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The following is from Chapter 7 of SPEC OPS: THE LINE.
The action immediately follows the squad's ill-fated
attempt to commandeer Dubai's water supply.

CHAPTER 7 - THE SQUAD

07-100 - GAME PLAY - WAKE UP

Walker awakes alone in a pile of debris and rubble. He is unarmed.

Walker stands slowly and surveys the area.

Walker is hurt and moving slowly. There has been another skin change for the character.

KONRAD (O.S.)

Captain Walker? Can you hear me?

(beat)

Walker... are you there?

He sees the shattered sand filled tankers.

Refugees try to collect water.

The area has been devastated by the battle.

The helicopter hit a building, and skidded down the street.

Several soldiers lie dead.

KONRAD (O.S.) (CONT'D)

This is not what I wanted,
Captain. Believe me.

WALKER

(looking out at the
destruction)
Prove it. Call off your men.

KONRAD (O.S.)

Surrender your weapons. Do
that and no harm will come to
you or your men. I give you
my word.

WALKER

You know I can't do that.

KONRAD (O.S.)

Then, I can't call off my men.

Moving through the rubble, Walker finds Riggs.

RIGGS

Walker!

07-110 - CUT SCENE - FINDING RIGGS AGAIN -

Riggs is impaled under some wreckage. The area around is burning, having been set on fire by the crashed helicopter.

RIGGS

(brave face)

I'll admit, that could've gone better.

WALKER

Hang on.

He tries to lift out the wreckage. Riggs groans in pain.

RIGGS

Don't bother.

KONRAD (O.S.)

Is that Agent Riggs?

WALKER

(hesitates)

Yes.

KONRAD (O.S.)

Tell him it was a good plan.
This is a good death.
Godspeed.

Squelch. Silence.

Riggs looks at the fire. It is growing.

RIGGS

Walker... that fire's gonna reach me before I go cold.

He hands Walker his gun.

END CUT SCENE

07-120 - DECISION SCENE - RIGGS

RIGGS

(calm)
Don't let me burn.

Fires grow in intensity. The heat ripples through the air.

Riggs screams. You can shoot him or not.

RIGGS

(Screaming as he burns)

VARIATION 1

07-130 - GAME PLAY - MERCY KILL

Walker shoots Riggs sparing him a horrible death.

VARIATION 2

07-140 - GAME PLAY - LET HIM BURN

Walker walks away, leaving Riggs to his fate.

RIGGS

Walker!!!! Walker!!!! Where
the fuck you gonna go? Where
you gonna go!?!?!?
Walker!!!!
(starts to burn)
Walker!!!!

Eventually, he will burn to death.

END DECISION SCENE

07-150 GAME PLAY - CITY STREET

Move up the street.

Military vehicles drive past.

Troops get out looking for you.

KONRAD SOLDIERS

(various)
Spread out. Find Delta. They
couldn't have gone far.

KONRAD SOLDIER 2

No way they survived this.

KONRAD SOLDER

Colonel wants 'em found.
Didn't say anything about
alive.

Evade them.

RADIOMAN (O.S.)

(broadcast filter)
Ladies and Gentlemen, I'm
afraid have some bad news.
There's no way to sugar-coat
this... They blew up the
fucking water. That's right.
Your water. It's gone. Until
supplies can be replenished,
we ask that all civilians move
north to the tower.

*We will need to devise several filters for the Radioman
to indicate when he is talking only to the squad and
when he is broadcasting.*

LATER

LUGO (O.S.)

(barely intelligible)
Walker? Do you read? Walker?

WALKER

(hand to earpiece)
Yes. Yes, I read you.

LUGO (O.S.)

(barely intelligible)
I'm getting nothing.

WALKER

Damnit.

MARKER APPEARS

OBJECTIVE - REUNITE THE SQUAD

07-160 - GAMEPLAY - UNDERPASS

Move under the underpass.

RADIOMAN (O.S.)

Why'd you do it, Marty? Why'd
you take the water? You can't
be dumb enough to believe that
would hurt *him*. All you did
was hurt the people.

07-170 - EVACUATION ZONE

Buses and corpses and luggage.

Stealth gameplay as player moves through the maze of buses, avoiding direct armed confrontation with Konrad's men.

RADIOMAN (O.S.)

You know, I had a chance to speak with your buddies just now. They weren't soundin' too hot. Maybe you should take a listen.

Sound of tape player starting. Everything sounds like it's been recorded on old tapes. Lugo and Adams sound physically and emotionally exhausted.

RADIOMAN (O.S.)

So, I got a question for you guys - what are the 8 scariest words in the English language?
(beat, heroic)
We're Delta Force. We're here to rescue you.

LUGO (O.S.)

Fuck you...

RADIOMAN (O.S.)

(actually a bit angry)
No-- fuck you! You have no *fucking idea* who that man is or what he's had to do. And I do mean "Had. To. Do." He's hollow inside. Eaten out by those decisions.

ADAMS (O.S.)

The man ain't playing with a full deck.

RADIOMAN (O.S.)

You hear me say he wasn't. The man's soul is dead. What do you think happens when your soul dies? All dogs do not go to heaven.

LUGO (O.S.)

No - some go to hell.

The recording ends.

RADIOMAN (O.S.)

Gotta say, Marty. Sounds like
you got a bit of a morale
problem on your hands.

07-180 - GAMEPLAY - MOVING THROUGH BUILDINGS

Stealth and gunplay.

*We can hear gunfire through the radio. Static and noise
distort Adams/Lugo's voices.*

LUGO (O.S.)

Jesus, they're flanking on
both sides.

ADAMS (O.S.)

Don't let'em pin you down.

RADIOMAN (O.S.)

Ooooh, that doesn't sound
good, Marty. Don't be shy now
- It's just you, me and
several thousand very thirsty
listeners. We're all *dying* to
know... what're you gonna do
when your friends are dead?

RADIOMAN

(alt line)
*sings a bit of the Cops
theme-song*

WALKER

Fuck you -

*Walker is cut off by loud BEEEEEEEEEEEEPPPPPP. This has
to be done in post. We will record the full line.*

RADIOMAN (O.S.)

Whoa! Let's keep it clean,
buddy. This is, after all, a
family program.

RADIOMAN MUSIC PLAYS

07-190 - GAME PLAY - MOVING ACROSS STREET

Can now hear the gunfire without the radio.

RADIOMAN (O.S.)

(broadcast filter)

So, hey... I got another question. Well more of a riddle, really - what do you call a group of men who destroy an entire city's water supply?

(beat)

Give up? *Terrorists.*

Adams comes through on radio, now much clearer.

ADAMS (O.S.)

Walker - if you can read this, we need back up.

WALKER

I read you. On my way.

LUGO (O.S.)

About damn time.

07-200 - GAME PLAY - THE MALL

Squad is pinned down. Take out men attacking them.

07-210 - GAME PLAY - REUNITED

Plays out across the divide.

LUGO

Glad to see you're in one piece.

WALKER

Yeah, still got all of my fingers and toes. Any way across this?

LUGO

Not that I can see. We'll have to make our way through the mall.

WALKER

Great.

(beat)

I spoke with Konrad. He offered surrender terms. I declined. Any objections?

ADAMS

Nope.

LUGO

Fine by me.

ADAMS

We need to start thinking about an exit strategy.

WALKER

Agreed. First order of business is getting to a radio powerful enough to punch through the storm wall.

LUGO

Good. I've been wondering what that jack ass looks like.

Konrad's men attack, pulling us out of the scene.

07-250 - GAME PLAY - COMBAT -

After, a lone Konrad soldier surrenders.

RADIOMAN (O.S.)

(broadcast filter)

Reports are pouring into the studio that everyone's favorite "D"-Bags are down by the mall. Rumor has it, they're trying to "rescue" even more people. You gotta love these guys. They're just gonna keep on trying, even if it kills every last one of you. Be sure to stop by and tell 'em thanks.

LATER

ADAMS

To be clear. We get on the radio, and we get out of here.

WALKER

Let's concentrate of getting out of here, first.

07-260 - IGNS - INTERROGATION

This will need a design pass.

Prompt appears on the Soldier.

WALKER

Get some answers out of him.

Adams picks up the soldier and punches him, then drops him. The soldier hits the ground on his knees coughing and sputtering.

ADAMS

Where is he?

SOLDIER

Who?

Adams kicks him.

LUGO

The asshole on the radio--
where's he broadcasting from?

SOLDIER

(ignoring the question)
No chance. Lt. John Chowanec
- 658-32-76...

Adams pulls his gun, shoves into the soldiers mouth and cocks it.

WALKER

Are you sure?

ADAMS

I'm going to make this simple.

He jerks the gun from the man's mouth and fires it three times - each time moving closer and closer to him until it is right in front of his face.

SOLDIER

You'll never get to him.

WALKER

Our problem, not yours.

SOLDIER

Trans-Emirates Building - the
roof.

WALKER

Lugo, you got coordinates for
that?

LUGO

Putting it on TAC now.

MARKER APPEARS

THE ENTIRE SUPER DUNE LEADING TO THE RADIOMAN'S TOWER
IS VISIBLE IN THE DISTANCE.

Adams cold cocks him, knocking him unconscious.

WALKER

Time to move on.

They move out.

07-270 - CUT SCENE - TRAVERSAL

OVER DISSOLVING SHOTS OF THE SQUAD TRAVELING, MOVING
CLOSER TO THE SUPER DUNE -

ADAMS

How long you think it'll take
for Command to send an evac
team?

WALKER

Let's just get to the radio
first.

Adams pauses...hesitates...then:

ADAMS

You're not going to leave here
without Konrad, are you?

WALKER

No. I'm not.

ADAMS

Martin --

WALKER

Look. How long have we served
together? 5, maybe 6 years? In
all that time, I ever steer
you wrong? I ever do anything
to lose your trust?

ADAMS

No.

WALKER

Then, I am asking - not
ordering - that you trust me
now.

Adams and Lugo stop.

ADAMS

Martin, I trust you. I just
don't agree with you.

WALKER

Let's just get to the radio station, ok?

ADAMS

Fair enough.

DISSOLVE TO A SHOT OF THE RADIOMAN TOWER - THE ENTIRE SUPER DUNE IS VISIBLE -

LUGO

There it is.

ADAMS

If we climb up an adjacent building, we can use the rooftops to get to him. Catch him by surprise.

WALKER

Sounds like a plan. Let's go.

More shots of The Squad traveling.

END CHAPTER 7