

Below is a **feature screenplay beat sheet** for *Greatrex*, a crime biopic / period pursuit story, with Greatrex as the antihero and Superintendent McCall emerging as the lawman antagonist/protagonist of justice.

**Beat Sheet: *Greatrex***

<b>Beat</b>	<b>Approx. Page</b>	<b>Story Function</b>	<b>What Happens</b>
<b>Opening Image</b>	1	Introduce Greatrex as a survivor and opportunist	John Henry Greatrex arrives at Port Phillip as a 19-year-old convict: filthy, shackled, but observant and calculating. His first move is to define himself as an “actor,” establishing performance, reinvention, and deceit as core traits.
<b>Theme Stated</b>	3–5	The story’s moral question	Greatrex insists he is “smart,” not merely criminal. The script asks whether intelligence without conscience is talent — or corruption.
<b>Set-Up</b>	1–12	Establish pattern of ambition and fraud	Greatrex is assigned to the Queen’s Theatre, manoeuvres himself onto the stage, gains status, then begins using charm, forged documents, and false cheques to fund his next reinvention.
<b>Catalyst</b>	12–14	His first major criminal collapse	The McEnroe brothers confront Greatrex over a forged cheque. A violent shop altercation leads to court, exposing his fraud and sending him back into hard labour.
<b>Debate</b>	14–20	Can Greatrex endure punishment, or will he escape by cunning?	On the road gang, Greatrex refuses to accept his fate. He arranges for Keeler to injure his foot, gets reassigned to clerical prison work, steals paperwork, and engineers his removal from prison duty.
<b>Break into Two</b>	20–22	Greatrex chooses a larger life of reinvention	Greatrex effectively escapes the convict trap and tells Henrién that his fortune will not be made there. He meets Jessie, beginning the next phase: respectability, marriage, photography, and bigger frauds.
<b>B Story</b>	22–32	Domestic respectability versus hidden criminality	Greatrex marries Jessie and builds the appearance of a family man and photographer. But he lies about debts, sells equipment behind Jessie’s back, abandons creditors, and moves the family from London to Glasgow.
<b>Fun and Games</b>	32–50	The “promise of the premise”: Greatrex as charismatic fraudster	In Glasgow, Greatrex becomes a photographer, preacher, adulterer, debtor, and manipulator. McCall is introduced as a modern detective who believes “crime changes, so must we.” Greatrex meets the Grimshaw brothers, whose printing skills give him access to a far more ambitious criminal scheme.
<b>Midpoint</b>	50–60	Greatrex commits to the great forgery	Greatrex reveals the plan: use photography and printing to forge Union Bank of Scotland notes. The Grimshaws agree. What began as survival and petty fraud becomes a national-level counterfeiting conspiracy.
<b>Bad Guys Close In</b>	60–82	Pressure builds from every direction	Elizabeth grows suspicious and is dismissed. Jessie is warned that something is wrong. Jane demands Greatrex fulfil his promise to leave Jessie. The forged notes enter circulation, and the Grimshaws are caught in Dalkeith with a large quantity of forged notes and gold. McCall takes charge of the case.

Beat	Approx. Page	Story Function	What Happens
<b>All Is Lost</b>	82–90	Greatrex’s network collapses	Greatrex flees with Jane, but his bags and money become vulnerable. Jessie gives McCall crucial information: Jane is Greatrex’s mistress, the Grimshaws visited often, and the studio is tied to the suspected forgery. Greatrex’s private betrayals become evidence against him.
<b>Dark Night of the Soul</b>	90–96	Greatrex chooses flight over accountability	In London, Greatrex finally shows Jane the gold. She understands he has done something serious, but he forces the emotional choice: stay with him or abandon him. Jane chooses him, and Greatrex chooses America.
<b>Break into Three</b>	96–103	The pursuit becomes international	McCall follows the trail from Scotland to London to Southampton. He misses Greatrex, but discovers the bags are bound for New York and coordinates the chase across the Atlantic. The story shifts from investigation to manhunt.
<b>Finale — Phase 1: False Victory</b>	109–110	Greatrex believes he has escaped	In New York, Greatrex tells Jane they are “beyond their reach.” He thinks distance has beaten the law.
<b>Finale — Phase 2: McCall Finds Him</b>	110–112	Justice closes in	McCall receives letters that reveal Jane’s identity and address. With Neilson’s help, he spots Greatrex and Jane watching a parade from a window above a bakery.
<b>Finale — Phase 3: Physical Confrontation</b>	112–117	Greatrex’s charm fails; only brute survival remains	McCall raids the apartment. Greatrex attacks, escapes into Canal Street, steals a cart, and triggers a chase through New York. McCall pursues on horseback, leaps onto the cart, and finally subdues Greatrex in an alley.
<b>Final Image</b>	117	The mask is stripped away	Greatrex emerges in irons, bloodied and exposed. The man who built his life on performance, reinvention, and escape is finally reduced to what the law sees: a captured criminal.

### One-sentence structural summary

*Greatrex* tracks a charismatic ex-convict who repeatedly reinvents himself through charm, fraud, religion, business, and romance, until his most ambitious forgery scheme draws the attention of Superintendent McCall and turns the story into an international pursuit ending in New York.

### Logline

A charismatic former convict reinvents himself as an actor, photographer, preacher, and family man, but when his genius for deception escalates into a massive banknote forgery, a relentless Scottish detective pursues him from Glasgow to New York.