



## **Gryphon Designs Ltd.** **"Bitter Hope, The Saga of Litha O/S"** **Project Breakdown**

### **Introduction:**

"Bitter Hope, The Saga of Litha O/S" is set in an alternate universe in a time period that is projected to be nearly 2000 years in the future.

The interstellar empires of the time are many, but the main focus is on the Corvan Confederacy. As our story arcs begin, the first signs of invasion have appeared.

### **Backgrounder:**

On the borders of Corvan Confederacy Occupied Space, peace has endured for centuries. Many colony worlds flourish, glittering jewels among the void. The crown world of this requillary is Litha.

LithaPrime is an agrarian world with all heavy industry and manufacturing restricted to off-world installations. This allows LithaPrime to maintain its high standards of aesthetic beauty.

More than 15 million citizens of the Corvan Confederacy (the Confed) call LithaPrime home. The system's overall population varies, but averages just under 22 million. Over the three generations since the colonies of LithaPrime were established, more than 32% of LithaPrime's surface has been terraformed.

Like any system on the borders of Occupied Space, the Litha system maintains a well trained military force; a hybrid of Navy, Marines, and House Guard, that have effectively maintained the peace and stability of the region since its founding.

Until now . . .

### **Story Arc Setup:**

The Fall of Litha which heralded the invasion of the Confed happened so very fast. From the outermost system to the capitol, the message of doom passed at the speed of light. Visions, sounds, and all too much data followed.

Industrial Centers and manufacturing stations are annihilated, one by one, from orbit and fall in violent short order. When the invaders reach LithaPrime, the Confed can only watch as their state of the art satellite systems and planetary defenses fail, and the entire planet is laid waste with a cavalier disregard.

A single capitol ship and a handful of transports make a final desperate run for freedom, but the invaders, as yet still undetectable by the Confed's sensors, turn their fury upon the refugees. The capitol ship turns back to buy them a few seconds more. Watching the conflict, the Confed monitors flare to painful brightness then dim to gray static as the CNS Irianna is destroyed.



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As the minutes pass in stunned silence in Confed CNC, a final weak transmission is received. One transport has escaped the destruction, and is limping inbound towards the next Confed installation, with an undetectable and terrifying force in pursuit.

**Trailer/Short/Episode 1: (all 3 to be created from this overall sequence)**

The trailer concentrates on the Confed's second encounter with the invaders who due to their still unknown appearance and objectives are dubbed the "Lithan Invaders" or the "Lithan" for short.

The trailer is set on a small planet that contains only a robotic manufacturing and mining facility and a Confed Naval installation. Planetary info on screen overlay.

The animation is as follows (detailed storyboards shared later):

View from orbit. Planet revealed to be mostly liquid that from orbit has a brownish-orange cast. Some small land masses are visible through the atmosphere, and two moons are in orbit. A communication and defense satellite is the focus of the opening shot. Its drifting and spinning in orbit.

Suddenly the starfield in the background is illuminated by heavy energy charges. A tangible energy beam slams into the satellite destroying it. Camera view switches to the surface over the military base where the alarms are going off.

Three watercraft scramble as an initial defense, and the hangars activate. The watercraft, appearing like water bugs on the strange mottled liquid surface of planet launch into the air, heading for the remains of the satellite and conflict above.

A huge dropship is rising into launch position, and a squad of MEPS badgers is loading into it from the hangars. Camera switches to orbit where (2) strangely organic mechs confront the (3) interceptors.

Two interceptors are gone in seconds. Communication occurs between the last interceptor and the launching dropship. The dropship is on its way under full power. A desperate but futile engagement occurs, and even as the last interceptor is being destroyed, the dropship has maneuvered into position and is unloading its squad of MEPS.

The MEPS squad is extremely confident and engage. As their battle proceeds, its obvious that the MEPS are outgunned, and totally outclassed by the invading mechs. As the last of the squad is fighting, messages are sent to Confed CNC.

In CNC a debate is waging over the new prototype MEPS that the Confed has been testing. Essentially it boils down to "They are not ready!" "We have no Choice"



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Back in battle, the remaining MEPS are ordered to pass on the position and headings of the enemy capitol ships that are closing in, and offered a "You will be revenged... Godspeed"

Back in CNC. "Sir, we have a fix on their headings now, they'll be at the LaGrange installation in just under 16 hours." "Scramble the Hammerheads." LaGrange installation data is pulled up on monitors.

Hammerhead squadrons are activated. [ cut to hammerhead intro and character tease ]

Camera switches to another planet. Screen overlay reads 16 hours later (or a timestamp has updated). The Hammerhead squads are planetside, protecting the LaGrange long range monitoring station. Another MEPS squadron is in orbit. All the alarms sound.

The (2) organic mechs from the first sequence appear, and the attack begins. They wade through the MEPS again with ease, although the MEPS at least score a couple missile salvos. Its uncertain how much damage the salvo caused however, and in moments, the question is moot as the mechs (now dubbed sorrceror mechs BTW) descend to planetside.

The Hammerheads appear to be technologically a lot better match as they engage the sorrceror mechs. Unfortunately their crews are incompletely trained and a general slaughter begins.

Huge and vicious battle scene. The Hammerhead squads together manage to take down both of the invading mechs. One is destroyed outright, and the other is driven off. The two squads, however, are heavily damaged, and forced to withdraw as the Lithan capital ships appear in orbit.

Main character intro segment begins as the two Hammerhead squads, are condensed into one functional squad. Confed Intel has determined the Lithan's next target, and has an additional pilot to fill the last vacancy in the Hammerhead squad. They are sent to pick up their newest member en route to the next conflict.

**Characters:**

Ayaleia Stiles "Aya" - commander – a highly respected, and very driven field commander.  
Goes psycho in episode 2 (quiet and dangerous kind of psycho)

Giles Blake "Blake" – Lt. Commander – superb combatant (best in Confed)  
First pilot to receive the bio-synthesis jack in episode ¾

Eric Stephenson "Eric" – Lt. – Good in combat, jealous of Blake (originally from squad 2).  
Is a reject for bio-synthesis jack implant.

Kami Koritsuro – Ensign – Recruited after fall of Litha Prime. In love with Eric. Only military survivor of the fall of Litha. Is in reality a construct of the Lithan invaders and eventually betrays everyone.



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Lucretia Parks "Hodge" – Ensign – MEPS and mech technical genius. She's Aya's lover, and unless its Aya or a mech she's mean and bossy.

Paul Stephenson "Paul" – Lt. – Intelligence and Computer Specialist, the team's ops controller. He's terribly in love with Kami.

**Technology:**

The Confed has some amazing technology, laser and pulsar weapons, hyper-drive, FTL communications, AI, and terraforming to name but a few. What they **don't have** is equally important, for example: durable energy shields, anti-gravity, nano-technology, cyberware.

Overall, while their technology is effective, it always appears somewhat crude (esp. in comparison to something like "Star Trek". For example when examining a spacecraft, the engines and power plant appears and is HUGE compared to the living/work areas of the ship. Think of steam-punk for examples of their stuff could appear.

The reason for this is due to the origin and nature of the Confed itself. Comprising tens of thousands of worlds, all brought together as the Confed in only 300 years, everything has not yet had the chance to meld smoothly together. Let me give a solid example.. energy shields do exist and are used in many places in the Confed. Thanks to the nature of their technology, however, they are far too cumbersome to be used for personal gear, and when used on a ship (and they are a critical part of the Confed's ability to use Hyperspace for example) they can provide only short term shielding before they overwhelm or drain the available power supply.

Colony worlds, for example, use hexagonal hemispheres to protect their installations and provide a sealed area to fill with an environment suitable for the inhabitants. They also have energy shields as backups for the domes, but again, they are only backups thanks to the limitations of the technology itself, and the power sources available.

The Confed still uses Fission based nuclear power for example. Thankfully they have successfully miniaturized it to a remarkable degree (MEPS for example use a 5 year nuclear power source), and their fission based nuclear generators area incredibly reliable (certainly when compared to 20<sup>th</sup> century versions). Fission reactions, however, have limits, and those limits underlie everything.