

Lieutenant Johnny Rico

Commander of the Roughnecks • Pretty Boy

Values

Military service is my Duty as a citizen.
d8

Glory: "You apes wanna live forever?"
d10

Love is simple... right? d4

Violence and naked displays of Power
have solved more problems than
anything else. d8

Justice: "The only good bug is a dead
bug." d6

I'm sure military high command is tell-
ing us the Truth. d6

Relationships

My high school sweetheart Carmen
thinks I'm a big dumb trooper. d6

I slept with Dizzy the night before she
died. d8

Carl was my best friend in high school.
Now...? d8

Ace is a solid lieutenant and a good
friend. d6

I'm glad to have Zim in the Rough-
necks. d4

Assets

Athletic d8

Spend a Plot Point to Reroll a die in any Athletic roll.

Earn a Plot Point when you Choose to use brute force instead of finesse.

Attractive d6

Earn a Plot Point when your looks draw you unwanted attention.

Daring d8

Add a d6 to Trouble to Reroll a die in a Daring roll.

Add a d10 to Trouble to Reroll two dice in a Daring roll.

Soldier d8

Earn a Plot Point when you Choose to follow orders, stick to protocol, or maintain strict discipline.

Spend a Plot Point to Reroll any die in a Soldier roll because of your discipline and training.

Resources

Roughnecks 2d10

Zagema Beach 2d4

Battle Station Ticonderoga 2d6

(repair, recovery)

Stress

Afraid

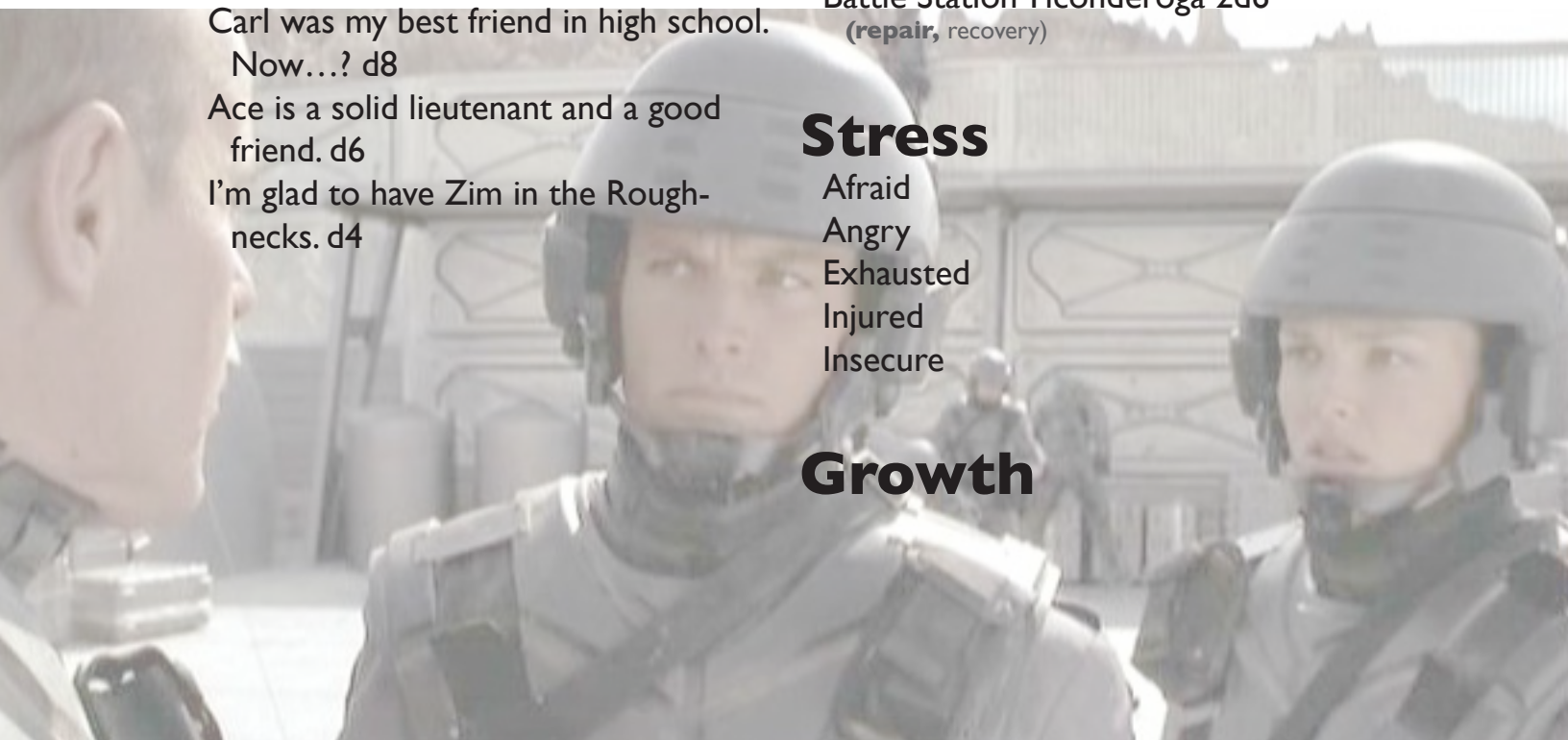
Angry

Exhausted

Injured

Insecure

Growth



Captain Carmen Ibanez

Captain of the Rodger Young • Pretty Girl

Values

- It's my Duty to make my family proud in the Fleet. d8
- I'm not after Glory. d6
- Love is more important than "compatibility." d8
- I love having the Power of a starship at my fingertips. d8
- Justice is a lie the weak use to handicap the powerful. d6
- The Truth is always simple. d6

Relationships

- Rico is a simple but good man. d8
- Dizzy always wanted to get her hooks into Rico. d4
- Carl has always been a little creepy. d6
- Ace is Rico's best friend, so I should be nice to him. d4
- Zim is the hero of Klendathu. d4
- I hope to make my father, General Ibanez, proud. d8
- I was friends with Doctor Lumbreiser's daughter, before she died over Klendathu. d4

Assets

Attractive d8

- Earn** a Plot Point when your looks draw you unwanted attention.
- Spend** a Plot Point to Reroll a die in an Attractive roll.

Clever d10

- Earn** a Plot Point when you Choose to show off your smarts.
- Spend** a Plot Point to Reveal that you know a piece of useful trivia.

Impulsive d6

- Earn** a Plot Point and Add a d6 to Trouble when you act rashly.

Pilot d12

- Earn** a plot point when you Choose to board a vehicle.
- Spend** a plot point to Reroll a die in a Pilot roll when you make use of expert maneuvering.
- Spend** a plot point when you are piloting a vehicle to Increase your passengers' Injured or Afraid stress pools.

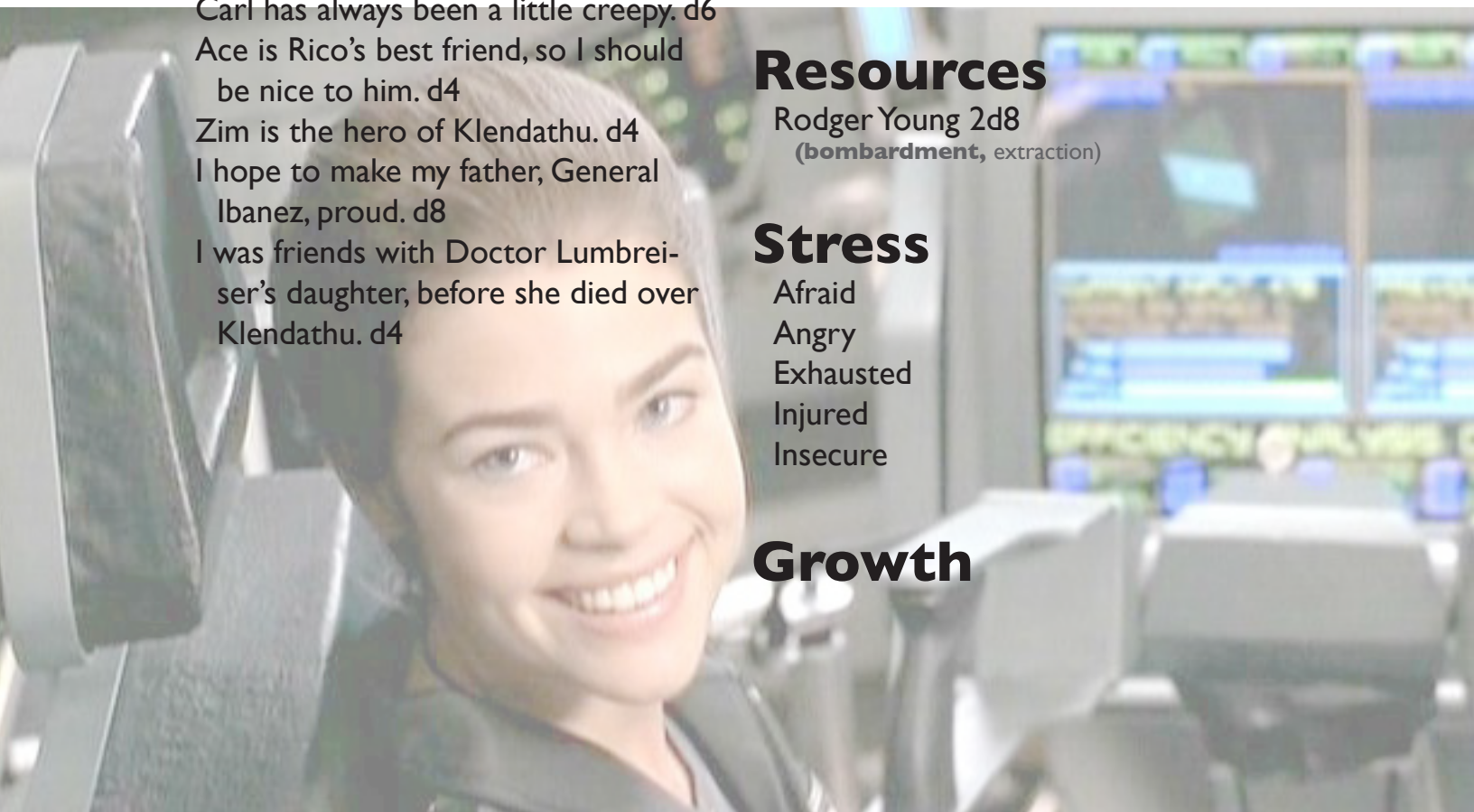
Resources

- Rodger Young 2d8
(bombardment, extraction)

Stress

- Afraid
- Angry
- Exhausted
- Injured
- Insecure

Growth



Corporal Dizzy Flores

Back from the Dead • Steadfast Admirer

Values

I'm a citizen because I follow my Duty. d6

I revel in the Glory of victory. d6

Love cannot be denied forever. d12

Power is wicked cool. d4

The only Justice in the world is what you make for yourself. d8

The Truth of the matter is always complicated. d6

Relationships

I love Rico, but he won't reciprocate. d10

Carmen is a dainty sky-princess: all wrong for Rico. d8

Carl has always wanted a piece of this. d6

Ace is my rival for promotion. d6

I have nothing but respect for Private Zim. d4

I've never seen Doctor Lumbreiser before in my life. d4

Growth

Assets

Athletic d8

Spend a Plot Point to Reroll a die in any Athletic roll.

Earn a Plot Point when you Choose to use brute force instead of finesse.

Clone (Heritage) d4

Earn a plot point when you Increase your opponent's Exhausted or Insecure stress pool.

Competitive d8

Earn an extra plot point when you win a Contest.

Recover your own Insecure or Exhausted stress when you win a Contest.

Shameless Flirt d8

Earn a Plot Point and Add a d6 to Trouble when you flirt with someone you know you shouldn't.

Spend a Plot Point to Reveal a new facet of your "worldly and cosmopolitan life" as a d8 Useful Detail.

Willful d8

Earn a Plot Point and Add a d6 to Trouble when you put your foot down.

Add a d10 to Trouble to put your foot down and Reroll a die in a Willful roll.

Resources

Roughnecks 2d8

Battle Station Ticonderoga 2d4
(repair, recovery)

Stress

Afraid

Angry

Exhausted

Injured

Insecure

Colonel Carl Jenkins

Military Intelligence • Telepath

Values

It's my Duty to make sure we win this war. d10

Glory is a tool best used indirectly. d8

Love: It's lonely being a mentat puppetmaster. d6

Power is the only thing that will win this war. d8

Justice is too small-scale to concern me. d4

Truth is slippery and dangerous: best not to trust it to others. d6

Relationships

Rico has been made a hero, no small thanks to me. d6

Carmen is one of my pet heroes. d6

Dizzy never had eyes for me, no matter what I did. d4

Ace is expendible. d4

Zim is the hero, and must survive for the war effort. d6

My CO, Brigadier Augustin, is my stepping stone to the top. d6

I worked hard to keep Doctor Lumbraiser supplied, happy, and productive. d4

Stress

Afraid

Angry

Exhausted

Injured

Insecure

Assets

Extraterrestrial Knowledge d8

Earn a Plot Point when you Reveal you know way too much about an alien culture.

Spend a Plot Point to Reroll a die in any roll associated with understanding alien cultures.

Genius d8

Spend a Plot Point to Reveal that you've studied a subject and know its basics.

Earn a Plot Point and Add a d6 to Trouble when you assume others can't follow your complicated thinking.

Mastermind d12

Add a d6 to Trouble to Reroll a die when dealing with characters you have a history of manipulating.

Spend a Plot Point to Reveal that you've planned for this eventuality and have the resources necessary for your plan.

Spend a Plot Point to Reroll a die when your plan comes to fruition.

Sensitive (Heritage) d4

Earn a plot point when you push the limits of your ability; add a d6 to Trouble.

Telepathy d8

Spend a plot point to sense the location and well-being of any person that **you** have met before.

Descriptor: Psychic • Limit: Time

Mind Control d6

Descriptor: Psychic • Limit: Time

Spend a plot point to insert false "facts" into a target that they will "just know" are true.

Resources

Games & Theory Headquarters 2d6
(research, recovery)

Growth



Corporal Ace Levey

Lieutenant of the Roughnecks • Company Clown

Values

Duty: "I'm just here to fight." d8
I used to be a Gloryhound, but I got better. d6
Love is for after your tour of duty is over; in the mean time... d4
Power is a well-placed pocket nuke. d8
Justice gets lost in the chaos of war. d8
I'm better off not knowing the whole Truth. d8

Relationships

Rico is my best friend. d10
Carmen makes Johnny happy... usually. d6
Dizzy died in my arms. d8
Carl plays games with our lives. d6
Zim was a harsh taskmaster; now I'm his CO. d6
My father, Jack Levey, is more curious than is good for him. d6

Stress

Afraid
Angry
Exhausted
Injured
Insecure

Assets

Family Reputation d4

Earn a Plot Point and Give your opposition a d6 when your family reputation precedes you.

Fast Talker d8

Earn a Plot Point and Give your opposition a d6 when you're caught in a lie or exaggeration.

Add a d6 to Trouble to Reroll a die in a Fast Talker roll.

Observant d8

Add a d6 to Trouble to Reroll your first roll in any Contest or Test where you have been surprised, ambushed, or caught off guard.

Spend a Plot Point and Reroll a die in an Observant roll when you're sure there's more than meets the eye.

Shameless Flirt d8

Earn a Plot Point and Add a d6 to Trouble when you flirt with someone you know you shouldn't.

Spend a Plot Point to Reveal a new facet of your "worldly and cosmopolitan life" as a d8 Useful Detail.

Smartass d8

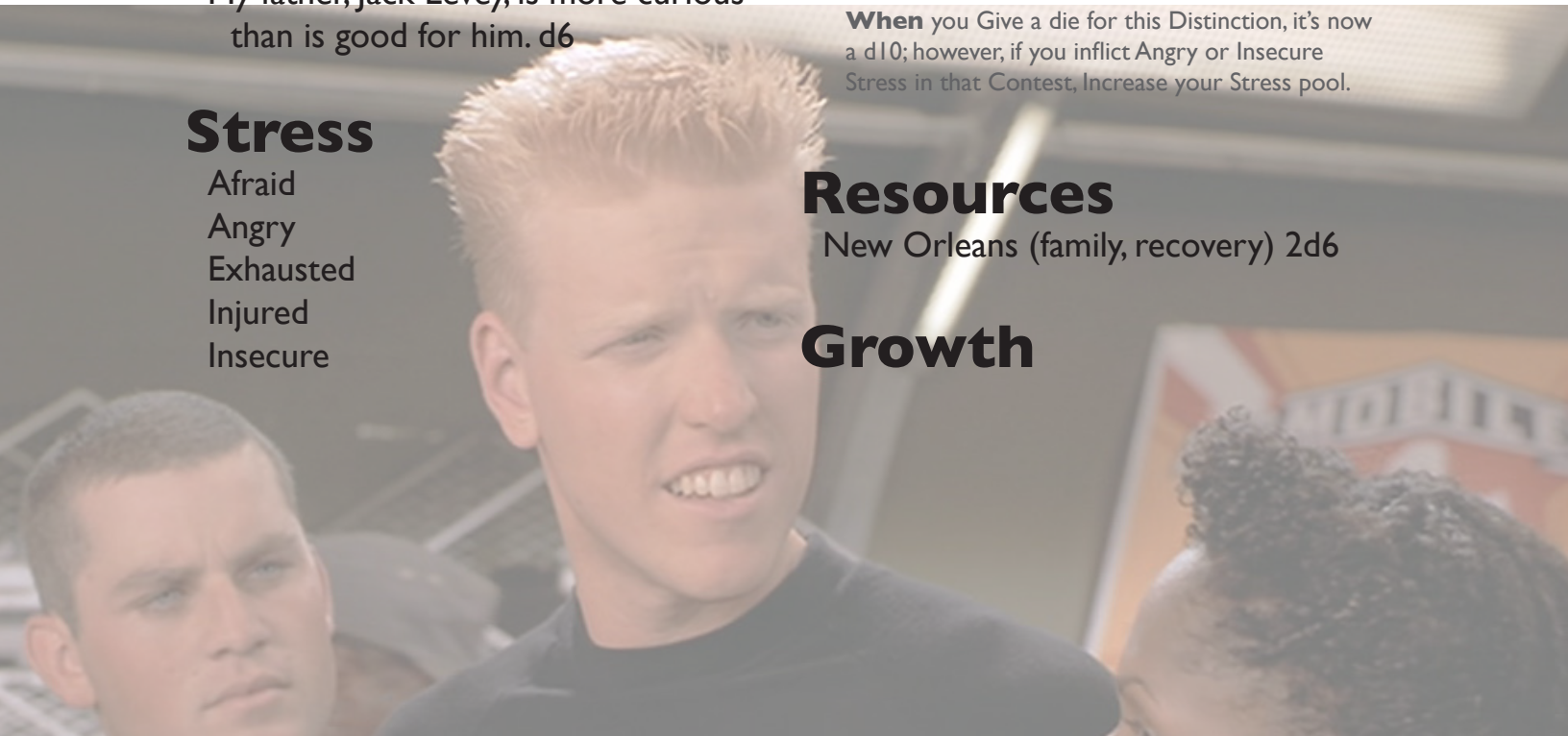
Earn a Plot Point and Give your opposition a d6 when you're being a Smartass in a dangerous situation.

When you Give a die for this Distinction, it's now a d10; however, if you inflict Angry or Insecure Stress in that Contest, Increase your Stress pool.

Resources

New Orleans (family, recovery) 2d6

Growth



Private Charles Zim

Hero of Klendathu • Ex Drill Instructor

Values

- Duty says I follow the orders of my former cadets. d8
- Glory gets in the way of getting the job done. d6
- The Love of my life was killed by the bugs. d4
- Power, wisely applied, yields victory. d6
- Every bug I kill is another tally mark for Justice! d10
- My Truth is whatever my CO tells me. d8

Relationships

- Rico used to be one of my cadets and is now my new CO. d8
- Lieutenant Rico fraternizes with Carmen, which will end in tears. d8
- Dizzy was my favorite cadet. d10
- You have to trust Military Intelligence guys like Carl. d4
- Ace never had what it really takes. d4
- I captured the Brain Bug. d6
- Back in our school days, I was best friends with the traitor Jack Levey. d6

Assets

Heroic Reputation d8

Add a d6 to Trouble to Reroll a die when you intimidate or awe someone as a hero.

Spend a Plot Point to Gain a 2d8 Extra for the rest of the scene (a devoted fan!).

Marksman d10

Earn a Plot Point when you Choose to run out of ammunition.

Spend a Plot Point to Reroll a die in a Marksman roll.

On A Mission d8

Earn a Plot Point and Add a d6 to Trouble when you foolishly pursue your mission despite the risk.

Spend a Plot Point to Reroll a die in a roll that directly contributes to your mission.

Soldier d8

Earn a Plot Point when you Choose to follow orders, stick to protocol, or maintain strict discipline.

Spend a Plot Point to Reroll any die in a Soldier roll because of your discipline and training.

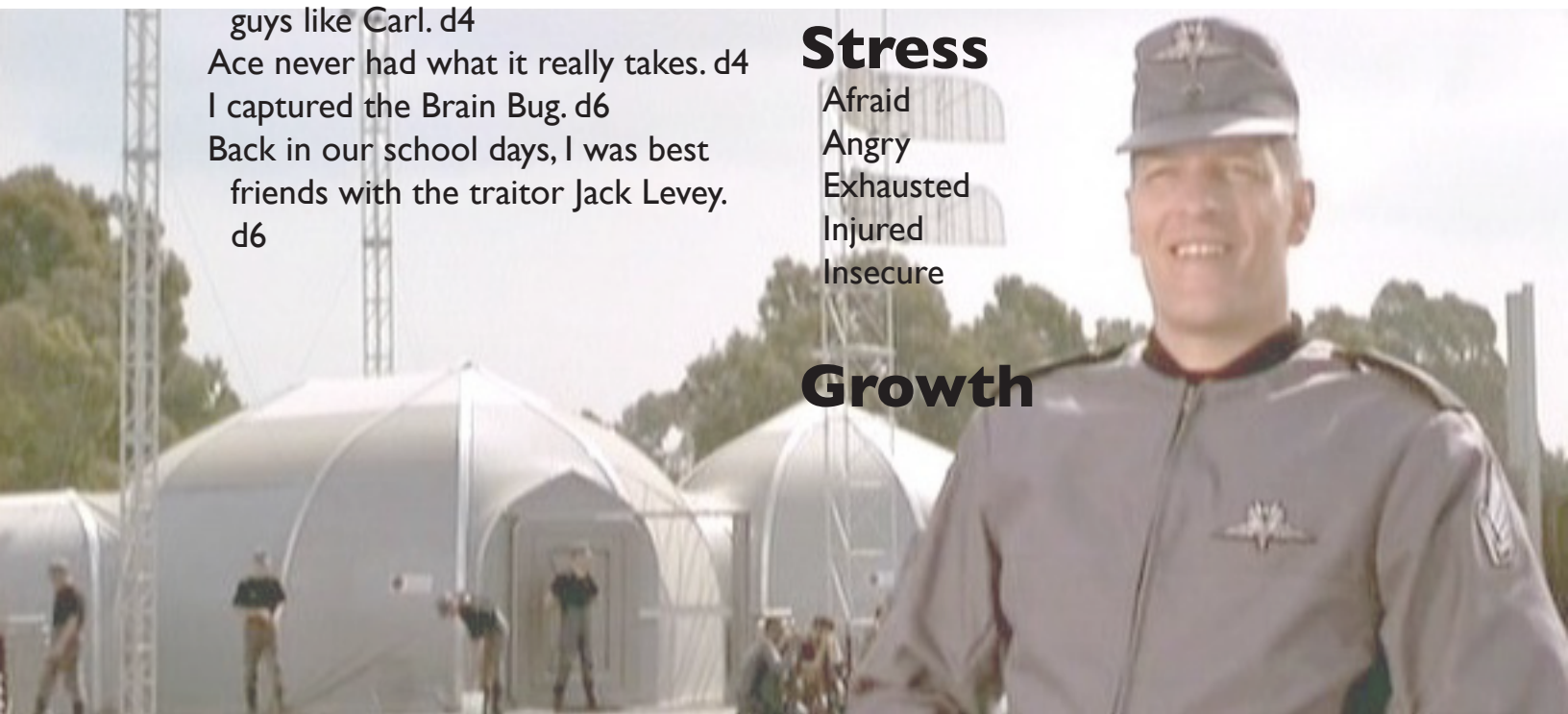
Resources

Klendathu (heroics, reputation) 2d4

Stress

- Afraid
- Angry
- Exhausted
- Injured
- Insecure

Growth



Meat for the Grinder

Smallship Trooperville: Starship Troopers via the Smallville RPG

Overview

In the aftermath of the Battle of Klendathu, Our Heroes discover that there is more to the Human-Arachnid War than they thought. When they're sent across the stars to fight bugs, will they notice that they are pawns in a plot by the veteran-elite of the Federation? Will they care?

Opening Scenes

Dizzy Flores wakes up in the "accelerated sleep chair" that she was trying out on Ticonderoga — before the Battle of Klendathu. There are other Roughnecks around. A frantic Doctor Lumbreiser screams about invading bugs.

Rico and Carmen are having breakfast in Carmen's quarters, docked to Ticonderoga, when their transponders go off; they're supposed to report but they're not supposed to be fraternizing (Fleet/Infantry), either. Their COs tell them to suit up, they're heading to Zagama Beach.

Ace Levey and Zim are relaxing on Battle Station Ticonderoga when Jack Levey sits at their table. He insists that "the vets" are up to something, and pleads with Ace to look into his two leads: the facility on Zagama Beach and General Ibanez. But Ibanez has never been to Zagama. He pushes hard for Ace to promise him to look into things.

Carl is summoned to GTHQ by Brigadier Augustin and informed of his mission: accompany the Roughnecks into the facility at Zagama Beach, clear out the bug infestation. Don't let them see anything critical, and don't let them nuke the place!

Reveals

Dizzy's "Ticonderoga" isn't the station: she's planetside on Zagama Beach.

All of Dizzy's "Roughnecks" are casualties from the two battles of Klendathu.

Doctor Lumbreiser is half-mad with terror. He spills that the facility on Zagama Beach is cloning Federation soldiers for the war effort, and that there are "new modifications" that Brigadier Augustin has insisted on.

The "new modifications" make the clones more susceptible, not less, to telepathic manipulation.

Beneath the Zagama Beach facility is the arachnid plague, kept in cold storage. This is the bug's target.

Games & Theory could have ended the war before Klendathu, but prolonged it in the hopes of catching the Brain Bug.

General Ibanez has been declared a "rogue sensitive" and all units are ordered to capture and execute him immediately. Carmen gets a psychic message from him: come to Klendathu.

On Klendathu, Ibanez is occupying a fortress manned by arachnids fighting other arachnids.

Brigadier Augustin "upgraded" General Ibanez with Arachnid resequencing. The General is now a Sensitive with fledgling telepathy. Ibanez read Augustin's mind and discovered that Augustin is taking orders from the captured Brain Bug. He fled.

Augustin/Brain Bug plans on mass-producing psi-susceptible "drones" and "upgrading" all veteran-citizens, turning the Federation into a hive construct like the Arachnids.

Climax

Assault on Games and Theory Headquarters, which has been overrun by bugs ostensibly controlled by Augustin, but in reality by the Brain Bug.

Brigadier “Cat” Augustin

Commander of Games & Theory

Values

It is my Duty to create a stable Federation. d10

My new Federation will be Glorious! d6

Manuel refused my Love; I'll create a world without it. d8

The Future is Power d6

Justice is a lie perpetuated by the weak against the strong. d4

I know the Truth. d8

Relationships

Colonel Jenkins is a fine operative. d8

The Brain Bug is cooperating with us! d6

General Ibanez has become a liability. d8

Assets

Backhanded d8

Earn a Plot Point for another Lead and Increase your Angry or Insecure Stress pool against him.

Spend a Plot Point to Decrease another Lead or Feature's Angry or Insecure Stress pool against you or another character.

Connected d6

Spend a Plot Point to Gain a d8 Relationship with a Feature for the rest of the scene.

Extraterrestrial Knowledge d8

Earn a Plot Point when you Reveal you know way too much about an alien culture.

Spend a Plot Point to Reroll a die in any roll associated with understanding alien cultures.

In Over My Head d8

Earn a Plot Point and Add d6 to Trouble when you get into trouble over your head.

Add a d6 to Trouble to Increase your Insecure or Angry Stress pool against opponents who outclass or capture you.

Telepathy d10

Spend a plot point to sense the location and well-being of any person that **you** have met before.

Descriptor: Psychic • Limit: Time

Resources

Games & Theory Headquarters 2d12

G&T Mooks 2d8

General Manuel Ibanez

Escaped Test Subject

Values

Duty: no one should suffer like this. d8

Glory is for the young. d6

Love: Augustin will not do this to Carmen! d8

Some Power isn't worth its price. d10

I doubt I will live to see Justice prevail. d6

The Truth is ugly. d4

Relationships

I am immeasurably proud of my daughter Carmen. d10

My daughter could do better than Johnny Rico. d6

Jack Levey is a traitor to the Federation. d8

Brigadier Augustin is an unwitting tool. d8

Assets

Agile d8

Reroll a die in an Agile roll when you Choose to drop everything you're carrying.

Spend a Plot Point to Decrease your opponent's Injured or Exhausted Stress pool.

Clever d10

Earn a Plot Point when you Choose to show off your smarts in some annoying or frustrating manner.

Spend a Plot Point to Reveal that you know a piece of useful trivia.

Guilty d6

Earn a Plot Point and Give your opposition a d6 when your guilt stymies or confuses you.

Savage d8

Earn a Plot Point and Add a d6 to Trouble whenever you act upon your base instincts.

Add a d6 to Trouble to Increase your Injured or Afraid Stress pool.

Soldier d8

Earn a Plot Point when you Choose to follow orders, stick to protocol, or maintain strict discipline.

Spend a Plot Point to Reroll any die in a Soldier roll because of your discipline and training.

Resources

Warrior Bugs 2d10

Jack Levey

Terrorist • Journalist • What's the Difference?

Values

I have a Duty to expose the vets! d8

I'm not in it for the Glory d4

Love? Margaret is long dead. d4

Power corrupts. d6

One day, there will be Justice. d8

The Truth must come out! d12

Relationships

Brigadier Augustin is a power-mad lunatic d8

My son Ace needs to get his head out of his ass. d8

When Zim went military, he lost the ability to think. d6

Assets

Clever d10

Earn a Plot Point when you Choose to show off your smarts in some annoying or frustrating manner.

Spend a Plot Point to Reveal that you know a piece of useful trivia.

Fast Talker d10

Earn a Plot Point and Give your opposition a d6 when you're caught in a lie or exaggeration.

Add a d6 to Trouble to Reroll a die in a Fast Talker roll.

Hacker d8

Add a d6 to the Trouble pool to Reroll a die in a Hacker roll.

Spend a Plot Point to Reveal a fact about security holes or other exploitable weaknesses in the target of your hacking.

On A Mission d4

Earn a Plot Point and Add a d6 to Trouble when you foolishly pursue your mission despite the risk.

Right Place, Right Time d8

Earn a Plot Point and Give your opposition a d6 when somebody confronts you about your presence somewhere off-limits, secret, or prohibited.

Add a d6 to Trouble to join a scene you weren't in.

Resources

Zagama Beach 2d10

(schematics, downloads)

Battle Station Ticonderoga 2d8

(crowds, access)

The Brain Bug

Tiamecuhtli, not that you can really pronounce it correctly

Values

Power is Survival. d10

I owe no Duty to Behemecoatl. d8

Love, Justice, Truth, Glory... these are human concepts. d4

Incomprehensible Arachnid Value d10

Relationships

Humanity will serve me. d8

Arachnids will bow before me. d10

My nemesis, "Charles Zim," will die by my pedipalps! d12

Assets

Mastermind d12

Add a d6 to Trouble to Reroll a die when dealing with characters you have a history of manipulating.

Spend a Plot Point to Reveal that you've planned for this eventuality and have the resources necessary for your plan.

Spend a Plot Point to Reroll a die when your plan comes to fruition.

Resources

Warrior Bugs 2d10

Hopper Bugs 2d8

Plasma Bugs 2d12

Bombadier Bugs 2d6

Tactical Pocket

NUKE

3d12

(add d10 to Trouble whenever this is used)

Extraction

Don't Forget: whenever you leave a planet,
you may have a Tag Scene where you use your
Growth Pool to boost your stats!