



WARRANTY **VOID**

FIVE LEADS ONE CREW STATUS: **VOID**
MODIFIED BODIES. VOIDED TERMS OF SERVICE.

A SHORT-FORM VIDEO SERIES

FIVE OUTCASTS BECAME A FAMILY. THEY FILM EVERYTHING.

Lost Angeles, 2066. Five operators do risky jobs for money, film themselves doing it, and post it to their own channel. The channel is the show: every episode is a video from inside their world.

It is a comedy first. The jobs go wrong, the bets get out of hand, and the crew plays it all completely straight. Built for the audience that grew up on GTA roleplay: crew as family, and the hangout is the show.

YOUR GENOME IS YOUR CITIZENSHIP.

In this world, governments build soldiers with animal DNA: wolves, ravens, bears. The government owns those soldiers. If a soldier runs away, the government still claims their body. Each one handles runaways differently:

KAVAST BUILDS WOLF PACKS // RUNAWAYS ARE **HUNTED**

THE PROTECTORATE BUILDS RAVEN TEAMS // RUNAWAYS ARE **LISTED AS STOLEN PROPERTY**

THE COMPACT BUILDS BEAR SOLDIERS // RUNAWAYS ARE **WRITTEN OFF**

PRIVATE COMPANIES BUILT PEOPLE TOO, THEN WENT BANKRUPT // THEIR PEOPLE ARE **ORPHANWARE**

A crew of mixed runaways is called a splice. It used to be an insult. The young wear it with pride.



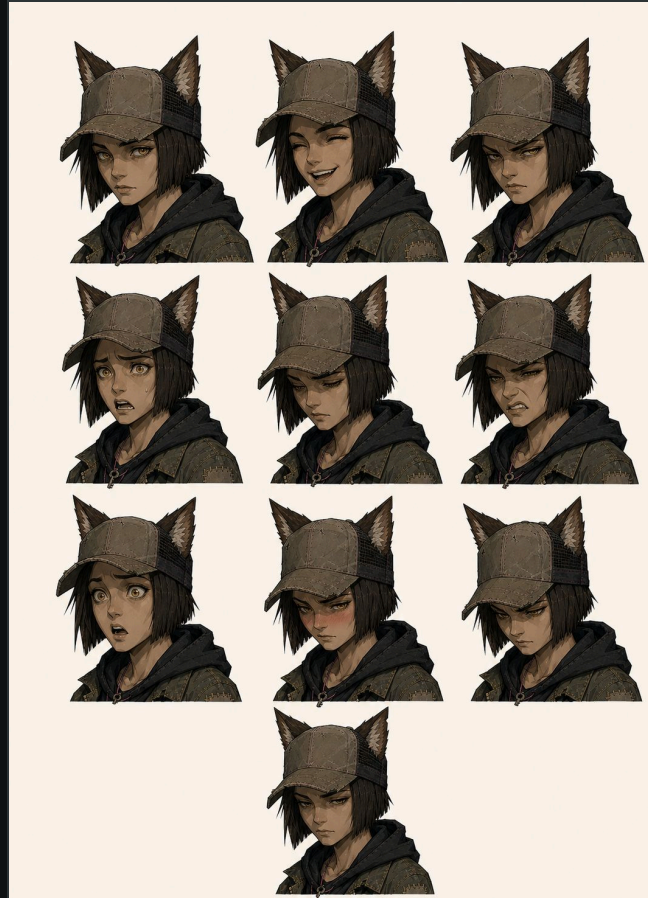
WARRANTY VOID IS THE SPLICE.

Four runaways from three governments, plus one ordinary human kid who talked his way in. Nobody assigned this family. They chose each other.

This is not one person's story. It is five leads, one crew, and every episode belongs to all of them.

The test for the designs: you can tell all five apart in a wide shot, from behind, and on grainy security footage.





PEDESTRIAN // WOLF // 24 // THE DRIVER

DANKA IVEL

She ran away from a Kavast wolf pack. The government owned everything she ever had, so now she only trusts things she bought and built herself. The most important one is her hot pink car, **Civilian**. She rebuilt it with her own hands.

She talks in short, flat sentences. When she gets angry, she gets quieter, not louder.

She misses the pack she left behind. She will never say it out loud. The government still uses her old family in its TV recruitment ads.

“New plan. The plan is I drive.”

B-ROLL // RAVEN // 22 // THEY/THEM // THE CAMERA

THEO ASHE

Theo grew up in a raven spy team where nine soldiers shared one connected mind. They escaped at twenty. Being alone in their own head almost broke them, so they built an audience instead: thousands of viewers, watching what Theo sees.

Theo runs the channel, shoots the videos, and cuts every episode. They rarely talk on camera. Their hand-written title cards do the talking.

Theo secretly films the crew's private, happy moments and never posts them. That hidden archive is how Theo says "I love you."

"We'll fix it in the edit. That's not a joke, that's my entire personality."





PATIENT // BEAR // 34 // THE ANCHOR

GRIGOR TAM

A bear soldier built to endure anything. He has watched two whole teams die around him. His only goal now is simple: keep these five alive long enough to grow old.

He is the crew's cook, medic, and calm center. He speaks slowly, in full sentences. When he says something short and fast, everyone knows there is trouble.

He shows love by feeding people. He never talks about his own pain. Both of those are going to matter.

“We don't leave. This is not a rule. It is a description of what happens.”

SPREADSHEET // LYNX // 26 // THE PLANNER

CAS, CASELINE-9

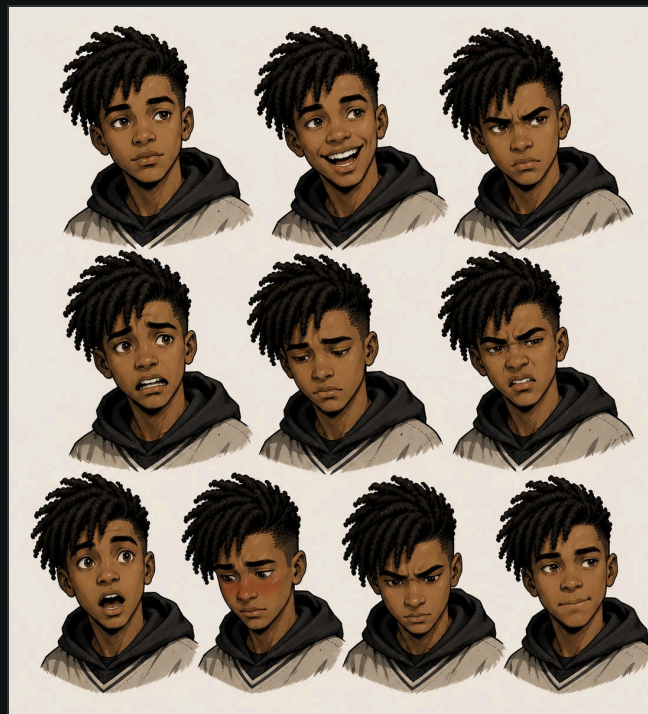
A private company built her, then went bankrupt and sold its people like used equipment. At nineteen she bought her own contract back. The ownership papers hang on her wall like a diploma.

She plans every job in numbered steps and says everything with exact numbers. Her jokes are so dry it takes new viewers a week to notice them. When a plan falls apart, she goes silent for exactly three seconds. The crew counts along.

The company made twelve like her. She keeps a card listing the other eight and spends her savings trying to find them.

“That's not a plan, Ozzy. That's a sentence you said with confidence.”





OEM // ORDINARY HUMAN // 19 // THE MOUTH

OZZY OKONKWO-CRUZ

No animal DNA. No upgrades. Just a fast-talking kid from the market who sold bootleg shirts of the crew until they hired him. In a crew of engineered soldiers, being ordinary is his whole identity: OEM means original equipment.

He does the talking, the deals, and the merch. He calls his mother every single night, even mid-crisis. She thinks he does logistics.

He is secretly afraid the crew would leave him behind because he is the weakest one. He is wrong. They keep him because he is the only one who knows how people feel. He does not believe that yet.

*“OEM means original. Look it up.
Original. Equipment. Me.”*

COMMANDER ILYA VROZA // KAVAST WOLF PACK

THE VILLAIN TRULY LOVES HIS SOLDIERS. THAT IS THE PROBLEM.

Vroza never ran away. He believes the system that built him is good, and he loves his wolf pack the way the recruitment ads promise. The crew's happy, free life is proof that everything he believes is a lie. He cannot accept that.

His feud with the crew plays as comedy: pranks, bets, and public embarrassment that the whole city treats as entertainment. He is the only person in the city who is not laughing. That is what makes him scary.

“Loyalty is not learned. So what, precisely, do you imagine holds you five together?”



KAVAST // FIELD REPORT

UNIT	GRAVA PACK // SIX WOLVES
COMMANDER	VROZA, ILYA // 29 YEARS
POSTING	LOST ANGELES, UNDER TREATY
MOTTO	A KAVAST OPERATOR IS NEVER ALONE
TIMES EMBARRASSED BY THE CREW	2, ON RECORD
TARGET	WARRANTY VOID
STATUS	WATCHING

LOYALTY IS NOT LEARNED

**EVERY EPISODE IS A VIDEO FROM INSIDE
THE WORLD.**

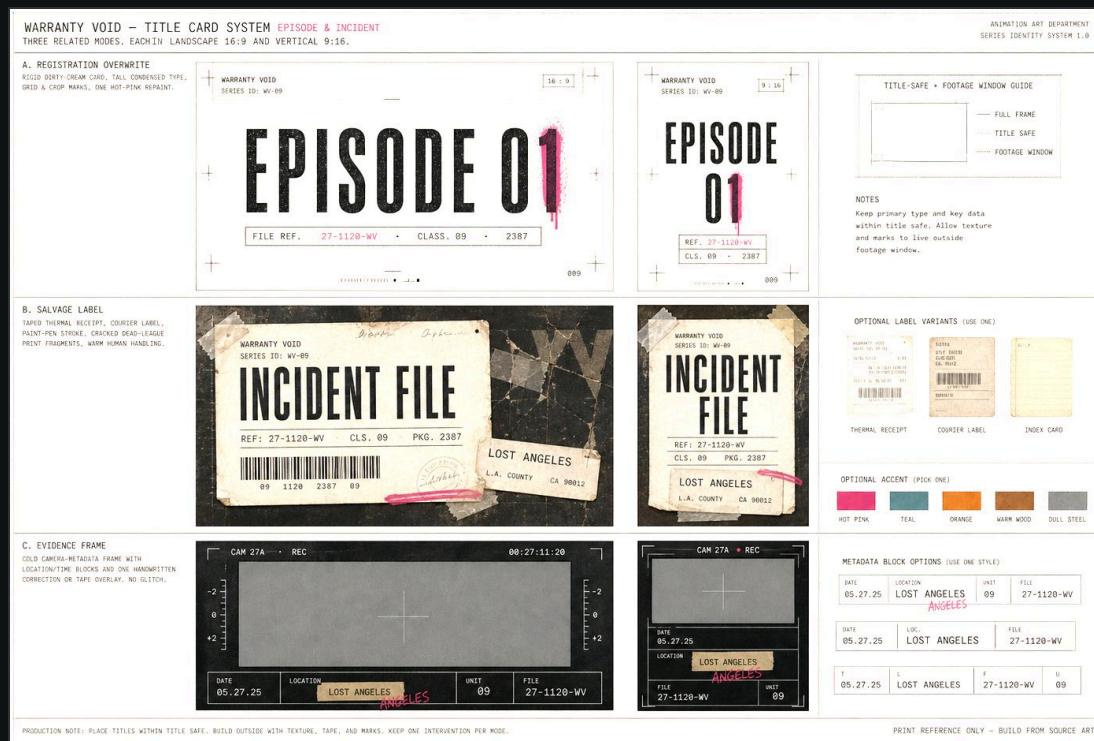
OPERATOR LOG 2 to 5 min. The crew's own video, edited and posted by Theo.

PUBLIC RECORD 30 to 60 sec. The government's own media: a recruitment ad, a city notice. Beautiful, clean, and quietly disturbing.

RECOVERED FILE 30 to 90 sec. Leaked footage from cameras the crew does not control.

INCIDENT 8 to 12 min. The season finale, where everything collides.

Three simple rules make it feel real: no soundtrack (every sound comes from inside the world), timestamps never lie, and every title card is written by hand and photographed. In a feed full of machine-made content, that honesty is the brand.



FUNNY FIRST. THEN IT HITS YOU.

The rule: in any three episodes, at least two are funny. Heists go wrong, bets get out of hand, pranks get production value, and the crew plays every dumb situation completely seriously.

Under the comedy, every character carries something heavy. It surfaces about once a season, and it hits hard exactly because the show is usually loud and funny.

When the season's one quiet moment lands, the channel covers it with a single hand-written card:

no footage. i was busy.

TWELVE EPISODES. THIRTY-SIX MINUTES. EVERY ONE STANDS ALONE.

Three stories run through the season at once: the crew's daily life (the comedy), the feud with Commander Vroza (the plot), and each character's buried weight (the heart). Two episodes drop per week for six weeks. A new viewer can start anywhere.

01 THE HIRE LOG	02 KAVAST SPOT RECORD	03 THE FILTER JOB LOG	04 CAM 6 LEAK
05 GRAIL DAY LOG	06 SERVICE NOTICE RECORD	07 THE TUNNEL RUN LOG	08 VANTAGE TRAFFIC LEAK
09 THE COOK-OFF LOG	10 DR. SILK RECORD	11 THREE HUNDRED METERS LOG	12 RACE WEEKEND INCIDENT

The finale packs every storyline into one overcrowded nightclub on race night. It plays as the loudest comedy of the year, and its biggest moment is the one thing the channel never shows: the camera goes down, and a hand-written card covers what happened.

SIX LOGS // THREE RECORDS // TWO LEAKS // ONE INCIDENT // PLUS BONUS SHORTS BETWEEN DROPS

THIS IS NOT JUST AN IDEA. WORK IS ALREADY MADE AND PUBLISHED.

Published: the Mission Book, Volume One. A 154-page tabletop game book starring this crew: 32 playable jobs across eight city districts. Live now in print, web, and PDF.

Written: a complete six-episode story arc plus its novella version; a finished short story; four fully scripted season-one episodes; a 20,000-word series bible.

Designed: approved character designs, full channel branding, sound rules, title cards, location art, and a merch line.

Owned: the character designs are human-made, and a records file tracks who made what from day one. The rights are clean.





**THE SHIRTS IN THE SHOW
ARE REAL SHIRTS.**

In the story, the crew pays its bills by selling bootleg shirts. Those exact designs are the real merch line: what the audience buys is what the characters print. One story, four ways to sell it:

- The channel:** the short-form video series. The flagship.
- The table:** the Mission Book game line. Play jobs in the crew's city.
- The page:** novellas made from finished story arcs.
- The shirt:** the crew's own merch, printed for real.

The world's timeline is mapped through the year 2099. The crew can grow up, and the story can grow with them.

JESSE ALEXANDER ORBITAL RANCH STUDIO TERRACONFLICTUS.COM

WARRANTY VOID

FIVE LEADS. ONE CREW. ALREADY ROLLING.

Confidential. Terra Conflictus, Operator Tactics, and Warranty Void are original properties of Jesse Alexander / Orbital Ranch Studio. Character designs are human-made, with ownership records kept from day one.