

CHAPTER EIGHT: Retrostar Series

To get groups out there playing right away, or just to give some inspiration for their own Series, we are presenting several full Series and Series Seeds. Additionally, many of the Series will have notes attached, possibly offering up alternative rules and suggestions for Showrunners to embrace and make their own. Retrostar can't be broken by making it your own. It is in your hands now, and what you do with it is entirely up to you.

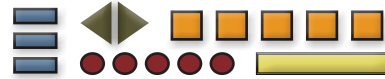


PLOT DIALS?

The Plot Dials for each Series will be detailed in Appendix 2. Players may indeed peruse this section, but it might be more fun if only Showrunners read this, as some of the Plot elements are best served with the element of surprise.

Full Series vs. Series Seeds

The full Series found in this chapter are just what they sound like: complete Series that are ready to play with barely any prep work (namely PC creation). By contrast, Series Seeds are very "bare bones" Series that offer you foundations upon which you can build the rest of the details.





Battleground: HOMEFRONT

Season One

Created by Barak Blackburn

Pitch

Characters live the high life as their clones fight in a morally questionable unwinnable war.

The characters are clones. While their original form lives the high-life aboard the space station far above the polluted earth, their clones fight a Vietnam-like war down on earth. It's a very dark Series. Life aboard the space station is very '70s (discos, soft lighting, etc.). The characters are the upper-class because they have allowed themselves to be cloned. Their clones, however, are disposable grunts. The big question here is: Will the clones revolt? Dark, dark things will happen, secrets will be uncovered.

Intro

"You don't ever remember life as a plebe. All you have known is this existence. Treated like royalty amongst the royalty: you are the beautiful people; you are the perfect physical specimens. Somewhere, out there, there is another you. Fighting the war against the Cros. Fighting to regain control of Earth. Fighting for the survival of all humankind. But not you. You dine on the finest foods, attend the most exclusive galas, and are sought after by the most influential members of society."

Summary

Earth was long ago deemed uninhabitable. Man took to space while Gaia repaired herself. At least that is what the scientists hope and claim. Many were left behind. Society's wealthiest built a massive space station, larger than the old state of Rhode Island. But they brought with them the working class as well. After all, someone had to care for them. Generations later, there is unrest, both aboard the space station Roanoke as well as on terra firma. Those left behind, the Cros, have been rebuilding society. This does not please President Hecate and her Council. Attempts to land shuttles have proven fruitless, but she will not be stopped. Drawing from the ranks of the plebes, the working class, the Roanoke Council has begun the Pinkerton Initiative: plebes would be offered all the best the Council has to offer... in exchange for their consent to being cloned. Localized teleportation allows for small squads and teams to be sent planetside to fight Cro insurgents. But the Pinks aren't alone. Their allies, the Far-Men, seek to restore order to Earth.

Showrunner Note

Two Seasons of Battleground: Homefront are presented here to show how a show can change from one season to the next.

Series Dials



- Anti-war protests
- Woman's Choice
- Save the earth/pollution
- Vietnam
- Communism
- Classism



(See Appendix 2)



- Seduction with soft-lighting
- Opulence (a gigantic swimming pool aboard the space station, a high society party)
- The War- planetside skirmishes.
- Strange Cities: a city of all women, a city of greasers straight out of the 1950s
- 70s era sporting event: jai-alai, soccer, roller derby, skateboarding
- Implied drug use



- Disco
- Communes
- Native American themes



- An enemy compound
- The Cloning Facility
- Laboratory
- Battlefield with tanks and aircraft
- Cros attempting to rebuild a spaceship
- An actor appearing with themselves on-screen.

Details

Significant SCs

• *President Hecate: 3d*

Leader of the Roanoke Council - attractive, yet serious middle-aged woman

• *Dr. Rose: 3d* (*Dr. Rose also has access to a Neural Blaster SFX 2/+3d*)

Charming, yet sinister doctor, older gentleman, speaks with a proper accent, and some affectations, bad toupee

• *Captain Gaines: 2d*

The Roanoke stationed leader of the PCs combat unit

• *Cros: 1d*

• *Cro leaders: 2d*

• *Enemy Clones: 2d*

Common SFX

- Laser guns: 1/+2d
- Tanks, aircraft: 2/+3d, 3/+4d

Details (cont.)

Style

- **Aboard Space Station:** high-end 70s fashion—platform shoes, polyester suits, miniskirts, revealing blouses, feathered hair, hot pants, jersey wrap dresses, glam rock, wide-collar shirts, frosted hair, shag, flick hairstyles, sideburns
- **Plebes:** everyday 1970s fashions—floral prints, polyester, bell-bottoms, dirty jeans, baseball sleeve shirts with sayings, straight, simple hair
- **Planetside (Cros):** punk rock (black leather, earrings, mohawks, spiky hair), Native American aesthetic
- **Far-Men:** polyester/ rayon suits, platform shoes, wide collar shirts
- **Military Uniforms:** tight olive green pants, black cropped padded jackets

Terminology

- **Cros (some are known by their three-fingered hands):** enemies
- **Far-Men:** planetside allies
- **Zees:** upper class
- **Plebes:** lower class
- **Pinks:** clones
- **Teleportation buckle** (When a Pink dies planetside, squadmates can activate their beacon, which will replace their expired body with a fresh new one): Beacon, Green Light, as in “Green-light him!”

Characters

All PCs are members of the Zulu team combat unit, and have the following SFX available to them: Laser Guns 1/+2d

These are the Backgrounds for the players to use:

Solomon

Jai-alai? Soccer? Roller Derby? You're a star. One of the biggest draws in the Roanoke sports leagues. Unlike your plebe teammates, you can pick and choose in which you want to participate. Gossip rags report a bit of a temper, others say you have a heart of gold.

Morgan

People gravitate to you, even when you are on the silver screen. But truly you excel at one-in-one interactions; your fluency in all the major languages helps, but there is also just something about you. You've worked closely with the Council on numerous occasions helping them resolve delicate situations.

Magdalena

Your choice of a date on your arm, vacations at the exclusive spas and resorts... life is good. Your handlers are always happy to help meet your every need. Sometimes, your dates want something more, but the choice is always yours. Those who have pressed the matter are dealt with.

Francis

Sure, you could do something, but why? Everything you want is taken care of, no one misses the stuff you want and take. Of course, you have access to any of the soirees and locales, but isn't it more fun to sneak in? Having to register is always a pain.