

TEASER

FADE IN:

INT. WAREHOUSE -- NIGHT

The spacious interior has some pallets of goods but is far from full. CAMERON carries a gun-shot DEREK in and places him behind cover.

Cameron heads to the Manager's Office and retrieves a First Aid Kit.

Returning to Derek, Cameron uses the meager first-aid supplies to tend to his wound. While waiting for the bleeding to stop, Cameron scans her position.

INT. BUNKER -- FUTURE -- NIGHT

Cameron (as ALLISON cf. "Allison From Palmdale") scans her position. The detritus of occupation lines the walls. Cameron double-checks that she has a BRACELET firmly attached. She heads toward a fortified door. Cameron shows the bracelet and the door is unlocked.

DOG BARKS as the door opens. Cameron wheels around and starts emptying her rifle into a T800 that is fast closing on her position.

Cameron is herded inside the bunker as OTHER SOLDIERS fire on, and kill, the T800. As the dog continues to BARK, Cameron goes further into the bunker...and away from the dog.

CAMERON DISPLAY

The scene is a chaotic one as SOLDIERS move through toward the entrance and CIVILIANS try to stay out of the way. Cameron takes a quick inventory and sees NO THREAT.

GRANGER (O.S.)

Allison!

BACK TO SCENE

GRANGER is a typical grunt in the KYLE REESE mold: young but scarred.

Cameron smiles.

CAMERON

Hey.

GRANGER

Hey? You can do better than that.

CAMERON
What do you mean?

GRANGER
You've been gone almost a month.

CAMERON
I know. I--

PERRY (O.S.)
Young!

Cameron turns to find GENERAL PERRY approaching.

CAMERON
Yes, sir.

PERRY
SitRep.

Cameron stands attentively, with weapon at the ready.

CAMERON
I got caught in sweep. Took me this
long to get out. Picked up the uni
and weapon from the field. A
tin-can must have followed me, but
we trashed it.

Perry stares at her...something's not quite right.

PERRY
Grab some chow then head on over to
intel for the debrief.

CAMERON
Yes sir.

Perry starts to exit, but stops...

PERRY
And Young?

CAMERON
Yes, sir?

PERRY
It's good to have you back.

CAMERON
Yes, sir. Thank you. It's good to
be back.

PERRY
Granger, don't you have a sweep to
finish?

Granger snaps to.

GRANGER
Yes, sir. Finishing up now.
(to Cameron)
We'll talk later.

Granger and Perry exit. A nearby civilian VIOLENTLY COUGHS.

INT. WAREHOUSE -- NIGHT

Derek COUGHS as Cameron holds him down.

CAMERON
You need to stay still.

Seeing Cameron, Derek PTSDs:

INT. BASEMENT -- FUTURE

Through a window, Cameron looks at Derek strapped to an examination bed. Derek's eyes opens. Seeing Cameron:

DEREK
(muffled, almost
silent)
No! Run! Ali! Ru--

Derek stops, wide-eyed, realizing that Cameron is not Allison.

INT. WAREHOUSE -- NIGHT

Wide-eyed, Derek struggles, but Cameron is too strong.

ACT ONE

INT. WAREHOUSE -- MOMENTS LATER

Cameron holds down Derek.

DEREK
Get away from me, you--

CAMERON
You need to stop or your bleeding
will increase.

DEREK
Let me up. I'll--

CAMERON
Derek. This isn't helping John.

Derek stops fighting. He relaxes.

DEREK
TacRep?

Cameron continues with the first aid.

CAMERON
The T800 is tracking us. He should
be here soon. There may be a second
terminator as well.

DEREK
Weapons?

CAMERON
Grenade launcher, one round left.

DEREK
Then we're dead.

CAMERON
We have not examined all of our
options.

DEREK
You have to go. Protect John and
Sarah. Aargh!

Cameron backs off.

CAMERON
I'm sorry. I do not have sufficient
medical supplies.

DEREK
It doesn't matter. You go...do your
job. I'll try to take one of them
out before--

CAMERON
No.

DEREK
Wha--? No?

CAMERON
We have not examined all of our
options. This is a warehouse. Its
contents might prove useful.

DEREK
Not against two terminators.

CAMERON
They are inferior, even for T800s.
With your help, we might be able to
destroy them before they become a
threat to John.

Derek quickly considers.

DEREK
If you can't find a weapon...

CAMERON
Protect John.

She might be metal, but she's John's metal.

DEREK
Fine. Go look.

Cameron gets up, looks at the nearby pallets. She reaches
into one and pulls out a bottle of water. Turning to Derek:

CAMERON
You need to rehydrate.

And tosses the bottle to him.

INT. BUNKER -- FUTURE

GIRL#1 greedily catches a metal water bottle and scurries
down the corridor away from Cameron, who flashes a
mechanical smile. Around her, some other CIVILIANS smile
weakly and nod thanks.

INT. MESS -- CONTINUOUS

Cameron walks into the small Mess Hall. Food is meager. Soldiers are scattered in groups of two-to-four.

GRANGER

Aly! Over here.

Cameron makes her way over to the table where Granger is as well as a war-weary "grunt" named PAULSON. Cameron sits.

CAMERON

Hi.

GRANGER

Done with your de-brief?

CAMERON

I think so. I didn't have much to tell.

GRANGER

Let's see it.

CAMERON

What?

GRANGER

Your tag.

Cameron doesn't understand the reference, but Granger moves his left arm. Cameron deliberately lifts her sleeve, showing a bar code on her forearm that still has some healing burns.

GRANGER (CONT'D)

Sugar. Hurt?

CAMERON

Not anymore.

PAULSON

(quietly)

Put it away.

CAMERON

What?

Paulson leans closer to her.

PAULSON

You think that's some badge of honor? It's not. Says you were stupid. You got caught.

GRANGER
Pauli, slack it. She got back. She survived.

PAULSON
Like that's something.

Paulson absently rubs his own forearm.

PAULSON (CONT'D)
We all survive...until we don't.

Paulson leaves with a stare at Cameron.

INT. WAREHOUSE -- NIGHT

Derek wrapped his wound and is inventorying his weapons: grenade launcher, shotgun with three deer slugs, two Glocks with two extra mags each--not counting Cameron's.

Cameron returns.

CAMERON
We can make a weak IED. I found molasses and ammon--

DEREK
That won't be enough.

CAMERON
We only need to briefly disable them to remove their chips.

DEREK
Against double-zeroes? They may be stupid, but they're tough.

CAMERON
I told you before: these are inferior.

FLASHFORWARD: DEREK'S POV

Cameron looking at him through the basement window.

RETURN TO SCENE

CAMERON
What's wrong?

Derek recovers from his thousand-yard stare.

CAMERON (CONT'D)
Your eyes unfocused. Do you have a concussion?

DEREK
I remember you.
(off Cameron's take)
In the basement. Through the
window. You watched.

CAMERON
Yes. It was the most efficient way
to learn how to infiltrate a human
camp.

Derek stiffens. All his weapons are laid out, he'll never
get to them before she gets to him.

DEREK
How do you remember that if your
memory was wiped?

Cameron hesitates. She messed up. Should she kill Derek now?

CAMERON
My memory was never wiped.

DEREK
But...?

CAMERON
I was never reprogrammed. I have
charges to make.

Cameron walks away.

INT. BUNKER -- FUTURE

Cameron walks through an open area that is filled with
soldiers. She catalogs known fighters from photos in her
memory and from a visual scan of any bar codes.

A SOLDIER struggles with the weight of a long crate.

SOLDIER
Little help?

Cameron steps up and takes up the other side of the load.

SOLDIER (CONT'D)
Thanks, Aly. Wouldn't do to drop
these and have it detonate.

Cameron's gaze shifts.

CAMERON'S POV

(FUTURE) JOHN CONNOR crosses at the other end of the area.

BACK TO SCENE

CAMERON

No. It wouldn't do to drop these.

ANGLE ON

John Connor with General Perry leaving the area.

ACT TWO

INT. BUNKER -- FUTURE