

MEN OF WAR

GENERAL OVERVIEW



THE GRANDSON OF A WW2 LEGEND MUST USE ALL HIS SKILLS TO STOP A DEATH SQUAD OF SUPERHUMAN MERCENARIES FROM STOKING A REGIONAL CONFLICT INTO A WORLD WAR.

7 episodes

Runtime - 10:00-12:00

The “New 52” imprint of “Men of War,” imagined a modern battlefield inflected with super-powered individuals, and the struggles of Joseph Rock, grandson of the WW2 legend, to beat those individuals. Similar to the comics, we will tell the story of Joe Rock, confronted with hostile metahumans for the first time, and how he adapts to overcome the situation.

Though we will of course include the pyrotechnics and acronyms the audience is used to and expects, our story is about special operators in an extraordinary situation for which their training could never prepare them. It’s about how they depend on teamwork, trust, will, and wits to survive.

When the dust is settled, we will have set the table for a future with Easy Company, Rock’s private team, and a world chock-full of hostile metahuman targets to hunt.

SEASON NARRATIVE ARC



Delta Force operator Joe Rock is deployed with his team to Vlatava, a former Soviet republic that's in the middle of an unofficial invasion by Russian paratroopers. Their mission is to rescue Adeline Kane, CEO of Homeland Innovations in Viral Enhancement, who's been kidnapped in the Russian-held eastern region of Vlatava.

Upon arriving, Delta discovers the mission's gone bad. The CIA guys who were supposed to meet them are all dead and Russians own the town in which Kane is being held. When they finally attack Kane's captors, Delta has their first brush with metahumans, and though they achieve their mission, their commanding officer is killed, leaving Rock in charge.

Before Delta can leave, Rock learns that the "Metas" in town plan to massacre a group of civilians in order to provoke the Vlatavian military into war. Rock is now faced with an impossible choice: there's no way his group of operators can take on superhuman soldiers and win, but leaving the civilians to be slaughtered is not an option.

From that point on, Joe Rock uses all his considerable gifts in warfare and sheer tactical cunning to even the odds, but still paying too high a cost to win, including losing his best friend Dan Korba in a massive explosion. With time running out, Rock will be forced to eventually take on the metas – and their commander, KGBeast – in a head-on assault to save Adeline Kane, and the result will change the face of warfare forever.

CHARACTERS

JOSEPH ROCK



Garrett Hedlund



Ryan Kwanten



Alexander Ludwig

LT. DANIEL KORBA



Michael Ealy



Craig Frank



Chad Coleman

ADELINE KANE



Joan Allen



Michelle Forbes



Susanna Thompson



Aisha Tyler

CHARACTERS (CONT'D):

KGBEAST



Kevin Durand



Daniel Cudmore



Mike Dopud

EPISODE OUTLINES (CONT'D):

EPISODE 1



- Midnight in VLATAVA, a former Soviet republic.
- A small team of HOSTILE METAHUMANS, led by KGBEAST, massacre a safehouse security team and take ADELINE KANE hostage. KGBeast blows up the building.
- An emergency JSOC meeting, led by MAXWELL LORD. Orders Delta into the region.
- AFGHANISTAN: JOE ROCK's Delta team is in the middle of a sacred ritual to settle team beefs: a dance off between team members- Rock vs. his best buddy, Korba. Before a verdict is reached, Delta's called out for special briefing.
- Rock's team receives their brief: A Russian invasion of Vlatava is imminent. Delta will rendezvous with a CIA GROUP and rescue Kane before the invasion kicks off.
- VLATAVA: Rock and Delta get to the rendezvous point and discover the CIA group dead. Extraction is impossible and they can't just wait; they have to go in blind.

EPISODE 2



- VLATAVA: Rock and Delta get to the edge of the town Kane is reportedly being kept. They see a town besieged – Russians paratroopers freely patrol the town.
- They notice a café owner on the edge of town being roughed up by Russians – Rock and Delta let it go until it suddenly escalates to an execution. Rock knows they need to stay quiet, but it's getting ugly and the DELTA CO, already spooked by the CIA corpses waiting for them, wants blood. They save the café owner and his family and kill the Russians without alerting anyone.
- The café owner gives them the skinny on what's going on. There are Russians, HUGE RUSSIANS, who have been walking around like gods, doing horrible things to the people in town. Delta wants revenge, Rock convinces them the mission comes first. They find out where Kane's being held – a camp in the mountains outside of town. They're likely moving her; Delta moves out before they can get her to Russia.
- A group of Russian SPETZNATZ soldiers enter town to meet with KGBeast. The Kremlin has heard what he's planning to do: he's to stand down immediately and come in. KGBeast wipes them out, saying he doesn't work for the Kremlin.

EPISODE OUTLINES

EPISODE 3



- Rock and Delta get to the camp, where an exchange is going on between KGBEAST'S METAHUMANS and Russian paratroopers. MAXWELL gets in touch, tells Delta they've got one pass of a friendly NATO A-10 Gunship if they need it, but the cat's out of the bag at that point.
- Delta holds off on the gun run and jumps the exchange. The Metas react with superhuman speed and abilities and turn the tables on Delta – Delta's CO orders the gun run and is killed in the attack, but the Metas retreat back to town, leaving Kane with Delta. Rock is now in command of Delta.
- At the camp, Rock and Delta are freaking out. Who were those guys? How did they do the things they did? Rock gets them to chill the eff out, they got them to break and they've got the objective. Leave it for Air Force.
- The plan holds until Delta sweeps the camp for intel and finds out what KGBeast is up to: they're going to burn a school to the ground with a whole bunch of civilians inside to provoke the Vlatavian military and kick off a war.
- In town, the Metas return with word of Americans on the outskirts of town. KGBeast is disappointed in his guys, but assures them they'll get a second chance.

EPISODE 4

- Rock and Delta get back to the café and find the owner and wife dead, his children missing. Delta hides Kane in the café and heads for the school.
- KGBeast locks the children into a small school and gets his guys ready to destroy the building.
- Delta arrives, assesses the situation. They have no gun run available and can't get through to command right now. Rock has a plan, but they have to attack right now.
- Half of Delta attacks KGBeast and his Metas while Rock and the other half break into the school and get the civilians out. When the Metas find out what's happened, they immediately break off and enter the school.
- Rock used the distraction to booby-trap the school doors. When the first meta breaks in, he's shredded by a Claymore mine. Rock now informs the group of the rest of his plan – stay behind and blow the building with the metas inside. Korba convinces Rock that's stupid – Korba's going to stay behind. Rock's the only one who knows how to fight these guys, and if any of them walk away, the civilians are going to need his brain.
- Delta makes a running retreat to the hills – Korba blows the building, taking out half of KGBeast's Metas and himself.



EPISODE OUTLINES (CONT'D):

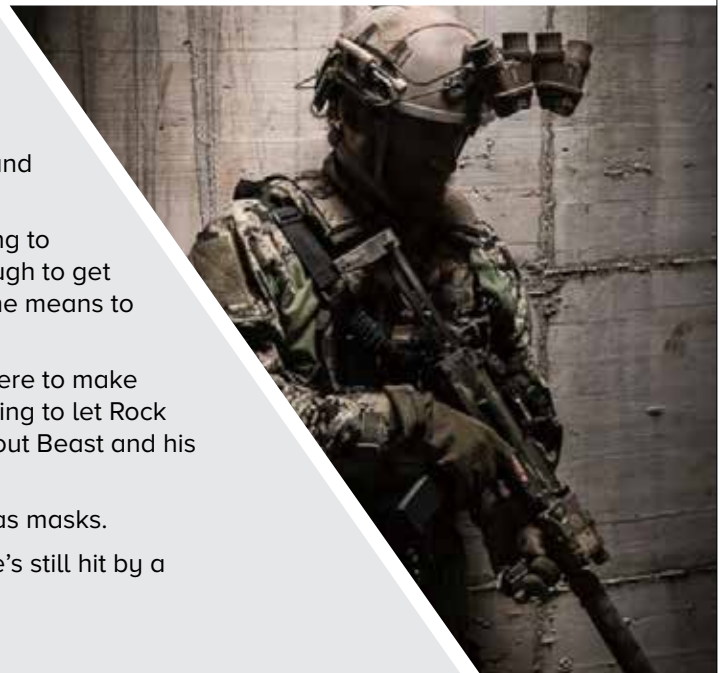
EPISODE 5



- Rock is distraught at the loss of Korba but has to keep going. He sends two Deltas to get Kane and meet them at the RV.
- Delta makes contact with MAXWELL and informs him of what's going on.
- The US military can't do anything for them until they're clear of town limits – the Vlatavian military is about to strike back in force and very soon.
- The Deltas looking for Kane nearly make it to the café before they're ambushed – one is killed instantly, the other is wounded and captured.
- Rock radios the Deltas escorting Kane – he gets KGBeast, instead. Beast has Kane and one Delta in custody and one dead; if Rock wants them, he better come get them.
- Rock and the surviving Deltas leave all their gear except the bare essentials with the civilians and trap the area. If they're not back in two hours, head East and don't look back.

EPISODE 6

- KGBeast and his Metas wait in a small abandoned church. Some are nervous that the air force will hit them; Beast snaps one of their necks and reminds them they're more than human and shouldn't be afraid like ordinary men.
- Rock and the few Deltas left are aware that this is likely not going to work out for them, but it may keep the bad guys there long enough to get pancaked by the Vlatavian Air Force. They simply don't have the means to fight Beast's men.
- Delta is surprised in that moment by another Spetznatz team, there to make KGBeast answer for the first team. Their numbers joined, but willing to let Rock and his guys try to soften them up, the Russians offer to smoke out Beast and his Metas and give the Americans a chance.
- Spetznatz GASSES the church – Delta walks in firing, wearing gas masks.
- The wounded Delta takes a bullet for Kane and dies, though she's still hit by a subsequent shot.



EPISODE OUTLINES

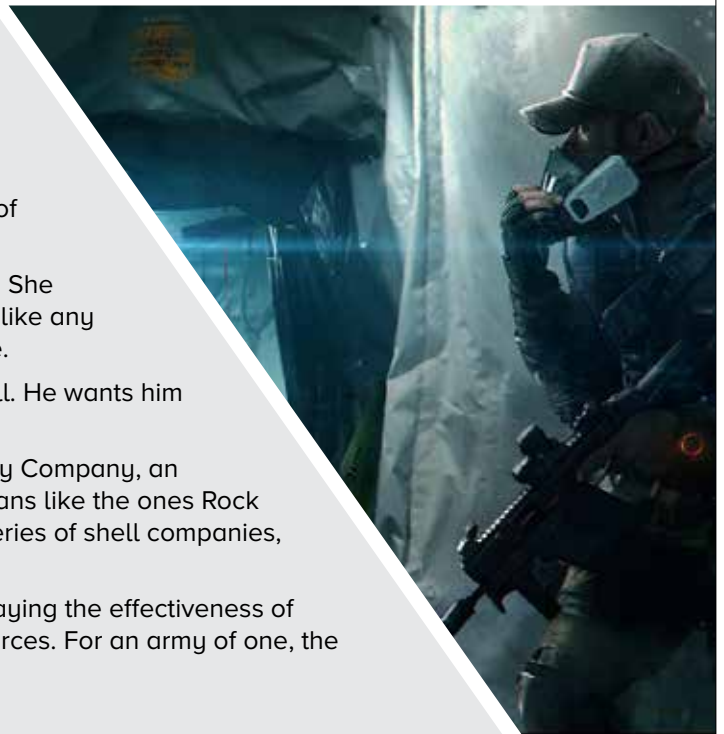
EPISODE 6 (CONT'D)



- Delta manages to take down the rest of the metas, though everyone but Rock is killed in the assault.
- Rock and Kane, the lone survivors, stagger out of the church to the waiting Spetznatz. Rock goes back in and drags out a mortally wounded KGBeast.
- Beast assures Rock that this is just “beta test,” and dies before Rock can find out that that means. Rock takes a picture of Beast’s real face but leaves the body to the Russians. The Spetznatz, impressed with Rock, let him go with Kane. But he’s only got fifteen minutes before the town’s a parking lot.

EPISODE 7

- Kane and Rock run/limp out of town and barely make it out before the VAF attacks the town. War will come to Vlatava now, but it was going to come anyway. It was inevitable.
- Rock gets Kane and the civilians to safety, leaving the civvies in the care of the Vlatavian military and getting a US escort out of country with Kane.
- On the flight, Rock asks Kane if she knew what those guys were. She explains that we’re on the precipice of controlling evolution, but like any kind of science, it’s usually created first for the means of warfare.
- GERMANY: Rock recovers at a US base and is visited by Maxwell. He wants him to join him in DC in a week’s time for a new assignment.
- WASHINGTON: Rock arrives and Maxwell offers him a job in Easy Company, an elite private unit composed of operators to hunt down metahumans like the ones Rock fought. Rock agrees, and discovers that KGBeast is, through a series of shell companies, a product of Kane’s lab, HIVE.
- HIVE HQ: Kane opens up a meeting with shadowy villains, displaying the effectiveness of HIVE’s Meta Program against American AND Russian Special Forces. For an army of one, the bidding begins... Now.



YOUTUBE DIRECTORS



PLAYFIGHT VFX

Playfight is a top tier production house specializing in IP creation, visual effects, animation, motion graphics and pre-visualization. Playfight is best known for their post production work on Titanfall: Free The Frontier, Call of Duty: Operation Kingfish and Rocket Jump's Video Game High School.

At its core Playfight is a young group of directors, producers and creators who simply enjoy what they do best, 'fighting' and having fun creating. Playfight is based in Toronto Canada with a growing presence internationally in Asia and Los Angeles.



PWNISHER

Clinton Jones was born on the 31st of July 1991 to Ronald and Beverly Jones. Clinton was raised in Chino Hills, CA until the age of 15. It wasn't until he and his family moved to Atlanta, GA when his interest in making short films kicked in. Clinton used YouTube as a means of inspiration and a way of getting his work seen by the world. He mainly focused on making Visual Effects related short films. In June of 2011, Clinton moved to Los Angeles, CA, and is now focusing on writing, directing, and visual effects work.



BRETT REGISTER

Brett is not only well-versed in fan culture and directing action, he's also one of the most prolific and well attuned directors working in new media today.

Brett has won several awards in the new media space for directing and producing. He most recently helmed "Frankenstein, MD," PBS' first original digital series, and also directed "DC All Access," DC Comic's official news series.

YOUTUBE DIRECTORS (CONT'D):



BJ MCDONNELL

Influenced by his grandfather; actor Leif Erickson, BJ McDonnell decided to pursue a career in the film industry. He attended Los Angeles City College and graduated with an associates degree in cinema. Soon after graduation BJ began his career in Los Angeles where he has worked on many features and television shows as a grip, camera operator, and steadicam operator.

BJ has most recently finished work on Avengers: Age of Ultron, Tomorrowland, and previously directed the wildly popular live-action "Dead Island" trailer for Machinima Prime.



BOB ORCI

Orci's producing credits include Star Trek, The Legend of Zorro, Mission: Impossible III, Transformers, and Cowboys & Aliens. He is the co-creator, along with Alex Kurtzman and J. J. Abrams, of the Fox science fiction series Fringe, on which he served as a producer.

The Hollywood Reporter listed Orci as one of the 50 most powerful Latinos in Hollywood of 2007. Both Orci and Kurtzman confirmed to Variety that they're no longer going to work together on other film projects but will still work together only on TV projects.

In May 2014, Skydance and Paramount Pictures announced that Orci was to direct the third installment of the Star Trek reboot franchise, but on December 5, 2014 it was announced he would not be directing the film. He remains as co-writer and producer.

production schedule

and budget (estimate)

3 weeks to script

8 weeks of pre-production

3 weeks of shooting

1 week to ingest and organize footage

8 weeks of post production

Estimate Budget: \$1.5-1.8M