

Logline: Amidst the Upper Spires of the Hive World Tratulan, Governor Thoirra struggles to both uphold his obligations to the Imperium and protect his daughter as hidden forces work against him.

Summary: Set on Tratulan, Governor Thoirra is a troubled man, exhausted by his duties as Planetary Governor and consumed by grief. His leadership is questioned as council members protest about shortages and unrest, revealing deep-seated tensions and political scheming. Meanwhile, Thoirra's struggle between doing what is right and what is required of him is highlighted through interactions with his daughter and advisors, painting a picture of a ruler ensnared by duty and the looming threat of starvation, insurrection, and annihilation.

Finally, when his daughter's life is threatened, Thoirra throws in his lot with the rebels and attempts to secede from the Imperium. However, in a dramatic turn, Thoirra is murdered by his supposed daughter, the very person he was trying to protect. It is then revealed she was an assassin and his real daughter imprisoned.

Comments: A plot-driven script that provides a fast-moving, twist-filled story of corruption, betrayal, and downfall. However, the same script also suffers from underdeveloped characters, unknown motives, flat/dull dialogue, and structural/pacing issues. In summary, while the story and its themes show promise, refinement of character, pacing, and dialogue is needed.

Strengths:

- Fast-paced plot.
- Scene choice. Each serves a purpose.
- Good seeding and foreshadowing.
- Appropriate themes.
- Strong ending with a twist.
- Explores the 40k universe from fresh perspectives.

Weaknesses:

- Underdeveloped characters.
- Flat dialogue.
- Rushed second/third act.
- Structure of Thoirra's character arc.

Suggestions for Improvement: First, rethink the characters and give them a second dimension. It will help with the flat dialogue and build stronger scenes. Then, revisit the central conflict, which is Thoirra's arc. Think about how you can better define it through existing scenes or by adding new ones.

- **Characters:** Look again at Inka and Tobias and define their internal conflict. At the moment, I am unsure what their motives and internal struggles are, which ultimately hollows out the story and its climax.
- **Dialogue:** With Inka and Tobias better developed, revisit their dialogue and give them a stronger voice. Try to give subtext to their scenes. Also, consider having all characters speak in declarative sentences more often rather than interrogative ones—it'll help make the dialogue feel weighty.
- **Pacing:** Consider adding a scene to the second and third acts, one showing Thoirra trying and failing to save himself before going to Inka, and another showing Inka and Tobias alone in a room together. This will stop the middle from feeling rushed and develop weaker aspects of the script. Notes in script.
- **Character Arc:** Thoirra's dilemma--being a good man in a bad situation--needs to be brought to the foreground and defined more clearly against everything else that is going on. As it is, it is hard to pick out the script's central conflict and may leave the viewer feeling lost.
- **Structure:** Building on the previous two points, I am most concerned about the pacing of Thoirra's arc. This is because the story's first plot point does not force Thoirra's dilemma, even though his dilemma should be at the script's heart.

It isn't until the midpoint that we see Thoirra pushed into a difficult situation, far too late into the story, and which is almost instantly resolved, with him going to Inka and begging for help. Ideally, this would instead have come about with the first plot point and continued to the second plot point, when he would finally make a choice. This is perhaps the deepest issue I see, one that relates to the underlying structure of the story and cannot easily be fixed at this stage of editing. It is something I would address much earlier on, when working with the writers and their outlines. Instead, with this script, I did what I could, which was suggesting the writer add a scene between the midpoint and Thoirra begging Inka for help.

Analysis

Structure: Below is a four-act (second act split in two) breakdown of the script. It hits all the beats I'd expect to see, including strong first and second plot points and a strong midpoint.

First Act: Introduces the characters (Kyana, Thoirra, Inka, Tobias, Vespurin, Kwin, and Malk) and stakes (Tratulan on the

brink of ruin and starvation) well. By the time we get to the first plot point, we have a good idea of what is on the line and for whom.

Hook: We see a mysterious girl attack another girl, who we later learn is Kyana, the Governor's daughter.

First plot Point: Kyana receives a secretive letter/Vespirin's murder.

Second Act: Reacting to Vespirin's murder, Inka and Kwin figure out their next move. Meanwhile, the threat of starvation looms larger.

Pinch Point One: The threat of starvation looms large as Thoira is forced to consider culling his people, flaming doubts and heretical thoughts.

Midpoint: Tobias reveals the true difficulty of the Governor's situation.

Third Act: Thoira, now aware of his situation, goes to Inka for help, determined to do something about it--for his daughter's sake.

Second Pinch Point: Kyana tells Thoira that what he is doing is heresy, something he knows is true but does not want to admit for fear of the consequences.

Second Plot Point: Thoira's death and his daughter's betrayal.

Fourth Act: Kyana betrays Inka and allies with Tobias, killing Vespirin and destroying the uprising. The entire show is bookended by Kyana, with the viewers finally discovering what happened to the girl at the start of the show (and who they've been watching).

NOTES: This is clearly Thoira's story—he is the only character with an internal conflict and a character arc in this script. It does a lot of things right, but some other things wrong.

- The first act does a good job of setting up the stakes, introducing all the characters, and describing the weighty situation Thoira is trying to manage. However, the cast surrounding Thoira is undeveloped, with the personal stakes of Inka and Tobias noticeably absent from the story. Then, there is the issue of the first plot point, which should be tied to Thoira's arc.
- The second and third acts successfully move the story forward, introducing and managing surprising twists and plot threads. However, they also neglect character development and (in the case of Thoira) growth, leaving the story feeling rushed at points.
- The fourth act comes together well. The foreshadowing and seeding pay off nicely, and we get a good cliffhanger

from Kyana's reveal. It is undermined, however, by Inka and Tobias not being fully developed beforehand.

- Finally, there is a potential logic issue which may need discussing. When Thoira comes to Inka for help, she reveals she's the one who has been stealing the shipments, and there is no reason why Thoira shouldn't take those supplies to pay the tithe.

Characters

Thoira: Grief-stricken from the death of his wife and burdened by the weight of leadership, Thoira is an inattentive ruler who tires of his duties, instead choosing to drink and spend time with his daughter. He is a tragic character who falls prey to others' schemes and is killed by whom he loves most.

Thoira is the most developed character and is the one the script revolves around. His dilemma, wanting to be a good man, both as a father and a ruler, while also being loyal to the Imperium, grows ever more pressing as, on either side of this dilemma, sits Inka and Tobias--Inka, who pushes him to do what is morally right, and Tobias, who represents the demands of the Imperium. Things come to a head when Tobias springs his trap, and Thoira is forced to choose between remaining loyal to the Imperium or doing what is right--rescuing his daughter from execution and the planet from starvation. Given this choice, he decides to do what he feels is right and secedes from the Imperium. Unfortunately, men of morals do not survive long in this universe, and he is murdered.

Inka: Council member and rebel leader, Inka leverages her long history with Thoira to see the change she is hungry for. Her house, once powerful, has fallen on hard times. She nevertheless holds a great deal of respect from the other council members and Thoira himself.

Tobias: A council member in his 30s, he is ambitious and will betray those around him if they see his rise to power. Cunning, amoral, and ruthless, he foils Inka's schemes and sees his own star rise. The antagonist of the script.

Malk: A spinless serf who does Tobias' bidding. A wretched thing, Malk is the lowest of the cast of characters. That Tobias would use him shows how cunning he is.

Kwin & Vespurin: Council members and Inka's co-conspirators, they want to see the change she does—background characters who exist to die and show Inka's dire situation.

Kyana/Fake Kyana: Thoira's daughter whose story bookends the episode.

Notes: The characters are the weakest part of this script. Other than Thoira, they are all flat, i.e., there is no second

dimension/internal conflict/core wound/dilemma/inner demon, etc. A few notes:

- **Thoira** is a good main character to have. However, his dilemma isn't clear, and it could benefit from being better defined through scene choice and dialogue. For example, in the script, I suggested the scene where Thoira is eating with Kyana shift the conversation from only exposition to something more characterful, with Thoira in the difficult position of having to defend starving his people (and daughter) even though he knows it is wrong. Such a change would give his character so much more depth and make his death all the more tragic. This is one example, but throughout, Thoira's internal conflict is hidden behind scenes that focus on plot and exposition, and buried under flat dialogue.
- **Inka and Tobias.** Each of these characters supports one side of Thoira's internal conflict. However, neither is developed, and both are flat. I have no idea what their motivations are, and both seem to exist only to serve the plot. For example, after reading the script, I do not know why Inka wants to secede from the Imperium, risking her life and all those following her. Nor do I know why Tobias hates Inka so much and is so keen to see Thoira's fall. Nothing in their scenes or dialogue hints at what their reasons might be, and this leaves them feeling rather hollow.
- **Kwin, Vespurin & Malk:** Supporting characters. I expect them to be flat, but I also expect them to have a voice, which they currently do not. Their voices are interchangeable when they needn't be. Seeing as most of them die, we can afford to make them more memorable and distinct.

Theme: The theme is that of Thoira's arc—corruption, betrayal, and doing what you think is right, even at great cost. It fits the grimdark world of 40K well and should resonate with our audience.

Lore & Worldbuilding: The story takes place in the Upper Spires of Hive World Tratulan and is about the scheming of those living there. This setting is relatively unexplored compared to the Underhive and provides many aspects of the world to explore. For example:

- **The Upper Spires/Underhive.** How do those in the Upper Spires use the Underhive gangs to further their ends? This may be through intermediaries, guilds, or face-to-face meetings. As far as I know, it is an unexplored aspect of Hive Cities.
- **The Callidus assassin.** We could explore who she is and what she went through to become the monster she is now.

Not much is known about the process behind becoming a Callidus assassin, and it could be interesting for our viewers to find out.

- **The Schola Progenium.** Kyana is to be sent to the Schola Progenium, and it offers us a great opportunity to explore how and where indoctrinating and training takes place.
- **Dark Uprising:** If starvation did take hold, the story could draw inspiration from the Dark Uprising Necromunda campaign. This would allow us to feature newer gangs, the Corpse Grinder Cult and the Palanite Enforcers.
- **Ash Wastes:** Lastly, if the show left the Hive City, we could also draw from the Ash Wastes expansion, including the Ash Waste Nomads and Squat Prospectors. The space between hive cities and clusters is relatively unknown and is fertile ground to dig into.

Suitability of Warhammer Plus: Fans of Warhammer 40,000 universe will find a lot to like in this script. It is fast-paced, packed with dark themes, and explores parts of the 40k universe that are relatively unknown.

It will also engage our female audience, with many surviving characters (Inka, Kyana and Fake Kyana) being women. If these characters were better developed, then this story could fit well with Warhammer Plus' animation slate, following in the steps of Blacktalon, with its deep cuts into its respective lore and its strong female protagonist.

With less external conflict than Warhammer Plus' other animations and an increased focus on its characters' internal conflicts, this show could provide a more substantial viewing experience for Warhammer Plus viewers, drawing on the most human aspects of the 40,000 universe.

Title: From reading this script and looking at Warhammer Plus' other shows, I have several suggestions for the title of this animation:

- **Hive Haereticus**
- **The Proditor Cluster**
- **Primus Renegade**
- **The Heretic**