

INT. WAREHOUSE - NIGHT

A dark scene is suddenly illuminated by two headlights. The lights silhouette a figure trembling in a folding chair.

Two figures silhouetted by the headlights stand over CHICO.

CU - Chico (26) Wears a blindfold and has a tattoo on his neck. His breathing is fast and heavy.

CHICO

You assholes are on borrowed time!

COMIC SKETCHES - FREEZE FRAME on Chico and text that reads "Chico, Scarz lieutenant". The frame slides up to black as comic panels fill the space.

Chico spits blood into a puddle at ANDERSON's feet.

Anderson (25) wears a black suit and thin sunglasses.

Anderson tilts his head as he slams a small black case in one hand. In his other hand he holds a small metal wire.

COMIC SKETCHES - FREEZE FRAME on Anderson with the closed black case and text that reads "Anderson, 2nd Lapel of the suits". The frame slides up to black as comic panels fill the space.

CHICO (CONT'D)

(breathing heavily)

Look. I don't know what your boss told you but you have to know that this is a bad idea...

Chico looks back and forth frantically.

SMITH (26) wears a black suit with rounded sunglasses.

He pulls a small torch lighter from his jacket pocket and adjusts his sunglasses.

COMIC SKETCHES - FREEZE FRAME on Smith adjusting his sunglasses and text that reads "Smith, 1st Lapel of the suits". The frame slides up to black as comic panels fill the space.

Smith reaches over Chico with a torch lighter in his hand.

Anderson reaches over Chico with the metal wire and Smith ignites the torch and turns the wire a bright orange.

CHICO (CONT'D)

Wh- What is that? What are you
funeral home looking fuckers doing!

Smith pulls back the torch and blows on the tip.

SMITH

Sanitation gave up on this city a
LONG time ago...

Smith smiles and turns to Chico.

SMITH (CONT'D)

We're just picking up the slack.

Chico shakes his chair in frustration.

Smith holds Chico's chair steady.

Anderson inches the hot brand towards Chico's scar tattoo.

SUPER WIDE - Chico screams in pain as his skin is seared.

A repetitive tone RINGS.

Smith reaches into his jacket and pulls out a long range
walkie. He snaps in Anderson's direction before answering.

Anderson peels the brand from Chico's seared skin a
desecrated "Scarz" tattoo is revealed.

Smith answers the walkie.

INT. DARK ROOM

CU - The dark beard and tie of THE BOSS.

THE BOSS

Finish up boys. I need you on
another assignment.

INT. WAREHOUSE - NIGHT

SUPER WIDE - Chico's head falls in defeat.

SMITH

Alright. We'll be there soon boss.

Smith lowers the walkie.

SMITH (CONT'D)

We've gotta head back.

ANDERSON
 (nodding)
 What do we do with him?

CU - Chico inhales nearly all the oxygen in the space.

CHICO
 FUCK you!
 (beat)
 Just kill me already!

SUPER WIDE - Chico's head sinks. Anderson looks up at Smith. Smith nods. Anderson raises his gun to Chico's head.

COMIC SKETCH - Anderson shoots Chico.

CU - Blood falls on Smith's suit. He wipes it off.

SMITH
 We could give the girls another shot.

ANDERSON
 I don't know.
 (beat)
 Don't you think we should give them some more time before-

SMITH
 Before what?

ANDERSON
 Before they blow their last shot.

SMITH
 They gotta grow up eventually. The Boss isn't gonna let them just sit on the bench forever.

Smith sighs and inputs morse code for "G" on the walkie.

SMITH (CONT'D)
 Besides, they're dumping a body not building the Gustav cannon.

Anderson shakes his head before finally nodding.

Smith finished inputting morse code for "GLASS".

INT. CAR - MORNING

A ROCK SONG plays.

CU - Walkie sticking out of a compartment in the car.

TITLE SEQUENCE - A "Merino" Short", PRINCIPLE CAST.

CU - A rosary hangs from the rear view mirror.

SWEET PEA (23) sleeps in the passenger seat wearing an oversized hoodie with a suit design printed on it.

GLASS (24) wears dark sunglasses and chews bubblegum as she pulls into a parking spot. She pulls a fidget cube out of her jacket. She checks her watch and CLICKS the cube.

Glass begins blowing an a bubble.

COMIC SKETCHES - FREEZE FRAME on Glass blowing a bubble and text that reads "Glass, Suits - 13th Button". The frame slides up to black as comic panels fill the space.

The bubble POPS and Glass turns to Sweet Pea with a scowl. Sweet Pea looks slightly disturbed by the POP.

Glass blows a large bubble. It wakes Sweet Pea.

COMIC SKETCHES - FREEZE FRAME on Sweet Pea running her fingers through her hair and text that reads "Sweet Pea, Suits - 14th Button". The frame slides up to black as comic panels fill the space.

GLASS

Good. I thought that one would wake you.

Sweet Pea squints in the sunlight.

SWEET PEA

I have a name you know.

GLASS

Ugh. I know, but saying it makes me sick.

SWEET PEA

(mumbling)

Yeah and your name is about as creative as it is edgy.

GLASS

What?

SWEET PEA

(sighs)

Nothing.

GLASS
Get out.

SWEET PEA
What?

GLASS
Get. Out.

SWEET PEA
It was just a joke jeez.

Glass releases a heavy sigh.

GLASS
Get out. We're here.

SWEET PEA
Oh... Right.

Sweet Pea & Glass get both get out of the car in sync. They make their way to the back of the car.

2A INT. INSIDE TRUNK

Sweet Pea and Glass look down into the trunk as it opens.

SWEET PEA
(smiling)
Gross.

Glass turns to Sweet Pea and shakes her head.

Sweet Pea leans in for a closer look.

Glass pushes Sweet Pea out of the way as she reaches in and pulls out a rusty shovel.

GLASS
Let's get this over with.

Sweet Pea reaches into the trunk and closes the bag's zipper.

3 INT. BODY BAG

Everything is dark except for the sliver of light shining through the zipper.

DIRT can be heard piling on top of the bag. The light is slowly covered.

3A EXT. WOODS

CU - A shovel pats down dirt

CU - Glass wipes sweat from her forehead.

WHIP PAN - Sweet Pea walks over with a large rock.

SWEET PEA

I thought we were gonna sink him?

Glass doesn't turn to face Sweet Pea.

CU - A shovel is thrust into dirt.

GLASS

I never agreed to that.

SWEET PEA

Right, because that would require communication.

GLASS

Six-inch burial at territory border is standard protocol.

Glass stands and wipes her hands against themselves as she walks past Sweet Pea.

GLASS (CONT'D)

No sense doing anything more when we know they'll be looking for him.

SWEET PEA

Don't you ever just go with your gut on these things?

Glass blows a bubble until it POPS.

GLASS

No.

SWEET PEA

But what if we-

Glass blows another bubble until it POPS.

GLASS

Fine.

SWEET PEA

Really!

GLASS

No.

Sweet Pea looks deflated as she pets the rock cradled in her arms. Her brow furrows as she watches Glass walks past her.

SWEET PEA

I still want to sink him.

Glass stops, then turns to face Sweet Pea.

GLASS

He'll float.

Sweet Pea walks up to Glass and points to the bubble.

SWEET PEA

Not if we pop.

Sweet Pea POPS Glass' bubble.

SWEET PEA (CONT'D)

His lungs.

Glass looks surprised at Sweet Pea's response. She turns to walk away and smiles slightly.

GLASS

He's not moving.

SWEET PEA

(sighs)

Okay...

Glass blows another bubble.

Sweet Pea's eyes narrow as she stares back at Glass.

SWEET PEA (CONT'D)

Be careful where you throw your
WADS of gum! These are NEW boots!

Sweet Pea points to her boots.

Glass flops her arm up in unenthusiastic acknowledgment.

Sweet Pea turns back around, unconvinced. She looks down at the rock still cradled in her arms.

Glass crouches down and pulls gum out of her mouth. She sticks it on a log near her feet. As she stands up she pulls her fidget cube out of her jacket and CLICKS it with a smile.

Sweet Pea walks back toward the body bag and crouches slightly to toss the rock.

When she bends down the car keys drop from her front pocket.

Sweet Pea gives the rock a heavy toss.

??? (O.S.)

OW!

SPLIT FRAME - Sweet Pea's eyes fly open. Glass looks back over her shoulder suddenly.

Sweet Pea points towards where Glass buried the body.

Glass walks over quickly until she enters Sweet Pea's frame.

SWEET PEA

Did he just...

The two look at each other. Before looking towards the rustling leaves behind them.

3B WHIP PAN - A PARK RANGER in the distance rubbing his head.

COMIC SKETCHES - FREEZE FRAME of The Ranger as he rubs a red spot on his forehead and text that reads "Ranger, just a good ol' ranger"

Sweet Pea looks down at the shovel and quickly pulls it out of the dirt. She tosses it behind a bush. She turns back just as The Ranger looks towards them.

The Ranger (25) slowly approaches the girls. He wears a full uniform and a revolver on his hip.

GLASS

What happened to you?

The Ranger looks down at Sweet Pea then at Glass. He struggles to come up with a word as he rubs his head.

THE RANGER

...Branch.

The Ranger waves his finger around with narrowed eyes.

THE RANGER (CONT'D)

What are you two doing out here?
You look like you're on your way to
a funeral.

Glass looks back and forth between Sweet Pea and The Ranger with each CLICK of her fidget cube.

Sweet Pea gives The Ranger a nervous laugh.

SWEET PEA
We're... on a DATE!

Glass CLICKS her fidget cube. She has a disgusted look on her face. She looks down and notices the revolver strapped to The Ranger's hip.

Sweet Pea follows Glass' eyes to The Ranger's revolver.

SWEET PEA (CONT'D)
We were just leaving though...
let's go sweet... pea...

Sweet Pea shakes her head as she walks away from The Ranger.

Glass stares suspiciously as Sweet Pea walks towards her. She rotates the fidget cube and switches to a rotating dial.

Sweet Pea tucks her hands in her pockets as she walks past Glass.

Glass begins rotating the dial faster.

Sweet Pea feels around for her keys and stops suddenly.

THE RANGER
Did you lose something?

Glass shifts her focus to The Ranger.

SWEET PEA
NNNNo! Of course not.

Glass gives Sweet Pea a suspicious look.

Glass notices The Ranger staring at Sweet Pea suspiciously. His hand rests on his belt beside his revolver.

Glass wraps her fingers tightly around her fidget cube before throwing it towards the bushes behind The Ranger.

The Ranger turns towards the rustling and Glass walks off towards Sweet Pea.

Glass grabs one of Sweet Peas arm's which are both still in her pocket.

GLASS
What are you doing?

SWEET PEA
I'M trying to save our butts.

GLASS
THAT would be a first.

Glass yanks Sweet Pea's empty hand out of her pocket.

GLASS (CONT'D)
Where are the keys?

Sweet Pea looks away.

GLASS (CONT'D)
Really? Now is when you finally
decide to shut up?

The Ranger walks until he steps in some freshly dug dirt. He spots the gold keychain and bends down to pick it up. He looks forward and sees the shovel behind a bush.

The Ranger looks down and begins digging through the soft dirt until he finds a piece of the body bag.

GLASS (CONT'D)
Ugh. You're useless!

Sweet Pea refuses to face Glass.

GLASS (CONT'D)
I found your file you know.

Sweet Pea's eyes widen while she looks away.

GLASS (CONT'D)
It's total crap. CQB, stealth ops,
what did you do throw darts at an
idea board?

INT. BODY BAG

The Ranger pulls the bags zipper open. He recognizes Chico's face inside. His hand runs across his neck and mouth as he takes a moment to recompose.

CU - Scarz tattoo on The Ranger's collar bone.

3C WOODS

GLASS
Maybe if you could show a single
genuine skill we'd finish a mission
for once!

Sweet Pea raises her head slightly. She starts to turn her head towards Glass.

THE RANGER

Hey!

Sweet Pea and Glass both turn towards The Ranger.

THE RANGER (CONT'D)

(clearing throat)

Are these your keys?

SWEET PEA

(quietly)

Yeah.

Sweet Pea runs over to The Ranger while Glass stays behind.

Glass notices partially dug up bag behind The Ranger. She looks back up and notices his "Scarz" tattoo.

GLASS

(whisper)

Scar.

Glass quickly pulls her gun from the holster behind her back.

The Ranger stares at Glass as he grabs Sweet Pea and pulls his revolver out of its holster. He holds his arm around her neck and slowly aims the revolver at her head.

Glass pulls the slider back on her gun and aims at The Ranger.

THE RANGER

Don't you fucking move!

COMIC SKETCHES - FREEZE FRAME on Sammy aiming his gun at Glass and text that reads "Sammy, Scarz Scout". The frame slides up to black as comic panels fill the space.

Sweet Pea struggles in Sammy's grip. She stops as she feels the cold steel of his revolver press against her temple.

SAMMY

On your knees. Now! Before I blow
your girlfriend's brains out!

Glass stands motionless. Her gun shakes in her hand as she watches Sweet Pea struggle.

Glass plants her feet and takes a calm breath.

GLASS
Colt 1861.

Glass takes small steps forward with her gun aimed at Sammy.

GLASS (CONT'D)
.36 cal. Single-action Navy
Revolver.
(beat)
I bet it's not even loaded. Let
alone functional.

Sammy aims his revolver at Glass and pulls the hammer back.

Glass stops in place.

SAMMY
I'll take that bet.

Sammy looks down at Sweet Pea struggling in his grasp. He brings the gun back to Sweet Pea's head.

SAMMY (CONT'D)
Will you?

Glass holds her aim.

SAMMY (CONT'D)
Chico was my brother you know? Is.
My brother. If our roles were
reversed I would've dropped my gun
already. But I guess she just
doesn't mean that much to you?

Sweet Pea stares up at Glass. Who's eyes are fixed on Sammy.

SAMMY (CONT'D)
Hmph. I wouldn't expect a SUIT to
know anything about family. It's
just business right?

Sammy's fingers curl around the trigger.

Glass follows suit.

Sweet Pea shuts her eyes tightly. Suddenly she hears a CLICK. She looks down with widened eyes at Glass' gun on the ground.

Sammy looks down in surprise before looking back at Glass.

Sweet Pea's brow furrows as she struggles in Sammy's grip. She throws her elbow hard into Sammy's stomach. He keels over in pain but quickly grabs Sweet Pea's wrist as she tries to escape.

Sammy hits Sweet Pea with the butt of his gun and she falls to the ground beside him.

Glass rushes towards her gun.

Sammy aims his gun towards her just as she grabs her gun. Glass is stuck staring up at Sammy.

Sammy steps forward. He steps in Glass' glob of gum.

We see that Sweet Pea is no longer on the ground beside Sammy.

Glass notices Sweet Pea has gotten up and smiles as she looks back up at Sammy.

SAMMY (CONT'D)

What's so damn funny!

Sammy shifts his weight.

CU - The glob of gum stretching under Sammy's boot.

SAMMY (CONT'D)

What the f-

Glass' eyes set on their target and subtle smirk creeps across her face.

GLASS

Now Sweet Pea!

ECU - Sweet Pea's eyes narrowing.

SAMMY

What?

Sammy turns his head.

Sweet Pea runs in from behind Sammy.

COMIC SKETCHES

- Sweet Pea enters a combat stance and moves towards Sammy.
- Sweet Pea strikes Sammy behind his right knee and he falls.
- Sweet Pea strikes Sammy on his left shoulder and he drops his gun.

COMIC SKETCHES END

CU - Sammy hat falls on the ground as he collapses on one knee, suspended by a trembling arm.

Sweet Pea stabs Sammy in his right shoulder and holds a tight grip on Sammy's left shoulder and twirls the blade in her hand before pressing it against Sammy's neck.

He turns up to face Sweet Pea and blood drips from her forehead. She smiles.

SWEET PEA

Don't look so surprised. I spar
with harder hitters than you every
day.

Sammy hears Glass' FOOTSTEPS and he turns towards her. The blade buried in his shoulder draws blood.

SUPER WIDE - Glass slowly walks over. She bends down and picks up Sammy's gun.

Glass examines the gun, opening the empty cylinder and shaking her head as she looks at Sammy.

GLASS

That's what I thought.

Glass tucks the revolver under her jacket.

GLASS (CONT'D)

I think I'll keep it, for our
trouble.

Glass whips her hair to the side and adjusts her jacket with a service industry smile.

GLASS (CONT'D)

After all... It's just business,
right?

Glass throws her wrist forward triggering her quick-draw sleeve gun. She catches it in her hand as designed.

COMIC SKETCH - Glass shoots Sammy.

Sweet Pea kicks down Sammy's body. It turns as it falls to the ground with a heavy thud.

LOW ANGLE LOOKING UP - Sweet Pea looks down at Sammy's body as Glass enters frame.

GLASS (CONT'D)

That was BAD-ass.

Sweet Pea looks up at Glass.

SWEET PEA

Really?

GLASS

Hell yeah! No wonder you never
carry guns.

Sweet Pea looks down at her bloody knife and laughs.

SWEET PEA

You like it? It's edgy just like
you.

Glass rolls her eyes.

GLASS

Do you wanna sink this one?

Glass turns back to face Sammy's body.

SWEET PEA

Nah. Let the guys take care of it.

Sweet Pea and Glass exit frame left.

4 EXT. OUTSIDE CAR - EVENING

Sweet Pea and Glass walk out of a tunnel until they reach the
Car. They get inside.

INT. CAR - EVENING

Sweet Pea stares down at her seat.

SWEET PEA

Hey.

(beat)

Thanks for not letting me die back
there.

GLASS

Yeah well... I just figured Smith
would be pissed if I let his baby
sis be K.I.A.

SWEET PEA

(beat)

You knew?

GLASS

(sigh)

It's probably why they paired us up
in the first place.

SWEET PEA

Does that mean?

GLASS

Anderson... is my brother.

Sweet Pea's jaw drops. A smile quickly overtakes her face.

SWEET PEA

DOES THAT MAKE US SISTERS?

GLASS

What? No.

4A EXT. OUTSIDE CAR

Sweet Pea shrieks in excitement.

We see a license plate that reads "The End"

The car drives off.

FADE OUT.

THE END.