

Page One:

Panel One (SPLASH): Colt throws a punch at a skinny man out in the desert, the town being quiet the walk away. Colt is scratched up, panting, with his badge on the ground. The man is thrown to the ground, bald, and wearing a leather jacket with the patches missing, like they were torn off. The dust is still in the air from their scuffle. This is a defining moment; we want the reader to know that this wasn't just some random thug.

Caption: STEAM OUTSKIRTS

Colt: I don't know what you're doing here, but we don't take to well to outsiders. Especially those who steal.

SFX: Pant, Pant, Pant

Man: You don't know what's coming. I didn't come back, so they know there's something here. They'll be coming, and there is nothing you can do to stop them. You know who they are, they pillage for the thrill of it.

Title: The Raid

Credits: TBD

Page Two

Panel One: Colt pushes the man through town, the man in handcuffs and his jacket torn more than it was. The streets are populated with people looking at the man.

Bystander One: The sheriff has been so busy lately.

Bystander Two: I know, there have been more and more crimes happening, so sad to see the youth tainted.

Panel Two: Colt keeps pushing the man through town not giving up against his struggles to move.

Man: The towns already on edge? Have any visitors?

Colt: You have something to do with it?

Man: I could, but I don't think me specifically.

Colt: Then I wouldn't worry about it.

Panel Three: The man is thrown with his hand cuffs on into a cell. His shirt lifts as he drags against the ground, showing a tattoo. The tattoo consists of four rings creating a diamond in the middle. The man smiles

Man: You like it? They branded me when I was young. Best decision I ever made.

Panel Four: Colt shuts the cell door close and looks at the tattoo. **Sadness fills his face.**

Colt: I feel bad for you.

Panel Five: Colt leaves the cell block still hearing the man talk.

Man: Why feel bad for the people who chose this life? We won't stop no matter how many chances we get.

SFX: HAHAAHAHAHAHA

Page Three

Panel One: Colt sits on the roof of the station looking out in the distance as dust gets kicked up in the air over the horizon.

Panel Two: A Dark cell only lit by moonlight and a torch. Bodies piled in, with little clothing, most lifeless, others barely alive.

Colt: We are in danger. This group of people is not to be trifled with. I would suggest for us to run, but there is nowhere to run to, and we can't call for backup either.

Panel Three: A group of men drag one of the lifeless bodies down the hallway into an armory. Blood stains the brick walls, and they all laugh.

Colt: They are monsters beyond our imagination. Kidnapping kids, starving them, and bringing them back from certain death for total devotion. If they don't get what they seek, they kill them with no remorse.

Panel Four: The body they were dragging stuffs his face with chicken as an entire table of food is waiting for them. One guy is heating up a cattle branding stick over the fire.

Colt: They are a devious bunch of miscreants, and it's up to me to save the town.

Panel Five: The person rolls on the ground in pain, with the same tattoo as the man on their thigh.

Colt: We must make a stand, or Steam will be deserted.

Page Four

Panel One: Colt walks down the street to the Steam Bar. His hands in his pockets, still dirty from the fight.

Colt: I need to make sure there is a safe place for people to go.

Panel Two: Colt is stopped by two children right outside the front doors of the bar. They hand him a stick figure picture of him, and smile. Colt gently grabs the paper.

Child One: Sheriff! Sheriff! We wanted to give you a present. Do you like it?

Child Two: Do you like it? We spent a lot of time on it.

Colt: I love it. I'll make sure to hang this on my fridge when I get home.

Panel Three: Colt still holding the kids drawing and his hat over his eyes, slams the door open. The glass cracking. A tear dropping on the floor.

SFX: CRACK

Panel Four: Sally is furious and stop waiting on a table to yell at him. Tom continues to wash glasses.

Sally: Do you know how much that is going to cost? How many times have I told you I don't care how stressed your job is you can't keep breaking things. My insurance can't keep up!

Panel Five: Colt gets on his knees and grabs Sally's dress. She stands stunned not knowing what to do.

Colt: I need your help. The towns in danger and our school isn't big enough to house all the civilians.

Sally: What is going on? Why do people need to be housed?

Colt: The Plinso Group is on their way, and we need shelter for the people. I'll pay you a lot I promise, but the town needs this.

Sally: I don't know who that is.

Panel Six: Tom stops cleaning glasses and put them down opening the door to go to Colt and Sally.

Tom: They are a band of bandits that run around to pillage villages for fun, kidnapping children and killing everyone else.

Page Five:

Panel One: Tom lends a hand to Colt who's still on his knees. Colt grabs it in return.

Tom: If what you say is true you will need as much help as you can get.

Colt: This is for the city. Everyone needs to pitch in.

Panel Two: Colt opens the door before leaving, the drawing rolled up in his pocket. Sally and Tom watch.

Colt: Say Tom, how do you know about this group.

Tom: I'm a bartender. You hear things every now and then.

Colt: Sounds good. I'm going to warn the town. You guys get this place set up.

Panel Three: Tom walks back behind the bar. Sally starts to pick up dirty dishes.

Sally: I've never seen him like that before.

Tom: Anyone in his position would've been the same. You can only put a brave face on for so long. He's still young.

Panel Four: Colt stands on a stage in front of a gathering crowd. He is giving a powerful speech that we are in danger. The faces in the crowd are turning to fear. The sun is starting to set with the sky turning orange.

Tom: This very well may be his biggest challenge of his entire life, and rallying a town who have never seen carnage before is very difficult.

Page Six

Panel One: The dust pile is getting bigger and moving towards steam. Two people are on lookout in front of the town waiting for people to make a move.

Panel Two: Colt and Tom are standing outside the bar as people are moving quickly down the street. Panic in their eyes.

Tom: What do you think our chances are?

Colt: From what I got out of the prisoner, it's going to be a small group to scout the place out. But I don't know if I can trust him. The way I see it, if it's a small group. Our reinforcements get here in time to help. If it's not --

Tom: It's everyman for himself. What do we have for resources?

Colt: Not enough. A couple guns, the rest have to use knives from their homes.

Panel Three: Groups of people are laying down ropes on the street and throwing them over the light poles. These are the traps that once stepped in grasp the leg and pull them upside down.

Panel Four: Others are digging deep holes and covering them with thin blankets covered lightly with sand to camouflage it with the ground.

Tom: Time is our biggest strength and weakness. If we didn't hear about it when we did, Steam wouldn't stand a chance. But because of your guidance I think we can get through this.

Colt: Are you sure you don't want to tell me how you know about the Pliso group? Sally isn't around anymore.

Tom: I stand by what I said.