

VATTA'S WAR

Can Kylara protect her family?

ADAPTED FROM VATTA'S WAR BY ELIZABETH MOON
TV SERIES SCREENPLAY BY LARRY K. ELMORE





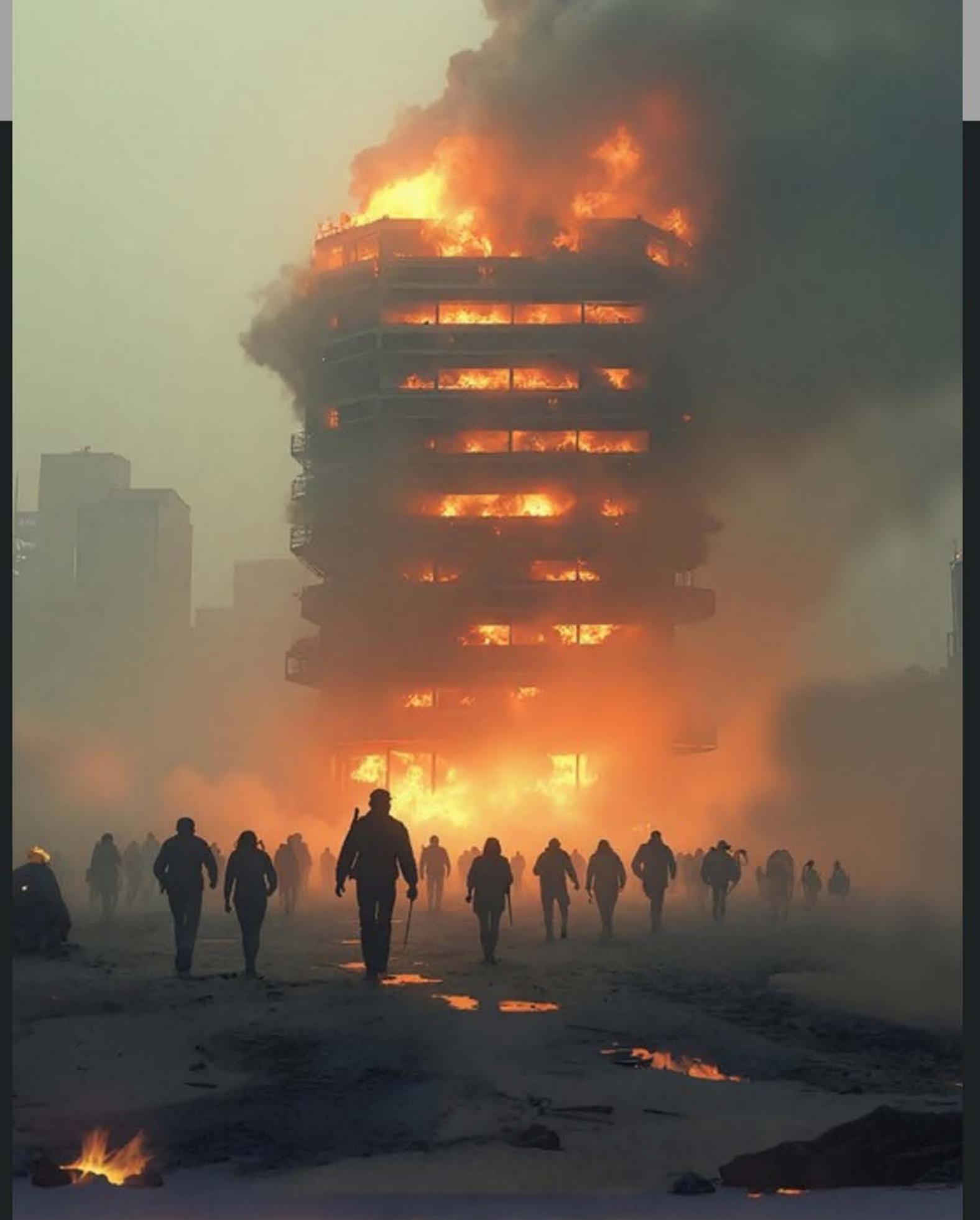
THE VATTA FAMILY IS AT WAR.
CAN KYLARA VATTA STEP UP
TO THE CHALLENGE?

The Vatta family is at war. It's up to the youngest daughter to save them all. Kylara Vatta battles interstellar terrorists and pirates to protect her family and their trading empire. The heads of the family business are dead. Their friends have deserted them. Their enemy is a mystery. They're outgunned, undermanned and uninsurable. And, their only hope rests in the hands of a young, disgraced Ex-Space Academy Cadet. The fate of an entire sector of space is in her hands. This is her story.

THE STORY

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 Lane Vatta takes charge, dispatching her niece Stella to find Ky with a crucial command implant.



THE STORY

Part Two: The Gatering 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.



THE STORY

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.



LEAD CHARACTERS



KYLARA VATTA

Age 22, 5'8", Captain, Mediterranean heritage, athletic build, brown hair, brown eyes. Disgraced and hounded by the media, Ky's father, Gerard Vatta, decided that the best place for her was a simple mission for her maiden voyage as a Captain.



**STELLA VATTA
CONSTANTIN**

Age 28, 5'9", G2, Mediterranean heritage, athletic build, brown hair, brown eyes. Stella has undertaken numerous missions for Vatta, which is how she met Rafael Stoner Madestan. She is smart, secretive, conniving, and a master at disguise.



**RAFE STONER
MADESTAN**

Age 31, 6'1", ISC Operative - Born the second son of Garston Dunbarger, Chairman, ISC. He was encouraged to leave home at an early age. Disaffected and mistrusted, Rafe is a very successful undercover operative for the ISC.



TOBY VATTA

Age 14, 5'6", Apprentice Drives Engineer - He has a special interest in physical conditioning, martial arts and weapons training. He's a smart kid with a talent for anything mechanical. He's bright and takes his role as a Vatta heir seriously.

SUPPORT CHARACTERS



QUINCY ROBIN

Age 58, 5'7", Chief Engineer, Scottish heritage - Quincy is the old pro on the team. She's been flying transports for nearly 40 years. If it's in this sector between here and Earth Prime, she's probably been there. She's intelligent in a common sense sort of way.



LEE QUIDLIN

Age 26, 6'1", Senior Pilot Born in space, Lee comes from a spacer family. Raised on a transport, he is a superb pilot and brings a wealth of experience and knowledge of the backwater planets and all ports of call to the team.



GORDON MARTIN

Age 38, 6'3", Security Ex-Slotter Key Marine Staff Sergeant, Martin is undercover for Slotter Key and a lot more than he appears to the crew. He is skilled in the arts of space warfare, personal security, martial arts, and weapons training.



ALENE FRENCH

Age 27, 5'11", Cargo Master - She is all business when it comes to making great deals for cargo. Her parents were itinerant traders on her home planet of Kemplar Major. She crew up loading transports. She is smart, cunning, tall, strong and a brawler.

SUPPORTING CHARACTERS



JIM HAKUSAR

Age 19, 6'4", Cargo 2nd
Thought to be hick by some, Jim's homespun pioneer wisdom and independent nature make him a very likable fellow. Next to Ky and Martin, he's the best shot with any weapon.



RIEL AMAT

Age 41, 6', Senior Pilot
Of Arab descent, Riel has been piloting transports for 20 years, the last 15 for Vatta. He is very quiet and goes about his work with focused intent. Sometimes it's difficult to know what he's thinking.



BEEHA CHOK

Age 34, 5'11",
Engineering 2nd - Of Indian descent, born the middle son of University professors on Slotter Key, After college, Beeha had one goal to travel the stars and his engineering degree was his ticket.



MEHAR MEHARR

Age 29, 5'3", Chief Engineer
- Of Pakistani descent, she grew up crawling through the bowels of space station Xerxes 3 in the Emblamite System. If it's electrical or mechanical, she can run it and repair it. She's a dead shot with a pistol bow,

SUPPORTING CHARACTERS



SHERYL DONSTER

Age 24, 5'6", Senior Navigator - Sheryl is a natural at navigation. She joined Vatta at 20 right out of Nav School and she's already a senior navigator in the fleet. She may be planet born, but she is an adept navigator.



GRACIE LANE VATTA

Age 65, 5'10", CFO/CEO, Vatta Enterprises, Ltd. - Gracie is the original independent woman. She met her husband, Demetrius Vatta, during the war that established the Slotter Key system wide government.



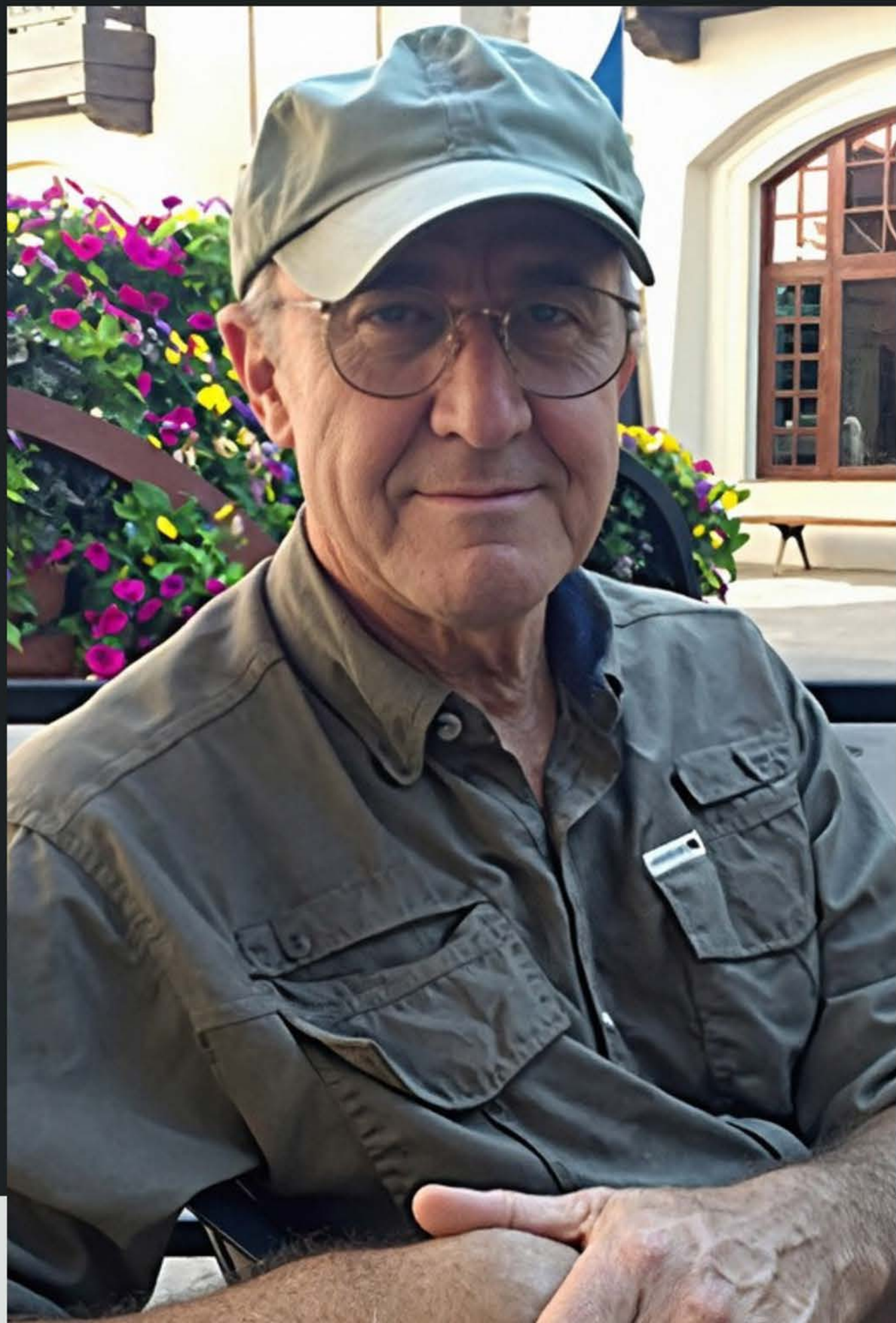
**DUNCAN
MACROBERT**

Age 54, 6'1", Senior NCO, Slotter Key Space Academy - MacRobert has had a storied career in the Slotter Key Marines. He has the distinction of leading more successful boarding parties than any other Marine in history.



OSMAN VATTA

Age 64, 5'10", Mediterranean heritage, Black sheep of the Vatta family, Captain of the Fair Kaleen, a Key member of the Foundry until Kylara removes him from the chess board and captures Fair Kaleen.



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 novels 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. Think of it as "Succession in Space".

– LARRY K. ELMORE

TONE

Vatta's War is a serialized, one-hour drama for streaming platforms, featuring 10-episode seasonal arcs. Each episode balances self-contained plots with overarching narratives building to climactic finales. The tone is grounded, realistic space opera akin to *The Expanse* and *Battlestar Galactica*, with visceral action and character-driven drama. War's grim realities are balanced with humor, camaraderie, and hope. The cinematic style emphasizes practical effects and realistic ship designs. Dynamic cinematography alternates between handheld cameras for intimate moments and sweeping shots for epic space battles. The score blends orchestral and electronic music, reflecting classic space opera with modern sensibilities.



AUDIENCE DEMO

Vatta's War targets a broad, four-quadrant audience aged 18-54, with primary appeal to educated, affluent viewers who consume prestige television. The core demographic includes Prestige Sci-Fi Fans (*The Expanse*, *Battlestar Galactica*), Prestige Drama Fans (*Succession*, *The Crown*), and Action/Adventure Enthusiasts seeking high-stakes military narratives. The series particularly resonates with Female-Led Action Fans hungry for complex female protagonists in leadership roles. With universal themes of family, power, and survival, the show appeals across gender lines and international markets, positioning it as a global streaming flagship with strong co-viewing potential and multi-generational household appeal.



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Vatta's War follows Kylara Vatta, a disgraced military cadet forced to return to her family's interstellar shipping empire just as a devastating attack destroys their fleet and threatens human civilization. Thrust into leadership, Ky must navigate brutal family politics and transform merchant vessels into a fighting force against a shadowy enemy. Blending the grounded realism of *The Expanse* with the family drama of *Succession*, the series explores loyalty, honor, and moral compromise in war. With visceral space combat and a richly imagined universe where commerce and warfare collide, *Vatta's War* is a character-driven epic about survival, leadership, and family.

– **LARRY K. ELMORE**



VISUAL REFERENCE



A WORD ABOUT THE WRITER

Larry Elmore is an award winning writer/producer. He has been a US Air Force Photojournalist, Educational Filmmaker, owns Telluris Studios, served as a Director of Marketing, and produced corporate marketing media for Fortune 100 companies across the nation. He has traveled to almost every continent interviewing leaders in High Technology and University Presidents. Now, his focus is completely on screenwriting.



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THANK YOU