

D.M.S./DEPARTMENT ZERO
Pilot Pitch
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"Any problem on Earth can be solved with the careful application of high explosives."

THE NOVEL

Patient Zero is a best seller. A novel about terrorists who re-engineer mad-cow disease into a virulent strain that destroys people's brains while keeping them alive to spread the disease.

Michael DeLuca bought the rights. What makes it special?

It's not only a scientifically plausible zombie movie...

...it's *The X-Files* with Jack Bauer as the lead.

THE FRANCHISE:

This is a show where a top secret military unit staffed by tough hombres fights things that go bump in the night...with high-technology and feature-quality, Michael Mann/*Dark Knight* style action.

This is why Michael DeLuca is involved: one of the foremost movie producers in hollywood, bringing scope to the project.

This is the show Tom Clancy would write if he mated with Michael Crichton.

Why Tom Clancy and Michael Crichton?

Because we are not fighting supernatural threats or aliens - we are fighting international criminals, terrorists, warlords and drug dealers armed with weapons of mass destruction out of the pages of the most advanced science on the planet.

This show is a Techno-Thriller.

Our heroes are called the Department of Military Sciences - the D.M.S. They answer only to the President - and they have one mission and one mission alone: to stop the enemies of democracy from using super-science to destroy the American way of life.

D.M.S. is an action show about a counter-terrorism unit fighting man-made monsters. This is a roller-coaster ride about foreign and domestic enemies - villains who want to make money and accrue power by destabilizing the status quo - getting a hold of ripped-

from-the-headlines technology and using it in creative ways to fulfill their criminal ends.

Let's face it - we live in a world where a religious cult staged a nerve gas attack on a subway, drug lords own submarines, organs can be grown in petri dishes, and gene-therapy tourism is a reality...the unthinkable is everyday - **we do not need the unexplainable.**

Now - we know you have a dozen "freak-of-the-week" projects that have been pitched/are being pitched to you...how is this one different?

AND IF IT'S WEDNESDAY AND YOU'RE FOX, YOU'RE ASKING YOURSELF A SINGLE QUESTION - HOW IS THIS NOT FRINGE?

THE TONE

This is *Miami Vice* if Crockett and Tubbs fought zombie terrorists instead of drug dealers. A visually dynamic, blue sky show focussed on action and can-do heroes...this means one thing:

No brooding heroes. No emo. This is a show about good and evil. We know it when we see it. We kill it when we find it.

No moral ambiguity. This is a action franchise about do-or-die. About the guy you want in front when bad people get a hold of technology too scary for words.

No complicated mythology. This is a show where the villains want one thing and one thing alone: the destruction of our way of life.

The bad people will be terrorists, criminals, big businessmen and foreign governments, both friendly and unfriendly - using futuristic technology **based on current science to undermine our country.**

This is fast-paced, dead-serious-techno-action for an audience that wants a thriller that moves like a freight train and doesn't stop to weep or laugh at itself.

We ground our threats in science, we never mock our premise, and we never wink at the audience. There are zombies, there are bad guys who use nanotechnology to knock down satellites, there's weather hacking - but everything will have an explanation in cutting-edge science, and there will be no supernatural stories...

...but make no mistake: the monsters will be real, and we will not shy away from showing them.

THE MEMBERS OF OUR UNIT

Everyone's an over achiever, everyone is hyper competent, everyone is good at what they do. It's that kind of show.

JOE LEDGER - Former Ranger, dedicated student of the martial arts, smartass. Left the army because he was about to be transferred into a desk job and he didn't want to be out of the action - so he became a detective. When the pilot opens, he is about to transfer to the FBI because Homicide hasn't been enough. Who is this guy? What's the darkness that drives him? There isn't any - he's a character in a Michael Mann movie, he's Jeremy Renner in *The Hurt Locker*: a human shark, a guy who only knows how to push forward, who only knows how to do the right thing - a guy with the only enviable superpower left: focus.

Every time our characters get in a scrape, the way out is "Joe does something crazy" but Joe isn't crazy - he just sees five steps ahead of everybody else, and does what has to be done.

MISTER CHURCH - The boss, the head of DMS, the ultimate operator. The kind of guy who becomes the youngest President of the United States, or the Youngest CEO of GE. He knows where the bodies are buried because he buried them himself - and he was the best at doing them. He knows everyone in every field of business - his catchphrase whenever he has to acquire an arcane piece of technology is "I have a friend in the business." He's a tall, chiseled young man with a taste for cookies and an angular look that insists you do not mess with him - in short, he's Don Draper...if Don Draper was a Nazi.

RUDY VAZQUEZ - late 20's. What we nowadays call a "wise Latina," the daughter of industrious first generation immigrants: her father was a car mechanic - then the owner of a chain of auto shops...she perceives her job as being a car mechanic of the soul. She's a police shrink - one who's made understanding Joe Ledger her full-time job - and one who gets that her work is integral to keeping the machine running.

GRACE CORTLANDT - Grace is the loose cannon. A British Soldier who traded her military career for work in MI:6, she subsequently became a member of BARRIER, the Brit version of DMS. Now she works with us as part of a combined task force: but there is a secret to her: she was married and lost her child. The loss of the child and the loss of her husband drove her back into the service with a vengeance, and to the belief that the only thing that matters in war is the person next to you - so she seeks extreme combat, and she neither bonds nor mates in captivity. She is our version of Starbuck - perfect soldier, imperfect person.

DOCTOR HU - This is the geek fanboy shout out character...this is a brilliant scientific mind who gets to live out the nerd dream.

PILOT STORY

TEASER

SLAM! Into a Major American city. A large truck piloted by a terror suspect BARRELS down a street - chased by Police vehicles. Leading the high-speed chase is an unmarked detective car piloted by JOE LEDGER - arguing with his partner to take the wheel - the partner does, and Joe jumps off the car and onto the truck. Joe makes an Indiana Jones to the cab. The driver drops his bottle of aspirin and turns a gun on Joe. Joe takes the driver down and brings the truck in safely.

Back at the PD. Joe talks to RUDY VAZQUEZ - the Police Shrink (late 20's, what we nowadays refer to as a "wise Latina") - the two of them are old friends, and she clearly helped him with something big in his past.

Rudy tells Joe that his partner is going to transfer out of counter-terrorism to a desk job. Joe suggests that his partner had no business being in the force if he couldn't handle this, and asks Rudy a real question: why would a man take aspirin during a high speed chase? "Maybe he had a headache," she responds while pulling out a half-glass hip flask two-thirds of the way full of rum.

As Joe confiscates Rudy's flask, they their way down to the morgue, only to find that the body of the terrorist has been taken by operatives from Homeland Security - the truck has been confiscated and all evidence taken away. Joe kicks up a fuss: the person in charge tells him to knock it off - it's a British woman who survived the Baja incident along with an Asian man (DOCTOR HU) - and they are also taking Joe.

Courtlandt escorts a hooded Joe into a building on the outskirts of the city - tells him she wants him to interrogate a prisoner. Joe is led into an interrogation cell...and inside is the man he killed.

ACT ONE

In a harrowing fistfight, Joe kills the terrorist. Again.

Joe demands to know what that was - when you have to kill a terrorist twice in one day, there's either something wrong with your skills, or something wrong with the world - "and there's nothing wrong with my skills."

Courtlandt gives Joe the most minute information - prions - then tells him he passed the test. What test? "You'll know it when we need you," she says, and then TASERS him.

Joe wakes up at home and calls Rudy - agrees to get her ridiculous drink...and they investigate...but there is no sign of any of the

people Joe saw, the badges he remembers - it's like they never existed - and what are prions anyway?

NOW WE GO TO OUR FIRST OPEN SCENE WITH THE VILLAINS: in a warehouse. A TECH chomps down on an aspirin from a vial - the same aspirins eaten by the guy in the truck. Six hostages are in cold storage. Sebastian Gault is there - with his scientist, AMIRAH, and THE FIGHTER: all in fur coats, in a walk-in fridge. Tied up and gagged are a dozen civilians...Gault follows Amirah out of the fridge, asking if the delivery system is ready.

Amirah PUSHES a button and motions for Gault to watch. A pad full of darts deploys with a BURST OF COMPRESSED AIR. The civilians scream...and as one of their hands turns GREY.

ACT TWO

Joe comes home...takes off his jacket and realizes that Rudy's flask is in his pocket...and it's full. "Sons of bitches." Joe dumps out the contents and finds a bug. He methodically searches the apartment and finds another bug, and another...

INTERCUT WITH COURTLANDT IN A SITUATION ROOM: Watching as the monitors go blank. Courtlandt turns to her boss - MISTER CHURCH.

He found all of the bugs. Church smiles and pushes a button...and a hologram of Joe in his place starts up.

"How'd you get a hologram in there? That's next-gen tech!" Church smiles: "I have friends in the business. Bring Ledger in."

Joe gets brought in and Mister Church gives the DMS recruitment pitch - a pitch which includes having kidnapped Rudy.

INTRO OF SEIF AL DIN

Church leads Joe to a room - inside are four men, a big guy, a bigger, buy, an even bigger guy and the biggest fucking guy you ever saw. These guys are an ex-Delta, a Marine, a SEAL and former South African Special Services trooper on loan to the US of A.

Joe enters, the Big Guy explains that they have been arguing over who should lead the team for several hours. Joe just kicks the shit out of the three guys - the Biggest Guy of them All just plain surrenders. Church enters the room. Joe's the leader now.

Hu briefs the men - giving them the skinny on the disease. It is transmitted by walker saliva so avoid all bites. The aspirin everyone's been eating is the control that keeps the disease at bay. The zombies shut down at 32 degrees. As they walk to the staging area. The South African threatens Joe. Joe punches him in the throat.

Echo team infiltrates the plant - the bad guys show up. A

firefight - but Echo Team takes down the bad guys...until they get us from their mortal wounds to fight again...zombies.

ACT THREE

The zombie terrorists attack, backing us into the lab where we previously saw Sebastian. The fridge door is open. The civilians join the terrorists!

We get trapped - JOE DOES SOMETHING CRAZY WITH A GRENADE AND A WALL SAFE - the grenade blows out the floor.

AFTERMATH: Church arrives with Rudy - SHE'S TALKED HIM INTO LETTING HER JOIN THE TEAM.

Hu finds the aspirin - and a terrorist who is still alive: the TECH previously seen. Church orders the terrorist stabilized for interrogation.

Joe corners Rudy - what is she doing here? She talked to Church - this outfit needs a shrink. Joe tells Rudy that this is ridiculous - he just killed a dozen civilians: he doesn't want her involved in this, he doesn't know he wants to be involved.

Rudy laughs Joe off: he's a machine, he has no doubts and he knows it. He's prayed for a break like this his whole life, it's why he quit the army to join the place and was about to quit the police to go to Quantico. he doesn't want her to join out of concern for her safety, fine - but don't put on an act. Every machine needs a mechanic, she's his. Now, what is he really thinking?

Joe: that this was a set-up: we see Joe and Rudy bust out his next gen reasoning skills for why they were intended to find this place intact. We see that they are Holmes and Watson.

INTRO OF MIND READER.

Emergency sex with Grace.

Church interrogates the tech - by threatening to blow up his village with a drone!

The governor of California is inaugurating a war memorial.

On the way there, Grace explains Emergency Sex.

We infiltrate - find the Fighter through the aspirin - huge shootout, zombie civilians - the final battle with the fighter.

And the revelation that they bought Tom Hanks.

Mister Church kills Sebastian Gault.

EPISODE AREAS

- According to the Army Research Office, the US is less than five years away from using meta-materials to create a suit that will bend light around a soldier, rendering him/her completely invisible. Additionally, IBM recently applied for a patent for a system using miniaturized components to allow soldiers to predict the trajectory of incoming bullets and using neuromuscular stimulation through drugs and electricity to turbo-charge the central nervous system of soldiers to allow them to literally dodge bullets. Now imagine these two technologies put together - a terror squad of *Predator*-like invisible, bullet-dodging political assassins - and the D.M.S. Charged to stop them.

- A group of firms and universities (known as MAST - Micro Autonomous Systems and Technology Consortium) have been contracted by the United States Army research Lab to create swarms of small-scale, insect-like robots: flying mini-droids able to go into situations where human troops might fear to tread - caves, bunkers, mountains, hostile urban areas etc. The robo-bug army would then spy out targets and intel for human commanders to act upon...now imagine if this technology got into the hands of a hostile power - swarms of intelligent insect droids operating under swarm intelligence could be used to destroy crops, assassinate politicians or even take apart buildings!

- A cadre of black-hat hackers launches a series of parasite micro satellites (using mobile-launched missiles built from stolen military parts) into orbit to hack the telemetry streams of military satellites and cause them to come crashing down on us - or to hold the space program hostage by threatening to shower the ISS with rogue satellites.

- The US Army has experimented with memory-erasing drugs to ease the suffering of PTSD in American servicemen. The same drugs can be used to implant new memories and edit old ones so that traumatic events can be selectively erased from the mind (meaning that the plot of *Eternal Sunshine of the Spotless Mind* is not nearly as far-fetched as it seems). The research also suggests that these drugs can be used to implant memories in the minds of the recipients. Now imagine this medical breakthrough coupled with another recent advance in science: the development of microfibers that can be implanted in disposable contact lenses to deliver drugs. An entire American population could be drugged and given false memories (or turned into willing terrorist allies - or criminal masterminds - or ruthless footsoldiers) without ever making contact with their masterminds.

BUT WAIT, YOU SAID IT WAS THE X-FILES - WHAT ABOUT GHOSTS AND VAMPIRES?

- GHOSTS - Haptic technology, thieves using touchable holograms to pull down scores. *Heat* with Holograms.

- VAMPIRES - "Vampirism is a sexually transmitted disease." The North Korean Government has - for decades - run a program of Mengele-like human experiments on political prisoners through its gulag archipelago. Now imagine that the United States, on a humanitarian mission, negotiates the release of a hundred such prisoners...or that the North Korean Government begins to channel its test subjects into the United States through the underground world of Chinese Human Trafficking. A *D.M.S.* twist on the vampire story could involve North Korean research into porphyrins - the root of porphyria, the disease believed to be the real-life inspiration for vampire fiction - inflicted on American targets through human tests subjects smuggled into the U.S. through human trafficking channels. A plague of North Korean vampires on American soil!

MULTI-EPIISODE ARCS

D.M.S. will trade primarily in self-contained, single episode narratives designed to deliver maximum bang for the buck. That much said, we will seek to exploit successful guest characters and situations for long-term stories that will carry through the season for a series of climactic battles.

The first character who will be targeted as a recurring villain will be Amirah: the molecular biologist who designed the prion/zombie plague in the pilot.

A die-hard Islamic jihadist with a grudge against the United States, Amirah will travel the world over the course of the season, giving her services to a number of allies...from criminals to terror groups to industrialists looking to pull off scams (like Sebastian Gault in the pilot)...

...but Amirah has something much more lethal in mind - and all of her alliances are eventually revealed to be part of a complex plan to gather resources and intelligence geared not only toward the release an ultimate weapon on American soil, but also to cripple the *D.M.S.* from within.

Amirah will ultimately strike at the heart of one of our series regulars - infecting them with a disease to which only she has the cure - and in doing so, gain an unwilling ally who will allow her to nearly destroy not just our way of life, but also our heroes.

An additional character who will appear through the series, building up into a recurring antagonist will be a Hugo Chavez-like dictator south of the border: a hostile Communist leader looking to turn his country into our hemisphere's version of North Korea and to muster the rest of Central America to his cause.

This character and country will be slowly introduced as part of the reality of the series (as with the fictional nation of Qumar

in The West Wing) and with an eye toward verisimilitude. As the series reaches its mid-season or end of the season, Agents of our fictional country will come into contact with Amirah and bring her to our hemisphere - giving her the facilities, funding and manpower she needs to attack the U.S. and the D.M.S.

At the end of the season, both Amirah and our Hugo Chavez-like character will be defeated and exposed...but Amirah will be brought into an American prison - and, on occasion, we will be forced to go to her for her incredible expertise, causing Amirah to become both our most lethal enemy and least-trusted ally.