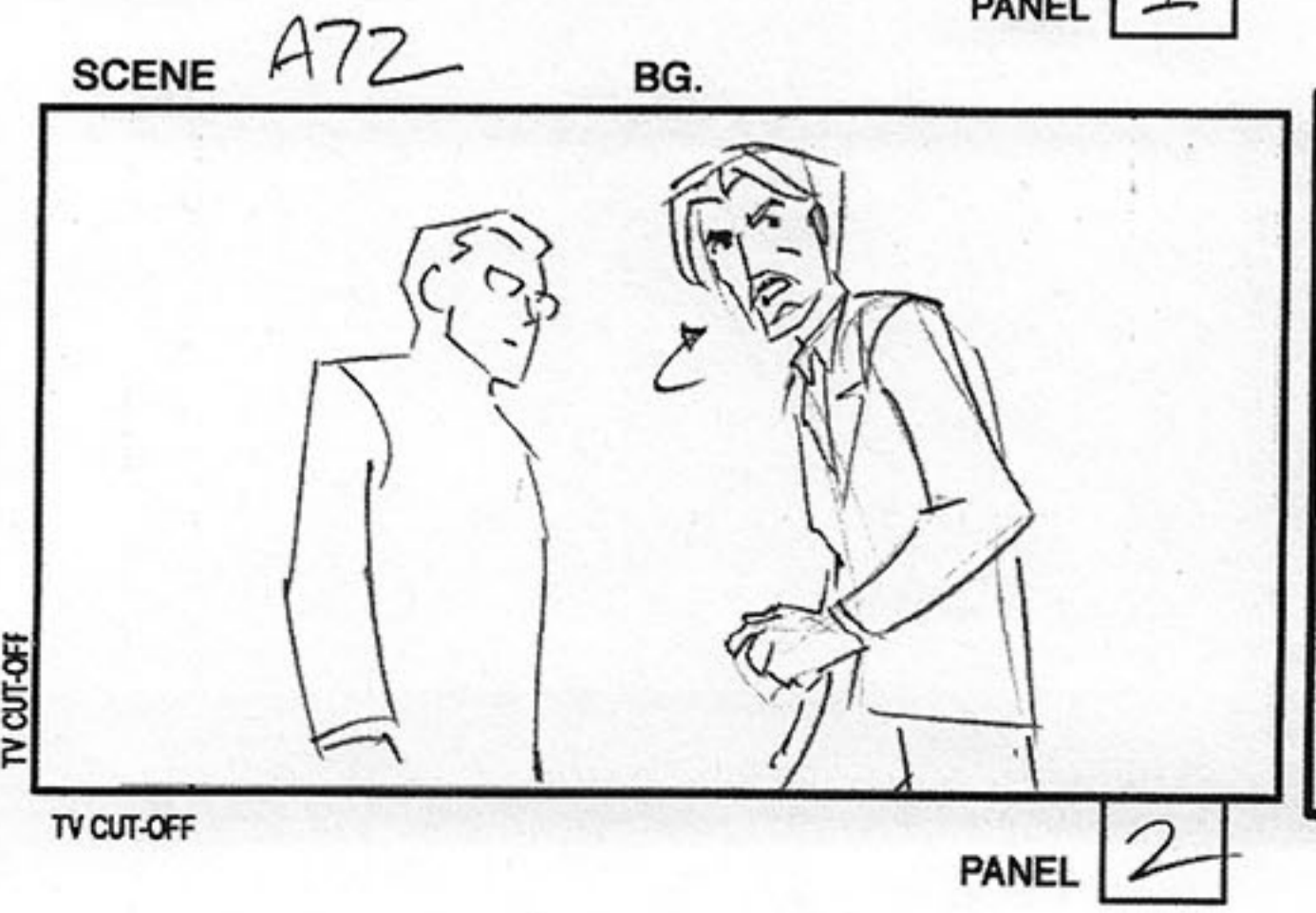
action
 They converge, slow & stop

dialog
 (34) WARREN SR -
 You leaked the news?



action
 Kelly gestures

dialog
 (35) KELLY: Just take it easy, Warren.



action
 Warren looks around

dialog
 (36) WARREN -
 W - We are a -

SCENE A72 BG.

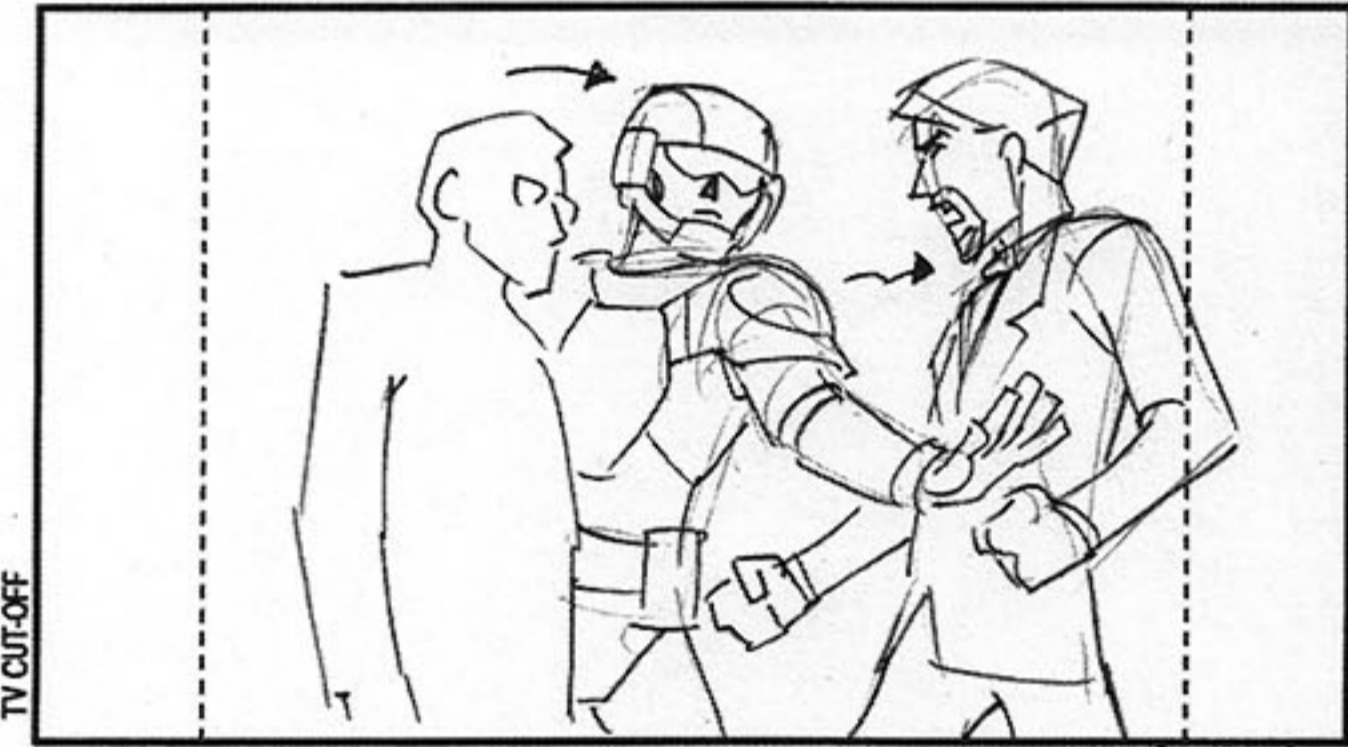


action
 Warren steps forward - Trooper moves to intervene

dialog
 - long way from getting -

TV CUT-OFF TV CUT-OFF PANEL 3

SCENE A72 BG.



action
 Warren steps back

dialog
 - that cure on the market!

TV CUT-OFF TV CUT-OFF PANEL 4

W/O SCENE A73 BG.



action
 Warren glances aside

dialog
 We don't need this kind of -

TV CUT-OFF TV CUT-OFF PANEL 1

SCENE A73 BG.



action
 - leans forward, angry

dialog
 - public scrutiny yet!

TV CUT-OFF TV CUT-OFF PANEL 2

H/U
SCENE A74

BG.



action

Kelly touches Warren's shoulder

dialog

(37) KELLY - It's exactly what we need.

TV CUT-OFF

PANEL 1

SCENE A74

BG.



action

Puts his arm around Warren -

dialog

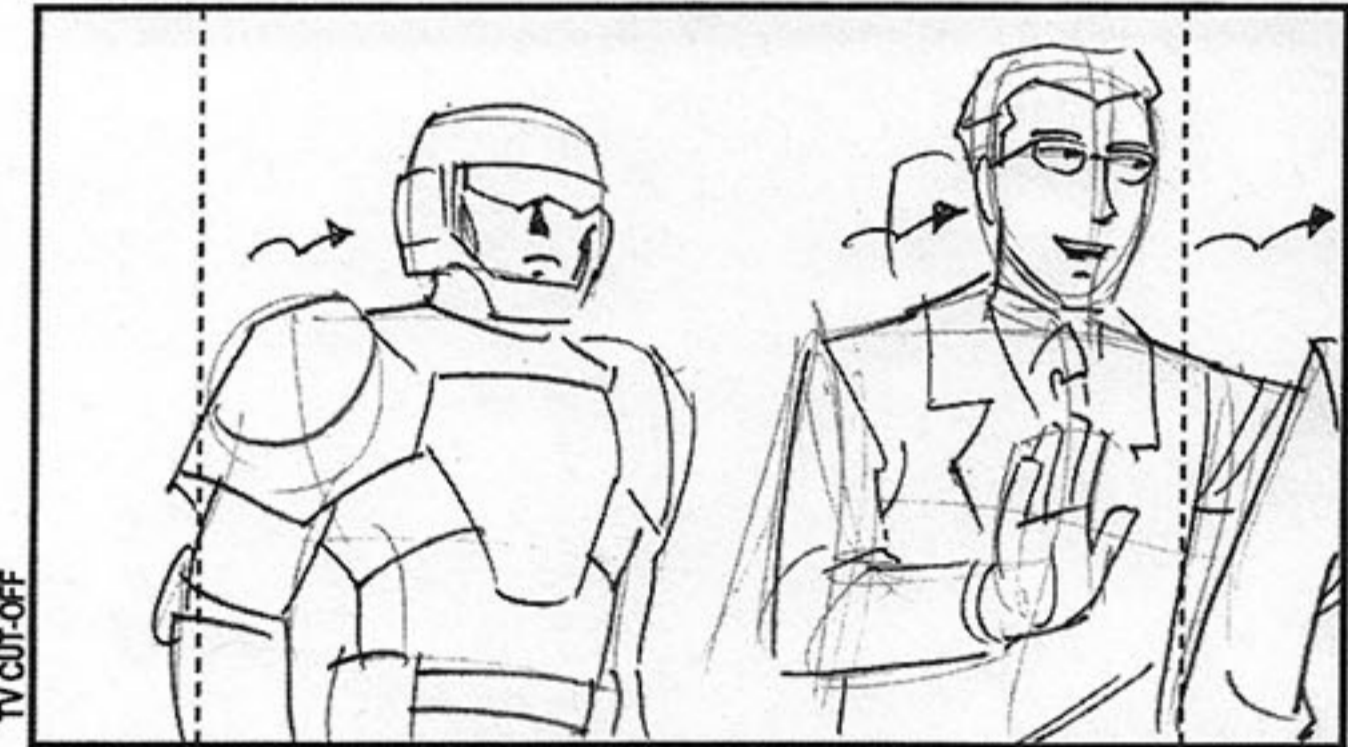
To get FDA approval, people need to -

TV CUT-OFF

PANEL 2

SCENE A74

BG.



action

-and walks him forward

dialog

-be clamoring for it.

TV CUT-OFF

PANEL 3

H/U
SCENE A75

BG.



action

Track with both men walking

dialog

(38) WARREN: It's not the people I'm worried about.

TV CUT-OFF

PANEL 1

SCENE A75 BG.



action
 Kelly tilts his head,
 smiling

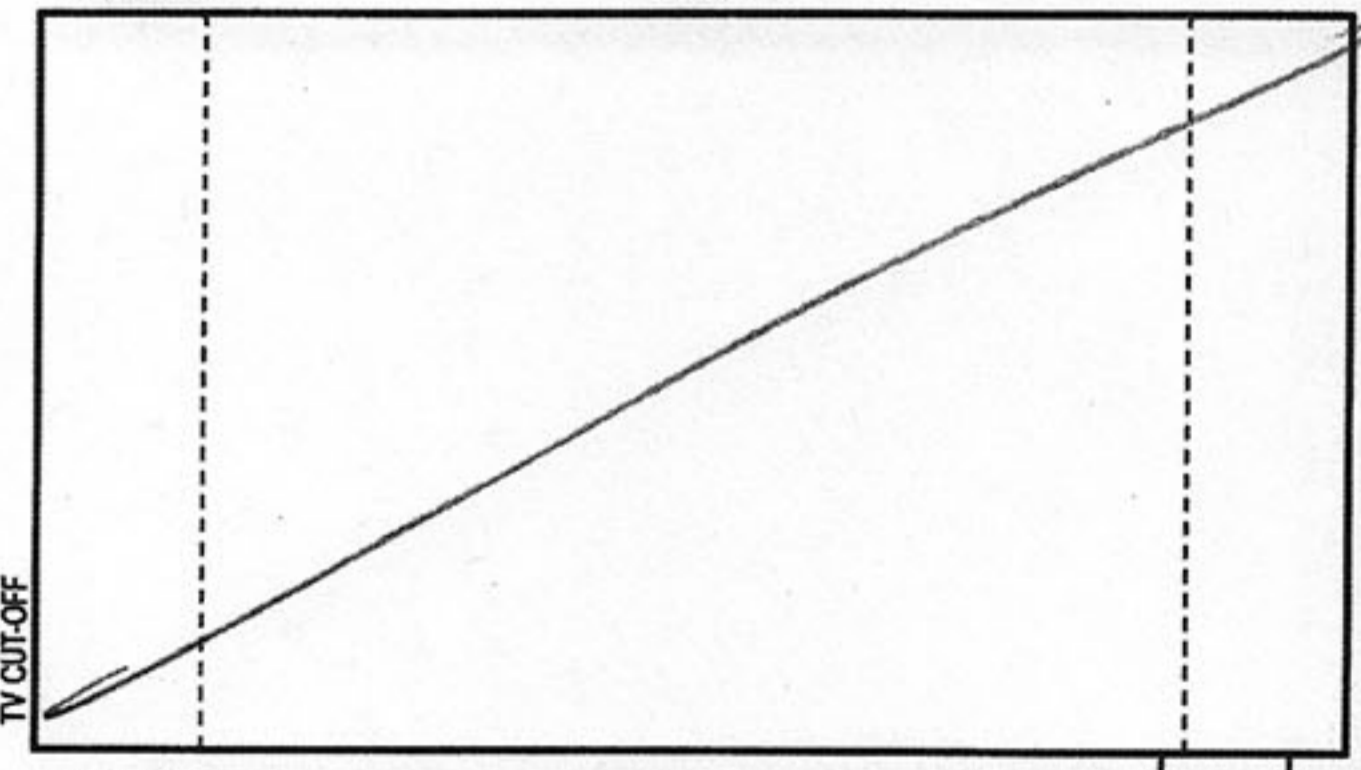
dialog
 (39) KELLY: What,
 the mutants?

TV CUT-OFF H/U SCENE A76 BG. PANEL 2



PANEL 1 (PAN)

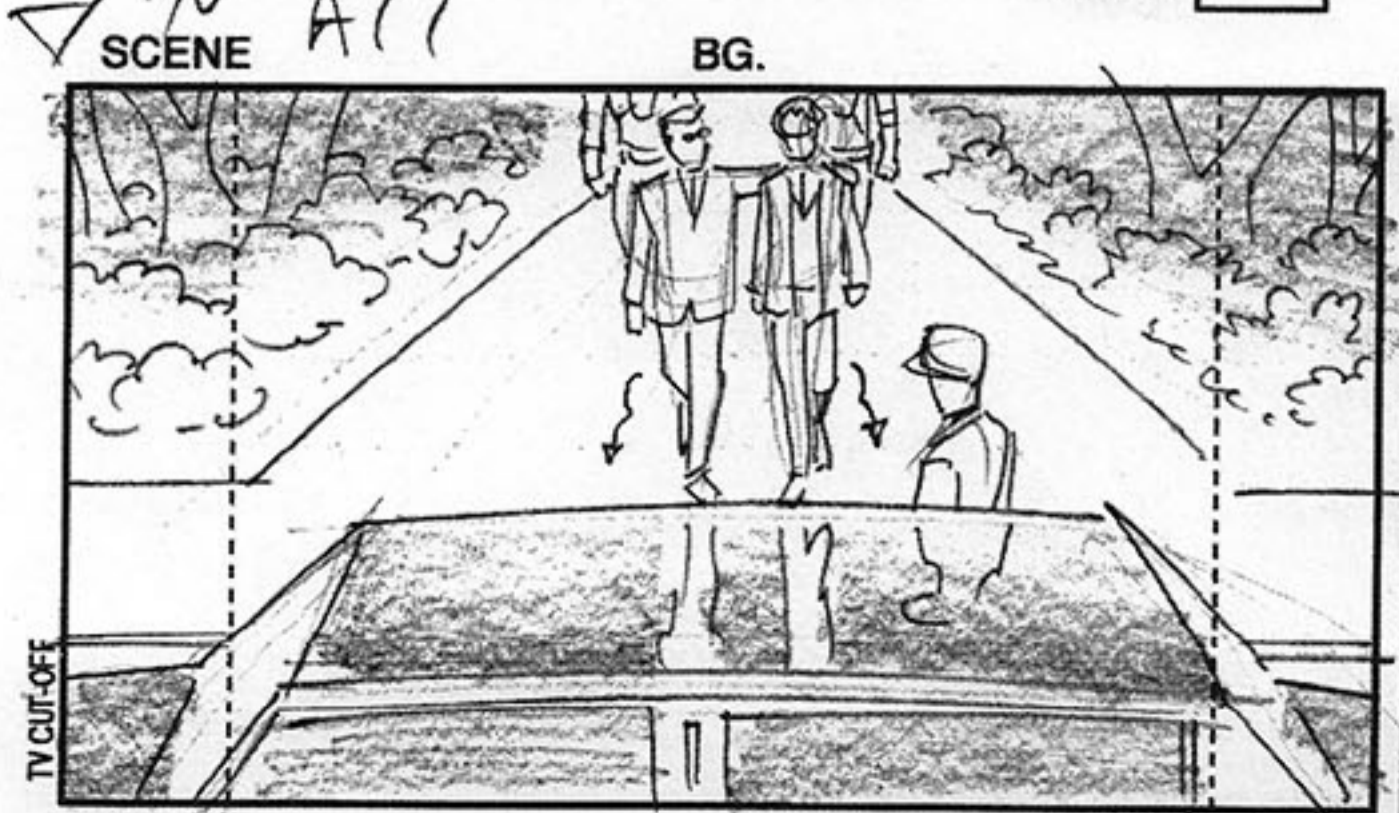
SCENE BG.



action
 f Pan from Kelly
 to Warren Sr.

dialog
 KELLY: Who cares? By the time
 this is over, they'll all be
 disarmed.
 (40) WARREN: I wasn't ready, Robert.

TV CUT-OFF H/U SCENE A77 BG. PANEL

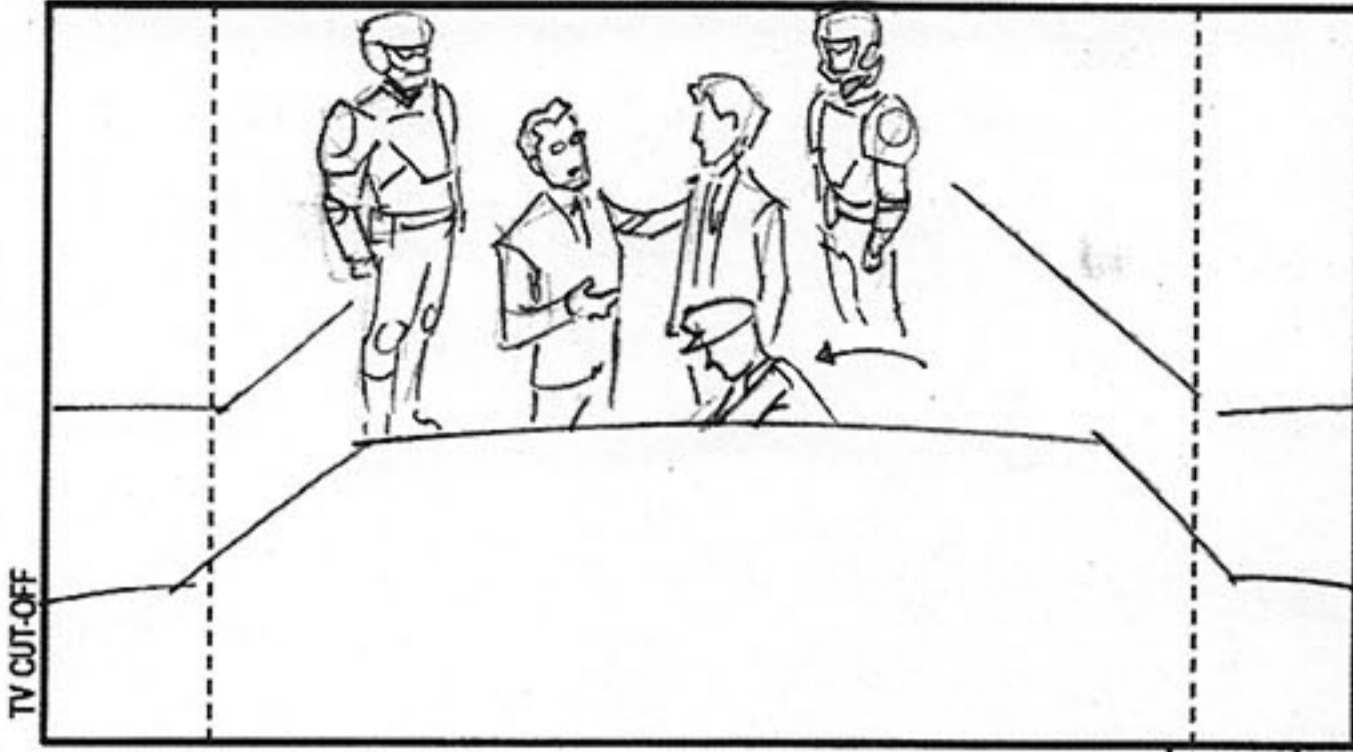


action
 All approach limo
 (start poses shown)

dialog
 -You went behind my
 back!

PANEL 1

SCENE A77 BG.



action
They stop - driver leans over to open door

dialog
(41) KELLY: Don't make this so-

TV CUT-OFF TV CUT-OFF PANEL 2

SCENE A77 BG.



action
Kelly moves toward open door

dialog
-personal, Warren.

TV CUT-OFF TV CUT-OFF PANEL 3

h/v SCENE A78 BG.

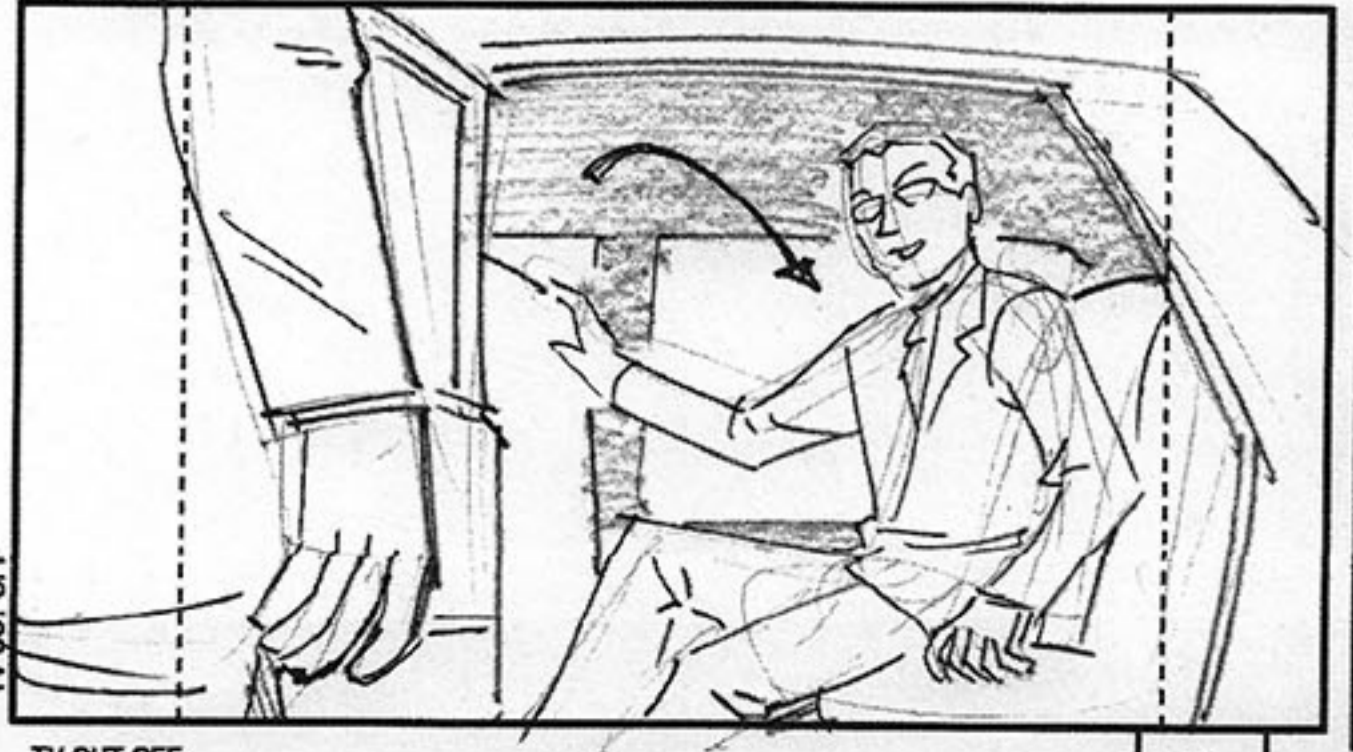


action
Kelly gets into back seat (start pose shown)

dialog
Remember-

TV CUT-OFF TV CUT-OFF PANEL 1

SCENE A78 BG.



action
He sits

dialog
-it's all for the common good.

TV CUT-OFF TV CUT-OFF PANEL 2

SCENE A78 BG.

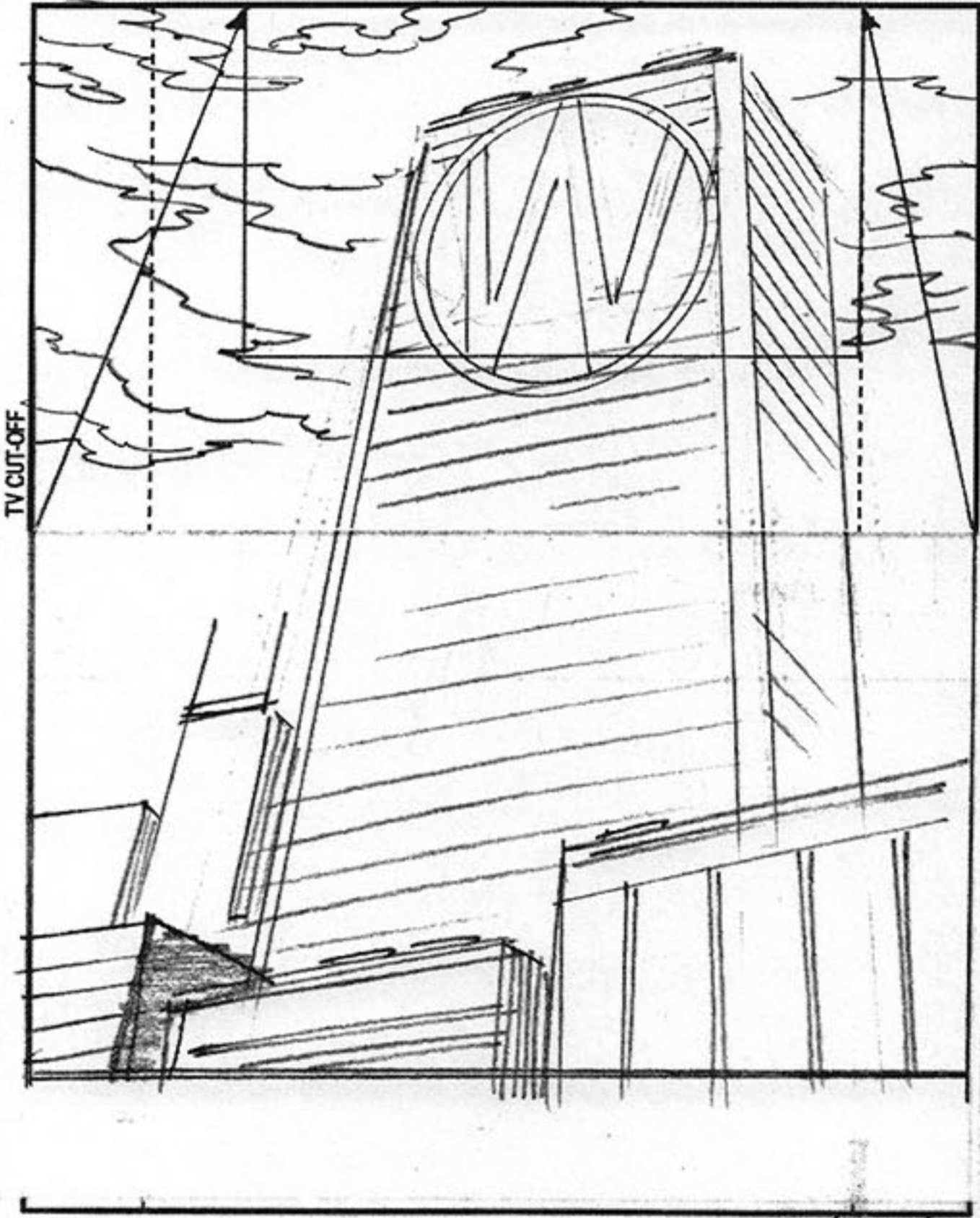


action
 Door closes - reflection of Warren in window

dialog

TV CUT-OFF TV CUT-OFF PANEL 3

SCENE A79 BG.



action
 Pan up / Truck in on Worthington building

dialog

TV CUT-OFF TV CUT-OFF PANEL 1

SCENE A80 BG.

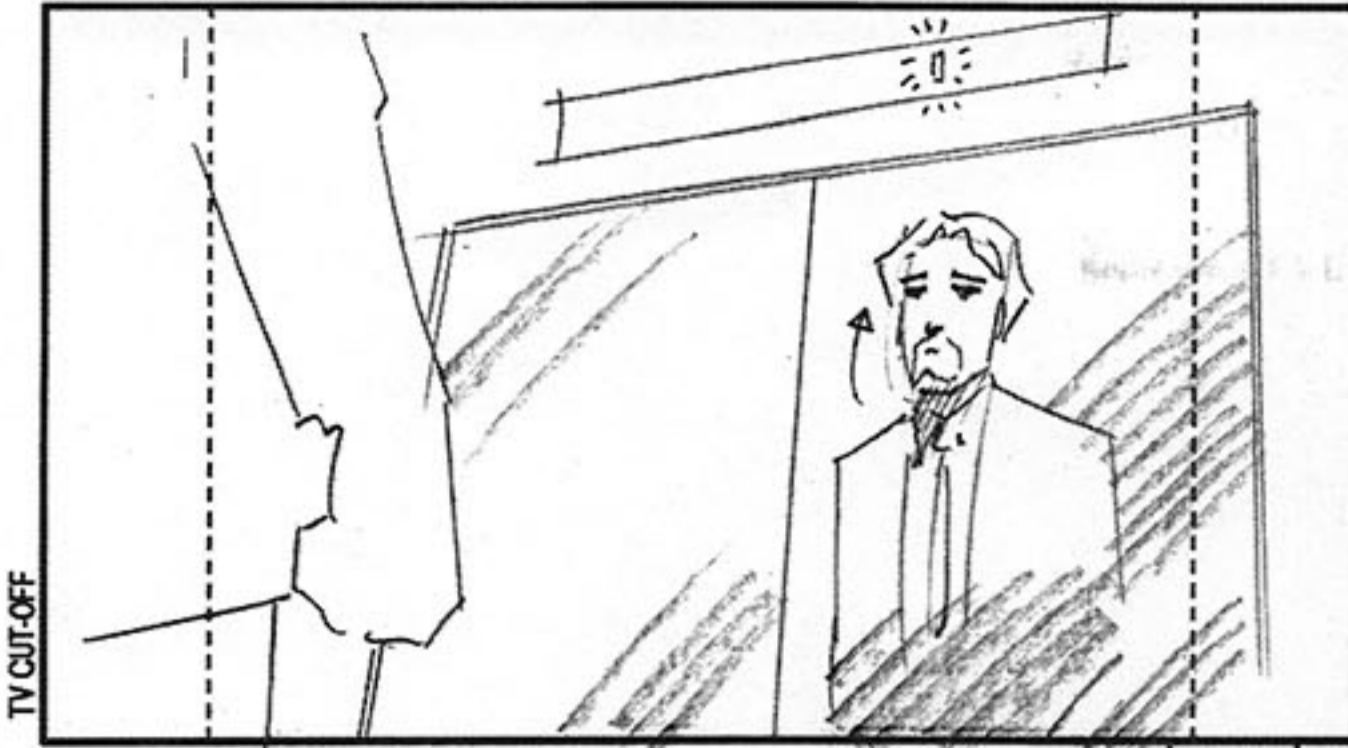


action
 On Warren Sr. inside elevator, worried. Lights show elevator ascending

dialog

TV CUT-OFF TV CUT-OFF PANEL 1

SCENE A80 BG.



action
Elevator stops,
Warren Sr. looks up

dialog
SFX: Ding

TV CUT-OFF TV CUT-OFF PANEL 2

SCENE A80 BG.



action
Doors open, revealing
Angel (in trenchcoat)

dialog

TV CUT-OFF TV CUT-OFF PANEL 3

SCENE A80 BG.

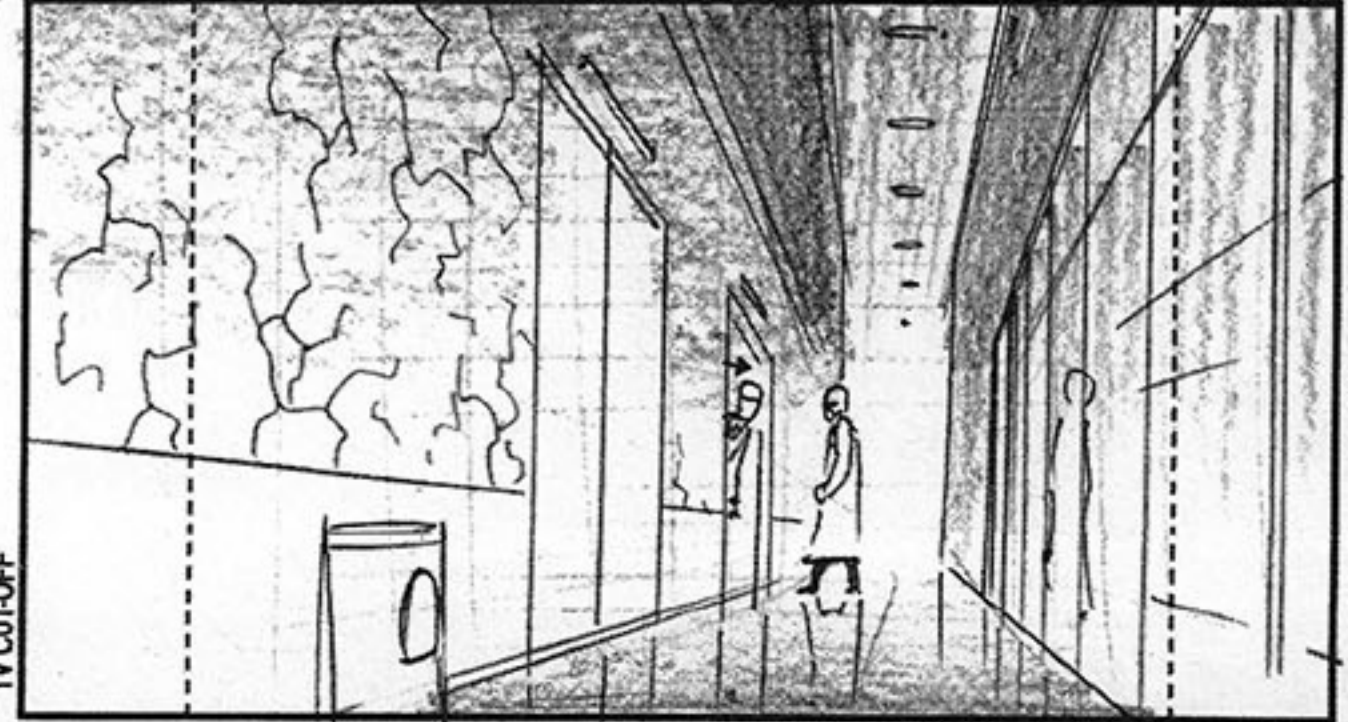


action
He turns, angry

dialog
(42) ANGEL-Now you've
gone too far!

TV CUT-OFF TV CUT-OFF PANEL 4

H/U SCENE A81 BG.

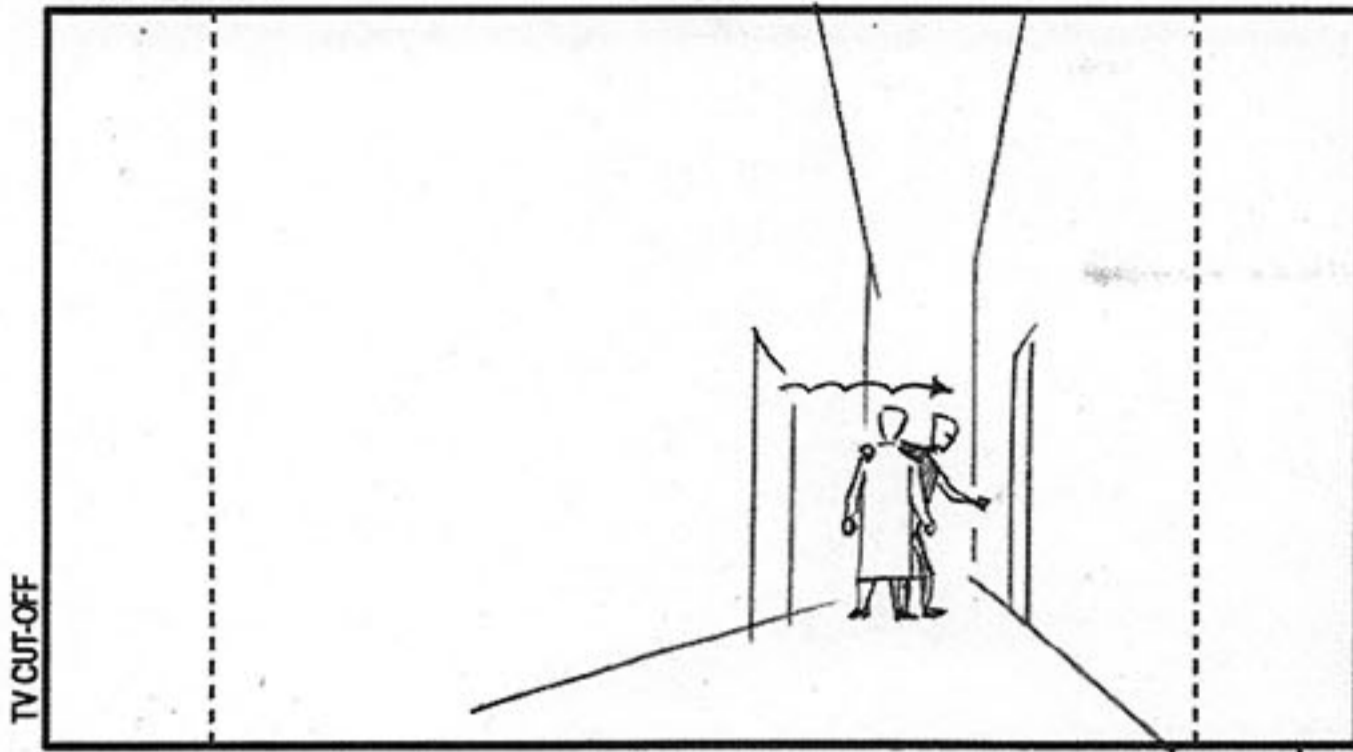


action
Corridor — Warren Sr.
leans out to look
for other people

dialog

TV CUT-OFF TV CUT-OFF PANEL 1

SCENE A81 BG.

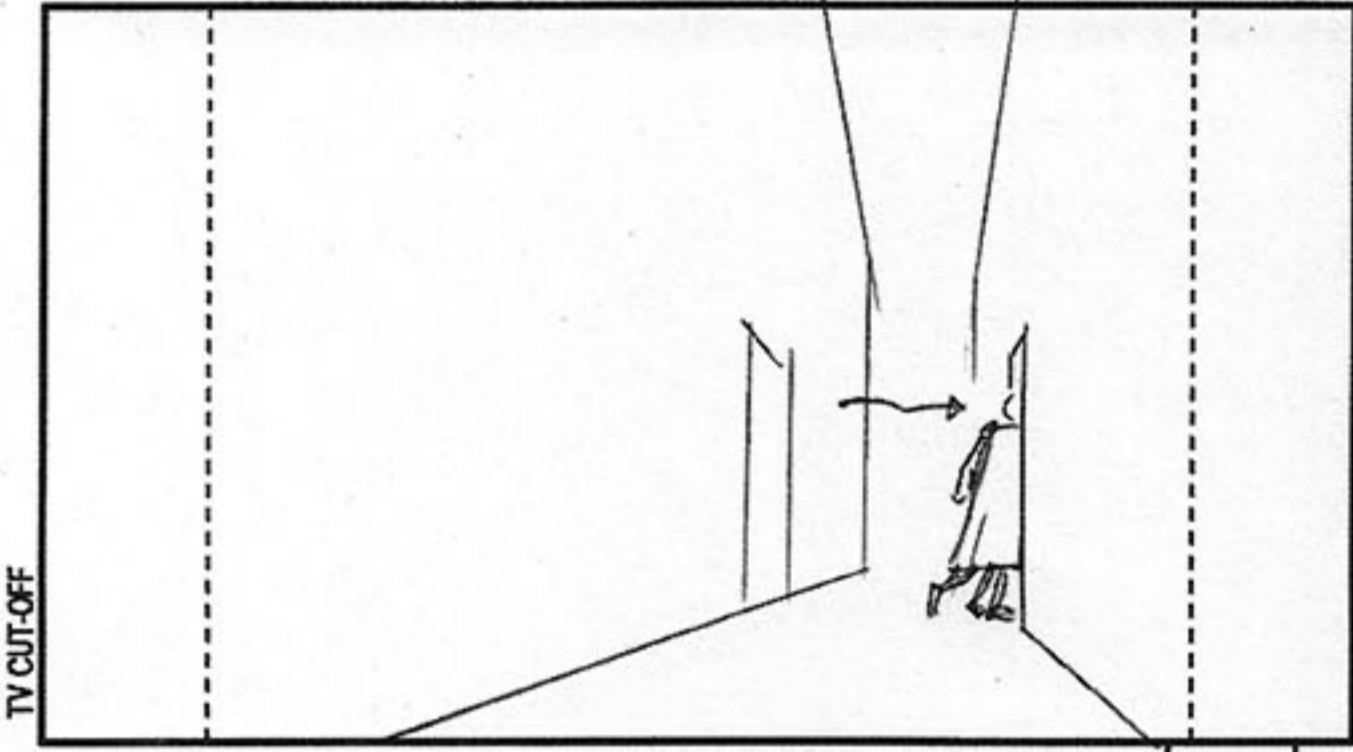


TV CUT-OFF PANEL 2

action
He crosses hallway,
grips Angels' shoulder

dialog

SCENE A81 BG.

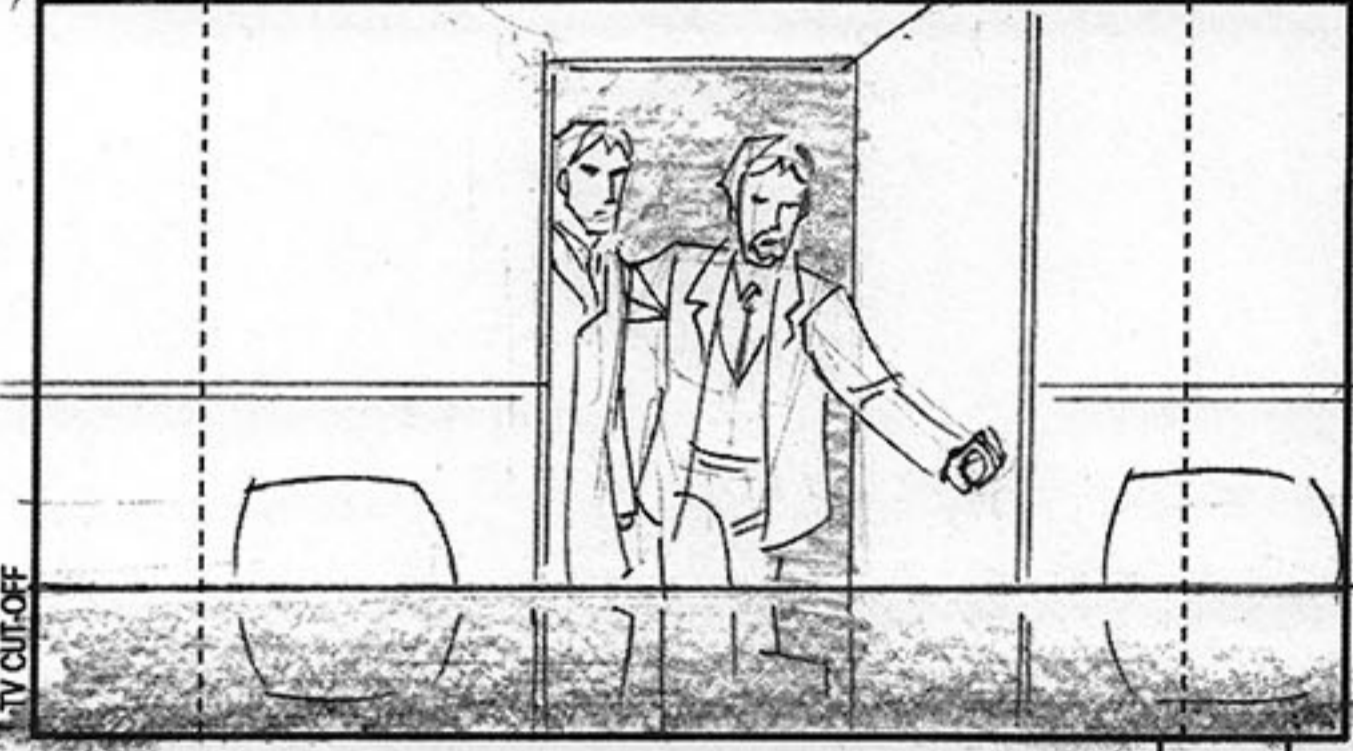


TV CUT-OFF PANEL 3

action
- takes him into
conference room

dialog

H/U SCENE A82 BG.



TV CUT-OFF PANEL 1

action
Inside conference
room - start pose shown

dialog
(43) WARREN SR. -
I'm sorry, I didn't -

SCENE A82 BG.



TV CUT-OFF PANEL 2

action
Warren Sr. steps away -
Angel grips door

dialog
- want you to find
out this way.

SCENE A82 BG.



action
-and pushes it closed

dialog
But... listen to me.

PANEL 3

TV CUT-OFF
H/U
SCENE A83 BG.



action
On Angel, angry

dialog
(44) ANGEL: It's not enough!

PANEL 1

SCENE A83 BG.

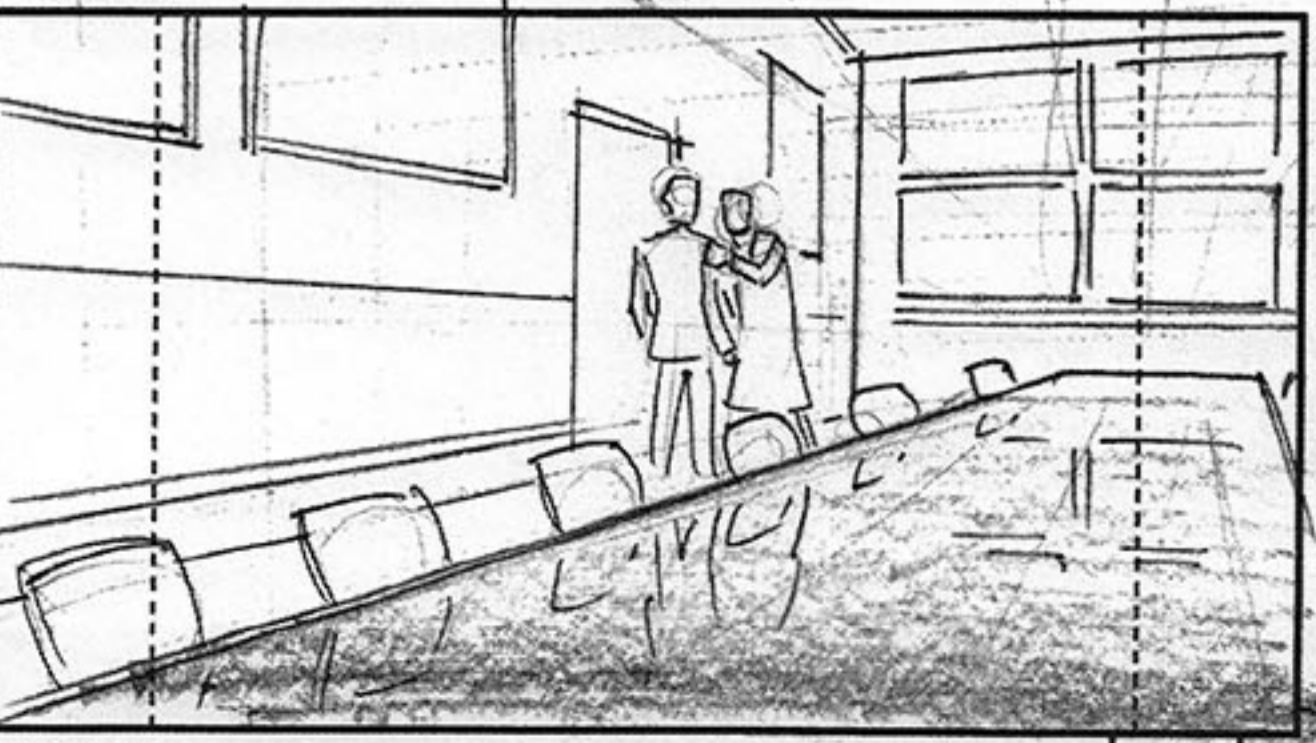


action
He leans forward

dialog
You use our money-

PANEL 2

TV CUT-OFF
H/U
SCENE A84 BG.



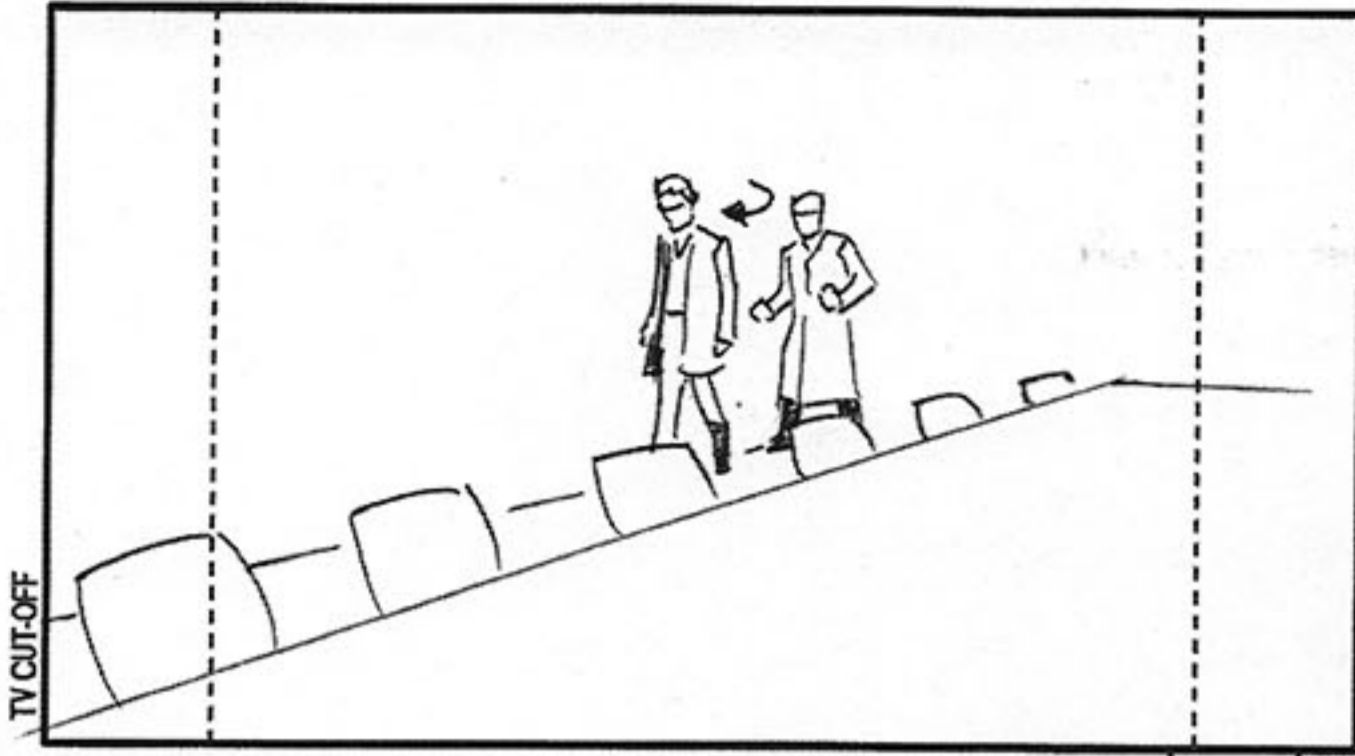
action
WIDE on room

dialog
-to help the MRD hunt down innocent mutants!

PANEL 1

Ep #: WX

SCENE A84 BG.



action

Warren Sr. turns,
walks away

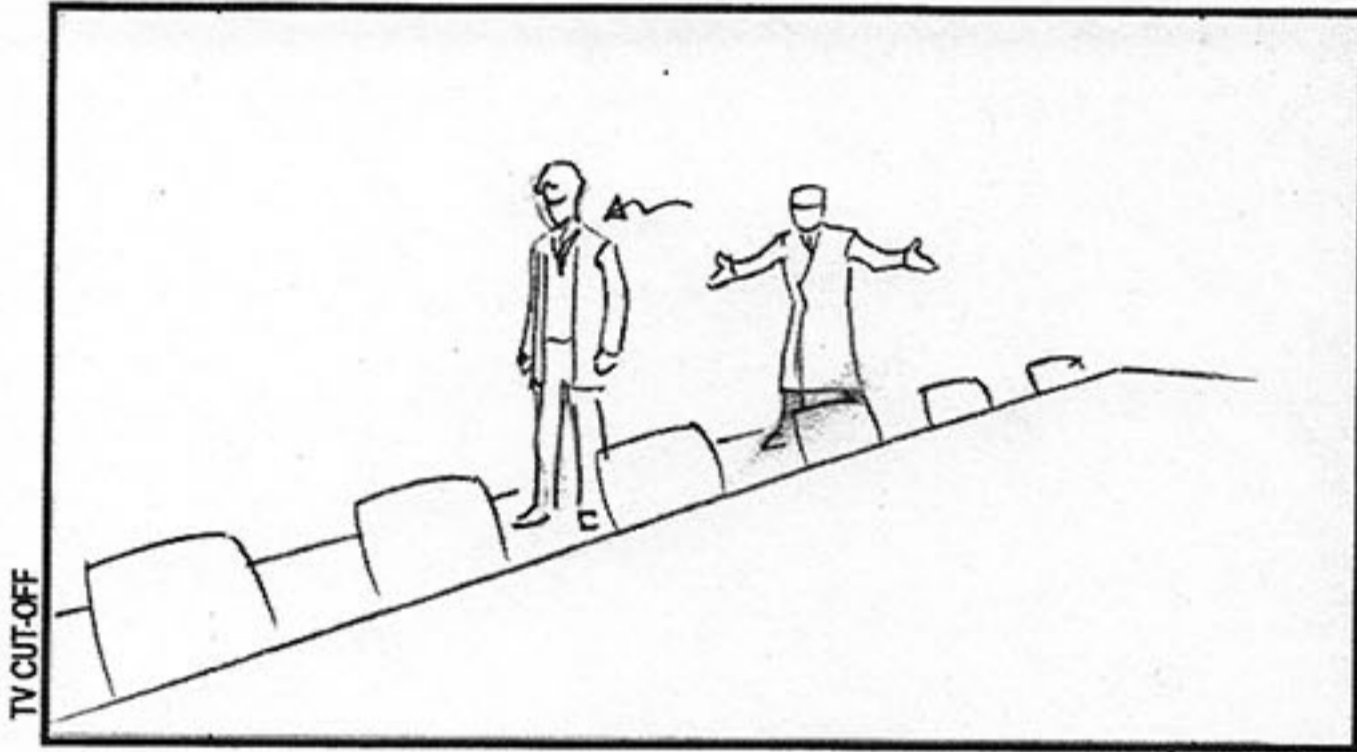
dialog

Now you want to wipe
them out completely
with this -

TV CUT-OFF

PANEL 2

SCENE A84 BG.



action

- then stops

dialog

- this cure?

TV CUT-OFF

PANEL 3

H/U SCENE A85 BG.



action

On Warren Sr.

dialog

(46) WARREN SR.
Wipe them out?

TV CUT-OFF

PANEL 1

SCENE A85 BG.



action

He turns, pleading

dialog

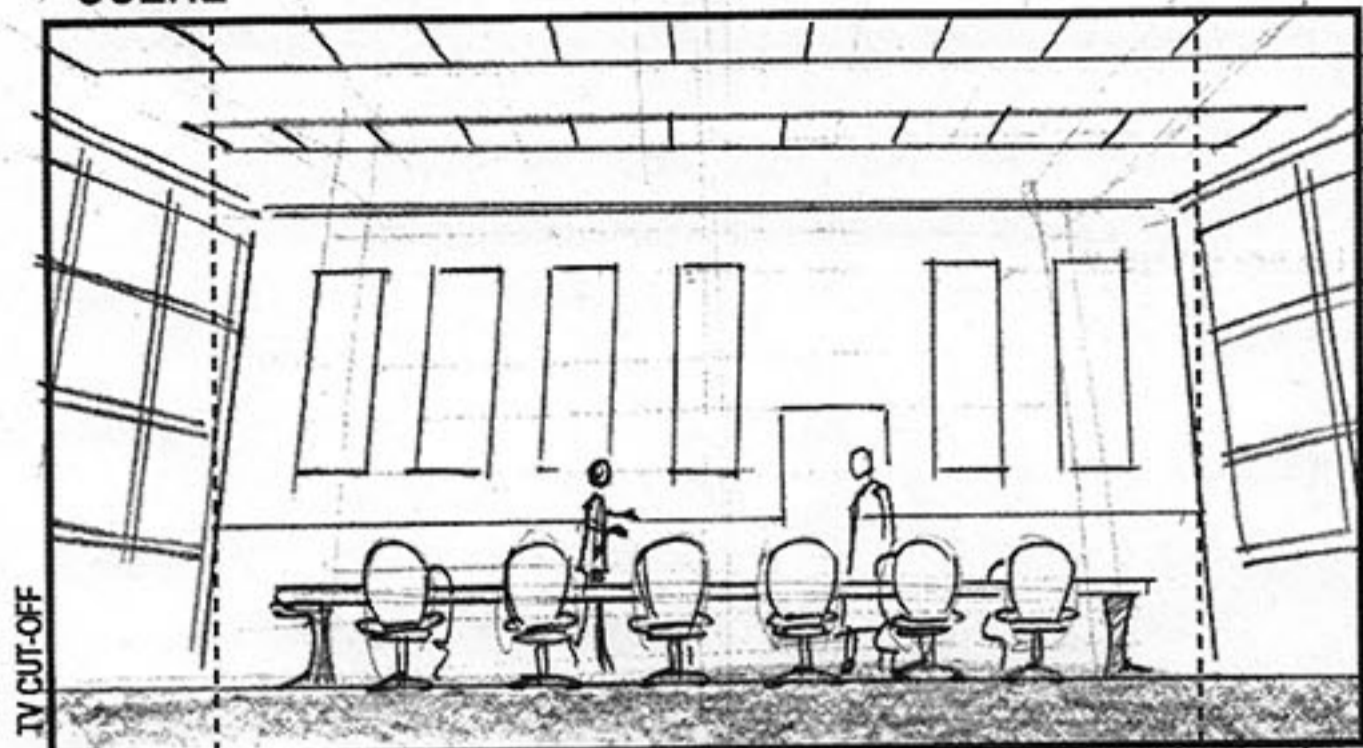
I'm helping them to
become normal again!

TV CUT-OFF

PANEL 2

H/U
SCENE A86

BG.



action

WIDE on room

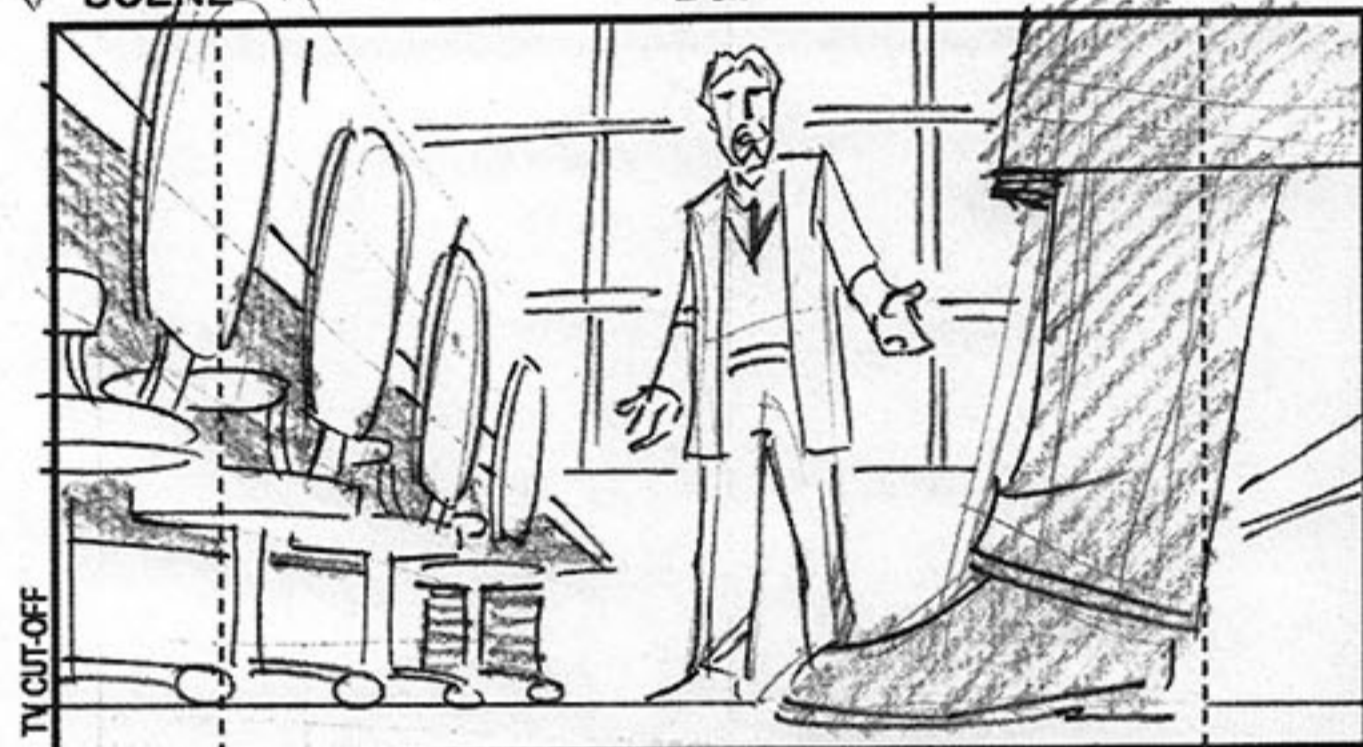
dialog

Don't you want to be normal, Warren?

(47) ANGEL: Not YOUR definition of it!

H/U
SCENE A87

BG.



action

Warren Sr. gestures

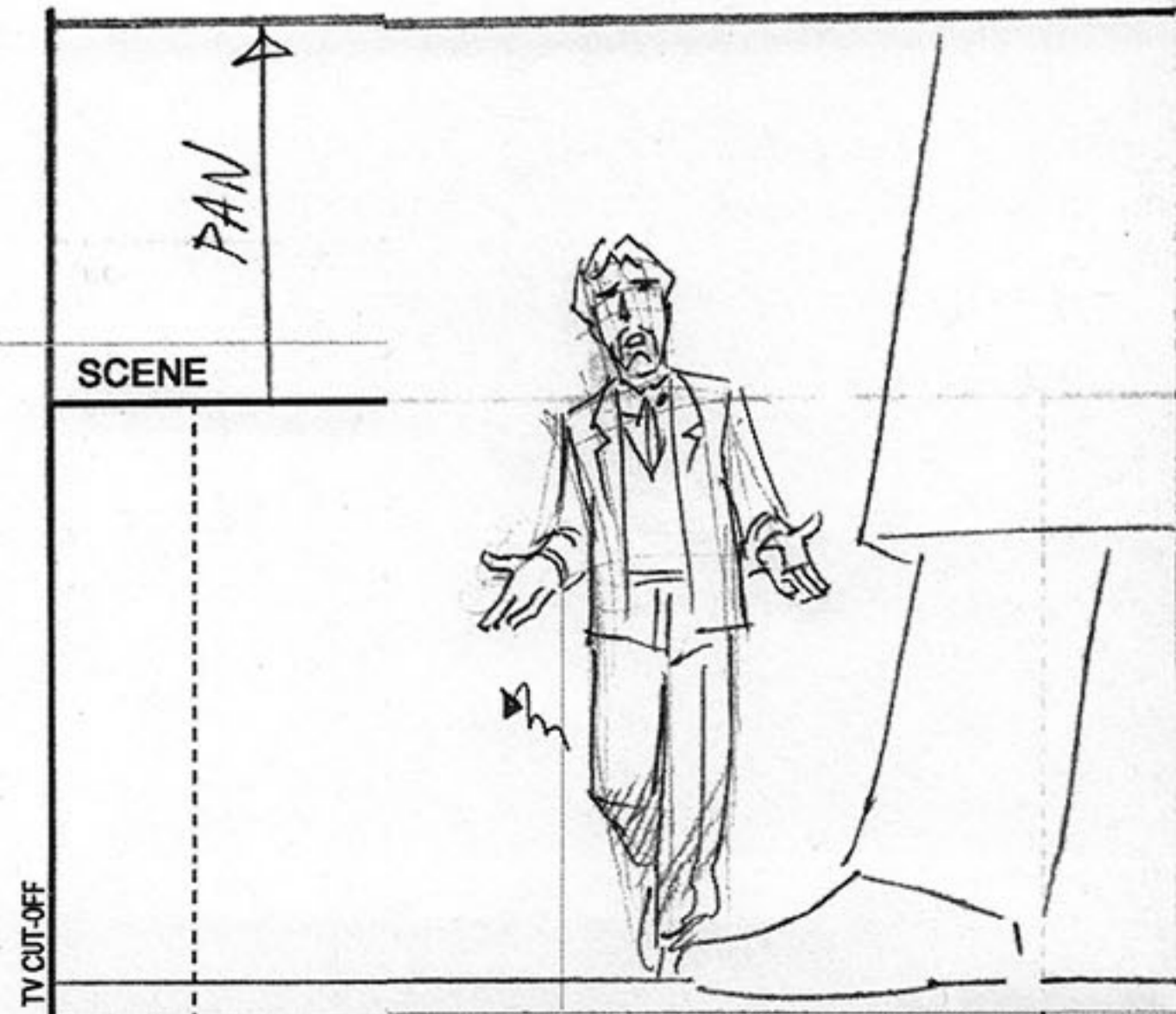
dialog

(48) WARREN SR. -
But all the -

PANEL 1

on
Pan up as he walks forward

A87



dialog

Money, all the years of research...

action

dialog

PANEL 2

SCENE A87 BG.



action
Continued

dialog
It was all for you!

TV CUT-OFF TV CUT-OFF
PANEL 3

SCENE A88 BG.



action
Angel yells at him

dialog
(49) ANGEL: No!
It wasn't!

TV CUT-OFF TV CUT-OFF
PANEL 1

SCENE A88 BG.



action
Steps forward

dialog
It has always been—

TV CUT-OFF TV CUT-OFF
PANEL 2

SCENE A89 BG.



action
He steps in close

dialog
—for you! It was your
shame, your disgrace!
Don't you—

TV CUT-OFF TV CUT-OFF
PANEL 1

SCENE A89 BG.



action
He gestures, furious

dialog
-dare put this on me!

TV CUT-OFF TV CUT-OFF PANEL 2

SCENE A89 BG.



action
Warren Sr. grabs Angel's shoulders

dialog
(50) WARREN Sr.
You don't understand, son, because you're sick.

TV CUT-OFF TV CUT-OFF PANEL 3

SCENE A89 BG.



action
Angel turns, disgusted

dialog
This cure will-

TV CUT-OFF TV CUT-OFF PANEL 4

TV CUT-OFF H/O SCENE A90 BG.



action
He steps away from Warren Sr.

dialog
(51) ANGEL: I don't need a cure!

TV CUT-OFF TV CUT-OFF PANEL 1

SCENE A90 BG.

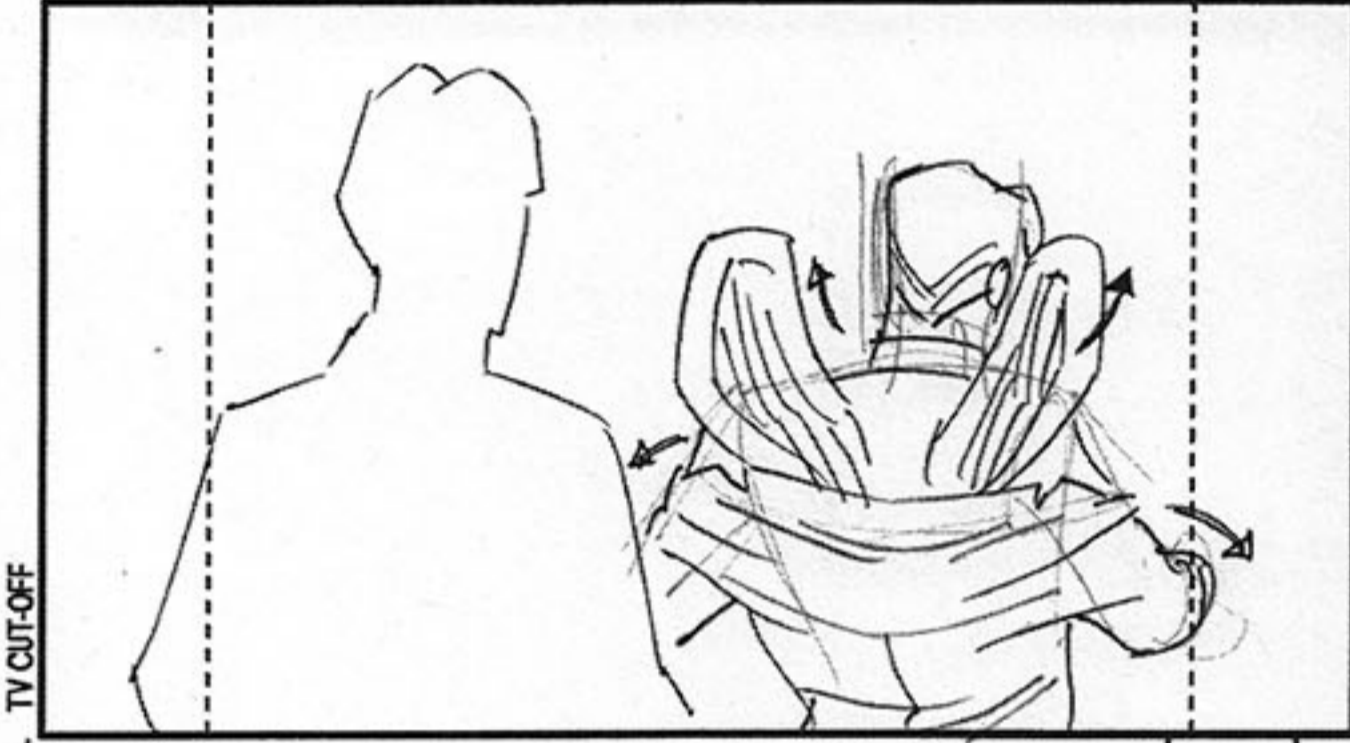


action
Moves to remove trenchcoat

dialog
(52) ANGEL: Because -

PANEL 2

SCENE A90 BG.



action
His wings emerge

dialog
- THIS IS -

PANEL 3

SCENE A91 BG.



action
Cut wider as trenchcoat drops

dialog
- not a disease!

PANEL 1

SCENE BG.



action

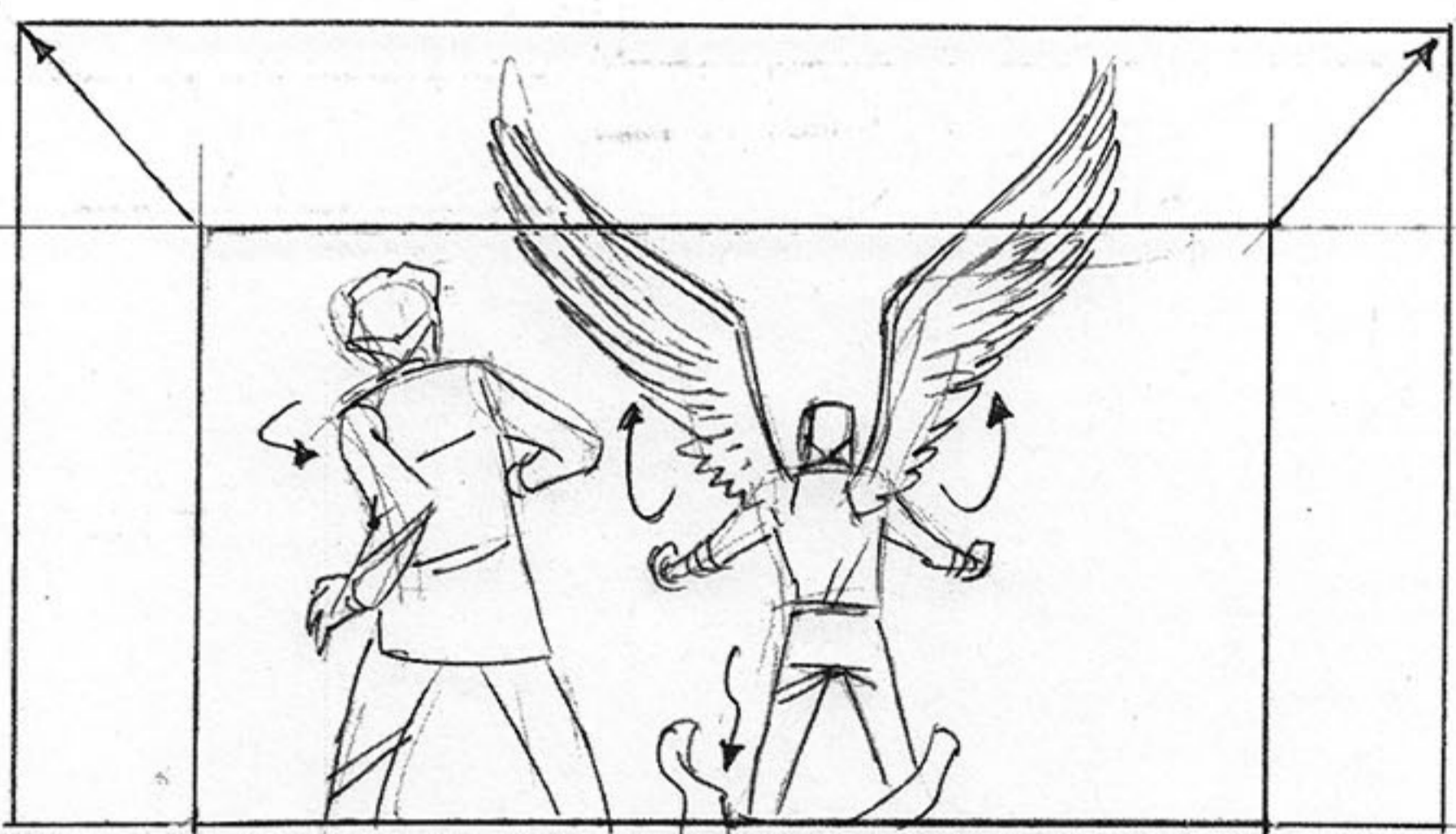
dialog
- disease!

PANEL 2

Sc. A91
Panel [2]

TRUCK OUT as wings
open fully

"disease!"



H/U
SCENE A92

BG.



action
Angel looks back

dialog
(53) ANGEL: I won't-

PANEL 1

SCENE A92

BG.



action
Wings lower a little

dialog
-let you do it,
do you hear me?

PANEL 2

SCENE A92

BG.



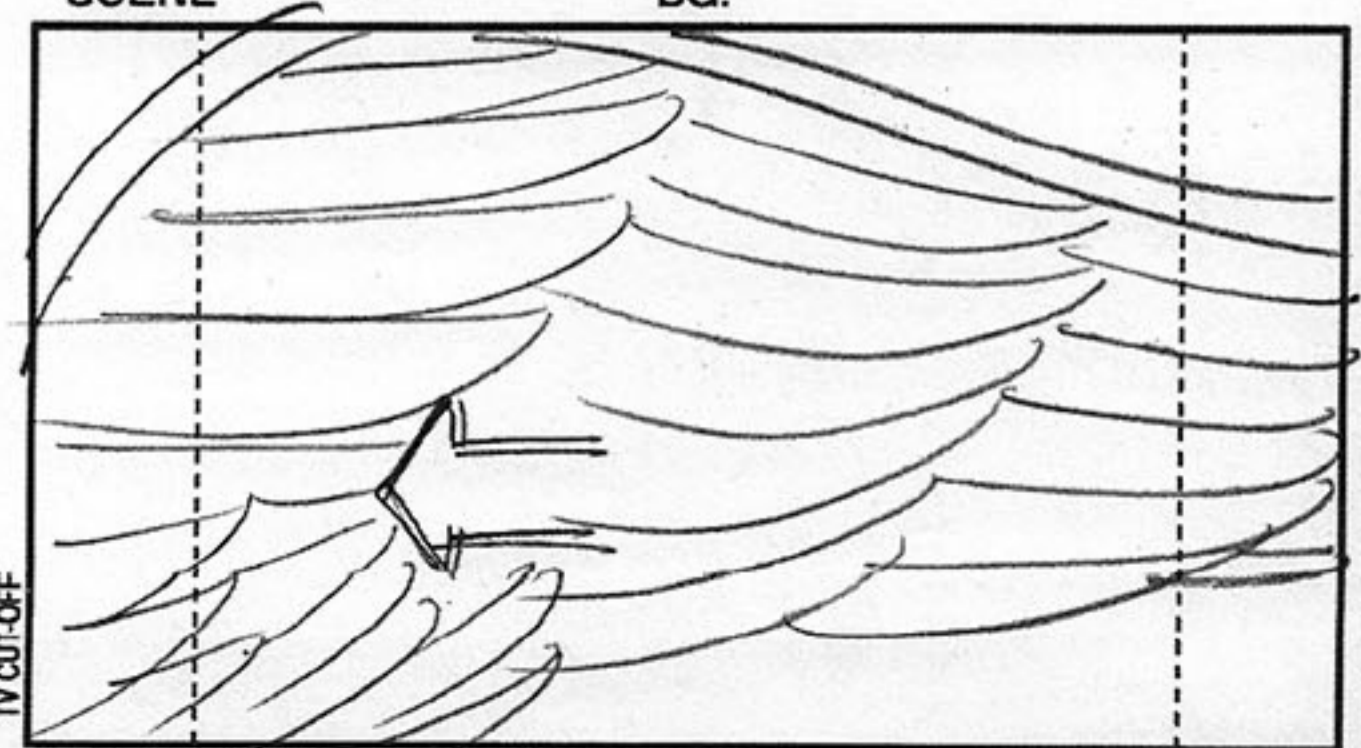
action
He turns

dialog

PANEL 3

SCENE A92

BG.



action
-moves away
(wings wipe scene)

dialog

PANEL 4

SCENE A93

BG.



action

Wings (soft focus in FG) move OS, revealing Warren Sr.

dialog

TV CUT-OFF

PANEL 1

SCENE A93

BG.



action

He looks up - reflection of Angel on screen in BG

dialog

TV CUT-OFF

PANEL 2

SCENE A94

BG.



action

Angel emerges from conference room

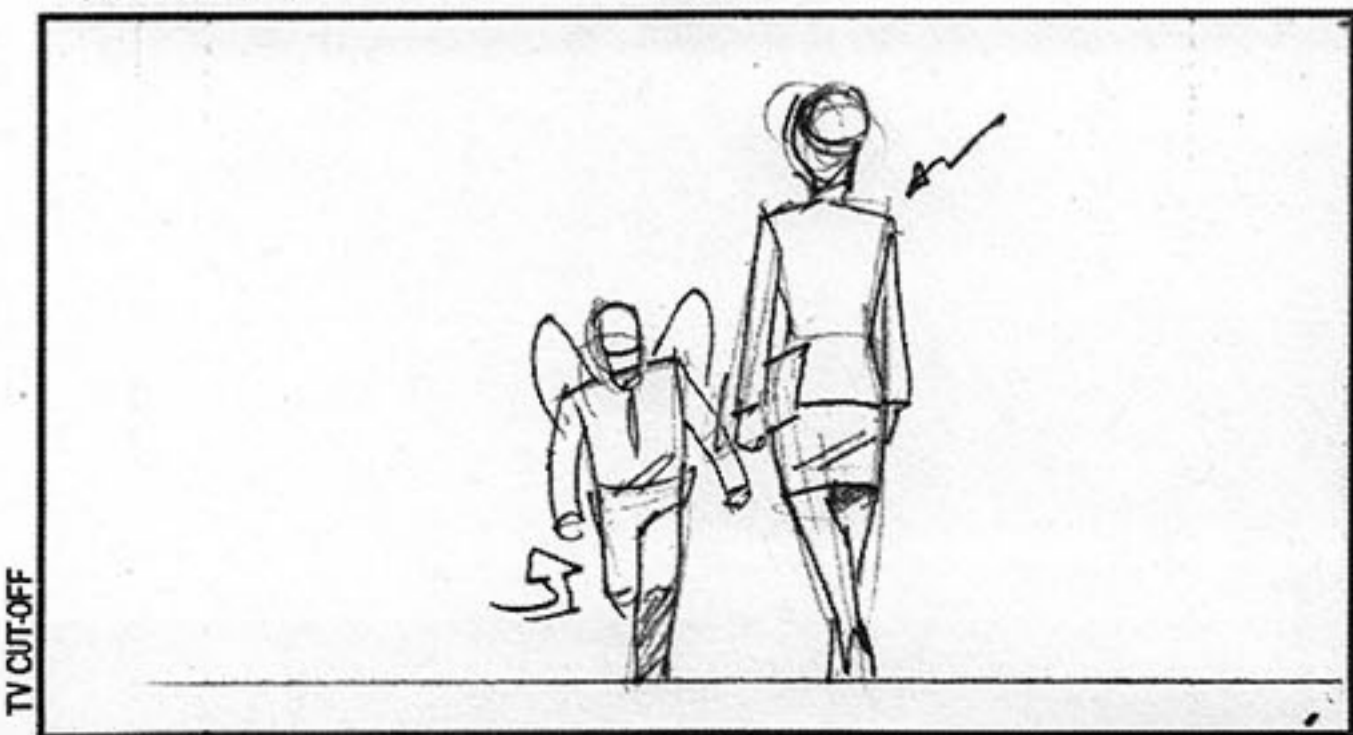
dialog

TV CUT-OFF

PANEL 1

SCENE A94

BG.



action

-moves toward secretary

dialog

TV CUT-OFF

PANEL 2

SCENE A94 BG.



action
She reacts as wings open up

dialog
Secretary- Yelp!

TV CUT-OFF TV CUT-OFF PANEL 3

SCENE A94 BG.



action
-drops clipboard

dialog

TV CUT-OFF TV CUT-OFF PANEL 4

SCENE A94 BG.

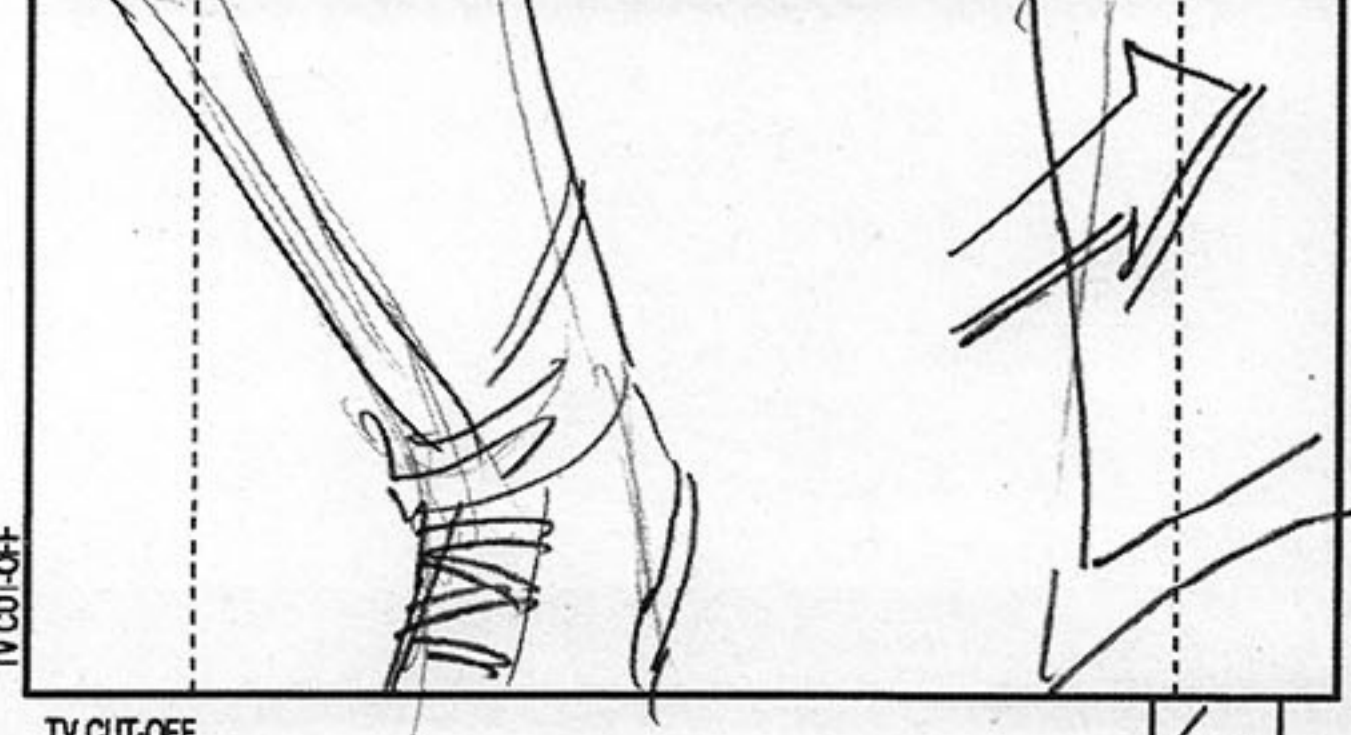


action
-leans against wall as Angel continues FWD

dialog

TV CUT-OFF TV CUT-OFF PANEL 5

SCENE A94 BG.



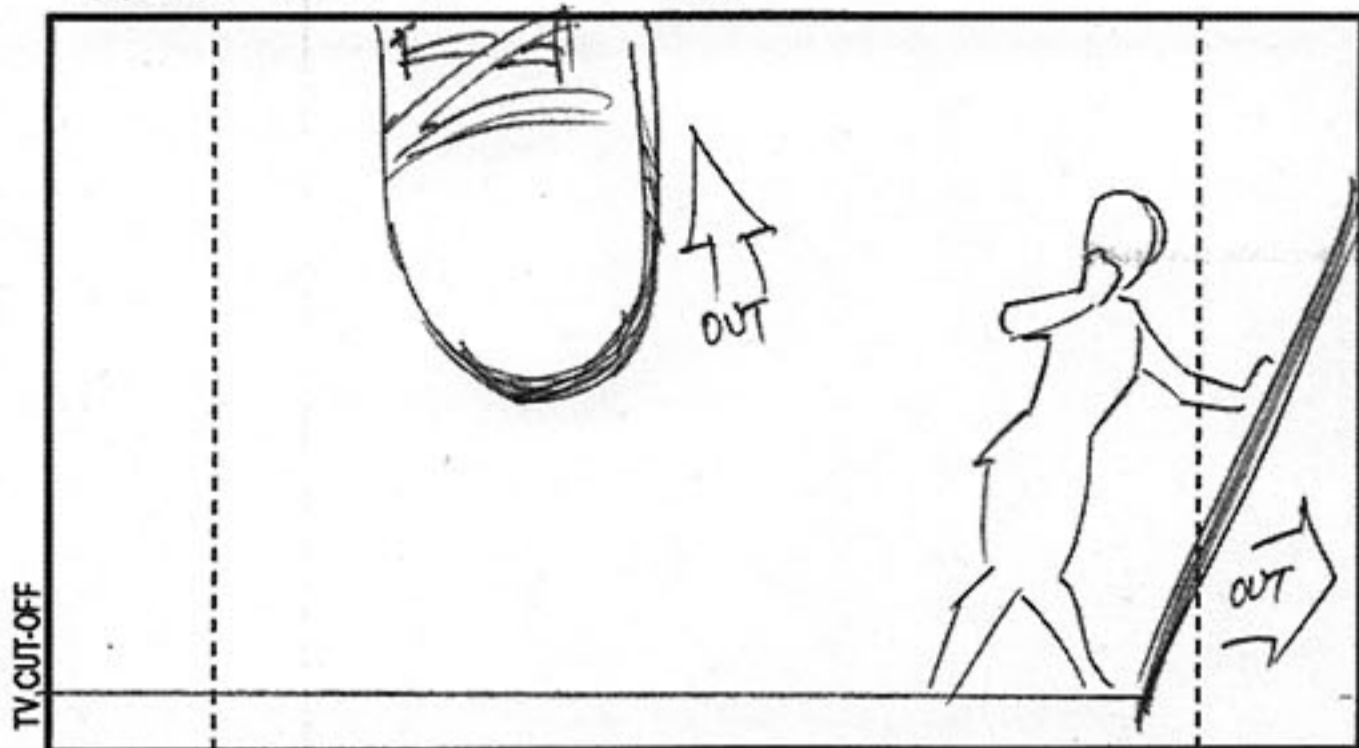
action
Continued

dialog

TV CUT-OFF TV CUT-OFF PANEL 6

Ep #: WX

SCENE A94 BG.

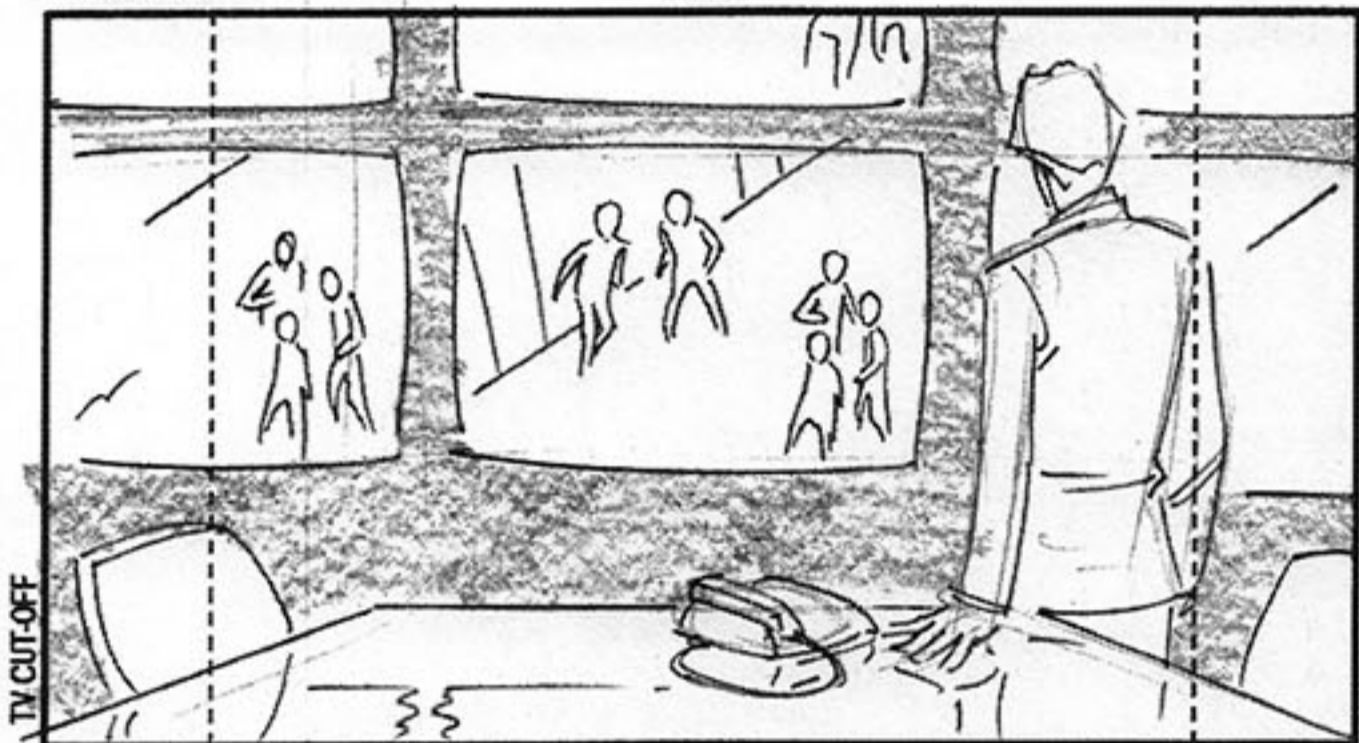


action
Angel steps over cam

dialog

TV CUT-OFF TV CUT-OFF PANEL 7

SCENE A95 BG.

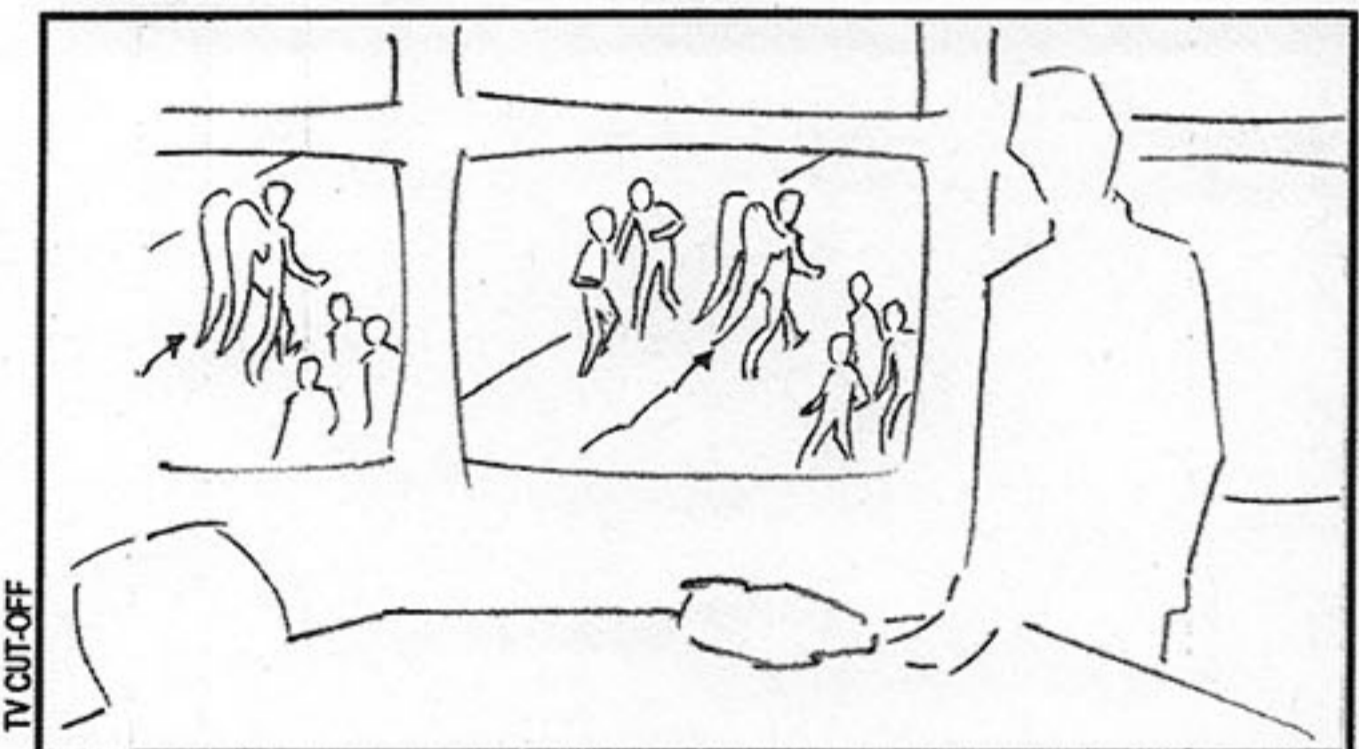


action
Warren Sr. watches Angel on screens

dialog

TV CUT-OFF TV CUT-OFF PANEL 1

SCENE A95 BG.

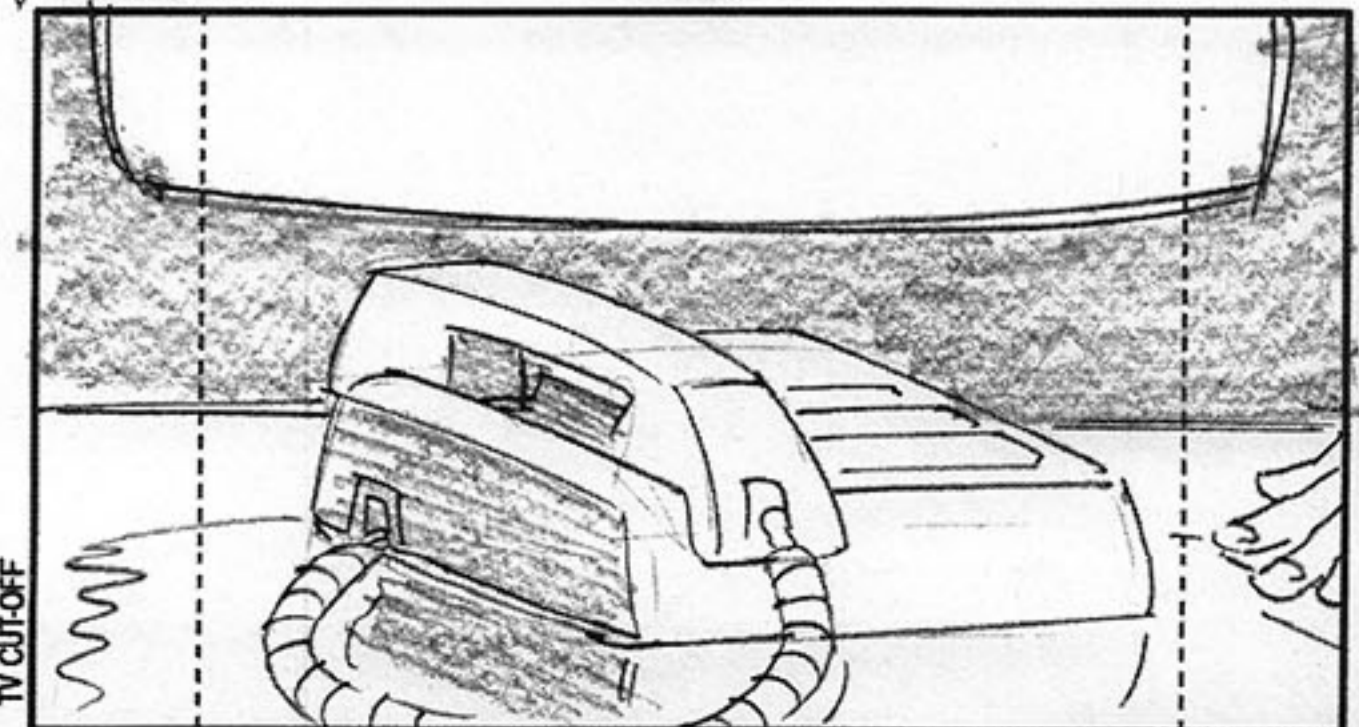


action
He walks past other workers

dialog

TV CUT-OFF TV CUT-OFF PANEL 2

H/U SCENE A96 BG.



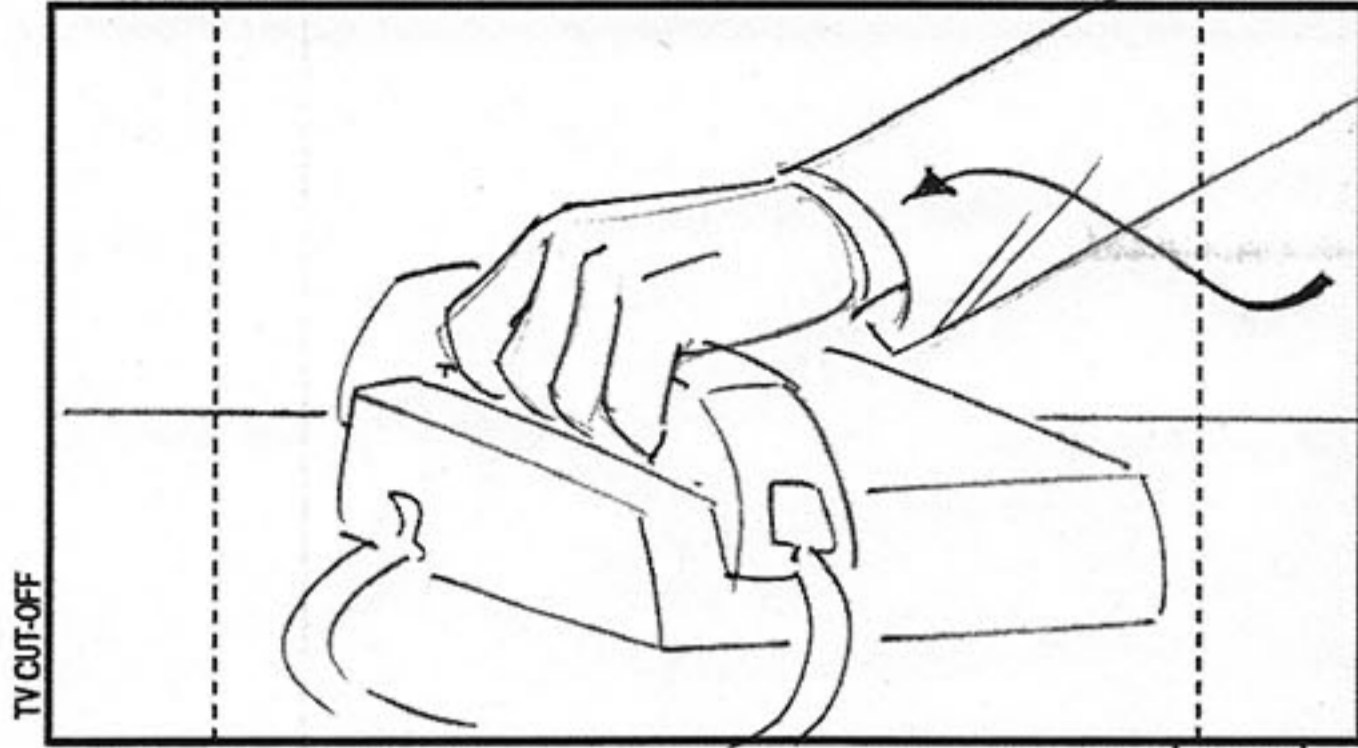
action
Close on phone (on conference table)

dialog

TV CUT-OFF TV CUT-OFF PANEL 1

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SCENE A96 BG.



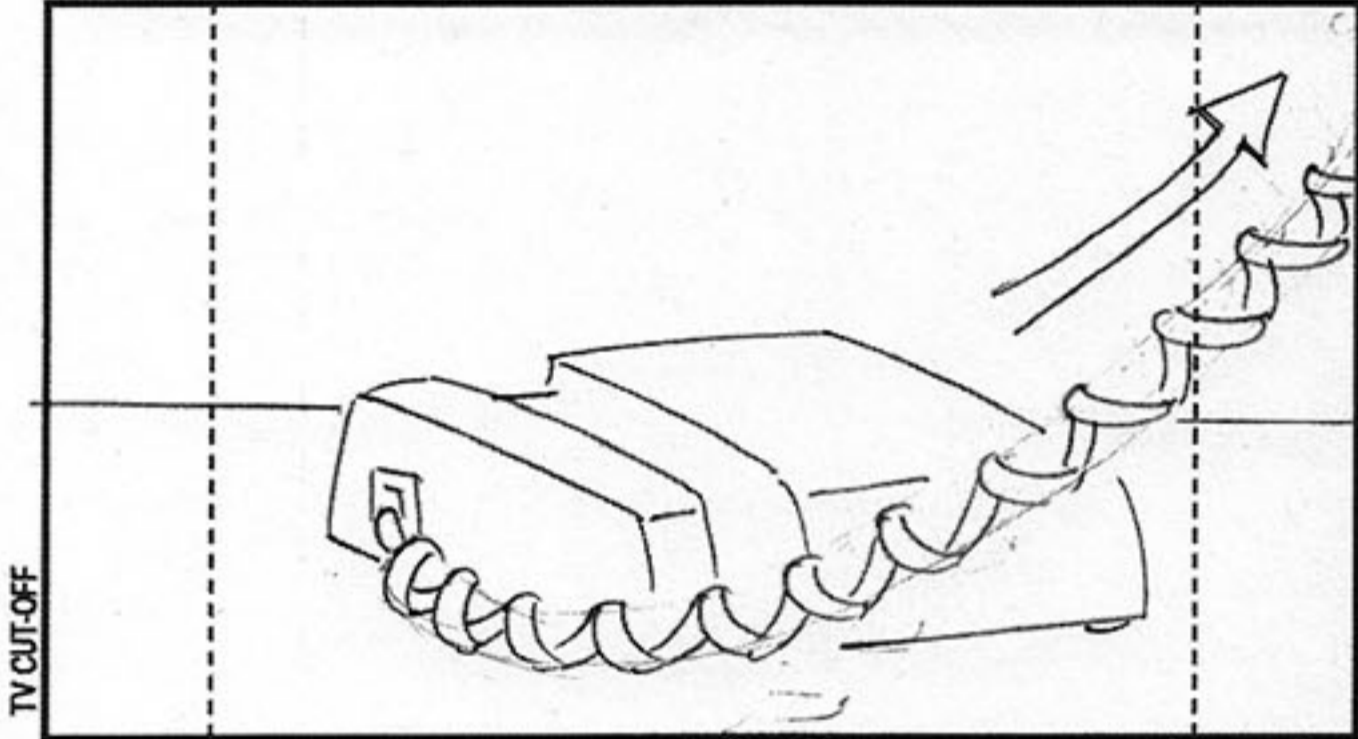
action

Warren Sr. grips phone

dialog

TV CUT-OFF TV CUT-OFF PANEL 2

SCENE A96 BG.



action

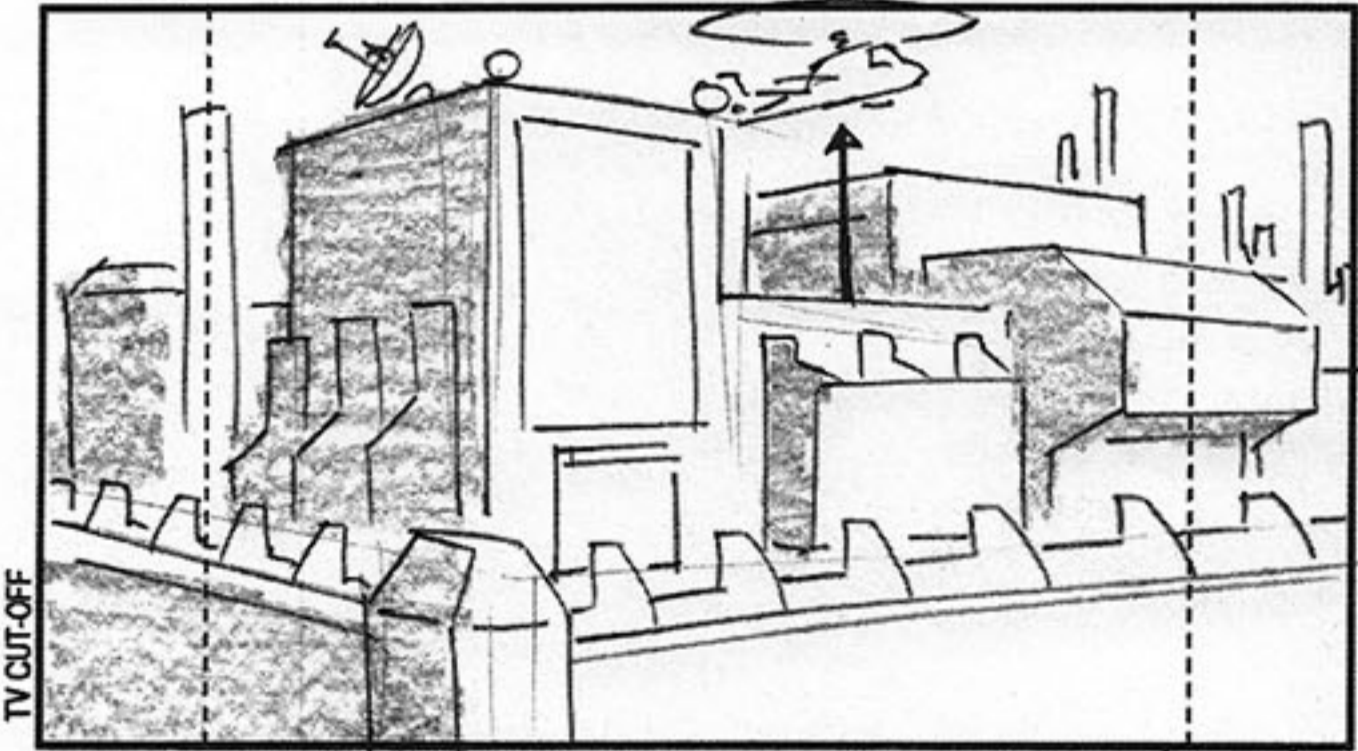
-lifts it up / OS

dialog

(54) WARREN Sr. (VO):
Yes... Colonel Moss, please.

TV CUT-OFF TV CUT-OFF PANEL 3

SCENE A97 BG.



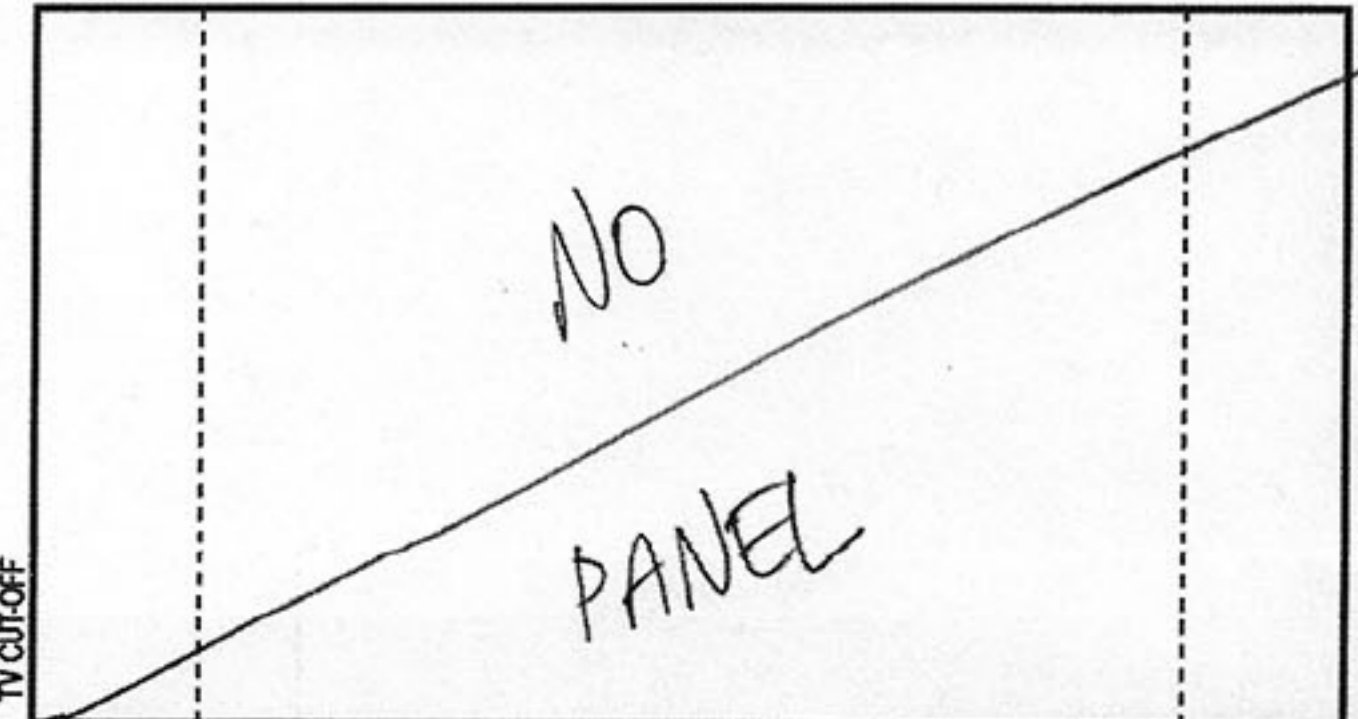
action

Helicopter rises from MRD facility

dialog

TV CUT-OFF TV CUT-OFF PANEL 1

SCENE BG.



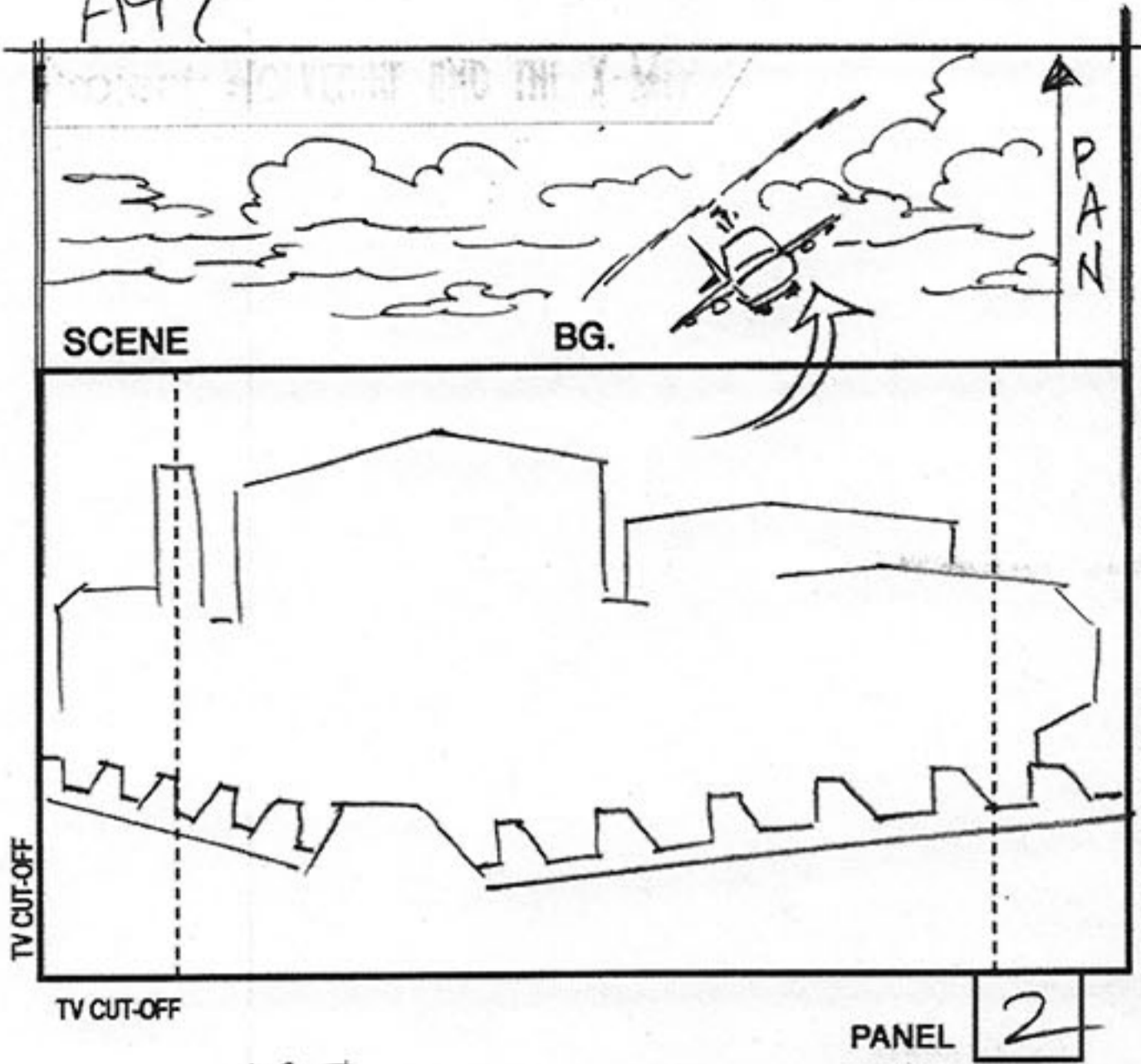
action

dialog

TV CUT-OFF TV CUT-OFF PANEL

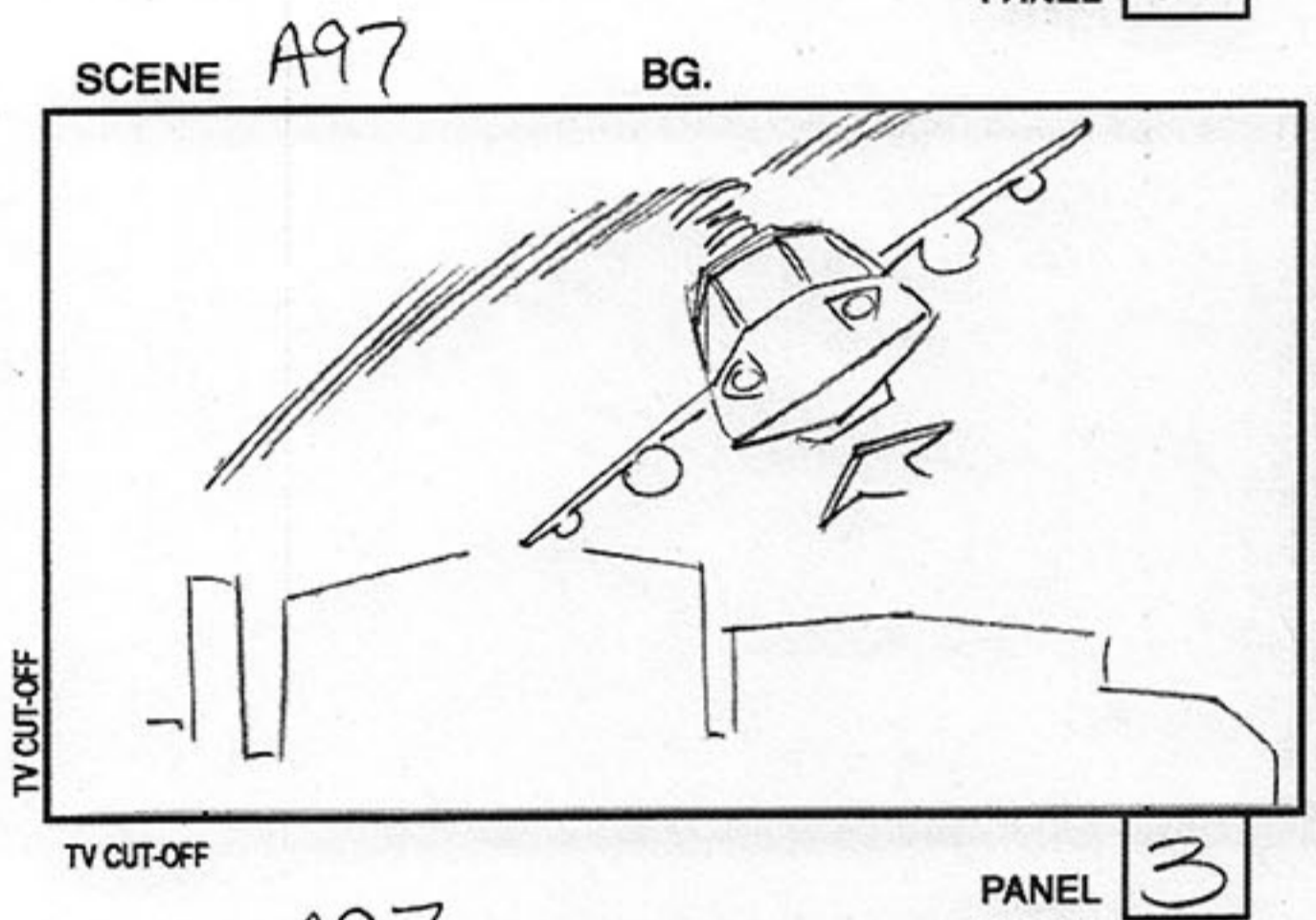
A97

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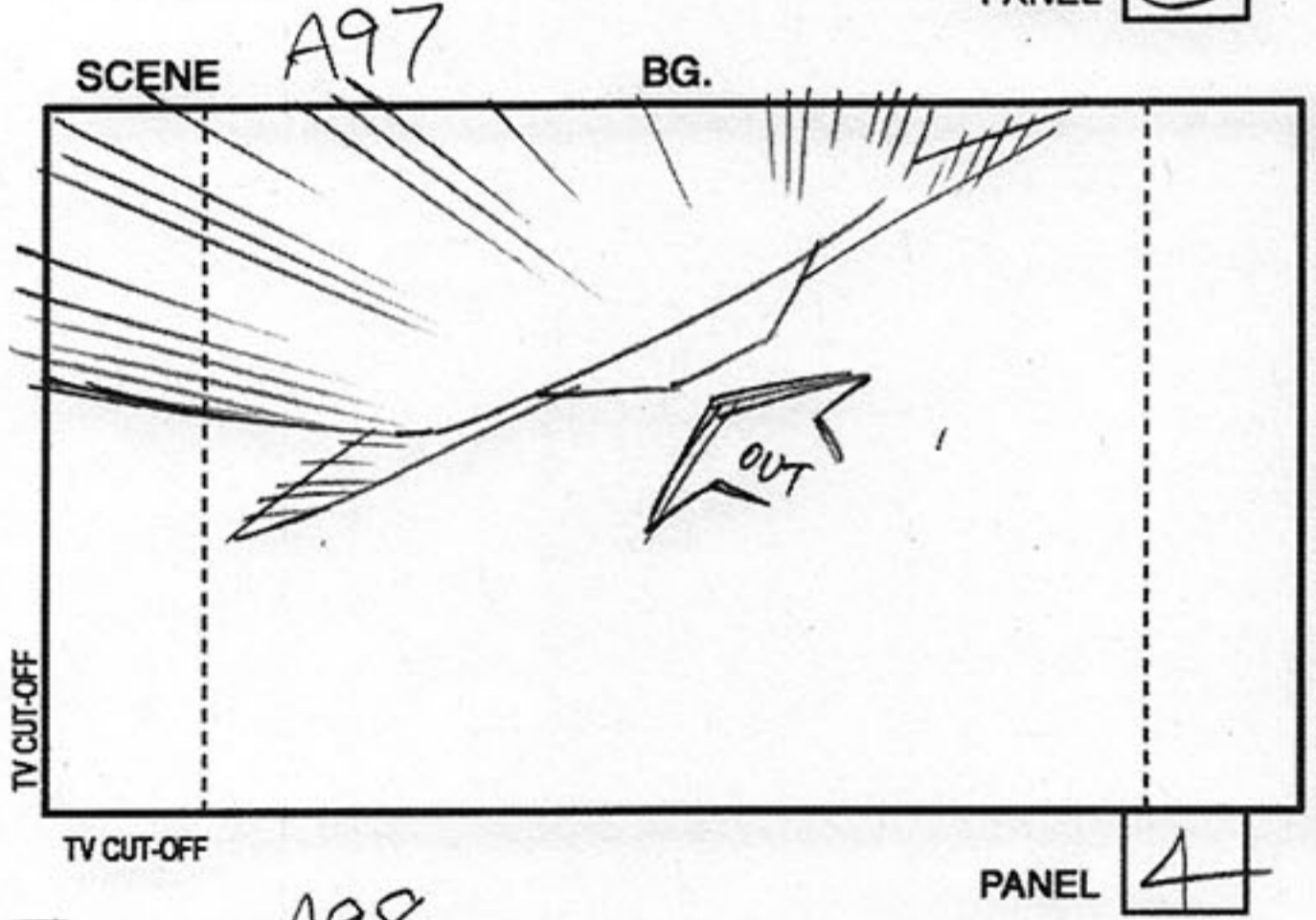
action
Pan up as it turns toward cam

dialog



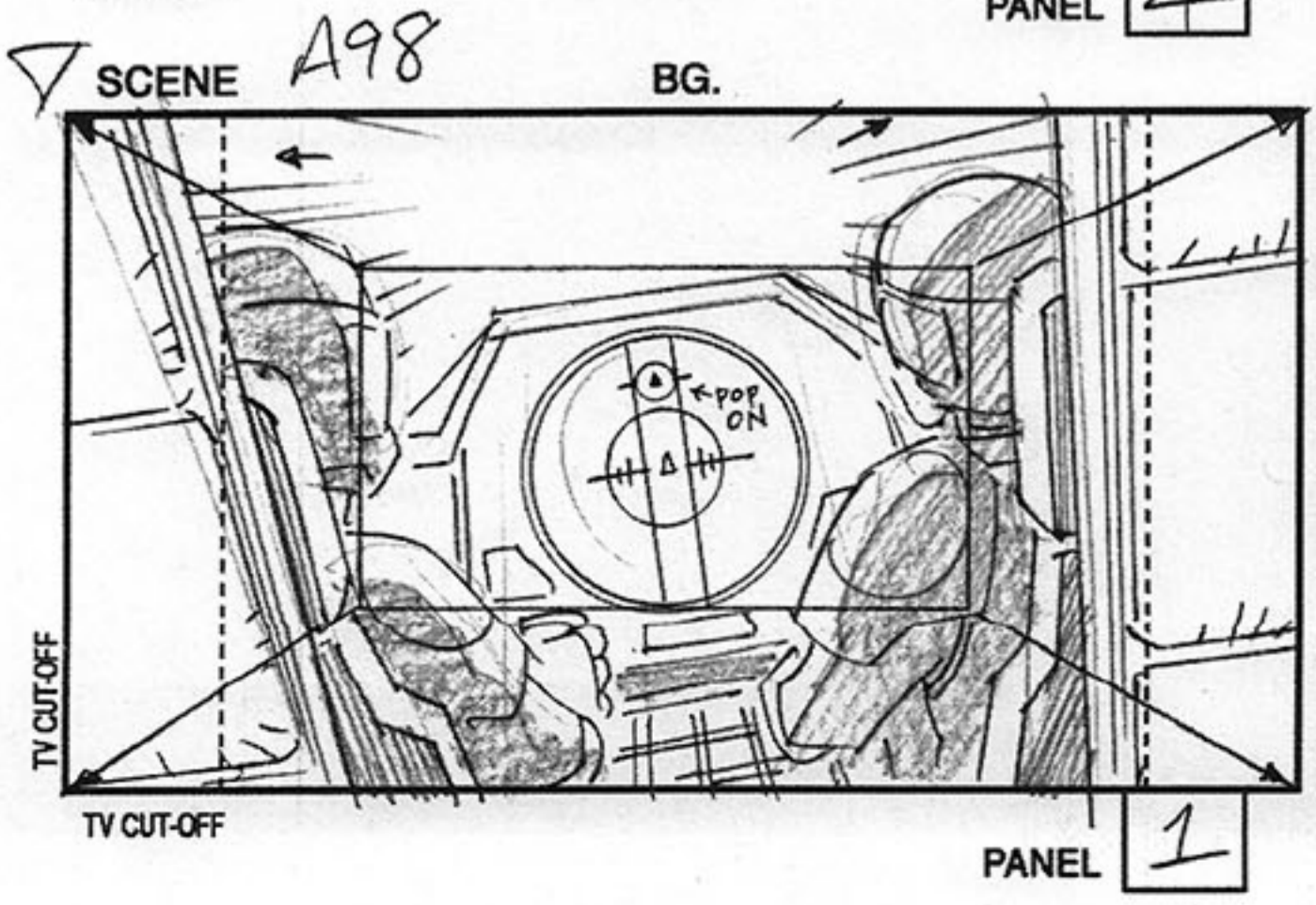
action
It accelerates FWD

dialog



action
Zooms over cam/OS (speed blur FX)

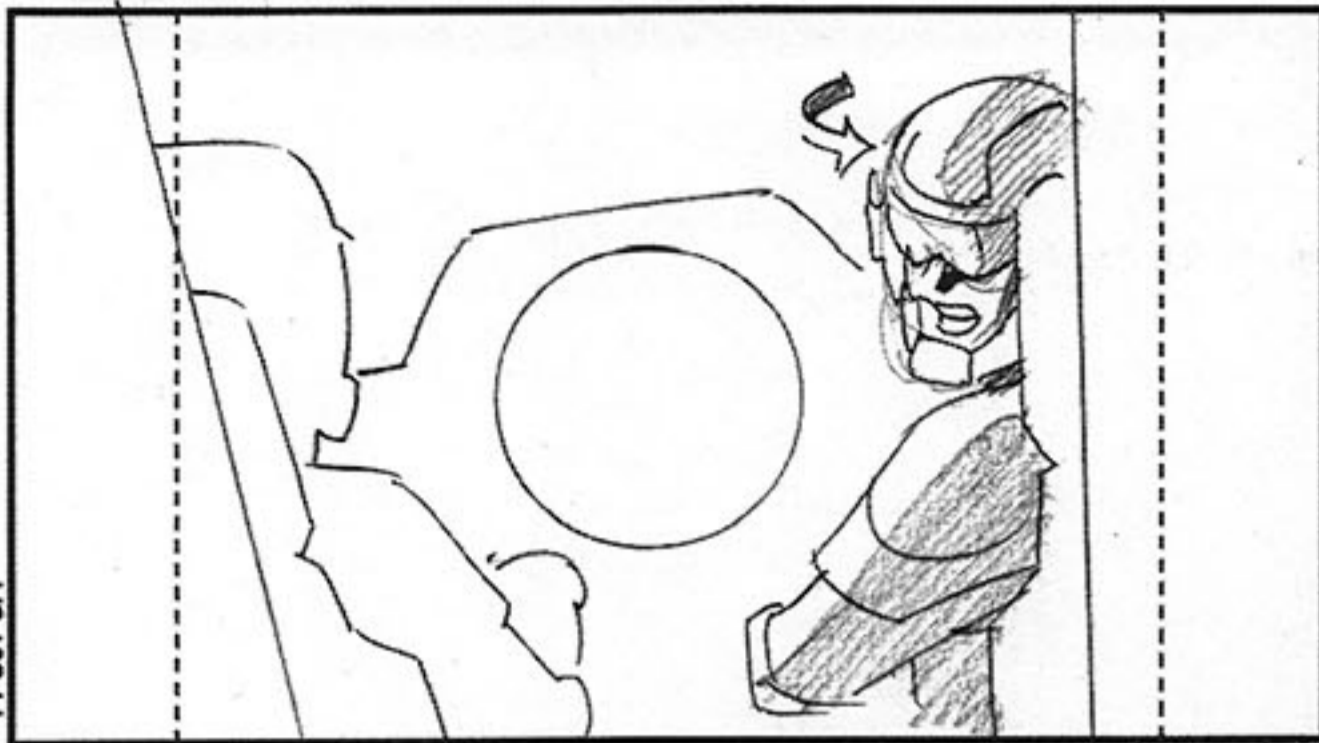
dialog



action
Truck out from radar scope showing proximity to Angel

dialog

SCENE A98 BG.



action

Trooper turns to cam

dialog

(55) CO-PILOT:
We got him.

TV CUT-OFF H/U SCENE A99 PANEL 2

SCENE A99 BG.



action

Moss looks down at scope (arm in sling)

dialog

TV CUT-OFF SCENE A99 PANEL 1

SCENE A99 BG.



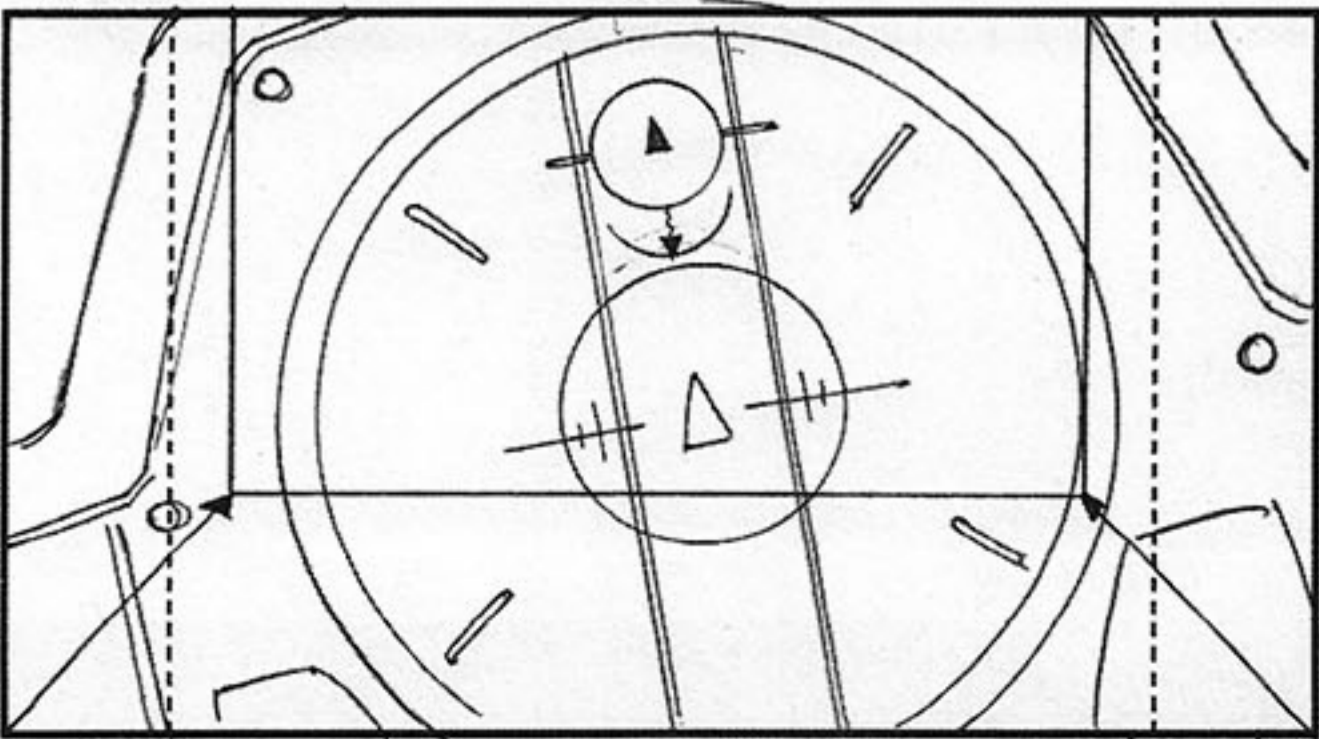
action

He leans FWD

dialog

TV CUT-OFF SCENE A100 PANEL 2

SCENE A100 BG.



action

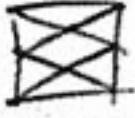
Truck in on scope—
Angel icon moves closer
to center icon

dialog

TV CUT-OFF SCENE A100 PANEL 1

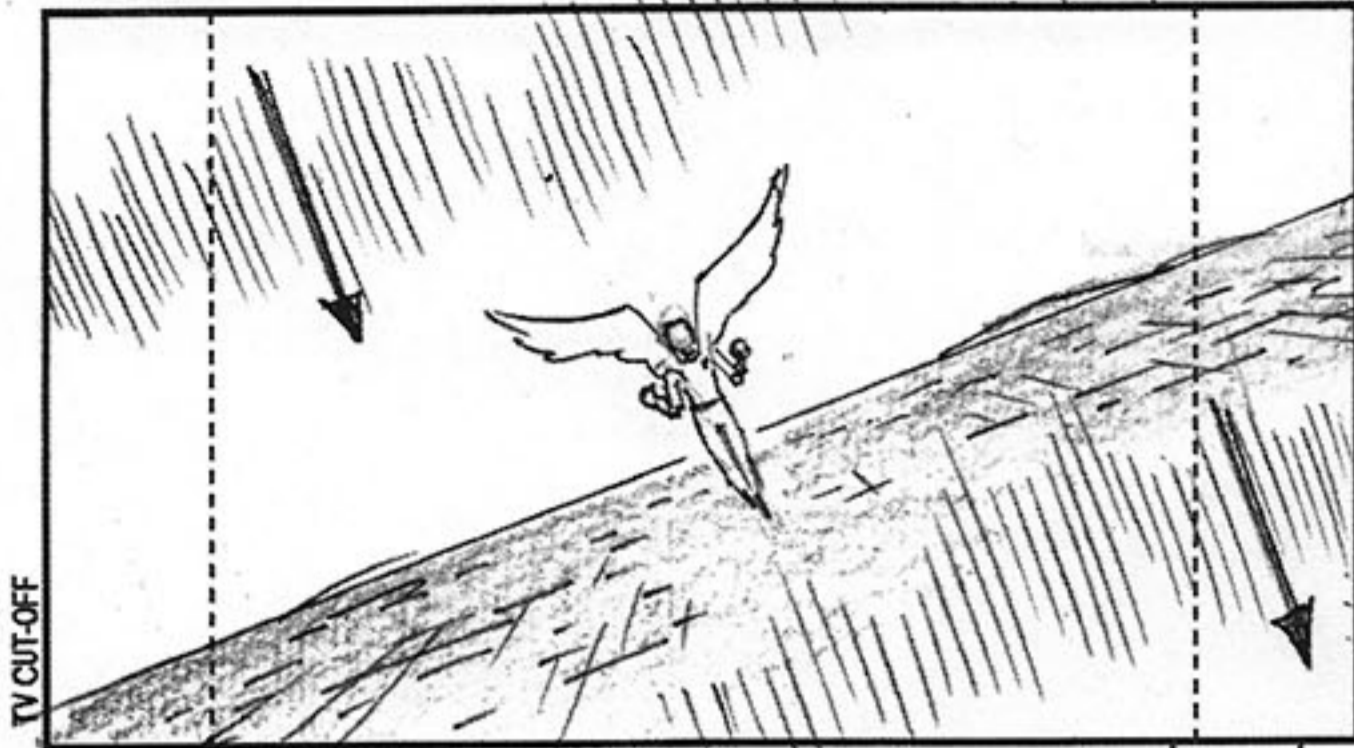
DISS. TO...

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SCENE A101

BG.



action
Angel soars upward fast—
clouds BLUR through FG
as he rises

dialog

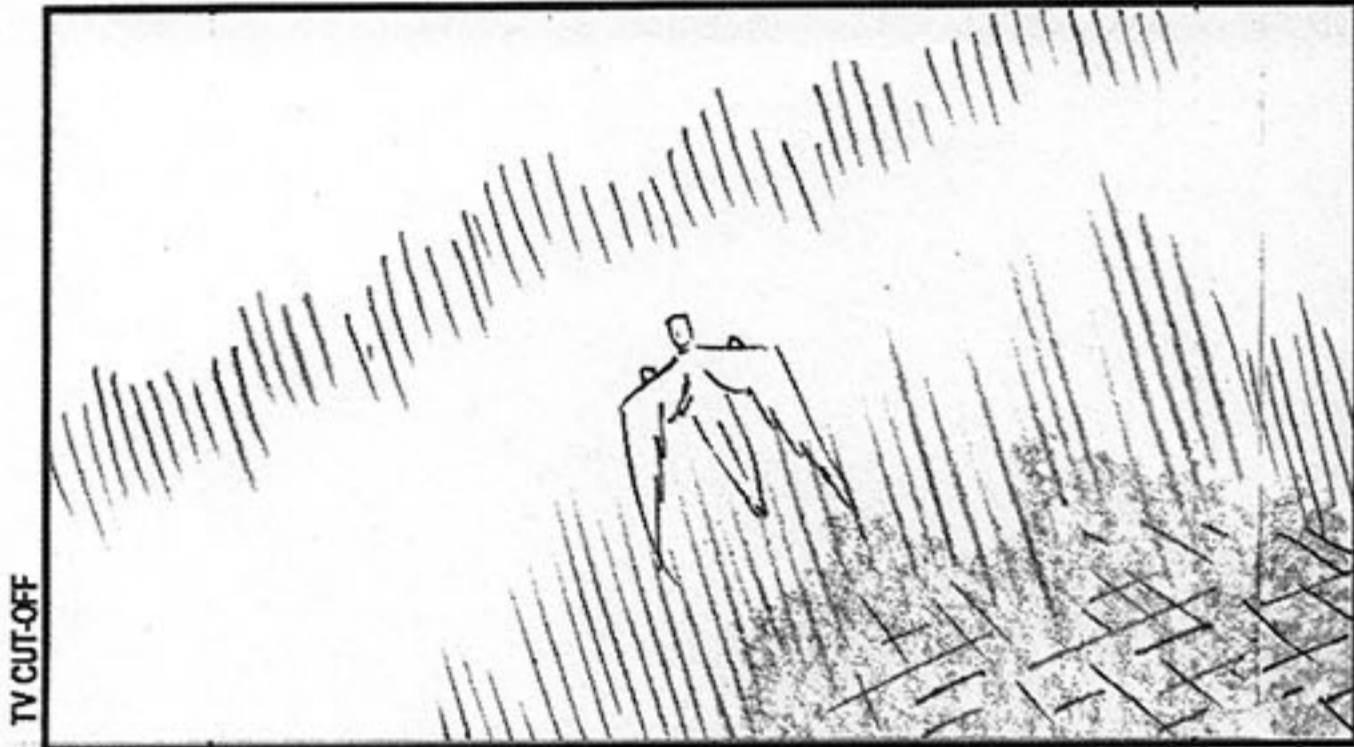
TV CUT-OFF

TV CUT-OFF

PANEL 1

SCENE A101

BG.



action
Continued

dialog

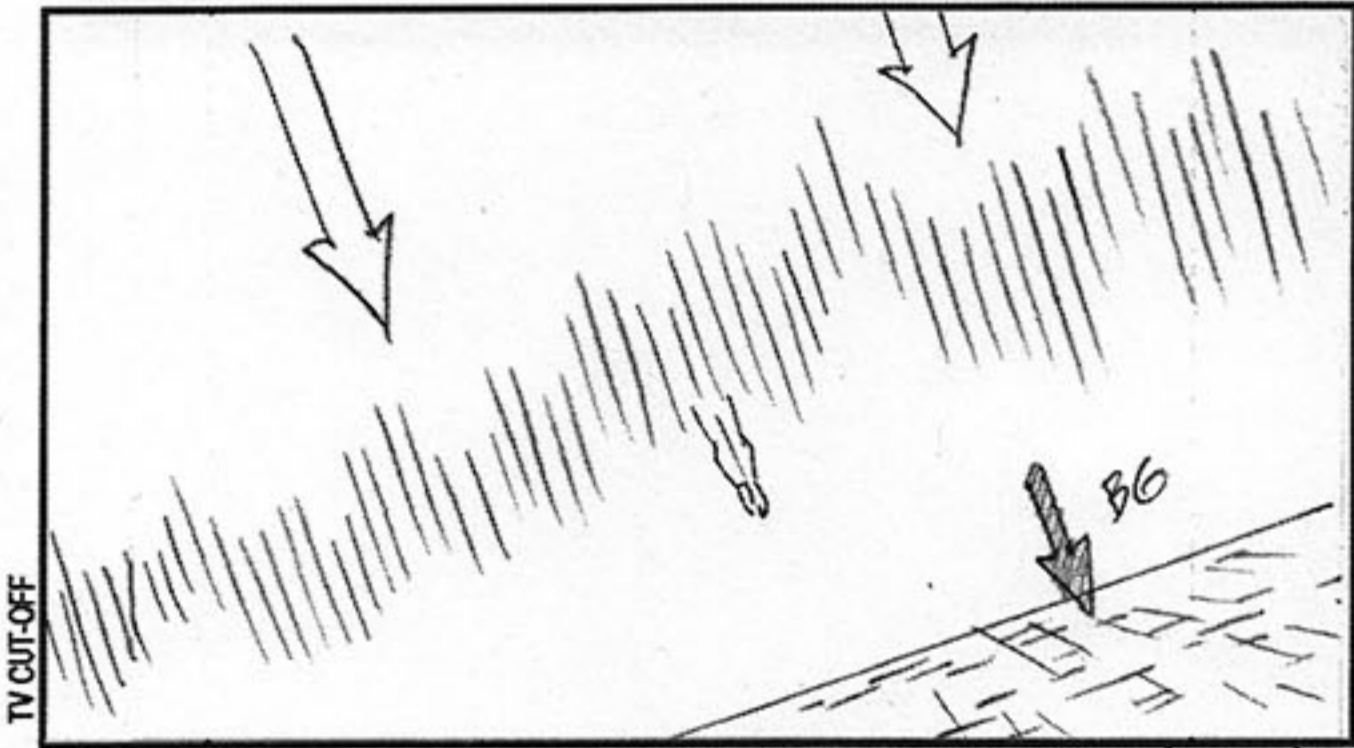
TV CUT-OFF

TV CUT-OFF

PANEL 2

SCENE A101

BG.



action
Angel flies into a cloud

dialog

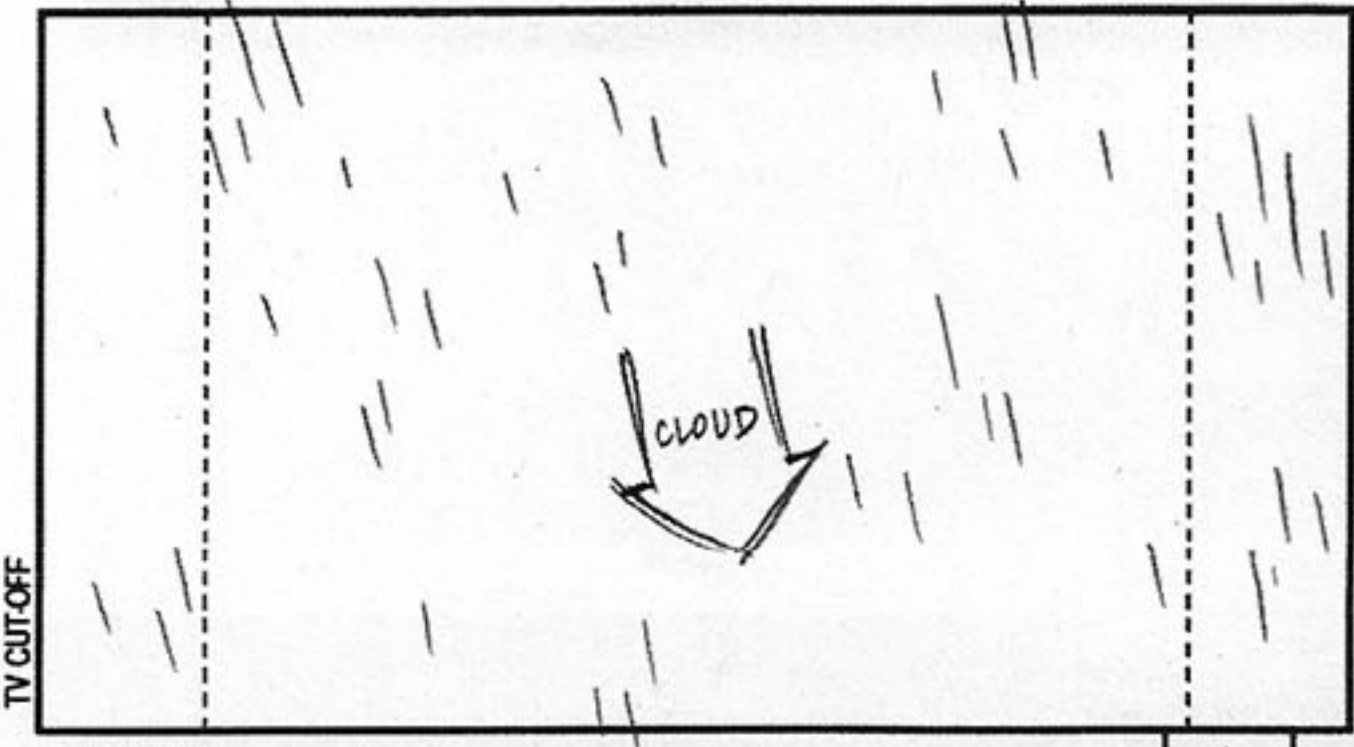
TV CUT-OFF

TV CUT-OFF

PANEL 3

SCENE A101

BG.



action
Cloud fills FG

dialog

TV CUT-OFF

TV CUT-OFF

PANEL 4

SCENE A102

BG.



action
Close on Angel,
still rising

dialog

PANEL 1

SCENE A102

BG.



action
He rotates into cam,
furious

dialog

PANEL 2

SCENE A103

BG.



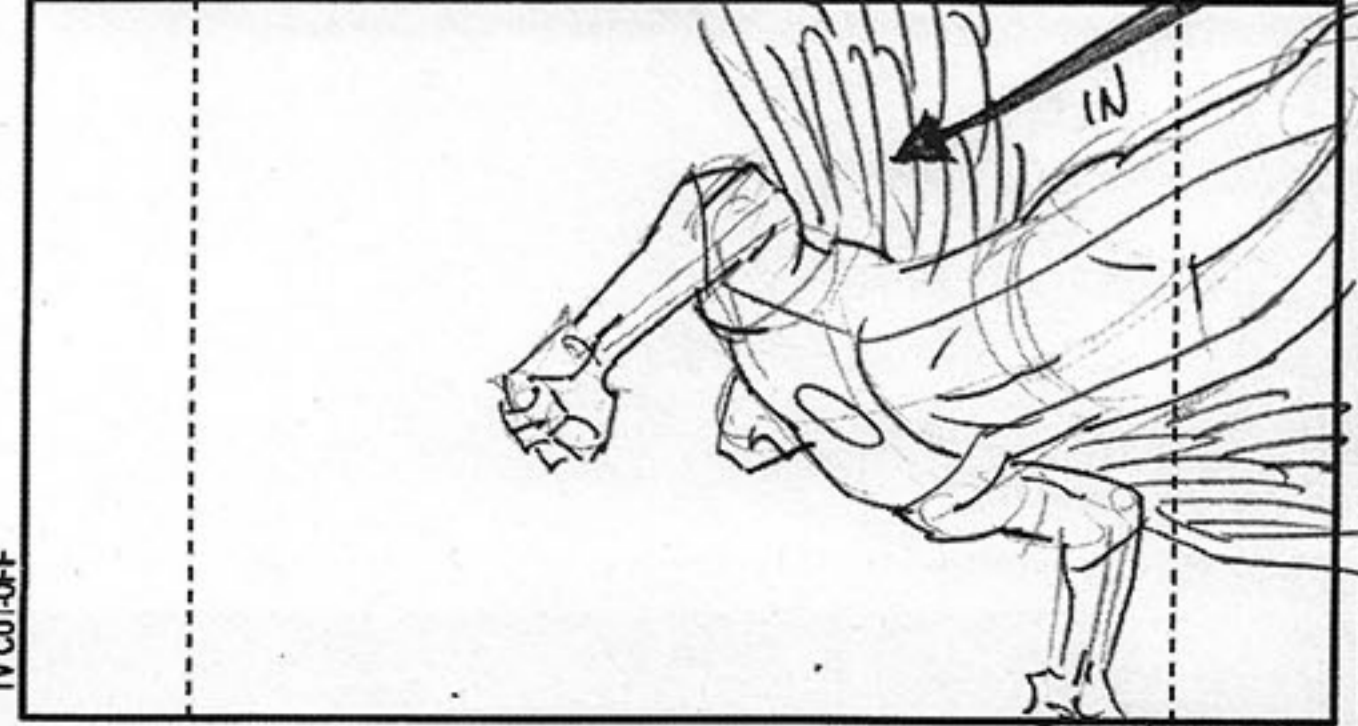
action
View of sun breaking
thru cloud

dialog

PANEL 1

SCENE A103

BG.

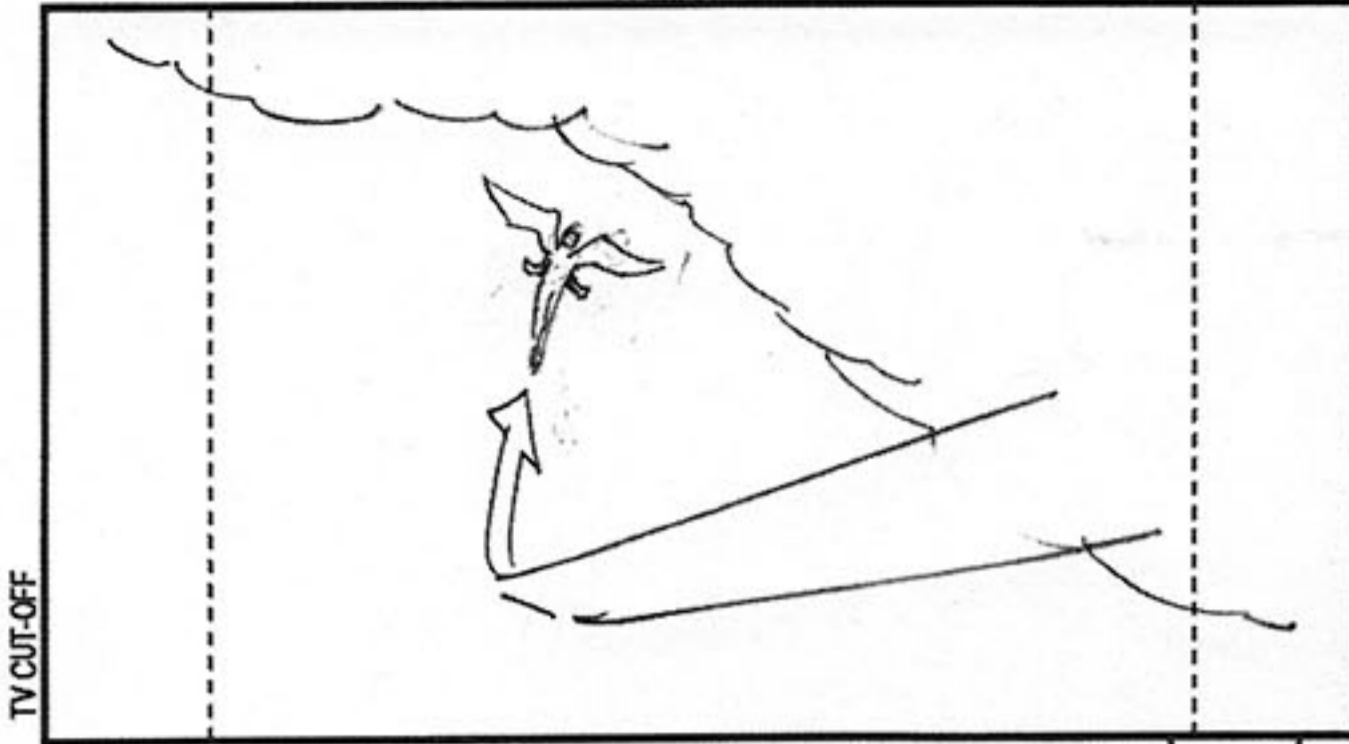


action
Angel flies in

dialog

PANEL 2

SCENE A103 BG.

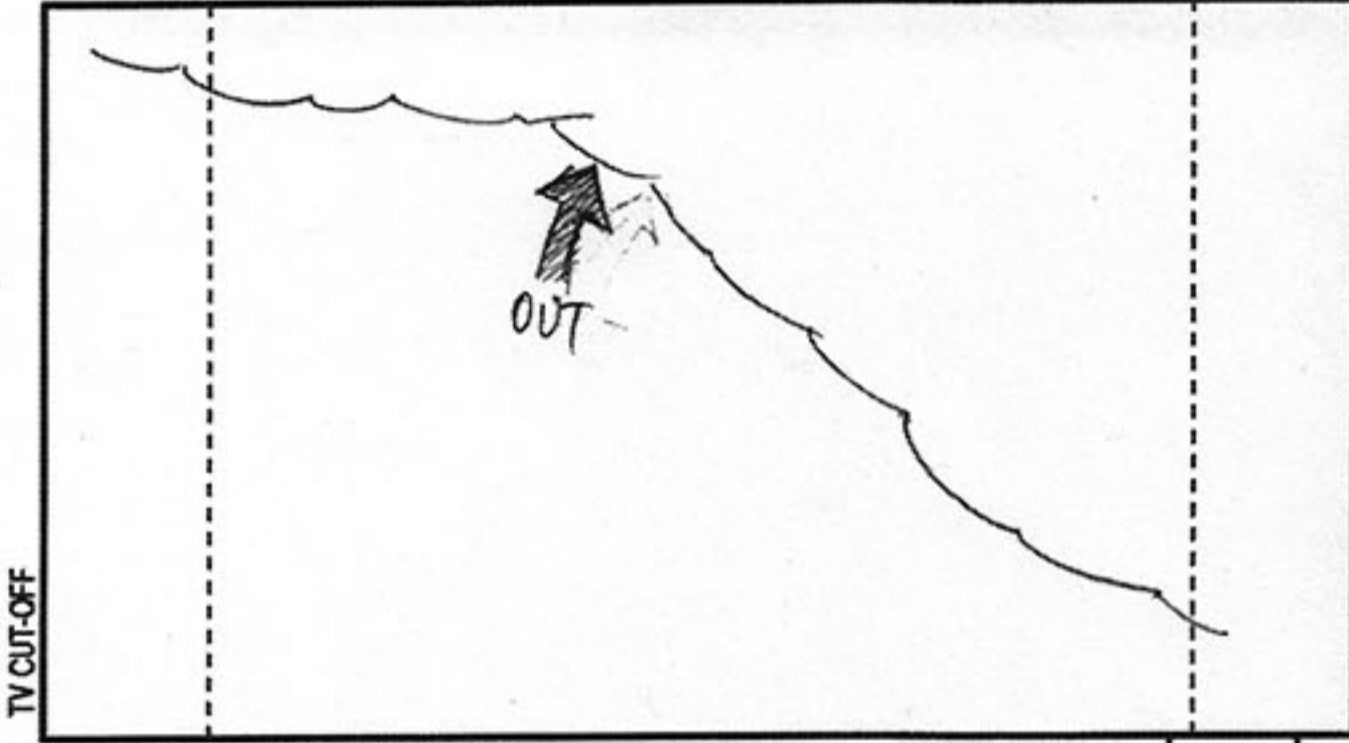


action
He arcs up -

dialog

TV CUT-OFF
PANEL 3

SCENE A103 BG.



action
- and OS

dialog

TV CUT-OFF
PANEL 4

SCENE A104 BG.

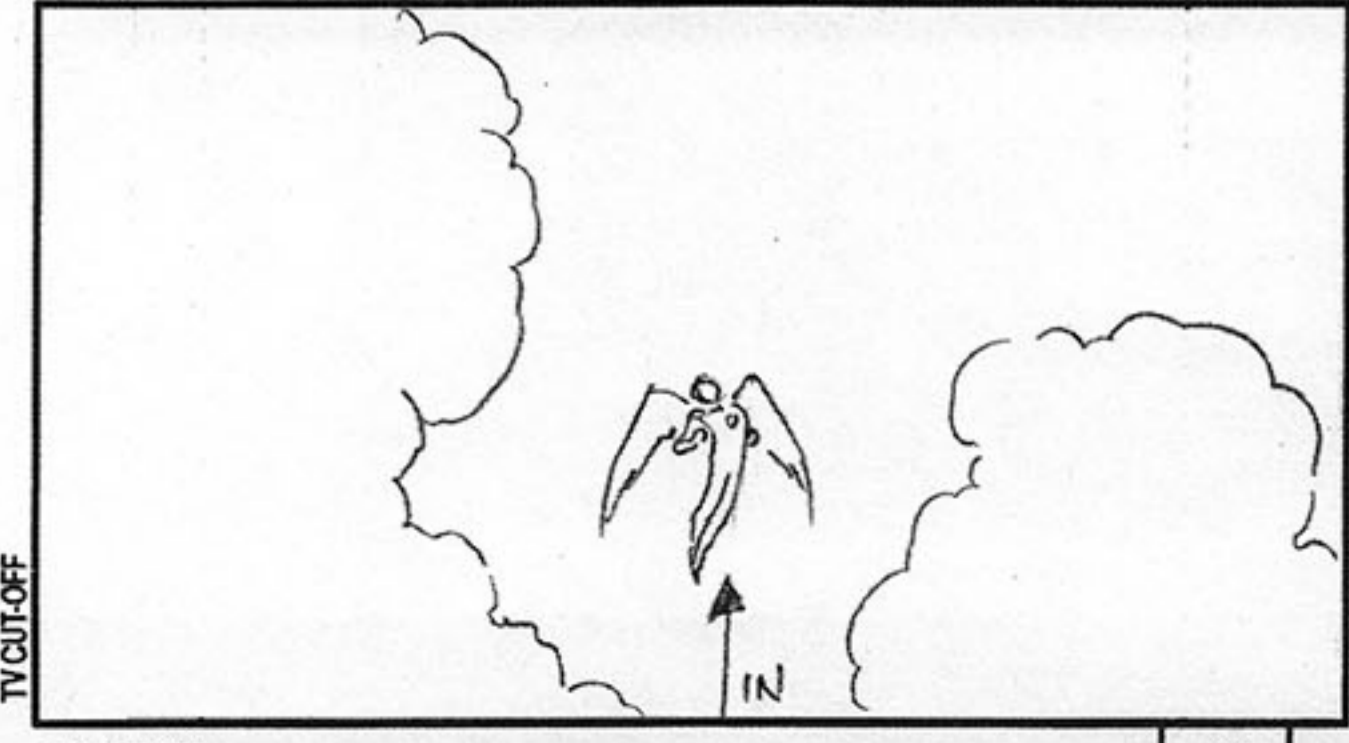


action
Above clouds -
sun shining

dialog

TV CUT-OFF
PANEL 1

SCENE A104 BG.



action
Angel rises into sc.

dialog

TV CUT-OFF
PANEL 2

SCENE A104 BG.



action
-slows & stops

dialog

PANEL 3

SCENE A105 BG.



action
He takes a breath as he hovers

dialog

PANEL 1

SCENE A105 BG.

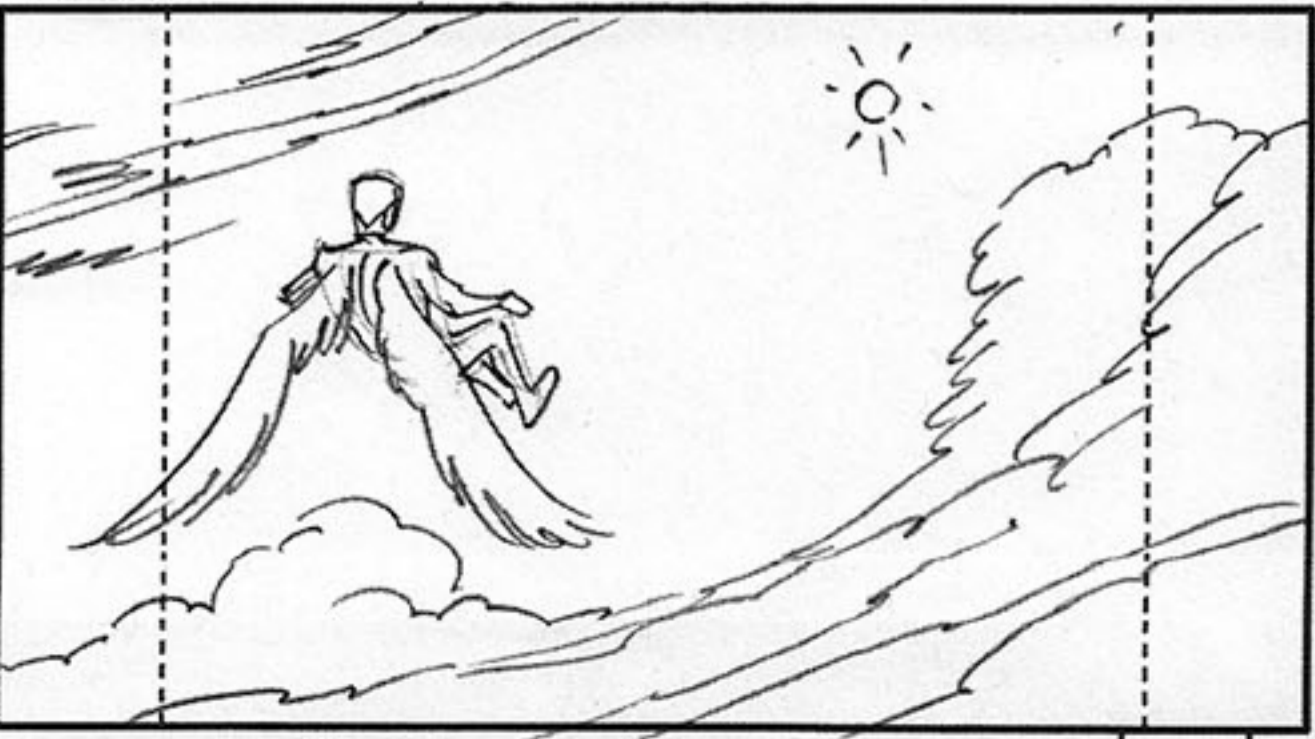


action
-then lets it out

dialog

PANEL 2

SCENE A106 BG.



action
(A) Pose for hover

dialog

PANEL 1

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SCENE A106 BG.

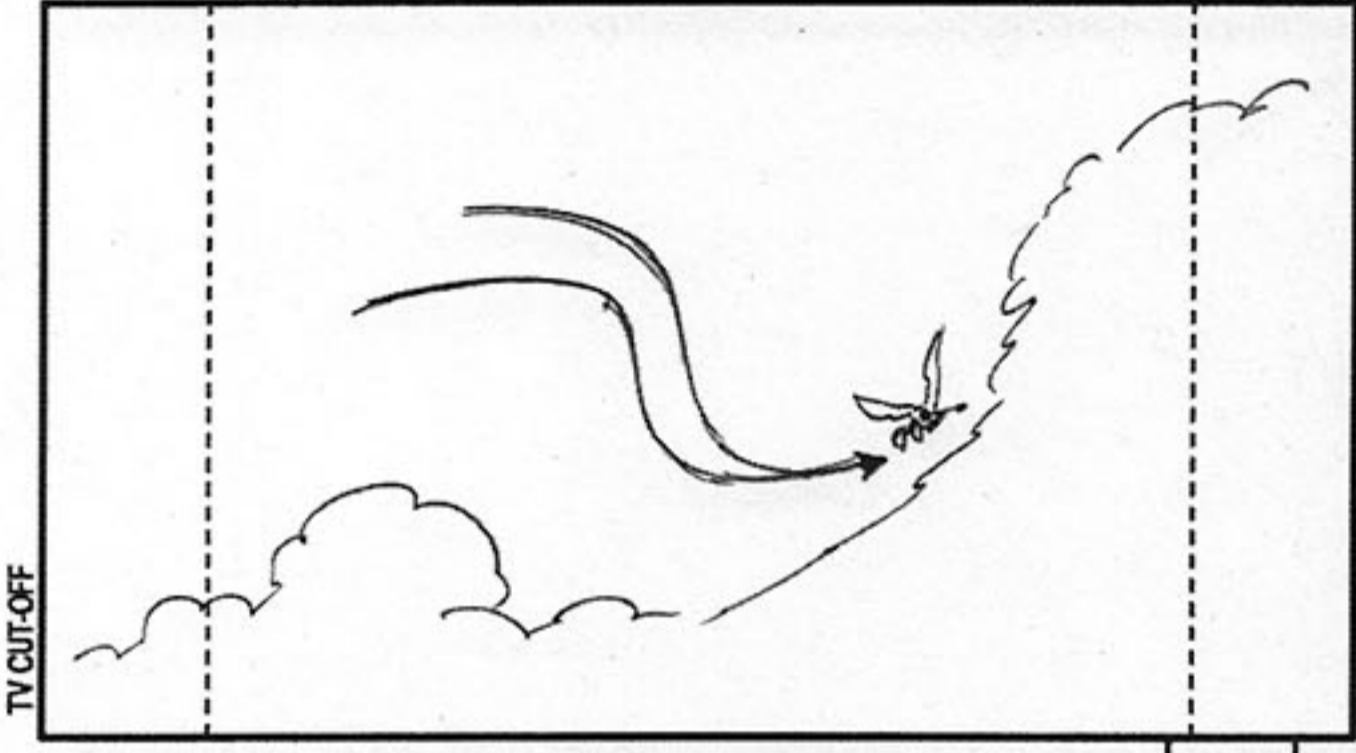


action
ⓑ pose for hover
(A/B cycle)

dialog

TV CUT-OFF PANEL 2

SCENE A106 BG.



action
He stops hovering,
flies away

dialog

TV CUT-OFF PANEL 3

▽ SCENE A107 BG.

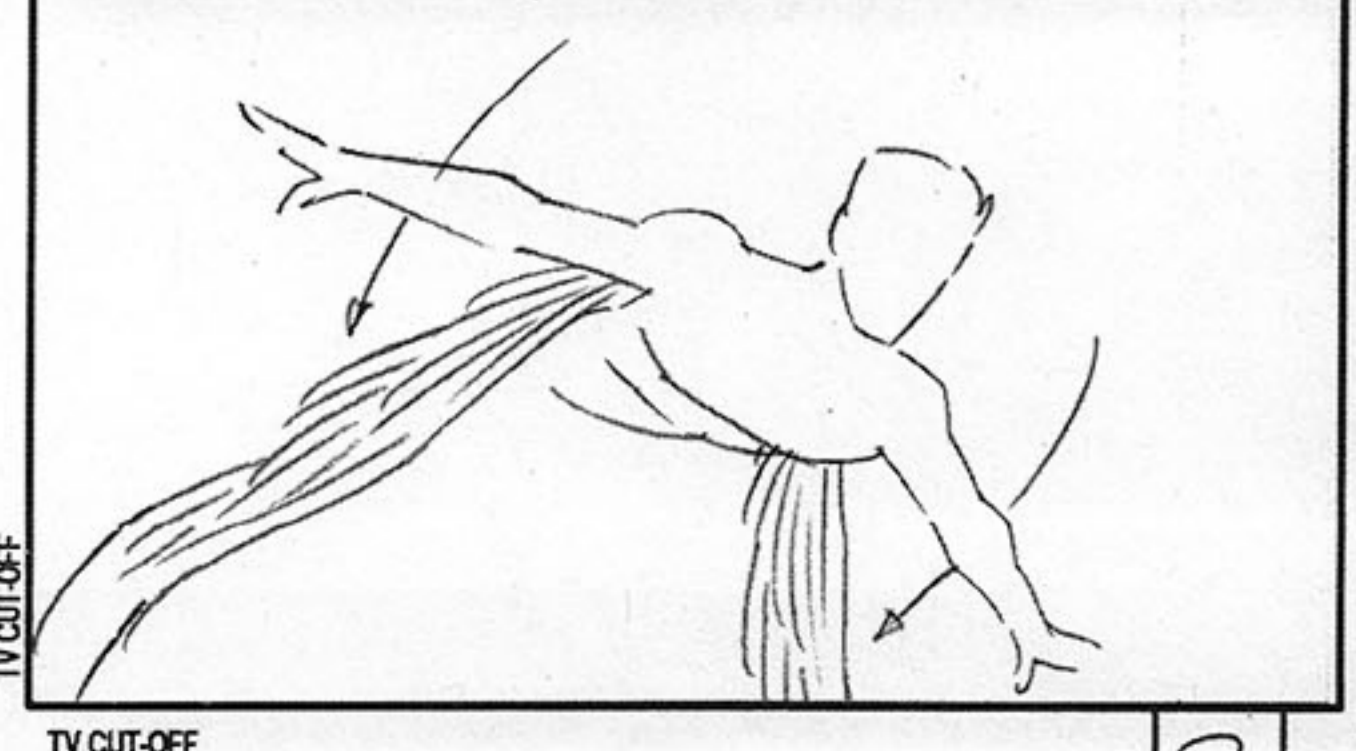


action
Track with Angel
flying ⓐ pose

dialog
(animate clouds
away into BG)

TV CUT-OFF PANEL 1

SCENE A107 BG.



action
ⓑ pose for cycle

dialog

TV CUT-OFF PANEL 2

H/U
SCENE A108

BG.



TV CUT-OFF

PANEL 1

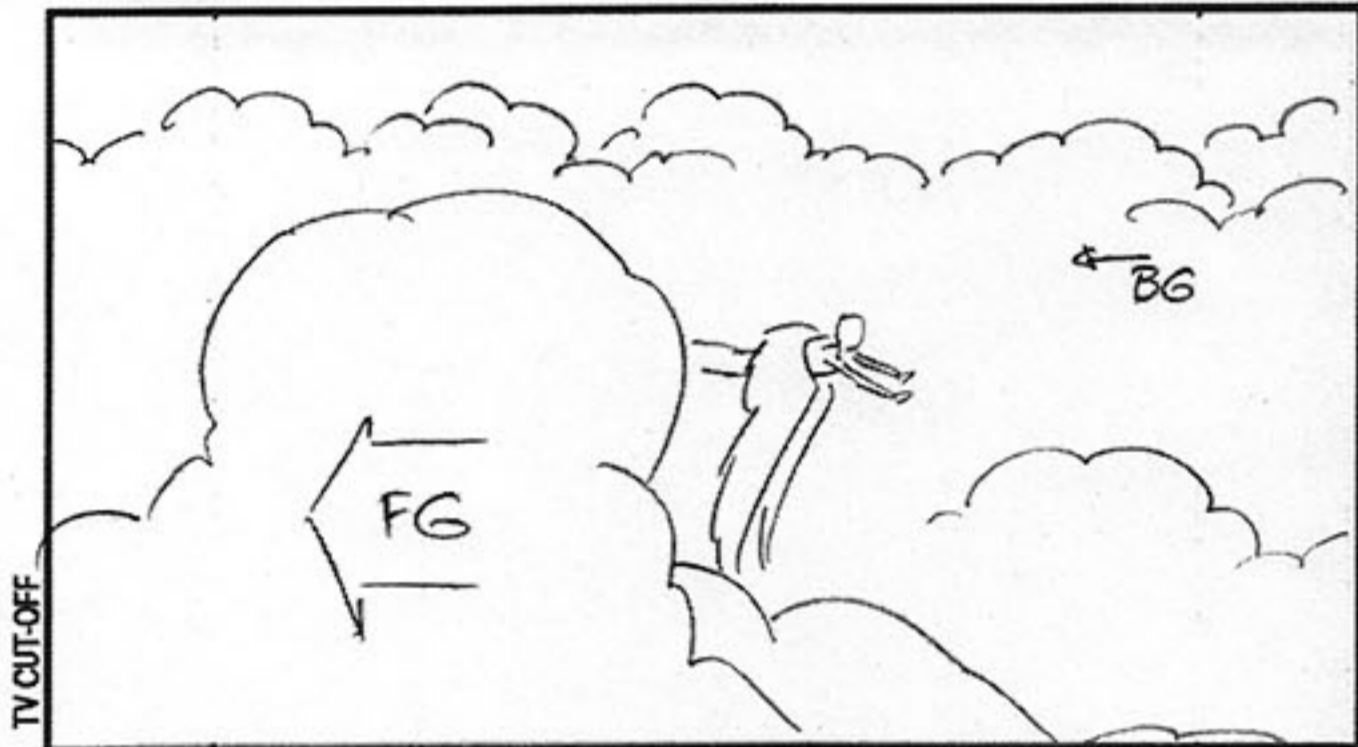
action

Track with Angel flying

dialog

SCENE A108

BG.



TV CUT-OFF

PANEL 2

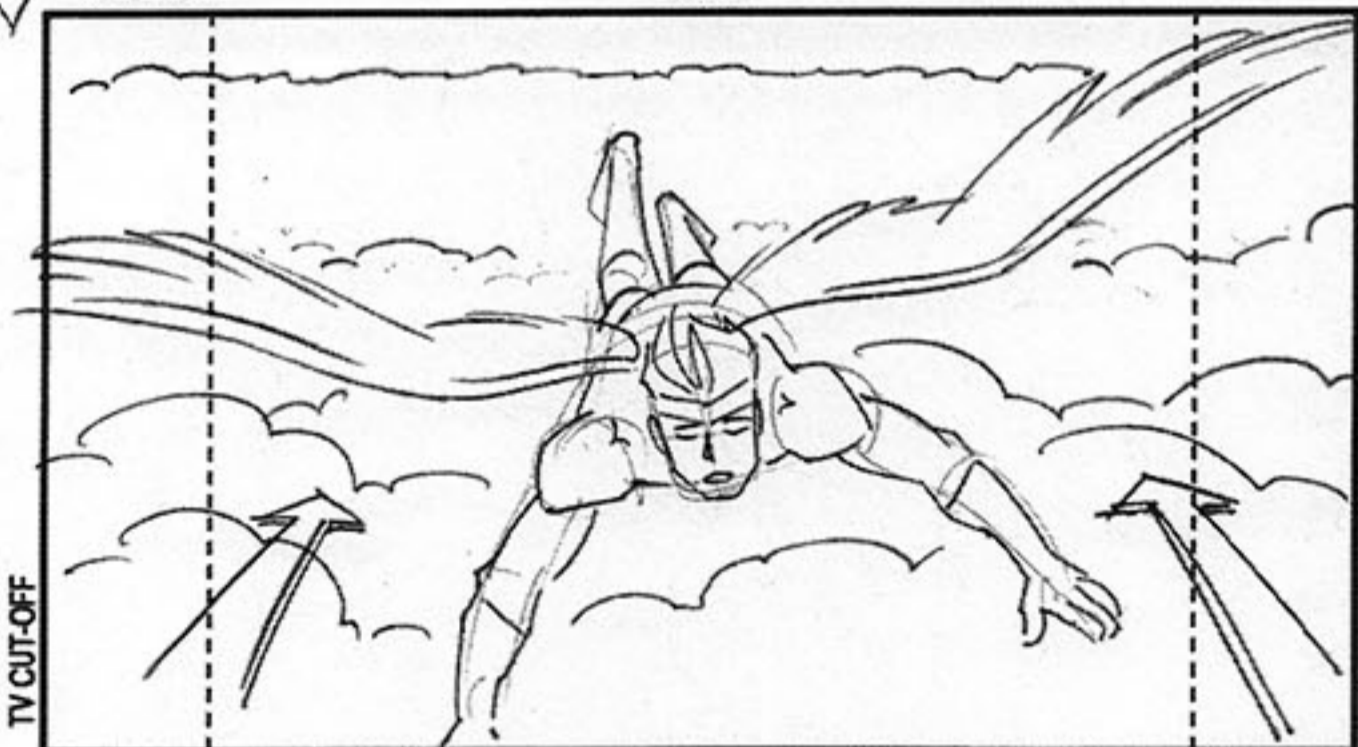
action

Continued

dialog

H/U
SCENE A109

BG.



TV CUT-OFF

PANEL 1

action

Clouds animate through into BG

dialog

SCENE A109

BG.



TV CUT-OFF

PANEL 2

action

Animate quickly toward him as he reacts to SFX

dialog

SFX - helicopter approaching

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SCENE A109 BG.

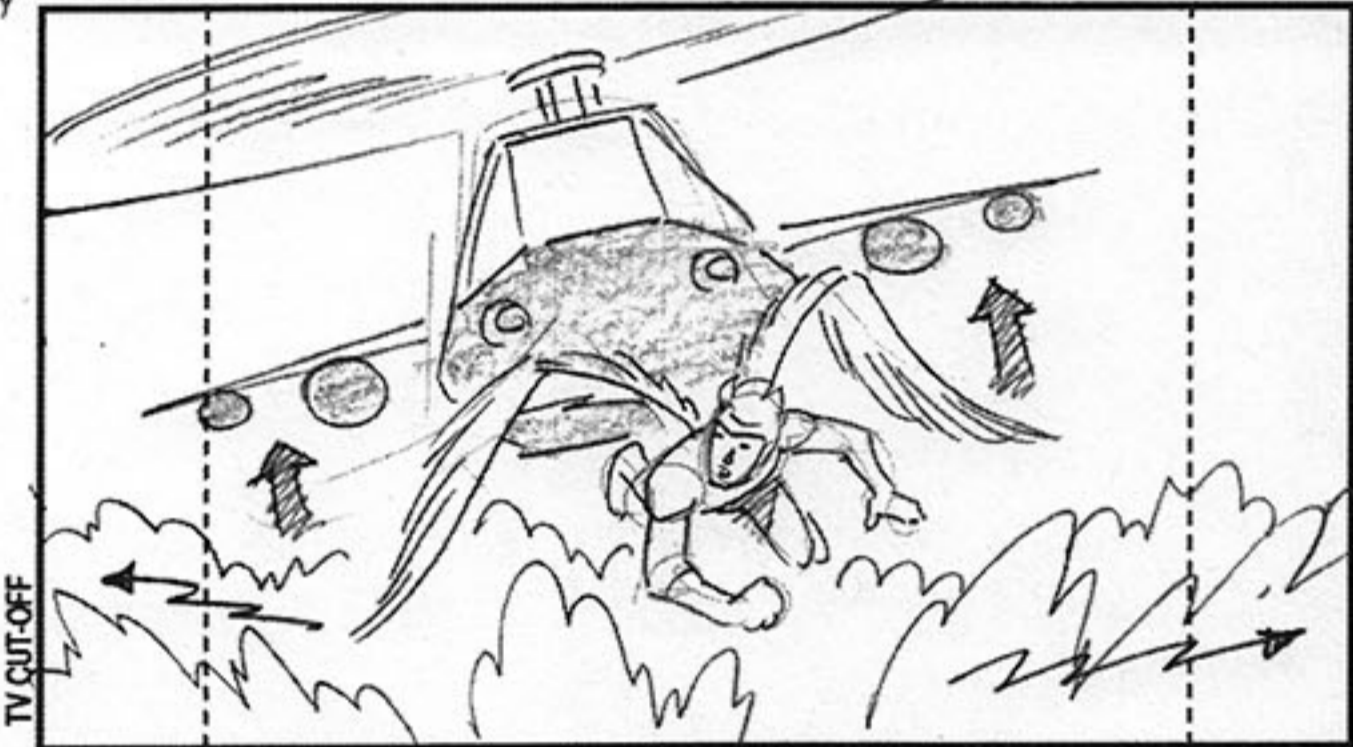


action
Helicopter BLASTS up thru BG in a blur

dialog

PANEL 3

H/U SCENE A110 BG.

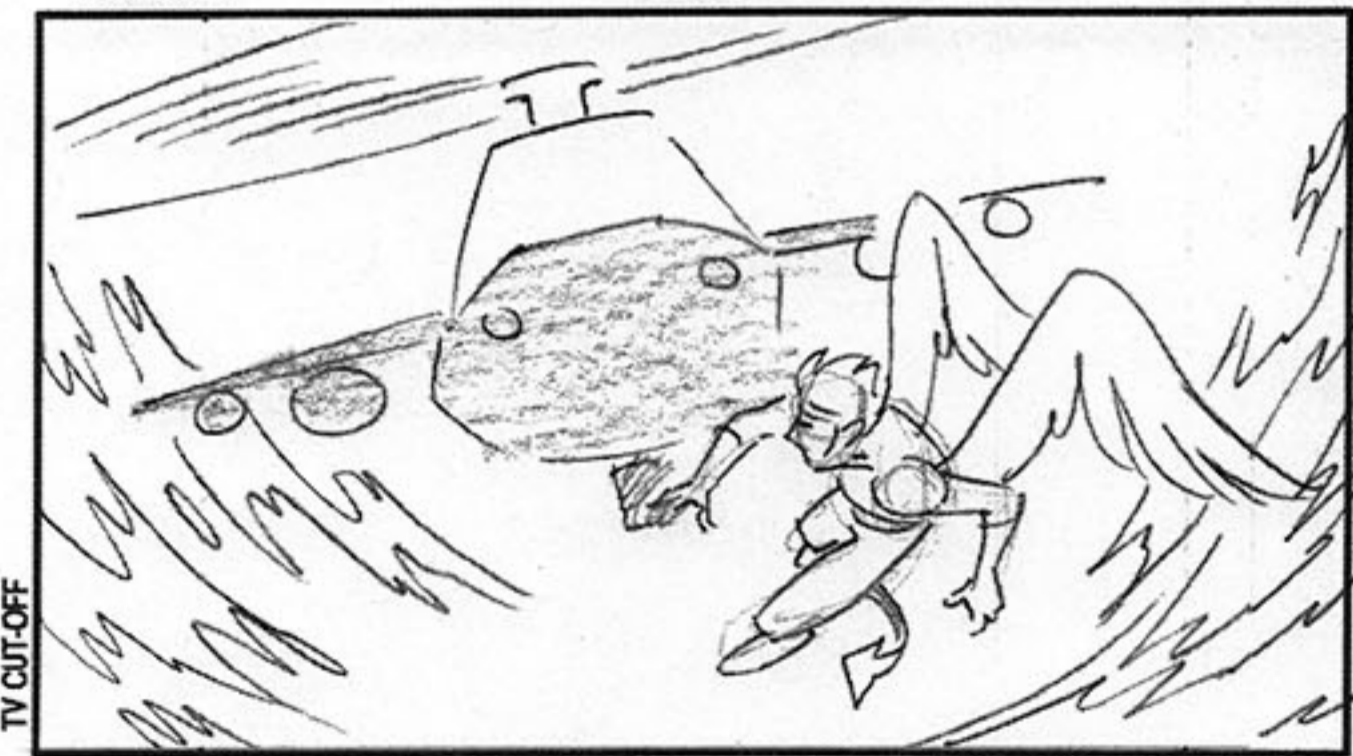


action
Cut wide as heli finishes rising - blows clouds apart

dialog

PANEL 1

SCENE A110 BG.

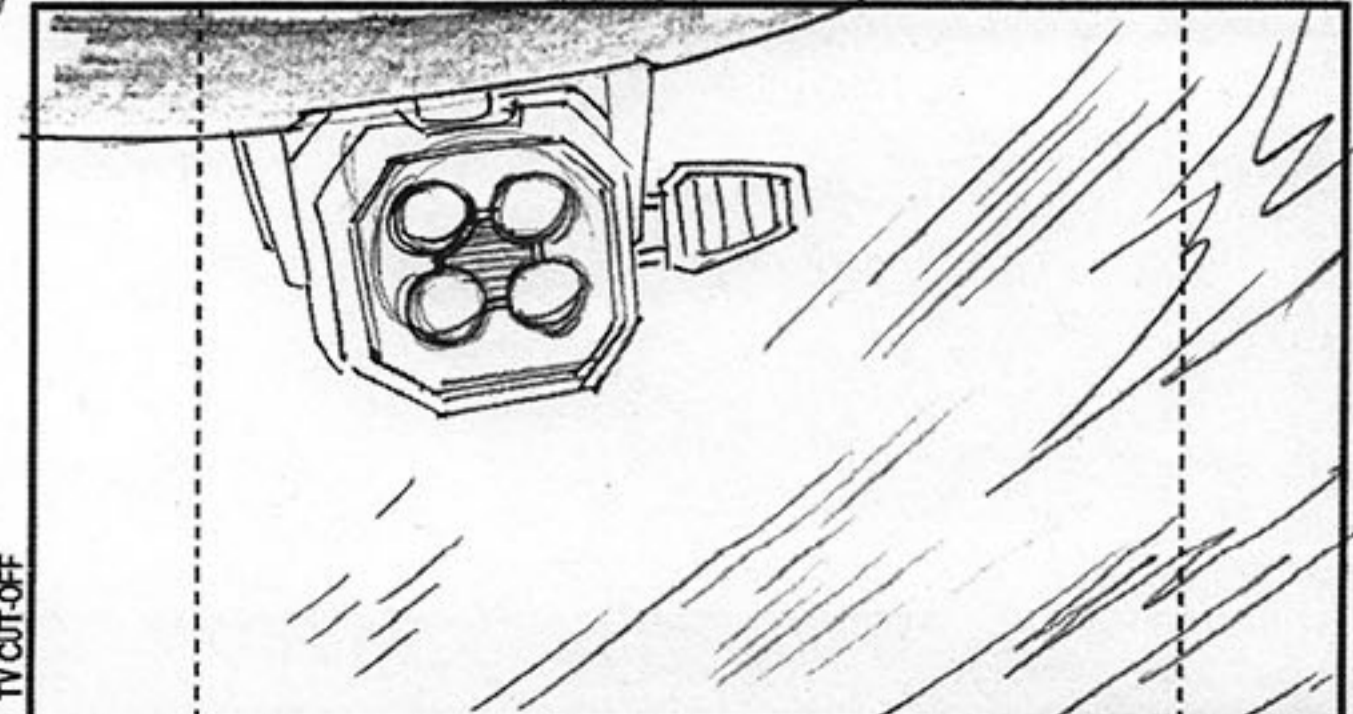


action
Angel turns in surprise

dialog

PANEL 2

SCENE A111 BG.

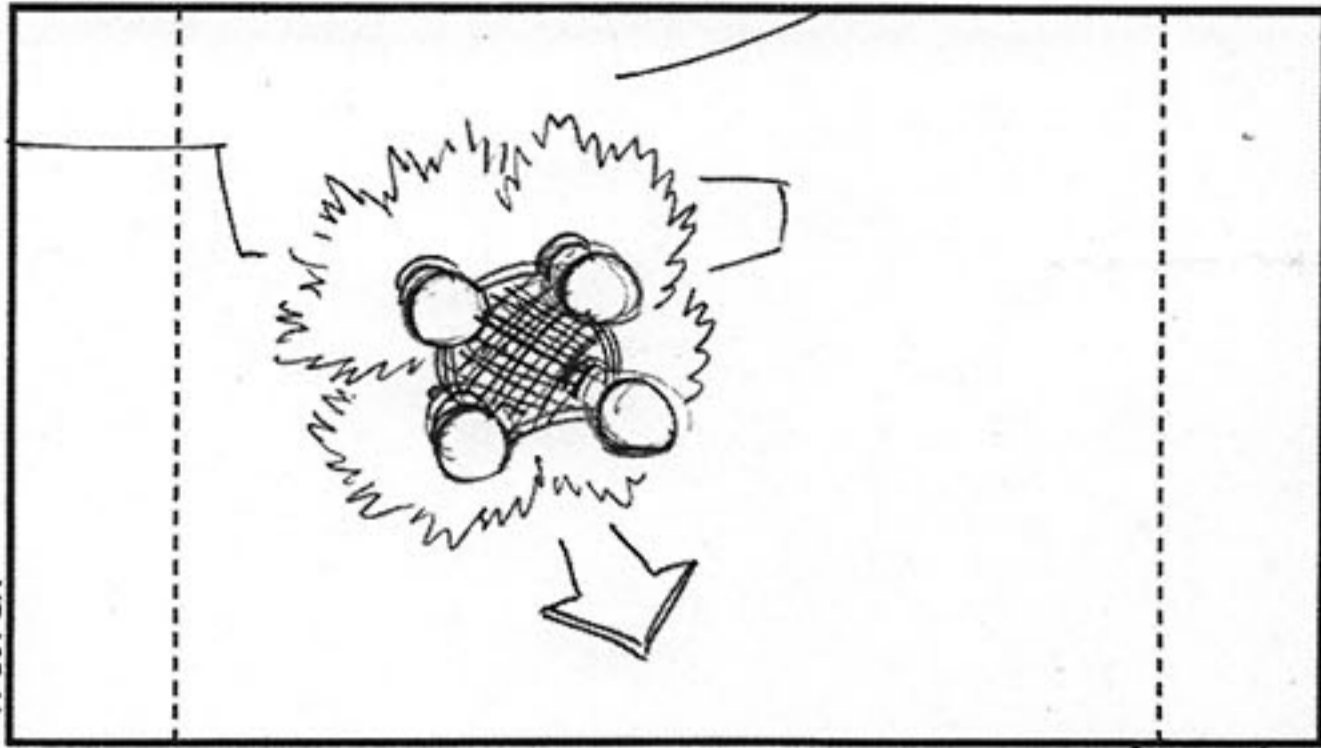


action
Close on net cannon

dialog

PANEL 1

SCENE A111 BG.

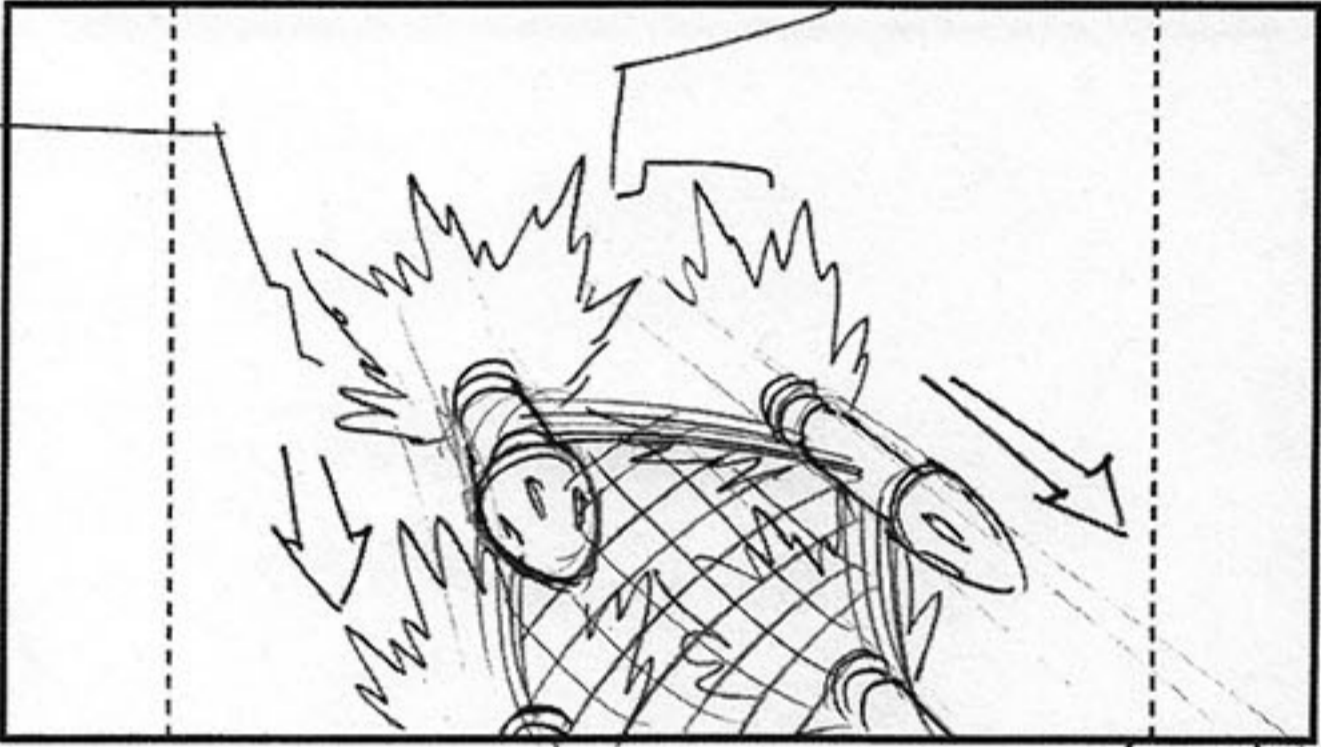


action
 4 rockets emerge
 with a net slung
 between them

dialog

TV CUT-OFF TV CUT-OFF PANEL 2

SCENE A111 BG.

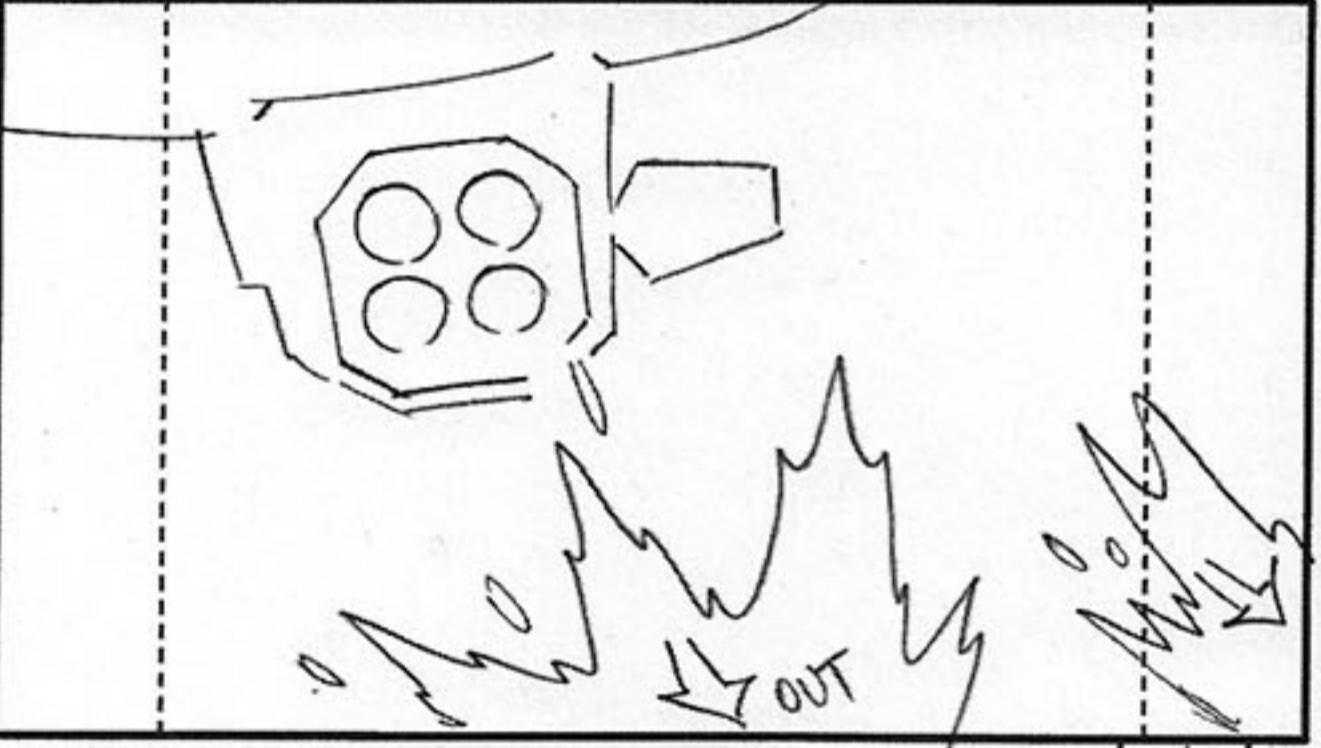


action
 They accelerate
 FWD

dialog

TV CUT-OFF TV CUT-OFF PANEL 3

SCENE A111 BG.

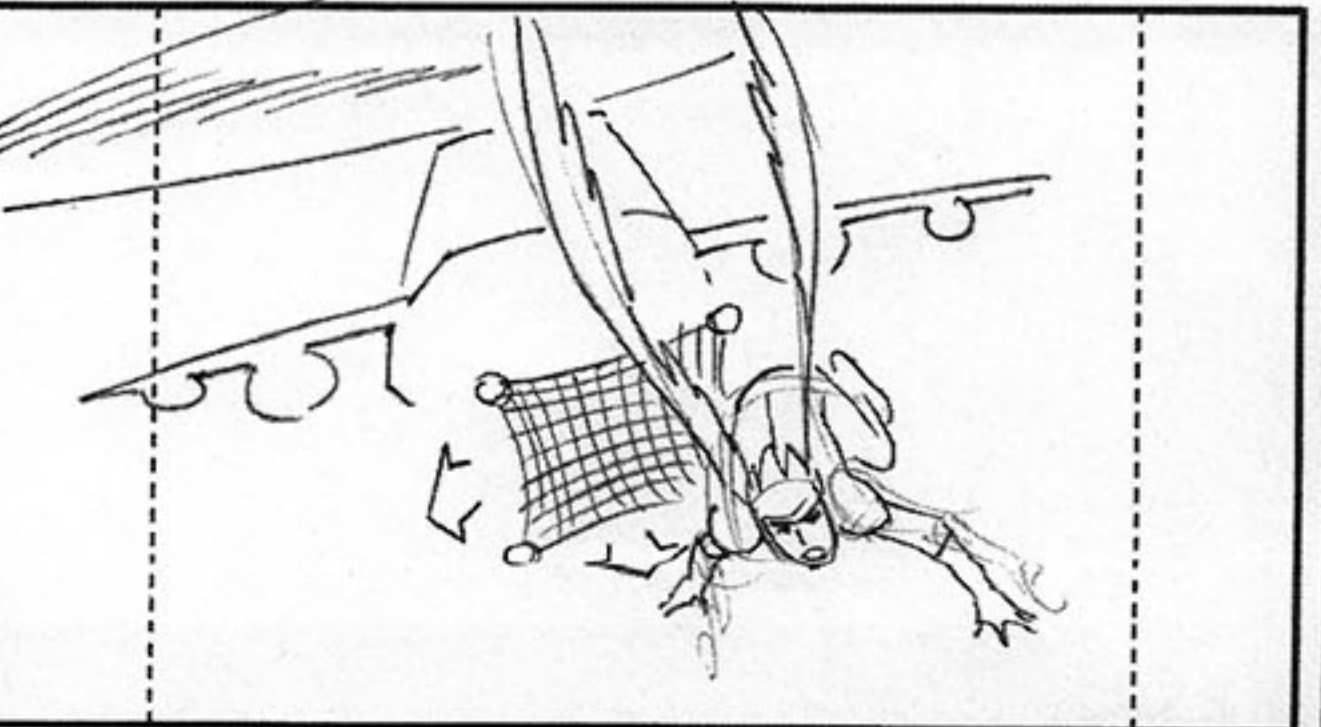


action
 -and OS

dialog

TV CUT-OFF TV CUT-OFF PANEL 4

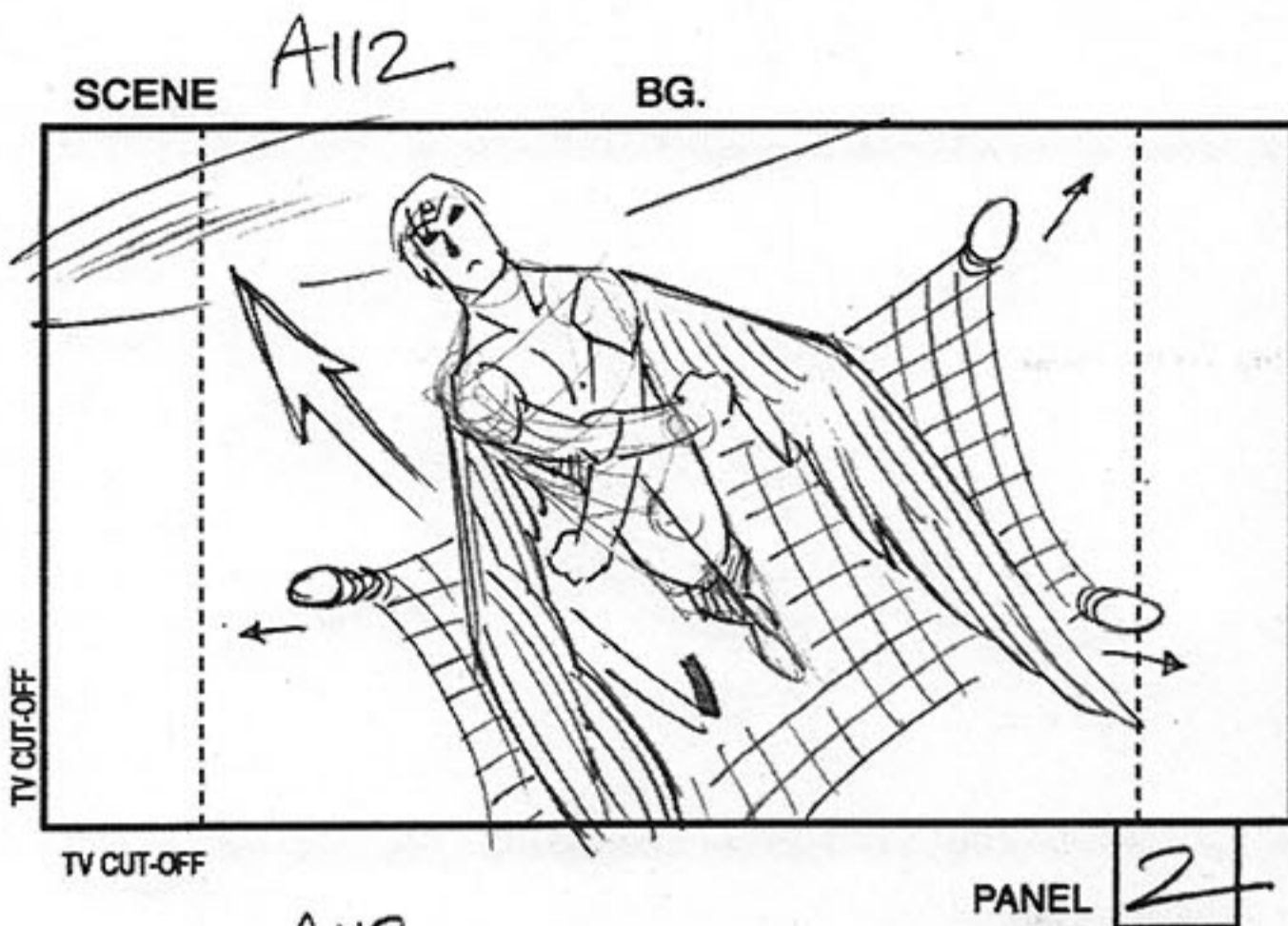
SCENE A112 BG.



action
 Angel antics to
 escape

dialog

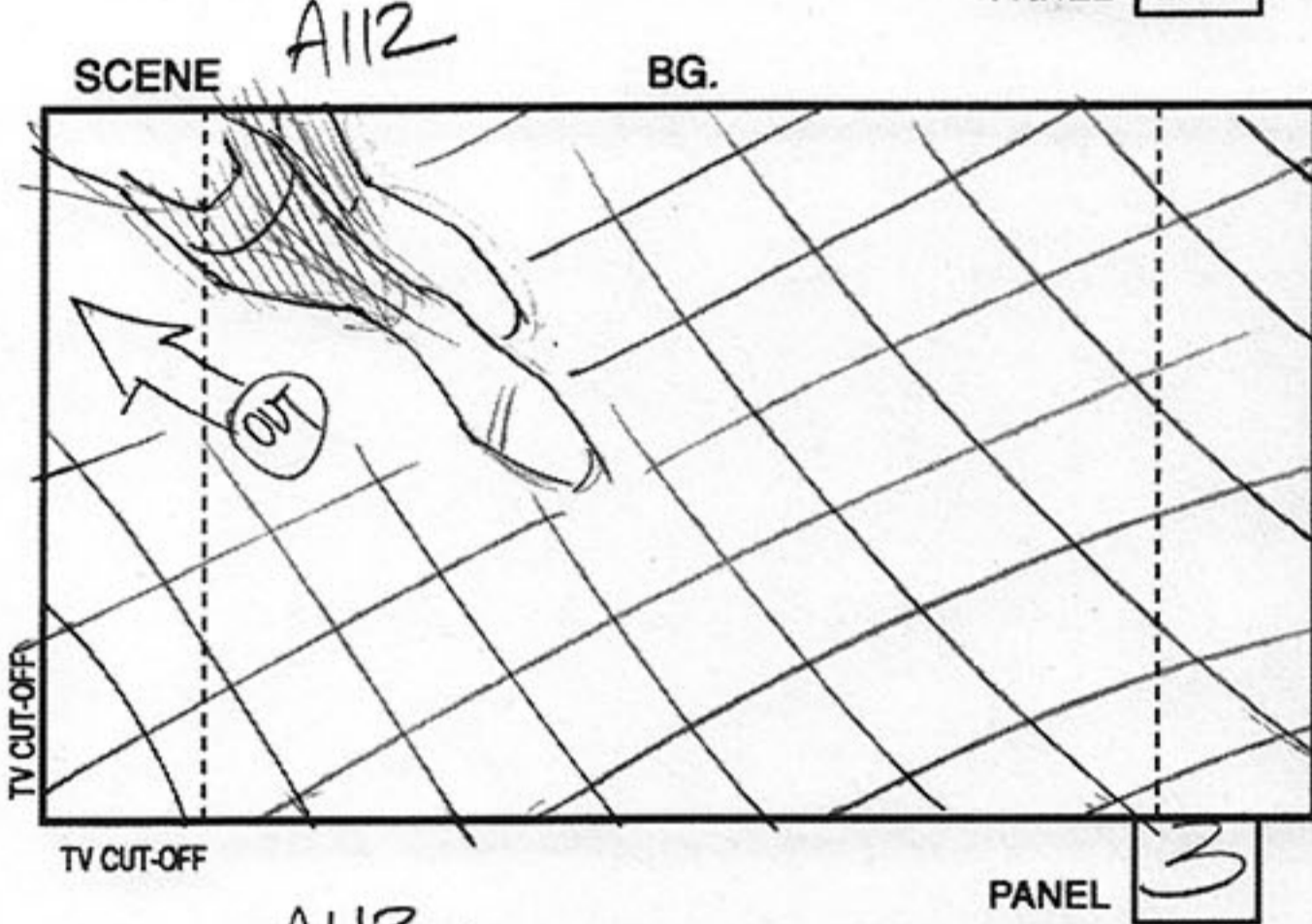
TV CUT-OFF TV CUT-OFF PANEL 1



action
He flies quickly up

dialog

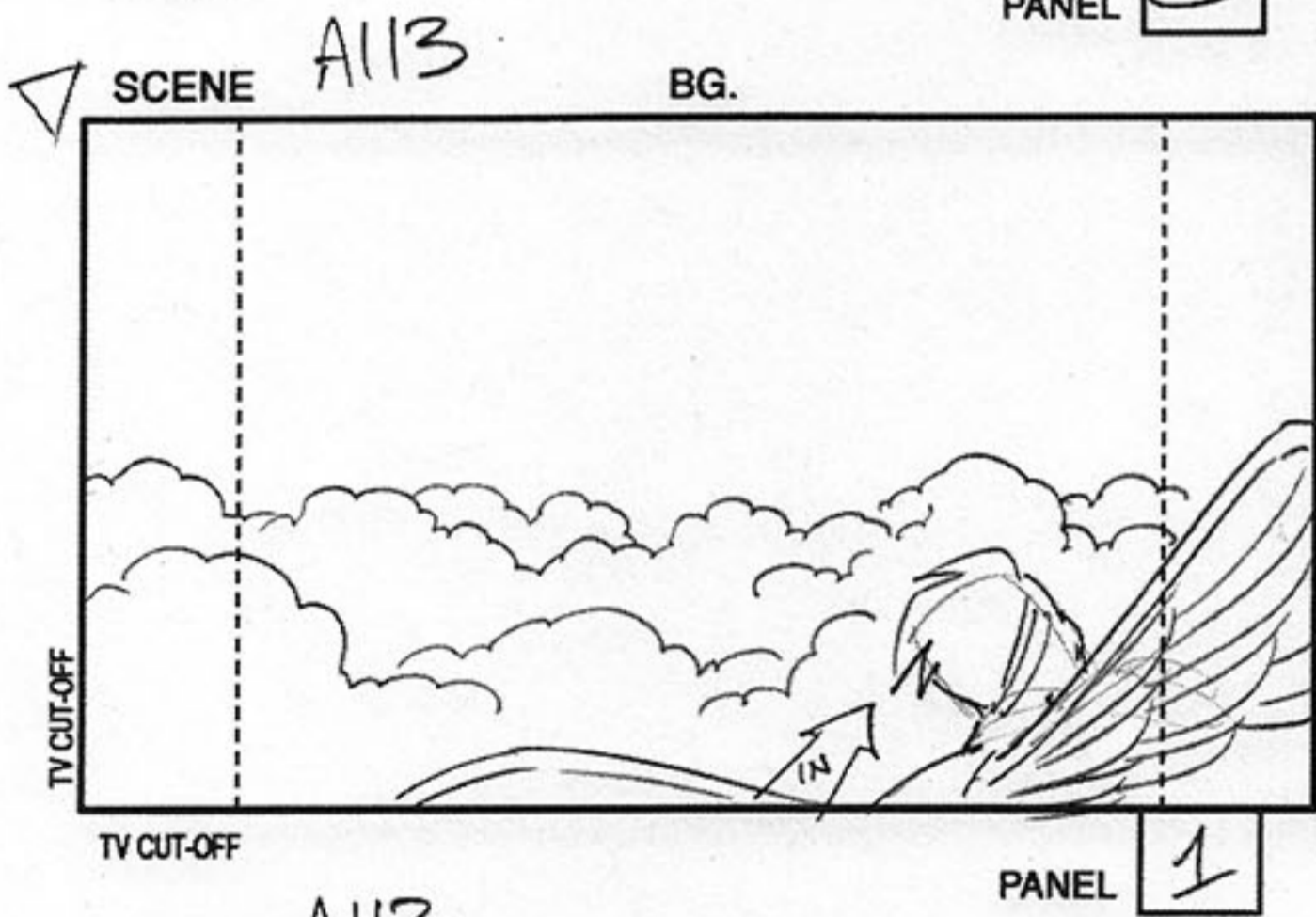
PANEL 2



action
Net fills frame

dialog

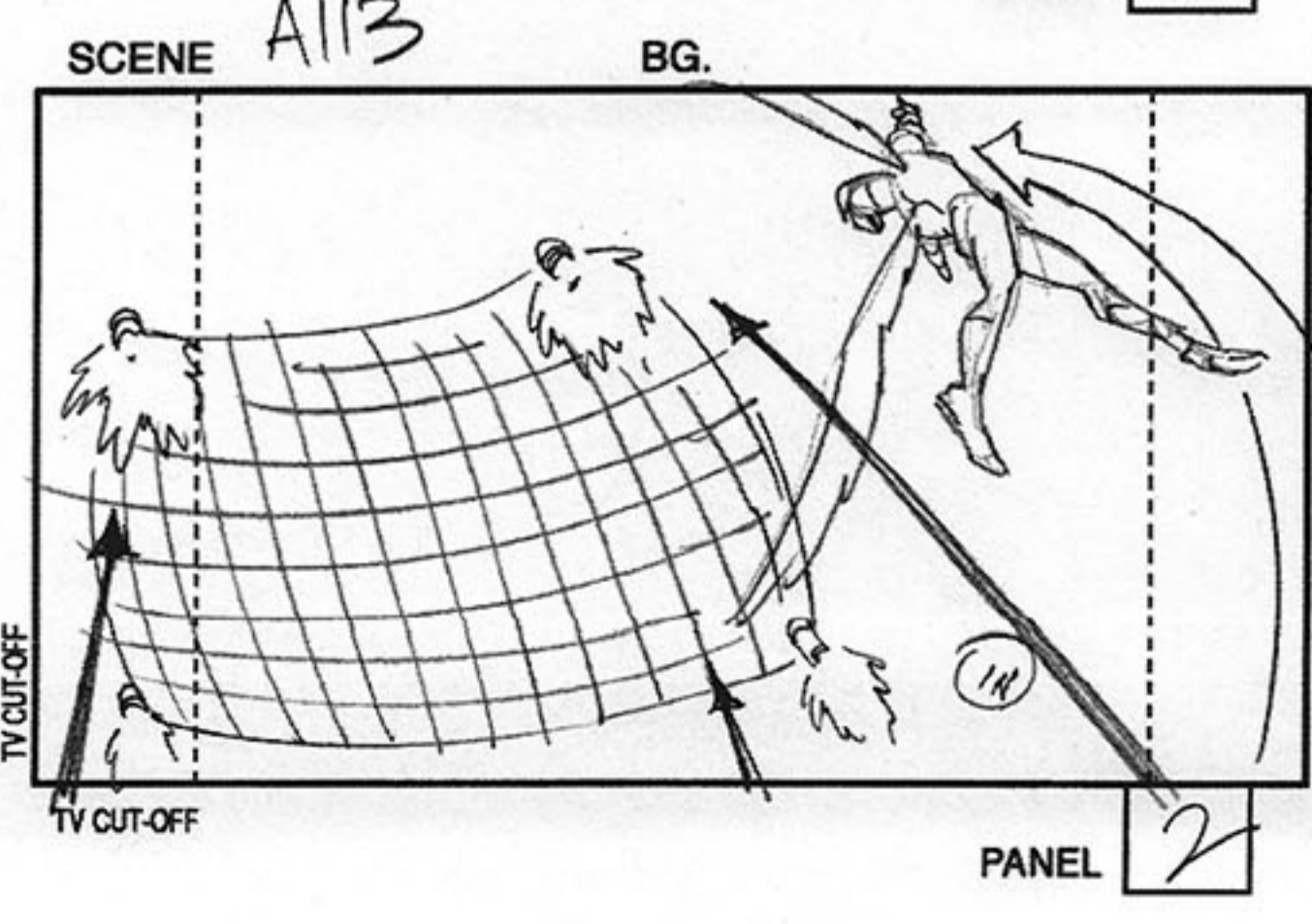
PANEL 3



action
Angel rises into scene

dialog

PANEL 1

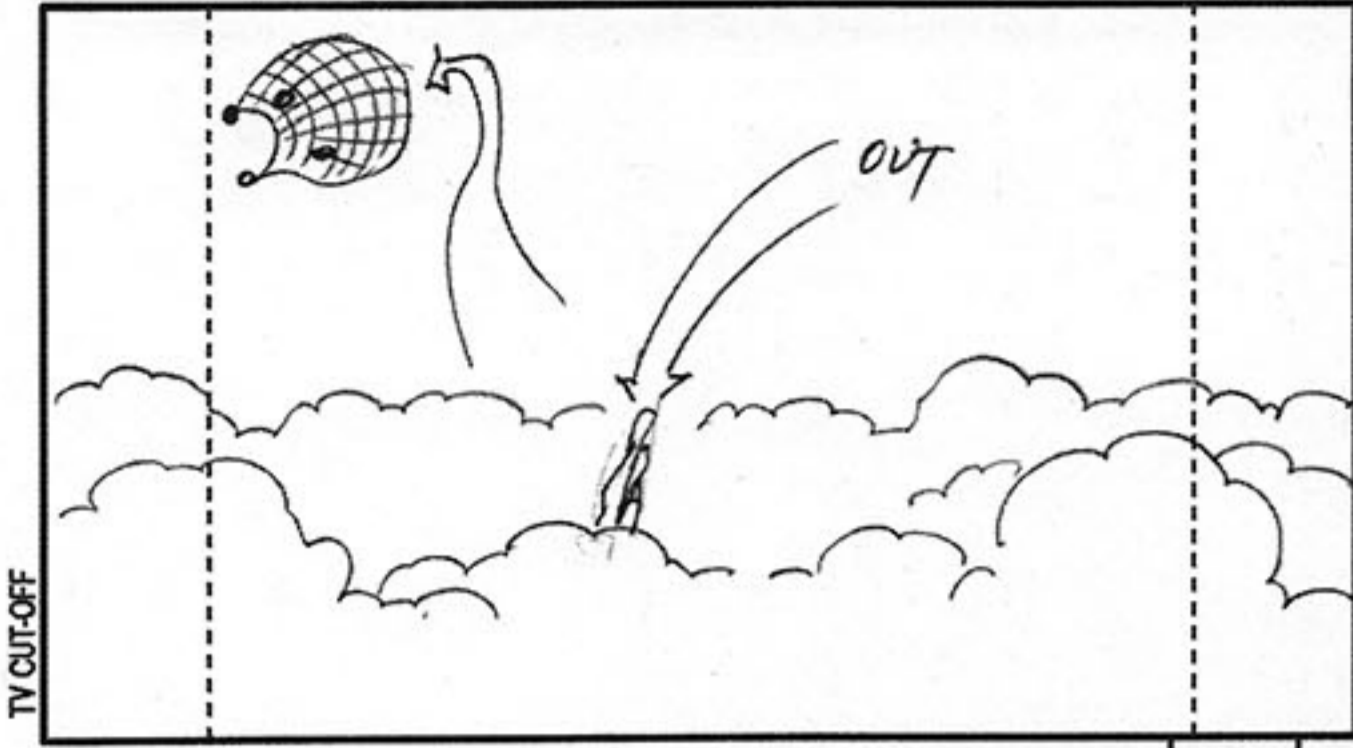


action
-evades net

dialog

PANEL 2

SCENE A113 BG.

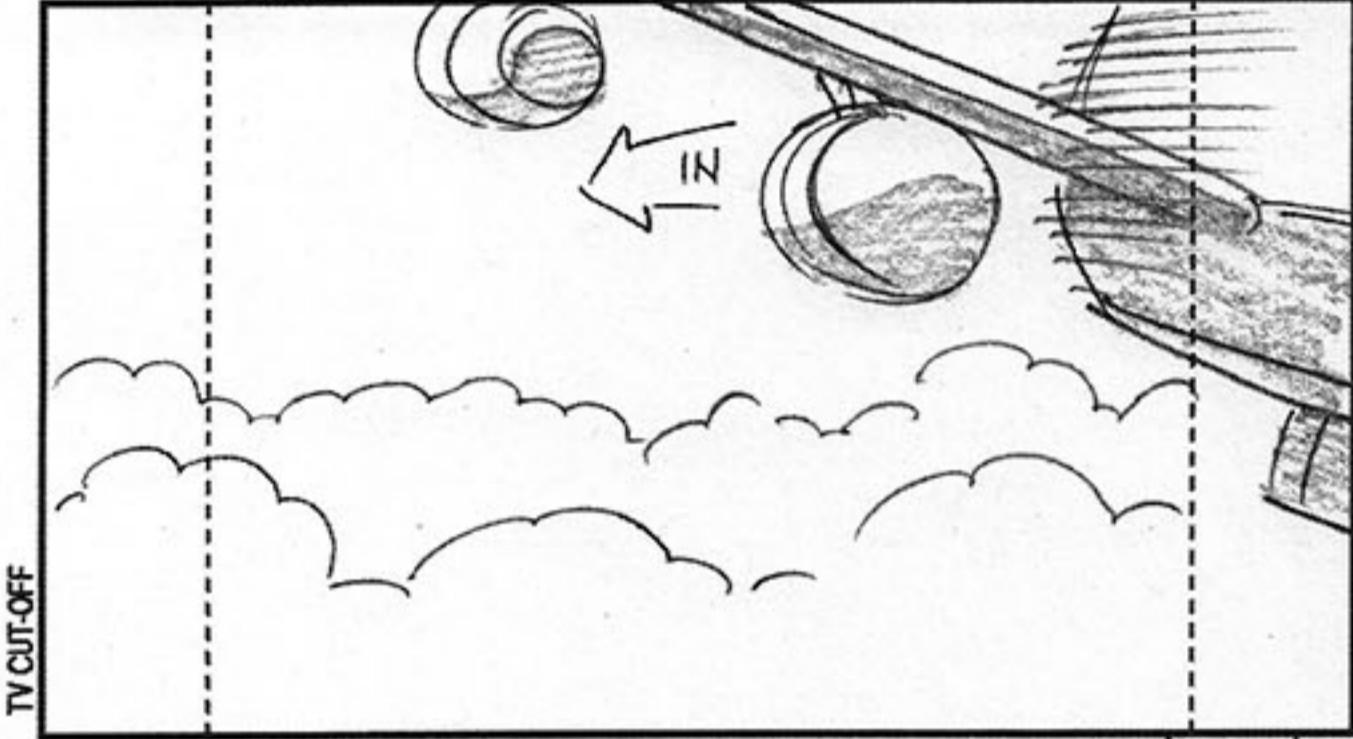


TV CUT-OFF TV CUT-OFF PANEL 3

action
-and dives down into clouds

dialog

SCENE A113 BG.

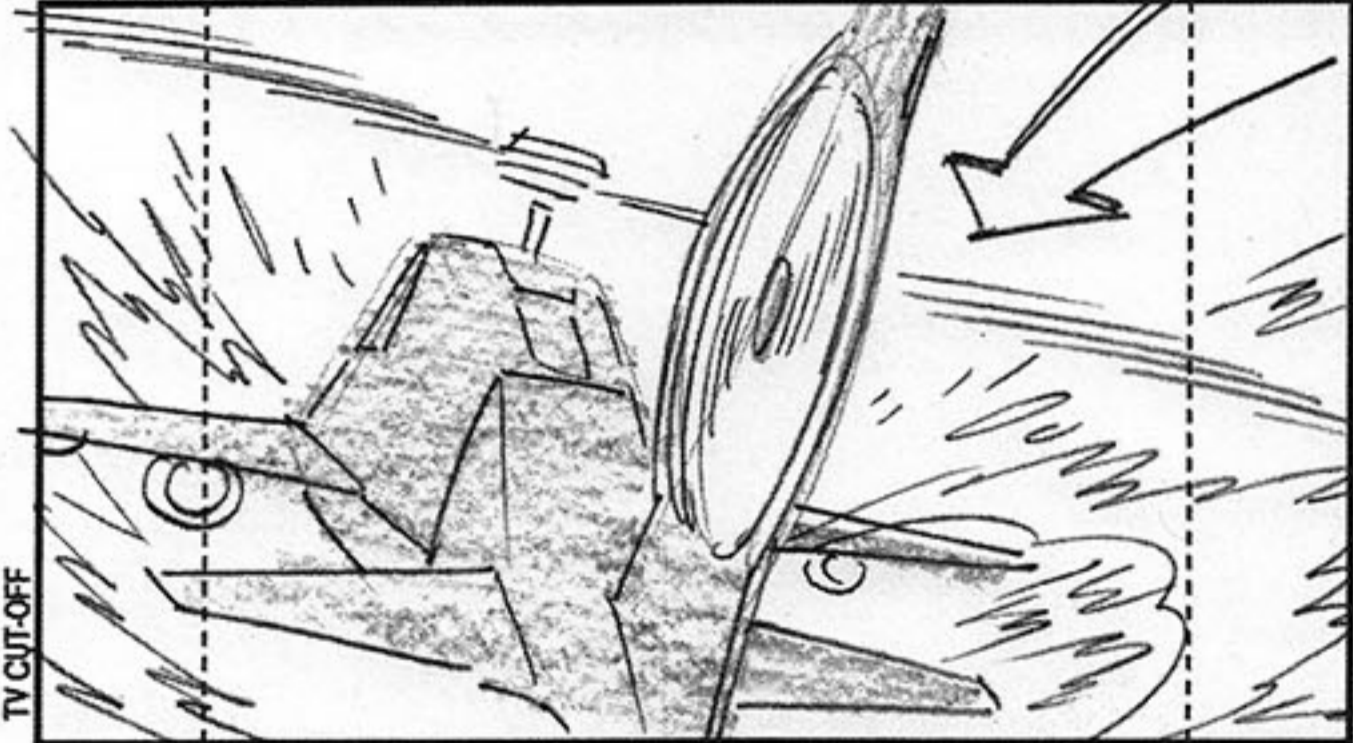


TV CUT-OFF TV CUT-OFF PANEL 4

action
Heli IN

dialog

SCENE A113 BG.

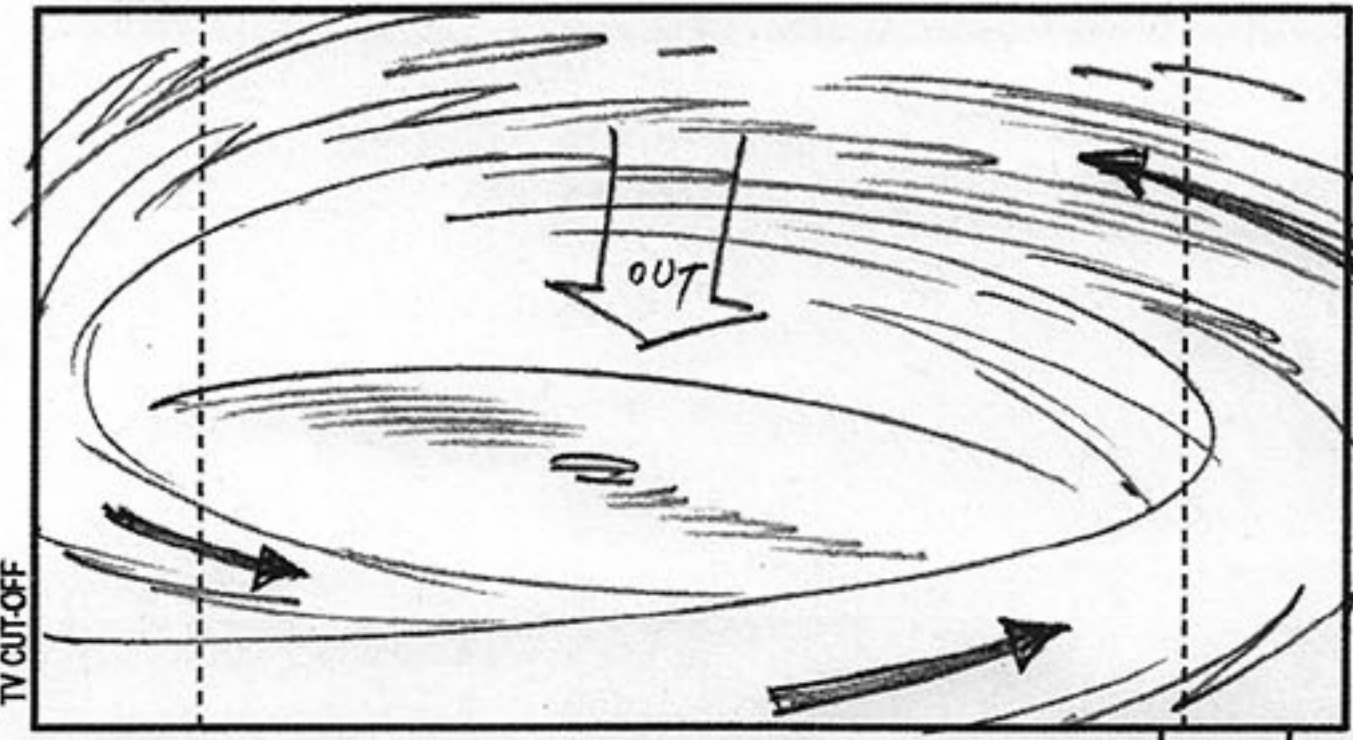


TV CUT-OFF TV CUT-OFF PANEL 5

action
It descends into clouds

dialog

SCENE A113 BG.

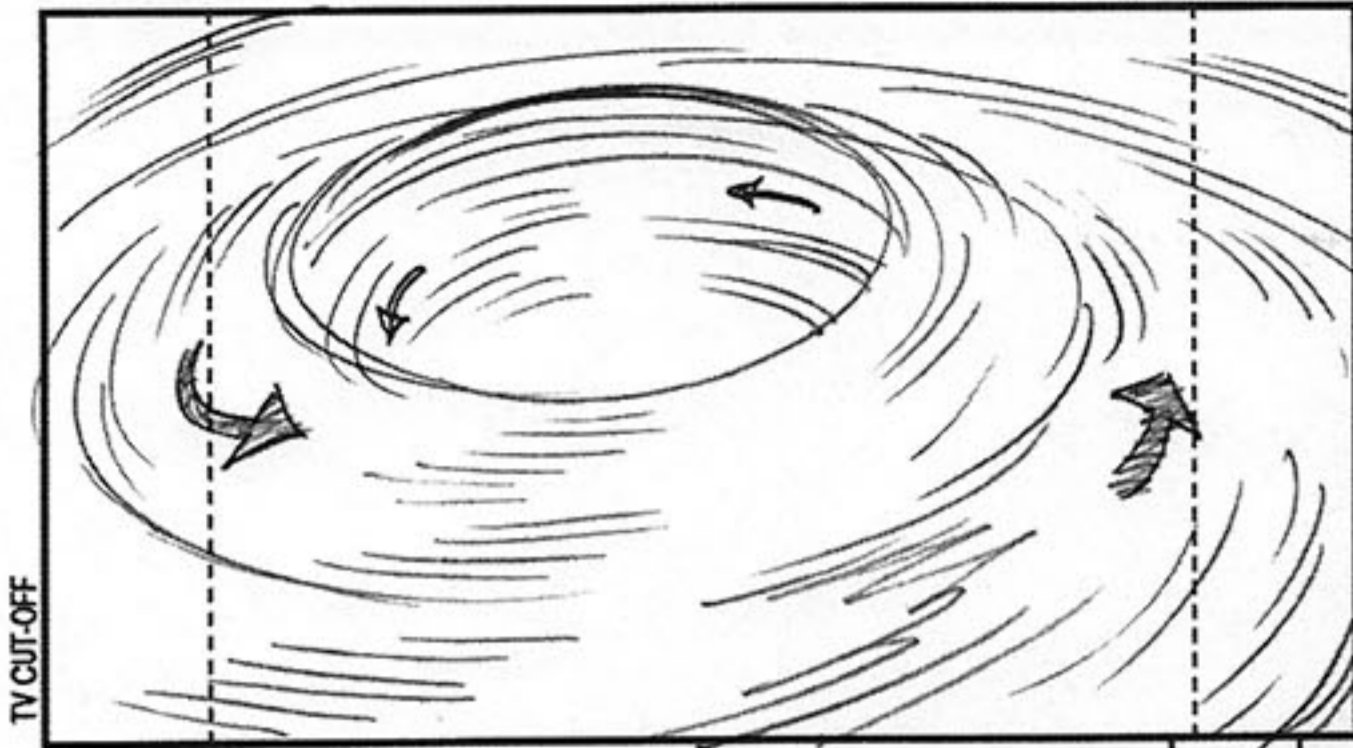


TV CUT-OFF TV CUT-OFF PANEL 6

action
-whipping them into a cyclone

dialog

SCENE A113 BG.



action
Continued

dialog

TV CUT-OFF TV CUT-OFF PANEL 7

SCENE A114 BG.

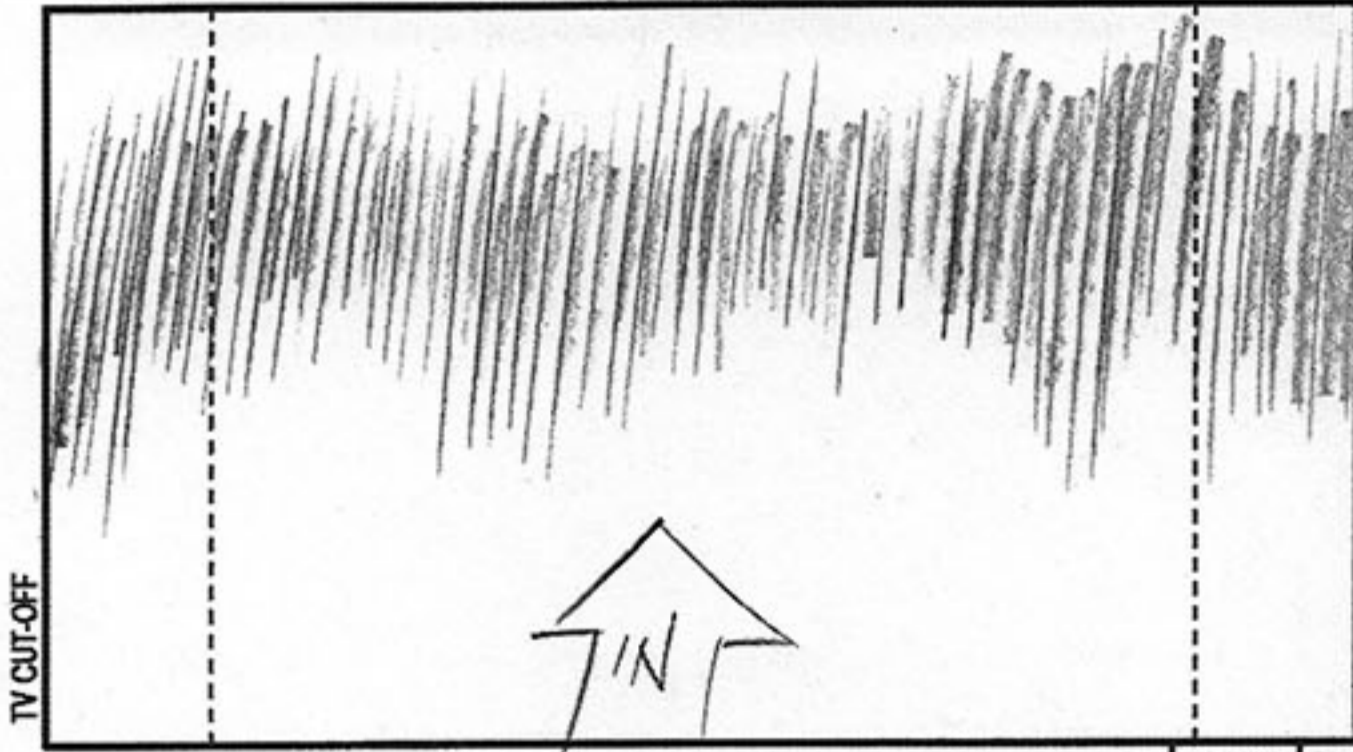


action
Track with Angel
in a power dive

dialog
<add cam shake -
rapid/violent>

TV CUT-OFF TV CUT-OFF SHAKE PANEL 1

SCENE A114 BG.



action
FG cloud BLURS
into scene

dialog

TV CUT-OFF TV CUT-OFF PANEL 2

SCENE A114 BG.



action
-then clears to
reveal Angel closer to
cam

dialog
(can't shake)

TV CUT-OFF TV CUT-OFF PANEL 3

SCENE **A114** BG.



TV CUT-OFF

TV CUT-OFF

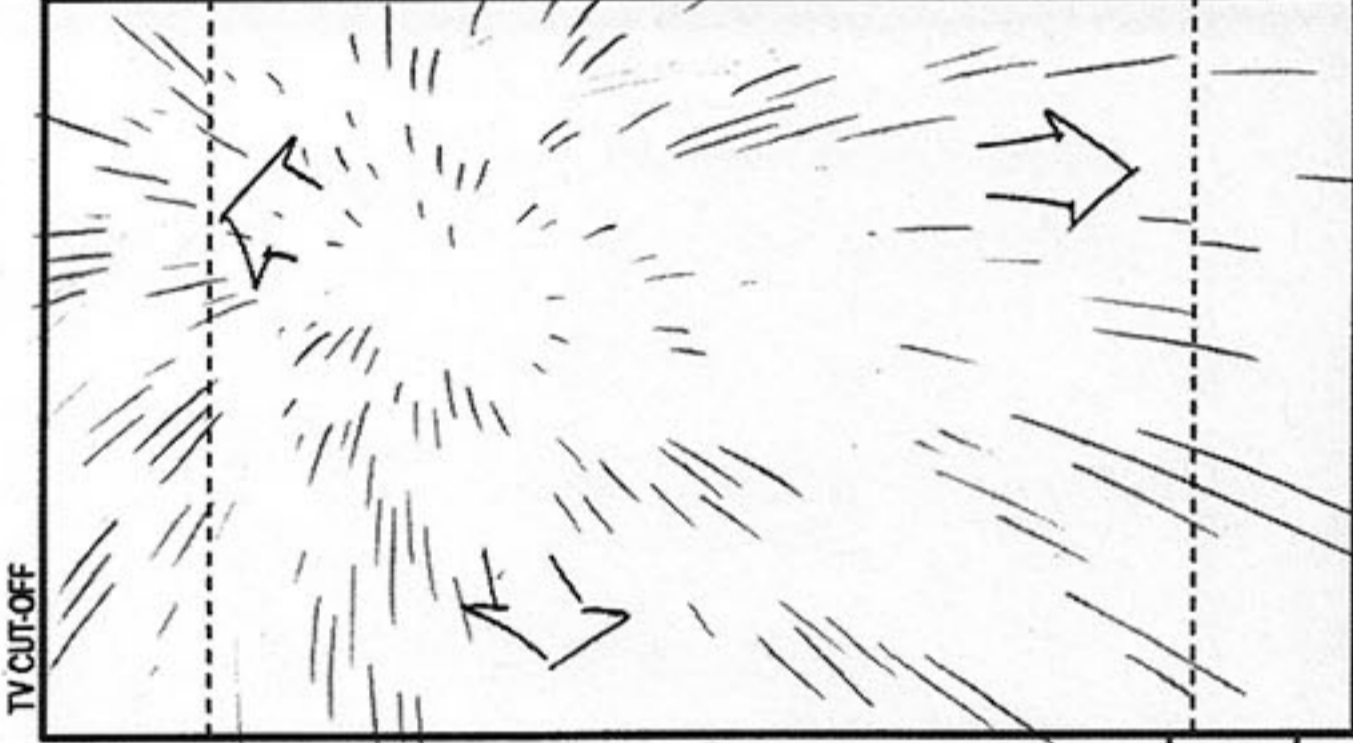
PANEL **4**

action

Continued

dialog

SCENE **A115** BG.



TV CUT-OFF

TV CUT-OFF

PANEL **1**

action

Angel's POV-diving

dialog

SCENE **A116** BG.



TV CUT-OFF

TV CUT-OFF

PANEL **1**

action

Start on Angel, tears streaking from his eyes - Pan UP ...

dialog

action

dialog

(PAN)

SCENE A116 BG.

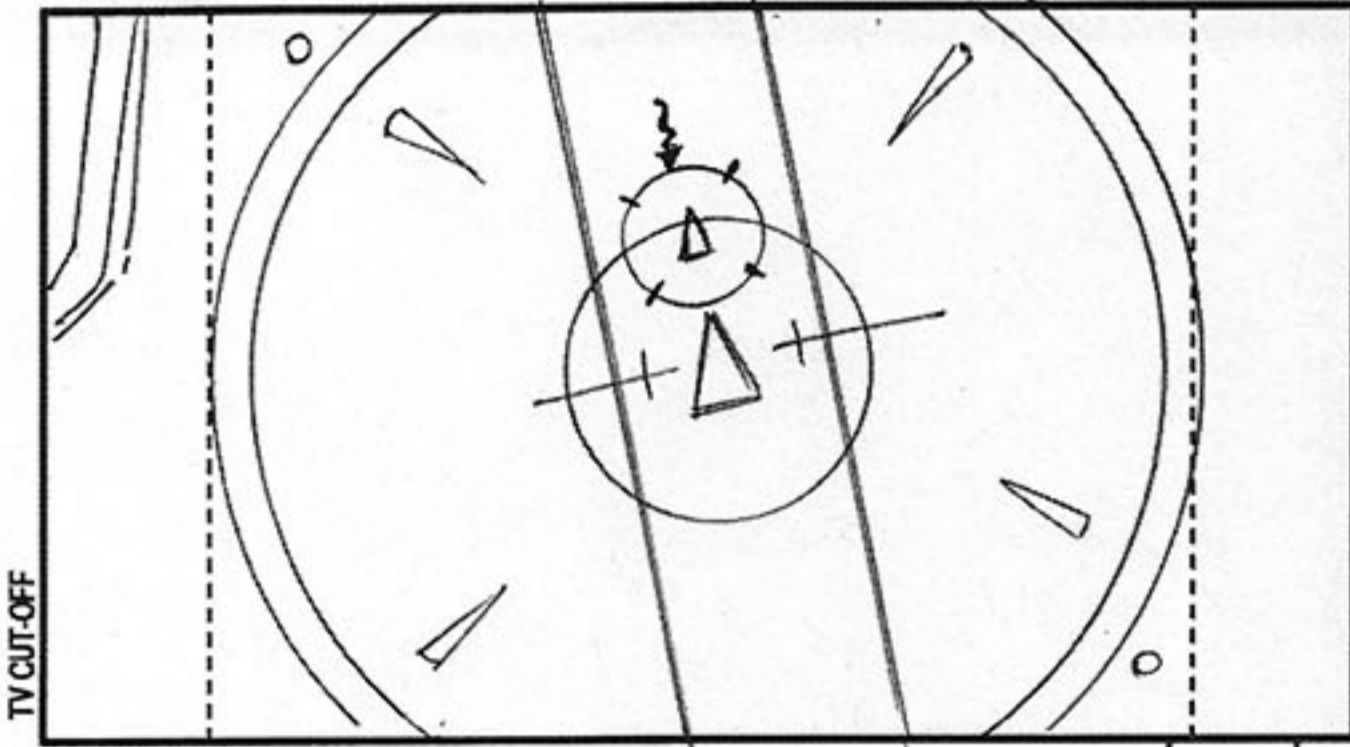


action
...to see helicopter
dissolve on

dialog

TV CUT-OFF TV CUT-OFF PANEL 2

SCENE A117 BG.



action
Close on scope -
icons converge

dialog

TV CUT-OFF TV CUT-OFF PANEL 1

SCENE A118 BG.



action
Moss smiles

dialog

TV CUT-OFF TV CUT-OFF PANEL 1

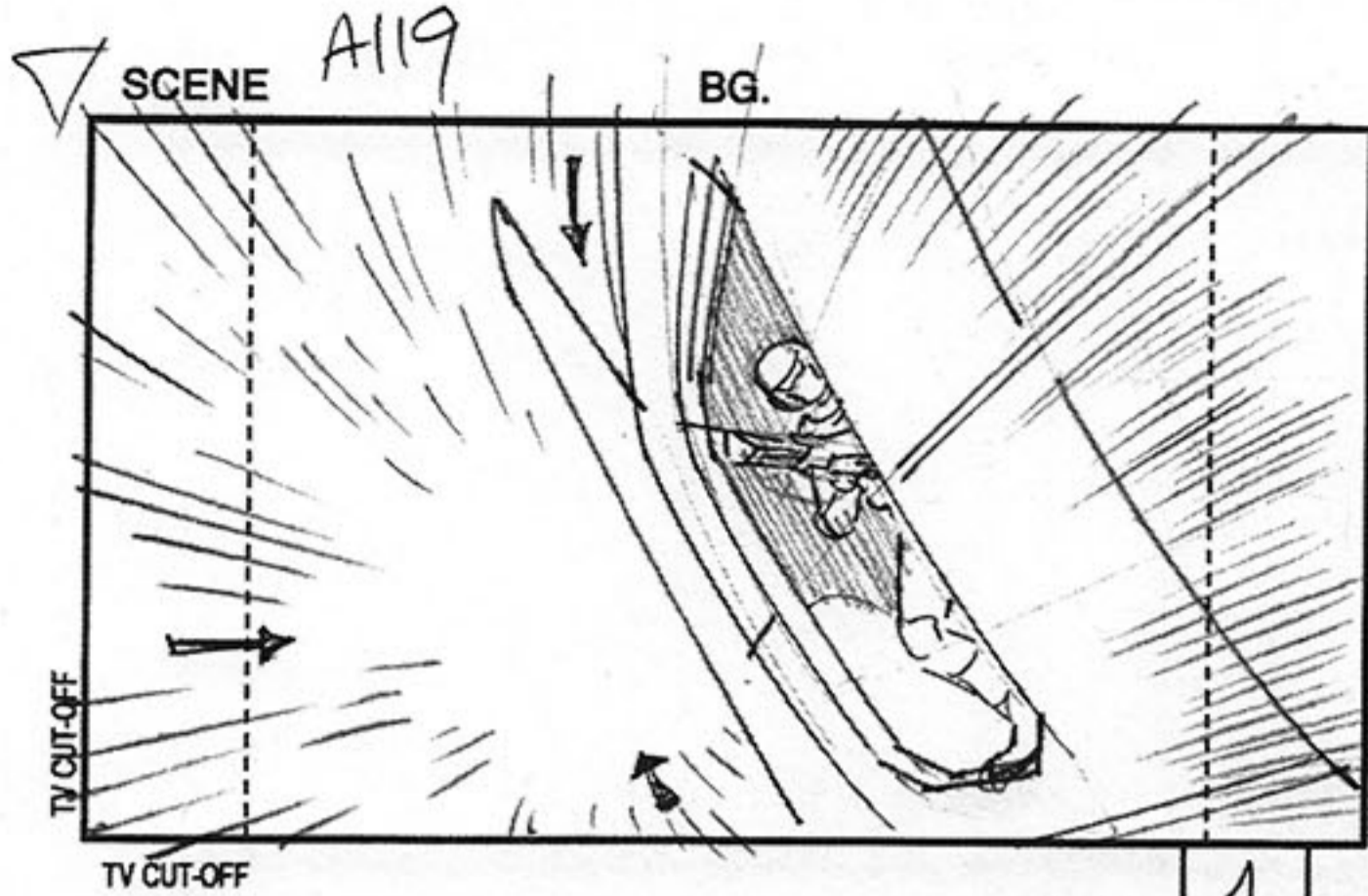
SCENE A118 BG.



action
-gestures to trooper
behind him

dialog

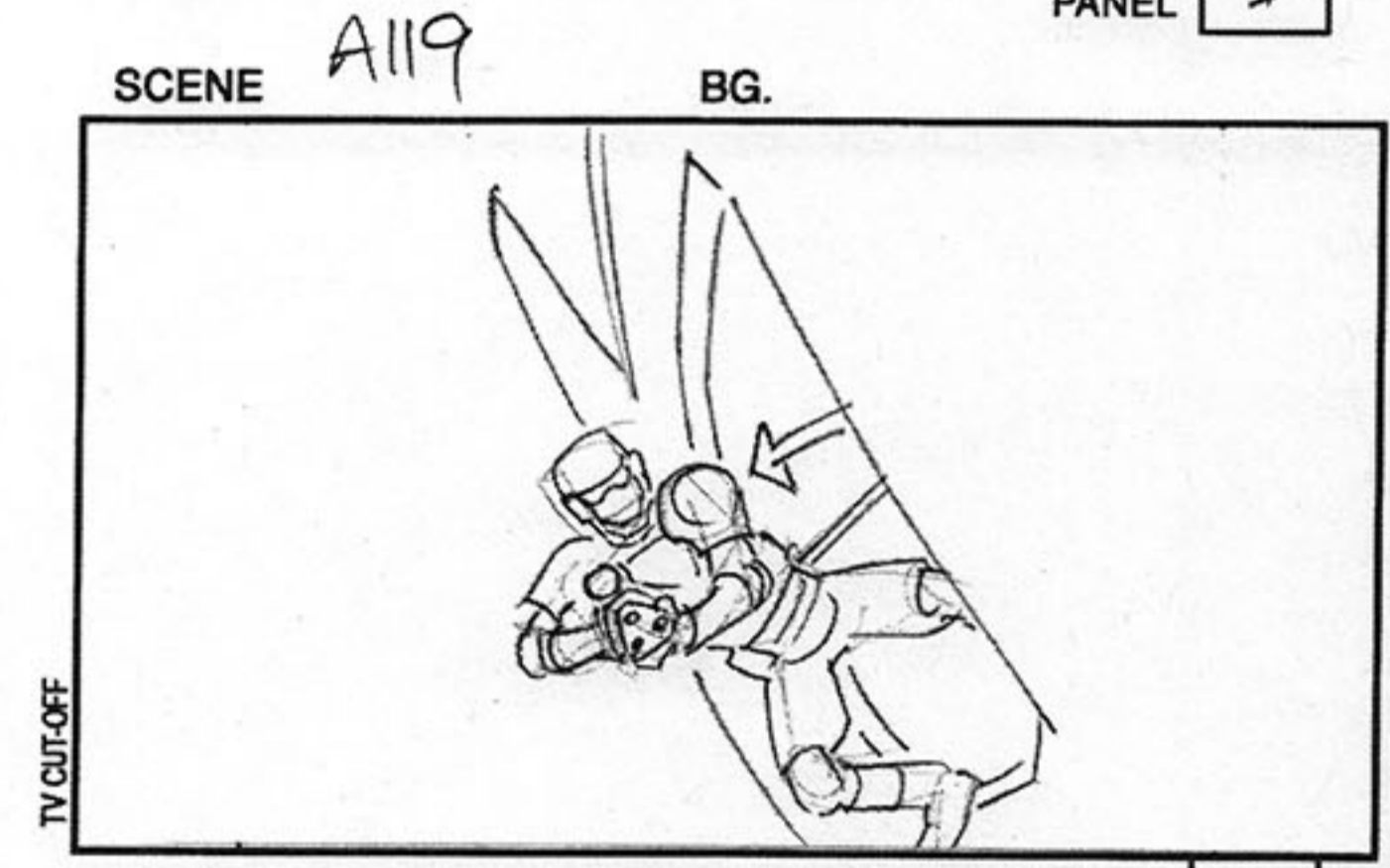
TV CUT-OFF TV CUT-OFF PANEL 2



action
Track with heli-
close to side door

dialog

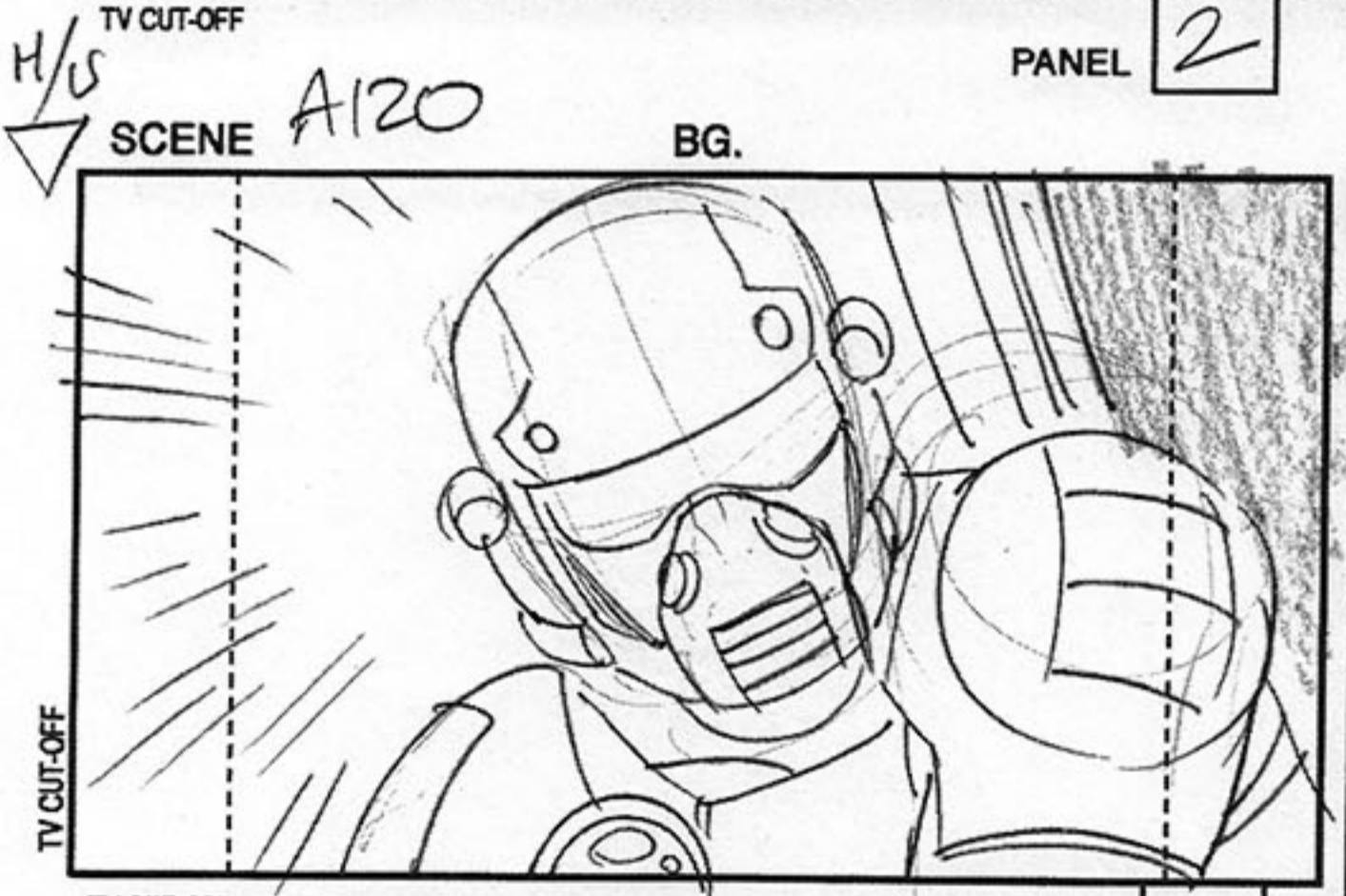
PANEL 1



action
Trooper leans out
on cable

dialog

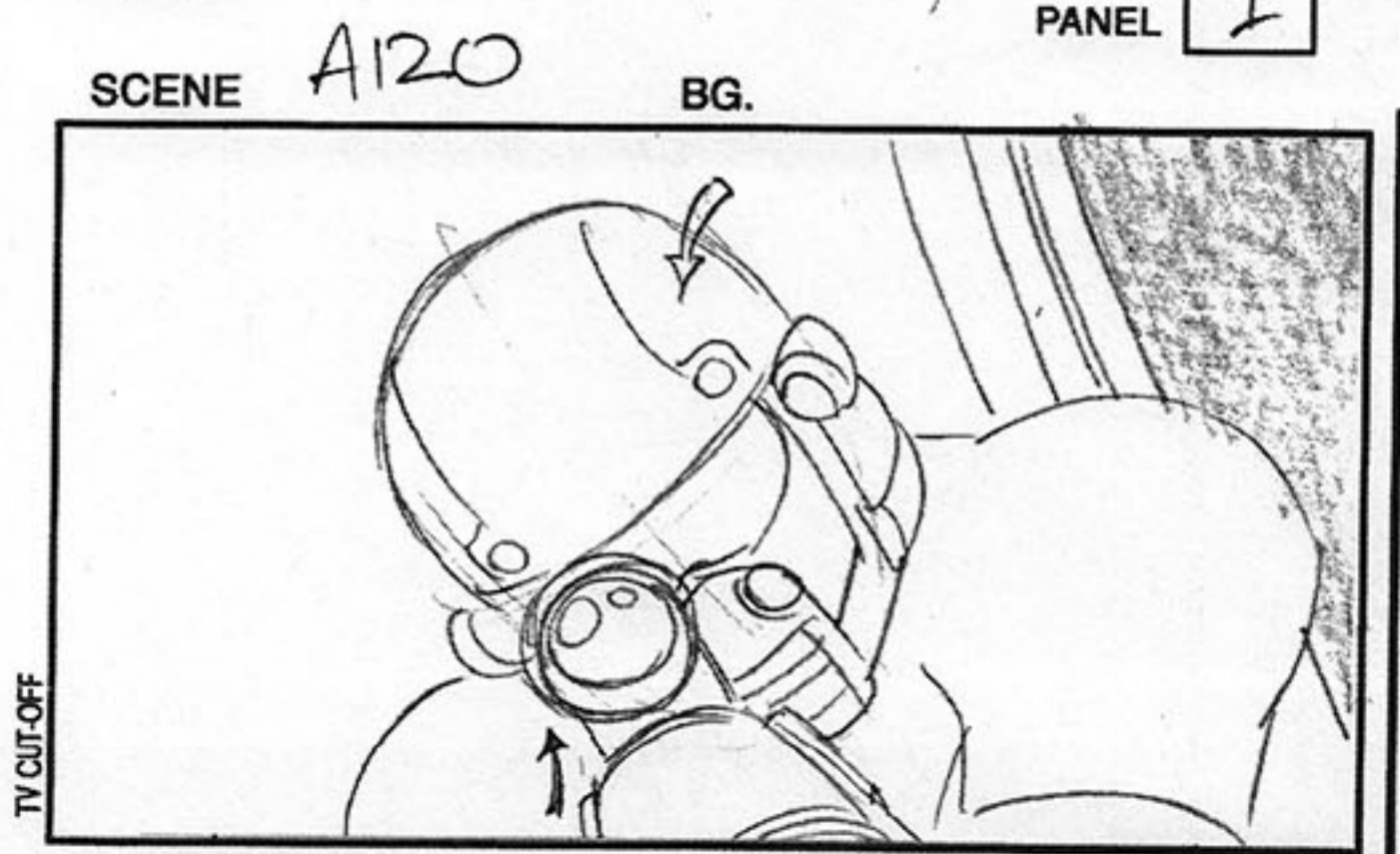
PANEL 2



action
Close on
Trooper

dialog

PANEL 1



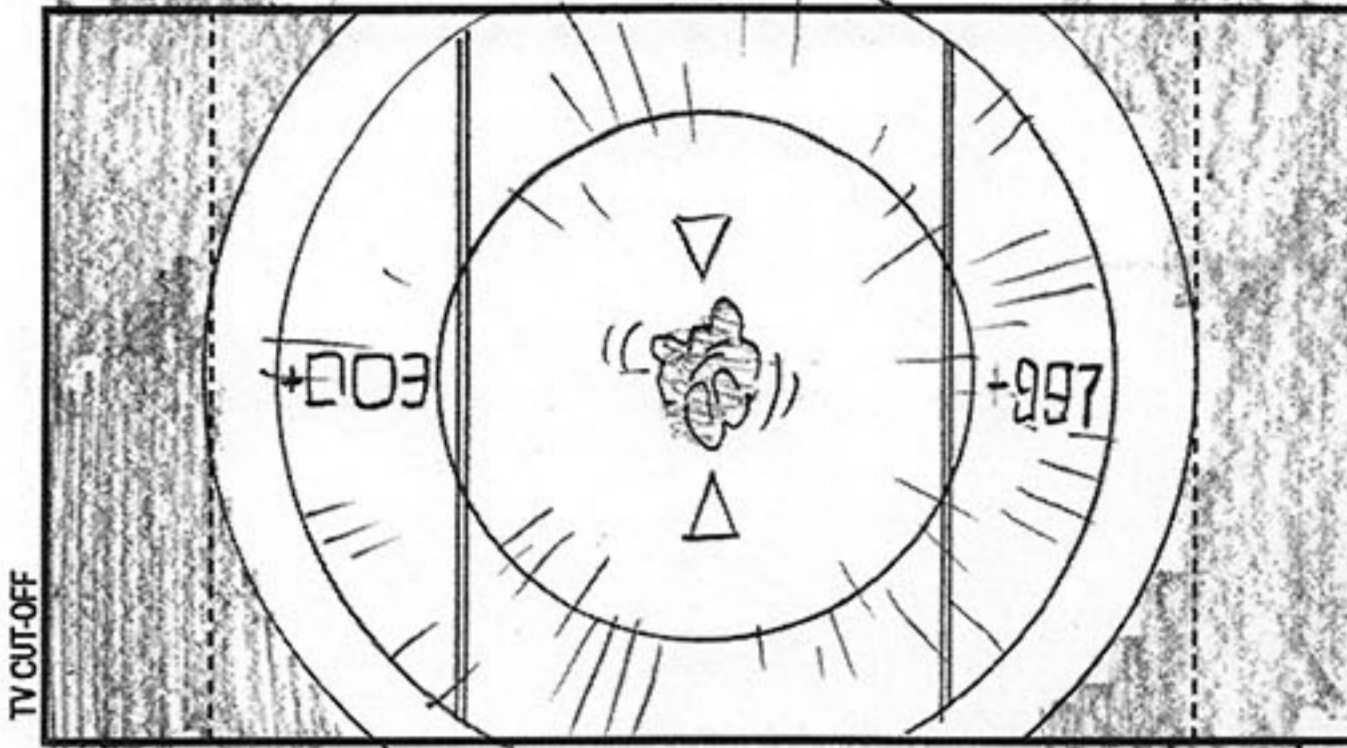
action
-raises weapon,
looks into sight

dialog

PANEL 2

SCENE A121

BG.



TV CUT-OFF

TV CUT-OFF

PANEL 1

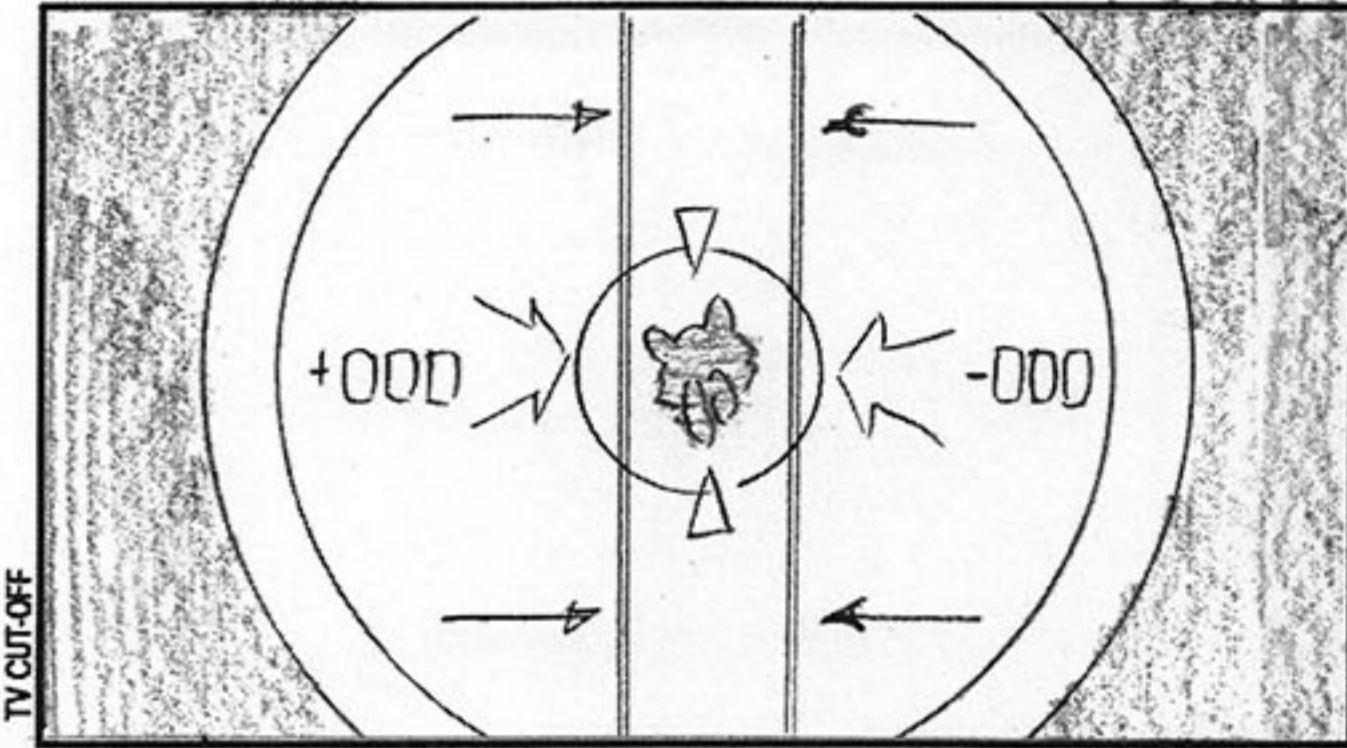
action

Pov through site-
Angel shudders in
viewfinder

dialog

SCENE A121

BG.



TV CUT-OFF

TV CUT-OFF

PANEL 2

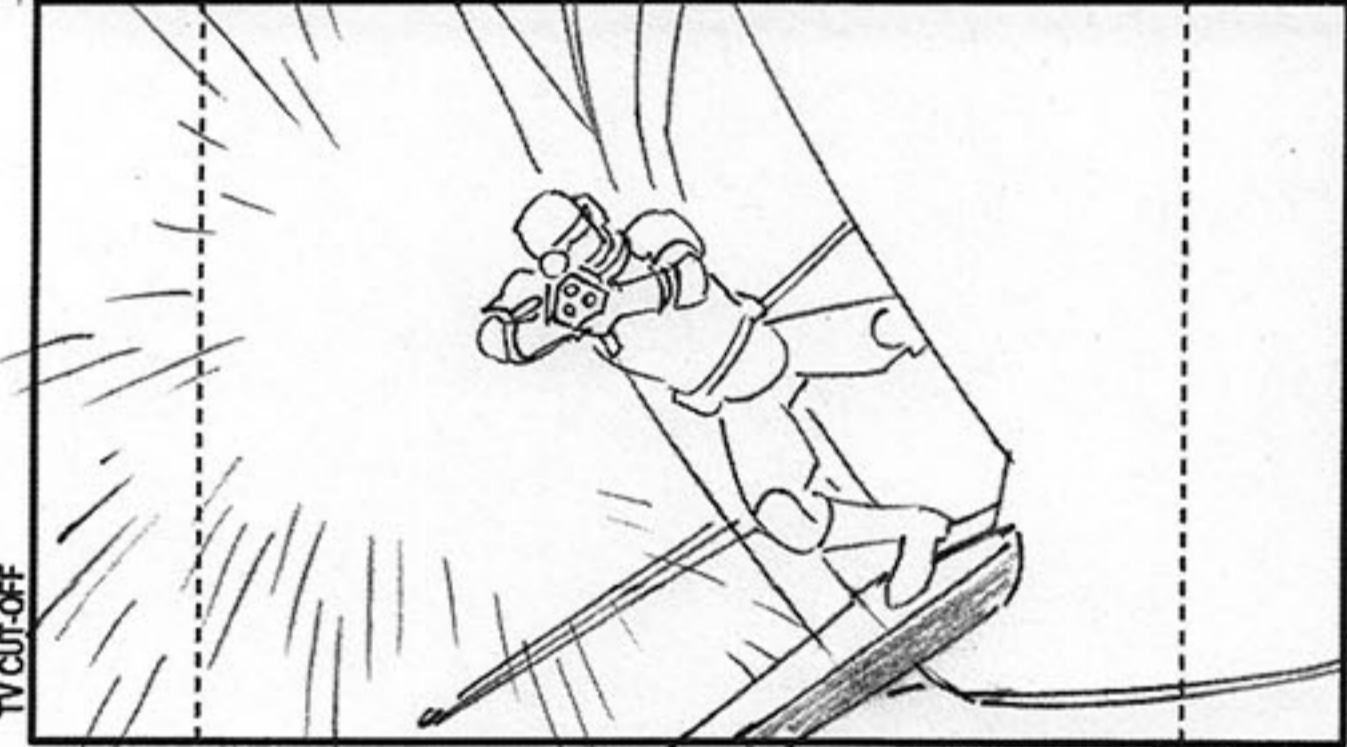
action

Circle & vertical lines
converge as numbers
count to zero

dialog

SCENE A122 (Match A119)

BG.



TV CUT-OFF

TV CUT-OFF

PANEL 1

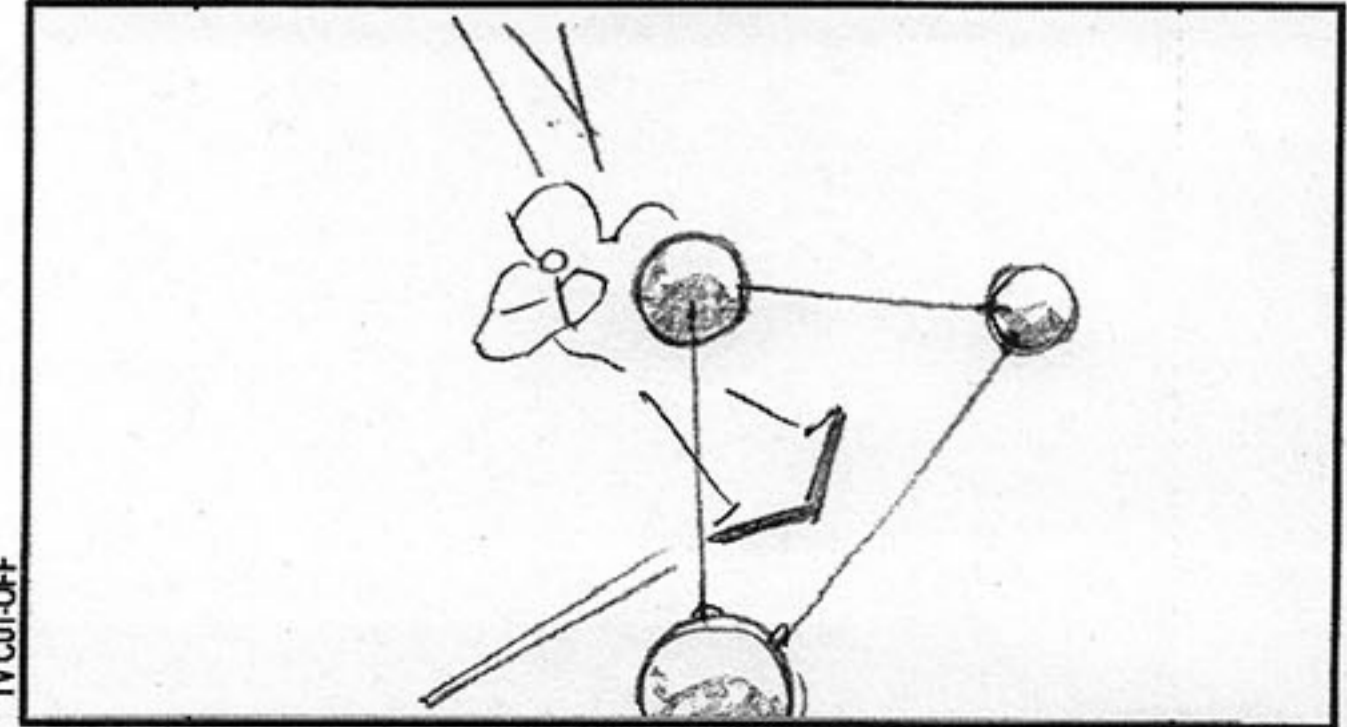
action

On Trooper aiming

dialog

SCENE A122

BG.



TV CUT-OFF

TV CUT-OFF

PANEL 2

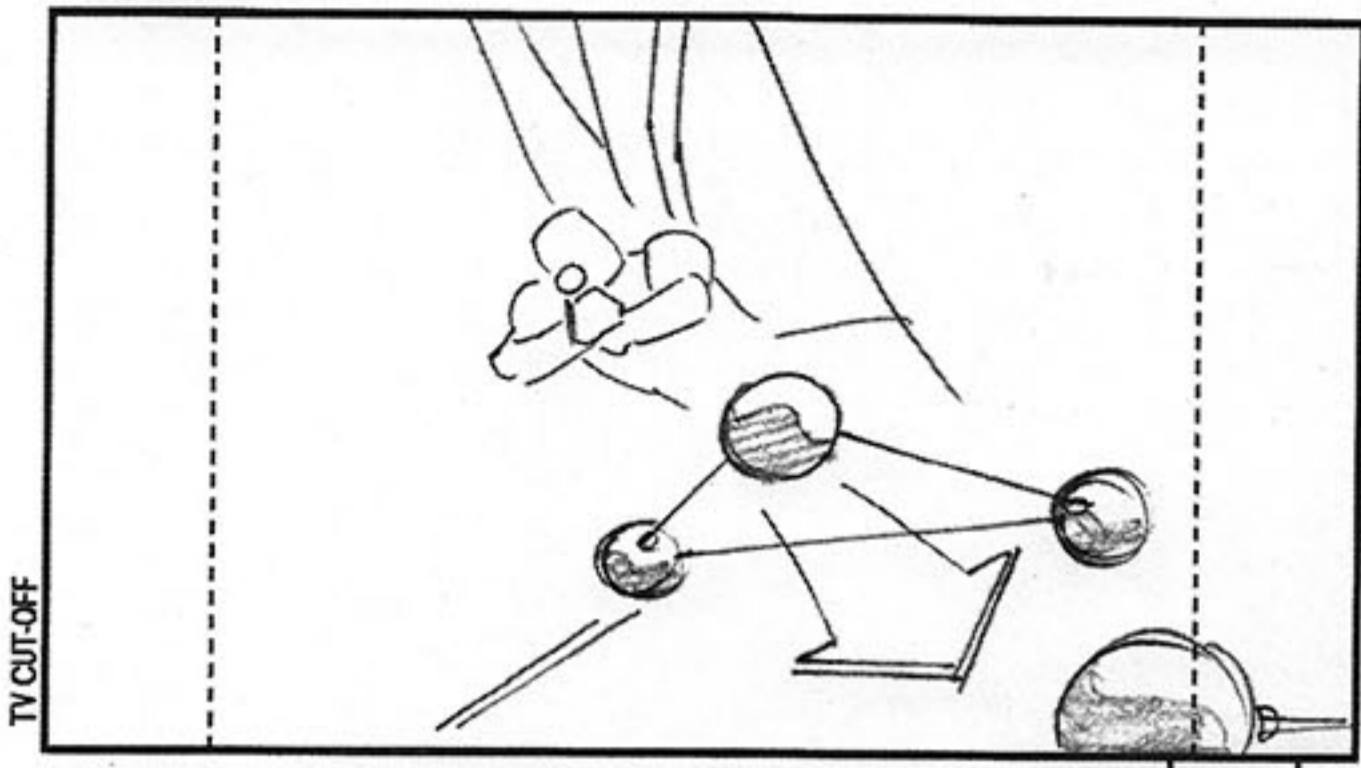
action

He shoots 1st bolo

dialog

SCENE A122

BG.



TV CUT-OFF

TV CUT-OFF

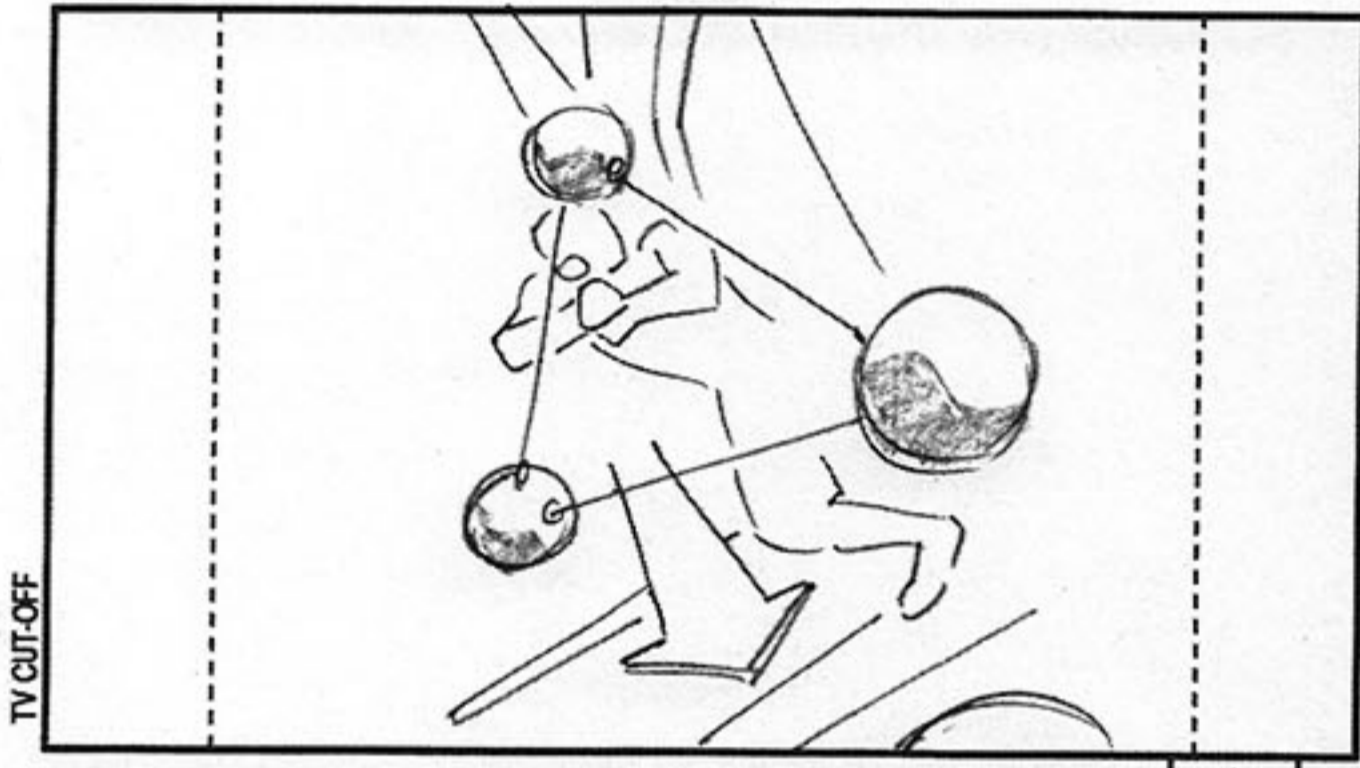
PANEL 3

action
- then 2nd

dialog

SCENE A122

BG.



TV CUT-OFF

TV CUT-OFF

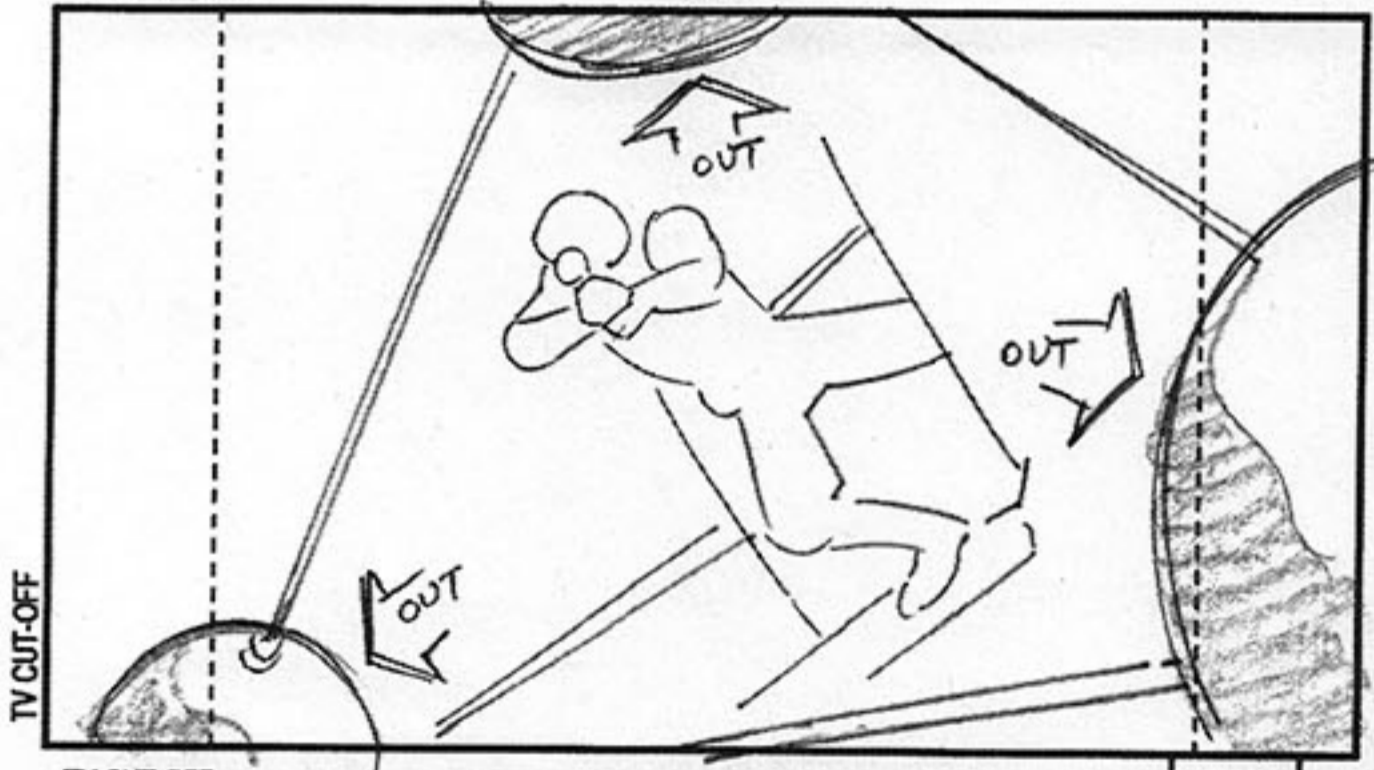
PANEL 4

action
- then 3rd

dialog

SCENE A122

BG.



TV CUT-OFF

TV CUT-OFF

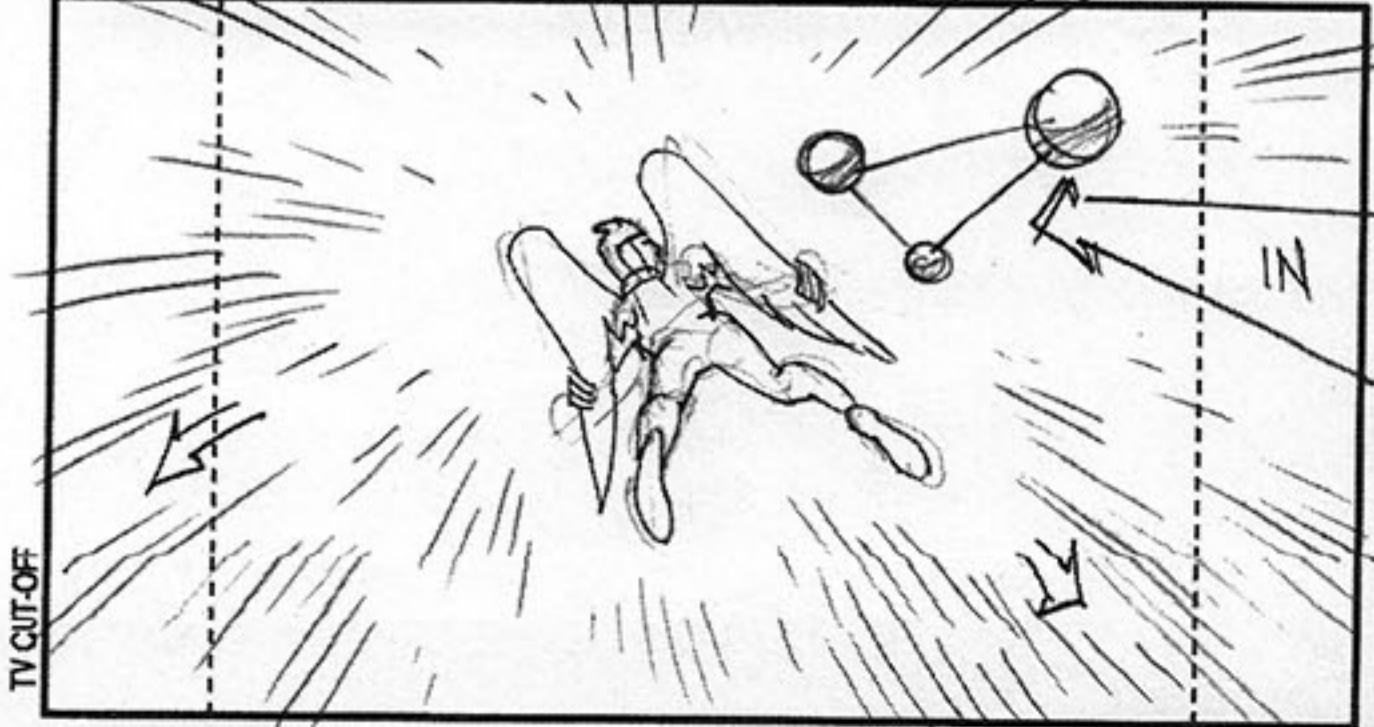
PANEL 5

action
3rd bolo surrounds
cam / flies OS

dialog

SCENE A123

BG.



TV CUT-OFF

TV CUT-OFF

PANEL 1

action
Angel looks back as
1st bolo enters

dialog

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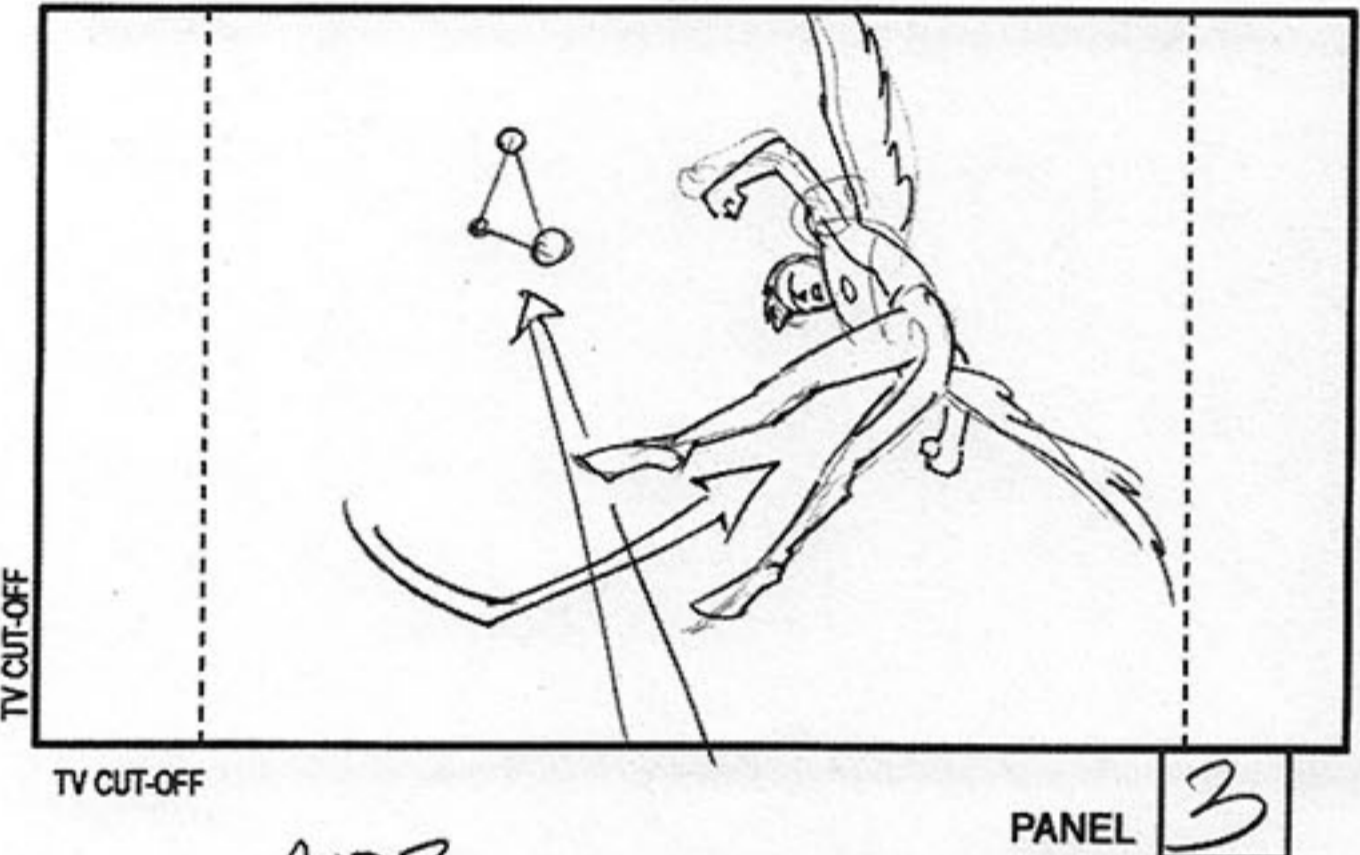
SCENE A123 BG.



action
He dodges as 2nd bolo flies in

dialog

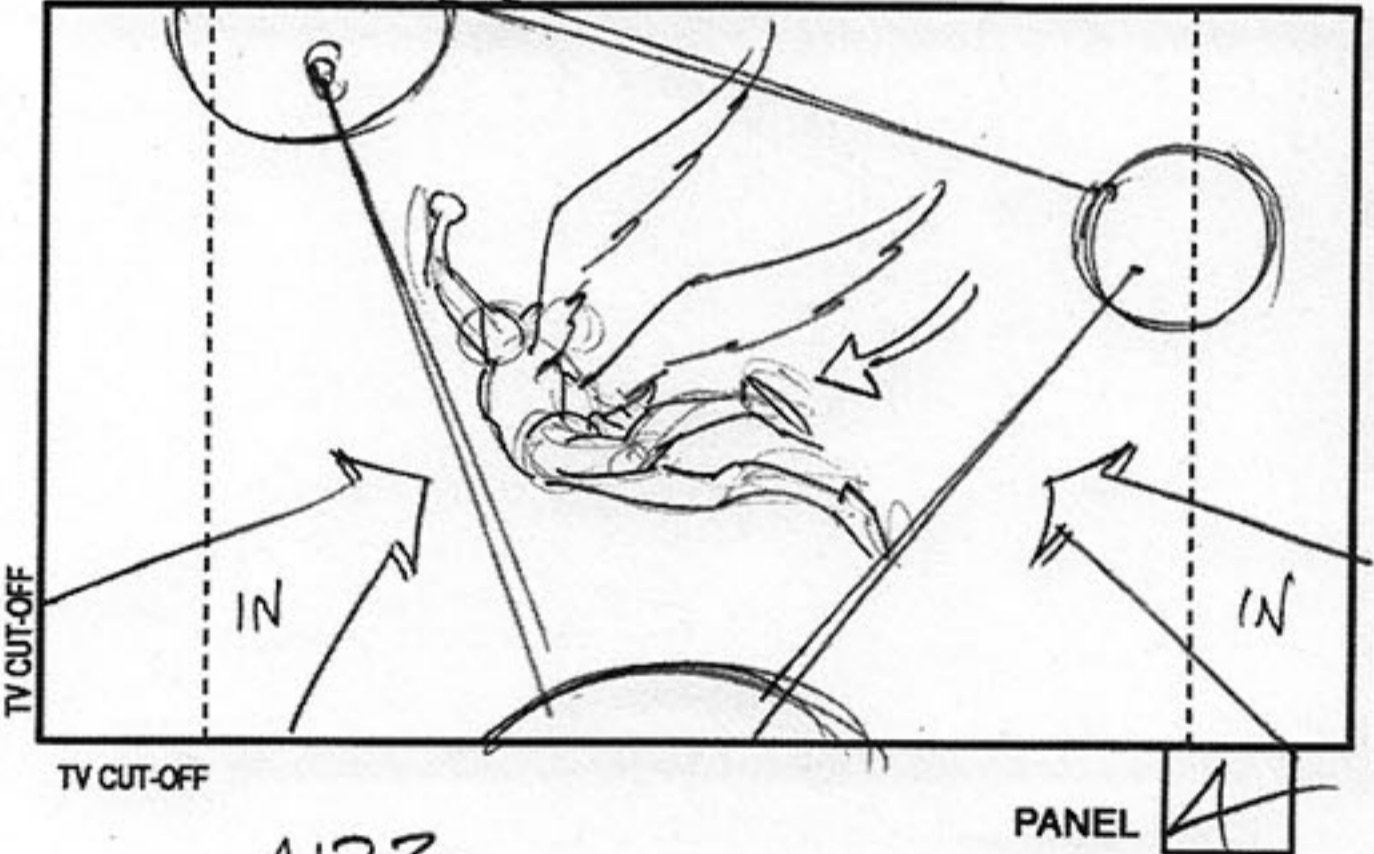
SCENE A123 BG.



action
He dodges 2nd bolo

dialog

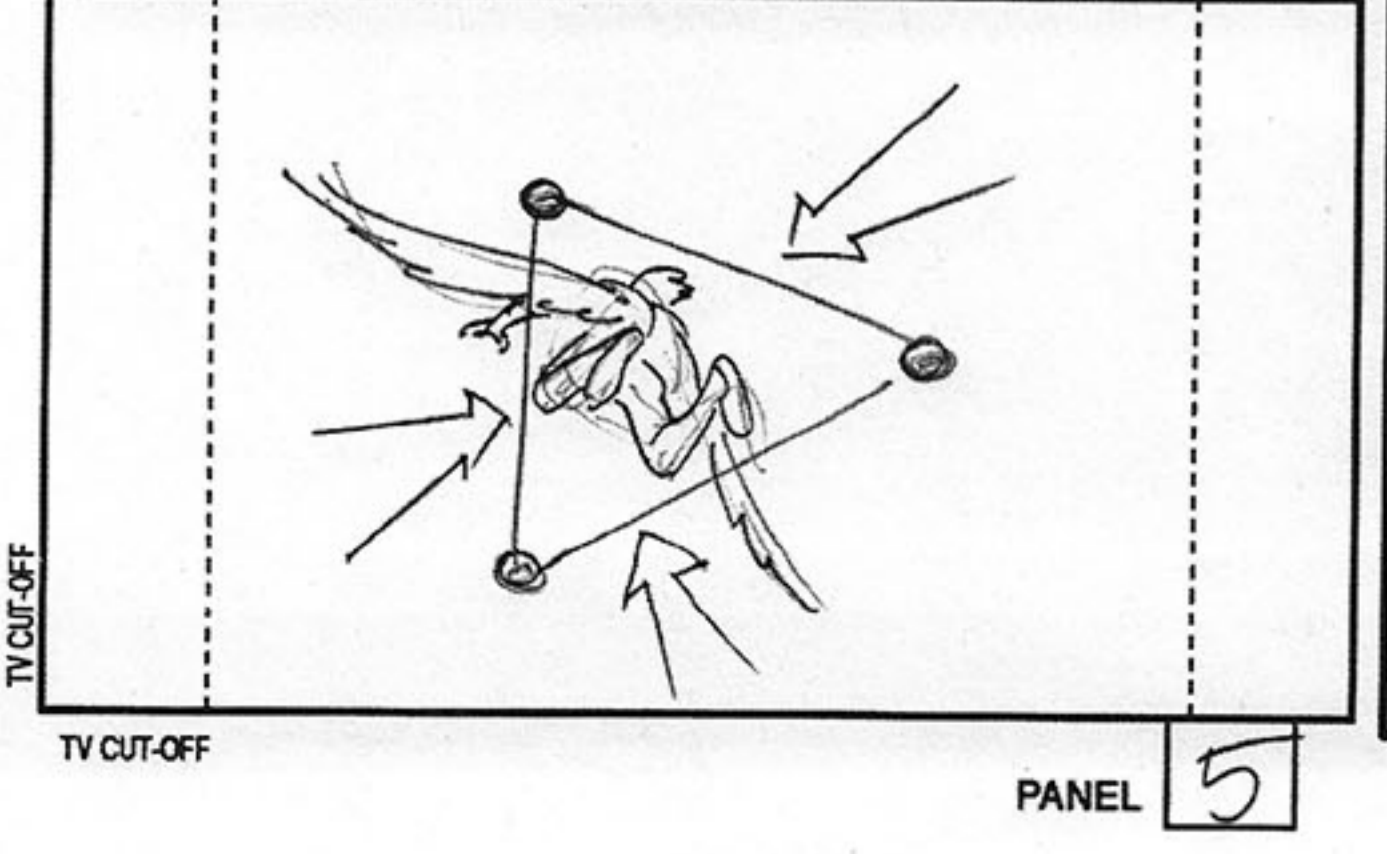
SCENE A123 BG.



action
3rd bolo in around cam

dialog

SCENE A123 BG.



action
It converges on Angel

dialog