

Vatta's War

Adapted TV Series Pilot - 3 parts - Screenplay by Larry K. Elmore

Her war. Her rules.

A disgraced military cadet from a powerful merchant family finds her life upended when a shadowy organization targets her family for annihilation. She must embrace the ruthless commander she was trained to be, forging a fleet of outcasts to fight back against a vast conspiracy that threatens to plunge the galaxy into a holy war. Now, with a handful of survivors and a thirst for vengeance, she must hunt down the conspirators, rebuild her family's legacy through trade and profit, and wage a private war against the pirates who destroyed her world.

Introduction

Vatta's War is a thrilling, character-driven science fiction epic that blends the high-stakes action of a military space opera with the intricate political maneuvering of a corporate thriller. Inspired by the beloved Vatta's War novels that I optioned by Elizabeth Moon, this series aims to bring the rich, detailed universe of Vatta's War to the screen, exploring timeless themes of family, honor, and the moral complexities of war. Our vision is to create a visually stunning and emotionally resonant series that will appeal to both longtime fans of the books and a new generation of science fiction enthusiasts.

Structure, Tone, and Style

Vatta's War is a serialized, one-hour drama intended for a streaming platform. The series will follow a seasonal arc structure, with each season consisting of 10 episodes. While each episode will feature a self-contained plot, these will serve a larger, season-long narrative, with character and story developments carrying over and building towards a climactic season finale. It's "Succession in Space".

The tone of the series will be a grounded and realistic take on space opera, similar to shows like The Expanse and Battlestar Galactica. The action will be visceral and consequential, and the drama will be rooted in the complex emotional lives of the characters. We will balance the grim realities of war and corporate espionage with moments of humor, camaraderie, and hope.

The style will be cinematic, with a focus on practical effects and realistic ship designs to create a tangible and immersive world. The cinematography will be dynamic, utilizing a mix of handheld cameras for intense, personal moments and sweeping, epic shots for space battles and establishing new worlds.

The score will be a blend of orchestral and electronic music, reflecting the series' mix of classic space opera and modern sensibilities.

Part One: The Shattering

The Vatta trading empire is shattered by a series of devastating, coordinated attacks. At Allray Station, the transport ship Ellis Fabery is destroyed, leaving young Toby Vatta as the sole survivor. On the capital planet of Slotter Key, drone strikes kill CFO Gerard Vatta, and a bombing at Vatta headquarters kills CEO Stavros. Disgraced military cadet Ky Vatta, now captaining an old freighter, narrowly avoids a sabotage attempt on her own ship. As the family business collapses and communications go dark, matriarch Gracie Vatta takes charge, dispatching her niece Stella to find Ky with a crucial command implant.

Part Two: The Gathering Storm

Stranded at Lastway Station with communications down, Ky Vatta receives a secret Letter of Marque, authorizing her to hunt the enemies of Slotter Key. Meanwhile, her cousin Stella rescues the traumatized Toby Vatta and recruits a charismatic but mysterious ISC operative, Rafe Madestan. The trio joins Ky, who survives another assassination attempt. Rafe uncovers a conspiracy within ISC, while Ky, now with family funds, hires the Mackensee Military Assistance Corporation (MMAC) for protection. Leaving the station, Rafe and MMAC marines retake the local ISC node, partially restoring communications and taking their first defiant step against the unseen enemy.

Part Three: The Prize

Leading a small convoy, Ky's fleet discovers the Vatta ship Fair Kaleen adrift. Against her military escort's advice, Ky moves to assist, only to be ensnared in a trap. The ship is a heavily armed pirate vessel commanded by her treacherous cousin, Osman Vatta. Through a daring and ingenious counter-maneuver, Ky outsmarts and kills Osman, capturing his ship and its valuable cargo. Now in command of a powerful warship and armed with the Vatta command database, Ky is no longer a victim. She has become a formidable threat, ready to take the fight to her enemies.