

PATRICK

I-I don't know! He won't come to the door.

Sam frowns, and Zeke kicks George's door in. The quarters are empty. Sam looks inside, then back at Patrick.

EXT. OUTPOST - CONTINUOUS

Soldiers and townsfolk man the walls of this relatively large structure. They're firing at will at the last of infected and undead gathered here. Bodies are strewn everywhere. Stan, Maggie, Ray, and Tommy appear in the distance.

STAN

Don't shoot! We got a woman and child!

TOWNSFOLK #4

It's the Sheriff! Let him in!

INT. OUTPOST - MOMENTS LATER

Stan and company run inside, and the gate is shut behind them. Survivors are huddled together in this small courtyard. A dozen men man the wall. A soldier climbs down to meet Stan.

EPITAPH SOLDIER #3

Sheriff.

STAN

Are we safe?

EPITAPH SOLDIER #3

For the time being. Got plenty of food and water. And got a small ammunition stock pile in the back. We'll get through the night.

Stan sighs in relief. Near the ammunition dump wounded are tended to. Stan and company head over. Sarah and Jimmy from the train greet Stan as his group sits.

JIMMY

Sheriff, am I glad to see you!

SARAH

Do you know what's happening? The soldiers won't tell us anything.

STAN

You know as much as me. All we can do now is survive until sun up. I'm gonna see what I can do to help.
(turns to leave)

JIMMY

(standing)
Sheriff, wait up.

The two walk out of earshot of their group.

JIMMY (CONT'D)

I don't think it's safe here.
(stands closer to Stan)
Some of the wounded are acting strange. Talking to themselves. There's a kid back there who just keeps going through the alphabet.

They turn to see a small child drawing a crude "D" on the wall using the blood from a bite on his arm. The wall is covered in crude letters. Suddenly, a man runs between Stan and Jimmy and rams his head into a post. Again. Again. w.c.

Stan and Jimmy watch in horror. Others begin to notice, including soldiers on the wall who point their rifles inward.

INT. WELLS GREENE BANK - CONTINUOUS

Sally keeps watch outside, gun in hand. Long watches over Everett, who sits in a chair wearing Long's manacles.

EVERETT

I was right about you.

LONG

Oh? Which part? My devilish good looks or my rapier wit? Or is it the part where you watch me die?

EVERETT

You're as evil as they come. - Funny!

Long makes a face as he considers where he ranks in evilness.

EVERETT (CONT'D)

People are dying out there, and all you want is to rob this bank.

LONG

All I want is to survive. The best chance I have is with my friends. They want silver, I go with them.

EVERETT

Coward.

LONG

(in Cantonese)

Son of a bitch.

(in English)

Remember where you are, Marshal. You are not in control. I decide if you live or die. Do not test me.

An explosion from the center of town lights up the sky. Sally backs into the bank, and Everett stands.

EVERETT

That's the outpost!

All manner of undead and infected spill out into the streets and head toward the commotion.

EVERETT (CONT'D)

Long, they need us! They need me.

He stares at Long who considers Everett's words. But then Patrick is shoved into the bank by Sam, followed by Zeke. "In the distance,"

SAM

Busier than a beehive out here!

(RE: Everett)

You get your rump in that chair.

(Everett sits) ↗

SALLY

(RE: Patrick)

Why is he here? Where's Boone?

SAM

Couldn't find him, so this one will have to do.

Sally looks at Zeke who looks back grimly. Sally looks at Long pleadingly.

LONG

Sam, that wasn't the plan.

SAM

Well, I'm improvising! Now open that vault, boy!

Do we see this from their vantage point? If so, I think it should say "In the distance," otherwise, we will need to shift focus to the Outpost momentarily.

back

He shoves Patrick behind the teller station. He sees something on the ground and jumps back. It's George's disemboweled and mostly eaten body.

PATRICK

Oh Lord! It's Mr. Boone!

SAM

It's up to you now, boy. Get up.

He shoves Patrick against the vault.

PATRICK

I-I can't! I don't know the combination.

SAM

Don't lie to me, son!

(whips Patrick)

Open it.

(whips him again)

Open it!

Patrick whimpers pathetically. Zeke and Sally inch closer, faces contorted in anger and compassion. Even Everett is on his feet. He watches Sam, then looks at Long.

LONG

Stop. He doesn't know.

Sam pulls Patrick up and pushes him away so that Sam's back is to the vault. He points his rifle at Patrick.

SAM

Long, they always say that. Bet you he'll remember how once I start shooting fingers off.

SALLY

We know him, you jackass.

ZEKE

You leave him alone, you sumbitch!
No amount of silver is worth this.

SAM

A future of easy living is in that vault. And if I have to beat, shoot, or cut the combination out of ol' Patrick here, then I will!

LONG

No. You won't.

Sam or Patrick?

He puts his hand on his pistol grip. Sam cocks his rifle that's trained on Patrick.

SAM

Christ, Long. You really have gone soft. I should have let you hang. I've been riding with you for a year and half, and what do I have to show for it? Nothing.

Behind him, the vault door slowly opens, silently. Sam doesn't notice it, but everyone else in the room does.

SAM (CONT'D)

You were supposed to be the fastest gun around with blood colder than winter snow running through your veins. But that was all talk.

I think this is great. Redefines Long a bit more as "not too bad" for Everett's audience.

Shuffling out of the darkness of the vault is Profitt, risen as an undead. All eyes watch as it reaches out for Sam.

SAM (CONT'D)

Well, I'm tired of waiting for the legend of the Long Fang to come true. I'm taking over this outfit. That silver is mine!

Sam notices everyone staring just over his shoulder. He begins to turn to see what they're looking at, but then--

LONG

Sam!

(Sam snaps back to Long)

I want you to know something.

(beat)

I never liked you.

Sam grins and resolves to shoot Patrick when Profitt's hands wrap themselves around Sam's face. He's surprised and struggles as Profitt bites Sam's neck. Thinking quickly, Long hops a desk and kicks Sam and Profitt into the vault.

Sam drops his gun, and Long shuts the vault door. ~~Sam's screams as he struggles inside with Profitt bleed out.~~ Zeke rushes to Patrick to comfort him.

The screams of Sam bleed out through the vault door as he struggles with Profitt inside.

ZEKE

I'm sorry, Patrick. That wasn't supposed to happen. I'm sorry.

Everett takes in the events with astonishment.

SALLY

What now?

LONG

We need to get out of town.

SALLY

How? The horses are gone.

ZEKE

The transport from Bisbee.

Sally steps outside and looks down the street.

SALLY

I see it! It's coming!

EXT. WELLS GREENE BANK - CONTINUOUS

Everyone comes out to see lantern lights of a carriage moving in the darkness toward town.

ZEKE

What do we tell them?

LONG

Whatever we have to.

Suddenly, the carriage stops. It waits on the outskirts for a few moments before it turns around and rides away.

SALLY

What the hell?

A bonfire lights up at the point where the carriage turned. Everyone looks at each other before moving back inside.

EXT. WELLS GREENE BANK - ROOF - MOMENTS LATER

The group spreads out to the four corners.

ZEKE

Bonfires.

LONG

Same here. Marshal?

EVERETT

Yeah, they're all around. Why?

SALLY

It's the army!

EXT. BONFIRE - CONTINUOUS

Captain Jebediah Crawford watches as Lieutenant Jones directs soldiers. Men light fires as the company creates a perimeter around the town. Some men drag Gatling guns into place.

JONES

Sir, where should we deploy?

JEBEDIAH

I want guns pointed at every entrance and patrols every one hundred yards around the perimeter.

EXT. WELLS GREENE BANK - ROOF - CONTINUOUS

Everyone gathers to watch the military operations.

LONG

What are they doing?

ZEKE

Look!

He points at Father Espinoza and a group of people exiting the church. Father Espinoza waves his congregation onward.

*in the distance?
Nearby?
down the street?*

FATHER ESPINOZA

(distant)

The army is here to save us!

EXT. BONFIRE - CONTINUOUS

The Gatling guns are set in place just as Father Espinoza and his people are in view.

JONES

Sir. Survivors!

JEBEDIAH

There are no survivors, Jones.

JONES

But sir, they're right there.

JEBEDIAH

Where? I only see poor souls afflicted by a horrible disease.

Jones looks at Jebediah, astonished at his determination.

*where? I need a
bit of geographical
grounding.*

JONES

There must be some who aren't sick.

JEBEDIAH

Jones, you saw what just one of those things can do. It decimated us. What happens if one of them reaches another town? Do you want to take that chance? We're going to contain this here, now. It's up to us. And if there were any survivors, well, that would make us murderers. Are we murderers, Jones?

JONES

No, sir.

JEBEDIAH

So, do you see any survivors?

Jones looks back grimly.

EXT. ROAD #2 - CONTINUOUS

Father Espinoza jogs toward the bonfires in the distance while holding the hand of a small child. His small congregation hurries behind him.

FATHER ESPINOZA

Thank you, Lord. Thank you!

As they get closer to the bonfires, a loud mechanical clicking emits from the dark. The survivors freeze, trying to discern the noise. Suddenly, the dark lights up in steady muzzle flash as high caliber bullets tear through the group.

Father Espinoza turns and shields the child with his body as he's riddled with projectiles. Other survivors scream and try to run, but there's no escape from the kill zone.

EXT. WELLS GREENE BANK - ROOF

Long and company watch the carnage, aghast.

EXT. ROAD #2 - CONTINUOUS

Finally, the road is silent and littered with still corpses. Father Espinoza's corpse moves after a moment, but it's just the child he was protecting climbing out from underneath him. The child looks around in fear and confusion.

⊛ I don't like when movies explain something in the moment that would have been explained prior to deployment. - I think this should be a reminder: "We discussed this contingency. I should have reminded you ... (j). Steel yourself, Jones."

w.c.

From the darkness, the metal clicking begins again.

| Sad but
well done.
Nice way to
end this part.