

Crusader: No Remorse Intro

by
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4th Draft

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INT. SUB-LEVEL PASSAGE

Dank. Abandoned. The walls are slick with effluent. Detritus covers the floor. In the foreground, a scavenger skitters about.

SUPERED TITLE

"DATE: 2493.2 WC"

"REBEL INSTALLATION, ECHO SECTOR"

"ENGAGEMENT POST-OP ROUTINE"

Light-beams play across the convolutions in the far wall. The scavenger pauses, looking up.

TITLES FADE

RACK FOCUS from scavenger to walls as light-beams play off surfaces and dust-motes in the air. The scavenger skitters away. Footsteps can be heard approaching.

ON TWO TROOPERS

These are VITEK in front and CRUSADER behind. DOLLY BACK as the troopers advance ala steady-cam.

VITEK

What good will that do?! Oh man.
We shouldn't have let them go --

ON THREE TROOPERS

ZUROVEC leads the other two, taking point.

ZUROVEC

-- Shutup, Vitek! They were
civilians, not rebels. You keep
makin' noise and Command will nail
us.

VITEK

Did you see the shell casings?

POV VETRON-VISION

The troopers walk by past a screened grate. Vetron-vision is rastered with graphics and command-lists overlaying the view of the surroundings. Target hairs track each trooper and text identifies each serial-number and name. The words "WANTED FOR QUESTIONING" appear. Background noise and footsteps filter through the vetron's electronic system. Clicks, whirrs and bleeps of robotics system underlay that.

VITEK (CONT'D)

That wasn't a rebel ambush.
Command ordered the vetron unit to
take out our team!

ZUROVEC

Friendly fire. They just stepped
into the wrong line.

VITEK

Friendly fire!?

ON VETRON IN SIDE PASSAGE

The VETRON sits motionless behind a grate, whirring softly. It's faceplate sports a menacing weapon and camera turret.

VITEK (CONT'D)

Command tried to waste us for
letting the scags go. Oh man,
we've done it now. We'll be
fraged for sure!

PREVIOUS OF THREE TROOPERS

ZUROVEC

Quiet! Nobody's going down! Just
keep your 'motion in check and
we'll--

VITEK

We can't go home!

The troopers enter an octagonal room.

VITEK (CONT'D)

You heard what happened to Owens
when--

Zurovec stops and turns, halting the other two.

ZUROVEC

--Yes we can! Now get static!
 (a beat)
 Allright...

POV VETRON-VISION

Vetron graphics spell "TERMINATE" for each trooper and a targeting system scans all.

ZUROVEC (CONT'D)

...we didn't find any rebels so we
 couldn't have let them go, right?
 If we just stick with that we'll be
 okay.--

PREVIOUS OF TROOPERS

VITEK

--I got a bad feeling about this.

The sound of a weapon cycling up,

REVERSE TROOPERS TO AN OPENING BEYOND

The Vetron steps into the opening. Crusader leaps behind a support structure just as...

POV VETRON-VISION

... the vetron opens fire. Zurovek and Vitek do the jitter bug.

CU GUN-BARREL

The barrel illuminates the room with a stark stacatto.

WIDER VETRON

Coke-can sized rounds spill onto the floor. The Vetron stops firing. Smoke fills the sub-hall and wafts out of the screen-opening into the outer chamber. A beat. Then a blur arcs toward the floor at the vetron's feet.

LOW ON VETRON

The vetron retreats from opening and tilts down to investigate the object between its feet.

POV VETRON-VISION

A grenade rolls into the frame and bounces off the Vetron's foot. Scanner graphics identify device just as it explodes.

MEDIUM VETRON

The grenade explodes in the vetron's "face."

CUT TO BLACK

INT. PREVIOUS - MOMENTS LATER

VETRON POV

The ceiling can be seen through the cracked lens. Graphics flutter wildly as vetron attempts to analyze and repair its failing system

A beat.

Crusader enters vetron view from bottom of frame, watches a moment, raises a handgun, and fires point-blank. A flash then instant systems shutdown. The image shrinks to a line, then point, and winks out revealing the...

"Crusader: No Remorse" logo.