

MechWarrior

Pilot Episode

by

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Based on

the BattleTech

and MechWarrior games

ACT ONE

FADE IN:

EXT. SPACE - PLANET NORMANDY

A small space station floats above a lone city on the face of the barren rocky world below. A few space ships are docked at the station. A few smaller space ships fly around the station, making repairs, guiding a transport barge out of the dock.

Nearby a medium carrier ship floats by itself. SNAP ZOOM to the carrier.

NEPTUNE'S FURY written across the side.

INT. NEPTUNE'S FURY - TACTICAL DECK

A holographic display in the center dominates the room. This is where battles will be monitored from a macro perspective.

In a space battle, the holo display shows the disposition of all the ships in the area and allows you to rotate, zoom in, even back up the video.

In a Mech battle it can display an overhead, first person, or 3rd person chase cam.

Being in the center of the room allows people to walk 360 degrees around it.

Along the walls, encircling the room, are five TAC STATIONS. Allowing individual TACCOMS (Tactical Commanders) to manage groups of ships or Mechs during the battle.

Tonight the room is quiet.

LT. COMMANDER ANNE SUTTON, 31, fresh out of Command School, has the operations command duty tonight. She flips through the different views on the holo. Nothing exciting.

LTC SUTTON

How's your sister doing down there,
Hunter?

JACK "HUNTER" WALLACE, 26, sits at his Tac Station. The other four stations are empty.

(CONTINUED)

CONTINUED:

HUNTER

Hasn't fallen on her face yet. I appreciate you signing off on the Hunchback.

LTC SUTTON

I remember how tough it was to make the transition from a fast light Mech to the slower medium Mech. Middle of the night in the middle of nowhere is a great place to practice.

LAURA "LYNX" WALLACE, 23, Hunter's younger sister, comes over the com.

LYNX

Hunter, the scanners on this thing are so useless I am almost blind. It doesn't even have light amplification. It's an antique.

HUNTER

I know. That is why you should feel so special that you're getting a chance to drive it.

ZIPPING OUT of the ship and DOWN to:

EXT. PLANET NORMANDY - NIGHT

Lynx's HUNCHBACK BATTLEMECH, a thirty foot tall heavily armed robot, lumbers across the barren landscape.

LYNX

I know, it is a 300 year old mint condition Star League model. But what is the point of me stumbling around in this thing? What am I supposed to learn? It is nothing like piloting any of our modern Mechs.

HUNTER

Lynx, that is the point. If you can make the Hunchback dance, you can pilot any Mech. Okay, you're coming up on Nav Alpha. I have three target drones in the area.

(CONTINUED)

CONTINUED:

LYNX

Yeah, I can see their ion trails out the window, but they still aren't showing up on the sensors.

HUNTER

Tell me something, are you this cranky with all the TacComs?

LYNX

Other TacComs don't make me sit in this dingy old museum piece. Smells like brussels sprouts in here.

HUNTER

Okay, Lynx, you want to be a light Mech scout your whole career, fine. Turn around and head back to the hangar. You want a chance to get in one of the big Mechs one day, you gotta master the medium ones first.

LYNX

I hear ya.

HUNTER

Now, engage those drones.

Lynx guides her Mech around the area, targeting and destroying each of the three drones.

LYNX

What next sensei?

INT. NEPTUNE'S FURY - TACTICAL DECK

Hunter lounges at his console.

HUNTER

Next we'll work on your plant turns.

LYNX

What was wrong with my plant turn? That was textbook.

HUNTER

If you were in a Commando or a Firestarter, but in a medium Mech you need to break before you plant, or you put too much stress on the hip actuator. I just want to make sure you develop good habits early.

(CONTINUED)

CONTINUED:

LYNX

I know.

HUNTER

There is an open area just over that ridge that should give you a good stretch. Setting a series of navs for you. Basically, I want you to run the old circle drill from hockey practice.

LYNX

I gotcha. Circle the first nav going left, second nav right, repeat.

EXT. PLANETOID NORMANDY - NIGHT

The Mech crests the rise.

LYNX

Hunter, my scanner is having a problem. Effective range is down to 20% of normal.

HUNTER

We'll have Jerry take a look when you get back to the hangar. For now, run the nav course.

LYNX

Copy.

Lynx guides her Mech through the nav points, running a circle around one, then on to the next.

The dark, muted gray landscape lights up as a glowing ball of red plasma streaks through the frame just missing Lynx's Mech.

Lynx dodges and swivels the Mech's torso, looking for the source, several large shapes in the distance.

LYNX (CONT'D)

Hunter, I've got visual contact with 4, no, 5 Mechs inbound on my position and they're shooting at me!

INT. NEPTUNE'S FURY - TACTICAL DECK

Hunter snaps to attention.

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CONTINUED:

HUNTER
LTC, you need to hear this.

Hunter flips on the speaker.

LYNX
This hunk of junk can't decode
their transponders or assign Mech
type, but with the amount of
missiles, three or four Catapults.

LTC SUTTON
Kurita or Liao?

LYNX
I can't see their colors from here.
They've got me ranged. Permission
to return to base.

LTC SUTTON
Permission granted. ETA to Normandy
Colony?

HUNTER
Seven minutes.

LTC Sutton grabs the mic from the console.

LTC SUTTON
All crew to battle stations, this
is not a drill. Set Condition One
planet-side, all MechWarriors
report to the hangars for
assignment. Set Condition Two ship-
side, launch fighters and begin
long range active scanning.

The doors open and people start streaming in, most came right
here from bed.

CAPTAIN CHARLIE BREAKWATER, a young 57, strides in oozing
authority and control even dressed in a bathrobe and
slippers.

CPT BREAKWATER
Status?

LTC SUTTON
Possible incursion, five Mechs
inbound on Normandy Colony.

CPT BREAKWATER
Draconis Combine or Capellan
Confederation?

(CONTINUED)

CONTINUED:

LTC SUTTON

Don't know yet. The Mech that spotted them is having sensor problems and hasn't made a positive ID.

CPT BREAKWATER

And how do you know the contacts aren't part of that sensor problem?

HUNTER

Because my sister said they are shooting at her.

CPT BREAKWATER

That works for me. Bet you all thought we were getting the short end being sent out here to guard this middle of nowhere mining colony. But I told you that this world is a prime target for a back door cut. And what did I say our job was if that happened?

EVERYONE

Slam the door shut sir!

CPT BREAKWATER

What direction are they coming from?

HUNTER

Approaching from the West.

CPT BREAKWATER

Using the mesas to block the colony base scanners, smart, but means they can't bring a large force.

CPT Breakwater fires up the holo. The planet fills the view. He rotates it.

LTC SUTTON

Alpha Lance is online and deploying. Beta Lance, online and deploying.

CPT BREAKWATER

Hunter, you've got Mech tactical. Sutton, have Gamma, Lambda, and Theta load for hot drop and let me know when they are set.

(CONTINUED)

CONTINUED:

LTC SUTTON

Copy.

CPT BREAKWATER

Blackrock basin is the closest landing site for our enemies' line of approach.

LTC KESSEL

We have satellites on the other side of the planet. They couldn't have landed there, we would have detected their ships.

LTC SUTTON

They are passive sensors. They rely on the universal transponders that we use for docking to pick up incoming ships. If they disabled those...

EXT. PLANETOID NORMANDY - NIGHT

Lynx dodges a barrage of missiles.

LYNX

Hunter, they're gaining on me. One of them looks like a Catapult with two huge PPCs stuck to it and it seems really mad.

The MAD CAT BATTLEMECH fires its ERPPCs and two glowing red plasma balls nearly hit Lynx.

LYNX (CONT'D)

Holy hell, they must have chained 20 heat sinks together to get that range. There is no way I can fight them.

HUNTER

Hold on, help is on the way. On my mark you are going to break right, and execute this nav sequence.

Lance Alpha and Lance Beta each consisting of four Mechs, make haste away from the colony base.

HUNTER (CONT'D)

Alpha Lance, Beta Lance, prep LRMs, only fire when you have lock. Don't want to take the chance of hitting my sister.

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CONTINUED:

PYTHON

Hunter, that could be a problem,
our sensors are only operating at
20%.

VIPER

Ours too.

HUNTER

They must have some kind of jamming
system. Okay, belay that. Instead
haul ass, divert power from your
energy weapons to your engines, get
to close range fast and cut them to
shreds with your auto cannons.

PYTHON

Alpha Lance, copies.

VIPER

Beta, copy.

HUNTER

Approaching the hot zone now...on
my mark...three, two, one, mark.

Lynx breaks off as the two Mech Lances (eight Mechs total)
round a mesa and charge across the open ground to the
approaching five enemy Mechs.

Python, fingering his weapons controls, keeping the target
cross hairs on his enemy. Watching the distance to target
meter as it gets closer to the weapon range number next to
it.

ALARM!

COMPUTER VOICE

Incoming missiles.

PYTHON

They can't have a lock at that
range.

A volley of missiles blows up the cockpit and Python with it.
The Mech falls forward, smoke pouring out of the top.

Both sides firing missiles, projectiles, and lasers now. Two
more of our guys are turned to flaming husks of bent metal
within seconds.

INT. NEPTUNE'S FURY - TACTICAL DECK

CPT Breakwater watches the battle using the holo.

CPT BREAKWATER
Who the hell are these bastards?

HUNTER
Lynx, swing back around. Circle the
hot zone and use your Streak SRMs.

LYNX
On it.

EXT. PLANETOID NORMANDY - NIGHT

Lynx circles around the tight knot of fighting Mechs, swoops in close range. HUD confirms missile lock on the THOR BATTLEMECH cutting our guys to pieces with his ULTRA AC 20. Lynx pulls the trigger.

The Thor twists at the last second and takes the brunt of the missile salvo to the shoulder. One of the missiles flies past, just missing. The Thor's right arm is mangled, hanging useless. The Thor turns, raises its ULTRA AC 20, and takes aim at Lynx.

That stray missile however loops around and comes back for a second try. It hits the Thor in the back of the head. The Thor goes limp, its control center and Mechwarrior blown to bits, and it falls to the ground.

INT. NEPTUNE'S FURY - TACTICAL DECK

Blips on the radar screen. JESTER, another TacCom, alarmed by this.

JESTER
Captain! I've got multiple
contacts. Active sensors picking up
seven ships rounding the planet on
the far side of the space station.

CPT BREAKWATER
Scramble fighters and plot a course
to intercept.

EXT. SPACE - PLANETOID NORMANDY

The Neptune's Fury and its fighters fire up their engines.

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SNAP TO the seven enemy ships, each smaller than Neptune's Fury, but more ferocious looking, approaching the space station.

EXT. PLANETOID NORMANDY - NIGHT

The two groups of Mechs are now in close combat and our guys are getting their butts handed to them by much bigger, faster, more agile, more heavily armed, and, lets face it, way cooler looking Mechs.

INT. NEPTUNE'S FURY - TACTICAL DECK

The crew is stunned by the asswhuppin they are watching on the holo.

LTC KESSEL

I've never seen any Mech designs like those.

CPT BREAKWATER

Hunter, can our kids make out the markings? Who's Mech's are these? One of the mercenary companies?

HUNTER

They have markings, but nothing I've seen before. Here is a screen grab.

Hunter puts a snapshot up on the holo. A red wolf's head in profile floats in the misty holographic column.

JESTER

Sir, we're picking up a transmission from the enemy ships.

CPT BREAKWATER

Put it on.

It is very quiet for a moment, then the WOLF'S HOWL, WAR DRUMS begin a steady driving beat, LOW STRINGS add a solemn mood, a calm, but intensely confident voice begins to speak.

MORNING STAR (V.O.)

We are Clan Wolf, children of Kerensky.

EXT. PLANET NORMANDY - NIGHT

Viper's Mech gets its right leg blown off by an ERPPC. Molten metal dripping off the remaining stub, sparks flying, hydraulic fluid spraying, the Mech topples over.

MORNING STAR (V.O.)

We carry the honor of his name on
our shoulders as our fathers did
before.

Lynx's Mech gets hit by a volley of missiles. The ammo stores inside her Mech explode, shredding half the torso. Lynx pulls the eject levers and her pilot pod shoots into the air just before the Mech explodes.

MORNING STAR (V.O.)

The remembrance speaks to us of the
evil in man's will.

EXT. SPACE - PLANETOID NORMANDY

Missiles light up the space station with a hundred little explosions. Then nothing for a beat...and the whole space station explodes.

MORNING STAR (V.O.)

Of the reasons for exodus, and the
rights of the traveler.

EXT. PLANETOID NORMANDY - NIGHT

The last of our Mechs falls to the ground, its Mechwarrior stuck in the cockpit, frantically trying to pop the hatch. Electricity arcs, a MOURNFUL GROAN of bending metal, the core breaches, and the whole thing explodes.

MORNING STAR (V.O.)

Arcadia is our destiny and our
right, enlightenment is our gift.

The four remaining enemy Mechs, barely a scratch on them, stalk closer to the now undefended colony base.

MORNING STAR (V.O.)

By the bloodnames of the founders
we must return.

EXT. SPACE - PLANETOID NORMANDY

Our space fighters are torn to shreds by flack fire from the enemy ships. The Neptune's Fury is taking hits all over.

MORNING STAR (V.O.)
Return and protect that which is
unique among the stars.

INT. NEPTUNE'S WRATH - TACTICAL DECK

CPT Breakwater yelling orders. People rushing to obey. Hunter looks down at his console, horrified.

MORNING STAR (V.O.)
Terra awaits us, as it was written.

EXT. PLANETOID NORMANDY - NIGHT

Lynx's Mech pod lands in a ravine. She pops the hatch and climbs out. Explosions light up the horizon. Lynx looks up to the sky and sees more flashes of light from the space battle.

MORNING STAR (V.O.)
We are the last of The Wardens,

A bright flash as the Neptune's Fury initiates its jump drive.

MORNING STAR (V.O.)
And the sole hope, for the Earth.

FADE OUT:

END ACT ONE

ACT TWO

FADE IN:

EXT. NEW AVALON - DAY

TITLE: New Avalon, Capital, Federated Commonwealth

The height of humanist culture in the galaxy. The palatial estates of the landed. Robotic factories occupy the rougher terrain. The city centers bustling with activity of a seemingly well provided for people. 19th century Western Europe esthetics covering highly advanced technology.

The Grand Palace, seat of power, hints of the Taj Mahal, Neuschwanstein Castle in Bavaria, and the United States Capitol building, reverberate through its architecture.

INT. GRAND PALACE - WAR ROOM - DAY

ARCHON MELISSA STEINER-DAVION, 39, all that we want royalty to be. Scion of House Steiner. Next to her, PRINCE HANSE DAVION, 66, her husband.

They are surrounded by a variety of ADVISORS. None require names at this point.

ADMIRAL

We've lost five worlds so far in the outer territories. Three in Davion space, two in Steiner.

ARCHON MELISSA STEINER-DAVION

We are all one space now Admiral.

She lays her hand on her husband's and he nods warmly to her.

ADMIRAL

Of course, Archon. Apologies, my Prince.

PRINCE HANSE DAVION

Noted, continue.

ADMIRAL

Five worlds in our space have fallen. The scattered distress calls we've received don't say anything about numbers, but do mention that the Mechs encountered are unlike anything seen before.

(MORE)

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ADMIRAL (CONT'D)

But who is behind this? We don't exactly know yet.

PRINCE HANSE DAVION

Oh, it's obvious who did this. The Draconis Combine hired some mercenaries to do an end run around our lines and hit us in the behind. We divert our attention there and they press the main attack.

INT. DRACONIS COMBINE WAR ROOM - DAY

TITLE: Luthien, Capital, Draconis Combine

Basically the same discussion is taking place between KARITA, leader of the Draconis Combine, and his ADVISORS.

ADVISOR

Of course Davion is behind this attack. Who gave his bride a war as a wedding gift? Who attacked us just 10 years ago? Prince Hanse Davion.

KARITA

I agree, The Federated Commonwealth is the greatest threat to the free peoples of Inner Sphere, but you discount the Capellan Confederation's desire for those very worlds we lost.

ADVISOR 2

They hate both Steiner and Davion.

KARITA

Exactly, and Liao thinks we're stupid. We'll immediately think that Davion is invading us again.

ADVISOR

Then while we are fighting their enemies, they pick up the leftovers.

KARITA

Exactly, I don't care if they are calling themselves Clan Jade Falcon, they are Liao's puppets all the way.

INT. CAPELLAN CONFEDERATION - DAY

TITLE: Sian, Capital, Capellan Confederation

LIAO, head of the Capellan Confederation, is having a similar conversation with his ADVISORS.

ADVISOR

They call themselves Clan Ghost Bear, but I am sure this is either The Draconis Combine or Federated Commonwealth.

LIAO

Too obvious. Marik hasn't been in a real fight since he was young. The Captain General is itching for one last glory before passing on. Mark my words, these are the first shots of a war with the FWL.

INT. FREE WORLDS LEAGUE - DAY

TITLE: Atreus, Capital, Free Worlds League

CAPTAIN GENERAL MARIK, 82, all gristle, is briefed by his ADVISORS.

CAPTAIN GENERAL MARIK

Clan Smoke what?

ADVISOR

Jaguar.

CAPTAIN GENERAL MARIK

That some kinda joke?

EXT. SPACE - COMSTAR STATION EPSILON

The main communications relay station for this sector. The space station does not orbit a planet, it floats alone in the great vastness of the in between, a self sufficient small city.

INT. COMSTAR STATION EPSILON - DAY

PUTNEY BLAKE, 38, station commander, sits at his control console, looks at the bank of screens on the far wall.

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CONTINUED:

Each of the monitoring stations is occupied by a COMSTAR OPERATOR. There is a lot of traffic on the ComStar relays today.

Short clips of space ship battles and Mech battles play on the monitors. Freeze frames of several Mechs showing their markings clearly.

Putney Blake looks down at the monitors on his control station. Each screen is occupied by another ComStar Station Commander.

PUTNEY BLAKE

Each transmission seems to be very formal, ritualized. Could be intended to strike fear in their enemies and bolster their own soldiers' morale at the same time. All four have common elements. Each identifies the attacker as a Clan of some sort. They each make reference to Kerensky, the return, Terra.

COMSTAR 1

And you think, after all this time, General Kerensky's followers have come back.

COMSTAR 2

They left the inner sphere hundreds of years ago.

PUTNEY BLAKE

So. Do you forget our own history? When the Star League collapsed and broke into civil war, our ancestors rallied around the HyperPulse communications system, knowing if that fell into one of the warring factions control, it would mean the end of freedom throughout the galaxy.

COMSTAR 1

Open communication with access for all is the only check or balance that is worth a damn.

PUTNEY BLAKE

And you echoing our creed only shows how we have become stronger over the years.

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CONTINUED:

PUTNEY BLAKE (CONT'D)

Our ancestors were just a unit of concerned soldiers, and now we are the most respected technological force in the galaxy. Why is it so hard to believe that General Kerensky's followers couldn't have done something similar?

COMSTAR 2

General Kerensky took the elite guard into self exile so they wouldn't bring war and destruction to the remnants of the Star League.

PUTNEY BLAKE

Messages change as they travel forward in time long distances.

COMSTAR 3

We can sit here and quote The Word and argue about who they are, or we can acknowledge that the who makes no difference to us. They say they are coming for Earth. The cradle of human civilization, and the central hub of our ComStar array.

COMSTAR 2

We are a neutral planet and have been since we took formal protectorship.

PUTNEY BLAKE

Something tells me they don't know that.

COMSTAR 1

This puts us in a difficult position. We are sworn to not get involved in the petty squabbles of the Great Houses.

PUTNEY BLAKE

These Clans are not one of the Great Houses, Primus.

COMSTAR 1

It makes no difference. If they don't threaten the ComStar stations directly, then we will not interfere. If they really are coming for Earth, they will have to fight through 500 light years of space.

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CONTINUED:

COMSTAR 1 (CONT'D)
250 planets occupied by all the Great Houses, mercenary companies, pirates and privateers, independent zones, and unaffiliated worlds. When they approach our ComStar stations, we will broadcast on all channels terms and conditions for us to remain neutral. If they satisfy those conditions, then we will not interfere. If they don't, we'll make what we did to House Davion 30 years ago look like a slap on the wrist.

A blank monitor on Putney Blake's console lights up with an alert. He taps the alert with his finger and the monitor fills with the image of a JUNIOR COMSTAR OPERATOR.

PUTNEY BLAKE
I know you are new. When I am in conference, I am not to be disturbed.

JUNIOR OP
I'm sorry sir, but we have a priority one distress call from Captain Breakwater of the Neptune's Fury, Davion Guard, third legion. They are requesting to dock under Provision 6 in the ComStar Charter. Claim their ComStar router was damaged in the battle above Normandy Mining Colony.

Putney Blake looks to the ComStar Commanders on his console screens.

PUTNEY BLAKE
Did they say how many wounded they have?

JUNIOR OP
Two hundred total, 34 in serious condition.

PUTNEY BLAKE
You all heard that?

The other Commanders nod and answer in the affirmative.

COMSTAR 1
Go, fulfill your duties under the Charter. But give them no aid beyond what is required.

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CONTINUED:

COMSTAR 1 (CONT'D)

We are neutral and must continue to remain so, now more than ever.

EXT. SPACE

Neptune's Fury limps along.

INT. NEPTUNE'S FURY - TACTICAL DECK

Captain Breakwater, now cleaned up and in uniform addresses Putney Blake on the holo.

CPT BREAKWATER

Thank you again Commander Blake, you are an oasis in the vast desert of space.

PUTNEY BLAKE

It is no more than the provisions of our Charter require, Captain Breakwater. We've accessed your ComStar specs and while we don't have the exact model router that you were using, we do have a suitable substitute ready to install once you have docked.

CPT BREAKWATER

How long would you expect the repair to take?

PUTNEY BLAKE

Several hours at a minimum, but we won't know for sure till we get a look at exactly what is damaged.

CPT BREAKWATER

One favor I would ask of you, that is outside the ComStar Charter. Would you allow me to send a secure HyperPulse transmission to New Avalon? We've only had local communications since the battle, and haven't had a chance to make a report.

PUTNEY BLAKE

Yes, I will authorize it.

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CONTINUED:

CPT BREAKWATER

We should be in shuttle range
within a half hour. Again, thank
you.

INT. NEPTUNE'S FURY - LYNX'S ROOM

Hunter sits in the tiny room that isn't much bigger than a
walk in closet. He holds a digital picture frame with a
picture of him and Lynx at her graduation from the academy.

KNOCK on the door. Captain Breakwater pokes his head in.

HUNTER

You left her there on that rock.
You left all of them there. We have
three Mech lances we could have
dropped. But you ran.

CPT BREAKWATER

I made a choice and we live to
fight another day.

HUNTER

We live, but you doomed the people
in that colony. You doomed my
sister.

CPT BREAKWATER

You don't know that.

HUNTER

I do know she was able to eject
when her mech was destroyed. I do
know she was alive when you ordered
us to leave.

CPT BREAKWATER

Yeah, alive. We've got things to do
if you want to have a chance of
making sure she stays that way.
Now, I just got off the line with
ComStar Station Epsilon, they are
going to let us dock, help our
wounded, and fix our ComStar
router. In the mean time they are
going to let us talk to HQ. We can
make our report, get some more
ships out here, and go back and get
your sister.

EXT. PLANET NORMANDY - NIGHT

Lynx carefully scrambles to the top of the hill where a small domed structure sits surrounded by all sorts of instruments. Lynx opens the door to the structure and goes inside.

INT. OLD SCIENCE STATION

Lynx closes the door behind her and the air lock pressurizes. When the light turns green, Lynx takes off her helmet and opens the inner door.

Revealing six TEENAGERS laying about the large room. Beer cans, stacked in a pyramid collapse as DARREN adds the last one to the top. He looks up at Lynx.

DARREN

Busted.

The other teens look up and see Lynx. One panics, trying to hide the bong.

ROBYN

You said nobody comes here! My mom is gonna be so pissed.

LYNX

I'm not here to bust you.

DARREN

Sweet!

LYNX

No, not sweet, truly not sweet. The colony has been attacked.

ROBYN

What?

LYNX

Couple hours ago. Our mechs were all destroyed, the space station, destroyed...Neptune's Fury, gone, jumped away.

DARREN

Who are they? Who did this?

LYNX

I don't know. Probably a merc company. Mech models and markings that I have never seen before.

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CONTINUED:

ROBYN

Did they destroy the colony?

LYNX

No. The colony still stands.

DARREN

So what do we do? Organize a resistance? Guerilla campaign?

LYNX

With the seven of us and no weapons? No. We turn ourselves in.

ROBYN

Surrender?

LYNX

Yes. Then we can organize a resistance from inside the colony and be ready to strike when the Davion Guard returns to liberate us.

ROBYN

If you just want to surrender, why did you come here and not go to the colony and surrender?

LYNX

I was in the battle and I killed one of their Mech pilots. The merc companies are not known for treating enemy POWs with care. But now that I found you guys, I have a perfect civilian cover. You, what is your name?

ROBYN

Robyn.

LYNX

I'm Laura, your new older sister.

FADE OUT:

END ACT TWO

ACT THREE

FADE IN:

INT. COMSTAR STATION EPSILON

Captain Breakwater, Sutton, and Hunter exit the shuttle and cross to where Putney Blake and several COMSTAR GUARDS wait for them.

PUTNEY BLAKE

Welcome to Epsilon Station, Captain Breakwater.

CPT BREAKWATER

Again, Commander Blake, our deepest gratitude for your aid.

PUTNEY BLAKE

We are happy to be of assistance. You'll be pleased to know that the last of our shuttles is prepping for launch now. Our medical and technical personnel are at your disposal.

CPT BREAKWATER

We'll be patched up and outa your hair before you know it.

PUTNEY BLAKE

There are no time limits in the Charter, only limits on information we may share with you.

CPT BREAKWATER

Understood, but what I wouldn't give for a few minutes flipping through the secure channels. It would be an intelligence bonanza.

PUTNEY BLAKE

Yes, ComStar does have a very clear picture of what transpires in the galaxy, but we are sworn not to interfere.

CPT BREAKWATER

Unless someone interferes with you, of course. Our Prince learned that the hard way.

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CONTINUED:

PUTNEY BLAKE

Yes, you were a Davion Guard TacCom
thirty years ago during our
conflict.

CPT BREAKWATER

And I saw first hand what your
forces are capable of. Believe me I
am very glad you are neutral.

PUTNEY BLAKE

Come, I will show you to the
conference room we have for you.

INT. NORMANDY COLONY - HOLDING AREA - DAY

Lynx and the group of teens are watched by several CLAN WOLF
GUARDS.

CLAN WOLF GUARD

We have received confirmation of
your story from our patrol. They
found the abandoned science station
and your empty cans of beer. You
are free to return to your homes.
You are allowed free movement
within the confines of the colony
base, but must be in your homes by
curfew. You are forbidden to
possess any weapons or
communications technology, so your
radios have been confiscated, as
have your pressure suits.

He gestures to the large bin that holds their stuff.

CLAN WOLF GUARD (CONT'D)

The rest of your things you may
take with you.

Lynx and the teens meekly take their belongings from the bin
and follow the guard out of the holding area and into the
colony base.

INT. NORMANDY COLONY - STREETS - DAY

The mostly clear dome above keeps the artificial atmosphere
from evaporating off into space. The sunlight coming through
is unnaturally diffused.

Lynx and Robyn get a little distance between them and the
Clan Wolf Guards. Robyn leans in close to Lynx.

(CONTINUED)

CONTINUED:

ROBYN

Okay, now the really hard part,
explaining all this to my parents.

LYNX

Lead on, little sister.

Lynx follows Robyn down the streets of the colony base.

INT. GRAND PALACE - NIGHT

Archon Melissa Steiner-Davion, Prince Hanse Davion, and their Advisors, debate options. They are seated at a large table with a holographic projector in the center. They rotate and zoom the display highlighting the worlds and regions of space they are discussing.

ADMIRAL

Or we pull the Fifth Legion off
Firaxis and the Seventh Legion out
of the Wessex asteroid field.

PRINCE HANSE DAVION

But that opens the door for Liao.
They'll jump at a chance to get a
hold of our mining operations in
the Wessex field even if they
aren't involved in the main attack.

ADMIRAL

Unfortunately, all the forces we
have close by occupy strategic
posts.

ADVISOR

We just need to delay the enemy
advance until our main
reinforcements can arrive in the
sector.

ARCHON MELISSA STEINER-DAVION

What about the ships we were
prepping for retrofitting at the
Andoran shipyards?

ADVISOR

About half are battle capable, but
their crews have been given
extended leave while the upgrades
are undertaken. It would still take
too long to get a force out there
in time.

(CONTINUED)

CONTINUED:

ADMIRAL

I am afraid that we must hire the local mercenary companies. They are the only ones who can get there in time and not tip the other houses off that anything is wrong in our space.

PRINCE HANSE DAVION

While I know your aversion to the use of mercs my wife, it seems we have no choice here.

ARCHON MELISSA STEINER-DAVION

There must be another way. Our people defend our worlds, that is what sets us above the other houses.

PRINCE HANSE DAVION

That is an ideal, my love. The invaders are real. The need to protect our other worlds is real. A couple mercenary companies to do recon, and harass the enemy, slow their approach till we can muster our forces, that is real.

ARCHON MELISSA STEINER-DAVION

Then, since we have none of our own forces within range at this time, I will authorize the retaining of mercenary companies to assist in our defense.

A beeping sound and the Admiral clicks on an alert in front of him on the table display. A face pops up into the screen.

COMMUNICATIONS OFFICER

Admiral, we're receiving a secure transmission from ComStar Epsilon Station, Captain Breakwater of the Neptune's Fury with a report of the battle for Normandy Colony.

ADMIRAL

They survived? Yes put him through. Archon, my Prince, seems one of our ships survived the attack.

The Admiral hits a couple keys and Captain Breakwater, flanked by LTC Sutton and Hunter fill the image of the holo display. They are startled for a second and then bow.

(CONTINUED)

CONTINUED:

CPT BREAKWATER
Archon, my Prince. We are honored.

ARCHON MELISSA STEINER-DAVION
Captain Breakwater, we are happy to
hear you are alive.

CPT BREAKWATER
We are happy to be alive. Our
ComStar router was damaged, or we
would have reported in sooner.
Normandy Colony has been lost.

PRINCE HANSE DAVION
Yes Captain we know that. We have
lost five worlds total to this
invasion.

CPT BREAKWATER
Five worlds?

PRINCE HANSE DAVION
As well as Normandy, we lost Wotan,
Althyng, Braddock, and Insbrook.

CPT BREAKWATER
Then we are currently behind enemy
lines.

ARCHON MELISSA STEINER-DAVION
Yes, and as far as we know, you are
the only survivors of the attacks.

PRINCE HANSE DAVION
What can you tell us of our
enemies, Captain? We've only
received a few transmissions, from
the first few moments of the
battles.

INT. ROBYN'S HOUSE - DAY

Lynx sits on the couch while Robyn's MOTHER and FATHER chew
Robyn out.

FATHER
We were worried sick!

MOTHER
Thought you were killed in the
attack somehow.

(CONTINUED)

CONTINUED:

FATHER

I've never been happier in my life
than to hear you disobeyed us and
snuck out with that Darren kid.

MOTHER

But you are still in deep trouble
young lady, don't think for a
second that our joy to see you
living will get you out of being
punished.

ROBYN

I know, I messed up big time. But,
you're not gonna tell them about
Laura, are you?

They look over at Lynx.

MOTHER

No. She can stay.

INT. COMSTAR STATION EPSILON - CONFERENCE ROOM

Captain Breakwater, LTC Sutton, and Hunter address the Archon
and Prince on the holo display. The image of a VULTURE
BATTLEMECH floats between them.

LTC SUTTON

We're calling this one the Vulture,
because it kinda looks like a
vulture. Two LRM racks, 20 missiles
each, medium range pulse lasers on
the arms and looks like some unused
weapons ports on the nose. Last we
have the Mad Cat.

Image of the Mad Cat Mech comes up.

HUNTER

We're calling it that because when
my younger sister, who was on the
surface during the attack, saw it
she said it looked like a Catapult
that was really mad. Hence Mad Cat.

ARCHON MELISSA STEINER-DAVION

Clever.

(CONTINUED)

CONTINUED:

LTC SUTTON

The Mad Cat has two LRM racks, 20 missiles each, machine gun ports on the nose and two particle projector cannons that have been souped up to extend the range.

HUNTER

In fact from what we saw, all their weapons had extended range and improved damage over our own armament.

LTC SUTTON

Their armor also seems to be a different material than we have seen before. It is neither reactive nor reflective and seems to offer equal protection against projectile weapons and energy weapons.

HUNTER

They also appear to have a device capable of jamming our sensors, greatly reducing the range of our missile locks.

ADMIRAL

What can you tell us about their space ships?

CPT BREAKWATER

The ships we encountered were considerably smaller than ours. We believe they can each hold a single drop ship capable of delivering Mechs to the surface.

PRINCE HANSE DAVION

At least that is one advantage we'll have on them, we can launch five Mech Lances from one ship.

CPT BREAKWATER

They also launched no fighters. But like their Mech weapons, the weapons on their ships did considerably more damage and had greatly extended ranges compared to our own. Our guys were shredded before they could even get close enough to take a shot.

(CONTINUED)

CONTINUED:

An ALERT pops up on the conference room table display.
Captain Breakwater clicks it. Putney Blake's face pops up.

PUTNEY BLAKE

I'm sorry to interrupt you Captain.
But a Clan Wolf ship has just
jumped into the vicinity and is
approaching our position.

INT. ROBYN'S HOUSE

Lynx and Robyn sit in Robyn's room listening to music.

ROBYN

You know you can go out if you
want. I'm the one who is grounded.
I mean, shouldn't you be out there
starting the resistance or
whatever?

LYNX

I figure I should lay low for a day
or two. If I bought you the beer
like we told the guards, then I'd
be in trouble too.

ROBYN

What's it like to drive a Mech?

LYNX

What's it like? Freedom. You can
tackle any terrain. Power, you're
as tall as the trees, looking down
on the lesser creatures of the
world. The heads up display gives
you all sorts of information about
everything you see around you. In
battle, it's like you are an
ancient vengeful god.

INT. COMSTAR STATION EPSILON

Captain Breakwater, LTC Sutton and Hunter are lead in by two
COMSTAR GUARDS.

CPT BREAKWATER

Commander, I don't understand why
your men won't let us return to our
shuttle. We must prepare to defend
our ship.

(CONTINUED)

CONTINUED:

PUTNEY BLAKE

While my people are on board your ship, you are under our protection, Captain. Besides, at the speed the Wolf ship is approaching, a shuttle couldn't reach your ship in time.

CPT BREAKWATER

Isn't it a violation of your neutrality to bring us in here, let us see all this?

Captain Breakwater gestures to the bank of monitors showing secure transmissions from all over the galaxy.

PUTNEY BLAKE

Yes, but if they don't accept our neutral status, then you and I may become allies very quickly. I figured you would want to be here for this. Open local broadcast channels.

COMSTAR OPERATOR

Yes, sir. Channels open.

PUTNEY BLAKE

Unidentified approaching star ship. This is Commander Putney Blake of ComStar. We are a neutral organization and do not wish to engage in hostilities with you. Under our charter with the Great Houses, no combat is allowed within 10 AU of this station. The ship you see nearby is currently under our protection as outlined in Provision 6 of our Charter. We are transmitting the full text of our Charter to you, should you wish to review the provisions. If you agree to honor our neutral status please acknowledge or we will fire on you as soon as you are within weapon's range.

There is a long pause.

COMSTAR OPERATOR

We are receiving a transmission from the approaching ship.

(CONTINUED)

CONTINUED:

MORNING STAR

We accept your terms. We will honor the neutral ground. May we send a shuttle and dock with your station?

PUTNEY BLAKE

Why?

MORNING STAR

I wish to meet the honorable Captain of the Neptune's Fury, the ship you are helping, the only ship that got away.

INT. ROBYN'S HOUSE - NIGHT

Robyn's Mother and Father watch Lynx and Robyn clean up the table after dinner.

FATHER

She seems to be a good influence on Robyn.

MOTHER

We've only known her for a day.

FATHER

Yes, but she is a Davion Guard MechWarrior. Only the elite make it through the training.

MOTHER

I thought you wanted Robyn to be a scientist? Or an engineer?

FATHER

Well, right now I am thinking we could use a few more elite warriors in our ranks.

MOTHER

The Federated Commonwealth will not abandon us. They will come back.

A flash of light and smoke as the door hinges are blown away by small explosive charges. The front door is kicked down and five Clan Wolf Guards storm in, weapons raised.

Lynx, Robyn, the Mother and Father cringe as the Clan Wolf Guards shoot them all with darts. The darts discharge an electric shock and render the victims unconscious.

END ACT THREE

ACT FOUR

FADE IN:

INT. COMSTAR STATION EPSILON - SHUTTLE BAY

Captain Breakwater, LTC Sutton, Hunter, Putney Blake and ten ComStar Guards watch the Wolf Shuttle dock. The door opens. MORNING STAR, 35, strong and confident, steps out.

CPT BREAKWATER
Cocky bastard, isn't he. Didn't even bring any guards.

PUTNEY BLAKE
And yet watching him, I fear the ten I brought are not nearly enough.

Morning Star reaches them, bows.

MORNING STAR
Commander Putney Blake it is good to meet you in person. Even on our worlds we know of The Word, and I am honored to meet a descendent of your bloodline.

Morning Star then bows to Captain Breakwater.

MORNING STAR (CONT'D)
And you must be the honorable Captain of the Neptune's Fury. I, Morning Star, would be honored to die on your sword.

CPT BREAKWATER
I, Captain Charlie Breakwater, would be happy to make that happen.

MORNING STAR
Good. Your ship was the only one to survive the beachhead. And your MechWarrior dealt Clan Wolf its only casualty. You have proved yourselves a very worthy opponent. I hope we will meet in battle again one day.

PUTNEY BLAKE
Not until you are far from this station.

(CONTINUED)

CONTINUED:

MORNING STAR

Of course. We will not remain here long, you needn't worry. Take your time and make your repairs. Karma will see us brought together once more, when the time is right, and I want you at your full strength, so I may be properly challenged.

CPT BREAKWATER

I'll be looking forward to it.

MORNING STAR

You are the best of your peers, Captain, though they don't set the bar too high. Thank you for this meeting, Captain Charlie Breakwater, Commander Putney Blake.

Morning Star bows, turns, and walks back to the shuttle.

PUTNEY BLAKE

Morning Star, your people, these clans, who are you?

MORNING STAR

Did you not hear our battle cry? Our understanding of ComStar is that you hear all transmissions, and your memories are long.

PUTNEY BLAKE

We heard your transmissions. You are the descendants of General Kerensky's followers?

MORNING STAR

Yes.

PUTNEY BLAKE

Why did you come back?

MORNING STAR

To save you.

He nods a bow to them and ducks in the shuttle.

INT. NORMANDY COLONY - HOLDING AREA

Lynx, drenched in sweat, getting the third degree by the Clan Wolf Guard.

(CONTINUED)

CONTINUED:

CLAN WOLF GUARD

We checked the colony records. The Marrow family only had one daughter. So, why were they hiding you? You must be someone important. A diplomat, no too young. A Princess, scion of a royal house? No.

LYNX

Do whatever you want, torture me, I have nothing to say to you.

CLAN WOLF GUARD

Oh, I'm planning to save torturing you till the last possible moment. First, I'll torture your friends. The ones who were hiding you. Don't worry, you will get to watch. Bring in the girl.

A second Clan Wolf Guard enters with Robyn.

LYNX

Don't. Please, don't hurt them. Please.

CLAN WOLF GUARD

Answer my questions. Who are you? Why were you hiding?

Lynx looks at Robyn.

ROBYN

Don't tell them.

The second Clan Wolf Guard pushes Robyn to her knees and raises a forked wand crackling with energy.

LYNX

I'm Lance Corporal Laura Wallace, of the Davion Guard, Third Legion. I am a MechWarrior, and killed one of your own MechWarriors in the battle outside the colony base.

The two Clan Wolf Guards are stunned. They drop to one knee and bow their heads.

CLAN WOLF GUARD

Our humblest apologies, we did not know you were one of the blood.

(MORE)

(CONTINUED)

CONTINUED:

CLAN WOLF GUARD (CONT'D)
We thought you a spy, sent here by
one of our rivals. How can we make
this right?

LYNX
Uhh, let us go and leave our
planet?

CLAN WOLF GUARD
That, I cannot give you. Only our
Pack Leader can give you that.

LYNX
Take me to this Pack Leader, then.
And swear that you will not hurt
the Marrow family.

CLAN WOLF GUARD
We swear.

INT. COMSTAR STATION EPSILON

Captain Breakwater, LTC Sutton, Hunter, and Putney Blake
watch the Wolf ship fire up its engines and turn around.

HUNTER
Do you really think they won't just
wait out there for us and attack as
soon as we are away from the
station?

LTC SUTTON
He sounded sincere to me. Odd, but
very sincere.

HUNTER
Sounded like a psychopath to me.

CPT BREAKWATER
What choice do we have? We can't
stay here longer than it takes to
repair the router.

PUTNEY BLAKE
Approximately three more hours
according to the latest report by
our team.

CPT BREAKWATER
Then we better get back to our ship
and oversee our own repairs.

(MORE)

(CONTINUED)

CONTINUED:

CPT BREAKWATER (CONT'D)
Commander Blake, someday, when
we're old and gray and retired from
the cares of the galaxy, I'd very
much like to buy you a beer.

PUTNEY BLAKE
I would like that, Captain. May we
both be lucky enough to live that
long.

They shake hands.

PUTNEY BLAKE (CONT'D)
For what it is worth, I believe you
can trust Morning Star to do what
he has said he will. To me he
seemed very, earnest.

CPT BREAKWATER
We'll give him a helluva fight if
he isn't.

INT. NORMANDY COLONY

Lynx is lead to a shuttle craft by five Clan Wolf Guards, but
it is less a procession of a prisoner and more a rockstar and
security detail.

CLAN WOLF GUARD
I will accompany you during the
trip, should you require anything,
I would be honored to serve. There
are facilities on the shuttle for
you to freshen up, food and drinks
if you are hungry or thirsty.

Lynx is wary of this change to overwhelming kindness. He
leads Lynx into the luxury shuttle.

INT. NEPTUNE'S WRATH - TACTICAL DECK

Captain Breakwater addresses the crew.

CPT BREAKWATER
Our router is repaired. I've
received our orders from Prince
Hanse Davion himself.

Captain Breakwater fires up the holo. A large gas giant fills
the screen. Zoom to the Earth-like moon.

(CONTINUED)

CONTINUED:

HUNTER

That's not Normandy.

CPT BREAKWATER

No, it isn't. I'm sorry Hunter. This is Wotan. It is the only occupied world capable of surplus farming. We take this back, and those Wolves will have to run supply lines all the way back to wherever the hell they came from.

LTC KESSEL

Sir, we're in no shape for an invasion.

CPT BREAKWATER

We'll have a little more time for repairs. We're rendezvousing with reinforcements on the far side of the gas giant, its magnetic field will hide us from their sensors. We'll finish our repairs and plan our attack from there.

LTC SUTTON

Who are the reinforcements? Seventh Legion isn't far away.

CPT BREAKWATER

Unfortunately, it isn't Davion Guard.

JESTER

Not Steiner regulars.

CPT BREAKWATER

No. Murphy's Comsat Avengers.

HUNTER

Mercenaries?

CPT BREAKWATER

It's what we got, and better than nothing.

INT. SHUTTLE

Lynx rides in the luxury shuttle. She is uncomfortable from the Clan Wolf Guard watching her, eager to assist at a moments notice.

The PILOT comes over the speaker.

(CONTINUED)

CONTINUED:

PILOT
Prepare to dock.

CLAN WOLF GUARD
Let me take those for you.

The Clan Wolf Guard gets up and takes Lynx's glass and empty plate. Secures them in the kitchenette. Returns. Sits.

Lynx stares at him. This man who used to be hard as rock, is now totally her lapdog.

INT. WOLF SHIP

The door opens on the Luxury shuttle. Lynx and her Clan Wolf Guard step out.

A small group is gathered to meet them. The obvious leader VALKYRIE, 29, as her name suggests she is a tall strikingly beautiful warrior woman, steps forward.

VALKYRIE
Welcome, honored foe.

LYNX
Are you the Pack Leader?

VALKYRIE
No. He is away from this planet at the moment. I am his second, Valkyrie, and am honored to host you on my ship until Morning Star returns. Come I will show you to your quarters.

They exit the hanger.

INT. VALKYRIE'S SHIP - CORRIDORS

Valkyrie leads Lynx through the halls.

VALKYRIE
The Il-Khan has extended the blood honor to all MechWarriors of the inner sphere who prove themselves on the field. You slew Gorilla, one of the fiercest warriors in our pack. He is being honored and welcomed into the hall of the founders, for there is no shame falling in battle to a superior opponent.

(CONTINUED)

CONTINUED:

LYNX

Well, I didn't last too long after. Someone else came along and popped me pretty good. I was just lucky to eject.

VALKYRIE

Oh yes, I know. I was the one that popped you, as you say. Here we are.

They stop at a door. The Clan Wolf Guard activates the door and it slides open revealing a very comfortable looking guest room.

VALKYRIE (CONT'D)

There are fresh clothes, soaps, food, drink, anything you require that is not in your room, just ask.

LYNX

Who are you people? I'm a prisoner of war, but you treat me like a hero.

VALKYRIE

We are Clan Wolf. We are not savages. We have extended a great respect to you. Prove we were correct to do so and don't try anything stupid.

A subtle shift in the demeanor of her captors drives home that these aren't people to mess with.

LYNX

Okay.

Lynx enters the room and the guard shuts the door. Valkyrie turns to the Clan Wolf Guard who accompanied Lynx.

VALKYRIE

You will be well rewarded for your choice to bring her to me. I heard Stranger Tides is offering a bounty for her head.

CLAN WOLF GUARD

I live to serve, only you.

VALKYRIE

You will join my stable of consorts soon, Guard. One day, you may earn a bloodname of your own.

(CONTINUED)

CONTINUED:

Valkyrie turns to her entourage.

VALKYRIE (CONT'D)
Come, we have plans to lay and time
is short.

FADE OUT:

END ACT FOUR

ACT FIVE

FADE IN:

EXT. SPACE - PLANET WOTAN

Neptune's Fury floats above the swirling brown, orange, and gold clouds below. Two flashes of light in the blackness of space beyond.

INT. NEPTUNE'S WRATH

Captain Breakwater looks at the holo. Zooms in on the two MERCENARY SHIPS approaching.

LTC KESSEL
Transponder codes check out, those
are our mercs.

INT. VALKYRIE'S SHUTTLE

Lynx watches out the window as the shuttle sets down in the hangar bay. Valkyrie sits in the copilot seat.

CONSORT
Morning Star is arrogant as ever,
bringing no guards with him.

VALKYRIE
That could be a show of faith, that
he trusts us to do him no harm.

CONSORT
Or an insult, that he does not fear
you.

VALKYRIE
We'll see tonight won't we.

INT. MORNING STAR'S SHIP

Lynx follows Valkyrie off the shuttle, trailed by an entourage.

Standing there alone waiting for them is Morning Star. Valkyrie, Lynx, and entourage reach him and stop.

VALKYRIE
You honor me Morning Star.

(CONTINUED)

CONTINUED:

MORNING STAR
It is I who am honored.

They nod to each other.

VALKYRIE
May I present to you Laura Wallace,
of the Third Legion, Davion Guard.

MORNING STAR
I would be honored to die on your
sword.

LYNX
Are you the Pack Leader?

MORNING STAR
For now, I lead this pack.

LYNX
Why have you attacked us?

VALKYRIE
She has been eager to see you since
we found her.

MORNING STAR
There is no simple answer to that
question, Laura Wallace of the
Third Legion, Davion Guard. Come,
this is a topic to be discussed at
the feast table.

Morning Star turns and leads the group through the doors into
the heart of the ship.

INT. NEPTUNE'S FURY - TACTICAL DECK

CHARLINE "BONESHAKER" MURPHY, 43, a streak of white an inch
thick in her jet black hair, shaved sides, pulled back in a
tight braid, captain of the mercenary company Murphy's Comsat
Avengers, stands at the holo flanked by two of her HENCHMEN
listening to CPT Breakwater outline the plan.

Where the Davion Guard are a clean cut regimented military
unit, these mercs are the opposite. Tattoos, dyed hair,
piercings, studded leather.

CPT BREAKWATER
We've rigged our power plant to
emit alpha particles and will vent
them out the back.

(MORE)

(CONTINUED)

CONTINUED:

CPT BREAKWATER (CONT'D)

This should scramble active sensors
so we'll look like a cloud of gas.
You bring your two ships in
directly behind us and they
shouldn't see you in our wake.

BONESHAKER MURPHY

You sure their sensors won't see
through the interference?
Scuttlebutt says these invaders
have all sorts of advanced tech.

HUNTER

We don't know what tech they have,
but we know this would work against
our own tech.

Boneshaker Murphy nods.

INT. MORNING STAR'S SHIP - MAIN HALL

Morning Star leads Lynx, Valkyrie, and her entourage into the
large room. A feast is laid out. Twenty people are scattered
around the room conversing. They become quiet when they see
the group enter.

MORNING STAR

My kin, allow me to present, Laura
Wallace, of the Third Legion,
Davion Guard who slew our dear
friend Gorilla.

VALKYRIE

May the founders welcome him to
their hall.

MORNING STAR

May we all find such a glorious and
honorable death.

There is a scuffle at the end of the hall and STRANGER TIDES,
25, breaks free, charging forward.

STRANGER TIDES

There is no honor falling to one so
low. She is not of the blood of
Kerensky, no matter what the Il-
Khan says. Declaring it doesn't
make it so. She is a coward and
should die a coward's death.

(CONTINUED)

CONTINUED:

MORNING STAR

Forgive him, Gorilla and he were very close.

STRANGER TIDES

You console her. I am your kin, and yet you look on me like I'm the savage for stating the truth. She should at best be in a prison with the other so-called MechWarriors. The only difference between her and them is she got lucky.

VALKYRIE

She fought with honor.

MORNING STAR

She fought with honor.

STRANGER TIDES

She is not of the blood! They should be wheat to our scythes.

VALKYRIE

We are not zealots like the Jade Falcon. We are Clan Wolf, children of Kerensky.

STRANGER TIDES

We carry his name, not her.

DARK EARTH, 25, one of Stranger Tides' friends. Steps up to him.

DARK EARTH

Cousin, you've had too much of the strong wine.

Stranger Tides grabs Dark Earth by the collar and head-butts him, knocking Dark Earth out cold.

STRANGER TIDES

I demand the right of revenge. Many of you know the love that Gorilla and I shared. I demand the right of revenge by combat.

VALKYRIE

All challenges and trials have been put off till the war is over.

STRANGER TIDES

That only applies within Clan Wolf.

(CONTINUED)

CONTINUED:

MORNING STAR

He is correct. Extending the bloodhonor to the MechWarriors of the Inner Sphere makes them the equivalent of a foreign clan from a legal perspective. This challenge is allowed.

He turns to Lynx.

MORNING STAR (CONT'D)

Do you accept the challenge? Will you meet Stranger Tides on the field of battle, Mech on Mech?

VALKYRIE

I ask that I be allowed to advise Laura Wallace in this matter. She doesn't know our customs. On the precedent of when Snow Raven advised Fire Mandrill in the customs of Nova Cat at the challenge of the Man-O-War nebula.

MORNING STAR

Granted.

Valkyrie leads Lynx off to the side.

VALKYRIE

I didn't expect to put you in this position. I offer you one of my own Mechs for the challenge.

LYNX

What happens if I say no?

VALKYRIE

That would be very bad for all of us. I would fall in the pack order. I've supported you openly. Stranger Tides, who represents a darker element of our people, would rise in the pack order.

LYNX

So, I'm just a pawn in your game?

VALKYRIE

No, it would be bad for me, worse for you. You would be put in a cell for the duration of the war.

(MORE)

(CONTINUED)

CONTINUED:

VALKYRIE (CONT'D)

The bloodhonor would likely be withdrawn, since you would have proved that the MechWarriors of the Inner Sphere have no honor. Which would mean that your people would be beasts for us to slaughter, weeds to be plucked.

LYNX

I'll do it.

Valkyrie smiles and lets out a relieved sigh. She leads Lynx back over to Morning Star.

MORNING STAR

Will you accept the challenge?

LYNX

Yes.

Lynx looks at Stranger Tides, meets his gaze.

LYNX (CONT'D)

I accept your challenge.

MORNING STAR

As challenged, you get to choose the class of Mechs.

LYNX

I choose light Mechs.

EXT. SPACE - MOON OF WOTAN

Several large ships jump away. There is one small destroyer ship left.

The Neptune's Fury approaches, a plume of glowing particles streaming behind, enveloping the smaller mercenary ships.

INT. MECH HANGAR - DAY

Valkyrie leads Lynx through the Mech hangar. So far we haven't seen the Mechs to scale from a person's perspective. They are the size of 3 story buildings.

VALKYRIE

We carry three light chassis. The Kit Fox, the Fire Moth, the Cougar.

(CONTINUED)

CONTINUED:

LYNX

This is a light mech? What's the drop weight?

VALKYRIE

35 tons.

LYNX

This would be 50 tons with our tech.

VALKYRIE

Carbon fiber reinforced struts and actuators. Ferrofibrus armor. Very light weight.

LYNX

No wonder you shredded our mechs so quickly. The inner sphere has no chance to survive, do we?

VALKYRIE

On the contrary, we are your only chance to survive what follows, the Crusaders. Zealots would be more accurate. They seek to conquer and bend the wills of all to their holy righteous purpose. We, Clan Wolf, are Wardens. We protect those who cannot protect themselves. The crusader clans have violated the ancient oaths of Kerensky to stay separate from the conflicts of the dying Star League and have turned their sights on Earth. We have come to save you from them.

LYNX

By attacking us and enslaving us?

VALKYRIE

No, this initial attack was a test. To see your capabilities. To see what we have to work with. Most doubted your people would put up much of a fight, but you have proved those naysayers wrong. You have fought with honor and skill. And you will need all of your honor and skill if you are to survive this contest. Which mech will you choose?

(CONTINUED)

CONTINUED:

LYNX

The Cougar.

Valkyrie punches some buttons on the control panel. A block and tackle lifts the Cougar battlemech and moves it across the hangar to the loadout station.

VALKYRIE

There are three standard loadouts. Jump variant, Weapons Variant, and Armor Variant.

LYNX

Can you do custom loadouts?

VALKYRIE

Down to hundredth of a ton on armor configuration.

Valkyrie motions to the console. Lynx steps over.

LYNX

Think we can fit one of those big particle projector cannons on here?

VALKYRIE

You won't have much room for anything else.

LYNX

We'll see about that. Optimization is my middle name.

VALKYRIE

Laura Optimization Wallace.

LYNX

I was joking.

VALKYRIE

I know.

LYNX

And nobody calls me Laura. I go by Lynx.

Lynx goes to work configuring the Cougar's weapons and systems loadout. Robotic arms wiz and whirr around the mech attaching and removing various parts.

EXT. SPACE - MOON OF WOTAN

The Neptune's Fury, followed by the two smaller merc ships, approaches the moon.

INT. NEPTUNE'S FURY - TACTICAL DECK

Captain Breakwater monitors the situation on the holo.

HUNTER

Contacts. Two enemy destroyers on the moon's starboard horizon. They've changed course.

CPT BREAKWATER

Time to intercept.

HUNTER

Six minutes.

CPT BREAKWATER

Time to drop zone?

LTC SUTTON

Three minutes.

CPT BREAKWATER

We'll thread this needle with a minute to spare. Signal the mercs to fan out for drop. We don't need secrecy anymore.

EXT. SPACE - MOON OF WOTAN

The two merc ships pull out of the wake of alpha particles and get into drop position.

One of the merc ships is hit by a giant ball of blue crackling energy fired from the planet. The merc ship loses power and drifts.

INT. NEPTUNE'S FURY - TACTICAL DECK

Captain Breakwater scans with the holo.

CPT BREAKWATER

Did that come from the surface?

(CONTINUED)

CONTINUED:

LTC SUTTON

Appears they have some sort of ground to orbit artillery. I've never heard of anything like this.

CPT BREAKWATER

What's the status on the merc ship. Is it completely disabled?

HUNTER

They still have some systems but their main drive is down. Their drop ship appears fully functional. They are asking if they should proceed with the drop.

EXT. SPACE - MOON OF WOTAN

A second blast of energy hits the other merc ship, partially disabling it like the first one. A third blast just misses the Neptune's Fury.

INT. NEPTUNE'S FURY - TACTICAL DECK

Captain Breakwater watches the pulses of energy just miss his ship on the holo.

CPT BREAKWATER

Negative. We are scrubbing the drop.

HUNTER

Drop is scrubbed, repeat, drop is scrubbed.

CPT BREAKWATER

We have two open drop ship docks. Have the mercs load everyone up and use their dropships as escape pods. Throw on every jamming device we have. We can't let them disable our ship before the mercs are aboard.

LTC SUTTON

Copy that.

CPT BREAKWATER

Get me a wall of flack between us and the destroyers. And spool up the jump drive so we can beat feet when the mercs are aboard.

EXT. SPACE - MOON OF WOTAN

The Neptune's Fury opens fire with its flack guns, creating a wall of mini explosions between them and the approaching destroyers.

The two merc drop ships detach and rendezvous with the Neptune's Fury, attaching in the two empty drop ship docks.

INT. NEPTUNE'S FURY - TACTICAL DECK

Captain Breakwater monitors the enemy positions on the holo.

HUNTER

The merc drop ships are secure.

CPT BREAKWATER

Initiate jump.

EXT. SPACE - MOON OF WOTAN

The Neptune's Fury disappears in a flash of light and folding of spacetime.

EXT. PLANET NORMANDY - DAY

Two CLAN DROPSHIPS, huge orbs that open up and become temporary bases, sit across from each other.

Morning Star, Valkyrie, and the other MechWarriors lounge about, ready to take in the spectacle.

Lynx enters the cockpit of her Cougar mech.

INT. LYNX'S COUGAR - DAY

Lynx gets situated in the mech cockpit.

LYNX

This is the most comfortable mech I've ever piloted. Makes that Hunchback look like a beat up old truck.

The systems boot up as the hatch closes.

COUGAR

Stand by for neural interface attunement.

(CONTINUED)

CONTINUED:

LYNX
No way, it talks too?

A web of electricity envelopes her head.

LYNX (CONT'D)
Whoah, not sure I like this
anymore.

COUGAR
Neural attunement complete.
Recognize MechWarrior callsign
Lynx.

The 3D heads up display lights up around her.

COUGAR (CONT'D)
Weapons online, reactor at 98%
efficiency, ambient temperature 23
degrees. All systems nominal. New
nav point acquired. Proceed with
autopilot?

LYNX
Yes?

COUGAR
Engaging autopilot. Proceeding to
nav one.

EXT. PLANET NORMANDY - DAY

Lynx's Cougar proceeds to the nav point on the ground
selected for the contest.

Stranger Tides pilots his Kit Fox mech to a spot across from
her.

Morning Star steps out onto the field and addresses the two
giant mechs.

MORNING STAR
By the traditions first given to us
by Kerensky many ages ago, today we
gather to witness Stranger Tides
vengeance by combat. Let no one
interfere and let the vendetta be
left on the battlefield no matter
the outcome. Victory is achieved by
disabling your opponent's mech or
killing them outright. Begin!

(CONTINUED)

CONTINUED:

Stranger Tides fires the Kit Fox's jump jets and leaps across the intervening space.

Lynx is ready, waiting, charging the ERPPC mounted to her left arm. At the last second crouches, crabs to the side, and unleashes a red ball of plasma at point blank range.

The Kit Fox fires its jump jets again and summersaults backwards, just dodging the plasma ball.

Lynx turns and opens fire with machine guns mounted to the front.

The Kit Fox dances around firing quick bursts of green pulse lasers, lighting up Lynx's right side.

They begin to circle, firing everything they've got. Each anticipating the other so they avoid the worst of each other's attacks, flowing together in a dance where one false move could turn deadly.

INT. LYNX'S COUGAR - DAY

Determined, focused, Lynx pilots the mech, dodging attacks from the Kit Fox and returning fire.

LYNX

Come on. Lets see how you like a little zig zag.

EXT. PLANET NORMANDY - DAY

Lynx plants and turns back and forth in rapid succession, making a zig zag pattern and scoring a couple hits with her machine guns before the Kit Fox matches the movement and they are back to dancing with each other.

INT. LYNX'S COUGAR - DAY

Alarms go off.

COUGAR

Right knee actuator torque at critical levels.

LYNX

Right, break before you plant. Their light mechs are our medium mechs.

EXT. PLANET NORMANDY - DAY

This time she breaks before planting and turning. This tightens her turn and she slips behind the Kit Fox, her charged ERPPC barrel pointed right at Stranger Tide's mech's head.

She lowers her aim at the last second and shoots the Kit Fox in the equivalent of his butt instead.

Direct hit, molten metal spews out of the impact and the Kit Fox's left hip disintegrates. The leg comes loose and the mech topples to the ground.

INT. NEPTUNE'S FURY - TACTICAL DECK

Captain Breakwater addresses his crew and the mercenaries.

CPT BREAKWATER

We are out gunned. We have no intelligence on our enemy. We can't match that surface to orbit canon. Where do we go from here?

Everyone looks back at him. No answers.

CPT BREAKWATER (CONT'D)

We go back to basics. We meet them on ground of our choosing. Familiar terrain. I'm canceling the mission we were given. We're going back to Planet Normandy. We know all the blind approaches to the settlement. We trained in those canyons. That is where we fight them. Stick and move. Pick 'em off one by one.

He looks over at Hunter.

CPT BREAKWATER (CONT'D)

Our new primary goal, rescue mission. We're getting Lynx back.

EXT. PLANET NORMANDY - DAY

Lynx is welcomed and congratulated by Morning Star, Valkyrie, and the rest of the Clan Wolf MechWarriors.

MORNING STAR

You have done your people proud,
Laura Wallace.

(CONTINUED)

CONTINUED:

VALKYRIE

She goes by Lynx. It is a type of big cat, I believe.

LYNX

It is.

MORNING STAR

Why did you not slay Stranger Tides when you had the chance? You won the contest, but you risked defeat to spare his life. Why?

LYNX

Valkyrie says you are here to help us fight the Crusaders, the true enemy who seek to enslave us. I figured, we shouldn't be wasting the lives of those trying to help us.

Stranger Tides nods in gratitude.

MORNING STAR

Well, Lynx, your bloodname is earned.

Stranger Tides steps up to Lynx, grim faced, stoic. He offers his hand.

STRANGER TIDES

Welcome, Lynx, to Clan Wolf.

She takes his hand.

END OF EPISODE