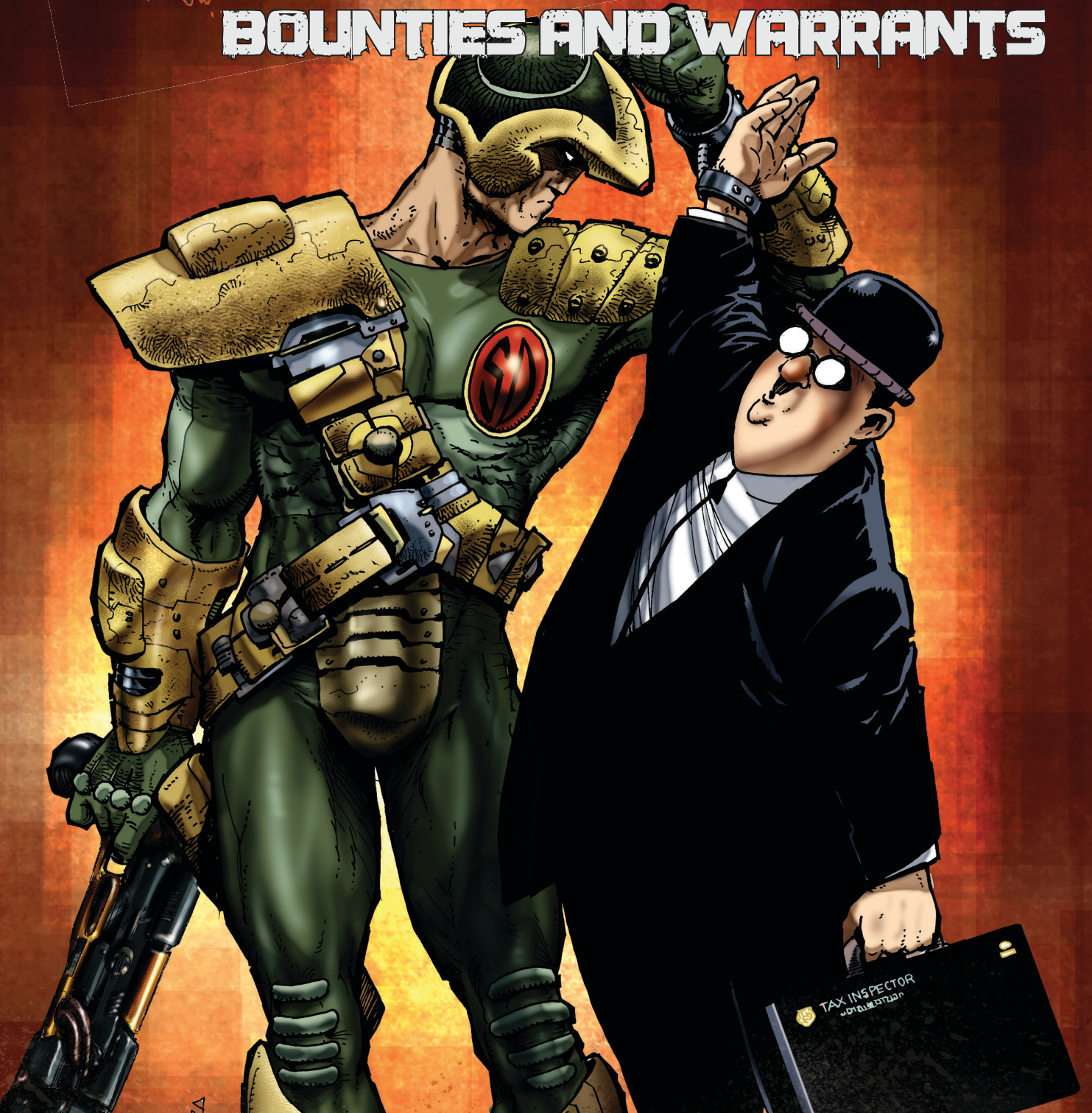


STRONTIUM DOE

BOUNTIES AND WARRANTS



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CREDITS

WRITER

Bryan Steele

EDITOR

Nick Robinson

LAYOUT & GRAPHIC DESIGN

Will Chapman

INTERIOR ILLUSTRATIONS

Carlos Esquerra, Jason Brashill, Simon Penter, James Gammel & Ricardo German Ponce Torres

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COVER ILLUSTRATION

Carlos Esquerra

SPECIAL THANKS

Jonathan Oliver, Sam Vail, Matt Sharp, Matt Smith, Jason Kingsley & Matthew Sprauge

PROOFREADER

Charlotte Law

PLAYTESTERS

Andrew James Alaw Welty, Dave Ives, Kathrine Ives, Pete Nash, Gregory Wolfe, Thomas Zunder & Matthew Zunder.

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INTRODUCTION: BOUNTIES AND WARRANTS

'So...what troublesome little toerag has risen to the top of the list this time?'

'Who cares? What Ah want tae know is how much he's worth!'
— Johnny Alpha and Middenface McNulty during a Bounty-Bingo

What is Bounties and Warrants?

Bounties and Warrants is a sourcebook for the *Strontium Dog Roleplaying Game* filled with mission seeds and plotlines. Life working for the Galactic Crime Commission is a frantic one that has S/D agents travelling all over the universe, even across time itself in search of their targets. Agents never know exactly who or what they will be after, why or *when* they are after them and what their orders will be – until the orders fall into their hands.

Coming in the form of standardised warrant card information, *Bounties and Warrants* is a source for dozens of adventures and plots Referees can call upon. You can either choose to use the warrants in this sourcebook as pieces of a larger gaming campaign or perhaps as random adventures that take place between larger stories. How the warrants and mini-adventures this book contains are used is up to the individual Referee.

The first chapter, *The Good*, is a collection of non-violent warrants that the GCC has decided to request S/D agents to undertake. These warrants arrange for services from corporate targets that are to be captured without harm and escort duties for VIPs to the protection of important places or things. These

warrant card sheets will provide adventures that are not – or are not supposed to – going to result in high body counts.

The Bad contains warrant card docketts for more dangerous affairs. Targeting people, places and things that might call for a little firepower, most of these bounties are higher-paying according to their threat. Some of these contracts might set the S/D agents in the path of larger threats but it should not be anything they have not been trained to deal with; in theory, at least.

The book moves on to *The Ugly*, a collection of warrants that will send the agents up against some dangerous targets. Some old friends from the comic series appear in this category, rearing their heads to end up on the GCC's most wanted lists again. These bounties are high paying and a real test of agents' skills.

Reserved for the worst offenders and the most dangerous situations, *The Really Ugly* is a collection of warrants that most S/D agents would not wish on their worst freelance rivals. Even the Styx Brothers pass on these jobs. The rewards are considerable but so is the risk. It is up to the agent to decide if it is worth it.

The end of this book comes in the form of *Specialised Tools and Toys*, a small collection of new equipment the GCC has access to. S/D agents can try to utilise these new trinkets, from Temporal Tags to Anti-Grav Grenades and the Smoker Incendiary Rifle. Most Strontium Dogs prefer a good blaster at their side but sometimes new equipment can be just what the agent needs.

With the warrants found in this book, both Referees and Players can ready themselves for an assortment of fun adventures for the GCC.

Adding Additional Roleplaying or Adventure

The episodically designed warrant cards in *Bounties and Warrants* are designed to be the introduction and setting for an adventure the team of Strontium Dogs can undertake. They are written in a way that makes each warrant a type of 'mini-adventure' that can be used as-is or inserted into a bigger plot to become part of a larger story. The Referee makes the final decisions as to what happens before, during and after the S/D agents go after one of these warrants. If the Referee decides that Simon Wyman needs more bodyguards in order to sufficiently challenge his group of players, then he should feel free to add them. If he wishes to reduce the number of mafia hoodlums faced in a casino gunfight he should do this.

To make the most out of these warrants, we encourage Referees to add some of their own events, character interaction and unexpected conflict into the greater plot of *Bounties and Warrants'* individual bounties to prepare the gaming sessions they want out of the *Strontium Dog* Roleplaying Game. If the Referee, Players and their characters are happy with the outcome of their missions, this book did what it was intended to – enrich *Strontium Dog* roleplaying.



CHAPTER 1: THE GOOD

'Escort? Really? Do ve have to? I vant to smash some heads, old cucumber!'

— Wulf Sternhammer, after drawing the Mutant-7 Contract

Easy Going or Going Easy?

This chapter supplies Referees with an assortment of 'less-violent' warrants that should not pose much of a threat to an agent but you never can tell what is going to happen when S/D agents are involved. Many of these warrants are going to be Apprehend and Return warrants, forcing the agents to hold off on the trigger when at all possible if they wish to be rewarded the full bounty.

Some of these warrants are not for apprehending wanted criminals but rather situations that the GCC has been paid to take care of. Escorts, meetings and other oddities come of these assignments. Hopefully the Dogs will not make too much of a mess out of them.

BOUNTY BINGO – RANDOM WARRANT ISSUING

Some Strontium Dog teams might not care what warrants they accept, going happily off into the universe with their warrant cards flashing. If this is the case or if a Referee wants to randomly

determine one of the 'Good' warrants from this section, he can roll randomly on the following table to come up with the bounty assigned to his players' team of Dogs.

Assignment: Waiting for the Mail

Things can get pretty hectic at the Doghouse from time to time and the GCC can hardly spare seasoned agents to fetch the common memos, communiqués from clients and other less than important parcels. Even so, the top brass still needs this information picked up from couriers on occasion. Frequently a courier does not want it to become common knowledge he is carrying GCC material and will arrange to meet GCC agents at a neutral location to deliver the package. The information is still important enough to be worthy of an armed escort, the possibility of the activities of the GCC being hampered by these documents being intercepted is something to be avoided.

Normally an assignment reserved for rookie agents or those on someone's bad side, a courier run is rarely exciting and pays little to nothing. It does get a team of agents away from the Doghouse for a few days however and can be a nice change of pace after being shot at for months on end.

D66 Result	Warrant Issued	Page Number
11 – 13	Waiting for the Mail	4
14 – 16	The Black Box	6
21 – 23	Safety First	8
24 – 26	Bringing Home the Bacon	13
31 – 33	The Once-Armed Man	16
34 – 36	Out of the Frying Pan...	17
41 – 43	By the Light of Day	19
44 – 46	Knowledge is Powered	22
51 – 53	Something Wicker This Way Comes	24
54 – 56	Keep On Truckin'	26
61 – 63	Two for the Price of One	28
64 - 66	Roll on the 'Bad' Bounty Bingo Table	31

Warrant Designation: Duty/Courier Run

Reward: Cr. 1,500

Warrant Status: Open

LVS – *Herald G17*, Courier Transport: 13/10/85

Notes

This warrant assigns a duty to the S/D agents undertaking it, giving them GCC clearance to accept a shipment of unknown data and cargo from the crew of the courier ship *Herald G17*. The agents are not to open the sealed containers under any circumstances and must not allow the containers to leave their sight.

This warrant is an extremely basic mission sending the Dogs to a rendezvous point to pick up a set of message-crates filled with an assortment of things they are not supposed to look at. It is the single most basic warrant they could probably ask for but also the least likely to be exciting. The Player Characters assigned this duty will be put to the test concerning their curiosity and honesty, with their role being little more than delivery men.

ASSIGNMENT INITIATED

When the team begins this warrant assignment, they will be transported to an orbiting cargo platform with minimal amenities called the *Rounder*. Reaching the *Rounder* will take a few hours of space travel, after which read the following:

The Rounder is a grey metal cylinder spinning with a backdrop of black and stars, a reminder that you are linking up with one of the least exciting places in known space. But hey, it pays the bills with no one trying to blow the sneek out of you.

After the airlock hisses open, you walk out into the central terminal area of the station. It is a dull, gunmetal coloured oval dotted with numbered doors in several languages. There is no one else here, giving you the pick of the 20 some odd benches to sit and wait. And wait you will, if your chrono is to be believed.

So you sit... and you wait...

The team will get to the *Rounder* and be forced to sit and wait for a few hours before the *Herald G17* will arrive. During this time the Dogs are going to be bored, tired and probably looking around for something to keep them occupied. If they decide to start looking around, they will discover all of the following pieces of information:

- There are only two security cameras and one is not functioning, leaving a large section of the waiting area outside of surveillance.
- Three of the seven airlocks have large strips of warning tape over them reading 'OUT OF ORDER'
- The glass over the emergency fire kit near airlock 5 has been broken, the foam-emitter is empty and the pry-bar is missing.

After a while the Dogs will run out of things to look at, investigate and meddle with. Just as soon as they have reached the limit of their patience, the flashing lights and buzzers over airlock 4 will signal the arrival of the courier ship. In a few moments' the *Herald G17*'s crew will pile out through the airlock with three plasterene shipping crates. One crewman, Ensign Bartikol, will step forward to ask for the warrant card to 'verify the dropoff'. Once verified, the ensign will explain he is sending the proper codes back to the GCC, arranging for their return flight home. Once the crates exchange hands, the ensign will embark upon his ship and be on his way – leaving the Dogs alone once again to wait for a ship to arrive for them.

This time however, they have three large and mysterious GCC crates sitting in the poorly monitored waiting area with them.

Each crate is 1m x 1m x 0.5m, coloured a bright red and marked with several stickers in numerous languages. They read 'Classified GCC Materials', 'Caution: Fragile' and 'May Contain Temporally Sensitive Equipment: Handle With Care'. The crates each have a mass of roughly 50kg.

The Dogs will have two hours alone with the crates before the GCC transport returns for them. A team might spend the time quietly, resisting the urge to check out the crates but many Strontium Dogs have the job because they are not perfect citizens. Between natural curiosity and the tantalising stickers on the crates, some may look inside.

Getting into a crate is easy; the side latches are popped open and the plastic seal is broken. This requires no skill roll but will be impossible to miss when the crates are delivered back at the Doghouse. If a character wants to get into one of the crates without leaving a trace of his passing, he will need to pass either an Athletics (coordination) skill check at a –4 DM or a Deception skill check at –2 DM. If the Dog passes one of these checks, the crate can be opened without breaking the seal completely, allowing the characters to look around inside the container.

The GCC knows what is supposed to be in each crate through its data manifesto packed within. These can be doctored rather easily if a character wanted to make it look like something inside never existed. This requires a Computer skill check and around 10 minutes but will erase any one item from a crate's contents per Effect.

In case the Dogs do look through the crates, their contents are as follows:

Crate 1:

- 22 electronic memos to GCC staff members
- 10 handwritten letters of a personal nature to GCC staff members
- 2 wrapped holiday packages addressed to GCC staff members
- 1 bottle of expensive alien liquor

Crate 2:

- 5 safety-locked Westinghouse 'Manhunters' (see page 51 of *Strontium Dog* Roleplaying Game)
- 1 sealed case of Plasma grenades (see page 54 of *Strontium Dog* Roleplaying Game)
- 10 Gauss Pistols (see page 54 of *Strontium Dog* Roleplaying Game)

Crate 3:

- 1 magnetically locked and shielded medical container that holds a non-lethal but very contagious cold virus

Exactly what the Dogs do or not do with the crates is up to them. Two hours after they are dropped off, the GCC transport will dock again with the *Rounder* and pick the team up to go back to the Doghouse for debriefing.

ASSIGNMENT DEBRIEFING

When the team returns with the crates, the inspection officer will go over them quickly but with care. The Referee should roll 2d6 for the officer; a 5 or higher will reveal a tampered crate if the seal is broken, where an 11 will notice that something is amiss with a crate that was expertly opened.

Unless the Dogs are caught with tampered crates or stolen merchandise, they will receive the payment as expected and be allowed to leave. They can count this as a successful assignment and hope to get something a little more exciting next time.

If the inspection officer manages to notice a crate has been tampered with but nothing is missing from the electronic manifest, half the warrant's reward is docked and the Dogs will be reprimanded. Their next warrant reward will automatically have a -10% penalty applied to it for this infraction.

If the inspection officer notices something is missing from the crates and the Dogs failed to alter the manifest they are in for a long lecture about following orders and 'losing' important parcels. For their 'mistake' they will each be docked Cr. 5,000 from their GCC accounts, which they WILL pay back before being allowed to purchase anything other than essentials (food and ammunition) from the Doghouse commissary. They will also have to return the missing items.



Assignment: The Black Box

Some planetary cultures rely heavily upon air travel to get around their worlds. When important people travel on these aircraft and the aircraft are summarily shot down, there are many questions that need to be asked and answered. Using an earther colloquium, many of these important aircraft carry 'black boxes' that record everything that happens to the vessel in travel. Someone has to retrieve these black boxes when things have gone awry; sometimes someone out of the GCC is hired to do so.

Not the normal sort of work Strontium Dogs undertake, it is still a paying contract that should be relatively easy and safe to complete. Travel to the crash site, find the black box and return it to the client. Unless complications arise, it should be easy money.

Warrant Designation: Duty/Object Retrieval
 Reward: Cr. 3,000 plus Cr. 500 per verifiable Yunder kill
 Warrant Status: Open
 LVS – Wreckage of *Tran-Sea Flight 332*: crashed 600 kilometres outside Jehring City, Kingdom of Jehring, planet Raad; 17/7/85 (Outer Sector B 0506)
 Notes
 This warrant assigns a retrieval duty to the S/D agents, giving them the permission of the Jehring Royal Court to investigate the wreckage of *Tran-Sea 332*. The flight's 'black box' is a crystalline-matrix recording module; it should be located near the centre of the craft.
 The Royal Jehring Monarchy has issued warnings to the GCC that irregular forces of the neighbouring kingdom, Yund, might have been responsible for the crash of the ambassador's craft. The incident took place only 5 kilometres from the border and agents should be aware of the ongoing conflict between the two kingdoms.

This warrant appears to be a basic duty that sends the Strontium Dogs to a planet whose kingdoms are currently at war. The team will be transported safely to the site where the Jehring aircraft was shot down, where they will need to investigate the wreckage to find the 'black box' in order to return with it and get paid.

It will not be as easy as they think however, as the savage Yunders are also on the lookout for the wreckage, to execute any survivors and destroy any evidence that they shot down an ambassadorial craft.

ASSIGNMENT INITIATED

The team begins this warrant assignment by shuttling out to a small, predominantly forested world called Raad (pronounced *rahd*). It is an unimpressive planet that only recently discovered energy weapons on a vehicular scale and the GCC files on it were recently updated to reflect that fact. When the Dogs' ship touches down a few hundred metres from the aircraft wreckage, they will walk the rest of the way. Read the following:

The trees and underbrush have been burnt to cinders in the long trench created by the aircraft as it crashed, leading you quickly to where the wreckage must lie.

Reaching the craft, you see why no one walked away from this. Two halves of the craft, which was once roughly saucer-shaped, lie on either side of a tall pillar of cracked stone. When the craft came down, it must have slid directly into the natural rocky formation. The pieces of the ship look mostly metallic with a crystal latticework over the hull and the bodies of a dozen dead Raadi passengers lie strewn.

Now... to find that box...

If the Strontium Dogs want to find the crystal recorder in the wreckage, they will need to begin to sift through the broken parts, loose panels and dead alien bodies. In game mechanics, the Dogs can look over the broken sections of the aircraft and the corpses through the use of an Investigate skill check. The Effect of this skill check determines what the characters will find in the wreckage, up to and including the recorder. The following table shows what a character will find amidst the aircraft heap, good or bad.

Investigate Effect	Searching Character Finds...
-6	Acidic Sludge; 2d6 acid-based damage
-5 to -3	Exposed Power Conduit; Athletics (coordination) 8+ or suffer 2d6 electrical damage
-2 to -1	Nothing of Note
0 to 1	1 Gilded Cerranium Ingot (worth Cr. 500)
2 to 3	1d6 Gilded Cerranium Ingots
4 to 5	The Crystalline Recorder ¹ ; 2d6 Gilded Cerranium Ingots
6	Raadi-made Telekin Shield (see page 61 of the <i>Strontium Dog</i> Roleplaying Game)

¹ The first character to achieve this Effect finds the Recorder; following results earn the Ingots

The aircraft was carrying the ingots as a bribe to a Yunder leader who was supposed to switch sides with his forces. Once the Dogs have searched the wreckage once, whether or not they find the recorder, they are in for a surprise – the Yunders who shot the craft down will show up to claim their prize. These are the leader's men, he double crossed the Jehring and sent his men

to take the wealth without betraying his people. Having watched the shuttle come down near the crash site, they followed the S/D agents to the area. The 10 Yunder irregulars now plan to deal with the Dogs and take the cerranium by force.

YUNDER GUERRILLA

The oldest culture on Raad, the Yunders are the underprivileged labourers that worked for the Jehring Royal Empire for centuries until a civil war split the two peoples violently. Now they hate one another with every ounce of their collective beings.

They are slightly over a metre in height, wiry, well-muscled and covered in thin ginger-coloured fur. Their faces are somewhat feline but are dominated by a wide, three-nostril nose.

Characteristics: Str 8 (+0), Dex 7 (+0), End 10 (+1), Int 6 (+0), Edu 5 (-1), Soc 5 (-1)

Skills: Athletics (endurance) 1, Explosives 0, Gun Combat (slug guns) 1, Melee (bludgeon) 1, Recon 1, Stealth 1, Survival 2

Armour: Mesh with Leatherene Pads (4)

Weapons: Autorifle 3d6

Notes: One of the Yunders is carrying a spent laser-guided rocket system; the weapon responsible for shooting down the aircraft.

When the Yunders realise they are outmatched – at the point they are reduced to five or less conscious fighters – they will retreat from the scene into the woods again. They are not especially brave or foolish enough to go head-to-head for very long with a team of S/D agents.

After the battle the agents have as much time as they wish to search the crashed aircraft for the Recorder. The Referee should note there are only 20 cerranium ingots on the ship, 4 telekin shields and the one Crystalline Recorder – in case the Dogs get money hungry when they see their first few ingots.

When the team has located the Recorder they can then walk back to their shuttle and deliver the recorder to the Jehring authorities and then make their way back home.

ASSIGNMENT DEBRIEFING

As long as the Strontium Dogs return with the Crystalline Recorder to give to the client, they will receive the full amount for the warrant.

If the Dogs had the foresight to take proof of termination of any Yunders they killed, the client (the Royal Jehrings) will pay the team an additional Cr. 500 per dead irregular. They are glad to see their enemies eliminated.



Assignment: Safety First

The fantastic armament and equipment the GCC equips its agents with is commonly purchased from corporations and weapon manufacturers. They do not want just anything that comes out of the workshops though; the GCC wants tested and proven gear that will enable their agents to complete their jobs successfully.

Prototypes become mass produced equipment through a series of tests. From clinical lab work to controlled testing and field runs, these items are put to the test many times before they are considered available for open sales. The more physical tests are performed by robots or sometimes – freelance testers.

Warrant Designation: Duty/Technological Testing
 Reward: Cr. 3,500
 Warrant Status: Open
 LVS – *Waylingbrook Research Station; 22/9/83 (Core Worlds 0506)*

Notes
 Waylingbrook Industries L³C (Limited Liability Licensed Company) is a designer of combat equipment. The GCC has purchased many items from them throughout the decades; frequently at a premium price. Waylingbrook has decided to cut the GCC a hefty cost reduction for any item(s) they decide to have their agents officially test.

Tests must take place in a controlled environment to count for the deal; like the facilities on the company's own research stations.

This warrant assigns a prioritised duty that will reveal some facts about the next generation of agent equipment for the GCC. The team will be shuttled safely to the Waylingbrook facility, where they will be given several choices of prototype combat gear to be tested. Depending on what they choose to test, there can be some issues they may wish to report. It might not be as exciting as running down bounties but it is easy enough money for the characters.

ASSIGNMENT INITIATED

Once assigned, the S/D agents are put on a GCC shuttle and taken to a large scientific station several hours' warp jump away. This space station contains the scientific laboratories of the Waylingbrook corporation; the agents' shuttle will be allowed to dock with it after only a few minutes of reference-checking. Once inside they will be shown to the meeting area, where they will meet Doctor Heary.

'Good evening... erm... afternoon... morning?' the blue-skinned alien in the bright yellow lab coat says confusedly, 'I lose track sometimes. Not that it matters up here, anyway?' He stands up, a pile of clipboards under his four arms, 'My name is Dr. Yamin Heary and I will be overseeing your equipment testing.'

'Now, the GCC already signed all of your release forms for you,' the doctor says, handing you your personalised clipboard, 'so all you have to do is decide what in today's line up you will be testing. Oh and do we have a good array of fabulously experimental technologies for you to test!'

When the Dogs have all looked over the clipboards, possibly making an Advocate skill check to ensure it is all legally arranged and insured, Dr. Heary will show them to the preparation lab – and the experimental equipment they will be testing.

In the preparation lab there are a total of seven pieces of experimental technology that need testing to complete the warrant's duties. Depending on the number of Strontium Dogs in the unit, this could mean some agents might need to test two or more pieces of equipment. Dr. Heary will give the following basic

introductions about the equipment, helping each agent pick what they wish to choose as their part of the warrant duties.

Item 001: Hydronervotix Healing Agent (a basic syringe) – *'A simple injectable that increases healing rates to astronomical levels. So much so that the user will be able to actually see his wounds knit while under its effects.'*

Item 002: Detail Polariser (liquid dropper) – *'Eyedrops that enhance the user's ability to focus on the tiniest of details, we expect the polariser to be a favourite of snipers and other marksmen.'*

Item 003: Kinetiplast Bodyglove (a clear bodysuit) – *'A seamless sheet of our special plastic sewn to fit the wearer, the bodyglove will turn away all but the strongest wide-area kinetic impacts.'*

Item 004: Quantum Telephase Blaster (chrome coloured blaster) – *'Not your average blaster. This gun fires a charge that slides between the dimensional boundaries of 6655 and 6656, emerging at its quantoplasmic peak to maximise... oh, it puts big holes in things, alright?'*

Item 005: Gravitic Impelling Flechette Pistol (a large, long-barrelled pistol) – *'Using simple gravitically charged ringsets, this externally powered pistol hurls ferrous flechettes beyond the speed of sound. These projectiles are able to cut through most armour but can be somewhat inaccurate.'*

Item 006: Localised Field Vibro-Blade (a wide-hilted cleaver-like blade) – *'Powered by a hand-sized fusion battery, this melee weapon should be able to punch through any amount of armour without losing its ability to cut the wearer.'*

Item 007: Prototype 7 (a crystalline cube with fingertip depressions) – *'This as yet unnamed piece of technology is triggered by raw aggression. It is based on alien technology we discovered, emitting a focussed beam able to turn most solid matter to vapour with a few seconds of exposure. We are still working on what to call it.'*

The Dogs will be assigned to separate testing rooms, each one being monitored electronically by a number of cameras around the room. Depending on the items they have chosen to test, there will be a number of materials in the room to aid them.

Each item has a specific skill check that is required of the Dog testing it, the Effect of these checks determine what happens when the item is used. Each of the items' testing requirements are found in the following subsections, along with a narrative introduction for the test itself.

ITEM 001

The testing area is a small white room with a single chair bolted to the middle of the floor. Next to the chair is a tray full of medical instruments; some you recognise, some you do not. 'Please,' the nurse gestures, 'take off your shirt and have a seat.'

The volunteer will sit in the chair and a medical professional will inject him with item 001. After 10 minutes of an aching pain in his veins, the Dog will then be submitted to several minor injuries. Cuts, burns, bruises, electric shocks and one deep puncture will be administered to him, with his body's reactions recorded as the test.

The Strontium Dog will need to take an Athletics (endurance) skill check. The result should be applied to the following table to determine the test's outcome.

Test Skill Effect	Narrative Effect	Game Effect
-6 or worse	Wounds are painful with malign side-effects.	Suffer 1d6 damage and lose -1 END permanently.
-1 to -5	No noticeable changes to healing or pain reduction.	Suffer 1d6 damage.
0	Pain of injuries was vastly reduced.	Suffer 1d6-2 damage.
1 to 5	Pain of injuries was vastly reduced and healing seemed to begin immediately.	Suffer 1d6 damage that heals in 3d6 minutes.
+6 or better	Healing was nearly instantaneous with unexpected beneficial side-effects.	Suffer 1d6 damage that heals in 1d6 minutes and gain +1 END permanently.

ITEM 002

The testing area is a long white room with numerous lighting apparatuses hanging from the ceiling and a distant eye-exam chart at the far end. An ergonomic stool sits at the opposite end from the chart, next to a lab-coated assistant. 'Please sit,' he

nods, producing a plastic dropper of a yellowish fluid, 'this will sting for a moment.'

The testing Dog will perch on the stool and the medical aid will drop three globs of item 002 into each eye. The fluid burns terribly for 15 seconds or less but subsides as the chemicals take effect. The medical aid will then repeatedly test the Dog's visual acuity in several different spectrums of light, including total darkness.

The Strontium Dog will need to take an Investigate skill check with a -1 DM penalty. The result should be applied to the following table to determine the test's outcome.

Test Skill Effect	Narrative Effect	Game Effect
-6 or worse	Eyedrops inflict chemical burns on retinal tissue.	Suffer -1 DM on all eyesight related tests for 2d6 months.
-1 to -5	No significant increase in visual acuity.	No Effect
0	Eye tests show +20% acuity and range of vision.	+1 DM on all eyesight related checks for 1d6 days.
1 to 5	Eye tests show +50% acuity and several degrees of light sensitivity.	+2 DM on all eyesight related checks and gain the ability to ignore low-light conditions for 1d6 days.
+6 or better	Eye tests show +100% acuity along with an unexpected shift in permanent rod/cone spectrum analysis.	+4 DM on all eyesight related checks for 1d6 hours and gain the permanent ability to ignore low-light conditions.

ITEM 003

The testing area is a long, narrow hallway-like room with a strange x-shaped frame at one end. The frame has leatherene straps on the top and bottom, all of which look as if they fasten with magnetic clamps. 'Get out of those clothes and put on the bodyglove, then step over to the testing restraints and I will strap you in. We need to make sure those straps are tight but not too tight. We would not want to hurt you,' the assistant says as he picks up a slug rifle and checks the magazine, '... unnecessarily.'

The testing Dog will put the bodyglove on over bare flesh, allowing it to conform to his body before getting strapped into the restraint harness. As a note, the harness requires 5 total Effect in Athletics (strength) checks at a -4 DM penalty to break free. The bodyglove feels very natural and does not seem to restrict

motion or flexibility at all. The medical aid will then begin to try to inflict damage against the Dog using guns, clubs, mechanical pistons and a concussion grenade.

The Strontium Dog will need to take an Athletics (endurance) skill check with a -1 DM penalty. The result should be applied to the following table to determine the test's outcome.

Test Skill Effect	Narrative Effect	Game Effect
-6 or worse	The bodyglove is inefficient and unable to deflect much of the damage.	Suffer 3d6 damage.
-1 to -5	The bodyglove protects against some damage but not nearly enough.	Suffer 2d6 damage.
0	The bodyglove absorbs and deflects a good portion of the incoming damage but it still hurts.	Suffer 2d6 damage but reduce it by the bodyglove's effective Armour Rating of 1d6.
1 to 5	The bodyglove is an excellent source of protection, resisting all but the most direct of impacts.	Suffer 2d6 damage but reduce it by the bodyglove's effective Armour Rating of 1d6+2.
+6 or better	The bodyglove is amazing! It shunts the damage without passing much of the impact pressure to the wearer.	Suffer 2d6 damage but reduce it by the bodyglove's effective Armour Rating of 10.

ITEM 004

The testing area is a common firing range but with several adjustable targets made of various materials hanging along the corridor. 'Stand over on the mark,' the assistant says, 'limit the blaster shots to one per six seconds to let the instruments do their job. Try to hit each target as they cross the centre line. You may begin with the red target whenever you are ready.'

The testing Dog will use the blaster to take single shots at the targets, just as instructed. Unless the character chooses to do something foolish with the gun (rapid fire, shoot a wall or other act of stupidity), this test is remarkably easy. The assistant will

take notes on what happens every time the gun fires, remotely drawing the targets to him as the next slides into place.

The Strontium Dog will need to take a Gun Combat (blasters) skill check. The result should be applied to the following table to determine the test's outcome.

Test Skill Effect	Narrative Effect	Game Effect
-6 or worse	The blaster overheats and burns the Dog badly and damages the weapon beyond repair.	Suffer 3d6 damage to user.
-1 to -5	The blaster operates effectively but causes a heat backlash whenever it fires.	Suffer 2d6 damage to user.
0	The blaster works just fine but you cannot see any reason why it would be better than your normal issue one.	Targets destroyed but nothing abnormal.
1 to 5	The blaster obliterates the first few targets but then reverted back to normal blaster capacity.	Several targets are completely incinerated.
+6 or better	The blaster obliterates each target in turn, leaving behind nothing but smouldering armatures.	All targets are disintegrated along with a few parts of the firing range. Tester is chosen to do a one-month field test of the weapon (see table below), if he should so wish.

ITEM 005

The testing area looks similar to a standard firing range with stark white walls; a large humanoid mannequin wearing powered armour hangs at the end of the corridor. 'Take your place on that mark,' the assistant comments as he is loading a clip full of ammunition, 'and begin firing two-pull bursts at the target. Increase to three-pulls after five impacts, then continue until the magazine is empty.'

Weapon	Range	Damage	Auto	Phased Range	Recoil	Mass (kg)	Magazine	Cost (Cr)	Powerpack
Quantum Telephase Blaster	Rifle	5d6+4	No	120m	1	5	30	N/A	3,500 ¹

¹ If an attack roll is failed with an Effect of -6 or worse the weapon overheats, destroying it and inflicting 3d6 damage to the user.

The testing volunteer will use the impeller pistol to make rapid-fire bursts at the armoured mannequin. The gun uses a powerful charge to fire its munitions, making it difficult to control without a strong arm. This test is rather easy; the volunteer just has to hit the mannequin a few times. The assistant will stand aside taking notes, watching a digital readout of the impact information.

The Strontium Dog will need to take a Gun Combat (slug pistols) skill check with a -1 DM penalty. The result should be applied to the following table to determine the test's outcome.

Test Skill Effect	Narrative Effect	Game Effect
-6 or worse	The pistol bucks out of the Dog's hand, sending flechettes showering in all directions.	Suffer 2d6 damage, ignoring the first 5 points of Armour.
-1 to -5	The pistol is difficult to control, sending a few ricochets back in the Dog's direction.	Suffer 1d6 damage, ignoring the first 5 points of Armour.
0	The pistol puts a few rows of holes in the mannequin's armour.	Mannequin damaged but not too impressively.
1 to 5	The pistol perforates the mannequin's armour, shearing off an entire limb.	Mannequin severely damaged with the armour mostly bypassed.
+6 or better	With unbelievable accuracy the pistol pours flechettes into the armour, tearing a widening hole in the mannequin.	Armour is effectively ignored, tearing the mannequin to chunks. Tester is chosen to do a one-month field test of the weapon (see table below), if he agrees.

ITEM 006

The testing room is a small white box dominated by a trio of mannequins wearing different styles of armour. 'Here,' the assistant hands you the heavy-bladed weapon, 'try to stab as deeply as you can before trying to cut laterally but make sure you do cut laterally. No thrusts, please.'

The testing Dog will use the blade to inflict wounds upon the mannequins, performing just as instructed. This is one of the easiest tests, as it is one of the simplest weapons. The assistant will approach and take notes on what happens to each mannequin after the Dog takes three stabs at one.

The Strontium Dog will need to take a Melee (blade) skill check. The result should be applied to the following table to determine the test's outcome.

Test Skill Effect	Narrative Effect	Game Effect
-6 or worse	The blade reverberates too much to control, causing the wielder's grip to slip.	Suffer 1d6+3 damage.
-1 to -5	The blade is nothing special, cutting the mannequin normally.	No Effect.
0	The blade stabs rather deeply but still requires some elbow grease to cut laterally.	Mannequin takes moderate damage.
1 to 5	The blade passes through the armour and mannequin easily, inflicting tremendous damage.	Mannequin suffers damage that would incapacitate a normal target.
+6 or better	The blade moves freely through the armour and mannequin alike, leaving half of the target on the floor.	Armour is effectively ignored, slicing through it easily. Tester is chosen to do a one-month field test of the weapon (see table overleaf), if he agrees.

Weapon	Range	Damage	Auto	Recoil	Mass (kg)	Magazine	Cost (Cr)	Ammo	Notes
Gravitic Impelling Flechette Pistol	Shotgun	3d6	6	3	4	100	N/A	5,000	Each shot striking the same target after the first in the same round adds +1d6 to the total damage.

Weapon	Range	Damage	Heft	Mass	Cost	Powerpack
Localised Field Vibro-Blade	Melee (small blade)	3d6+2	0	2	N/A	1,000

ITEM 007

The testing room is an oval shaped chamber containing several piles of different materials, from ingots of metal to sacks of sawdust. At the centre, floating above a small pedestal, is a glowing crystalline cube. 'Place your fingers into the corresponding sockets on the cube,' the assistant says, 'then try and focus on your aggressive qualities. If you cannot get it to trigger, I have this prod to help you get, how should I say it, upset?'

The testing Dog will have to summon up his internal anger reflexes to trigger the alien device. This can be harder than it sounds for some people, which is why the assistant is standing nearby to shock the Dog into anger with a cattle prod if the test requires it. The assistant will also use some anti-mutant abuse to try to get a reaction from the testing dog.

The Strontium Dog will need to take a basic Intelligence check to successfully recall a suitably angry emotive response. The Dog may allow the assistant to shock him to add +1 DM to the roll for every 1d6-2 points of electrical damage he willingly suffers. The result should be applied to the adjacent table to determine the test's outcome.

Once the testing is complete, successes or failures aside, the Dogs will sign their appropriate post-testing Non-Disclosure Agreements and be sent on their way back to the Doghouse to get paid for their efforts – and possibly to seek medical attention!

ASSIGNMENT DEBRIEFING

If the Strontium Dogs tested all seven pieces of equipment, successfully or not, they receive the full amount for the duty warrant. They lose 15% for each piece of equipment they chose not to test.

If any of the Dogs were chosen to field test a piece of equipment, they will be allowed to carry the item for a further month of service. They will need to record everything they do with the device but will receive a bonus Cr. 5,000 for doing so when they return the item at the end of the month.

Assignment: Bringing Home the Bacon

The GCC would rather that its clients take responsibility for the fugitives the agents capture but sometimes they simply do not have the resources or the assets in play to do so. When this happens, freelance teams are warranted to escort prisoners.

Test Skill Effect	Narrative Effect	Game Effect
-6 or worse	The cube has a terrible backlash upon the psyche of the Dog.	Character loses 1 point of Psi Characteristic permanently. If the character does not possess Psi, he can <i>never</i> awaken any psychic potential.
-1 to -5	The cube glows for a second but does nothing else.	Character is drained of all Psi Power Points, if any.
0	The cube fires a beam of energy at the sawdust sacks, turning them to steam instantly.	Character takes 1 point of unpreventable damage.
1 to 5	The cube fires several beams of energy, turning many piles of materials into liquid or steam.	Character takes 1 point of unpreventable damage but gains +1 Psi Characteristic (awakening if not currently psionic).
+6 or better	The cube flashes brightly, disintegrating everything in the room except the Dog and his equipment (assistant included!).	Character takes 1 point of unpreventable damage but gains +2 to their Psi Characteristic (awakening their ability if not currently psionic, to a maximum of 14 PSI).

Not considered a 'high priority' assignment for most Dogs, a prisoner escort always bears the possibility for altercation – either with the prisoner or his allies – but rarely turns violent. Most are just slow rides to a drop off point.

This warrant assigns the team to a basic mission of taking a prisoner from his cell in the Doghouse to an appropriate holding facility controlled by a paying client. This sort of job is normally

Warrant Designation: Duty/Prisoner Escort
Reward: Cr. 8,000
Warrant Status: Open
LVS – Doghouse: Current (Core Worlds 0506)

Notes

The agents will be escorting a captured Bacconian criminal named Preaux Shoot-O, who was captured by a separate team under contract with the GCC. He will remain sedated and bound whilst in transit and needs to be delivered to local police agents at the Sundome Holding Facility.

Preaux Shoot-O (refer to closed warrant XBCC-77-D) was the leader of a Bacconian gang called the Woad Hogs. It should be noted that the gang is still active without Preaux but has not been seen in the sectors being travelled through.

peaceful and an easy paycheque but this convict's old gang has other plans for the S/D agents escorting him.

ASSIGNMENT INITIATED

Once the team begins this warrant assignment, they will be instructed to meet up with their 'cargo' at the non-GCC astro-liner, the *Kaza Ray*. The *Kaza Ray* will then take them through a few warp jumps before reaching the Sundome planetary defence grid, which is where the Woad Hogs will reveal their ambush. When the Dogs are first introduced to Preaux, read the following:

At the back of the loading transport stands a wide gurney-looking standee containing a hulking mass of Bacconian fat and muscle, the notorious Preaux Shoot-O. He turns his scarred snout up at you slightly, limited by the restraints to either side of his head and lets out a snort.

'These guys?' he scoffs, 'They are bringing me in?' He openly laughs, 'Call their next of kin, cause they ain't gonna keep me!'

'He's all yours!' an officer drops the electronic key for the prisoner-board into your hand, 'Enjoy!'

'Can we get a move on?' Preaux grunts, 'These straps are chafing something serious.'

The Strontium Dogs will board the ship with their 'cargo' in tow, being given a secure room to themselves with the Bacconian. The ship is well aware they are carrying a fugitive, arranging for them to have the private room for their own safety and that of the ship's other passengers.

While in transit, Preaux will make many boastful claims and threats to the Dogs. They will have to endure the following statements every few hours:

- *'You should just let me go. It'll be easier than dealing with my boys.'*

- *'There is pain, and there is pain. And then there is what I'm gonna do to you lot.'*
- *'So... who wants to let my hands free so I can use the facilities?'*
- *'You are in for it, guys. My mates will come for me, just wait. You'll wish you helped me while you still could.'*
- *'Are we there yet? I'm bored.'*
- *'Tell me a story... somebody should remember your tales after you are space dust.'*
- *'Where can I find your next of kin? 'Cause I'm gonna need to let them know where to pick up your remains.'*
- *'I am going to kill you when I get out of this rig. You know that, don't you?'*
- *'I have lots of creds, guys. Two grand to each of you. If you let me go, I won't let my boys cook your guts. Whaddya say?'*¹

¹ This statement is not false. Preaux will happily pay off the Dogs if they want to 'accidentally' let him go. Of course, he will not be able to pay them until after he is long free, which might make them a bit more hesitant. The agents can expect to be grilled when they get back to the Doghouse as to why they failed to complete their easy delivery. Going rogue against an agent's warrants can turn them into criminals themselves; never a situation a Bounty Hunter wants to end up in.

The above statements are not empty threats (Preaux knows his boys are coming for him) and any Character who successfully performs skill checks (or psionic checks, perhaps) to see if he is telling the truth will discover Preaux is certain his gang will break him out and allow him to get revenge on the GCC for arresting him – starting with those currently holding him!

After the warp jumps, when the ship has reached a certain point in its travels to Sundome, read the following to the players:

A ringing tone splits the air and the electronic voice of the ship's staff comes across the public announcement system.

'We are approaching the Sundome planetary ring. If you are in a state cabin, you can look to your port viewer and look upon the impressive defence flotillas that protect our fine world. In just a few minutes we will be...' the voice becomes faster, worried, '...what the hell was that? Did we just hit...'

The PA system cuts off abruptly.

'Grab your guns, stronts,' Preaux grunts, 'my friends are here.'

As if his statement was not enough, the sounds of gunfire in the halls nearby put a sense of urgency on your situation. To think... this was supposed to be an easy run.

In just a few moments the Woad Hogs will hack through the door security system and break into the private room with guns blazing. They are here to kill the Dogs and free Preaux. The agents have only a few seconds to get ready for the attack.

There are five Woad Hogs and they will try to get to Preaux during the ensuing combat. It will take two separate Significant Actions for the Hogs to release him, which they will try to do as quickly as possible – but not at the risk of their own lives.

During the combat, the Referee needs to pay attention to a number of situations that might occur. The following events may happen during the course of the combat, prompting the following event modifications.

- If Preaux is killed, the remaining Woad Hogs will try to withdraw to their ship and escape.
- If Preaux is freed, he will take one of his Hogs' blasters and fight against the Dogs. He will fight until three of his Hogs go down, after which he will order their escape.
- If four of the five Hogs are killed before Preaux can be freed, the last Hog will abandon the attempt and try to flee.

When the combat is over, ship security will arrive (just after the last shots are fired) to make sure everything is okay. Once they have the situation well in hand, they will send a message to the captain, informing him that the ship may resume its journey to Sundome.

Whether or not the Dogs still have Preaux in their custody – alive or otherwise – will only matter in the debriefing with GCC personnel later.

ASSIGNMENT DEBRIEFING

When the S/D agents return to the Doghouse for their debriefing and payment, the reception they get will rely heavily on what happened to Preaux. The details of the combat with the Woad Hogs are documented by the *Kaza Ray's* security staff, so they will not be held *directly* responsible for any mishaps.

If they delivered Preaux, all in one piece and mostly unharmed, they will receive the full payment of the warrant as listed.

PREAUX SHOOT-O

The leader of the Woad Hogs, this deadly Bacconian terrorist has several hundred thousand credits worth of damages attached to his name and has been tagged by the GCC for at least two murders. He is an evil creature and belongs in a jail cell – or listed on a termination warrant.

Characteristics: Str 10 (+1), Dex 9 (+1), End 10 (+1), Int 7 (+0), Edu 6 (+0), Soc 5 (-1)

Skills: Astrogation 1, Athletics (endurance) 2, Advocate 1, Carouse 2, Computers 1, Deception 2, Explosives 2, Gambler 2, Gun Combat (blasters) 2, Leadership 2, Melee (blade) 2, Persuade 1, Stealth 1, Tactics 2

Armour: Densely Packed Fat Layer (1)

Weapons: None



THE WOAD HOGS (5)

Bacconian gang members and galaxy-wide terrorists, the Woad Hogs make their existence by extorting and stealing from anyone weaker than they are. This does not leave many targets out of their realm of possibilities. They love nothing more than to board a tiny ship and charge into melee combat with crew and passenger alike, to cut them down and take their valuables.

Characteristics: Str 9 (+1), Dex 8 (+0), End 10 (+1), Int 6 (+0), Edu 5 (-1), Soc 4 (-1)

Skills: Athletics (endurance) 1, Carouse 1, Computers 1, Gambler 1, Gun Combat (blasters) 1, Melee (blade) 2, Tactics 1

Armour: Densely Packed Fat Layer (1), Leatherene Leggings and Jacket (4)

Weapons: Bacconian Cleaver (2d6+1), Blaster (4d6+3)

Additional Equipment: Easy-Hack Computer Key, Blue 'Woad' Facepaint, 5d6 x 50 credits

If the Dogs could only deliver Preaux's corpse (or what was left of it) they will get a stern reprimand and only half the reward. The GCC knows that the Hogs would not have killed their own leader, meaning that one of the agents got overzealous in bringing him down.

If Preaux escaped with his thugs, the GCC will not pay them any reward at all. As an additional penalty for their inability to keep the Bacconian in custody, the team will be forced to take a more dangerous assignment from the 'Ugly' warrants section starting on page 58.

Assignment: The Once-Armed Man

One of the run of the mill 'find and capture' warrants, this short assignment is designed to test the S/D agents' abilities to bring a target in without combat. The GCC drafts warrants for all kinds of different criminals – even those that have evaded the authorities for decades.

This warrant sends the Dogs after an old man named Farber, a former arms dealer that once sold illegal blasters to criminals in Nario system. This was almost 40 years ago but Farber disappeared and was presumed killed in an arms deal gone bad, yet he has recently resurfaced in the Tannhaus system.

Acquiring transportation to the Tannhaus system will be easy, as will be finding the WellCare Aging Facility (it is listed in the

planet's directory codex). It will be a simple acquisition; hopefully one where the Dogs will not get too out of line.

ASSIGNMENT INITIATED

Upon reaching the WellCare Aging Facility, the Dogs will have to convince the exceptionally-cranky desk receptionist that they are licensed S/D agents searching for Farber. Not only will they be met with serious prejudice and rudeness from the staff at WellCare, they should also be subjected to a variety of heart-wrenching scenes of old men, women and aliens in the facility.

Eventually they will locate 'Al Sherpawitz', who will be far less surprised to see them than they might expect.

'Seriously?' the old grey man in the tarnished wheelchair coughs, 'They send the Dogs to pick me up? I haven't touched a blaster, illegal or not, in 30 years! What manner of prison could they send me to,' he gestures to the people mulling about, 'that would be worse than shrivelling up in this place?'

'What if I don't come quietly?' he shakes his fist at you in a facsimile of a threat, 'I guess you'll just have to blast me. Go ahead... what are you waiting for?'

Farber will resist feebly if the Dogs try to take him physically or through force but this will be more of a sad scene than any sort of combat.

If the agents instead try to convince him to go quietly using their Persuade skills, they will only need a total Effect of 3 to do so. He

Name: Marnou Farber
Aliases: The Gun Getter, Blaster Bob, Fixer Farber, Al Sherpawitz
Profile: 898775
Record
Luna City – Illegal Arms Dealing
Nario 3 – Aiding and abetting
Nario 5 – Smuggling, Illegal Arms Dealing
Warrant Designation: Apprehend and Return
Reward: Cr. 10,000
Warrant Status: Open
LVS:
WellCare Aging Facility; Tannhaus Prime – 22/10/85 (Outer Sector B 0209)
Notes
Once considered to have been armed at all times.
Known Associates:
Freddie Lundqvist (Quirxx gang member, GCC file MQ3/99113/87-B)
Berna Hanrahan (Illegal Blaster Technician, GCC file RT2/8877)



Committed his last known offence in 2138, Farber is 83 years old and should not pose a threat to seasoned S/D agents. Currently living out his last days in a Tannhaus nursing home under the name 'Al Sherpawitz'.

Extremely docile. Apprehend without violence, if at all possible.

MARNOU FARBER

An old man retired from the smuggling and arms dealing business decades ago, Farber is no longer an active criminal.

Characteristics: Str 4 (-1), Dex 5 (-1), End 4 (-1), Int 7 (+0), Edu 7 (+0), Soc 7 (+0)

Skills: Art (poetry) 1, Broker 2, Carouse 1, Deception 2, Gambler 1, Persuade 2, Trade 2

Armour: None

Weapons: None; possible Steak Knife (1d6-2)

is old and knows that he cannot hope to escape the situation. It is only if a character gets a -6 Effect on their Persuade skill check that Farber will suddenly get violent towards them, scooping up a knife from his dinner tray to stab at them.

Unless the Dogs are particularly bad at their jobs, they will soon have Farber in custody to return to the Doghouse with him. However staff and other residents will fill the air with cries of 'Shame!', 'Why don't you stinkin' muties pick on someone your own age' and 'Go catch some real criminals stronties!' None of these protesters will attempt to stop the arrest in any way or help Farber, they are merely voicing their displeasure.

ASSIGNMENT DEBRIEFING

When the agents return with Farber, they will receive some verbal interplay from their peers because they are bringing in an old man. Even so, they will receive their reward normally if he is unhurt. Some of the other Dogs might give them the nickname of 'Grey Getters' for a few weeks, perhaps leading to future complications and potential inter-team rivalry.

Assignment: Out of the Frying Pan...

A standard A&R warrant targeting a non-violent offender. These sorts of target acquisitions are seldom much trouble, with an accordingly lower payday.

This warrant sends the S/D agents off to a devilishly hot and unstable world that poses a far greater threat than the target. If they had the forethought to equip themselves suitably (as suggested by the warrant card) it should not be very difficult for them to accomplish. If not, they could be in for an uncomfortable stay.

The characters attached to this warrant have the opportunity to buy expensive Heat-Shield Projectors from the Doghouse at 50% the normal price. This deal only lasts until the agents leave to apprehend Ruste. The statistics for the Heat-Shield Projector can be found on page 104 of this sourcebook.

Name: Barnaby Ruste

Aliases: Ole Rusty

Profile: 6779A5

Record

Sagwa Moon – Industrial Sabotage, Unlicensed Protesting

Calderon 6 – Industrial Sabotage, Public Malcontent

Warrant Designation: Apprehend and Return

Reward: Cr. 12,500

Warrant Status: Open

LVS:

Sulphur Extraction Site; Calderon – 18/04/85 (Outer Sector B 0109)

Notes

Generally considered to be a non-violent activist against the industrialisation of wilderness planets.

Known Associates:

Orkella Newvo (Corporate Saboteur, GCC file CC2/64431/55-O)

Dyna-7 (Robotic Electronics Expert, GCC file DR8/4972/RR)

Inflicted more than two-million credits worth of damages on SafeCorp, Truck Way LLC and Galaxidrill Incorporated in the last four years. Uses computer skills and wireless hacking software to cause industrial accidents and major setbacks. Target resides on the volcanic proto-world of Calderon. Average surface temperatures reach 73 degrees Celsius and atmospheric moisture is mildly caustic due to high levels of atomised phosphorous. The GCC highly recommends the purchase of Heat-Shield units to compensate; discounting 50% of their cost to agents undertaking this warrant. Likely to resist apprehension but unlikely to do so violently.



The transportation to Calderon will be booked for them by the GCC, as it is a corporately-controlled territory. They are supposed to go to the main industrial complex on the planet and check in with the refinery manager before beginning their search for Ruste.

ASSIGNMENT INITIATED

The trip to Calderon is as uneventful as the Referee wishes it to be but the assignment begins when they reach the volcanic planetoid. The Calderons are a red-skinned people accustomed to the heat of their planet, making it unnecessary for them to keep the industrial complex cool. It is an eye-watering and skin-blistering atmosphere to withstand and the Dogs had better have brought some kind of protection.

The industrial complex is a huge sulphur-mining and refining operation that siphons up the liquid sulphur from the planet's crust, cleans it and then packages it for sale to others. It does cause significant damage to the planet but the company could not care less for the tiny (easily evacuated) world or its indigenous lifeforms.

The S/D agents will land in the complex's starport and get shuttled out to the facility manager's office. This is where they will get their first clue as to where to find Barnaby Ruste:

'Not too hot for you muties, is it?' the crimson-skinned alien behind the desk says with a cruel grin, 'I thought so. Consider it a little incentive to find that hacker and take him away. He is holed up somewhere out past the eastern ridge. It is just him and that Evitican trollop out there. Do what you have to but get him off my planet!'

ASSIGNMENT COMPLICATIONS

The characters will have to travel out beyond the eastern ridge, which will take roughly eight hours on foot; one if by ground vehicle. On that journey they will have to deal with the planet's atmosphere and climate but little else.

Unprotected flesh exposed to the raw heat of Calderon suffers 1 point of damage each hour, unstoppable by normal armour. Heat-shield projectors are the best way to deal with this environment but some agents might have other methods. Any non-Calderon breathing the atmosphere without some form of filter will also suffer 1 point of damage each hour. This damage cannot be normally prevented without specialised equipment and is always applied to Endurance first.

Finding Ruste's homestead hideout will take 8 Effect worth of Recon or Investigate skill checks (at -2 DM), each check taking an additional 30 minutes.

Once they have found the homestead, they will not only have to deal with Ruste but also his sabotage partner Orkella Newvo. There is no warrant outstanding currently on Orkella, so she can be handled in any way the Dogs prefer. Ruste however, needs to be taken in alive.

BARNABY RUSTE

Electrician and computer hacker, Barnaby is a real humanist and believes that all sentient life should be equal – he is willing to sabotage the fat cat corporations to try to make them see it too!

Characteristics: Str 5 (-1), Dex 7 (+0), End 7 (+0), Int 11 (+1), Edu 10 (+1), Soc 6 (+0)

Skills: Admin 1, Comms 2, Computers 3, Deception 2, Engineer (computers) 3, Explosives 1, Persuade 1, Stealth 2

Armour: None

Weapons: None

ORKELLA NEWVO

Born on Evitica 3 to a wealthy family which commonly abused its slaves Orkella despises her heritage and where all her money comes from – on the backs of forced miners. Turning her powerful need for justice against her own people and the corporations they support Orkella is a dangerous woman, to side against.

Like all Eviticans Orkella is tall and amethyst-skinned with long limbs and wide eyes. Her hairless body is lithe and dextrous, sacrificing strength and power for grace and agility.

Characteristics: Str 6 (+0), Dex 12 (+2), End 6 (+0), Int 8 (+0), Edu 8 (+0), Soc 7 (+0)

Skills: Advocate 1, Art (oratory) 2, Athletics (coordination) 2, Computers 1, Deception 2, Gun Combat (slug rifles) 1, Investigate 2, Persuade 2, Stealth 1, Trade 1

Armour: None

Weapons: ACR with 3 magazines (3d6)

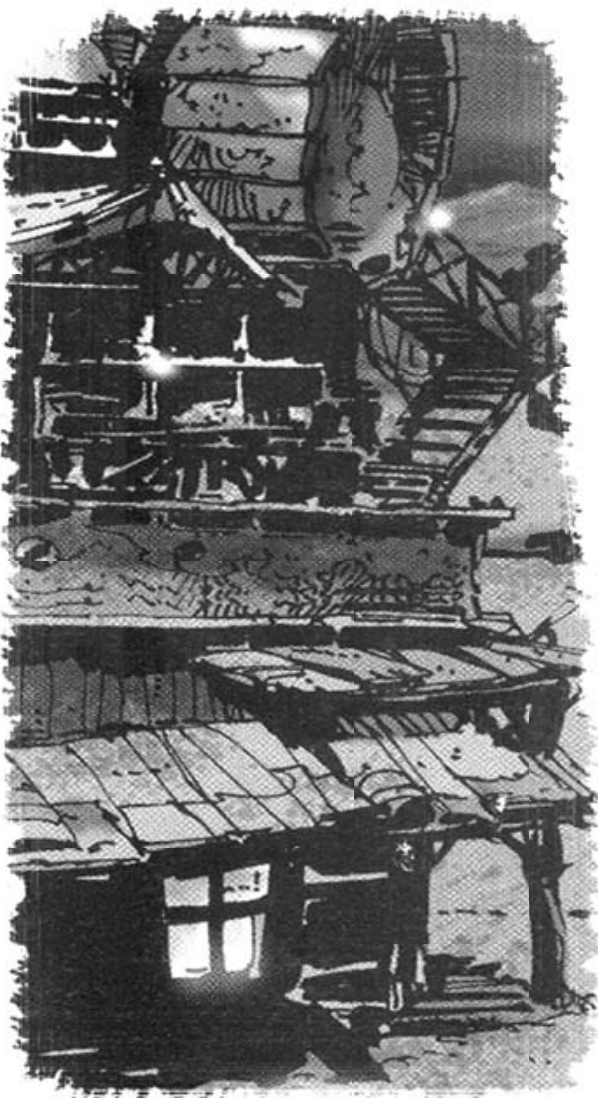
When the S/D agents reach the edge of the homestead, the following scene can be read to them:

'We ain't done nothin' wrong, Stronties!' a feminine voice shouts out from behind the drawn shades.

'This planet is doomed,' a second, male voice adds, 'if we don't stop the corporate illuminati from coring it out! You should be going after them... they's the real criminals here!'

The agents can use their Persuade skills to convince Ruste that fighting them is not going to go well for him and his associate, convincing him to come quietly if they can muster up 8 Effect before something goes awry. If anyone uses the term 'martyr' in any way, Ruste will immediately think the agents are going to kill him and he will surrender no matter the results of any skill checks.

If the characters use any sort of weapon on the homestead Orkella will open fire with her slug thrower and Ruste will try to escape out the back way. The combat, if any, will likely be short. An escaping Ruste will not get far before the agents will be on top of him and he will not put up much of a fight.



After Barnaby is taken into custody, the agents may return to the Doghouse for their reward.

ASSIGNMENT DEBRIEFING

When the agents return from Calderon after dealing with Barnaby Ruste, they will receive the normal rewards as per the listed amount on the warrant. Like any Apprehend and Return classed warrant, the modifiers to the reward listed on page 92 of *Strontium Dog* the Roleplaying Game apply.

If the Dogs decided to also bring Orkella Newvo into custody for her involvement, they will find that she has an outstanding warrant for her apprehension as well worth Cr. 7,000. If Orkella was killed, the characters will not get an official reprimand (she was not listed on the warrant) but they will be informed about the case they just closed and the money they missed out on.

Assignment: By the Light of Day

This warrant is a 'time sensitive' one that the GCC has saved for one of its more reliable agent teams. The research about the location of the target, the transportation to reach her and the methods to take her in peacefully have already been arranged. Now the agents merely have to figure out how to do so without harming her.

The timing of Ivanna's capture is extremely important to the GCC, so they have arranged for a pinpoint teleportation to the E-Calypto. This will put the agent team a few hundred metres outside of the hotel, in the parking lot of the casino. It will be up to the Dogs to get past Egor, get inside suite 664, apprehend Ivanna and escape with her in custody – without getting her burnt to a crisp!

ASSIGNMENT INITIATED

The teleportation to New Wallachia will leave the agents feeling a little ill and dizzy, as it always does but they will soon become accustomed to the gravity and rotation of the planet. When they arrive, much to the shock of several nearby norms, the agents will be standing before the E-Calypto.

When they arrive, the S/D agents should get the narrative description of the casino:

The midday sun blazes overhead, causing lines of heat distortion to swim up from the black pavement of the parking lot. Towering in front of you like a castle of neon lights and plexiglass is the E-Calypto, a gothic-themed casino that caters to the superstitious lot that come to visit New Wallachia and the current home of your target.

Miss Ivanna Petriynka... room 664.

You look up in the sky for a sign of cloudy weather, to no avail. This is going to be harder than the GCC made it out to be.

Name: Ivanna Petriynka

Aliases: The Red Thief, Vamparella

Profile: BAC9B8

Record

Earth, New Wallachia – Medical Theft

Luna City – Medical Theft, Assault

Earth, Berlin III – Medical Theft

Earth, New Albany – Medical Theft, Armed Robbery

Warrant Designation: Apprehend and Return

Reward: Cr. 25,000

Warrant Status: Open

LVS:

E-Calypso (Suite 664); New Wallachia – 22/05/85 (Core Worlds 0506)

Notes

Extremely allergic to sunlight; causes her severe burns and eventual anaphylactic shock. Target must not be allowed to be transported openly to avoid target's injury.

Known Associates:

Egor Tzepes (Mutant, GCC file VF13/6543/1-D)

Vladimir Alucard (Mutant, GCC file VF10/334/2-D)

Has been stealing the haematology supplies from medical facilities all across Earth, along with the aid of her frequent associates, Egor and Vladimir. Tens of thousands of credits worth of supplies and donated materials have been taken, along with vast files about the donators.

Target has been tracked to a hotel in New Wallachia, the *E-Calypso Hotel and Casino*, where she resides. She stays in her room during daylight hours due to her sunlight allergy. Egor Tzepes is never far from Ivanna, guarding her during daylight hours.

Ivanna is known to be extremely violent when confronted during night hours but is suspected to be conversely passive during the day. Egor is protective of her and should be avoided if at all possible.

Ivanna is wanted for biological study of her mutations. It is of the **UTMOST PRIORITY** that she not be harmed in her apprehension.



ASSIGNMENT COMPLICATIONS

Egor will be sitting on a stool outside Ivanna's suite, likely reading a trashy magazine from the lobby downstairs. The agents will need to figure out a way to either distract or incapacitate him if they want to get into room 664. Egor also carries a keycard to Ivanna's room, which could prove useful to the agents if they do not want to have to break down the door (Athletics (strength) –3 DM) or hack the electronic lock (Computers –4 DM).

When the S/D agents get within eyesight of room 664 (up on the 6th floor), read the following:

Sitting on a short wooden stool in front of your target's room is a bulky, tattooed man with a shaven head and a visible

pistol tucked into his belt. In his ring-covered hands is the latest copy of 'Nudez', which seems to have his complete attention at the moment.

The agents can attempt to deal with Egor in a variety of ways. They could try to arrange for some kind of distraction, using Deception or Persuade to get him to leave his post. They might choose to try to sneak past him using Stealth or come up with some other odd way to get to the room around the thuggish Egor.

Of course, they could always use the direct route and engage Egor in combat. Battle also occurs if the Dogs fail any other skill-based attempts as well. Egor is no pushover and he will do his best to put the agents in their graves.

Once the agents manage to get past Egor (one way or another) they must get into room 664 and take Ivanna into custody. This is easily done by using the keycard in Egor's pocket but the door can be hacked at the terminal level with a Computers skill check at -4 DM.

EGOR TZEPES

Egor is a lifelong companion of Ivanna, having grown up together and endured the ridicule and hostility of Norm society. Egor is devoted to his friend and would do anything to protect her.

Characteristics: Str 11 (+1), Dex 8 (+0), End 10 (+1), Int 7 (+0), Edu 9 (+1), Soc 5 (-1)

Skills: Carouse 1, Computers 1, Deception 2, Drive (wheeled) 2, Gun Combat (blasters) 1, Investigate 1, Life Sciences (biology) 1, Medic 1, Melee (natural weapons) 1, Persuade 1, Recon 2, Stealth 1, Steward 1

Armour: Naturally Dense Flesh (2) and Kevlar Jacket (4)

Weapons: Thwup Gun (3d6-3), Claws (1d6+2)

Other Equipment: Two issues of *Nudez* magazine, One dose of Hemox (blood vitamins), Door keycard for Suite 664, 32 credits

When the Dogs get into the room, read the following:

The room is dimly lit by a corner collection of hand lamps and flickering candles. The drapes have been stapled to one another to seal out the outside brightness and a heavy quilt is draped over two shapes in the massive bed that dominates the whole room.

The metallic smell of blood is in the air and you can see that one of the two humanoid shapes in the bed is still breathing. Pulling the blanket back, you are glad to see that the breathing shape is a beautiful woman that matches your target's description. The other body is a corpse, a huge gash in the side of his neck staining the pillow and sheets around his pale head.

She looks peaceful... but it is time to ruin her day.

Getting Ivanna out of the room into the sunlight would be a death sentence for her if the Dogs are not careful. They will need to figure out a way of getting her completely covered from the midday sunshine without risking losing custody of her. The Referee will need to judge how good their attempts are but they only have five hours before dusk – when Ivanna will awaken and be very surprised to find a bunch of Strontium Dogs in her room!

IVANNA PETRYNKA

Ivanna was born with the vampire mutation, similar to that suffered by Durham Red but more extreme. She had the misfortune to encounter Vladimir Alucard, who tried to convince her they should become lovers and partners in crime. Alucard revels in his nature and enjoys preying on those he believes are weaker than himself. Ivanna on the other hand, sees her condition as a curse and hates the fact she has to exist the way she does. Ivanna refused Alucard's offer and it was only Egor's intervention which saved her from the more powerful mutant's wrath. Ever since she has been in hiding not only from the law but from the monster she rejected.

Characteristics: Str 10 (+1), Dex 9 (+1), End 10 (+1), Int 10 (+1), Edu 11 (+1), Soc 7 (+0)

Skills: Art (seduction) 3, Athletics (strength) 2, Carouse 2, Comms 1, Computers 2, Deception 2, Diplomat 2, Investigate 2, Life Sciences (biology) 2, Life Sciences (haematology) 3, Medic 2, Melee (natural weapons) 2, Persuade 3, Recon 2, Stealth 2

Armour: Naturally Dense Flesh (1)

Weapons: Bite (1d6+1), Claws (1d6+2)

Other Equipment: Two doses of Hemox (blood vitamins), Medikit, 1,255 credits

Special Notes: Ivanna suffers 1d6 unpreventable damage each round she is exposed to sunlight.



The return teleportation beacon will be waiting in the parking lot for them when they are finished getting Ivanna out of the hotel. Once they are ready, they can signal the beacon and get transported back to the Doghouse directly.

ASSIGNMENT DEBRIEFING

When the agents return from Earth with Ivanna, they will receive the normal rewards as per the listed amount on the warrant. Like any Apprehend and Return classed warrant, the modifiers to the reward listed on page 92 of *Strontium Dog* apply.

There is no monetary reward for the destruction or capture of Egor but the GCC will be grateful to an agent team that takes him off the streets.

Assignment: Knowledge is Powered

Not all Apprehend and Return warrants are built to target criminals. Some were filed with the GCC by clients looking to have specific individuals brought into custody for a different reason. If the Commission can be persuaded to do this, it will be up to the S/D agents to get their hands on them.

This warrant is a trip to the planet Heapex, where the nobility of the Argasso Sector have been dumping their trash for decades. A possible witness to a crime has been dumped off there and the Dogs will have to go sniffing around to find it.

Transportation to Heapex will be more difficult than going to a common planet full of Norms; no one ever goes to visit the trashworld and no one ever comes back. There are tales of anti-organic gangs of angry robots, toxic atmospheres and wild rumours that a being known as the 'Wreckomancer' rules the place.

It will take the agents some modest Persuade or Diplomacy skill checks – or a healthy number of bribes – to get special passage to Heapex. Unless they own their own spacecraft, they are going to have to work for their trip to the trashworld.

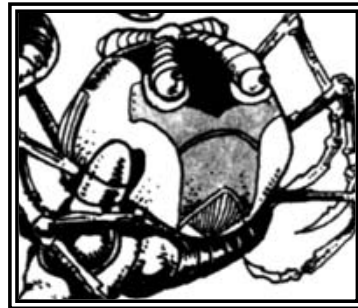
ASSIGNMENT INITIATED

Once the agents reach Heapex (however they managed to do it), they will find that getting to the colony is going to be easy – it is HUGE. They will have to land outside the city amongst the blowing piles of dumped trash and walk to the main gate.

Read the following as the characters stroll across a kilometre of the desolate trashworld and are greeted at the gates of the colony:

The air is hot and thick with chemical fumes from the millions – or billions – of tons of trash that has been dumped here over time. Dunes of rusted metal and discarded plastic loom in the distance. Occasionally the wind picks up tiny flecks of rust and bits of refuse to batter your skin raw, adding a constant itching sensation to every swirl of the air.

Name: Mister Snootkins (ID 710.88)
Aliases: Playrobo Model 3.2, Snootkins
Profile: 7676
Record
None; wanted for memory core witnessing
Warrant Designation: Apprehend and Return
Reward: Cr. 7,000
Warrant Status: Open
LVS:
Obsoletropolis; Heapex – 06/08/85 (Outer Sector B 0608)



Notes

Considered a possible witness to a crime on Argasso 4, the Mister Snootkins model denoted as ID 710.88 is needed by the GCC to have its memory downloaded and scoured for clues. It was dumped off into the waste system by its former owners and was taken to the closest trashworld, Heapex.

There is a colony of obsolete and thrown away robots, droids and other synthetic beings on Heapex. It is likely that Snootkins 710.88 is there, living out the remainder of his power cell's life with other old robots.

The colony has never been unfriendly to GCC agents in the past; expect no difficulties.

Approaching the massive wall made of riveted rusted metal, salvaged from wrecked vehicles and road signs by the look of it, you are stunned by the presence of two huge warbots swivelling their arm-cannons toward your arrival.

'Organics detected,' the three-metre tall robots groan electronically, 'state your business.'

ASSIGNMENT COMPLICATIONS

If the agents state their goal in finding Mister Snootkins 710.88, the warbots will announce they are opening the gate – and will do so to allow the Dogs into the city. If the characters try to be deceptive, purposefully obtuse or even threatening, the warbots will give them 10 seconds to vacate before opening fire.

Once past the warbots, the agents can begin looking for Mister Snootkins. They can either use the city's massive computer intranet to find ID 710.88 or they can ask around.

Finding ID 710.88 with the help of the city's computer requires a Computers skill check with a -2 DM; will take 4 Effect worth

WARBOT (2)

Large leftovers from an ancient war, these robots are now the permanent guardians of the gates of Obsoletropolis.

Function: Combat
 Config Humanoid
 Size: Large; 3,200mm
 Personality: Protective of Obsoletropolis
 Characteristics: Str 14 (+2), Dex 9 (+1), End 10 (+1), Will 7 (+0)
 Skills: Athletics (strength) 3, Gun Combat (slug rifle) 2, Melee (unarmed) 2, Tactics 1
 Armour: Plastisteel Skin (5)

Weapons: Fist (2d6+2), Assault Rifle (3d6; Auto 4)

of successes and will prompt many odd looks by the wandering robot citizens. Using normal investigative measures like searching for clues and talking to bystanders requires collective Investigate skill checks worth a total of 10 Effect. Any result of -6 Effect on either of these checks will result in the Dogs finding a different Mister Snootkins residing here. They of course, may not manage to find this out until they are already headed home – forcing them to turn around and try again!

Once the agents find the right Mister Snootkins, he will be excited to come with them. The following scene can be read to them:

'Another space trip?' the childlike voice of the small robot chirps to a background chiming melody, 'Will I be riding with you or in the compactor again? Oh, it will be awfully nice to see Master Severs again... I do hope he managed to get all of those stains out of the carpet. Blood can be a very tricky mister, you know?'

Mister Snootkins 710.88 will go willingly with the agents, hoping that he is going back to his previous owners. If he is told that he is actually going back to the GCC to testify *against* his owners, he will refuse and need to be deactivated for the trip – the Snootkins' models were programmed to be 100% loyal to their owners for the sake of safety around children. This can be achieved through an Engineer (electronics) or Computers skill check, if necessary.

After Snootkins 718.00 is brought into their custody, the agents may return to the Doghouse for the applicable reward.

THE MISTER SNOOTKINS PLAYROBOT

Designed to be the perfect playmate for rich children, Mister Snootkins is a small robot that knows thousands of games, nursery rhymes and songs. It also has a built-in 'nanny recorder' to monitor how children behave, making them excellent, if unintentional, spies.

Function: Domestic Service
 Config Humanoid
 Size: Small; 1,100mm
 Personality: Loyal and Playful
 Characteristics: Str 7 (+0), Dex 6 (+0), End 7 (+0), Will 6 (+0)
 Skills: Art (songs and rhymes) 2, Carouse 2, Steward 2
 Armour: Rubberised Skin (1)

Weapons: None

ASSIGNMENT DEBRIEFING

Once the agents get back from Heapex with the Mister Snootkins in tow, they can collect the normal reward listed on the warrant. Unlike normal Apprehend and Return classed warrants, there is no modification to this warrant's rewards – either they have the right Snootkins in working order and they get paid; or they do not.



Assignment: Something Wicker This Way Comes

This warrant puts an extremely frail creature in the sights of the agents. They should have no trouble picking the creature up, it is getting it back to the Doghouse in one piece that will be the hard part!

Sandruss 3 is a planet strictly controlled by its governmental offices and an ally to the GCC. Getting transportation to the dusty world will be easy; a number of astroliners travel to that system frequently. With a warrant card targeting someone on the planet, it should be no trouble getting a place on one of them.

ASSIGNMENT INITIATED

Being dropped anywhere onto Sandruss 3, the agents will need to arrange ground transport to the Po storage facility. It is a bleak row of assorted chambers fitted with large metal doors; with several ground cars marked with governmental tags surrounding one of them – chamber 13.

When the agents arrive on the scene read the following:

'Stronties, eh?' a russet-haired, unshaven lout in a wrinkled uniform grunts as you approach, 'that little bug is tucked in there tight. Pop that lock and get him out of there, would you? Dog or not, you'll do the trick, yes?'

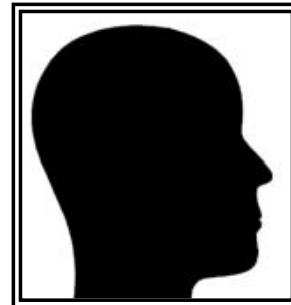
The storage facility is a stark place of bare metal walls and windowless chambers and your frail and fragile target lies within.

ASSIGNMENT COMPLICATIONS

The Dogs have two main problems they will need to face at the Po facility; getting into the chamber to capture Xarion and then getting back out again despite the 'police' blockade. The police officers who originally locked Xarion in the chamber were paid off by the mafia, leaving their cars and uniforms for a new shift of blockaders – mafia hitmen.

The fake policemen did not think to get the key to the chamber from the real ones before they left, so the Dogs will have to break in. If the agents ask any of the police for the keys, they

Name: Xarion
Aliases: 'X'
Profile: 353CB8
Record
Sandruss 3 – Data Smuggling, High Bribery
Warrant Designation: Apprehend and Return
Reward: Cr. 15,000
Warrant Status: Open
LVS:
Po Storage Facility; Sandruss 3 – 22/11/85 (Outer Sector B 0607)
Notes
Non-violent offender of local data transmission privacy policies.



Xarion is a Wickermahn, a diminutive alien race known for its high intelligence and extremely frail constitution.

Known Associate:
Pulloe (Planetary Routing Officer, GCC file WK1/776/113-R)

Having eavesdropped and electronically recorded an important conversation of the Sandrussian Mafia, Xarion tried to bribe his way into the governmental library using the data. Now he is wanted by the Sandrussian SCDC (Senatorial Commission of Data Control) for his smuggling of unauthorised data. He must be brought to justice outside of the Sandruss system, else he will surely be killed by the mafia.

Target has been tracked to a storage facility in the outskirts of the Sandrussian capital. His hideout has been locked down by local police and tagged for retrieval by S/D agents *only*. The police should not interfere; they have been instructed to give the agents the keys and then move aside. Po Storage, Chamber 13.

As a Wickermahn, Xarion is not likely to want to get into any form of conflict.

XARINON OF WICK

On his own planet, Xarion is considered of an above average size. Nearly everywhere else however, he is almost too small to notice. Inside his Wick-IV powered encounter suit (a metre-tall robotic exosuit) he can manipulate the world around him and tap into hundreds of wavelengths of communications. It is too bad that he had to abandon his Wick-IV to get away from the police or else he might not be such a liability to the S/D agents bringing him in.

Characteristics: Str 2 (-2), Dex 6 (+0), End 2 (-2), Int 12 (+2), Edu 11 (+1), Soc 8 (+0)

Skills: Admin 1, Astrogation 1, Broker 1, Comms 4, Computers 3, Deception 3, Drive (walker) 2, Investigate 2, Persuade 2, Recon 2, Stealth 4

Armour: None

Weapons: None

Other Equipment: Datatapes of Mafia Conversations

Special Notes: All Wickermahns are always considered to be -5 DM to hit with attacks but always suffer an additional 1d6 damage from any successful attack.

will just shrug and claim that the 'little bug' took it in with him. This may at least tip the agents that something is not right with the policemen.

There are a number of ways to get into the chamber but the easiest would be to pick the lock with a -2 DM. Other possibilities include cutting the door down, forcing it open or even teleporting past it. It is a regular commercial-grade building, making its construction easy to bypass for a moderately equipped S/D agent team.

Once the agents get inside the chamber, they will have to find the diminutive Wickermahn amongst the boxes, requiring a successful Investigate skill check with a higher Effect than Xarion's Stealth results.

When they do find the tiny target, he will surrender:

'Okay! Okay,' a tiny voice chirps, followed by the emergence of a 20 centimetre tall figure sliding out from behind a stacked box, 'you got me. Just be gentle, please.'

He is extremely small and thin, like pieces of fleshy straw tied together at the midsection to create a child's doll. He holds out his wispy hands and smirks. 'Go ahead, cuff me.'

'Bring that little worm out here, Stronties!' one of the locals shouts from outside by the cars, 'We have a nice jar out here with a few holes in the lid. Perfect for him!'

'Wait...' Xarion says, taking a step back, *'...that voice. Fior... Fior Natrusk. One of the Rafiotti thugs! I'd know it anywhere. You can't give me to those animals! Please! I'll do anything!'*

Unless they do not believe the Wickermahn, the agents now know the policemen outside are actually Mafioso. The Dogs will now have to find a way to escape the chamber room with Xarion in custody.

The Mafioso outside will open fire on the agents as they leave the building, with one gunman taking a shot at Xarion (if possible) each round. Fior and his boys are taking cover behind the parked police vehicles but enough damage inflicted on the vehicles (30 or more points) will cause the fuel tanks to rupture and explode – automatically inflicting 5d6 damage to everyone and everything within 9 metres. Those in cover suffer half damage as they will be partially shielded from the fireball and flying debris

Once the agents manage to either defeat the Mafioso in combat or somehow eluded them well enough to get away, they can head back to their transport. They will need to secure Xarion in some kind of container or makeshift mini-cell for the trip back to the Doghouse.

SANDRUSSIAN MAFIOSO (6)

Callous killers, the Sandrussian Mafia has been a plague on the people of Sandruss 3 for centuries. They have ties running all the way to the top of the local government and it shows by the connections they keep. This is why there is not any current GCC warrants on Sandrussian Mafia members.

Characteristics: Str 8 (+0), Dex 7 (+0), End 8 (+0), Int 7 (+0), Edu 6 (+0), Soc 6 (+0)

Skills: Athletics (endurance) 1, Deception 1, Gambler 1, Gun Combat (energy pistols) 1, Investigate 1, Melee (unarmed) 2, Persuade 1, Stealth 1, Tactics 1

Armour: Padded Uniform Vests (3)

Weapons: Beamtek Energetic Laser Pistol (3d6)

Equipment: Fake Police Credentials, 50 + 2d6 credits



ASSIGNMENT DEBRIEFING

When the agents get back to the GCC from Sandruss 3, they will receive the normal rewards as per the listed amount on Xiranon's warrant. Like any Apprehend and Return classed warrant, the modifiers to the reward listed on page 92 of *Strontium Dog* apply.

If Xiranon is killed during the course of the warrant but the tiny datatapes on his person were salvaged by the agents, they will be paid half the normal bounty – the GCC will still be able to put together a good case against the Sandrussian Mafia with the recordings.

Assignment: Keep On Truckin'

Space truckers are commonplace in the galaxy, moving goods from one system to the next on huge cargo ships for considerable pay. They are well-paid and heavily insured against losses incurred by pirates, warp accidents and other such mishaps. Most truckers take pride in their jobs but some abuse their roles in order to make illegal money on the side.

This warrant is an assignment to bring in a non-violent offender that has been stealing from his employing company. This assignment is an exercise in patience and perception, as the agents will need to stake out a hangout of the target for an indeterminate time.

Finding a fast ride to the Geneva Transfer III station, one of seven Geneva locations, will not be difficult for anyone with a few spare credits to pay for fuel. Transfer stations are used by space truckers all the time to get out of their cockpits, stretch their legs, take a shower and maybe catch a decent meal. Paying for some

cargo space to hitch a ride to GTIII will cost between 50 and 100 credits per person, the higher amounts being reserved for extremely physically mutated Strontium Dogs.

ASSIGNMENT INITIATED

Once they have arrived at Geneva Transfer III, the agents will need to keep their eyes out for the appearance of the *A-Hauler* on the arrival logs. There are 20 different berths on GTIII, forcing the agents to walk around the kilometre-wide station on patrol for Yuri's entrance. This does not require a skill check but the Referee should feel free to add other events or Non-Player Character encounters during the 2d6 hours the Dogs will have to wait for their target to arrive.

When Yuri docks the *A-Hauler* with the station, read the following:

The light above berth-lock 12 flashes yellow with the arrival of your quarry. You must be careful not to give away your intentions to Bollivic until after his truck is locked into the berth, else he could bolt before you get your cuffs on him. As you watch, he walks out of the airlock and punches his cred-ticket into the slot next to the door.

'A shower and a hot-hot,' says the scruffy man to the registry terminal, 'it's been a long haul.'

The berth-lock light turns green and Yuri disappears off toward the locker room...

ASSIGNMENT COMPLICATIONS

There is very little that can go wrong for the agents on this warrant unless they do something terribly stupid. If they wait just a few moments they can apprehend Yuri in the shower (or

Name: Yuri Bollivic

Aliases: Big Blue

Profile: 779657

Record

Transitek Route 65.2 – Misappropriation of Funds

Transitek Route 77.1 – Misappropriation of Funds, Suspected Smuggling

Transitek Route 10.3 – Falsification of Transit Papers

Solarway Transfer – Doctoring of Customs Forms, Suspected Smuggling

Warrant Designation: Apprehend and Return

Reward: Cr. 5,000

Warrant Status: Open

LVS:

Transitek Route 61.3; Stop 11 – 18/09/85 (Outer Sector B 0308)

Geneva Transfer I – 19/09/85 (Outer Sector B 0308)

Geneva Transfer II – 21/09/85 (Outer Sector B 0308)

Notes

Vehicle and current cargo are to be impounded unharmed.

Yuri has been stealing commercial goods and supplies from his own shipments, forging sales documents and receipts in order to take money from petty cash.

Known Associates:

Ruby 'Redder' Hollis (Transitek Driver, GCC file ST/4465/87-D)

Don Dork (Freelance Driver, GCC file Hel/666/753-T) – missing since 2179

Connie 'Control' Smythe (Forger and Fence, GCC file Ty/9083/632-C)

Warrant was issued after target left on current transit run, driving the cargo cruiser *A-Hauler*. ETA to Geneva Transfer III is approximately 73 hours from the current LVS. Corporate client would prefer agents to apprehend him there, taking custody of Transitek property immediately.

Yuri has no violence on his record but does have a Saturnal .44 pistol licensed in his name and registered for carrying rights. Agents should be aware.



just after) when his clothes and gun are in his locker instead of engaging him while armed. He will not likely try to fight against an armed S/D agent team regardless of the situation but can be goaded into it through verbal threats or physical abuse. It is more likely that Yuri will be talked into turning himself over.

After capturing Yuri the agents will need to then take control of the other half of the warrant – the *A-Hauler*. With Yuri's keycard they can get into the cockpit and get it started but it will require some skilled piloting to get the ship back to the Doghouse in one piece.

It will take a total of five successful Pilot (spacecraft) skill checks to bring the ship back, with each failed check resulting in a minor

collision with space debris, docking gear or something else. These collisions will not cause major damage to the ship but they will bang up the hull pretty bad.

Eventually the Dogs will get back to the GCC to report and turn in their target and his ship, hopefully safe and sound on both accounts.

ASSIGNMENT DEBRIEFING

When the agents return from the Geneva Transfer III, they will receive the normal reward for Yuri's warrant card. Like any Apprehend and Return classed warrant, the modifiers to the reward listed on page 92 of *Strontium Dog* apply.

YURI BOLLIVIC

A certified space trucker that has been running diesel cargo haulers for Transitek for years, Yuri was robbed at blaster-point six months ago. After his scrape with death he decided that trucking was not profitable enough and started stealing from the company. He thought he could get away with it.

Characteristics: Str 8 (+0), Dex 7 (+0), End 9 (+1), Int 6 (+0), Edu 5 (-1), Soc 7 (+0)

Skills: Broker 1, Carouse 1, Comms 1, Deception 1, Gun Combat (slug pistols) 1, Persuade 1, Pilot (spacecraft) 2, Vacc Suit 1

Armour: None

Weapons: Autopistol (3d6-3)

Other Equipment: Transitek Cred-Card, Ignition Keycard for *A-Hauler*, 5 doses Stims

There is an additional modifier for this warrant however, based on the damage inflicted to the *A-Hauler*. For every failed Pilot skill check on the return trip to the Doghouse, the GCC will charge the agent team Cr. 1,000. This means that it is possible (Yuri injured and ship banged up) for the Dogs to owe the GCC money after this warrant if they are not careful!

Assignment: Two for the Price of One

Most warrants only target one offender but some can be package deals because of their inability to be apart from one another. These are called 'joint warrants' and can be extremely lucrative for the right agents to undertake them. When these warrants are assigned, they are often looked upon as being more difficult despite their current classification.

Reaching Mab Garden City is a 100 credit trip on most astro-liners; free for an agent team with their own transportation.

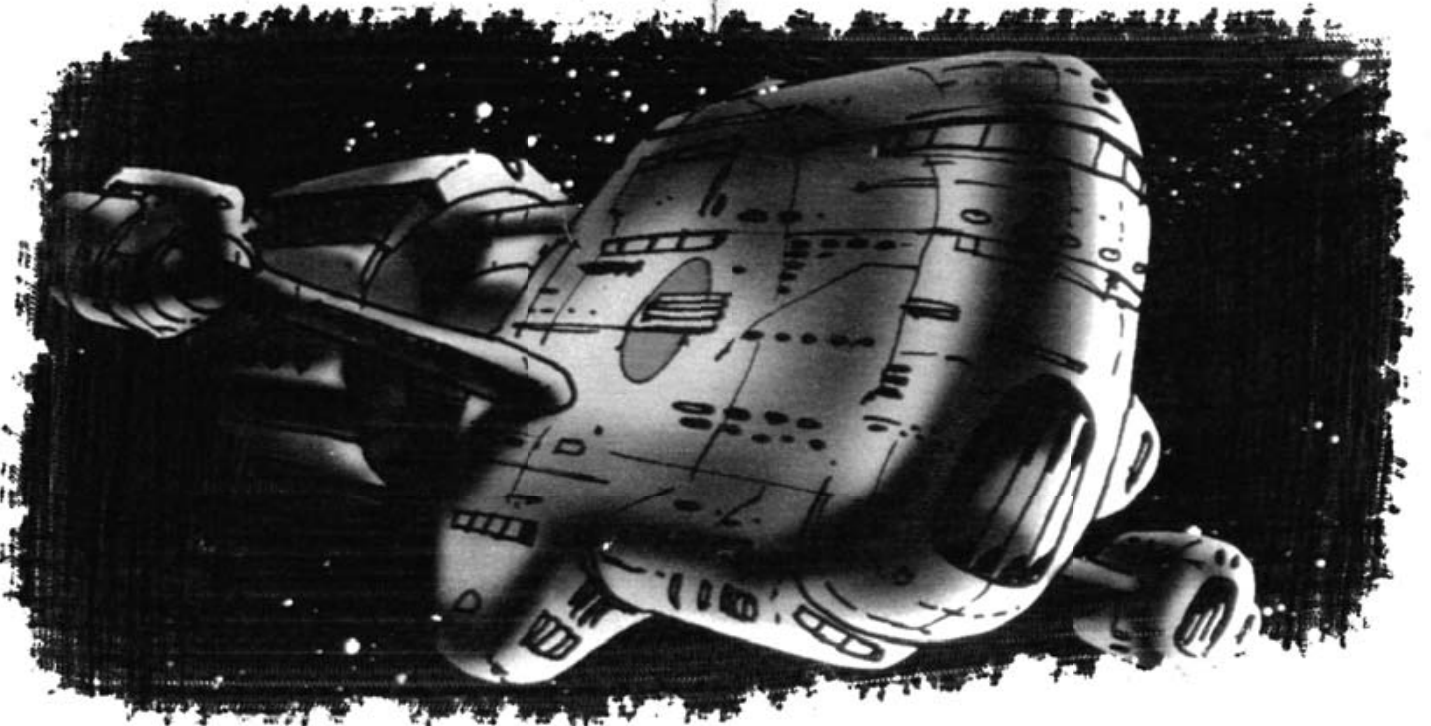
The Lobotomy Club is a dive on the southern side of the city and is listed in the city directory, making the 'search' part of their mission an exercise in common sense.

ASSIGNMENT INITIATED

The Lobotomy Club is a two level structure decorated in a science-western style dominated by fake alien artefacts and neon signs advertising a variety of liquors and malt beverages. It is not what you would call a 'high class' location. Derwen and Smith use the place as the base of operations and they bully the owner/bartender to do as they wish.

Unless they choose to come in shooting when the agents arrive to the club, read the following:

'What can I do for,' the bartender begins, his tongue clicking with worry when his eyes fall on your S/D badges, '...you? I... we... don't want any trouble. Can I interest you in a drink?'



Name: Lapsley Derwen/Sugden Smith

Aliases: None Known

Profile: 676867/A7A565

Record

Mab Garden City – Petty Theft, Aggravated Assault, Forgery, Illegal Gambling

Warrant Designation: Apprehend and Return

Reward: Cr. 10,000 each; Cr. 25,000 for the pair

Warrant Status: Open

LVS:

Lobotomy Club; Mab Garden City – 18/02/85 (Olo'b Empire 0704)

Notes

Habitual offenders. Work as a pair in criminal endeavours.



Lapsley Derwen is the brains in the duo, Sugden Smith is the muscle; neither is terribly adept at their chosen role.

Known Associate:

Abelard Rancid (Deceased Murderer, GCC file 987/4972/6-Closed)

Derwen and Smith have laid low for months after Rancid's termination. They have recently resurfaced with a small gang that has taken over a bar known as the Lobotomy Club as their criminal base of operations.

Targets are likely to be surrounded by Lobotomy gang members that may escalate the situation for any apprehending agents. Standard defence protocols apply for the non-warranted.

Smith will likely react violently; expect confrontation. Derwen might defend his partner but will probably try to flee.

'Fill up a couple of bowls,' a thug grunts from his seat at one of the tables, his hand sliding to his holster, 'Dogs don't drink at the table.'

'Now, now,' another goon adds with a sneer, 'maybe someone taught these old Stronties a new trick?'

'I heard,' a third says, standing from his seat, 'they play dead real good.'

'Everybody,' a man in an odd hat shouts from the back of the room, flexing a hand marked with a deep blaster-scar, 'give them a chance to get going on their way.'

'Yeah,' his table-mate says while rubbing a similar scar on his own hand, 'they obviously have the wrong bar.'

'H-Here,' the bartender says, the neck of the bottle clinking against the glasses nervously as he pours, 'just take them and go, alright?'

ASSIGNMENT COMPLICATIONS

Unless the agents are expert negotiators, a bar fight/shoot out is about to happen between the agents and the thugs. The two scarred men are Derwen and Smith. They are accompanied by six of their gang members. If the agents choose to leave when they see these odds, nobody will move to stop them – but the thugs will follow them to fight in the street on Smith's command.

There are a few rules concerning the combat in the Lobotomy Club that the Referee must pay attention to as it unfolds:

- Smith will go to guns at the first sign of conflict.
- Derwen will hide until Smith is first hit by a shooting attack.
- The six thugs will continue to fight until both Smith and Derwen are incapacitated.
- Any thug that has any Characteristic brought to 0 will try to escape out the front door, moving on their Minor actions and shooting as their Significant ones.



The combat will be fast-paced and make a huge mess of the club. Once it is over however, the agents can pick up the pieces and take the criminals back to the Doghouse to collect their rewards.

As a side note, the bartender will come out of hiding after the combat and thank the agents for cleaning up his club. He will also hand his communication information to one of them and asks them to come back around whenever they are in town – they can drink for free.

ASSIGNMENT DEBRIEFING

When the agents get back to the Doghouse from their mission, they will get the normal warrant rewards as per the amount noted on the dual-warrant (paying close attention to the caveat about bringing both targets in). Like any Apprehend and Return classed warrant, the modifiers to the reward listed on page 92 of *Strontium Dog* apply.

Any of the other Lobotomy gang members that are brought in alive will earn the agents an additional 5% to their total reward as all these minor hoods have minor, outstanding warrants.



LAPSLLEY DERWEN

Never seen without his signature – and remarkably silly – ‘lucky’ hat, Lapsley could have been someone in the business world with his mind for money. Instead he got hooked on a local drug called Caphlax and turned to a life of crime. Becoming tight with Smith over the years through their connection with Rancid, it only made sense that they would stay in partnership after their last run-in with the GCC.

Characteristics: Str 7 (+0), Dex 8 (+0), End 7 (+0), Int 9 (+1), Edu 8 (+0), Soc 6 (+0)

Skills: Broker 1, Carouse 2, Computers 1, Deception 1, Gambler 2, Gun Combat (energy pistols) 1, Investigate 2, Jack of all Trades 2, Persuade 1, Social Sciences (economics) 1, Stealth 2, Streetwise 2

Armour: Padded Jacket (5 vs. melee)

Weapons: Laser Pistol (3d6+3)

Other Equipment: 2 Doses of Caphlax, 100 + 2d6 credits

SLUGDEN SMITH

A real thug’s thug, Smith is a bruiser and a lout of the highest calibre. The only person he ever feared was Ab Rancid and Durham Red eliminated him. Now he is the powerhouse behind the Lobotomy gang and he is always on the lookout for his ‘little buddy’, Derwen.

Characteristics: Str 9 (+1), Dex 7 (+0), End 9 (+1), Int 6 (+0), Edu 6 (-1), Soc 5 (-1)

Skills: Carouse 2, Deception 1, Explosives 1, Gambler 2, Gun Combat (blasters) 1, Investigate 1, Melee (blade) 1, Persuade 2, Recon 1, Stealth 1, Streetwise 3

Armour: Leatherene Jacket (4)

Weapons: Blaster (4d6+3), Large Knife (1d6+3)

Other Equipment: 50 + 3d6 credits

LOBOTOMY CLUB THUG (6)

The muscle in Derwen and Smith’s Gang, these thugs are armed and dangerous – but not terribly smart or loyal.

Characteristics: Str 8 (+0), Dex 7 (+0), End 8 (+0), Int 6 (+0), Edu 5 (-1), Soc 4 (-1)

Skills: Carouse 1, Gambler 1, Gun Combat (slug pistols) 1, Melee (small blade) 1, Streetwise 1

Armour: Padded Vest (3 vs. melee)

Weapons: Body Pistol (3d6-3); Dagger (1d6+2)

Other Equipment: 25 + 1d6 credits

CHAPTER 2: THE BAD

'Why does it have to be Baconnians? I can never get the smell of burnt pork out of my hair.'

— Durham Red in the face of Papa Pork-O's mercenaries

To Blast or Not To Blast?

Most Strontium Dogs know that they will need to call upon their combat skills when chasing down some bounties, especially those that suggest possible termination. The warrants found in this chapter are dangerous. They offer a better reward than the earlier warrants but at the cost of personal safety.

BOUNTY BINGO – RANDOM WARRANT ISSUING PART II

If the Referee wants to randomly determine one of the 'Bad' warrants from this chapter, he may roll on the following table to come up with the bounty assigned to his players' team of Dogs.

D66 Result	Warrant Issued	Page Number
11 – 13	Villain Vacation	31
14 – 16	The Long Arm of Delaw	34
21 – 23	Come the Wreckomancer	37
24 – 26	Three, Two, One... Contact!	39
31 – 33	Not So Simply Savage	41
34 – 36	Howl at the Moon	43
41 – 43	A Walk on the Wylde Side	46
44 – 46	A Needler in the Haystacks	48
51 – 53	Echoes of Kreelman	51
54 – 56	Heartses-less	53
61 – 63	A Slave to Fashion	54
64 – 66	Roll on the 'Ugly' Bounty Bingo Table	58

Assignment: Villain Vacation

There is a place in the galaxy called the Paradise Coast on the planet Marbellas, where any form of criminal scum with a decent bank account can buy his way into safety. The authorities will accept a hefty bribe to give them sanctuary for their crimes.

This warrant places the S/D agents on a collision course with a planetary government that tries to protect criminals that happen to have the credits to make it worth their while. Strontium Dogs do not like playing nice when the Norms are not playing fair and this warrant gives them the opportunity to play a little dirty with a planet run by dirty politics.

Taking any number of a dozen standard astro-liner transports to Marbellas, the agents can find their way to the planet in question. The local transponder beacons all announce the main locations on the planet, including the landing coordinates for Paradise Coast.

Landing directly on the Paradise Coast will surely attract too much attention and could tip off Wyman that S/D agents are in the area. Choosing to land elsewhere and renting a car, taking a taxi or other such transit is likely the more prudent way to go. Also, the use of the newly designed Visage Field (see page 104) could be extremely useful to avoid detection.

ASSIGNMENT INITIATED

Getting into the community of Paradise Coast and to the Wyman Estate is a rather simple endeavour for anyone not wearing S/D badges or sporting their weaponry too openly. Marbellan Security Force (MSF) members will try to dissuade any agent from wandering in the Protected Zone, going so far as to put a two-man security detail on them at all times if they are spotted.

Once the agents have eluded the MSF and reached the fence around the Wyman Estate, the Referee should read the following to them:

Name: Simon Wyman
Aliases: None Known
Profile: 888C98
Record
Cygnus 4 – Grand Larceny, Tax Evasion

Warrant Designation: Dead or Alive
Reward: Cr. 50,000
Warrant Status: Open

LVS:

Paradise Coast (Protected Zone); Marbellas – 02/10/85 (Outer Sector B 0509)

Notes

Known to be hiding within the Protected Zone of the Paradise Coast community on Marbellas. Estate address: 3277 Shale Drive.

Wyman has been attached to the theft of seven armoured cash transports in the Cygnus system, using the illegally gained funds to buy a protected estate on Marbellas' Paradise Coast.

Known Associates:

Magistrate Jameson (Marbellan Legal Officer, GCC file 322/18763-J)

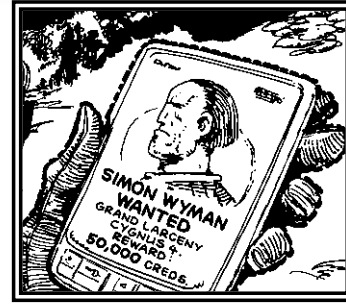
Sammy 'The Salamander' Saloman (Wanted fraudster/Neighbour, GCC file 1976/6634-SF)

Reginald Proot (Estate Manager, GCC file 322/123222-R)

Marbellans, as a people, dislike S/D agents. Disguises may be necessary to interact with the local populace.

Target stays on estate grounds for the majority of the time, occasionally visits some of his neighbours on the coast and only rarely leaves the safety the area provides.

Wyman will resist arrest, probably violently. If contact is made within the Protected Zone, Marbellan authorities will intervene on behalf of the target; expect armed resistance.



On the other side of this mainly decorative fence of faux-iron is a huge mansion cast in plastic brick and synthetic siding; a testament to the illusory nature of the human condition on Marbellas. Inside lurks the multi-millionaire thief Simon Wyman, the target of your warrant.

There is no surveillance that you can see, nor are any armed guards walking the perimeter. The only thing stopping you from leaping this fence, breaking down his door and bringing his justice to him is the bright orange signs dotting the street side every 100 metres of so – 'Protected by the Marbellan Security Force'.

ASSIGNMENT COMPLICATIONS

The agents have a few choices concerning this warrant. They can decide to ignore the local government's wishes and go directly to the estate in daylight, wait until nightfall and sneak in or wait for Wyman to leave his house on one of his grocery runs.

If they ignore the MSF warning signs and go after Wyman

immediately, they will have a front yard shoot-out on their hands with Wyman and his four bodyguards. After 2d6 rounds of combat with Wyman, 1d6 MSF troopers will arrive to put the Dogs under arrest. This is, of course, the least intelligent and most blunt approach.

If the Dogs try to sneak in at night, they will need to make four Stealth checks to get passed Wyman's four bodyguards in order to get at him. Wyman will be asleep (unless a loud combat wakes him) and easy to deal with once the bodyguards are out of the picture. If a loud combat occurs during the night, the MSF response time is increased to 3d6 rounds.

If Agents stake out the estate to watch Wyman they will need to hide nearby until the following morning. This will require at least two Stealth checks against the Investigate skills of wandering MSF two-man patrols. If they make it to the next evening without being discovered, the armoured limousine will leave the estate and head down the street for six blocks before it crosses the

vividly marked Protected Zone boundary. If the Dogs engage Wyman after he crosses this line, they will only have to deal with his four bodyguards (one is driving the car); the MSF will not send troopers outside the zone unless it is a major emergency.

Wyman has a mistress who refuses to visit the area where he lives because 'of all the horrid people who live there.' She will refuse to accept Wyman is one of those horrid people.

No matter how the Dogs get their mitts (or sights) on Wyman, they will eventually need to get off Marbellas with him (or with proof of his demise). This will be problematic, as word has

SIMON WYMAN

An intelligent safe-cracker and expert at corporate burglaries, Simon made away with an estimated 250 million credits before settling on the Paradise Coast. The laws and corrupt government of Marbellas protected him then but his luck will eventually run out – likely long before his money!

Characteristics: Str 7 (+0), Dex 7 (+0), End 8 (+0), Int 10 (+1), Edu 9 (+1), Soc 8 (+0)

Skills: Admin 1, Carouse 1, Comms 2, Computers 3, Deception 2, Gun Combat (energy pistols) 1, Investigate 2, Mechanic 2, Persuade 1, Physical Sciences (electronics) 3, Stealth 3, Streetwise 2, Trade 1

Armour: None

Weapons: Laser Pistol (3d6+3)

Other Equipment: Estate Keycard, 500 + 5d6 credits

WYMAN'S BODYGUARDS (4)

Hired protectors and menservants to Simon are professional bodyguards who are very competent. They are paid very handsomely to keep him alive, sometimes at the cost of their own safety.

Characteristics: Str 8 (+0), Dex 8 (+0), End 9 (+1), Int 7 (+0), Edu 7 (+0), Soc 6 (+0)

Skills: Drive (wheeled) 1, Gun Combat (energy pistols) 2, Medic 1, Melee (unarmed) 2, Steward 2, Streetwise 1, Tactics 1

Armour: Armoured Bodyglove (5)

Weapons: Laser Pistol (3d6+3); Electroknux (3d6)

Other Equipment: Wireless Comms Unit, Estate Keycard, 100 + 2d6 credits

Other Equipment: 50 + 3d6 credits

reached some corrupt troopers on the MSF. They will be waiting for the Dogs at their transport off the planet and they will be ready to enforce their planet's laws on landowner sanctuary.

They will offer the following options to the agents:

'Oh, no, no,' the man in the uniform at the front of his group scoffs, ripe with mock-disbelief, 'Stronties don't go ruckin' up trouble with our citizens around here. You ain't welcome, muties. I would tell you to get off my planet but you look like you are already headed that way. So...' he taps his nightstick in his palm, '...you need to be taught a lesson.'

'I'm thinking,' he continues with a leering grin, 'Half a mil will do as a street-level fine. Pay up and leave or resist adjudication... I just want you to.'

If the agents go ahead and pay them off, the MSF agents will let them go. Most characters do not like being extorted from, so a combat with the MSF troopers is likely.

When the agents are done with the MSF blockaders, they can leave this corrupt planet to go and fetch their reward.

MARBELLAN SECURITY FORCE TROOPERS

These local government agents are just doing their jobs – their biased and corrupt jobs. They protect the bad guys from justice for a percentage of the planet's taxation of ill-gotten funds.

Characteristics: Str 8 (+0), Dex 8 (+0), End 8 (+0), Int 7 (+0), Edu 6 (+0), Soc 6 (+0)

Skills: Admin 1, Comms 1, Computers 1, Deception 1, Drive (wheeled) 1, Gun Combat (energy pistols) 2, Investigate 1, Melee (bludgeon) 2, Persuade 1, Recon 1, Streetwise 1, Tactics 2

Armour: Reinforced Uniform (4, 6 vs. melee)

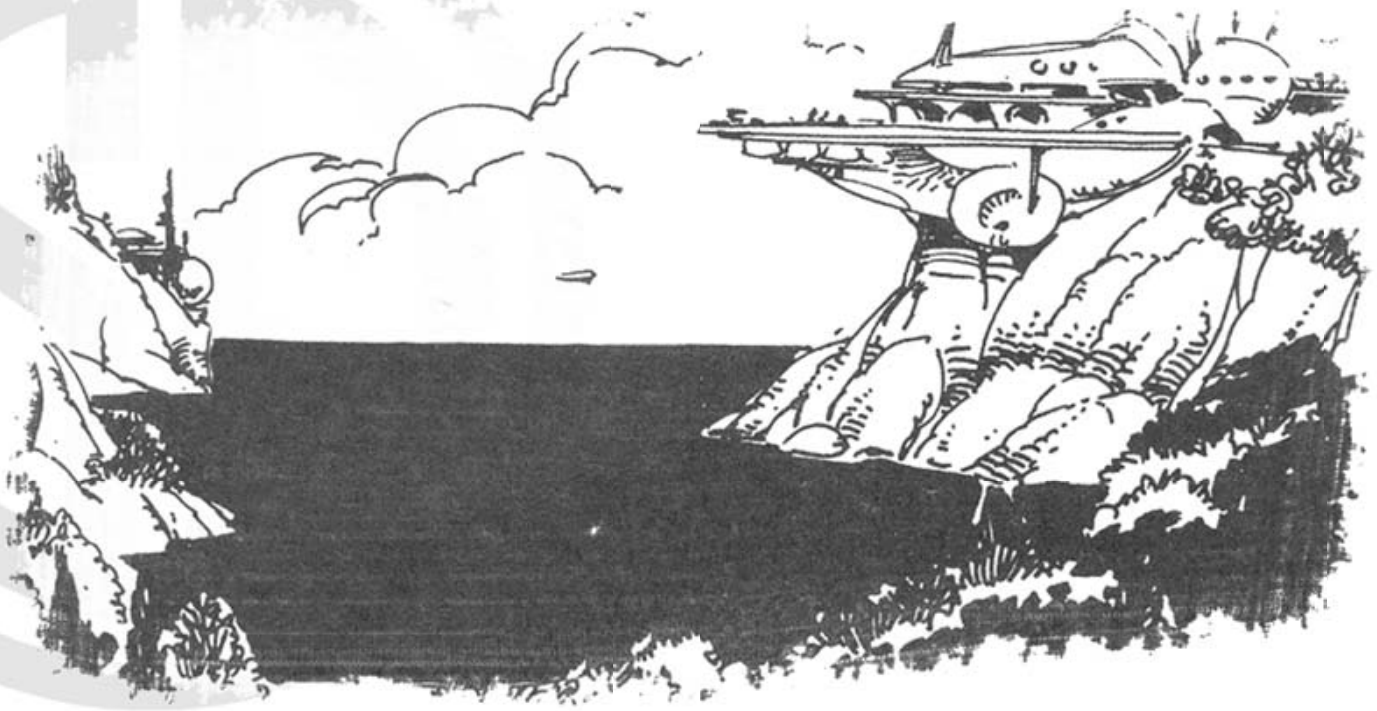
Weapons: Advanced Laser Pistol (3d6+3); Nightstick (2d6)

Other Equipment: Wireless Comms Unit, Medipack, 50 + 1d6 credits

ASSIGNMENT DEBRIEFING

When the agents get back to the Doghouse from Marbellas, they will receive the expected reward for the warrant as per the amount noted on the card. The GCC will offer a +10% bonus to the agent that can get Wyman off of Marbellas alive.

Under normal circumstances the GCC would reprimand an agent team that inflicted casualties – heavy or otherwise – upon planetary



police forces. Marbellas is anything but normal to the GCC, so if things got a bit bloody down on the planet it will be overlooked.

Assignment: The Long Arm of Delaw

S/D agents are given a lot of grief by other mutants for serving as bounty hunters that go after their own. In a world where mutants are almost universally despised and work is hard to come by, going 'Search/Destroy' is the only decent living they can get.

This assignment dispatches the agents to go and deal with a charismatic mutant who will try desperately to appeal to their better natures to get away. He can be violent as well as charming and the agents may get a chance to see both sides of this mutant's personality.

Montecal Prime is a hot, smog-ridden industrialised planet with a severe split in its labour force. Norms get white-collar jobs in climate-controlled offices and compound facilities, where mutants get the taxing and dangerous work in the foundries and manufacturing plants. The endless supply of work for mutants (factory casualties keep the workforce rotating) and the low priced industrial supplies make Montecal Prime a frequent stop on many transit routes. It should not be a problem for the agents to arrange for transport to the planet.

The hardest part of living on Montecal Prime is the hellishly thick atmosphere and the constant presence of chemical smog and industrial waste in the air. An unprotected character that has an Endurance of less than 10 will have chronic coughing fits and problems with dizziness. This is reflected as a constant -1 DM on all skill checks. Montecal Prime's conditions are perfect for characters to try out the new Enviro-Mask (see page 104).

Reaching Free Haven II will be easy. Being mutants themselves, the Dogs have only to try to enter any 'Montecali Only' buildings or ask a mutant they see for directions. Getting to Free Haven might require a paid taxi but specifically one that caters to mutants!

ASSIGNMENT INITIATED

The Free Haven villages are local mutant communities sponsored by the planet's most powerful corporation, MontTek. They are where all mutant workers of MontTek facilities receive half-off the rent to have a habi-condo there. Other mutants live in the Free Havens as well but at a higher rent.

Free Haven II is the community in which Delaw is attending a mutant freedom rally and where the agents will have the best chance to get at him.

When the agents arrive at Free Haven II, read the following:

Bright green banners flap in the smoggy wind over Free Haven II, each one reading a different pro-mutant slogan that you have heard many times before. It is the slight line between racial pride and rabble rousing and it is the calling card for violent lobbyists like Delaw.

'The clean skin, the soft hands, the fair hair of the oppressors,' a voice is shouting from the direction toward the centre of town, 'is oiled with the blood of our fallen brethren!'

You draw nearer to find an impassioned mutant with long arms addressing a crowd of misshapen folk. As you get closer, one of the mutants in the crowd opens his four eyes wide and points you out.

'Welcome, brothers of the twisted strontium genetic puzzle,' Delaw shouts out, 'are you here to help find freedom and equality'

Name: Harold Delaw
 Aliases: Sleeves, The Strangler
 Profile: A8A965
 Record
 Berrick 12 – Aggravated Assault, Incitement to Violence
 Berrick 8 – Incitement to Violence
 Warrant Designation: Dead or Alive
 Reward: Cr. 75,000
 Warrant Status: Open
 LVS:
 Free Haven II; Montecal Prime – 09/16/85 (Outer Sector B 0502)



Notes

Living as local mutant ringleader, Delaw has over two dozen followers. This might have reached 'cult' status; be advised.

Delaw's primary mutation is that of long, strong arms with an additional joint in the middle; a second elbow. He is a trained boxer and a skilled grappler, putting those arms to deadly use when confronted in close quarters.

Known Associates:

Roo Roo (Berrickan Rebel, GCC file 428/65087-S)
 Graycer (Montecali Terrorist, GCC file H578/0077-X)

Harold Delaw is notoriously good at swaying fellow mutants' emotions and has done so many times in the past to build up tension at pro-mutant rallies, anti-Norm movements and major political events. It is questionable as to whether this ability is social or chemical in nature.

Target will be found at a local pro-mutant celebration in the village of Free Haven II. Attendance likely to be over 100, forcing all agents to act cautiously when dealing with Delaw's followers.

Delaw should not immediately respond with violence but apprehending agents should be aware that he is capable of it.

for your fellow mutant or are you here to be the servant dogs of your Norm masters? Are you one of us, fellow mutants or are you a slave to that blaster on your hip?'

ASSIGNMENT COMPLICATIONS

The warrant is only for Delaw but he has several loyal followers in the crowd. Depending on how the Dogs deal with the situation, they might have one hell of a fight on their hands.

If the S/D agents simply start shooting and try to take Delaw out quickly, there will be 2d6 mutant rioters that will come after them. They do this to save Delaw if he is still alive but they will not be run off even after his death. They are quite zealous in protecting this rabble-rouser.

If the S/D agents stick around to listen to what Delaw has to say, they will all need to pass an Athletics (endurance) skill check at -2 DM. Delaw has a hidden mutation that allows him to produce

airborne pheromone chemicals (protected by the enviro-mask) that charm others into doing his bidding. As long as even just a single character resists his pheromones, he will command those he did sway to try to disarm those who did not succumb. This will result in an inter-agent brawl during which Delaw will try to escape out a back way.

If the S/D agents try to take Delaw alive, the crowd will stand in opposition and 1d6+2 mutant rioters will try to help their ringleader escape the agents' grasp. If Delaw is killed during this attempted arrest, an additional 1d6+1 rioters will join in the fray.

In the rare case that *all* of the Dogs are wooed by Delaw's pheromones, the Referee should explain to them that the next few days are a haze of freedom rallies and celebrations. They will awaken in a flophouse somewhere in Free Haven IV (almost 500 kilometres away) robbed of all their weapons and

armour and no one else around. Delaw will have escaped to be a problem elsewhere.

When the agents have dealt with the crowd of mutants and taken Delaw into custody (or gathered proof of his demise), they may return to the Doghouse for their rewards.

ASSIGNMENT DEBRIEFING

When the agents get back to headquarters, they will receive the proper reward for the warrant as per the amount noted on the card. As a D/A warrant, they should be receiving some kind of payment regardless of whether or not they brought Delaw back alive.

If the agents were caught up in the festivities (or Delaw's pheromones) and the target got away, the GCC will not compensate them for their lost equipment. The Dogs will have to make do with easier jobs until they can gather the resources to buy more!



HAROLD DELAW

Mistreated his whole life by his family of Norms, Harold learned first hand what it was like to be hated and prejudiced against. His long arms made him conspicuous but they also shaped him into the survivor he is today. His pheromone production began at puberty and his role as a mutant troublemaker for the Norm population was set in stone.

Characteristics: Str 11 (+1), Dex 8 (+0), End 10 (+1), Int 9 (+1), Edu 7 (+0), Soc 7 (+0)

Skills: Admin 1, Advocate 2, Athletics (strength) 2, Carouse 2, Comms 2, Computers 1, Deception 1, Diplomat 1, Gun Combat (blasters) 1, Investigate 1, Medic 1, Melee (unarmed) 2, Persuade 3, Stealth 1, Streetwise 2, Tactics 1

Armour: None

Weapons: Micro Blaster (3d6+3); Punch/Elbow (1d6+2)

Other Equipment: Bullhorn, Medipack, 100 + 2d6 credits

MUTANT RIOTERS

A group of mutants who work and live on Montecal Prime, the crowd ranges from the mildly mutated to the severely altered. Most of the crowd believes in Delaw's message but only these few are ready to fight and die for him.

Characteristics: Str 8 (+0), Dex 7 (+0), End 10 (+1), Int 6 (+0), Edu 6 (+0), Soc 6 (+0)

Skills: Carouse 1, Deception 1, Drive (wheeled) 1, Melee (bludgeon) 1, Persuade 1, Streetwise 1

Armour: None

Weapons: Heavy Tool (2d6)

Other Equipment: 25 + 1d6 credits

Assignment: Come the Wreckomancer

This warrant sends the Dogs to a trashworld they might have been to once before if they took on a warrant presented in the 'Good' chapter of this book (see *Knowledge is Powered*, page 22). For those who have been there it will be a new look at a familiar place. For those new to the planet; they are in for a surprise!

Unless the agents have already been there, transportation to Heapex will be difficult to acquire from normal sources. It is a dangerous planet for visitors and most transport pilots do not even stop there.

Bribery mixed with some Persuade or Diplomacy skill checks are required to arrange special passage to Heapex. If they own their own spacecraft or have been to Heapex before, they will have a much easier time getting to the trashworld.

Name: Angus Alrik
 Aliases: The Wreckomancer, Scrap-God
 Profile: 889D75
 Record
 Argasso 3 – Aggravated Assault, Shipjacking
 Argasso 4 – Murder, Shipjacking
 Heapex – Misappropriation of Goods, Enslavement of Synthetics, Misuse of Public Utilities
 Warrant Designation: Dead or Alive
 Reward: Cr. 150,000
 Warrant Status: Open
 LVS:
 Waste Zone 349; Heapex – 20/11/85 (Outer Sector B 0608)



Notes

A mutant with the unique power to force robots to obey him, Angus Alrik is very dangerous on a world full of scrapped technology and abandoned machines.

Devices with electronic processing and controls placed in direct contact with Alrik are linked to him on a neural level through his mutated nervous system. This is normally done through direct skin contact at the palms of the hands or bottom of feet but has been known to be augmented through other means.

Known Associates:

None

Angus Alrik is a mutant who left behind the world of other living beings. He found solace in the cold mechanical world of robots and machines, alienating him from the only people who would have sided with him – other mutants. The solitude of being surrounded by only those that you control has taken its toll on Alrik, as forcing robots to talk to you is no better than talking to one's self.

Target will be located in a large waste management zone on the planet Heapex. The collection and recycling zone labelled 'three-four-nine' has been satellite photographed as having new activity upon it. Massive tracked machines have been seen pushing the trash into walls around a central locale filled with what looks like a robot army. Alrik must be stopped before that army can be used to takeover the planet.

Alrik WILL respond with violence. Assigned agents are to be warned. EM weaponry is highly recommended.

The warrant card refers to 'EM weaponry', a technology type that would be helpful in dealing with robotic targets. For details on these weapons see page 102.

ASSIGNMENT INITIATED

Waste zone 349 is a large enough area that the agents should have no trouble finding it on a public records map. They should be able to pilot their craft or instruct their pilot to set them down nearby. This will put them less than an hour's walk away from the trash wall that is surrounding the area – and their target.

When the agents reach the wall of trash around area 349, read the following to them:

A huge mound of discarded rubbish reaches several dozen metres high and stretches as far as you can see in either direction, forming a wall of rust, plastic and broken glass that you will need to climb to get into area 349. From the other side of the heap you can hear the sounds of heavy machinery; your target could be close.

ASSIGNMENT COMPLICATIONS

The first obstacle the agents will need to overcome is the trash wall. Unless they have the means to circumvent it in a different way (quantum explosives, jump packs and so on) they will need to climb up, over and back down the wall. This requires three successful Athletics (co-ordination) skill checks. Each successful check moves the agent towards getting over this obstacle but any failures mean slippage. Someone slipping and falling through the compacted trash will be bludgeoned, cut, stabbed and chemically scorched by the hazardous terrain. For every point of negative Effect on these skill checks, the character suffers 1d6 damage (-1 Effect is 1d6 damage, -4 is 4d6 and so on).

Once the characters have made it over the wall, they get the following scene introduction:

You are glad to have solid ground under your feet again as you walk into the interior of the zone, seeing columns of greasy smoke rising up from the stacks above its recycling plant. Lined up, maybe 20 across and 12 deep is what really has you worried – a platoon of dormant robotic humanoids. Despite being assembled from dozens of different styles and parts, this ragtag unit of scrap soldiers still look dangerous with their deckplate axes and riveted plastisteel armour.

'No!' a loudspeaker crackles out from everywhere around you, 'You cannot be here! I'm not finished yet! It is not complete!'

The ground rumbles beneath your feet and your jaw drops slightly as a massive robot rolls out from around the building. Its lower body is that of an old Kreeler-model tanketto, the upper torso that of a construction wreck-bot and the head is nothing but a throne. Sitting on the throne, his head wrapped in a web of cables and circuits, is Angus Alrik.

'Your presence here has set back my schedule,' the loudspeaker roars from the massive bot's chest in Alrik's voice, 'but not too long once I have killed you!'

The agents will have to either blast apart the 'Wreckernaught' or take called shots to hit Alrik specifically. Alrik is shielded by a personal defence field that soaks up 15 points of damage each attack but he can be attacked directly with a -4 DM penalty.

ANGUS ALRIK

A mutant with the ability to interface with machinery, Angus always felt distanced from other mutants in the camps. He never felt better than when he was commanding robotic toys or making the vid-box change channels because he asked nicely. It warped his mind however and he would rather kill every living thing around him than have to live with their looks and sneers any longer.

Characteristics: Str 7 (+0), Dex 8 (+0), End 9 (+1), Int 8 (+0), Edu 7 (+0), Soc 5 (-1)

Skills: Comms 2, Computers 3, Deception 2, Engineer (electronics) 2, Engineer (robotics) 3, Gun Combat (blasters) 1, Mechanic 4, Melee (bludgeon) 1, Stealth 1, Streetwise 2

Armour: Personal Defence Field (15)

Weapons: None (relies on robot)

Other Equipment: Wreckernaught Interface Throne

THE WRECKERNAUGHT

A massive, cobbled together monstrosity controlled by the powers of Angus Alrik, the Wreckomancer. Between its two hip-mounted machine gun turrets and two-ton fists it is a robotic nightmare able to give the toughest mutants a challenge.

Function: Combat/Manual Labour

Config: Hybrid Humanoid

Size: Very Large; 9,800mm

Personality: Servile

Characteristics: Str 16 (+3), Dex 6 (-1), End 14 (+2), Will 7 (+0)

Skills: Athletics (strength) 5, Engineering (salvage) 3, Heavy Weapons (autocannon) 1, Melee (unarmed) 1

Armour: Riveted Deckplate Skin (8)

Weapons: Heavy Machine Guns (5d6), Fist (5d6+3)

Luckily for the Dogs, the scrap soldiers are not networked or active yet, so they will not be taking part of the battle except as cover.

Either when the Wreckernaught is made inoperable or when Angus suffers an incapacitating wound, the following scene unfolds:

'Meat puppet organic dogs!' Alrik screams out while sparks and fire burst out from around his throne, 'Metal will have its day!'

There is a plume of fire and an explosion at the top of the gigantic robot, sending fragments of poor Alrik careening in all directions. A single streak of fire, like the wash from a jet, soars high into the clouds; a signal flare for the demise of the so-called Wreckomancer. The robot slumps forward with the grinding of hydraulics and the stress whine of treads trying desperately to grip the ground but the weight is too much and the metallic titan collapses.

There is almost nothing left of Alrik. You can find a few meaty gobs here and there. Hopefully it will be enough to collect the reward.

When the agents are through scooping up what they can of Alrik, they can start the trip back to the transport location. There is a large section of the trash wall that has yet to be finished almost two hours' walk away but characters that do not want to spend that time walking around will need to climb back over the wall instead (following the earlier procedure).

It should be noted that the 240 scrap soldiers that Alrik assembled are worth Cr. 5,000 each on an open market if an agent thinks about salvaging any of them. They are fully operational and contain various levels of power cells but require a robotic 'brain' to be activated. If an agent ever manages to get a Scrap Soldier activated, they have the following profile:

SCRAP SOLDIER

Loyal soldiers that have a rough-cut scrap axe for a right hand, these robots are designed to do one thing – assault and kill the enemy.

Function: Combat

Config Humanoid

Size: Medium; 1,900mm

Personality: Servile

Characteristics: Str 10 (+1), Dex 8 (+0), End 10 (+1), Will 5 (-1)

Skills: Athletics (strength) 3, Melee (blade) 2

Armour: Plastisteel Plates (6)

Weapons: Boarding Axe (3d6+2)

ASSIGNMENT DEBRIEFING

When the agents get back to the Doghouse, they will receive the listed reward for the warrant as per its warrant card – so long as they scraped up enough of Alrik's bio-mass from the wreckage. As the Wreckomancer either killed the agents or battled until he was killed, there is no way to modify this reward.

Assignment: Three, Two, One... Contact!

The Dogs' most prevalent targets are criminal scum from around the multiverse but they also frequently get saddled with eliminating dangerous creatures that may or may not show sentience. Already used to being executioners, this kind of work comes easy to a Strontium Dog.

This warrant has the agents hunting a dangerous cross-dimensional entity.

Getting to Mab I's Golden Hills Starport is easy. It is a short warp-flight and able to be arranged commercially from the Doghouse. Whether the agents have their own ship or need to borrow space on someone else's, they can reach the starport with ease.

ASSIGNMENT INITIATED

Golden Hills Starport is a busy location on Mab I, with 10 to 12 warp-capable ships coming and going from its landing pads each day. It is the perfect place for the menacing Zblis to create a little hive-colony and spread out across the stars. It is a primarily human territory, leaving little for mutants – especially bounty hunters.

When the agents disembark into the starport, the manager will track them down and explain what is going on and what he hopes they will do:

All the flashing lights and casino-style gambling stations have your eyes darting back and forth as you walk through the terminal, ignoring the glares and rude comments the Norms are giving you. They do not get many mutants around here and it shows on all their faces.

'Finally!' a voice shouts, belonging to the thin man in the bad suit walking your way, 'We don't know how long we can keep the little snecker cooped up! Follow me!'

He leads you through the corridors to a huge closed door marked 'Terminal Orange'. He inserts his keycard into the monitor to the side of the door and taps out a few keystrokes on the pad beneath it. The monitor flickers to life and you can see a deserted starport terminal in a security overhead view. The waiting area benches have been overturned, their cushions torn to stuffing and several electronic machines knocked down and opened. The scene is not deserted though – a small, red-hued

Name: The Zblis (pronounced *zz-bliss*)

Aliases: N/A

Profile: 555500

Record

Mab I – Unprovoked Attacks by Unknown Feral

Warrant Designation: Termination

Reward: Cr. 100,000

Warrant Status: Open

LVS:

Golden Hills Starport ; Mab I – 13/10/85 (Olo'b Empire 0704)

Notes

Known as the 'Zblis', a warp-malfunction side effect, this creature is a dangerous dimensional stowaway known to travel along with ships on warp jumps to reach new planets on which to reproduce.

Zblis (singular and plural) reproduce randomly and asexually, allowing them to become a major problem near starports, where they go to feed off warp signatures. They are feral creatures that dislike being bothered and will react violently to nearly any interaction.

Known Associates:

N/A

Zblis have very sharp claws, dense flesh and energy-siphoning tongues. They must be hunted with extreme caution.



beast with long limbs and a feline tail pads out from behind a bin. In a moment the creature looks up at the camera like it knows it is watching, then suddenly leaps up to fill the screen with teeth and a slobbery tongue before blanking out to static.

'There was one of the little bastards this morning,' the manager says as he flicks open the door controls, 'and there were three when we locked the terminal down. Get in there and kill them all before they figure out how to get out!'

He pushes the button and the door slides open to allow you in, closing behind you ominously.

ASSIGNMENT COMPLICATIONS

This is a standard 'bug hunt'. There are four Zblis lurking around the terminal, waiting to leap down on anything with an electronic power signature – including the energy weapons and devices of the agents!

The Zblis are ambush predators, hiding until they can make a single movement and attack their intended target. The agents will need to make Investigate skill rolls against the Stealth skill rolls of the creatures. If an agent succeeds, he sees one of the Zblis in hiding and can make an initial attack upon them instead of being ambushed.

If a Zblis is not found, it will leap out and attack the agent with the most prominently 'tasty' energy signature. The order in which Zblis find targets a priority meal is as follows:

1. Temporal or Dimensional Devices
2. High-Energy Weapons (Blasters, Plasma)
3. Energy-Weapons (Lasers, EM)
4. High-Yield Electronics (Scanners, Augmetics, Robots)
5. Electronics (Computers, Comms)
6. Bio-Electric Fields (Flesh)

Once the ambushes begin, the Zblis will become incensed and not stop until they get their hands on a tasty energy-meal or are dead.

Once the agents have eliminated all of the Zbliss (or have created so many that they have to flee) they can head back to the Doghouse for their debriefing. If they managed to destroy them all, the manager of the starport will even throw in a free upgrade to first class for their ride home.

ASSIGNMENT DEBRIEFING

When the agents return to the Doghouse, they will collect the expected reward for the warrant, so long as they killed the creatures.

ZBLIS (4 + ?)

Impish creatures that feed off the energies of this world, the Zblis are insatiable beings that exist solely to consume and reproduce. The latter feat is normally done through the steady consumption of warp-exhaust but can be triggered prematurely by a concentrated jolt of energy.

Characteristics: Str 6 (+0), Dex 7 (+0), End 4 (-1), Int 6 (+0), Edu 2 (-2), Soc 0 (-3)

Skills: Athletics (co-ordination) 2, Investigate 1, Melee (natural weapons) 1, Stealth 2

Armour: Dense Flesh (2)

Weapons: Claws (2d6)

Special Rules: Energetic Reproduction – Anytime a Zblis is struck by more than 15 points of energy-based (blasters included) damage, whether or not it kills them, their body instantly splits into two fully healed Zblis (with an audible crackle like static).

If any of the agents are feeling greedy and realise that the original warrant card did not say anything about killing multiple creatures, they could argue with the GCC paymaster that each verifiable kill would be worth the reward amount. This will require them to have at least two of the corpses and succeed in an Advocate skill check at -3 DM. If successful, the GCC will begrudgingly pay them the full reward for *each* verifiable killed Zblis!

Assignment: Not So Simply Savage

Repeat offenders are often re-classified as higher paying and more serious threat-level warrants if the criminal in question continues to evade agents. These targets are not given the chance to escape any longer and are put on the short list of D/A targets for the Strontium Dogs.

This warrant gives the agents a chance to bring justice to a habitual criminal that has been a problem case for a long while. The Dogs also get the chance to find out why he is so slippery after being captured – and why several agents refuse to go after him a second time.

New London remains one of Earth's largest populated areas after the strontium showers and a direct link to the GCC transport system thrives. Agents come and go via New London all the time. Getting to the megalopolis should be a routine task for any characters with a few credits in their bank accounts and at least one pilot friend that does not hate them yet.

Once landed, the Dogs can get out into the wilderness either on a circle-route tram for Cr. 25 (which they will need to take back) or by renting an all-terrain vehicle from the local Wyld Boys Toys office for Cr. 500 an hour. Either way they will need to follow a local map or pass a Navigation skill check (-1 DM) to find the small and unassuming Faux-Forest Wilderness Retreat, a rentable cottage surrounded by plastic trees and Astro turf yards.

ASSIGNMENT INITIATED

Getting out to the Retreat will take a few hours overland but will catch Donald Savage by surprise. Having been turned in by someone he argued with a few days before, he will be on the main floor of the bed-n-breakfast when the agents arrive.

When the agents arrive at the Retreat read the following:

The swinging doors creak loudly as you push them open, with a few patrons looking up to see you. Once they do, they toss their creds on the table and make to leave as quickly as possible.

One man, sitting in the back of the room slurping his soup with his back to you, raises his wine glass in a wiry hand that bears many scars from a long life of minor injuries.

'I'm glad you are here.' Donald says, taking another sip, 'I was growing tired of this place. If you let me finish my meal and this fine merlot, I will go quietly. I promise.'

ASSIGNMENT COMPLICATIONS

Donald is not lying; if the Dogs allow him to finish his stew and one more glass of the dark wine, he will allow one of them to put him in cuffs and escort him out of the Retreat. They will be able to search him and find his equipment (listed later in his statistics profile) without him so much as raising a finger against them. Once the agents get Savage outside, he will shapeshift into the Spriggan and fight against his capture.

If they decide to go ahead and take him immediately, ignoring his request to finish his meal, he will throw hot stew into the face of his attacker (1d6+1 damage) and try to escape. On the following round he will activate his own mutation and fight the Dogs much harder (see later in this section for rules on his shift).

Name: Donald Savage

Aliases: The Spriggan, Bonebreaker Don

Profile: 676BC8

Record

New London – Aggravated Assault of an S/D Agent, Fleeing the Scene

GCC Custody – 13 counts of Custody Escape

Wales II – Aggravated Assault of an S/D Agent, Murder (Suspect)

Halo 12 Containment Centre – Custody Escape, Murder

Redminster College – Assault on University Staff, Grand Larceny

Warrant Designation: D/A

Reward: Cr. 200,000 dead, Cr. 500,000 alive

Warrant Status: Open

LVS:

Faux-Forest Wilderness Retreat; New London – 02/04/85 (Core Worlds 0506)

Notes

Donald Savage is a dangerous man, despite his unassuming physical look and stature. He is accredited with the known murder of one S/D agent and suspected of another. He is violent and should be considered armed and dangerous.

Savage worked as a professor for the Redminster Collegiate Association before getting caught trying to steal the fundraising money from a school function, he beat a college security guard nearly to death before fleeing. Ever since he has been on the run. He has been caught several times, with each time resulting in an incapacitated S/D agent and broken manacles.

Past agents who has lived through Savage's escapes claim to remember nothing. They turn their back on Savage for a moment and then they awaken to find him gone.

Known Associates:

Paulie Two-Tongues (Mutant Transporter, GCC file 569/8.872-E)

With Savage's history, apprehending agents should be ready for possible lethal interaction.

Special permits have been arranged for this warrant to allow the assigned S/D agents to operate on Earth.



When it is time for Donald Savage to do battle against the agents, he shapeshifts into a massive hulk of a mutant he calls the Spriggan. It is immensely strong, breaking out of any restraints Donald might have been in and turning the frail-looking nerd into a killing machine.

Either killing or incapacitating the Spriggan will cause it to shift back down to Donald Savage, who will need to be somehow sedated or heavily restrained (such as using heavy chains or placing him in an airlock) for transport back to the Doghouse (if necessary).

ASSIGNMENT DEBRIEFING

When the agents get back to the Doghouse, they will receive the listed reward for the warrant as per its warrant card. The amount is specific as to the survival of Savage and the agents should be well aware of that.

If the Dogs found the Mnemonic Eraser on Savage they likely have no idea what it is or what it is worth. The GCC is no stranger to alien devices and they recognise it as alien technology. If the agents ask the GCC about the device, R&D scientists will offer to buy it from them for Cr. 100.

DONALD SAVAGE (THE SPRIGGAN)

Once a skilled doctor of strontium studies, Donald helped hundreds of mutants become at ease with the most obtrusive of mutations before sending them off Earth to other colonies. All the time he was trying to find a cure for his own, hidden mutation and when he ran out of funds he turned to crime, got caught and now cannot ever go back to a normal life.

NOTE: The Characteristics found after the backlash are those used after Donald becomes the Spriggan.

Characteristics: Str 6/12 (+0/+2), Dex 7/9 (+0/+1), End 6/10 (+0/+1), Int 11/4 (+1/-1), Edu 12/0 (+2/-3), Soc 8/1 (+0/-2)

Skills: Admin 1, Athletics (strength) 1, Computers 2, Deception 2, Gun Combat (energy pistols) 1, Investigate 2, Life Sciences (mutology) 4, Medic 2, Melee (bludgeon) 2, Melee (unarmed) 2, Persuade 2, Recon 2, Stealth 1, Streetwise 1

Armour: None/Dense Flesh (4)

Weapons: Laser Pistol (3d6+3)/Bony Fists (2d6+2)

Other Equipment: Sleeping Pills, 120 + 2d6 Credits, Ring-Sized Mnemonic Eraser (-4 DM to locate; see description)

Special Rules: Regeneration – The Spriggan automatically heals one point of damage with each Minor Action he devotes to doing so.

Mnemonic Eraser – The eraser is a tiny alien device that looks like a common piece of jewellery. When activated, the eraser emits an intense psionic pulse that erases the last 2d6 hours from the minds of anyone within six metres looking at the device when it is activated. Those affected can pass a Very Difficult (-4 DM) Athletics (endurance) skill check to shrug off most of the effects, reducing the length of time to 2d6 minutes. This device is why none of Savage's previous capturers remember the Spriggan.

Assignment: Howl at the Moon

Howlers from the planet Kunghung have an unsavoury reputation. They are in demand as vicious mercenaries and bounty hunters but just as many become outlaws, robbing and murdering with gusto. These creatures are a constant source of trouble for the GCC and agents are forever chasing them down to end them as a threat.

This is a commonplace assignment type, putting the agents up against enemies they probably know a lot about through their intelligence files in the GCC and the rumours told by other Dogs.

The Zhuf system is a tiny star system outside of chartered space and filled with small planets and moons that the Iridon Mining Corporation use for resources. It will cost at least Cr. 10,000 per agent hiring a ship to take them or at least three Astrogration skill checks (-1 DM) to pilot there in their own ship.

ASSIGNMENT INITIATED

The Zhufi Moon is a silt-based desert that is covered by a thick layer of particles that act much like very fine sand. However anything with a ground pressure greater than a man in boots will be drawn down and sink beneath the surface. When the agents try to land their ship (or the pilot of a chartered vessel), the on board computer will warn them of this.

The agents will eventually land on Zhufi Moon and disembark to find they have a long walk ahead of them. The climate on Zhufi Moon is cool and dry, making the stroll far more tolerable than one in a hot desert. It will take the Dogs several hours to walk the 43 kilometres to the Howler hideout.

Luckily for them, Yobo saw the wash trails of the landing ship and has decided to ride out to intercept what he believes must be a supply shipment. About 10 kilometres from the landing site, the following scene unfolds:

There is a cool breeze on the air from the east, occasionally spitting up silt particles to sting your eyes. During one of these moments you raise your hand to shield yourself from the annoying bits of sand and you see several shapes dotting the horizon.

Riders. Riders on hoverbikes.

The riders approach and you can see right away by their body shape and hairy outline that you do not need to find Yellow Yobo – he has found you!

Name: Yobo the Howler
Aliases: Yellow Yobo, Yowlin' Yobo
Profile: A78423
Record
Zhuf 2 – Armed Robbery, Murder
Warrant Designation: Dead or Alive
Reward: Cr. 100,000 dead, Cr. 250,000 alive
plus Cr. 25,000 per additional dead howler
Warrant Status: Open



LVS:
Zhufi Moon; Zhuf System – 01/02/85 (Outer Sector B 0705)

Notes

Yellow Yobo is a howler, making him a sociopathic alien capable of killing anyone – even his own allies – in cold blood just for laughs.

Known Associates:

Roon the Howler (Brother, GCC file X33.8410)

Yellow Yobo and his gang have a hideout in an old mine 43 kilometres east of the only safe landing point in the desert of Zhufi Moon.

Yobo has a small troop of howlers with him on Zhufi Moon with which he has been robbing trains and armoured transports for months. The GCC wants Roon more than Yobo, explaining the highly increased 'alive' reward.

Yobo is a skilled shot with his blaster and a skilled close-quarters combatant. Approach with caution but never rule out termination. Howlers never surrender without a fight and Yobo will be no different.

'Whaddya have here, boyos?' the brightly blonde-dyed howler shouts out, stepping off his hoverbike with blaster in hand, 'a few saps for my zaps? Get 'em!'

ASSIGNMENT COMPLICATIONS

Yellow Yobo and his gang will get off their bikes and start shooting without really giving the agents any chance to avoid this combat. The Dogs can try to take Yobo alive to get the higher reward but he will not make it easy for them.

The howlers will use their guns as much as they can but they will not pass up a chance to use their blades on an agent. If Yobo is incapacitated, the remaining howlers will jump on their bikes and speed away if possible. They do not want to end up like their leader!

Once the agents have killed or captured Yobo (and taken proof of any other howlers they killed) they can get back to their transport to leave Zhufi Moon. If they are curious about Yobo's stash or where any fleeing howlers went off to, it will take them a Navigation skill check (-1 DM) to find the abandoned mine.

Inside the mine there are piles of loot out in the open, including the following:

- 10 standard laser pistols
- 34 days worth of packaged food
- 3 standard blasters
- 6 bottles alien liquor
- 8 Reb-4 Hoverbikes with grav charger

If the agents look around they can find a hidden (-3 DM to find) vault locked with an electronic secure-key (on Yobo). If they can get in (Computers -4 DM to hack), they will find the following:

- two S/D badges
- Cr. 2,500

Once the agents are finally through with the Zhufi Moon, they can head back to the Doghouse for their rewards.

ASSIGNMENT DEBRIEFING

When the agents return to the Doghouse, they will collect the reward(s) as stated on the warrant, keeping in mind they need to have proof of any additional howler kills if they wish to get paid for them.

YELLOW YOBO

The bigger, dumber brother of the notorious Roon the Howler (see *A Roon with a View*, page 63), Yobo has a bright golden yellow mane, standing out amidst the common howlers of his gang, the Boyos. He is a skilled killer with a penchant for blasters set to flesh, even going so far as using a 'dropped once' blaster from a S/D that came to collect on his bounty before!

Characteristics: Str 10 (+1), Dex 7 (+0), End 10 (+1), Int 5 (-1), Edu 3 (-1), Soc 5 (-1)

Skills: Athletics (co-ordination) 1, Carouse 1, Flyer (grav) 2, Gun Combat (blasters) 2, Investigate 1, Leadership 1, Melee (blade) 1, Melee (natural weapons) 2, Persuade 1, Stealth 1

Armour: Fur (1), Leatherene Arm and Leg Pads (4)

Weapons: Phased Standard Blaster (4d6+3), Heavy Blade (2d6+4), Bite (2d6+2), Claws (1d6+1)

Other Equipment: Reb-4 Hoverbike, Secure-key to hideout vault, 50 + 4d6 credits

YOBO'S BOYOS (5)

Yellow Yobo's howler gang, these thuggish beasts are violent and crude. They follow Yobo because he will kill them if they do not but they are not loyal to the point of suicide.

Characteristics: Str 10 (+1), Dex 6 (+0), End 8 (+0), Int 5 (-1), Edu 3 (-1), Soc 4 (-1)

Skills: Carouse 1, Flyer (grav) 1, Gun Combat (laser pistols) 1, Melee (blade) 1, Melee (natural weapons) 1, Persuade 1, Stealth 1

Armour: Fur (1)

Weapons: Laser Pistol (3d6+3), Blade (2d6+1), Bite (2d6+2), Claws (1d6+1)

Other Equipment: Reb-4 Hoverbike, 20 + 2d6 credits

REB-4 HOVERBIKE

The best way to get around quickly on Zhufi Moon, the Reb-4 uses an internal gravitic unit to maintain a height of half a metre above the ground at all times. Not terribly well made or resilient, they are used by the miners on the moon to get around without having to always resort to foot travel.

Dimensions	
Height	902mm
Width	755mm
Length	1,805mm
Wheelbase	—
Weight	140kg
Fuel Range	2,000km
Powerplant	Habisson turbo grav unit
Full Speed	470kph
Max Speed	725m/round
Acceleration	132m/round
Deceleration	210m/round
Cost	Cr. 18,000
Statistics	
Skill	Flyer (grav)
Agility	+1
Crew	1
Open/Closed	Open
Armour	2
Hull/Structure	1/1
Cargo	15kg
Weapons	None



Assignment: A Walk on the Wylde Side

This warrant is a standard Dead or Alive warrant targeting a habitual offender that happens to be a powerful sorcerer. In what might be the Dogs' first encounter with magic, they will need to deal with his magical minions as well as try to bring the sorcerer in alive if possible.

NOTE: Referees should make sure to be familiar with the rules on Sorcery found in *Strontium Dog* starting on page 145.

Io is a standard shipping lane stop on the way through the Sol system. The agents will have no trouble arranging for a flight to where the warrant states Wylde is residing.

ASSIGNMENT INITIATED

Io contains several numbered domed structures that the people of the moon inhabit, some of which contain commercial assets and cultural sites. One of these includes the Jupiter

War Historic Battlefield; preserved under the dome for tourists to come and see what the colonists fought and died for 50 years before.

Wylde can be found in the middle of this battlefield, surrounded

DARLOK WYLDE

A member of the Ares Brotherhood, Wylde learned some of the most dangerous and deadly magic humans (or anyone) has ever known. He is proud of his skills and believes that he could be the most powerful sorcerer alive today (after the Broods' deaths) but he is always looking for new ways to prove this to others.

Characteristics: Str 7 (+0), Dex 9 (+1), End 6 (+0), Int 10 (+1), Edu 9 (+1), Soc 7 (+0) Power 8

Skills: Art (ritual) 2, Athletics (endurance) 2, Deception 2, Gun Combat (blasters) 1, Investigate 2, Leadership 1, Melee (blade) 0, Persuade 2, Sorcery 2, Stealth 2, Tactics 1

Armour: Armoured Robe (2)

Weapons: Micro blaster (3d6+3)

Sorcerous Effects: Discorporate, Fly, Hand of Death, Ignite, Portal Ritual

Other Equipment: Ares Ritual Grimoire, Talisman of Tsuc, 200 + 3d6 credits

RISEN VETERANS

Magically animated soldiers buried at the battlefield from the Jupiter Wars, these undead things are not to blame for wanting to eat the living – it is the black magic that is forcing their hands...and teeth!

Characteristics: Str 7 (+0), Dex 3 (-1), End 6 (+0), Int 0 (-3), Edu 0 (-3), Soc 0 (-3)

Skills: Athletics (strength) 2, Gun Combat (energy rifles) 1, Melee (blade) 1, Melee (natural weapons) 2

Armour: Undying Flesh (Special)

Weapons: Bite (2d6), Claws (1d6+2)

Special Rule: Undying Flesh – Anytime a weapon inflicts damage upon a Risen Veteran, this damage is reduced to 1d6 points. The exceptions to this reduction are anything based solely on flame or positive energy (flamethrowers, number 3 blaster cartridges, positron weapons, and so on) which inflict damage as normal.

Name: Darlok Wylde
 Aliases: Wylde the Warlock, Tsucani Terror
 Profile: 776BB8
 Record
 Io – Unauthorised Use of Arcana
 Tsucan 3 – Unauthorised Use of Arcana,
 Possession of Inter-dimensional Beings, Terrorism
 Warrant Designation: Dead or Alive
 Reward: Cr. 300,000 dead, Cr. 350,000 alive
 Warrant Status: Open



LVS:
 Jupiter War Historic Battlefield; Io – 28/12/85 (Core Worlds 0506)
 Bundy Starport; Io – 26/12/85 (Core Worlds 0506)

Notes

Wylde is a student of the dark magics of Mars' Ares Brotherhood (see GCC file 6609.HG), knowing how to empower the flesh with a number of offensive magical effects. He is very dangerous and cannot be allowed to roam free.

Wylde spent four years on a backwater planet called Tsucan 3 honing his arcane skills on the local primitive populace. While there he discovered a powerful talisman that gives him power over the flesh of the dead. He creates 'zombies' from the bodies of the fallen. These zombies are not individually dangerous but their resilience can be taxing over long engagements.

Known Associates:

Vicar Brood (Deceased Sorcerer, GCC file 867/31098-B)
 Mercy Williams (Slave Trafficker, GCC file A223/9844-S)
 Eril 'The Coroner' Crowe (Mutant Smuggler, GCC file A755/11098-E)

Wylde has chosen the Jupiter War battleground for a specific purpose as yet undiscovered by the GCC; proceed with caution.

Target will undoubtedly be surrounded by reanimated corpses. GCC R&D suggest the use of positron emissions or high-heat weaponry.

Wylde will resist arrest with powerful arcane assets but has also been known to carry a micro blaster in his robe sleeve.

by arcane symbols and stacks of burning incense. A simple Navigation skill check (+2 DM) will bring the agents from the dome entrance to where Wylde is waiting for them.

As they approach the sorcerer, read the following to them:

The thick blue trails of alien incense wrap around your target as he kneels at the centre of a profane magical symbol, his hood pulled up over his head to hide his features – but you know it is him.

'Hello, agents,' he says matter-of-factly, 'we are glad you could make it. It just wouldn't be a dinner party...'

The ground shakes and rotting, skeletal hands shoot upward to claw at your feet. You jump backwards and the old dead soldiers they belong to pull themselves up out of the ground. A dull yellow glow throbs in their empty sockets.

'...without the main course!'

ASSIGNMENT COMPLICATIONS

The Risen Veterans will attack the agents immediately, keeping them busy while Wylde casts his magical spells from the rear of his mob. The undead soldiers will not use weaponry unless it is knocked or dropped to the ground, at which point they will scoop up the weapon and use it to the best of their limited abilities.

Wylde himself will try to use a few of his spells at first but will draw his micro blaster if it looks like he may need the additional firepower. He is not a fantastic shot but it could be all he needs to make good on a hasty retreat.

During the combat, agents can choose to make attacks specifically at the elaborate talisman around Wylde's neck. These attacks are at -4 DM to hit and are striking something with an armour rating of 10. Every point of damage the talisman suffers beyond its armour however, inflicts one point of damage on *all* Risen Veterans due to the magical weakening of the artefact.

Once Wylde has been apprehended or terminated, the agents can use any of the standard lo-based starports to leave with their quarry and get back to the Doghouse for their reward. If Wylde was taken alive, the Referee should make note of how the Dogs plan to keep him from casting any further spells while in custody – sloppy agents might find that they have to track down and catch the wily sorcerer again!

ASSIGNMENT DEBRIEFING

When the agents return to headquarters, they will receive the expected reward for their target as per the amount listed on the warrant card. As a D/A warrant, they should be receiving some kind of payment regardless of whether or not they brought Wylde back alive. The risen veterans are not worth any reward.

If the agents decide to keep the Talisman of Tsuc or the Ares Ritual Grimoire, the owner will have the ability to learn the Sorcery skill at a tenth of the normal cost – but also at the expense of 1d6 points of their own Endurance Characteristic permanently! Learning dark magic has its cost, if not in credits.

Assignment: A Needler in the Haystacks

Some criminals do their best to hide amongst the normal people of the worlds they are living upon in order to avoid capture. This only delays the inevitable, because someday the GCC will figure out where they are and the agents will be on their way.

This warrant sends the Dogs to an agricultural world that is technophobic and violent towards outsiders bringing their 'witchery' into their pure community. The agents will have to abandon their high-tech toys in favour of some old fashioned weapons to get their target.

Amoshe Prime is a distant planet off the normal route of most space lanes. This and the lack of electronic communications planetside are what makes it the perfect place to hide from the GCC. It will cost Cr. 10,000 per agent to hire transportation to the planet or two Astrogation skill checks at -2 DM to self-pilot there.

Landing *anywhere* near the Hay Valley Acres farming community will tip the locals off to the agents' high-tech nature. If they do not want an entire village worth of farmers coming after them they will need to land far away and walk to Hay Valley Acres. Due to the hilly terrain and large fruit trees that thrive all over this world, they can set down a day's walk away without being noticed. Any closer and the people of Hay Valley Acres will automatically be hostile to the agents' visit.

Referees should take note that this warrant is a perfect opportunity for the agents to purchase and utilise the 'mock-vintage' weaponry available in this sourcebook (see pages 101-103).



Name: Seraddi Veich
 Aliases: Veich the Spike, The Needler
 Profile: 6A7886
 Record
 Caytor 3 – Assassination of Local Government Agent, Assault on GCC Officers
 Nova Popula (worldship) – Assassination of Commanding Crew, Assault on GCC Officers, Assault on S/D Agents
 Warrant Designation: Dead or Alive
 Reward: Cr. 400,000
 Warrant Status: Open
 LVS:
 Hay Valley Acres; Amoshe Prime – 20/04/85 (Outer Sector B 0107)



Notes

Veich is a notorious mutant political assassin known for her use of a high-powered sniper rifle for her professional kills.

Veich's mutation is a number of long, sharp quills that grow from her skin like hair. These quills are deeply rooted in her flesh and are painfully sharp for anyone who is impaled by them. She has been known to use them as improvised weapons, styluses and lock picks when necessary.

Known Associates:

Tabula Waits (Mutant Fixer, GCC file 102/87937-AA)

Wanted for the violent assault of several GCC agents and officers as well as the assassination of two high profile targets, Veich has fled to the distant agricultural world of Amoshe Prime, according to information received. As long as she remains outwardly loyal to the strange religious code of the planet, they do not care about her past. They will hide her for as long as she needs if she does not break their code.

The code of Amoshe Prime requires only that technologies that require the power of the body or of the planet are to be used. This means no firearms of any kind, only primitive-looking armour and simple melee weapons (swords, clubs and so on) can be used. Anyone bringing such weaponry to their planet is considered a blasphemer and will be 'culled' for their souls' safety.

Veich is a capable, cold and calculated villain but should be just as limited in weaponry as any S/D agents going after her. Agents should train and arm themselves with primitive martial equipment.

ASSIGNMENT INITIATED

The climate and terrain of Amoshe Prime is temperate and perfect for overland travel. It will be a pleasant walk filled with happy animals covorting nearby, fluffy clouds in the sky and fruit trees whose branches bow heavily with fruit everywhere the Dogs look. Amoshe Prime is truly a paradise.

Hay Valley Acres is a farming community on the planet, numbering 23 adults (24 with Veich included), 17 children and six infants. It is blessed with bumper crops, with the main produce of the village being root vegetables and wheat.

When the Dogs arrive at Hay Valley Acres (and are not going to be recognised as techno-blasphemers), read the following to them:

Huge stacks of harvested wheat sheaves are scattered throughout the valley amidst the quaint little cottages. There are several muscular, tanned men and women working in the fields, swinging scythes and sickles with practiced precision.

'Ho there!' one of the men waves with his free hand, hoisting a bale of hay with the other effortlessly, 'Welcome to Hay Valley, friends. Come and share with us your travellers' tales!'

ASSIGNMENT COMPLICATIONS

Veich is hiding out in this community and has yet to know the agents have come for her. If they play along with the Hay Valley Amoshans, they will be able to track her down rather easily. If they refuse to adhere to the local codes of conduct (carry technology, use profanity and so on) the locals will become hostile and Veich will have a small army of angry peasants on her side.

Finding Veich in the village requires a number of successful Investigate skill checks equalling a total of 10 Effect. If, during these rolls, an agent rolls a -6 Effect, Veich is made aware of their presence and sneaks her way to the haystack where her rifle is currently hidden. She will get 1d6-2 (minimum of 1) free attacks with her rifle before the Dogs will reach her position.

If the S/D agents manage to find Veich before she notices them, they will find her at work tying bales together near her cottage. She will be surprised to see them and will try her best to escape them and get to the haystack containing her rifle. This will take her 2d6 Minor actions' worth of movement to reach her weapon and another to pull it free of the haystack. Obviously, when she produces the high-powered weapon, the Amoshans will turn on her.

The Amoshans are aware that law exists and they would recognise the authority of the Dogs if it is brought up – as long as they do not mention that they came from another planet or are carrying technology of any kind!

Once the agents have made good on their warrant with Veich, they can escape back to where they can get picked up off the planet and return to the Doghouse. If they resorted to using any form of technology to bring her to justice, they will have to flee from the Amoshans – making it a hard day's journey back to the ship!

ASSIGNMENT DEBRIEFING

When the agents return to headquarters, they will be rewarded the proper amount as detailed on the warrant card. It should be noted that Veich is worth the same amount dead or alive, with the GCC caring little as to who is going to execute her for her crimes.



SRADDI VEICH

A trained assassin, Veich is a cold-blooded killer and not one to underestimate. Her quills notwithstanding, she will be a difficult target to bring in.

Characteristics: Str 6 (+0), Dex 9 (+1), End 7 (+0), Int 9 (+1), Edu 8 (+0), Soc 6 (+0)

Skills: Animals (farming) 0, Broker 2, Comms 1, Computers 1, Deception 2, Gun Combat (slug rifle) 2, Investigate 1, Melee (blade) 2, Pilot (spacecraft) 2, Persuade 2, Stealth 2, Streetwise 2, Tactics 1

Armour: None

Weapons: Sickle (2d6+3); Sniper Rifle (3d6+3); Quills (1d6+1)

Other Equipment: Simple Clothing, Symbol of the Amoshan Saint, Keycard to New Swedia Bank Account (Cr. 2,400,000 in account)

Special Notes: Anyone grappling or engaging in unarmed combat with Veich suffers her Quill damage automatically every round.

AMOSHAN FARMERS (15)

Simple, primitive and very strong – the Amoshans live a hard and dedicated life of farming and labour. This makes them physically powerful and a real threat when in close quarters.

Characteristics: Str 10 (+1), Dex 6 (+0), End 9 (+1), Int 5 (-1), Edu 4 (-1), Soc 7 (+0)

Skills: Animals (farming) 2, Athletics (strength) 2, Carouse 1, Drive (wheeled) 1, Melee (blade) 2, Melee (bludgeon) 1, Navigation 1, Physical Sciences (agricultural botany) 2, Survival 2

Armour: None

Weapons: Hand Tool (1d6+2) or Heavy Tool (2d6+1)

Other Equipment: Simple Clothing, Symbol of the Amoshan Saint

Assignment: Echoes of Kreelman

The horrors that mutants suffered at the hands of Kreelman and his anti-mutant policies is very raw and fresh in the minds of many S/D agents. His anti-mutant programmes caused great suffering and widespread murders by Kreelman's followers has lead to mutants everywhere hating Kreelers. Every Strontium Dog yearns for the chance to get their hands on one of Kreelman's followers.

This warrant gives them their chance, targetting Maxwell Druger, a vicious murderer in Kreelman's forces.

Since Druger has taken control of a ship he does not know how to pilot and is allowing a shuttle with a negotiator to dock with him, the GCC will arrange for the agents to be on that shuttle 'disguised' as the negotiating team.

ASSIGNMENT INITIATED

The shuttle ride to the *Daliance* is fast and no-nonsense. There are several important members of a powerful corporation amongst the hostages and the GCC is being urged to handle this situation with extreme prejudice and care toward their lives. If the hostages were unimportant the ship could simply be

Name: Maxwell Druger

Aliases: Deadly Druger, Maximum Body Count

Profile: A9A788

Record

Earth – Crimes against mutants (murder, kidnapping, torture – given amnesty as part of the peace deal in 2168)

Earthspace – Shipjacking, Kidnapping (101 counts), Murder (6 counts)

Warrant Designation: Termination

Reward: Cr. 500,000; -10% per hostage killed

Warrant Status: Open

LVS:

Upminster; Earth – 23/12/67 (Core Worlds 0506)

ESS *Daliance*; Earth – 23/12/85 (Core Worlds 0506)

Notes

One of the leading executioners in Nelson Bunker Kreelman's reign of terror in the 60s, Maxwell Druger once held the rank of Master Sergeant of Arms. He is well trained and very dangerous.

Druger is known to police for his extreme hatred of mutants and was suspected of being aware of the plot involving James 'Gim' Reaper to free Kreelman from his incarceration but no proof was found. He has seized the Earth Spacefaring Ship the *Daliance* and has already begun to broadcast demands to reinstate Kreelman's anti-mutant laws and policies.

Known Associates:

Nelson Bunker Kreelman (Former Minister; deceased, GCC file 002/1197-K)

James Earl Reaper (Former Kreeler Officer; deceased, GCC file 002/8923-F)

Druger's old records claim he is a skilled marksman, expert grenadier and an instructor in close quarters fighting.

After killing the six mutants on board, target has taken over the ESS *Daliance* and rounded up the non-mutant passengers and crew in the mess hall to be held as hostages until 'those damned muties get kicked offa Earth!' He has agreed to allow one shuttle containing a negotiator from Earth on board to discuss terms.

Druger is a particularly nasty thug, terminate at the first opportunity without endangering the hostages, if possible.



attacked from the outside and dealt with. The clients expect the Dogs to use their best judgment in bringing Druger down.

When the agents arrive on the ship, the public announcement system will give them the following information:

'We are 10 corridors ahead of you,' says a gruff and anxious voice over the intercom, 'come on in slowly and with your hands where I can see them... or I pop one of these whining, mutie-loving simps!'

ASSIGNMENT COMPLICATIONS

This assignment is a straightforward mission that puts the agents in the position to bring down the bad guy without getting too many of the hostages hurt. Druger does not care about the hostages and will execute them out of hand if he gets wind that something is wrong with the negotiator's arrival.

There are no statistics for the hostages themselves. If during the combat Druger has a free Significant action to take or can include a hostage in his area of fire effect (grenades), he will make sure that one of them gets killed. There is no reason to keep track of damage for the hostages – any attack targeting them will kill them outright.



MAXWELL DRUGER

One of Kreelman's right-hand men during the anti-mutant 2160s, Maxwell was trained to be a deadly combatant and a stout soldier.

Characteristics: Str 10 (+1), Dex 9 (+1), End 10 (+1), Int 7 (+0), Edu 8 (+0), Soc 8 (+0)

Skills: Admin 1, Athletics (endurance) 2, Comms 2, Computers 1, Drive (tracked) 1, Explosives 2, Flyer (grav) 1, Gun Combat (energy pistols) 2, Investigate 2, Leadership 1, Mechanic 1, Medic 1, Melee (blade) 2, Persuade 2, Recon 2, Stealth 1, Survival 2, Tactics 2, Zero-G 1

Armour: Prolar Uniform and Helmet (5)

Weapons: Laser Pistol (3d6+3); Vibro-Knife (2d6+4); six Incendiary Grenades (3d6)

Other Equipment: Kreelman's Autobiography, T-Weapon Manual

Druger will not allow himself to be taken alive. When two or more of his physical Characteristics have been damaged below 3, he will make the following statement on his next possible action:

'Rot you all!' Druger shouts out, tears of confused anguish on his face, 'Rot you and all these mutie-lovers!'

You watch in horror as he pulls the pins on his last remaining grenades...

If he manages to blow himself up, he will take 1d6 hostages with him at the same time. Additionally, any character within 3 metres of him will suffer 3d6 damage.

Once Druger has been killed – by the agents or by his own actions – the agents may embark on the shuttle and return to the Doghouse for their rewards.

ASSIGNMENT DEBRIEFING

As this is a termination warrant, the Dogs will get paid their reward if Druger is killed. As he was willing to kill himself in order to avoid capture, the only change in the reward amount will be if any hostages were killed in the process of bringing him down.

Assignment: Heartses-less

Johnny Alpha, the most (in)famous S/D agent ever known to the galaxy, has been known to pal around with an unusual alien called the Gronk, from a species called the Gronks. The Gronk is just one of hundreds of thousands of the creatures; they all seem to be individualistic to one another but all refer to themselves as 'Gronk'. It can be a maddening existence to be around one of the frail-hearted metal eaters but Johnny Alpha likes having him – or it – around.

This warrant sends the agents off to deal with an extremely rare target – a Gronk with an iron-cold heart or, as they would call it, *heartses*.

The Gallego system, home of the Gronks, is not a commonly visited place on many starfarers's routes. Hunters and poachers will sometimes go to fetch their prized pelts and extremely tasty meat but few of these folk would ever want a Strontium Dog to come along for the ride.

There are two ways to reach Gallego; pay for special transport from a commercial source or get the coordinates and pilot it themselves. Paying for transport will cost Cr. 50,000 for a ship

to make a special trip, with a Cr. 10,000 reduction if the agents do not mind riding with criminal scum. If they want to instead go there on their own, they will need to pass three Astrogation skill checks at a –2 DM.

Note: If the Dogs have some way to speak to Wulf Sternhammer or Johnny Alpha, they could get far better directions to Gallego and earn a +4 DM on the roll to find it. They will have to convince Wulf and Johnny that their intentions are good, which might be hard for characters with violent reputations!

ASSIGNMENT INITIATED

Gallego 4 is a moderately large planet with many hills, valleys and mountain ranges. It is thick with raw ore for the Gronks to feast upon and their sprawling mines can be found from a low orbit. As time progresses and the ore runs dry, the hungry Gronks move along to a new location and leave the old one vacant. It is in one of these vacant mine areas that Gronk 2.0 can be found.

When the agents get to Frevit Canyon they will need to find clues as to where Gronk 2.0 is waiting in ambush for them:

Name: Gronk
 Aliases: Gronk 2.0
 Profile: 476667
 Record
 Gallego 4 – Destruction of Public Goods,
 Aggravated Assault on a Sentient Synthetic, Illegal Bounty Hunting
 Warrant Designation: Dead or Alive
 Reward: Cr. 150,000 dead, Cr. 200,000 alive
 Warrant Status: Open

LVS:
 Frevit Canyon; Gallego 4 – 19/06/85 (Olo'l'B Empire 0208)

Notes

Catalogued as the only Gronk to ever receive cybernetic enhancements, Gronk 2.0 has also somehow overcome its species' natural weakness to being frightened. This occurred sometime after the poaching of so many of his kind by the Weerd Brothers.

Wanted for the wilful and premeditated devouring of a S/D android named Larr-E, Gronk 2.0 has shown aggressive tendencies and a dislike for anyone wearing the S/D badge.

Known Associates:

The Gronks (alien race; GCC file 87762.879D)

Gronk 2.0 is augmented with at least a cybernetic targeter and carries a standard blaster. He is to be considered armed and dangerous.



The bleak and dusty canyon stretches out in front of you, several kilometres of area to search for one specific alien on a planet full of his own kind. This will be a long day or even weeks of searching this area. That is, of course, if the little beastie is still around at all!

ASSIGNMENT COMPLICATIONS

The biggest complication the agents will have is trying to find Gronk 2.0 in a massive open area of nooks, crannies and caves where he might be lurking. This will require skill, patience and a little bit of luck.

Gronk 2.0 is hiding in an alcove, scanning the Dogs with his eye, until one of them looks as though he might have found something. This means that the agents will want to make Recon skill rolls. If an agent succeeds, he finds a small wad of chewed copper or a pool of liquid lubricants to lead him further into the canyon.

If one of the agents fails the Recon skill check by an Effect of -3 or more, Gronk 2.0 sees a perfect chance to get a shot off and fires at that character immediately. It gives away his position but it might incapacitate one of his attackers.

If any agent manages to score a success on his Recon skill check with an Effect of 6, that character sees where the target must be hiding and is given a free round of actions before anyone else rolls initiative.

When he fires or is fired upon, read the following to the players:

'Snecks yourselves!' a high-pitched and almost childlike voice says as the crackle of a weapon discharge echoes through the canyon, 'You are just likes those Weerdses! Coming around heres to wear my brotherses peltsses! This is one Gronk who won'ts be giving it up so easilies!'

Gronk 2.0 knows that his life is essentially over for what he has done but he does not regret it and claims that he would do it again in an instant. He will fight until incapacitated or killed; never surrendering for any reason.

Once the agents have dealt with Gronk 2.0 they can head back to the Doghouse for their reward. If they stop and talk to any Gronks *after* they confronted 2.0, they will be regarded with great fear – and all Gronks they meet will need to test against their Weak Endurance because of it!

ASSIGNMENT DEBRIEFING

When the agents return to headquarters, they will receive the full amount the warrant offers. Due to the uncanny similarities between all Gronks, the GCC will need to have at least two types of proof that the Gronk they bring in is actually the right one – other agents have tried to pull less intelligent schemes for a few credits in the past!

GRONK 2.0

Having his 'poor heartses' replaced with a dual-core hydrostatic Shuttermatic circulatory rig, this Gronk was able to remove the weakest part of the alien species and fill the hole with cold, hard logic. The targeting eye and the reinforced teeth came much later, once Gronk 2.0 realised that he was no longer in a constant state of near-death worry.

Characteristics: Str 6 (+0), Dex 8 (+0), End 10 (+1), Int 8 (+0), Edu 6 (+0), Soc 7 (+0)

Skills: Admin 1, Athletics (co-ordination) 2, Deception 1, Gun Combat (blasters) 2, Investigate 1, Medic 1, Melee (natural weapons) 1, Physical Sciences (metallurgy) 2, Recon 2, Stealth 2, Survival 2

Armour: Fur (1)

Weapons: Reinforced Bite (2d6+4; If Gronk 2.0 successfully bites a target, it exudes acid which acts only against metal, dissolving up to 1kg in one Combat Round), Precision Blaster (5d6+3)

Special Rules: Gronk 2.0 has a cybernetic heart allowing him to ignore the 'Weak Endurance' special rule found in the Gronk entry on page 158 of the *Strontium Dog Roleplaying Game*. Additionally, his cybernetic targeting eye allows him to ignore up to -1 DM worth of range and cover penalties when firing any ranged weapon.

If any of the agents kept Gronk 2.0's pelt for themselves, it would be worth Cr. 2,000 on the open market. His cybernetic implants were keyed specifically to his body and genetic structure, making them useless to re-use but still worth 2d6 x Cr. 10,000 as scientific research materials.

Assignment: A Slave to Fashion

There are planets in the galaxy that allow or condone slavery, however the GCC will hunt down those engaging in this trade wherever it is possible. Since planetary governments are free to form their own laws there are many places where such activities go unhindered. The abundance of open warrants to capture or terminate slavers means there are many agents solely employed to hunt them down.

Name: Jabber lol
 Aliases: The Tailor, The Quilter
 Profile: 871.0999T
 Record
 Stengle V – Kidnapping, Aggravated Assault
 Charn – Trafficking of Human Slaves
 Warrant Designation: Dead or Alive
 Reward: Cr. 150,000
 Warrant Status: Open
 LVS:
 Markette; Charn– 03/02/85 (Colony Worlds C 0306)



Notes

A purchaser of illegal human slaves from the flesh farms of Charn, Jabber lol is known for his particular usage of his human leftovers. He sews their remaining skin and 'gristle' together into horrible patchwork clothing.

lol sells these disgusting outfits to human-hating races for a massive profit. His clientele includes a wide range of alien races.

Known Associates:

Dasher Brannet (Mutant Slaver, GCC file 837/9235.1-D)
 Arguyle (Jerboosan Slaver Captain, GCC file E764/2746-S)

Jabber lol has a masterful command of medical skills and a deep understanding of human anatomy. These are skills that he could put to bloody use in close quarters combat. Be aware of this knowledge and try to stay out of melee with him.

Target holds his secret illegal sales from a manufacturing facility in the province of Markette on the planet Charn. It is here that he creates and sells his wares.

It is unknown whether or not lol will respond with violence to warranted agents.

Charn cooperates as much as possible with the GCC to wipe out the human food farms operating on the planet but the vast profits from the trade has led to problems with corruption and the practice still continues. With the filling out of a simple form, requiring an Admin skill check (+4 DM), the characters will ensure they are on the next vessel to the planet.

ASSIGNMENT INITIATED

Charn is home to a technologically advanced race of aliens, many of whom have a taste for human flesh, despite this being illegal. They do not care terribly for mutants, socially or in the case of their palettes, making S/D agents visiting the planet safe from their predation. There are several starports on the planet but only one is within walking distance of the rural province of Markette.

Markette is a wooded area outside one of the larger urban communities, giving the people who want to live there a feeling of seclusion without placing them too far away from the amenities

cities can bring. It was the perfect place for lol to set up his grisly shop, up until an informant passed the location on to the GCC.

When the agents arrive at the coordinates where lol's workshop is supposed to be, read the following:

Your directional finder tones loudly and quickly to signify that you have reached where your target's hiding place is supposed to be but all you see around you are lush trees and thick, fernlike ground cover. The informant said the entrance was hidden from the average viewer but you are beginning to wonder if you were steered completely the wrong way.

ASSIGNMENT COMPLICATIONS

The first thing the agents will need to do is find where the entrance to lol's workshop lies. Hidden by a holographic image of a large shrubbery, the agents will need to do some serious investigative work around the area. This requires an Investigate skill check made with a -4 DM. For every piece of electronic investigation

gear (IR goggles, scanner and so on) or good idea (such as burning ground cover or a telepathic scan) reduce this penalty by -2 DM (Dogs can only remove the penalty once, there is no additional bonus for having more than two specialised pieces of equipment or good ideas).

Once the agents find the entrance and go inside, read the following:

Surrounded by fibre-optic filaments that produced the holographic facade as well as giving the image its frond-like physical qualities, the metal entrance to your target's location has a kickplate button that opens it with a barely audible hiss.

It is dark inside, with the glow of the sun above you lighting your way down a steep staircase. There is a smell that rises up to meet your nostrils, stinging your senses and assaulting your imagination. A subtle combination of chemical disinfectants and the metallic scent of spilt blood; you are reminded of both a hospital and a slaughterhouse.

'Gok!' a surprised voice says from above you on the staircase as Jabber lol opens the ground-level door, 'What in the hells are you doi-' His eyes fall on your badges, suddenly visible in the shaft of sunlight, 'Stronties? In my place? Damn it!'

He quickly turns and leaps out of the door...

Jabber lol is well aware of why the agents have come for him and he is not sticking around to give them a chance to complete their warrant. He will be on the ground running when the characters roll Initiative, taking at least one Minor Action every round to move farther away from his workshop – and the Dogs!

He will fight if he has to but he would much rather surrender and hope that he will be able to bribe the agents. If cornered and forced to fight, he will draw his Jerboosan skinning knife and resist arrest the old fashioned way.

When captured (or after surrendering), Jabber will offer the agents Cr. 50,000 each to let him go. He claims (truthfully) to keep this money in a DNA-lock safe in his workshop. If they agree, he will open the safe and give them the money as promised. They could double-cross him of course but he is willing to risk that chance if it might spare him a blaster wound!

When the agents have either killed or captured Jabber lol, they may decide to return to the Doghouse for their rewards or they can put off the return trip long enough to search Jabber's workshop – if they can handle what they find there.

If the Dogs go looking about in the workshop, read the following:

JABBER LOL

Formerly part of the human flesh farm trade, Jabber now has his own business revolving around human slaves. He gets to eat his belly full of their sweet flesh while saving all of the rest of the bits and pieces to make his sick fashion pieces. He has made hundreds of thousands of credits in this industry and many terrible aliens wear his patchwork 'manflesh ensembles'.

Characteristics: Str 7 (+0), Dex 8 (+0), End 9 (+1), Int 7 (+0), Edu 8 (+0), Soc 7 (+0)

Skills: Admin 1, Art (tailoring) 3, Athletics (endurance) 2, Broker 2, Carouse 2, Computers 2, Deception 2, Gun Combat (energy pistols) 1, Life Sciences (taxidermy) 2, Medic 3, Melee (blade) 2, Persuade 2, Stealth 2, Streetwise 2, Survival 1

Armour: Reinforced Manflesh Coat (3)

Weapons: Laser Pistol (3d6); Jerboosan Skinning Knife (as sabre (2d6+2))

Other Equipment: Surgeon's Kit, Client Database, 5,000 + 2d6 x 100 credits

Special Rules: When in melee combat with a human (or mutant with mostly human features), Jabber's attacks target specific organs and body parts. This allows him to choose which physical Characteristic the target must damage first when he successfully attacks them.

The door swings aside and you stagger back a half-step; both by the increased stench and the sight before you.

The warehouse room that stretches out before you is dimly lit by red sconces, casting the chamber with enough colour to make all of the pooled and dried blood seem black by comparison. Hanging from meat hooks all across the ceiling like the dye racks at a dry cleaner's are dozens of human skins of various colours and sizes... the 'fabric' with which Jabber makes his clothing line.

The stained, reeking slab of a work bench, laden with heavy duty sewing apparatuses with half-created man-fabric outfits still lying eerily within them, sits silently at the centre of the room.



'H-help us' a weak voice croaks from behind a red canvas curtain.

- The agents can search the room and find all of the following:
- Three living human slaves chained in a cage (Tyra Hamms, Ralph Newmoor and Max Pullet)
 - Two Laser Hold-out Pistols
 - One Jerboosan Skinning Knife
 - A DNA-lock Safe containing Cr. 500,000 (-6 DM to try to hack; only opens with genetic contact with Jabber)

ASSIGNMENT DEBRIEFING

When the agents get back to the Doghouse, they will receive the reward as dictated by the warrant card they signed up for. As with any D/A warrant, they should be receiving some kind of payment regardless of whether or not they brought lol back for processing.

If the agents managed to free the three slaves from lol's workshop pen, not only will they receive a commendation from their superiors for saving lives but they will be contacted by Tyra Hamms' attorney 2d6 days later. The attorney will congratulate them for saving 'Mistress Hamms' and will invite them on an all-expenses paid vacation to her family's casino-ship, the *Lucky Comet*. There they will be guests of honour with Cr. 100,000 limit gamer cards – on the house!



CHAPTER 3: THE UGLY

'Ya. Much better. No more of these small revards, Wulf is tired of vorking for der peanuts!'
— Wulf Sturnhammer gets the target he wants.

Who Cares if God Even Bothers to Sort Them Out?

There are some bounties which are for dangerous targets, surrounded by hostile associates, in life-threatening locations. These warrants come with a clear understanding that the S/D agents will not be looking to take prisoners in many cases; they will be coming back with 'proof of termination'.

BOUNTY BINGO – RANDOM WARRANT ISSUING PART III

If the Referee decides to randomly come up with one of the 'Ugly' warrants from this chapter, he may roll randomly on the following table to come up with the bounty assigned to his players' team of Dogs.

D66 Result	Warrant Issued	Page Number
11 – 13	Half Dog... Will Hunt	58
14 – 16	Stix and Stones	61
21 – 23	A Roon with a View	63
24 – 26	Tail of a Body Thief	66
31 – 33	Hunting the Hunters	69
34 – 36	Tooth and Nail	70
41 – 43	Bring a Gun to a Knife Fight	74
44 – 46	Silent Knight, Holey Knight	76
51 – 53	Wyrm on a Hook	78
54 – 56	Down B. Lowe	80
61 – 63	With Honey, Not Vinegar	82
64 – 66	Roll on the 'Really Ugly' Bounty Bingo Table	85

Assignment: Half Dog... Will Hunt

Life for a Search/Destroy agent is dangerous enough without having to deal with rogues such as William 'Dogface' Hunt. Dogface killed his long time partner 'Nasty' Ned Holiday whilst in the process of arresting the terrorist Hansa Duril (GCC file 329.6118Q (closed)). Hansa was cornered but offered Dogface and Ned a considerable bribe to let him go, Ned was unwilling so Dogface shot him and took the bribe, however his betrayal was witnessed and he quickly found he had become a target for GCC retribution. When a Dog turns on his own kind for no reason other than a few extra credits he will find his former comrades taking this personally.

Although the agents could easily arrange for a commercial flight out to Little Laz for a mere Cr. 7,500 a ticket (round trip) or pilot the trip themselves with only two Astrogation skill checks, the GCC personnel working down in the teleportation office may be willing to help. Any mention of being on a warrant tracking down Dogface will allow the agents to make a single Persuade skill check (+2 DM) to convince the teleportation officers to port the Dogs directly to the faraway planet (Nasty Ned's name was in contrast to his character, he had many friends even among the Norm GCC officers stationed in the Doghouse).

ASSIGNMENT INITIATED

The ol-Laz archipelago is a small chain of islands where Hunt chose to make his hideaway but he has been found through his possession of dangerous black market temporal weaponry. The agents should have no trouble whatsoever finding the place on a map of the awkward little planet and the GCC already has clearance from the Little Laz authorities to land (or teleport) nearby.

If the agents take a shuttle or other physical craft to the island hideout, read the following:

Name: William Hunt
 Aliases: Dogface, Wiley Will
 Profile: A88870
 Record
 Fundi 3 – Murder of an S/D Agent (Nasty Ned Holiday);
 Aiding and Abetting a wanted fugitive (Hansa Duril)
 Little Laz – Possession of Illegal Temporal Devices
 Warrant Designation: Dead or Alive
 Reward: Cr. 400,000 dead; Cr. 1,000,000 alive
 Warrant Status: Open



LVS:
 ol-Laz archipelago, Little Laz; Laz System – 16/05/85 (Colony Worlds A 0205)

Notes

Trained by the S/D agency William Hunt is dangerous at nearly any range and is noted as being a master of using alien weaponry.

Hiding in the scattered islands of the ol-Laz archipelago, Hunt has been tracked down by Time Central due to his possession of at least one temporal weapon. This weapon was not purchased through the agency, alluding to Hunt's ability to acquire black market devices of this nature. If possible, agents should try to capture Hunt to learn more about his source.

Known Associates:

All previous Associates are S/D Agents; now null and void.
 Hansa Duril (Terrorist (deceased) GCC file 410.6210Q)

Target is a trained killer with 58 successful warrants executed (11 Apprehend and Return, 17 Dead or Alive: Dead, 3 Dead or Alive: Alive, 27 Termination). He is dangerous and agents should use extreme caution.

The nearly stifling heat causes beads of sweat to form on your skin almost instantly, the oceanic breeze offering very little comfort as you step out onto the sandy beach.

In the distance you can see the small group of cabins that Time Central claimed to be where the temporal shift-signal was coming from. If Dogface is in there, you will sniff him out and put him down.

If the agents were teleported to the location, read the following:

The disorientation and vertigo of having your constituent particles torn apart, fired across millions of light years of empty space and then reassembled in the blink of an eye takes your breath away. When you can open your eyes again you see that Time Central has done exactly what they said they would – dropped you inside the perimeter of Dogface's island hideout!

You look quickly around, shaking off the effects of the teleport, seeing four pre-fab cabins which could hold Hunt. If he's here, you are going to find him.

ASSIGNMENT COMPLICATIONS

The main trouble with arriving in Hunt's hideout is with the rogue's knowledge of the area and his having set up defences to protect himself. Dogface is no slouch when it comes to combat but if he can arrange for the agents to be injured and demoralised before they even discover which cabin is his – all the better.

There are four nearly-identical buildings within which the agents will have to search to find Hunt. They are noted as being at the four compass directions for narrative purposes. It is up to the agents to find where Hunt is hiding in order to deal with him.

The door to the north cabin is wired with a tripwire attached to a fragmentation grenade. The first character to enter through the door will have to take an immediate Recon skill check (-2 DM) to avoid setting off the trap. If the trap goes off, all characters suffer damage as if a fragmentation grenade had just detonated (see page 101 of the *Traveller Core Rulebook*).

The south cabin is wired with a deviously pre-programmed copy of the Halugin originally stolen by crime lord Kansyr of Metastis. This trap only requires someone to enter the cabin door. One minute later (after more targets have entered) the Halugin fires at them – implanting the image that one of the other agents is William Hunt and is holding a blaster.

The Halugin implants suggestions in the mind of the target. In practice, the user visualises what he wants the target to see, hear, feel and believe and the Halugin keys into the target's psyche and makes those suggestions real. When activated it acts as though the device is using the Send Thoughts power from the Telepathy talent (*Traveller Core Rulebook*, page 153).

The victim of a Halugin attack is allowed to make an Int 10+ throw to see through the illusion. If the first roll fails a second can be made two minutes later but at Int 11+. If the roll is successful the effects of the Halugin are broken. A person who sees through the effect of the Halugin can try to help any companions to throw off its effects, giving a +4 DM to an attempt to do so (with an Int 11+ roll).

The east cabin is rigged with a motion-activated sentry gun. Anything setting foot inside the door of the cabin is fired at with a skill modifier of +2 and an Auto rating of 6. Any hits inflict 2d6+2 damage. The turret itself has an armour rating of 5 and can withstand 15 damage before being destroyed.

When the agents come into the west cabin, where William Hunt is waiting for them, read the following:

'I wondered how long it would take before Nasty's friends would come looking for me,' Hunt says roughly as you walk into the cabin, 'I guess I should've wasted those brats who saw me off him, eh?' His canine face curls its lips back to reveal black gums and brown teeth in a facsimile of a grin. He is leaning back in a wooden chair, a very large and impressive blaster in one hand and a small metallic disc in the other.

'So, how you want to do this?' he looks down at the blaster, then at the disc, 'You want to be blasted... or phase shifted into meaty paste?' He quickly stands up, the chair noisily falls behind him while he brings his weapon to bear.

'How about both?' he laughs and begins firing...

The metal disc is a phase shifter purchased on the black market (see page 59 of *Strontium Dog*) programmed to teleport the affected target(s) outside of the cabin and 15 metres into the air. Anyone caught by Hunt's shifters will be transported in this manner, falling instantly with bone-jarring force that will inflict 5d6 damage upon impact. The transported target will then have to spend the next two Combat Rounds returning to the scene (if still alive and conscious).

Once Hunt is killed or captured, the agents can either head back to their awaiting shuttle or activate their homing beacon for the return teleportation to the Doghouse.

WILLIAM DOGFACE HUNT

Hunt was once considered a 'go to' agent for warrants where termination was a possibility, he went rogue after murdering his partner, 'Nasty' Ned. After taking the bribe he went into hiding on the planet where he had some contacts who owed him favours.

Characteristics: Str 10 (+1) Dex 9 (+1), End 9 (+1), Int 8 (+0), Edu 7 (+0), Soc 0 (-3), Inf 5 (-1)

Mutation: Severe (dog-headed)

Skills: Astrogation 2, Athletics (co-ordination) 2, Broker 2, Carouse 1, Comms 1, Computers 2, Deception 3, Explosives 2, Flyer (grav) 1, Gun Combat (blasters) 3, Heavy Weapons (autocannon) 2, Investigate 2, Medic 1, Melee (natural weapons) 2, Melee (unarmed) 3, Persuade 2, Pilot (spacecraft) 2, Special Weapons 1, Stealth 2, Streetwise 2, Survival 2, Tactics 2, Trade (black market) 2

Special Techniques: Combat Acuity, Jerry-Rig, Sixth Sense

Armour: Leatherene Coat and High Collar (6)

Weapons: Bite (1d6+1), Variable Cartridge Blaster (see page 55 of *Strontium Dog*), Electroknux (3d6), Three Phase Shifters

Other Equipment: S/D Badge, Old Uniform, Medipack, 5,000 x 2d6 Credits (in large transfer chips)

ASSIGNMENT DEBRIEFING

When the agents return to the Doghouse for payment they will receive the amount specified on the warrant card based on whether or not they managed to bring Hunt back alive. If he is dead the GCC officers will give a short speech about needing to know where Dogface got his time-weapons from. If Hunt was brought back alive, the rewards officer will praise the agents and claim to speak to his superiors on their behalf (possibly granting them a favour in the future).

If Hunt was incapacitated before using all of his phase shifters, the Dogs can choose to keep the device, give it to Time Central to study or sell it to another agent (with or without clearance to use them!).

Keeping the shifter(s) could save them a load of credits but it could also get them into a lot of trouble with Time Central if they are not supposed to have such items and are caught with them.

Giving the devices to Time Central to study and track down the source will get their name spread around the top officers in the GCC, adding a permanent +1 Influence to the agents involved in the warrant's execution.

Trying to sell the phase shifters to a fellow S/D agent requires the agent to pass a Persuade skill check per shifter being sold. If selling to a Dog with the clearance to use such a device, the Effect of the skill check is multiplied by Cr. 25,000. If selling to an agent who would be obtaining the device illegally, the Effect is instead multiplied by Cr. 50,000.

Assignment: Stix and Stones

The Stix brothers were three of the most deadly agents to serve the GCC as Search/Destroy agents. They were also three of the most self-centred, sneaky, backstabbing and murderous. All

met their ends violently and none were mourned by the other occupants of the Doghouse. However those three were not the only members of the Stix clan and their extended family have made a living on one side of the law or another, although in every case no one will say a good thing about the Stixes.

Nethaniah and Silvanus Stix are two cousins to the old foes of Johnny Alpha. They were very briefly employed as S/D agents before they overstepped the mark and became wanted outcasts.

Because of the importance of this warrant's execution to the GCC, the agency will arrange for emergency transport to the Spinward Monitor. The Stix Brothers took control of the station and will likely have found the SRS by the time the agents arrive but the agency wants to get the Dogs on board as fast as possible – in case they can stop them before they figure out how to *use* the powerful devices. Unfortunately the Stix's have shifted the location of the Spinward Monitor and disabled its teleportation receiver, this means it is impossible to directly teleport the agents onto the vessel and they will have to use more conventional means instead.

Name: Nethaniah and Silvanus Stix

Aliases: N/A

Profile: FBAA60

Record

Cygnus III – Armed Robbery, Murder

Oberon IV – Racketeering, Murder, Kidnapping

Warrant Designation: Termination

Reward: Cr. 500,000 each

Warrant Status: Open

LVS:

Spinward Research Monitor; Venus Orbit – 20/02/85 (Core Worlds 0506)

Notes

Lethal outlaws who were once S/D agents themselves, these Brothers are extremely well equipped and trained. Despite wearing Search/Destroy badges, they are NOT licensed with the agency. Their licences were revoked after they gunned down some guards in order to steal a delivery they were hired to help guard.

The Stix Brothers have been sighted on the R&D station orbiting Venus. They are likely looking to acquire the newly built Stone Reverser Stream. The SRS has yet to be fully field tested but initial prototypes are showing exceptional qualities. The Stix Brothers must be after the prototypes; there is no other reason why they would have broken into the Spinward Monitor.

Known Associates:

Other members of the Stix family (Family members; see GCC file 676.2655A through D)

These Stix Brothers have always answered encounters with enemies with lethal force. There is no reason why the warranted agents should expect anything different from them on this warrant.



ASSIGNMENT INITIATED

During the trip over to the Monitor the agents will receive the technical readout on the Stone Reverser Stream from one of the Doghouse's temporal experts. He will explain to the best of his ability how the weapon functions, what it does and how to avoid being killed by it. The Referee should look up the Stone Reverser Stream entry in the last chapter of this book and read it to the players, informing them of the device's game mechanics (see page 103).

When the agents arrive at the Monitor, they will discover that the Stix Brothers were expecting trouble. Read the following aloud:

The doors to the airlock hiss open and you are stunned to find the entire landing area is completely without light. Even the emergency flashers that run when the power goes off are dark but the gravity is still on, which probably means one thing... this is an ambush.

ASSIGNMENT COMPLICATIONS

The Stix Brothers knew that the agency would be sending people after them. They had hoped it would be Alpha and his friends but any Dog will do. The Stixes have arranged for the airlock area to be the perfect ambush location and have plans to test the SRS weapon systems on whoever the GCC sends into that dark chamber.

When the agents arrive and disembark into the dark hangar, the Stix Brothers will give an opening statement and then immediately open fire:

'Got you,' says one cold and monotone voice in the darkness.

'Dead to rights,' says another from the other side of the room.

'Time to see how much these are worth,' they both say as the room flashes brightly with the discharge of two multicoloured streams of energy criss-crossing toward you, the darkness dispelled long enough to see the erratic beams headed your way!

The darkness in the hangar area is nearly pitch black, with the only illumination coming from the discharging of weapons and any light sources the agents brought with them. The Stix Brothers are wearing IR goggles to eliminate any darkness penalties they would otherwise suffer, leaving any character without similar equipment suffering a -4 DM to hit with ranged weaponry.

The Stix Brothers are using two of the prototype SRS weapon systems. The weapons always suffer a -1 DM to hit for practiced users but the Stix Brothers are just getting used to the way the streams handle. They will be suffering an initial -4 DM to their attacks but will reduce that penalty by one for every attack made - as they get used to how the weapon handles. They have only just found the weapons and were on their way back to their own shuttle when the Player Characters appeared.

Just like all the other times the Stix Brothers have been in a battle they will not back down. They will fight until they or their opposition is dead. They have little fear of dying, will not be intimidated and want to know how much the SRSs are worth to the right bidders. Money is all the Stixes seem to care about.

When the Stix brothers are killed (they will not surrender), the agents can stick around to help get the lights back on at the Monitor, return the SRS systems to the laboratory doctors or simply head back to the Doghouse for their reward.

The doctors do not want the prototypes to fall into anyone's hands; they will not let the agents take them no matter what happens. If the Dogs try to take them against the will of the Monitor's personnel, the GCC will fine them Cr. 1,000,000 each for stealing their property.

THE STIX BROTHERS

Near identical mutants, all members of this extended family have ended up causing problems for the GCC. These two have continued the family tradition of greed, violence and selfishness.

Characteristics: Str 14 (+2) Dex 10 (+1), End 9 (+1), Int 10 (+1), Edu 6 (+0), Soc 0 (-3)

Skills: Deception 3, Flyer (grav) 0, Gun Combat (blasters) 3, Investigate 2, Melee (blade) 2, Persuade 2, Pilot (spacecraft) 0, Special Weapons 0, Stealth 2, Survival 2

Special Techniques: Combat Acuity, Formidable Presence, Recovery

Armour: Leatherene Coats and Hats (8)

Weapons: Standard Blaster (4d6+3), Stone Reversal Stream Prototype (see page 103)

Other Equipment: 200 x 1d6 Credits

ASSIGNMENT DEBRIEFING

If the agents return to the Doghouse after killing the two Stix Brothers, they will be heralded as heroes of the agency and can collect the expected reward for the warrant. They may even get a personal greeting from Johnny Alpha himself, who is the only other Strontium Dog to kill a Stix. When the word spreads, the actual characters responsible for the killing blow on a Stix Brother will gain +1 Influence permanently; +2 if the character was responsible for both dead Stixes.



Assignment: A Room with a View

Criminals who are part of organised crime are always the hardest targets to execute warrants against. They have the best legal advocates to fight the GCC warranting officers, scores of loyal thugs willing to die for them and resource connections that even S/D agents have a hard time making. They are still targets of great priority to the agency and the bounties placed upon them reflect that.

This assignment sends the agents up against a prominent gangster in the Meris Mafia. They will need to find a way around corrupt local police protection and put an end to the target's criminal activities.

Name: Roon the Howler

Aliases: High Noon Roon

Profile: 999866

Record

Adrenaldo – Extortion, Armed Robbery, Murder

Zhufi Moon; Zhuf System – Murder

Merisi System – Assault, Armed Robbery, Extortion,

Contraband Trafficking, Murder

Warrant Designation: Termination

Reward: Cr. 1,000,000

Warrant Status: Open

LVS:

The Erebusan Hotel; Meris 6 – 19/02/85 (Outer Sector B 0708)

Notes

A longstanding member of the dangerous and system-wide Meris Mafia criminal organisation, Roon is one of the middle players responsible for running illicit businesses worth millions of credits.

The Meris Mafia has upgraded its weaponry to include standard issue blasters and the resulting body count in the system has grown significantly due to Roon's violent tendencies.

Known Associates:

Yobo the Howler (Gangster/Brother, GCC file 329.6298F)

Four-Claw Ford (Mutant Mafioso, GCC file 546/81675-A)

Roon is based in the Erebusan Hotel on Meres 6, he will be found there surrounded by his loyal goons.

All howlers are dangerous aliens and Roon is no exception. He is physically very powerful and prefers dispatching his enemies with a long, serrated blade.

Within the casino anything can be bet upon and the mafia consider themselves honour bound to accept any wager. This is a very strong, cultural feature on the planet and the wide variety of gambling possible here is what draws in so many gamblers from across the galaxy.

Roon will be defending himself on his own organisation's grounds; expect nothing but the most violent of responses to confrontation.



The Meris system has flourished from the prosperity brought by the criminal profits on Meris 6. Astro-liners from all over have put the place on the map to stop and spend a few days at the black markets, drug dens and casinos. Any transport route coming anywhere near Meris knows how to get there and even a Strontium Dog can purchase transport for Cr. 15,000.

There are numerous vessels in orbit and landed on Meris 6 because of a major festival on the planet. This makes it easy for the Dogs and their transport – hired or not – to blend in for the approach.

ASSIGNMENT INITIATED

The Erebusan Hotel is an upmarket casino/hotel built into the a cliff face overlooking the deep orange ocean. It is a favourite location of locals and for a mere Cr. 20 the agents can hire an air taxi to lift them to the main entrance.

When the agents first enter the main doorway of the Erebusan, the Referee should read the following:

'Hold up,' two broad-shouldered thugs step in your way as you walk into the establishment, 'security. You gotta put your guns in here.' He points a thick finger at an armoured shipping crate at his feet.

'Beaters and stickers is fine,' the second thug answers, 'just no shooters, awright?'

The thugs stand there, imposing, waiting for you to disarm – watching you closely to make sure you do not try to sneak anything by their scrutiny.

'Go on,' the first doorman continues, 'we's got cameras to make sure everybody gets back what they brought in when they leave.'

ASSIGNMENT COMPLICATIONS

A possible complication would be if the agents try to sneak ranged weaponry past the doormen. Both doormen are wary bodyguards and have been doing their jobs for a very long time. They have an eye for deception and know most of the common tricks. If a character does not try to bring non-melee weaponry into the hotel, they do not have to worry at all about these thugs. If they do try however, they must take an immediate Deception skill check versus the Investigate skill check of BOTH doormen. If either doorman beats their Effect with their own, the weapon is discovered and the doormen will react in the following fashion:

'Well, lookee here,' the left-hand doorman says as his hand thrusts out far too fast to not be hardwired, snatching your weapon up in an instant, 'I think you forgot something.'

'What should we do with 'em?' the other thug says, reaching slowly for something in his jacket but is stopped by the hand of his partner, who is holding his finger to his ear.

'The boss says we let them in,' he adds with a wicked grin splitting his face, 'and to send them to the balcony tables.'

'Go on then,' the other says as he drops your weapon in the lock box, 'every Dog will have its day, no?'

MERIS MAFIOSO

(2 DOORMEN, 12 FLOOR GUARDS)

The muscle behind the Meris Mafia, the soldiers of the organisation are humans that are faster and stronger than most men. They wear expensive, armoured suits and wield powerful weaponry. Smart agents will keep their conflicts with these hoodlums as limited as possible.

Characteristics: Str 10 (+1), Dex 12 (+2), End 9 (+1), Int 6 (+0), Edu 6 (+0), Soc 7 (+0)

Skills: Athletics (strength) 1, Carouse 1, Deception 1, Gambler 1, Gun Combat (blasters) 1, Investigate 3, Melee (unarmed) 2, Persuade 2, Streetwise 2, Tactics 1

Special Techniques: Combat Acuity

Armour: Armoured Evening Wear (2)

Weapons: Standard Blaster (4d6+3), Electroknux (3d6)

Other Equipment: Security Keycard, 1,000 + 3d6 credits

Once the agents get past the doormen (hopefully without turning the foyer into a bloodbath) they can navigate the casino floor to get a feel for the hotel and hopefully get a glimpse of their target. It is a busy place at the moment due to the higher turnout for the festival – and the numerous Mafioso watching the event.

The Erebusan is very busy, with somewhere around a couple of hundred humans, mutants and aliens all packed into one moderately sized gambling hall. There are games of dice, card games and several tables running events you cannot fathom. Your eyes fall briefly on a roped off fighting ring near the back of the floor just as a hulking Behemothan snaps the neck of his opponent – to the mixed cheers and groans of the gamblers surrounding the spectacle. It seems the warrant information was right... you can bet on anything here.

You scan the room, ignoring the looks you are getting and see your target sitting at a table on the oceanic balcony. Roon's fur is knotted and tied in a series of tribal symbols indicating the number of his kills but you are more interested in the ring of well-muscled thugs sharing in his carafe of wine with him.

He has to be brought down... but how can you do it here?

The agents can try to do something subversive (poison his drinks, wait for him to leave so they can ambush him and so on) and the Referee may need to work out the details.

If the Dogs decide to simply draw guns (or blades) and go to work, the Erebusan Hotel will become a slaughterhouse of S/D agents, Mafioso and bystander casualties. Smart players will see this option as being suicidal and avoid it – but it cannot be ruled out. For calculation purposes there are two doormen and 12 floor guards that use the standard statistics for Meris Mafioso (see earlier in this section), 176 gambler bystanders and casino staff (they should be eliminated anytime they are struck) and Roon the Howler. This method of warrant execution will not be easy, pretty or good on the Dogs' records – if they manage to survive at all!

If and when the agents approach Roon's balcony table, read the following:

'Strontie Dogs?' Roon growls, standing up from his chair immediately, 'What do you GCC saps want around here?'

'You wan' I should...' one of his goons places his hand on the blaster at his hip, waiting for permission.

'No,' the howler snaps back, his eyes predatory, 'maybe they are here to gamble away some of those creds they got for busting our brothers, eh?' He wraps his hand around the hilt of a strange-looking sword leaning against his chair, 'What say you saps? Here to gamble... or just to die?'

Depending on how the Dogs answer Roon's challenge, they might get a perfect opportunity to work their contract. The best and 'easiest' way to get to Roon (and Roon alone) is to challenge him to a fight to the death in the fighting ring the agents saw on their way into the hotel. He is a very proud howler and not too bright, making him easy to goad into a fight where the rest of the Mafioso will not interfere. Although Roon will happily fight a single agent in the ring, a character that succeeds in a Persuade skill check with an Effect of 2 or higher can convince him to fight against two agents at the same time; an Effect of 6 will allow for a three-on-one fight. If the fight is anything but an equal one, the table of Mafioso will warn Roon that he is making a mistake – which he will ignore with a boastful laugh.

Once the agents are done dealing with Roon (and potentially his thugs) they can make a hasty exit back to their transport to get away from Meris 6. Although the festival rules state the Mafia cannot seek vengeance or retribution on the things that happen inside the Erebusan Hotel under the traditions of hospitality, it does not protect the Dogs for when they leave. Killing a middle boss in the Meris Mafia will surely earn them a few enemies in the greater scheme of things – especially Don Sac Bertucelli, Roon's immediate superior in the Meris Mafia.

ROON THE HOWLER

Savage even for a Howler, Roon is a killer born and bred. He longs for the feel of his knife shearing through flesh and has been known to kill unarmed prisoners and small-time competitors just for the fun of it. He is a fierce melee combatant and a difficult creature to kill but he has a weakness – his ego.

Characteristics: Str 8 (+0), Dex 8 (+0), End 9 (+1), Int 8 (+0), Edu 6 (+0), Soc 8 (+0)

Skills: Admin 1, Athletics (endurance) 1, Broker 1, Carouse 1, Computers 1, Deception 2, Gambler 3, Gun Combat (blasters) 1, Investigate 1, Leadership 1, Melee (blade) 3, Melee (natural weapons) 2, Persuade 1, Stealth 1, Streetwise 3, Tactics 1

Special Techniques: Recovery

Armour: Fur (1), Leatherene Vest (3)

Weapons: Standard Blaster (4d6+3), Serrated Howler Blade (3d6), Bite (2d6+2), Claws (1d6+1)

Other Equipment: Commsbud (under fur), Security Pass to Upper Floors, 3d6 x 2,000 credits

ASSIGNMENT DEBRIEFING

When the agents get back to the Doghouse from Meris 6, they will receive the expected reward for the warrant as per the amount noted on the card. The rewards officer will pay an additional Cr. 25,000 bonus for each additional Mafioso killed while executing this warrant.



Assignment: Tail of a Body Thief

Slavers are some of the worst scum of the galaxy and lucky S/D agents occasionally get to go and hunt them down for kidnapping the wrong person to add to their slave trade. For most mutants, being able to end oppression similar to what they faced in the days of Kreelman is a joy – but getting paid for it is even better!

This warrant sends the Dogs on the trail of a recurrent slaver from the planet Jerboos responsible for the capture and sale of thousands of slaves from all across the galaxy. A recent prisoner will prove to be the slaver's final undoing, however.

The Rygnar Royal Family will be sending a stealth-rated transport craft to the S/D agency for the express use of exacting justice on Arguyle. It comes with the tracking software for handheld computer systems to locate and trace the beacon signal; this is to verify whether or not Princess Baffelle has been killed.

Name: Arguyle

Aliases: Axeman Arguyle, The Warden of Holibrook 3

Profile: 989667

Record

Holibrook 3 – Kidnapping, Trafficking of Human Slaves

Charn – Trafficking of Human Slaves, Murder

Rygnar 4 – Assault and Kidnapping of a Rygnar Royal Family Member

Warrant Designation: Dead or Alive

Reward: Cr. 350,000 dead, Cr. 600,000 alive

Warrant Status: Open

LVS:

Beacon Signal Route DCC7– 11/01/85 (Colony Worlds C 0310)

Notes

Known to be highly abusive towards unarmed slaves and unsuspecting victims, Arguyle is a typical Jerbooser thug. He is quick to cause pain and injury but will try to avoid killing or permanently damaging potential 'livestock'.

Being a known trafficker in human slaves, Arguyle was already on the watch list for his crimes. When the emergency bio-tracker beacon of the royal Rygnar family activated within Jerbooser space, the agency was notified of this updated warrant.

Known Associates:

Jabber 'The Tailor' lol (Charn Contraband Specialist, GCC file 871.0999T)

Dasher Brannet (Mutant Slaver, GCC file 837/9235.1-D)

Arguyle is said to be an excellent melee combatant with a fair degree of control with the las-whip. He has been pictured holding a large-calibre slug pistol as well.

The security beacon has been tracked to a holding pattern orbit above the planet Daeroos, neighbouring planet to Jerboos. GCC intelligence believes this to be Arguyle's moon base. The signal has not moved in over six days. The beacon is said to be implanted in the Rygnar second princess, Baffelle. The Rygnar people believe very strongly in revenge; this warrant is NOT for her retrieval – merely her captors' elimination. Returning the princess alive would be preferred, however.

Arguyle will respond to apprehending agents with violence.



ASSIGNMENT INITIATED

The beacon signal will take the Rygnar ship to a small rocky moon in the primary orbit around the planet Daeroos. The ship's basic sensors can tell that the moon has a thin but breathable atmosphere and a large fenced-in compound, from where the beacon is sending out its signal. The agents will likely want to land some distance away from the compound and walk there on foot to preserve the element of surprise offered to them by the advanced stealth ship.

Once the agents land and walk to the fence of the slaver compound, the Referee should surprise them with the following ambush:

The plated plastisteel fence of the slaver compound is drawing nearer and nearer, yet things remain quiet. The stealth on your ship must have fooled them, maybe this will be easy.

Bright blue flood lights burst on from the edge of the fence, putting spots in your eyes and spotlighting where you are standing.

Maybe this will not be so easy after all.

'Stupid Doggies,' a gruff voice shouts from behind the wall, 'I knew about the beacon the WHOLE time! I just wanted to see how many of you dumb Stronts I could lure here. This is MY place! I own you now!'

Your eyesight begins to return to normal just in time to see a small object sail over the top of the fence toward you...

...grenade!

ASSIGNMENT COMPLICATIONS

The ambush is the most obvious complication the agents will be facing, starting with the impending arrival of a fragmentation grenade! The grenade was thrown by one of six Jerbooser Slavers (use the profile provided later in this section) and inflicts 2d6 damage to a 3 metre radius. Fortunately for the agents the grenade is designed to be less powerful than normal, allowing those caught in its blast to be injured and captured, rather than killed, for later sale on the slave markets.

Once the first grenade comes over and Initiative is rolled, the slavers will throw more grenades while the agents struggle to get over or through the fence. It is three metres tall and topped with mono-razor wire (2d6 damage; avoid with Athletics (co-ordination) 9+), has an effective armour of 10 and 15 damage points per one-metre section. The Dogs will need to get on the other side of that fence if they want to get at Arguyle.

Once the agents have figured out how to breach the fence, read the following:

'Sneak them all!' Arguyle shouts as you enter the courtyard of his dismal little compound, his arm wrapped around a young reptilian girl – the Princess Baffelle. He has a large pistol

pressed against her scaly bosom and looks as though he might have already hit her a few times from the dislodged scales and trickles of green blood. 'A thousand creds to the Jerbooser that offs any Dog!'

With their greed stroked, the laser beams begin to fly...

There are six Jerbooser Slavers and Arguyle here to try to stop the agents. They are on their own home turf and will not surrender. They will pull back if they have to but it is almost a kilometre back to the compound building and the agents will likely be able to stop them long before they can escape.

Arguyle is using the princess as cover during the battle, taking the occasional shot with his hand cannon at any unengaged Dog. Arguyle will not hurt the girl; he views her as his last bargaining chip. If Arguyle is the last slaver standing or an agent threatens termination, he will try to offer her up as an exchange for his own freedom. If Arguyle is ever told that he cannot escape his warrant or that he is going to be killed no matter what he offers, he will shoot the girl – killing her on his Initiative.

Other than the issues presented by having the princess as a hostage, the combat with Arguyle and his slavers is a normal one.

When the agents have either killed or taken custody of Arguyle, they can choose to return to headquarters for their rewards or they can make the kilometre-long walk to the compound to try to search the premises for loot, more slaves and other possible important things.

If the agents head toward the building, they will be surprised by the following scene when they get within 100 metres:

The bleak and sinister compound is only a few hundred paces ahead. You move faster toward the grey building and hear an audible click from a pressure switch from a small pile of stones and you instinctively hurl yourself to the side in case it is a landmine.

There is no mine however. There is instead a rumble in the ground, like a bomb going off nearby. Plumes of smoke and pillars of fire erupt from the windows of the building, a cascade of small chunks of plasticrete flying by you like tiny meteorites.

When the smoke clears there is little left of the building save for a few smoking walls and collapsing piles of rubble falling into what must have been a large basement.

Whatever Arguyle had in that base of his, it was important enough for him to booby-trap it to keep it out of your hands...

ASSIGNMENT DEBRIEFING

When the Dogs return to the Doghouse, they will receive their reward based on whether or not they have Arguyle in custody. There is no additional reward for any of the Jerbooser slavers, as they were an expected complication to the warrant.

ARGUYLE OF JERBOOS

A bloody-handed slaver capable of great feats of cruelty, Arguyle is one of the leading providers of hard to find slaves in this sector. This includes human slaves.

Characteristics: Str 9 (+1), Dex 8 (+0), End 9 (+1), Int 6 (+0), Edu 6 (+0), Soc 7 (+0)

Skills: Broker 3, Carouse 1, Comms 2, Deception 2, Gun Combat (slug pistols) 1, Investigate 2, Leadership 1, Medic 1, Melee (las-whip) 3, Persuade 1, Pilot (spacecraft) 2, Stealth 1, Streetwise 2, Survival 2

Special Techniques: Called Shot

Armour: Plated Coat (5)

Weapons: Standard Blaster (4d6+3); Las-Whip (1d6+3)

Other Equipment: Compound Command Remote, Secure Comms-bud, 2,500 + 1d6 x 500 credits

JERBOOS SLAVERS (6)

These aliens are as heartless as Arguyle. Each will fight alongside his companions but if things go badly every one of them would be willing to sacrifice his allies to allow him to escape.

Characteristics: Str 9 (+1), Dex 7 (+0), End 8 (+0), Int 6 (+0), Edu 6 (+0), Soc 5 (-1)

Skills: Athletics (strength) 1, Deception 1, Gun Combat (energy pistols) 1, Melee (unarmed) 2, Persuade 2, Streetwise 1, Survival 1

Special Techniques: None

Armour: Plated Coat (5)

Weapons: Laser Pistol (3d6+3); 2 Fragmentation Grenades (2d6)

Other Equipment: 200 + 3d6 credits

RYGNAR COVERT TRANSPORT, THE STAR TAIL

The sleek design of the Star Tail covert transport adds powerful stealth and sensor technology to a moderate engine signature for the ship to move more or less unseen through space and planetary defences. This ship could help the Dogs get around without being sensed or tracked, hopefully allowing a landing unmolested by hostile forces.



If the agents had the forethought and compassion to bring Princess Baffelle back from her captivity – and did so *alive* – the Rygnar Royal Family will be pleased with their efforts and will grant them a bonus. The Rygnars will give the agents the very ship they sent to help in Arguyle's execution!

Assignment: Hunting the Hunters

Some planetary populations place bounties on wild animals which plague their lands. Skilled predators that do not fear the local population or fauna, sometimes because they were brought from off world, might need to be hunted by the Strontium Dogs.

This warrant places the agents on a safari targeting a species of deadly predators that has been wreaking havoc on a world where the inhabitants are unable to protect themselves from their rapidly growing numbers.

It will take either a Cr. 50,000-a-seat commercial transport flight or five Astrogation skill checks to reach Cys 5. It is a lower-tech planet that has yet to achieve warp flight on its own, forcing galactic organisations like the S/D agency to make special arrangements to arrive there.

ASSIGNMENT INITIATED

The flaxen fields of Cys 5 is a large, flat area of grasslands perfect for the Bonegrinders to hunt at their leisure. It is roughly 500 kilometres in diameter and completely without geographical features. Landing anywhere in the fields will signal the animals

to come and investigate (they are instinctively drawn to heat and noise), providing the agents with ample hunting opportunities.

The sight of the golden grains and grasses blowing in the hot savannah breeze is a soothing reminder that not all worlds in this galaxy have been polluted or urbanised. It is a beautiful and peaceful sight that reminds you of all the places you never get a chance to enjoy on your travels.

Then you see it... a shape... something large... gliding through the grasses like a shark in the sea.

Or maybe it was just your imagination, as the creature disappears from sight.

ASSIGNMENT COMPLICATIONS

The agents can choose to hunt down up to 18 of the Bonegrinders, which represent the local population. Finding a Bonegrinder in the flaxen fields requires the agents to roll a higher Effect on their Survival or Recon skill checks than the Bonegrinders can roll on their Stealth checks. Each hunting check takes 1 hour of time. If the agents roll higher than the Bonegrinder, they have tracked one of the beasts. The difference between the Effect scores determines the beginning Range of the encounter when the agents notice the beast.

Name: Hazarian Bonegrinder

Aliases: N/A

Profile: C8C100

Record

Cys 5 – Unnatural Predation of Local Species

Warrant Designation: Termination

Reward: Cr. 100,000 each

Warrant Status: Open

LVS:

Flaxen Fields; Cys 5 – 30/04/85 (Outer Sector B 0401)

Notes

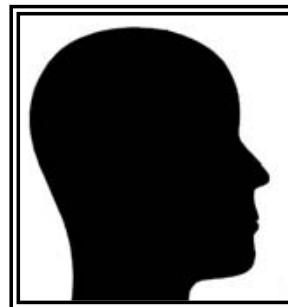
Brought to Cys in breeding numbers by a mercenary band that used them for body disposal, the Hazarian Bonegrinder is a race of vicious predators that seek out blood and organs to feast upon. The ecology of Cys cannot handle their seemingly endless hunger and rapid reproduction rate.

Without the high radiation levels and the existence of the larger predatory Goresnu of Hazari, the Bonegrinders have been running wild on Cys 5 with no way to keep their numbers in check. The Cyssans fear that their entire planet's wildlife ecosystem will be destroyed if the beasts are not culled.

Known Associates:

N/A

Hazarian Bonegrinders have long limbs, powerful muscles and deadly bites filled with jagged teeth and sedative-based saliva. They must be dealt with at range; melee combat is strongly warned against.



- If the agents scored 1 Effect higher, the combat will begin at Short Range.
- If the agents scored 2 – 3 Effect higher, the combat will begin at Medium Range.
- If the agents scored 4 – 5 Effect higher, the combat will begin at Long Range.
- If the agents scored 6 or more Effect higher than the beasts, the combat will begin at Very Long Range.

Conversely, if the Bonegrinder scores a higher Effect, a small pack of the beasts has ambushed the agents. This pack will number equal to the difference in Effect between their Stealth checks and the skill checks used by the agents. The ambushing Bonegrinders will start the combat at Short Range and will add +5 to their Initiative roll.

It should be noted that the agents arrive on Cys 5 with 2d6+2 hours of daylight remaining. When the sun goes down, all Bonegrinders gain a +2 DM on their Stealth checks due to their superior senses.

Once the agents have killed as many of the Bonegrinders as they feel safe doing or managed to kill all 18 breeding-age adults on Cys 5, they can take their remains back to the Doghouse to

HAZARIAN BONEGRINDER (1P ON CYS 5)

Dangerous predatory mammals, the Bonegrinder is named thusly for its tendency to pulp its victims into a meaty paste – bones and all – to use as food for its pups. They have sharp, hooked claws and mouths full of densely packed teeth. Their wiry reddish fur is capable of protecting them from all but the harshest of climates.

Characteristics: Str 10 (+1), Dex 9 (+1), End 9 (+1), Int 3 (-1), Edu 0 (-3), Soc 0 (-3)

Skills: Athletics (strength) 3, Investigate 2, Melee (natural weapons) 2, Stealth 2

Armour: Wiry Fur (3)

Weapons: Claws (2d6+1), Bite (3d6+1), Tusks (4d6-3; +1 DM to hit when leaping)

verify their kills and get paid.

ASSIGNMENT DEBRIEFING

When the Dogs return to headquarters with their kills in tow, they can collect the listed bounty for their safari activities. They must have some kind of demonstrative proof that the trophies are from different kills, however.

If any agent thinks about saving the tusks, claws or the wiry fur hide of the creatures, they can be used to make modestly useful arms and armour by the right animal-goods specialist. See the final chapter of this book for details on these pieces of equipment.

Assignment: Tooth and Nail

Travelling through time is something that every S/D agent might one day face, especially if they have a good reputation for executing warrants. Things that happen in the past can sometimes affect the future, so only trusted agents will be sent to deal with problems caused by time criminals or villains from the past who escaped justice.

The GCC Time Central Office will arrange, as part of the warrant execution, to open a limited-expectancy timeslip to ancient Wallachia. If this is the first time travel experience for the agents, they will be fully briefed as to the dangers of leaving any future technology behind to be found by historic humans.

They will also be warned about the limited time of operations for the timeslip window. It requires a great deal of computing power and energy flow to maintain a timeslip, especially when there are several travellers in question adding fluxes to the time stream.

When they are equipped and ready for the journey, the agents will meet again at Time Central. They will receive all the proper immunisations for past travel to dark age Europe, a mild sedative to deal with the time transition nausea and their necessary AETs (see page 104) to communicate with the local populace. Once they are ready, the timeslip will be opened and the agents sent back to Transylvania.

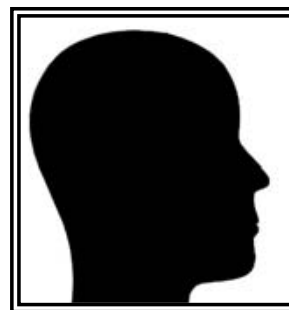
ASSIGNMENT INITIATED

The trip through time will be nearly instantaneous but it will be slightly disorienting for the agents. When they arrive in Wallachia, they will be happy to see that it is still daytime, albeit rather cloudy and grey. The timeslip is placed roughly half a kilometre outside the village at the foot of Poenari Castle, hopefully out of visual range of any farmers or bystanders.

When the agents arrive in Wallachia, they should be read the following:

The cold Romanian wind greets you as the timeslip releases you into Earth's past. The sky is a dismal grey, thick with stringing clouds, the sun a muted glow behind them. On the low mountains nearby there is an imposing castle with numerous torches alight in windows and parapets alike. At the foot of its roost there lies a small village. If you move now, you will reach the village before nightfall.

Name: Vladimir Alucard
 Aliases: Vladimir Tepes, Dracula, The Red Dragon
 Profile: EDCA80
 Record
 Earth, New Wallachia – Medical Theft, Medical Malpractice,
 Murder, Unlicensed Temporal Displacement
 Luna City – Medical Theft, Murder
 Earth, Berlin III – Medical Theft, Murder
 Earth, New Albany – Medical Theft, Murder
 Warrant Designation: Termination
 Reward: Cr. 2,000,000
 Warrant Status: Open
 LVS:
 Wallachia; Earth – 10/08/1462 (Core Worlds 0506)
 E-Calypso; New Wallachia – 18/05/85 (Core Worlds 0506)
 Notes



Violently allergic to natural sunlight; causes him severe burns and rapid anaphylactic shock. Agents should try to arrange a confrontation during daylight hours.

Known Associates:

Ivanna Petriynka (Mutant, GCC file 8544-2509V)
 Egor Tzepes (Mutant, GCC file VF13/6543/1-D)

Vladimir recently went on a violent theft and murder rampage across many of Earth's territories, killing laboratory personnel and stealing blood supplies. This was likely to stock up for his unlicensed trip to the past.

Target has been temporally tracked to ancient earth, the Romanian province of Wallachia in the autumn of 1476 A.D. Going by the name 'Dracula', Vladimir is re-writing Terran history (and mythology) by preying on the peasant folk. He appears to have taken power from a real historic figure, if he is not stopped then it is possible he will change all of history, quite possibly causing all of us to cease to exist.

Vladimir's mutation is extreme. He is preternaturally fast and deadly, capable of shearing off a man's head in a single stroke while shrugging off all but the highest calibre of physical projectiles. With the exception of sunlight, Vladimir seems to be able to almost instantly heal nearly any wound. He appears to have stopped aging in his late twenties, so it is possible he is practically immortal. Intelligence gathered from the capture of Ivanna Petriynka indicates Alucard wishes to create his own empire, using his abilities and the technology he has taken with him. The effects of the time distortions he is creating are already being felt and unless he is stopped soon the effects will be severe.

ASSIGNMENT COMPLICATIONS

The first complication the Dogs will face occurs when they get to the village. The villagers have been the target of Vladimir's predation, making them all extremely superstitious and even more protective of their families. Their reaction to the agents' arrival depends on several factors, one of them being their physical mutations.

The village is a small community of simple buildings, packed clay roads and stacked stone walls. There is an eerie silence to

the place, from either the lack of general goings on or a more sinister quiet placed upon the residents.

'Ho there!' a voice shouts out from a nearby door being held only slightly open, 'More of the voivode's demons, come for our children? Or outsiders who have chosen the wrong place to travel?' At the sound, several other villagers join the first in coming out of their homes. Some bear pitchforks, others rakes or hoes but they all are armed. They are defending their village against Vladimir but how will they react to you despite your mission to slay their nemesis?

The villagers may attack the Dogs, thinking them to be monsters. At best they could react to the agents with fear. To determine how the villagers react, the agents should be given enough time to each say roughly two short sentences. When they have done so, the Referee rolls 2d6 and modifies the result with the modifiers from the following list. If the final total is lower than 6, the villagers will attack the agents. If the total is between 7 and 11, the villagers will see the agents as monsters but flee to their homes and hide. If the total is 12 or greater, the villagers continue about their day while trying to maintain their distance from the agents – only answering them in short phrases or gestures.

- +1 if any agent mentions that it is daytime
- +1 if any agent can pass a Persuade skill check
- -1 if any agent is wielding a weapon openly
- -1 if any agent has a mutation on his face
- -2 if any agent has a mutation that grants claws or horns
- -3 if any agent has a mutation that makes him look bestial

WALLACHIAN VILLAGERS (7d6 + 6)

Simple farm folk who had been afraid of many myths and legends they were told as children, the villagers have recently been preyed upon by a real monster – Vladimir Alucard.

Characteristics: Str 8 (+0), Dex 6 (+0), End 8 (+0), Int 5 (-1), Edu 4 (-1), Soc 5 (-1)

Skills: Animals (farming) 2, Melee (bludgeoning) 1, Persuade 1, Stealth 1

Armour: None

Weapons: Farming Implement (2d6-1)

There is only an hour of daylight left when the agents reach the village, meaning it will not be long before the sun goes down and Vladimir comes out. The villagers know what night brings to their doorsteps, making it all the more important for them to barricade themselves into their homes.

Either at the end of the villager combat (if any) or when the Referee feels the Dogs are ready, read the following:

There is a chilling sound from the direction of the mountain castle – a howl. Unlike the howl of an animal, which can be haunting to some, this sound is somehow more... menacing. All of the villagers suddenly freeze in their tracks, dropping what they are doing with looks of shock and horror. They raise their eyes and faces to the sky, seeing in abject fear the last of the suns rays disappear behind the horizon.

'Dear God,' one of them gasps, clutching a wooden crucifix at her chest, 'they are coming for us! Run! Hide!'

And with that... they do exactly as she said.

It will take 2d6 + 10 minutes for Vladimir's henchmen to arrive in the village – without Vladimir himself. They come to the village every few days to snatch up a few villagers to bring back to Vladimir for feeding and infection.

When the henchmen arrive in the village (or outside the village, if the agents started immediately toward the castle), the Dogs should get this brief introduction before they must fight the villains:

Riding madly down the path come a half dozen horsemen, with torches in their hands. These men cry out when they see you. 'Hah, foolish travellers will do just as well as dumb peasants!' the first one yells as they draw their primitive firearms and sabres.

There are six henchmen intent on capturing prisoners for their master. With their normal targets behind stout doors they see the S/D agents as easier prey.

VLADIMIR'S HENCHMEN (6)

Originally the closest allies and bodyguards to the real Vlad Tepes they loyally follow the orders of the impostor now sitting on the throne in the castle above the village. Although they greatly fear the change in their old master they are too loyal to him to disobey, so have kidnapped the villagers whenever ordered to do so.

Characteristics: Str 9 (+1), Dex 9 (+1), End 10 (+1), Int 5 (-1), Edu 4 (-1), Soc 11 (+1)

Skills: Animals (Riding) 3, Athletics (strength) 1, Melee (large blade) 1, Gun Combat (slug pistol) 2, Survival 1

Armour: Jack (1)

Weapons: Antique Pistol (3d6-6), Sabre (2d6+2)

After the agents deal with the henchmen (or are incapacitated, captured and taken to the castle) the next opponent they will have to overcome is Vladimir himself. The 'count' is waiting in the courtyard of his castle for his henchmen's return with his impending meals.

When the agents arrive in the castle courtyard (and are roused, if need be), Vladimir will be waiting for them with a strange and interesting offer – if they are willing to hear it.

When the Referee is ready to start this interaction, read the following aloud:

'Good evening, friends,' a deep voice greets you, your eyes scanning the sparse courtyard for its source, 'I am glad you have come.'

A tall gaunt man with long fingers tipped with black claws strides out of the shadows, his red-rimmed eyes flashing in the rising moonlight. His flesh looks like white marble, his bluish veins visible even in the dim conditions. He wears a fancy coat and billowy leggings that highlight his graceful limbs.

'I know why you are here,' Vladimir says in a sigh, 'and I have a proposition for you. We could come to blows. You and your friends could try to kill me. Who knows, perhaps you S/D types could pull it off, too. But you have to realise that it would not go bloodlessly for you.' He smiles and a mouth full of ivory daggers shines. 'Or... you can tell your bosses that you killed me. I would even give you something to prove this to them and we all live out the rest of our days without further violence between us. I could reward you. Wealth. Power. Immortality...'

...what say you?'

If the agents choose to make a deal with Vladimir he will give them one of his own fingers to verify the kill as well as offer each of the characters a choice of one of the following:

- He will claim to be able to pass on his mutation and grant immortality. He will drain blood from any character who accepts this offer but all this will do is drain the character to 0 End.
- Cr. 50,000
- A piece of art from his collection worth 3d6 x Cr. 5,000

Making a deal with Vladimir will be the last mistake any character will ever make. History will be changed so the characters will never have existed. As soon as they activate their time devices to return to their own timeline they will briefly reappear in empty space (the Doghouse will never have been created) and then spontaneously combust leaving, no trace whatsoever of their existence. They really should have known better than deal with Alucard...

If the agents deny Vladimir's offer, he will shake his head and act like he is sorrowful of their choice before leaping at the nearest target. He will turn from mutant gentleman to horrific monster in a split second, forcing the group into a very deadly combat.

When the agents are done fighting (or dealing with) Vladimir, they must take their proof of his death (or faked death) back to the timeslip and head back to the present.

If they feel they have enough time to get there, they may try to search the castle for artefacts, pieces of art and other wealth. If they do so, the Referee should have one character make an

VLADIMIR ALUCARD

Vladimir Alucard suffers an extreme mutation. He is strong, quick, powerful and practically immortal, his only weakness being his allergy to sunlight. His plan is to become an emperor in Earth's past, using his knowledge, abilities and superior technology to one day gain power over the whole planet.

Characteristics: Str 12 (+2), Dex 11 (+1), End 10 (+1), Int 9 (+1), Edu 9 (+1), Soc 0 (-3) or 12 (+2), Psi 10 (+1)

Skills: Art (seduction) 1, Athletics (strength) 1, Carouse 2, Computers 1, Deception 3, Diplomat 1, Gun Combat (blasters) 1, Investigate 2, Medic 1, Melee (blade) 1, Melee (natural weapons) 2, Personal Enhancement 2, Persuade 3, Projection 2, Recon 3, Stealth 2, Survival 2, Tapping 2, Telepathy 3

Psionic Strength Points: 15

Special Techniques: Combat Acuity, Recovery

Armour: Naturally Dense Flesh (2)

Weapons: Bite (1d6+2), Claws (1d6+3), Broadsword (4d6), Standard Blaster (4d6+3)

Equipment: Hologram Projector. This device has enabled Vladimir to take the place of his namesake, who he has locked in the dungeon below the castle. While using this device and communicating with the locals his Soc can be considered to be 12, otherwise it will be 0.

Special Notes: Vladimir suffers 1d6+3 unpreventable damage each round he is exposed to daylight.

Weapons that inflict physical, non-energy damage (bullets, knives, punches and so on) must subtract -2 from each damage die rolled (to a minimum of 1 per die) due to Vladimir's instantaneous regenerative abilities.

Investigate skill check with a positive modifier equal to the number of characters with that skill helping him. What the Dogs find and how long it takes varies depending on the Effect of the roll, as shown on the table overleaf.

Effect of Investigate	Castle Findings	Time Consumed by Check
-6	2d6 of Vladimir's Henchmen in a barracks	1d6-2 hours (min. 1)
-5 to -1	1d6 of Vladimir's Henchmen roaming the halls	1d6-1 hours (min. 1)
0 to 1	1d6 baubles worth 2d6 x Cr. 50 each	1d6 hours
2 - 3	1d6 pieces of décor worth 2d6 x Cr. 200 each	1d6+1 hours
4 - 5	1d6 pieces of art worth 2d6 x Cr. 500 each	1d6+2 hours
6 or higher	The real Vlad Tepes, the terrified man thanks his rescuer and gives him 1d6 pieces of jewellery worth 2d6 x Cr. 1,000 each. He also blames the Turks for his imprisonment and rides out to battle them later in the year, when he is killed.	1d6+3 hours

As long as the timeslip remains open, the agents can return to Time Central as planned to get their reward. It will be an easy trip (the villagers will avoid them) to reach the location where they will be returned to their own time.

ASSIGNMENT DEBRIEFING

When the agents return from ancient Earth, they will receive the reward for Vladimir as per the listed amount on the warrant; they must have some genetic material from Vladimir. A Termination warrant will always require such proof.

Assignment: Bring a Gun to a Knife Fight

There are a lot of wanted criminal scum throughout known space and just because agents are chasing one bounty does not mean they will not run into other, more dangerous outlaws whilst chasing a warrant.

Roulis 3 is a planet just off the main trade route through the Centrus and Omegir systems, making it extremely easy to arrange for travel to and from. A round trip astro-liner ticket to Roulis 3 (specifically the Central City Starport) costs a meagre Cr. 10,000. If the agents are piloting themselves it would take only a single Astrogation check (+1 DM) to make the trip.

Central City is a moderately advanced society that has most of the common amenities. If the agents wish to, there is a lot of good shopping to be found along the way to lockup. Most items will cost an additional 10% to their listed price.

ASSIGNMENT INITIATED

Defidos can be found in the Badlands fairly easily. A number of farms have reported being raided and the area he is active in is well known, a number of his victims know he is holed up in the old Spooner place.

Defidos and two members of his gang are out in a paddock, breaking in a new mork when the Player Characters approach. They will fight rather than meekly surrender but once two of them are down the third will automatically give up (it is important at least one of the gang survives to be handed in to the authorities).



DEFIDOS AND TWO HENCHMEN

A long time thorn in the side of decent folk living in the Badlands, Defidos is mostly a highwayman and farmstead raider these days. He has led his gang into Central City on occasion, to rob banks or stores.

Characteristics: Str 8 (+0), Dex 7 (+0), End 7 (+0), Int 6 (+0), Edu 5 (-1), Soc 5 (-1)

Skills: Gun Combat (energy pistols) 2, Stealth 1, Streetwise 1, Survival 2

Armour: Jack (1)

Weapons: Laser Pistol (3d6+3)

Other Equipment: 20 + 3d6 credits each

Notes: Both henchmen also have warrants for their arrest of Cr. 5,000 each. These are apprehend warrants with no payment if the aliens are merely gunned down.

Name: Defidos
 Aliases: None known
 Profile: 966655
 Record
 Roulis 3– Murder, Kidnap
 Warrant Designation: Dead or Alive
 Reward: Cr. 50,000
 Warrant Status: Open



LVS:
 The Badlands, Roulis 3 – 14/16/85 (Outer Sector B 0604)

Notes

A renegade Bestin, this alien has been hiding out in the so-called Badlands area about 100 km north of Central City.

Defidos is known to lead a small gang of fellow outlaws and has taken to raiding outlying settlements for arms, funds and supplies. Considered a real nuisance in his area of operation the overstretched Roulis police force have requested help in tracking him down.

Known Associates:

Dadifas (Bestin Armed Robber, GCC file 510/73822-P)
 Sangiras (Bestin Assassin, GCC file 510/84112-V)

Although it is unlikely he will come quietly Defidos (and his gang) is not the type of criminal to fight to the bitter end.

ASSIGNMENT COMPLICATIONS

With Defidos and his gang dealt with the agents will want to return to Central City to hand over any prisoners. However when they enter the main police station they will discover the desk sergeant slumped over his terminal, quite dead. In the main police office are two more deceased officers plus the culprit behind their murders, a real nasty piece of work named Bryson Dates.

'What the sneck?' a man standing over the corpses of two dead police officers blurts out as you walk into the office, 'Stronties? No way!' Hurling a flashing blade that severs the power cable leading to the overhead lights, he dives behind a desk, disappearing behind it as darkness fills the room. 'Keep on moving, Dogs. I'm not coming out and you're dead if you come in to get me. Just turn around and look for someone else.'

Exactly where he crawled off to in the maze of desks and chairs and cabinets you cannot say for sure...

...but there is only one way out – through you.

Unless the agents have some way of dealing with the dark conditions, they will suffer a –3 DM on all of their vision-based actions.

To find Dates the agents will need to roll a higher Effect on their Investigate skill check than he rolls on his Stealth skill check. Until he is found (or the lighting situation is fixed) the agents will need to take this Minor action each round if they want to make an attack on Dates. Each round that Dates has not been located by the time his initiative comes up, he will make a surprise attack on whichever Dog rolled the lowest failure.

When the agents have dealt with Dates' execution they can return to headquarters for their reward.

ASSIGNMENT DEBRIEFING

When the agents get back to the Doghouse, they will receive the reward amount for all the completed warrants.

Name: Bryson Dates
Aliases: Bad Bryson, Dagger Dates
Profile: 8A8989
Record
Patakia 2 – Armed Robbery, Murder
Warrant Designation: Termination
Reward: Cr. 150,000
Warrant Status: Open



LVS:
Central City Lockup; Roulis 3 – 09/16/85 (Outer Sector B 0604)

Notes

Arrested and captured for his crimes against the community, Dates is being held in lockup awaiting transportation off-planet for the carrying out of his sentence.

Bryson Dates is an extremely experienced knife fighter. Anything between 10 to 40 centimetres with a point or an edge on it is a deadly implement. Agents must keep his hands bound and away from such items.

Known Associates:

Allegros Baker (Mafia Assassin, GCC file 510/73298-X)

Target is being held at Central City Lockup on the planet Roulis 3. The local authorities are awaiting a shuttle to take him back to Patakia. It is a small facility with few staff but it has advanced restraint and surveillance systems.

Dates has been in lockup for six days; he has not been any problem whatsoever.

BRYSON DATES

Bryson Dates is a master assassin, skilled in getting to a guarded target, eliminating him and then escaping before the alarm is raised. It was an unfortunate turn of events that placed this cold blooded killer in the hands of the dim-witted authorities of Roulis 3; he got drunk, decided to rob a tavern rather than pay his tab and ended up stabbing a security guard.

Characteristics: Str 8 (+0), Dex 10 (+1), End 7 (+0), Int 9 (+1), Edu 8 (+0), Soc 9 (+1)

Skills: Advocate 1, Broker 2, Comms 2, Computers 1, Deception 2, Gun Combat (blasters) 2, Melee (blade) 3, Persuade 1, Stealth 2, Streetwise 2, Tactics 1

Special Techniques: Called Shot

Armour: Leatherene Jacket (4)

Weapons: Four Vibro-knives (2d6+4)

Other Equipment: 500 + 3d6 credits

Assignment: Silent Knight, Holey Knight

It is always a possibility when undertaking high-credit bounties that other Dogs might come after an agent's target. Bounty poaching happens more than it should but rogue S/D agents that get in the way of a warrant can expect nothing short of a reckoning from the rightful bounty hunters. Good agents are fast and efficient in their dealings with their warrants if only to dissuade other Dogs from the hunt.

This assignment puts the agents on the trail of a dangerous gang of criminals, only to find they have been poached – by someone completely uninterested in the bounty!

Untral 2 is a common vacation spot for affluent travellers with a little survival skill. Booking a transport to the planet will be rather expensive at Cr. 40,000 a ticket (round trip) but piloting directly there will only require two Astrogration skill checks with a +2 DM.

ASSIGNMENT INITIATED

Getting to Darrwood Forest from any of the major Untrali starports will be a lengthy trip of six hours but car rental is cheap (Cr. 100).

Name: The Levox Gang
 Aliases: N/A
 Profile: Varies.
 Record
 Krisis – Defiling of Holy Grounds, Causation of Natural Disasters
 Warrant Designation: Termination
 Reward: Cr. 400,000 (for all eight members)
 Warrant Status: Open
 LVS:
 Darrwood Forest; Untral 2 – 12/06/85 (Outer Sector B 0703)
 Notes



A dangerous hoverbike gang responsible for the destruction of important holy artefacts and structures on the planet Krisis, the individual gang members are as follows:

Radrigo (GCC file 545.9765A. Profile: A86754)
 Bennworth (GCC file 545.9765B. Profile: CD7453)
 Sverung (GCC file 545.9765C. Profile: 4B9556)
 Stephen Pord (GCC file 545.9765D. Profile: 999886)
 Forrest Banewight (GCC file 545.9765E. Profile: 87C662)
 Verdonna (GCC file 545.9765F. Profile: CCEA51)
 Gem and Wraser Levox, 'The Twins' (GCC file 545.9765G and 545.9765H. Profile: 797533)

The Levox Gang are steadfast mutant iconoclasts that want nothing but the complete elimination of all religions in the galaxy. Their most notorious action was the bombing of several important holy structures. Those structures contained the control equipment for ocean canal drainage systems, resulting in the flooding of many major communities and the deaths of thousands of Krisians.

Known Associates:
 None

Targets were recently seen camping in the secluded Darrwood Forest of the rural planet of Untral 2. This may be their base of operations; be forewarned.

The Levox Gang are only as strong as their numbers allow. They are cowards and weak when engaged in small numbers. Try to isolate them before engaging to terminate.

They will not need to worry about finding their quarry until they reach the edge of the forest.

Once in the forest, the agents must manage to pass a single Navigation skill roll to find the path leading to the Levox Gang's campsite.

When the agents do eventually find their way to the Levox site, read the following:

Plastic shell-tents ring the area, several small campfires smouldering into thick lines of smoke from ash laden with morning dew. It is a peaceful sight...

...except for all the blood and bodies. Strewn about the campsite are all eight of your targets, hacked down.

'More mutants, eh?' a strong and sure voice booms out as its owner plods out from around one of the tents. He is tall, a tower of human muscle clad in ancient armour and carrying a massive two-handed sword. He is splattered with blood from head to toe and he is looking at you with anger in his eyes.

'By Kris herself,' the warrior proclaims, making some odd sign with his hand, 'I have killed your friends here and I will have your heads as well!'

ASSIGNMENT COMPLICATIONS

The warrior is Sir Donavon Kale of Krisis, a holy crusader knight of the Order of Kris. He was one of the few surviving members of his holy order when the Levox Gang caused so many deaths. He has avowed to bring death to them all – and just

did! Unfortunately for the Dogs, the people of the Order of Kris do not get out much and Donavon Kale does not know anything about the S/D agency. He does not know the difference between a Strontium Dog and any other mutant scum, which is why he thinks the agents are just more gang members to kill!

The Dogs do not have to fight Sir Donavon, who will give the agents a brief moment to possibly talk the knight out of his charge. If they can somehow convince him they were coming after the Levox Gang too, or at least that they were not their allies, he will abort his attack and let the agents go their own way. This might require a Deception, Diplomacy or Persuade check depending on the method the agents try to dissuade Donavon.

An unexpected facet of the warrant's execution, Donavon's premature killing of the Levox mutants means the Dogs do not have to do anything to get paid. All they need is DNA proof that the gang members are deceased. If Donavon is alive when this happens he will require that he take the heads back to his temple to show his brothers they can rest in peace.

Whether or not the agents kill Donavon makes little difference to the warrant itself but once they are finished interacting with him they can choose to return to the Doghouse for their rewards. With a Persuade skill check at -4 DM, an S/D agent could even convince Sir Donavon to come with and join them in hunting the galaxy's criminals (if he survived this encounter).

SIR DONAVON OF KRISIS, KNIGHT OF KRIS

Lucky to be on sabbatical when the dams broke and the temple was flooded, Donavon is the last member of the Order of Kris. He wears the ancient armour of his peoples' ancestors and wields the sword supposedly forged by Kris herself in the time before men. He is a fighting and killing machine fuelled by faith and vengeance.

Characteristics: Str 10 (+1) Dex 9 (+1), End 11 (+1), Int 8 (+0), Edu 8 (+0), Soc 10 (+1)

Skills: Athletics (endurance) 3, Diplomat 1, Investigate 3, Leadership 2, Medic 2, Melee (blade) 3, Persuade 3, Pilot (spacecraft) 0, Recon 1, Steward 1, Survival 2, Tactics 2

Special Techniques: Recovery

Armour: Armour of Ages (10)

Weapons: Sword of the Dawn (3d6+4)

Other Equipment: Silken Vestments, Holy Prayer Book of Kris

If Donavon was killed, his armour and sword could be taken by the agents as spoils. They are powerful artefacts of an older technology but it will be seen as a terrible blasphemy for them not to be worn by a Krisan – potentially causing more conflict later in the agent's life.

ASSIGNMENT DEBRIEFING

As long as the agents have some DNA samples from the eight gang members they were supposed to kill, they will get paid according to the warrant card. If they ever say anything about not being the ones who killed him, they will lose their reward.

If Sir Donavon is brought back to the Doghouse alive and convinced to become an S/D agent, the agents will each receive a Cr. 5,000 recruitment bonus. Sir Donavon may or may not need further training and assignment – which could fall on the shoulders of those who recruited him. If it is later found out the characters claimed the bounty on the Levox Gang when Sir Donovan was the one responsible for their deaths they may have to come up with an explanation for their fraud...

Assignment: Wyrms on a Hook

Some targets are difficult to track down because of their lifestyle, skills or random happenstance. These targets can occasionally be baited out of hiding by the GCC and the S/D agents in order to be brought to justice.

This warrant turns the Dogs into the bait in their own trap to catch a nefarious killer working for a dangerous mob. One of their number will have to act the part of a diplomat long enough to get the target to come after him – then turn the tables on the skilled assassin!

Considering the GCC is setting up this special arrangement and disguise situation, the warranted agent team will not have to arrange for transport to Triton 3. All they have to do is arrive at the predetermined shuttle pad and board the right ship in order to reach the planet in question.

ASSIGNMENT INITIATED

The ambush is going to be held at the pomp Solar Queen hotel suites, which is where the agents will be ferried off to immediately after arriving on Triton 3. When the agents reach the hotel, read the following:

Under the cover of a rear kitchen entrance and a team of black-suited bodyguards and 'secret service' agents, you are ushered into a private elevator that speeds you up to the penthouse suite in the prestigious hotel. You are escorted quickly into the room, where a lanky man in a GCC uniform greets you with a tailor's tape measure, going over each of you in turn while shaking his head in disdain.

Name: Dalbo Bruggs
 Aliases: Brazen Bruggs
 Profile: 79B987
 Record
 Thagross System – Murder (48 known counts)
 Warrant Designation: Termination
 Reward: Cr. 300,000
 Warrant Status: Open
 LVS:
 Triton 3 (evaded capture) – 29/03/84 (Outer Sector B 0306)



Notes

The top contractor for the Cruggo Mob, Dalbo Bruggs is a skilled and reputed hitman. His signature is a double-tap blaster shot to the chest of his targets.

Known Associates:

Reid Cruggo (Alien Mobster, GCC file 321.7742D)
 Alomnen (Alien Trafficker, GCC file 201.6511E)

Target has been underground and off the grid for nearly a year after nearly being apprehended by agents last year. Escalating the warrant from Dead or Alive to Termination, the GCC has invested significant time in providing misinformation to draw Bruggs out of hiding.

One agent will be disguised as the recently elevated Attorney General 'Arthur Wyrms', who has been heralded in local media as the primary fighter against the Cruggo Mob's control over the Triton community. When combined with a 'leak' of information about Wyrms's location, Bruggs is sure to be hired to take him out. When the hitman comes for what he thinks is a lawyer, the S/D agents will be waiting for him.

'I just do not know if this is going to work,' he says, half to himself, 'but I guess it will have to do. Now, whoever is going to be our mark... put down your blaster, get undressed and follow me. You are about to have a metamorphosis!'

ASSIGNMENT COMPLICATIONS

The first 12 hours the agents are on Triton, from the moment they land to the first minute they get away from GCC personnel, will be spent prepping one of the agents (players' choice, although a character with some severe mutations will not be able to take the role) to wear the Arthur Wyrms costume (which grants a +4 DM to Deception checks to convince onlookers). This will be a long and uncomfortable process but necessary.

The other agents can take a look around the hotel room where the ambush is expected to take place. Any agent with the skill can make a Tactics skill check. Any success means they have found a perfect place to hide in order to get the drop on Bruggs; a success with Effect 6 finds 1d6 of these places instead. An agent with a suitable hiding place discovered this way will have a +2 DM to both their Initiative and Stealth checks while awaiting Bruggs' arrival.

After the disguise is put into place and the agents are comfortable with the room, the GCC personnel will all leave. This has to be completed before sundown, because the misinformation handed out to lure Bruggs in claims Wyrms spends every sunset napping on the sun couch just inside the balcony window. This information places a time, place and image of unweariness for Wyrms to be found and assassinated. Of course, the Dogs will be waiting for him.

The plan is a good one, for once, and Bruggs will be right on time. He will grav-drop from a nearby building onto the balcony 10 minutes after sunset. When this happens, read the following scene to the players:

With surprising little sound when his heavy padded feet touch down on the balcony decking, a tall reptilian creature wearing a grav-chute, designer combat armour and wielding a strange design of blaster you are not familiar with lands from above. His shadow falls upon the sleeping form of 'Wyrms' and he gently steps between the sliding doors.

His blaster levelling at the chair where he thinks Wyrms is sitting, his slitted eyes dart around the room – probably searching for unseen dangers lurking in the shadows.

Bruggs will then make a Recon skill check. His total Effect will be compared to all hiding agents' Stealth checks, with the hitman seeing any agent over which he scores higher. If he does not see any of the hiding agents, they will be able to automatically get the drop on him before he shoots at 'Wyrn'.

If he sees even one hiding agent, he will realise this is a trap and try to make a fighting escape off the balcony. Initiative will be rolled as normal but Dalbo will be trying to get out onto the balcony so he can use the grav-chute to fall safely to the street (22 stories down!). The agents will need to stop him from doing so.

DALBO BRUGGS

A typical Altroxian, Dalbo is a tall and powerful predatory reptilian who enjoys the hunt and the thrill of the kill. He is an exceptionally skilled killer and a slippery target who has evaded the authorities for years. It is rumoured he has over 10 S/D kills but none of these are on his current warrant.

Characteristics: Str 8 (+0) Dex 9 (+1), End 11 (+1), Int 9 (+1), Edu 8 (+0), Soc 7 (+0)

Skills: Athletics (co-ordination) 2, Broker 1, Comms 2, Computers 1, Deception 2, Flyer (grav) 2, Gun Combat (blasters) 3, Investigate 2, Melee (natural weapons) 2, Persuade 2, Recon 2, Stealth 2, Streetwise 3, Tactics 2

Special Techniques: Heart-Stopper

Armour: Scales (2) and Combat Vest (3)

Weapons: Bite (1d6+2), Claws (1d6+1), Whispertek Soundless Blaster (3d6+5; see page 102 for details)

Other Equipment: Grav-Chute, Public Comms Feed, Electronic Lockpick, Medipack, 1,000 + 3d6 Credits

If Dalbo is badly wounded (at least one Characteristic brought to 0), he will try to fake his own death using Heart-Stopper (see page 46 of *Strontium Dog*) and fool the agents. If they fall for it, he will wait for his break and then make good his escape. If they do not believe he is really dead, he will fight normally for his escape.

Once Bruggs has been dealt with (or escapes), the agents will be ferried off to the Doghouse for any reward.

ASSIGNMENT DEBRIEFING

If Bruggs was killed, the agents will be rewarded with the amount the warrant card lists. If they somehow botched the

ambush and Bruggs got away, the GCC will reprimand them for such a shoddy attempt and fine them for the massive waste of planning and resources. This fine will be in the amount of 2d6 x Cr. 10,000 per agent involved.

Assignment: Down B. Lowe

Most criminals are relatively easy to capture (or kill), largely because they do not have any large advantages over their pursuers. Others, however, are only to be found in circumstances or places which heavily favour them, either through superior skills, equipment or being adapted to the environment far better than any hunters. Anderson Lowe is one of these...

Reaching Neptunis Beta will cost the subsidised fee of Cr. 5,000 per agent – as long as they each purchase at least one piece of aquatic equipment from the following list:

- Aquaturf Dogfish Armour (see page 101)
- Harpooner Pistol
- Harpooner Rifle
- Oceanic Stasis Modules

They will not gain a benefit if they pilot their own ship. Once they are properly equipped, the agents can hire their Neptunis transport or make the long journey on their own ship, requiring three separate Astrogation skill checks.

The Quarianis trench is a local legend to the Neptunis people of Conach City. It is marked on every map the coastal town has because it is notoriously dangerous for swimmers, divers and small boats due to the abnormally large number of kryllo (alien sharks) that thrive in the waters. Whenever they are ready to do so, the agents can hire a boat for Cr. 100 to take them to the edge of the trench – and their dive.

ASSIGNMENT INITIATED

Diving from the boat into the trench will begin the swim toward the target. When the agents have been swimming down into the trench for a few minutes, read the following:

The warm water of Neptunis envelopes you, the large eel-like fish of the area darting away like snakes into the deep blue as you cut through their territory on your way to the glow of artificial lights much deeper down.

Occasionally a larger, more sinister shape swims by your peripheral vision and you cannot help but suddenly feel less like a Dog and more like a worm... on a lure.

ASSIGNMENT COMPLICATIONS

The swim down to Lowe's hideout is 50 metres. Every 10 metres will require an Athletics (endurance) skill check for swimming, with failures inflicting 1 point of Endurance damage from muscle strain and cramping.

When the agents finally arrive down at the trench floor, they should have the introduction read aloud as Anderson Lowe discovers he has visitors:

Name: Anderson Lowe
 Aliases: Leechman Lowe, 'Big' Anderson
 Profile: B88550
 Record
 Neptunis Beta – Ecological Terrorism, Armed Robbery, Murder
 Warrant Designation: Dead or Alive
 Reward: Cr. 500,000 dead, Cr. 750,000 alive
 Warrant Status: Open
 LVS:
 Quarianis Trench; Neptunis Beta – 01/12/85 (Outer Sector B 0102)
 Notes



A mutant on the run from local land-based authorities, Big Anderson Lowe is amphibious and has used the waters of Neptunis Beta to hide his activities for months.

Anderson Lowe is considered an eco-terrorist by the authorities due to his attacks on shoreline oil refineries and processing plants but sources say this has little to do with an economic message and far more to do with the amount of cash these offices have on hand for their payrolls.

Known Associates:

Daederon Rex (Mutant Fence, GCC file 197/33.9718-F)

Target is known to hide in the deep waters of the Quarianis trench off the eastern coast of Conach Harbour. Treacherous terrain combined with Lowe's knowledge of mechanical devices have made him difficult to capture. The warranted agents will have the opportunity to purchase new aquatic gear from R&D at 50% normal costs.

Anderson Lowe is a large and powerful mutant who is at home in the water. He should be dealt with very carefully in his own environment.

The murky waters around you are broken into globes of muted light from each of the large trench-floor halogen bulbs below. It creates a shining pattern of dazzling shimmers across the trench valley, enough light for you to see the hulking shape of Lowe swimming rapidly toward you. The blades in his hands are less than inviting ...

During the combat with Lowe, there is an additional danger that being in the Quarianis trench poses – the kryllo. Once there is blood in the water (someone is wounded), the Referee must roll a single 1d6 at the start of each round. On the roll of a 1 a kryllo shark arrives to attack whoever (Lowe included) was most recently damaged. The kryllo will not give up on its prey until it

is seriously wounded (any Characteristic dropped to 0), at which point it will swim off.

Once Lowe has been killed or captured by the agents they may then return to the surface for their boat trip to the coast and the starport. They may then ship off to the Doghouse for their bounty.

ASSIGNMENT DEBRIEFING

Once the agents return to headquarters, either with Lowe in custody or with proof of his death, they will get paid accordingly as per the warrant card.

NEPTUNIS KRYLLO

A dark red fish with spined dorsal fins, the kryllo is a deadly oceanic predator similar to a terrestrial shark. Drawn by blood, a kryllo has a powerful bite it uses to catch and devour the eel-fish of the seas – or the occasional swimmer.

Characteristics: Str 12 (+1), Dex 7 (+0), End 7 (+0), Int 2 (-2), Edu 0 (-3), Soc 0 (-3)

Skills: Athletics (endurance) 4, Melee (natural weapons) 2, Stealth 2

Armour: Thick Scales (2)

Weapons: Bite (3d6+1)

ANDERSON LOWE

A mutant with a fishlike or amphibious face, 'Big' Lowe is a savage who enjoys bloodshed and violence almost as much as he enjoys the size of his electronic bank accounts.

Characteristics: Str 10 (+1), Dex 9 (+1), End 8 (+0), Int 6 (+0), Edu 5 (-1), Soc 0 (-3)

Skills: Athletics (endurance) 4, Deception 1, Explosives 1, Gun Combat (slug pistols) 2, Melee (blade) 2, Navigation 2, Persuade 2, Recon 1, Seafarer (submarine) 3, Stealth 2, Streetwise 2, Tactics 1

Special Techniques: Combat Acuity

Armour: Scaled Skin (1)

Weapons: Heavy Knife (2d6+1), Straight Blade (1d6+3)

Assignment: With Honey, Not Vinegar

Fly Eyes Wagner was once one of the most deadly mutants to be found anywhere. An efficient killer in the Mutant Army he was eager to join the S/D agency at its inception. An expert in tracking down criminals in other dimensions he was one of the most reliable of operatives. However the man was vicious even by the standards of his peers and gunned down a fellow agent rather than share a bounty. This led him to being hunted down by Johnny Alpha in another dimension and sent back to the Doghouse for his eventual execution.

It has proven difficult to keep a bad man down, however and Fly Eyes has recently made a reappearance and has begun a crime spree at his current location. GCC scientists believe this Fly Eyes may merely be a reflection of the original, somehow brought about by the original's widespread use of dimensional technology and weapons. Another theory is that this Fly Eyes is from another reality, possibly escaping from justice in another dimension by fleeing to our own. Whatever the truth Fly Eyes is once again is a wanted man.

The GCC does not like loose ends in any form and discovering that someone they previously recorded as deceased (and paid a bounty over!) returning from the grave to commit further crimes is a big one.

The agency will arrange for a fast, direct and private astro-liner transport to Prugos 2. They want to ensure that Wagner is placed firmly back into the 'dead' files. This is important enough for them to REQUIRE the agents take agency transport; no self-piloted ships on this mission!

ASSIGNMENT INITIATED

Landing at Farscale community starport and racketeering facility, the agents must then begin their search for Fly's Eyes Wagner. The city is considered the home of gourmet cuisine, fine wines and nightlife dance clubs, the Dogs have no time to appreciate its facilities.

Once the agents arrive at Farscale and begin to look around, they will discover why Wagner will not be too terribly difficult to locate. Read the following:

The starport entrance hisses open as you approach, its bio-sensors scanning you in a flicker of green light.

'Dangerous materials detected,' the scanner blurts out loudly into the busy street, causing dozens of Norm heads to swivel your way, 'licensed to carry. Mutations detected. Public safety warning... public safety warning.'

Great. Another city that announces mutants as they arrive. No wonder Fly's Eyes was seen so quickly here... mutants are rare and feared.

Now, to find out where he is hiding...

ASSIGNMENT COMPLICATIONS

The first thing the Dogs will need to accomplish is finding where Wagner is holed up. Farscale is not mutant-friendly, so the agents should make sure they avoid being in a possible hate-crime ambush site while scouring the city for Fly's Eyes.

There are dangerous anti-mutant activists roaming the streets that will appear to attack the agents whenever they stray too far from the safety of the streetlights. The way to determine this in

Name: Amos Wagner
 Aliases: Fly's Eyes
 Profile: 7A9870
 Record
 Caytor – Murder
 Prugos 2 – Unlicensed Use of a Temporal Device,
 Aggravated Assault on a Prugosi, Robbery, Murder
 Warrant Designation: Termination
 Reward: Cr. 350,000
 Warrant Status: Open
 LVS:
 Farscale, Prugos 2 – 01/06/85 (Outer Sector B 0305)
 Notes
 Mutant Classification: Light Mutation.



Description: Standard human physique. Average Height and Weight. Blond hair. Compound Eyes.

Amos Wagner was registered as an S/D agent 18/02/74. Achieved Special Weapons and Timeslip Clearance May 2179. Classified as deceased Augtober 2182. Reappeared March 2185.

Notable Warrants:

Serge Diamond (Terminated)
 The Plasticiser (Apprehended)
 Foyle Gully (Apprehended)
 Spiro the Gyro (Terminated)

Wagner suddenly reappeared in a populated area of Farscale on Prugos 2, where he has begun a one man crime wave. Local police have been unable to deal with him and have asked for urgent assistance.

Target was a trained S/D agent with special weapons clearance; he will be a violent target to deal with. He once had a penchant for using portal grenades; be aware of their possible use.

game mechanics is based on any failures they make while trying to track Wagner.

To find Wagner, the agents must roll a total of 12 Effect on successful skill checks from the following list: Deception, Investigate, Persuade and Streetwise. Any failures should be compared to the table on page 84, revealing what sort of reaction the anti-mutant population has to the Dogs poking around in Farscale.

Eventually the Dogs will manage to track Fly's Eyes down to a warehouse in the middle of the industrial quadrant of Farscale. He is disoriented, confused and has already had to defend himself against the anti-mutant thugs of the planet a few times. When the agents arrive and enter Wagner's warehouse, read the following:

The wooden door creaks loudly as you open the way, your entrance announced before you step inside.

ANTI-MUTANT COMMONERS

Angry bigots and racists these rabble use simple weapons to try to keep their streets 'clean' of mutants and other non-humans.

Characteristics: Str 7 (+0) Dex 6 (+0), End 7 (+0), Int 6 (+0), Edu 6 (+0), Soc 5 (-1)

Skills: Drive (wheeled) 1, Gun Combat (slug pistols) 1, Investigate 1, Melee (bludgeon) 1, Persuade 1, Streetwise 1, Survival 1

Armour: None

Weapons: Club (2d6)

Other Equipment: 50 x 2d6 Credits

	Deception	Investigate	Persuade	Streetwise
-1 to -2 Effect	General disdain; -1 DM to next check	Gone Astray; -2 DM to next check	General dislike; -1 DM to next check	Wrong Street; -2 DM to next check
-3 to -4 Effect	Angry profanity; -2 DM to next check	Wrong Lead Followed; -3 DM to next check	Denial and racial slur; -3 DM to next check	Uncovered wrong target; attacked by 1 Anti-Mutant Commoner
-5 Effect	Personal dishonour; attacked by 1 Anti-Mutant Commoner	Discovered criminal crowd; attacked by 1d6 Anti-Mutant Commoners	Miscommunication; attacked by 1 Anti-Mutant Commoner	Ambushed!; attacked by 1d6+1 Anti-Mutant Commoners
-6 Effect	Untapped Outrage; attacked by 1d6-1 (minimum 1) Anti-Mutant Commoners	Walked into a trap!; attacked by 2d6 Anti-Mutant Commoners	Immediate hatred and belligerence; attacked by 1d6+1 Anti-Mutant Commoners	Strolled into anti-mutant rally!; attacked by 2d6+2 Anti-Mutant Commoners

'Not more sneekin' Kreeler wannabes? Well, I have got just the thing for you' a voice in the darkness calls out.

Wagner then steps into the light, a blaster in one hand and a grenade in the other. Upon seeing you with his massive compound eyes, he sneers.

'Stonts. I should've known I'd be followed here,' he says angrily, 'you're not going to take me back alive!'

Fly's Eyes Wagner is not going to go down without a fight and he is too untrusting to believe any sort of negotiations or trickery the agents might try and use.

Wagner's portal grenade has had its internal settings reset to its default target location. Anything that is affected by the portal grenade is automatically hurled back to the Doghouse and imprisoned in a time cell there. They will stay incarcerated in this fashion until either their allies come and claim them (explaining the incident) or until they can pass a Persuade skill check with a -2 DM. The latter method will have the Time Central personnel send the Dog back to where and when they were 'portalled' - placing them back in the fight on Prugos 2.

When Wagner is killed, the agents can avoid all further complications and travel directly to the Farscale starport and get on the transport back to the Doghouse. The GCC astro-liner will have waited for them but will only let them back on board with proof of Wagner's elimination.

ASSIGNMENT DEBRIEFING

So long as the agents return to headquarters with proof of Fly's Eyes' demise (perhaps permanently this time), they will receive payment as it is listed on the warrant card. They will also be asked to sign a confidentiality agreement NOT to discuss Wagner's re-emergence.

If Wagner was killed or otherwise stopped from using the portal grenade, the agents can choose to hang on to it, give it back to Time Central or sell it to another agent (with or without the right licensing).

FLY'S EYES WAGNER

Still technically wanted by the GCC for his killing of Lips Rainsworth (a fellow agent), he knows all the best tricks and tactics to survive a hunt!

Characteristics: Str 7 (+0), Dex 10 (+1), End 9 (+1), Int 7 (+0), Edu 8 (+0), Soc 0 (-3), Inf 7 (+0)

Skills: Advocate 0, Carouse 1, Computers 1, Deception 1, Gun Combat (blasters) 2, Gun Combat (combination weapons) 0, Leadership 0, Melee (blade) 1, Special Weapons 1, Stealth 1, Survival 1, Tactics 1

Armour: Cloth (6)

Weapons: Two Standard Blasters (4d6+3), Dagger (1d6+2), Portal Grenade

Other Equipment: 500 x 3d6 Credits

Hanging on to the grenade could save them a lot of money but it could also cause them a great deal of trouble if they do not have the proper clearance or licensing to wield temporal weaponry.

Giving the weapon back to Time Central free of charge will look very favourably on them as a team in the eyes of management, adding a permanent +1 Influence to all agents involved.

Selling the grenade to a fellow Dog requires the agent to make a Persuade skill check. If selling to a Dog with the clearance and licensing to use it, the Effect of the skill check is multiplied by Cr. 25,000. If illegally selling to a non-licensed agent, the Effect is instead multiplied by Cr. 50,000!

CHAPTER 4: THE REALLY UGLY

'How exactly am I going to get a set of cuffs on a three-story tall Rampager from Or'lun?'

— Vince Scampi, after receiving his latest assignment

We are going to need a bigger boat...

Some warrants are saved for two types of Strontium Dogs – those who are good enough to handle them and those who ticked off their superiors enough to get them assigned to them. These jobs are not for the weak of heart, requiring a special level of ability or a propensity for heavy weapons fire. Even the famed Johnny Alpha has to think twice about going after these bounties ill prepared.

BOUNTY BINGO – RANDOM WARRANT ISSUING PART IV

If the Referee chooses to randomly assign one of the 'Really Ugly' warrants from this chapter, he should roll randomly on the following table to come up with the bounty his players' team of Dogs will try to cash in on – if they survive.

D6 Result	Warrant Issued	Page Number
1	Robosaurus Wrecks	85
2	The Twelve Stepp Program	88
3	A Truly Herculean Task	91
4	Never Slay Never Again	94
5	Make a Mountain Out of a Hill Mole	96
6	Big Bang Theory	98

Assignment: Robosaurus Wrecks

This warrant brings back a face from the agents' past. Well, maybe not his *face*. Those who have crossed the path of the criminal in this warrant will not recognise him at first – but they will recognise his hatred nonetheless.

If the agents took part in either of the warrants pertaining to the trashworld of Heapex (*Knowledge is Powered*, page 22; *Come the Wreckomancer*, page 37), they will already know this planet and potentially even the mind inside the robosaurus. They might wonder how Alrik survived the explosion of the wreckernaught when last they crossed paths but it will not make any difference when the robosaurus is looming above them.

Persuade or Diplomacy skill checks can easily arrange special passage to Heapex for the agents, especially if they have done so before. If they own their own spacecraft and have been to the trashworld in the past, they will find Heapex much easier to locate.

ASSIGNMENT INITIATED

Alrik's repeated attacks upon the city are nothing less than a siege. The enormous mechanical monstrosity has been tearing and blasting huge swaths of the junk city, making it extremely simple for the agents to arrive without complications. They will be able to land much closer to the city than they normally would on account of the attacks, giving emergency clearance to anyone flying S/D agency colours.

As the agents' vessel is landing, they should see one of the robosaurus attacks in progress.

Name: Angus Alrik mk.II

Aliases: The Wreckomancer Reborn, Robosaurus

Profile: J6H9

Record

Argasso 3 – Aggravated Assault, Shipjacking

Argasso 4 – Murder, Shipjacking

Heapex – Misappropriation of Goods, Enslavement of Unauthorised Synthetics, Misuse of Public Utilities, Evading Termination, Wanton Destruction of Public Goods and Synthetics

Warrant Designation: Termination

Reward: Cr. 2,000,000

Warrant Status: Open

LVS:

Heapex – 26/12/85 (Outer Sector B 0608)

Notes

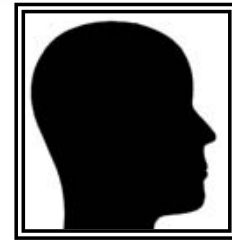
Target is housed inside of a titanic construct built in the shape of an ancient terran reptile. After somehow surviving the destruction of his last body, Angus Alrik was 'downloaded' into this giant war machine.

Once Alrik activated the 'Robosaurus' he went immediately toward the nearby robot city. The construct has repeatedly attacked the city for no apparent reason, inflicting untold damage.

Known Associates:

None

Alrik was dangerous when he was 'just' a mutant with the mind of a machine. Now that he is a machine with the mind of a mutant, he is nothing short of apocalyptic.



As your viewport scans over the area, your jaw drops at the sight filling the screen. A massive, two or three-story tall robot is rampaging through the streets of a town of scrap, junk and forgotten robots. Like the scene from some monster movie, this thing is turning non-living beings into component parts and trash before your eyes.

This is going to be much more difficult than the warrant described. Much more.

ASSIGNMENT COMPLICATIONS

There is only one real complication to the warrant – the sheer power, ferocity and relentlessness of the robosaurus. Alrik has decided that the robots of the planet turned him in the last time the S/D agency came looking for him, putting them squarely into the sights of his rage. When the agents arrive on the scene however, his rage becomes refocused upon them.

As the agents draw within a few hundred metres of the robosaurus, its scanner will pick them up and process their locations. Read the following to the players:

The terrible sound of metal tearing through metal screeches out over the roar of the machine's massive engines as you approach the scene. The occasional whoosh of a massive energy weapon drowns out all other sounds. The electronic tones and alarms of hundreds of threatened robots create a cacophony in your ears.

Then you see it.

The giant robotic construct is lifting a chunk of metal in its powerful jaws, the massive maw crushing it. It discards the ruined metal, whatever it once was, and then a beam of energy seeks out and destroys a small robot form scurrying between buildings, tiny, white hot fragments being scattered across the road below.

'What do we have here?' an electronic loudspeaker bellows from within the huge robot, 'Meat trying to prove its worth to metal?' The massive thing shakes the ground as it turns in place, smoke rising from its jaws like a mechanical dragon.

'You cannot stop me now, Dogs!' the thing roars, its eyes lighting up bright green behind plastiglass shields, 'My metalmorphosis is complete! I am invincible!'

The massive chassis of the robosaurus is a powerful machine Alrik had been designing to be his final resting place for many years before his biological body met its end in *Come the Wreckomancer* (see page 37). It was designed to allow Alrik to take control over Heapex but his anger has got the better of him and now he merely seeks to destroy the place.

The following should be noted regarding the impending battle with the massive robosaurus:

- Alrik shielded the construct from temporal shifting, making it immune to all time and teleportation-based weapons or devices.
- The energy 'breath' weapon of the robosaurus cannot be used more than once every five Combat Rounds and never on a turn immediately after the robot moved.
- The robosaurus has a difficult time tracking man-sized targets with any of its attacks except Slam and Vent Shower. All of its other attack-type rolls to hit are made with a -2 DM.

Alrik the Robosaurus will attack the agents immediately; pitting them against probably the largest target of their careers – and one of the most deadly.

ALRIK THE ROBOSAURUS

His brainwave capsule having ejected from the wreckernaught when S/D agents destroyed it earlier, Alrik's mental code homed in on the dormant robosaurus and implanted itself there. Using its automated systems to come fully online, the giant robot was ready to be unleashed upon the peaceful citizens of Heapex for the role they played in getting his earlier body destroyed!

Function: Combat

Config: Humanoid (Reptoid)

Size: Extra Large; 15,100mm

Personality: Sociopathic, Hate-filled

Characteristics: Str 18 (+4), Dex 3 (-2), End 16 (+3), Will 9 (+1)

Skills: Athletics (strength) 5, Heavy Weapons (Man Portable Artillery) 2, Melee (unarmed) 2

Armour: Heaviplast Armoured Skin (10); Temporal Shift Shielding

Weapons: Bite (8d6), Fusion Breath Projector (5d6 to 6m area), Slam (3d6 to 6m area), Stomp (4d6+4 to 3m area), Vent Shower (1d6+4 to 12m area centred on robosaurus)

The final attack to destroy Alrik the Robosaurus will trigger its 'Cataclysm Node', a self-destruct device designed to wipe Alrik's prized technology out of existence. When the monstrosity finally collapses, it will begin to smoke and heat up as the fusion core of the robot begins to build to capacity. This will take 2d6+3 minutes. During this time the Dogs can flee the scene to get as far away as possible or stick around to try to disarm the bomb.

The following table shows the difficulty of various skills and the Effect required to disarm the Cataclysm Node before it detonates. Seeing as each check will take one minute of the countdown, it may be feasible to salvage the robosaurus and Alrik's brainwave pattern-CPU – or it could be suicide.

Skill Used	Difficulty Adjustment	Effect Required
Engineer (Power)	-1 DM	12
Explosives	-4 DM	8
Mechanic	-2 DM	12
Physical Sciences (Chemistry)	-2 DM	10
Physical Sciences (Physics)	-2 DM	12
Space Sciences (Robotics)	+1 DM	6

If the agents cannot (or do not try to) disarm the Cataclysm Node, the robosaurus will detonate with the same effects as a Pocket Nuke (see page 57 of the *Strontium Dog Roleplaying Game*). This will cause a massive amount of devastation to anything nearby (including much of the city).

The robots of Heapex will lose tens of thousands in the blast but the radiation will be harmless to them. They will rebuild the damage in no time, claiming that the rebuilding following the detonation and the attacks 'gave us something to do.'

If the agents manage to disarm the device before it detonates, the robots will come out of the city in huge numbers to congratulate them while already beginning to dismantle the robosaurus. Its constituent parts will be used in many different projects around the city but the flashing CPU core filled with Alrik's brainwave download will be handed over to the agents for its termination. Whether the Dogs want to do it immediately or bring it back to the GCC is up to them.

Once they are finished with the robosaurus, the agents can return to the Doghouse to lick their wounds and get their bounty. They will get paid whether they have proof of Alrik's destruction or not, as the leaders of Heapex will already have sent word of the robot's destruction within minutes of verifying it themselves.

ASSIGNMENT DEBRIEFING

If the robosaurus was destroyed and detonated, the agents will be paid the normal amount as listed on the warrant. It will be made clear that the technology Alrik used would have been nice to have the scientists study for future applications but they will not be penalised for its destruction.

In the event that the robosaurus was disarmed and the populace of Obsoletopolis scrapped it, the agents were given Alrik's brain-code device. If they brought it functioning back to the GCC, they will be heralded as 'good agents with forethought'. This will increase their Influence by one permanently.

Assignment: The Twelve Stepp Program

The GCC does not always get all of its information quite right when researching a target of a warrant. Sometimes they think they know everything there is to know about the criminal but come up woefully short, much to the chagrin of the executing agents. Bad intelligence on a target is often worse than no intelligence, especially when dealing with the types of outlaws the Strontium Dogs have to encounter!

Name: Raymond Stepp

Aliases: Ray the Wrecker, Last Stop Stepp

Profile: C6ADC0

Record

Goliath Prime – Theft of a Controlled Substance, Trafficking in Illegal Pharmaceuticals, Aggravated Assault Sabra System; Lamda Station – Trafficking in Illegal Pharmaceuticals, Aggravated Assault, Suspected in Disappearance of Medical Staff Mab System – Trafficking in Illegal Pharmaceuticals Kaiak – Aggravated Assault, Smuggling Milton Keynes, Europe, Earth – Trafficking in Illegal Pharmaceuticals, Aggravated Assault, Murder Skybo Tsong – Murder, Theft of Experimental Technology

Warrant Designation: Termination

Reward: Cr. 1,000,000

Warrant Status: Open

LVS:

Goliath Prime – 03/03/85 (Outer Sector B 0806)

Notes

Ray Stepp's mutation was not obvious in his youth and he was able to live an ordinary life amongst the rest of society. A weakling who was getting physically bullied at the college he was attending he started a body building program using drugs stolen from an ongoing clinical trial at his faculty. These drugs reacted with his mutated body and he quickly became a hulk of muscle and, because his mutation became obvious, an outcast.

Plagued with 'strontium rages' from his repeated muscle injections of altered steroids mixed with mutation, Stepp's anger is blinding when it flares up. It is the only weakness of an otherwise genius criminal mind.

Known Associates:

Kansyr ni Tumeris (el-Laz Criminal, GCC file D5D577)

Uri Machivell PhD (Strontium Researcher, GCC file S69934W)

Since his change Stepp has trained to use his powerful body mass as a precision weapon. Learning several martial arts styles and practicing useful evasion techniques, he is a deadly opponent in close combat.

Target has inexplicably returned to the scene of his original crimes, Goliath Prime. It is a planet of large, red-skinned alien lifeforms and a longstanding tradition of 'might makes right'.

Raymond Stepp will react to any law enforcement officers with violence. This will begin following clever and well thought out plans but could devolve into raw fury at any moment during a confrontation.



This assignment places the agents on a collision course with a dangerous murderer – who has 11 more of himself to surprise them with!

Goliath Prime is quite a bit off the normal space lanes, requiring an expensive Cr. 50,000 shuttle ticket for a round trip. In the case that the agents want to pilot the distance in their own craft, it will take them three separate Astrogation skill checks to plot the course correctly.

ASSIGNMENT INITIATED

Once on Goliath, the agents will need to track down Stepp and find his laboratory in order to execute the warrant. Goliath is not a very popular planet with outsiders due to its belligerent and aggressive people, making non-Goliatians easy to spot in a crowd. This should make tracking a muscle-bound mutant with a light skin tone easy for experienced Strontium Dogs.

To give the agents a feel for the planet and its people, the Referee should read the following when they arrive:

A thick odour similar to the stench of the Doghouse locker room attached to the gymnasium assaults your sense of smell as soon as the airlocks open and the heady atmosphere of Goliath Prime greets you. It is a drab place full of large, flat roofed buildings and dotted with broad-shouldered Goliatians.

'Great, more stinkin' mutants,' you hear two of the red-skinned aliens comment as you walk down the ramp, 'why do they always have to come here? Don't they have their own planets?'

Racism and bigotry aside, at least this means there should not be too many mutants for Stepp to hide among.

ASSIGNMENT COMPLICATIONS

The biggest obstacle to overcome with this warrant before the agents can confront Stepp will be finding him. There are a number of different ways the Dogs can go about discovering where the hulking brute of a mutant has been seen recently.

Depending on the skill(s) used to try to track down Stepp in the busy Goliath city, there are varying dice modifiers and potential negative results if an agent goes down the wrong path or crosses the wrong person. The Strontium Dog team is looking to acquire a total of 12 Effect from successes on any combination of the following skills, keeping in mind that any result of -4 Effect or lower will trigger the negative event listed on the following table.

Skill Used	Dice Modifier	Negative Event
Carouse	-2 DM	Angry Goliatian starts fist fight with agent.
Computers	-1 DM	Security Backlash locks agent out of future computer access attempts.
Deception	+0 DM	1d6-2 (minimum 1) angry Goliatians start fist fight with agent.
Diplomacy	-2 DM	Angry Goliatian starts fist fight with agent.
Investigate	-1 DM	Agent gets lost, -2 DM to next skill check.
Persuade	-2 DM	Angry Goliatian starts fist fight with agent.
Streetwise	+0 DM	Agent gets turned around in rough neighbourhood and is ambushed by two angry Goliatians.

ANGRY GOLIATIANS

Belligerent and gruff as a species, the people of Goliath are wide-bodied and slightly hunched forward. They have red-hued skin to match their tempers and live in a society where a few bruises or scrapes on the way to work is a common occurrence!

Characteristics: Str 9 (+1) Dex 6 (+0), End 7 (+0), Int 6 (+0), Edu 5 (-1), Soc 6 (+0)

Skills: Drive (wheeled) 1, Melee (unarmed) 2, Persuade 1, Streetwise 1

Armour: None

Weapons: Fists (1d6+1)

Other Equipment: 50 x 1d6 Credits

Eventually the agents will manage to locate the area where Stepp was most recently sighted. They will track him to an old textile recycling plant that has supposedly been shut down for months. The locals explain that it was closed due to its high number of accidents and injuries, the government slapped a cease and desist order upon the company that owned the facility, putting them out of business.

Once the agents have discovered Stepp's location and are about to enter the premises, read the following:

An oddly coloured plume of smoke rises up from the smokestacks of the old recycling plant, even though it has supposedly been empty for nearly a year. The gate stands ajar, the bright green official tape that once forebode entry lying torn on the ground. There are lights on inside the main building and you can hear the thrum of machinery – but what is Stepp doing in there that requires this industrial complex?

Getting inside the recycling plant and the main building is easy. Stepp has not set up any defences; he expects trouble and feels confident he and his new friends will be able to handle it. The kinds of equipment that S/D agents carry on them is expensive and hard to come by, so Stepp plans on letting any Dogs that come for him into the main plant – where he and his clones will spring the trap and make a fortune in spoils!

As the agents cross the compound and make their way up to the main building, the Referee should have them make several Recon or Investigate skill checks. No matter what the score on these tests the results should always be the same – nothing seems out of the ordinary in the yard. When they finally enter the facility, read the following:

The building inside is thick with the stench of bodily waste and chemical disinfectants, the lights are dim and cast shadows everywhere. There is an odd contraption at the centre of the chamber looking similar to a row of cell-regeneration booths like those you might find in a medical station. As you watch, one of the tubes hisses open with a sheet of yellowish steam rolling across the floor toward your feet.

'Good of you to make it,' Stepp hops out of the tube, his disproportionate musculature glistening with protein-rich oils, 'I thought you would miss the births.'

'But instead,' another Stepp appears out from behind the machine, a clipboard in his oversized hands and an evil grin on his face, 'you are just in time.'

'Perfect timing,' the first Stepp laughs as the other 10 tubes suddenly begin to flash and hiss with activity, 'colour us impressed.'

Raymond Stepp has used his remarkable scientific knowledge to perfectly clone himself 11 times, creating a deadly force of like-minded selves for him to work with. Although this might have proven to be a recipe for disaster in the future, it will make for a very difficult combat for the agents currently assigned to his warrant!

The Stepps have the same statistics and goals – to incapacitate the Dogs, try to take their weapons and use them against the remaining agents. The Dogs' only saving grace – if it can be called that – is the Stepps' inability to control their rage.

RAYMOND STEPP (12)

A brilliant mind that turned himself into a killing machine for the sake of 'science' and profit, Ray Stepp could have made an excellent S/D agent – if he could have only been able to discover how to harness his rage instead of being ruled by it.

Characteristics: Str 13 (+2), Dex 6 (+0), End 10 (+1), Int 12 (+2), Edu 12 (+2), Soc 0 (–3)

Skills: Admin 2, Advocate 2, Athletics (strength) 4, Broker 1, Carouse 2, Comms 3, Computers 4, Deception 2, Gun Combat (blasters) 1, Flyer (grav) 2, Investigate 3, Life Science (biology) 4, Life Science (mutology) 5, Medic 3, Melee (unarmed) 3, Persuade 2, Physical Science (chemistry) 5, Pilot (spacecraft) 3, Space Science (xenobiology) 3, Streetwise 3, Survival 2, Tactics 2

Armour: Tough Skin (1)

Weapons: Hardened Fists (2d6+2)

Special Rules: Rage – If any attack damages a Stepp's Strength characteristic, he immediately falls into a rage-filled frenzy that causes him to gain the Recovery special ability and an additional +1 DM on all Melee attack and damage rolls. While in this state he must do nothing but try to get into close combat with the target that most recently damaged him – even performing self-damaging acts to accomplish this. The rage lasts until he or the target of his rage is killed.

As all of the clones are perfect copies of Stepp, they will all fight as if his one and only life is on the line. When all of the Stepps have been killed (they will not be captured or try to escape because of their rage), the Dogs can return to headquarters to report their success and get paid.

ASSIGNMENT DEBRIEFING

When the Dogs return to the Doghouse, they will receive the reward as listed on the warrant card. No matter how hard they argue or debate with the GCC payment officers, they will not receive any further rewards for the additional Stepps. After all only one of the Stepps technically committed the crimes for which the warrant was drawn up, so it follows only one of them has a reward attached to his termination.

The cloning technologies that Stepp used are of his own design and could be extremely useful to a number of medical or military sources. If the agents manage to bring sample, video or software data from the cloning machine in the building they fought Stepp to the GCC, they will all receive a Cr. 100,000 bonus and +1 permanent Influence.

Assignment: A Truly Herculean Task

Time travel is dangerous in the wrong hands, with remarkable problems spiralling out from every small interaction with the past. Even with the terrible threat of risking the future, some criminals do their best to make their ill-gotten fortunes by going back in time to do any number of things. Stock scams, early bank account interest goals, even assassinations are how they plan on making their millions. All they end up doing is getting those millions put on their heads instead!

This warrant sends the Dogs after a time-hopping criminal who has the goal of altering the mythologies of ancient earth. The agents will have to not only stop the criminal but they will need to make sure the legend takes place like it was supposed to if they want to keep the time stream from changing!

The GCC Time Central Office will arrange for the same coordinates from Malas' slip at the New Britain facility to be used a second time in a more controlled situation. This will send the agents back to the exact time and location that Malas slipped to – hopefully catching her near to that spot.

Once they are ready to go and confront Malas, the timeslip will be triggered and the agents sent to the fabled Lake of Lerna of mythological Greece.

ASSIGNMENT INITIATED

Unless there is a technical complication, time travel is nearly instantaneous, depositing the agents in a hot humid swamp in the middle of ancient Greece. The swamp surrounds the legendary lake at Lerna, where the myths tell of Heracles (or Hercules, depending on local diction) and his triumphant victory over a many-headed beast called a 'hydra'.

In the myth Heracles fights the terrible lizard and overcomes it by using fire to halt its regenerative properties. For whatever sick reasoning, Doctor Malas wants to change that myth – forcing the alteration of the beast to have it kill Heracles instead!

When the agents arrive at Lerna, the Referee should read the following scene aloud:

Knotted trees and hanging mosses add to the atmosphere of the swamp around you, forcing you to squint while looking around for the good doctor. There is no civilisation around here, just trees, caves and mud. She could not have gotten too far.

'You Dogs are too late this time,' a sultry voice laughs from behind you, 'the deed is done and I am vindicated.' Wearing a mud splattered coat and suit, she thrusts her hands out dramatically. 'Go ahead... take me in.'

ASSIGNMENT COMPLICATIONS

What they thought would be their toughest priority – the finding and apprehension of Doctor Malas – is far from their biggest worry. She has happily turned herself in with the enigmatic claim that 'the deed is done'. The Dogs now have their own dilemma; take her into custody and return for the reward despite knowing she has done something terrible in ancient Greece or question her now to discover what she has done and possibly try to undo it.

Using the Interrogate skill, psionics or some other form of coercion, the agents will get the following information out of her:

'That arrogant sneek Vasili,' she says with a sneer, 'he kept saying that he was considered a god to his people because of his connection to the real Heracles. He kept running his mouth and I kept listening. He gets all high and mighty on me, so I come up with the plan. If he has this attitude because of this Heracles guy, I'll just get him killed and then Vasili will have to shut his mouth, eh? Well, if he even still exists.'

'So, she laughs evilly, 'all I had to do is make sure that the hydra won against the old hero. I knew you Stronties would come and try to make things right, so here I am. The best part? Heracles needs to kill that thing, not you, if history is to remain the same. Hell, go kill the damn thing for all I care. Heracles still cannot claim the kill and my results are the same.'

'So?' she says with personal victory in her voice as a monstrous roar breaks through the air nearby, 'We going back now or are you going to help him out?'

The upgraded Lernaean hydra has just begun to square off with the mythical Greek hero known as Heracles. Without the Dogs' aid in some way, he will surely be overcome by the creature and removed from the annals of Greek myth. This will affect the future in a number of unknown ways but it is always possible that the agents do not care. If they do let Heracles die (or take his place as the saviours of Lerna), the following time ripples could happen:

- Reptiles of all kinds are vilified in Greek literature, creating a -1 DM penalty during social interactions with any reptilian character.
- Entire families (including the Vasilis) of Greek descent vanish without a trace.
- The Hydra becomes the patron animal of much of Europe, being one of the most dangerous creatures to ever have lived.

If the agents decide to go ahead and somehow help Heracles (without him knowing they helped), they will have to do something with Malas or she may hinder their assignment. She

Name: Aleksandria Malas PhD

Aliases: Malpractice Malas

Profile: 565ADA

Record

Earth, New Britain – Medical Malpractice, Unlicensed Temporal Displacement

Earth, Greco-Dome II – Medical Malpractice, Unlicensed Genetic Tampering

Warrant Designation: Dead or Alive

Reward: Cr. 500,000 dead; Cr. 750,000 alive

Warrant Status: Open

LVS:

Lerna; Earth – 06/05/1843 BC (Core Worlds 0506)

Futurescape Inc.; New Britain – 21/08/85 (Core Worlds 0506)

Notes

Using a commercial time-window device to access a specific place and time in ancient Greece of Earth, Doctor Malas made an unauthorised slip into the past.

Time Central does not know why the previously incriminated doctor chose to go to that specific location and time but monitoring systems have shown several minor changes already rippling across the time stream since her arrival.

Known Associates:

Edie Vasili (Professional Historian, GCC file 9844.522Unv)

Blake Kratikos (Black Market Technician, GCC file S8109-E)

Doctor Malas is a skilled geneticist with a specialisation in DNA mapping and injectable bio-patches. Within minutes of receiving one of her patented adjustments a human, mutant or animal will experience significant biological changes. Agents should be aware of this when apprehending.

Target is extremely intelligent and a clever scientist capable of re-writing genetic codes. There is no boundary, biologically speaking, she is not willing or able to cross.



will not make too much noise no matter what they decide; even she is afraid of her own creation!

When the agents crest the closest ridge to look down into the cavern mouth area in which Heracles is fighting the hydra, read the following to them:

A perfectly muscled man in a lion's fur cloak wielding nothing but a large wooden club is bravely facing off against perhaps the single most terrifying creature you have ever seen. The beast is a serpent plated with thick scales the colour of ash, its tree-trunk thick body pulling itself forward on two massive humanoid legs ending in massive talons. At the front of this aberration is a nest of snakelike necks supporting crocodilian heads, each with row upon row of savage teeth lining its maw. Next to the beast lies the unconscious and bloodied body of a young boy, apparently mauled by the horrid thing.

'Iolaus!' the lion-robed man shouts, 'No! Thrice-damned thing! You will be destroyed!'

With that as his battle cry, he raises his club and charges...

It will take the agents some quick-thinking to help Heracles without risking him finding out about their aid. Blasters, grenades and heavy weapons are unknown in ancient Greece and may be seen as sorcery by the primitive hero.

The Referee should roll initiative for the Hydra's active heads (starting at 9) to see when the creature makes its attacks. Heracles will smite whatever head is closest to him at the time, having all the tactical knowledge of a brutish thug.

There are three ways to help Heracles without him suspecting anything. The agents could use long range weaponry only and

DOCTOR ALEXSANDRIA MALAS PHD

A master geneticist, Doctor Malas is a sociopath. She once made an attack dog that could fly and exhale chemical fire using alien DNA – just because someone dared her to. The resulting damages cost the university over two million credits and she ended up losing her job. Now she sells her augmentations to the highest bidder while performing back-alley surgeries whenever she needs extra funds.

Characteristics: Str 6 (+0), Dex 8 (+0), End 6 (+0), Int 11 (+1), Edu 13 (+2), Soc 10 (+1)

Skills: Admin 2, Broker 1, Carouse 1, Computers 3, Deception 3, Investigate 3, Life Science (biology) 3, Life Science (genetics) 5, Medic 4, Persuade 3, Survival 2, Tactics 2, Trade (illegal) 2

Armour: None

Weapons: Dagger (1d6+2)

Other Equipment: 8 empty Injectors, Medipack, Return Time Beacon Activator

HERACLES, GREEK DEMIGOD

Everyone knows the stories of Heracles (or Hercules) and his Twelve Labours. He is strong, fast and mightily tenacious. He may not be the smartest person in Greece but his supposed divinity makes him a born leader and hero to the people.

Characteristics: Str 15 (+3), Dex 10 (+1), End 12 (+1), Int 7 (+0), Edu 4 (-1), Soc 12 (+2)

Skills: Athletics (co-ordination) 4, Athletics (endurance) 5, Athletics (strength) 5, Carouse 4, Deception 1, Investigate 1, Leadership 3, Melee (bludgeon) 3, Melee (unarmed) 5, Persuade 3, Survival 4

Special Techniques: Formidable Presence, Luck of the Devil

Armour: Tough Skin (1) and Hide of the Nemean Lion (5)

Weapons: Massive Club (3d6+3), Mighty Fists (1d6+3)

from hiding, the effects of which would surely be passed off as 'thunderbolts from the gods'. The agents could use psionics to battle the beast or subdue Heracles, taking him out of the battle and eliminating his ability to see what really happens. In a similar vein, the agents could use stun blasts or similar technology to render Heracles unconscious.

If brought to the battle, Doctor Malas will do her best to stay out of the way. She does not want to be hydra-food or get caught up in the crossfire when the beast begins to spit acid back at the agents.

Whenever the agents are done fighting (or somehow dealing with) Heracles and the hydra, they must grab Doctor Malas (or her remains) and get back to the timeslip for the return trip to Time Central.

ASSIGNMENT DEBRIEFING

When the agents return from ancient Greece, they will receive the appropriate reward for Doctor Malas depending on whether or not they killed her, got her killed or brought her back alive to face judgment.

Failure to kill the hydra causes a severe ripple in the time stream. The descendants of Heracles disappear from history, their places taken by different individuals. No one is aware of what Malas caused to happen, although the scientists will be able to tell something did, causing the agents to be told they should have ensured the damage Malas caused was cleared up before they returned to their own time.

THE LERNAGAN HYDRA

Once a mere giant crocodile Malas has managed to create the terrible monster of mythological times, this creature has been pumped full of Malas' gene-adjusters and turned into something even a demigod should fear. It is a frenzy of teeth, poison and acid that will kill and devour anything that gets in its way.

Characteristics: Str 9 (+1), Dex 9 (+1), End 9 (+1), Int 3 (-1), Edu 0 (-3), Soc 0 (-3)

Skills: Athletics (co-ordination) 3, Athletics (endurance) 4, Athletics (strength) 5, Melee (natural weapons) 2, Survival 5

Special Techniques: Recovery

Armour: Scaled Skin (5)

Weapons: Bite (2d6+1), Claws (1d6+5), Acid Spittle (3d6 to 3m area)

Special Rules: The Hydra has nine separate 'heads'; eight satellite heads and one primary one. 1d6+3 heads may take a single action each round, each head rolling its own initiative, with the primary head always taking the last action. Each head can attack a different target within reach. .

The actions the heads may take are as follows:

- Bite Attack.
- Heal 1d6-2 points of any characteristic to the main body.
- Move the main body 3 metres.
- Make a Claws attack (maximum of 2 per round).
- Make an Acid Spittle attack (Primary Head only) .

Only attacks made to the Primary Head (-1 DM to hit) inflict any damage to the body of the creature. Any other attacks target one of the satellite heads, destroying one head if the attack inflicts 10 or more damage (after armour). The hydra is killed when all three of its physical characteristics are brought to 0.



Assignment: Never Slay Never Again

Sorcerous or alien phenomena can be extremely tricky to deal with by the normal mutant agents of the Strontium Dogs but when the GCC sends down the warrant for something out of the ordinary – they often pay well for it.

This warrant sends the agents after a peculiar criminal – something immortal.

Due to the danger and extreme importance of the warrant's execution, the GCC will arrange for a direct teleportation to the edge of the Vatican Ruins. This will not change how Gabriel reacts to them but it saves them a long shuttle ride.

The S/D agency will also offer any agent undertaking this warrant a limited-time opportunity to acquire a Special Weapons license allowing for the purchase and use of temporal and dimensional phase weaponry. For the duration of the warrant the agents may buy and use these weapons legally. If the agents survive the encounter

Name: Gabriel Aresan
 Aliases: Archangel, Angel of Death, Mars, Ares, God of War
 Profile: CCCA97
 Record
 Slovicia, Earth – Murder under Guise of War (1,204 counts)
 Warrant Designation: Termination
 Reward: Cr. 1,750,000
 Warrant Status: Open



LVS:
 Vatican Ruins; Earth – 18/04/49 (Core Worlds 0506)
 Vatican Ruins; Earth – 06/04/64 (Core Worlds 0506)
 Vatican Ruins; Earth – 10/04/72 (Core Worlds 0506)
 Vatican Ruins; Earth – 15/04/85 (Core Worlds 0506)

Notes

Wanted for the wholesale slaughter of both warring armies in the province of Slovicia in the Eastern European block, Gabriel Aresan is utterly mad. A powerful alien with previously unseen regenerative powers, Gabriel claims his powers are divine in origin.

The power level of this being is uncharted. Armour and conventional protection was useless against Aresan's seemingly 'normal' sword while no injury from any weapons the forces at Slovicia had at their disposal seemed permanent.

Known Associates:
 None Known

Target is seemingly 'waiting' in the ruins of the old Terran Vatican City. He defends the location from anyone or anything that draws near and has proclaimed that 'He' will send for him when it is time. The GCC has been waiting for an opportunity to act and it appears the magical barrier protecting the creature has weakened sufficiently for agents to be teleported close by.

Gabriel Aresan is dangerous, powerful and unlike anything on file. Suggested use of experimental or special-clearance weaponry is recommended.

they will be able to petition for extensions on these licenses but they will need to meet the normal requirements to do so.

ASSIGNMENT INITIATED

Teleporting down to the Vatican Ruins eliminates all of the tiresome travel to reach where their target is waiting. If the agents are used to teleporting a lot they will notice that the trip felt like it took a few seconds longer than normal and that there was a tingly, almost painful, sensation when they arrived. This is due to the magical field surrounding Gabriel but it has no other adverse effect.

The Dogs arrive just inside the outer ring of the Vatican Ruins. Gabriel is waiting at the centre of the blast crater that was once the pope's holy palace. If the agents pay attention to what day it is on the earth calendar, they will notice that it is Easter, 2085.

As the agents draw near to where Gabriel waits, read the following to them:

The grey stone rubble becomes more akin to gravel as you walk deeper into the ruin, the wrecked ruins becoming smaller and smaller. You come to the edge of what used to be a large and grandiose palace but is now just a dirty, glassy crater with a middle-aged blonde man kneeling at the centre of it.

'More talking apes?' the man says over his shoulder, his voice booming despite the distance you are from him, 'He tests me even now, on the verge of my renewed ascendance. His sheep, disfigured and wrong, to be culled for the safety of the flock.'

'Say your prayers, heathens,' he says, standing and turning with a shining silver sword in his hand and a nimbus of electricity dancing around his head like a halo, 'for today you meet my maker.' He looks up at the slowly setting sun.

'Tell the Lord I will be along shortly,' he smiles warmly with a touch of sorrow at the corners of his rosy lips, 'and to have mercy upon you, if only for your poor timing.'

ASSIGNMENT COMPLICATIONS

The biggest and most frightening complication in this warrant is Gabriel himself. He is a VERY powerful being that might or might not be what humans refer to as an 'angel'. He is definitely an inter-dimensional being with devastating powers and a limited time on this plane.

Essentially the agents must not necessarily try to kill Gabriel; they merely have to survive until the sun falls below the edge of the Vatican's Wall. If they can manage that – or flee long enough for this time to pass – they can collect on the warrant as if they terminated him.

GABRIEL ARBSAN

A mysterious and powerful entity who has recently appeared in the Dogs' dimension to do 'His' will, Gabriel claims to be an angel, a god of war and sometimes just a sad creature who is forced to kill hundreds or even thousands. He is always only given a short window to work with on the planet; only ever a few days. This time he had to destroy two armies, on other occasions it has been entire peoples. Gabriel's true origins are unknown, however the GCC wants the threat he poses to be eliminated.

Characteristics: Str 12 (+2), Dex 12 (+2), End 12 (+2), Int 10 (+1), Edu 9 (+0), Soc 7 (+0), Psi 15 (+3)

Skills: Animals (farming) 5, Art (singing) 5, Athletics (all) 5, Diplomat 3, Energy Kinesis 5, Investigate 3, Medic 5, Melee (blade) 3, Persuade 5, Recon 4, Steward 3, Survival 3, Telepathy 5, Zero-G 3

Psionic Strength Points: 12

Armour: Dense Flesh (2)

Weapons: Broadsword *'The Relentless Blade'* (4d6)

Special Rules: Immortality – At the end of every round Gabriel regenerates 2d6 points to each of his damaged characteristics, even if he would otherwise be considered unconscious or dead.

It will take 10 plus 2d6 Combat Rounds for the sun to fully set. When it does, Gabriel's time in this dimension runs out – sending him back to his home. When this happens (and if the agents are still conscious at the time) they should be read the following scene:

'And so it goes again,' Gabriel sighs, raising his chin to the sky, 'and so it shall once more.'

His body rapidly turns from a healthy hue to that of talc. He plunges the sword into the ground and kneels, his flesh blowing apart like ash in the gentle breeze. In seconds he is gone, leaving only a drifting pile of powder behind...

With that scene Gabriel is no longer. The powder is very fine salt. It will be frustrating for them to go home essentially empty handed but it is the only thing the creature left on this world apart from dead bodies.

Whether or not they bring the salt back with them, the agents must return to the Doghouse if they want to get paid for their action against the unkillable.

ASSIGNMENT DEBRIEFING

The GCC will confirm the creature, whatever it really was, is no longer showing up on sensors and will accept it has been eliminated since no trace of it will be found at its former location.

Assignment: Make a Mountain Out of a Hill Mole

When environments change due to external events – like strip mining or terraforming – some species native to the planet may react aggressively to the newcomers. When this happens and the native species is far deadlier than anything the inhabitants can fight, they call in the S/D agency to come out and deal with it.

The GCC has access to a few heavy weapons that the Strontium Dogs rarely have to call upon. The agents are not an army; they have little call for weapons that can punch holes in tanks or giants. Items like the Solar Cannon, Tankbuster Lancer and Meson Grenade (see page 102) are excellent options for the Dogs to purchase so they can complete this warrant.

The Dexter Food Processing Co. will pay and arrange for the agents' flight out to Runda 6. It will be a tense ride full of normal human miners staring at a group of (hopefully) heavily armed mutant bounty hunters heading to their high-paying safari.

ASSIGNMENT INITIATED

Runda 6 is a mountainous planet covered by massive two-metre diameter vines, roots and tubers that are used heavily in food supplements across the galaxy. Dexter has set up several mining stations on the planet but site number 12 was too close

Name: *Fer-rodentia Maximal*

Aliases: Rundan Hill Mole

Profile: M3M100

Record

Runda 6 – Complication of Governmental Construction

Warrant Designation: Termination

Reward: Cr. 750,000

Warrant Status: Open

LVS:

Daxter Co. Mining Territory 12; Runda 6 – 27/07/85 (Outer Sector B 0101)

Notes

A large species native to the mountain ranges of Runda 6, the 'hill mole' is a subterranean mammal that feeds on the deep roots that grow in the area. It grows to nearly 50 metres in length and has shown territorial aggression.

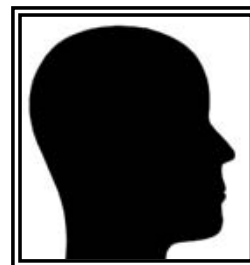
The vegetation miners of the Daxter Food Processing company came to Runda 6 for the nutrient-rich tubers that grow throughout the upper crust of the planet. When they began the operation to drill up tons of the root tubers, the scent drew one of the rare hill moles to the area. Upon its arrival the animal began to attack the storage tanks and shipping transports, causing tens of millions of credits worth of damage.

All local Daxter defences were proved to be impotent in efforts to stop the creature; its hide is far too thick for conventional small arms. Use of high-output energy and high-calibre projectile weapons is required for agents to be effective.

Known Associates:

N/A

The Rundan hill mole is an extremely rare and territorial beast. It defends its territory aggressively from anything entering its feeding grounds.



to the territory of a hill mole. The creature has made a wreck of the site, consuming the root pulp stored in the silos and transfer shuttles, turning it into a disaster site.

After the agents are dropped off (the shuttle does not want to stay at site 12), they should be read the following scene description of the area before their hunt begins:

It looks like someone has declared war upon the mining facility, either that or a natural disaster fell upon this place. Maybe a little of both. Buildings are crumpled, machinery is wrecked and the area is strewn with empty crates and containers.

None of this means anything compared to the gigantic armoured rodent lounging at the epicentre of the disaster area. Laying back, chewing on something, is the largest creature you think you have ever laid eyes on.

Hopefully IT has not laid eyes on YOU yet...

ASSIGNMENT COMPLICATIONS

Finding the hill mole will not be the problem for the agents – it is too huge to miss. The only thing they will need to do is approach the hill mole and kill it. Easier said than done but if they want to be paid they will have to find a way.

Under natural conditions the Rundan hill mole would never even pay attention to creatures as small as humans or mutants but it will take notice when the Dogs start shooting at it. The agents will have one full round of attacks before the hill mole will roll Initiative and begin fighting back.

Once the agents have killed the troublesome hill mole, they will be able to return to headquarters for their reward. With a kill like this one they will not need any form of DNA sample or the like; it will be common knowledge. News of the hill mole's death will spread fast through the channels at Daxter; from the shuttle crew that picks up the agents on up to the top brass who will inform the GCC. By the time the Dogs get back their bounty will be waiting for them.

RUNDAN HILL MOLE

Not especially aggressive unless attacked or hungry, the hill moles of Runda 6 are some of the largest mammals known in the galaxy. They are rarely encountered but when they are it always ends up in massive destruction and major losses.

Characteristics: Str 20 (+4), Dex 4 (-1), End 20 (+4), Int 1 (-2), Edu 0 (-3), Soc 0 (-3)

Skills: Athletics (endurance) 5, Athletics (strength) 5, Investigate 2, Melee (natural weapons) 1

Armour: Thick, Armoured Skin (15)

Weapons: Bite (10d6; -6 DM to hit), Claws (8d6; -4 DM to hit), Stomp (5d6; -3 DM to hit a 6m area)

Special Rules: The first 40 points of total damage getting through the hill mole's armour rating do not affect it in any fashion. Once this damage buffer has been met the creature begins to suffer Characteristic damage as normal.

ASSIGNMENT DEBRIEFING

The GCC will already be aware of the agents' success by the time they return to the Doghouse. As long as the mole was killed, they will be paid. There is no faking a 50 metre long corpse.

For the weeks following the warrant's execution, most Dogs will begin to call the agents 'Moleslayers'. It will begin as a form of amusement for the other Dogs but will quickly turn into a title of respect – especially in six months' time, when a second warrant exactly like this one comes around because of the next mining site to be attacked by a Rundan hill mole.

Assignment: Big Bang Theory

Threats of nuclear bombs are not treated lightly by the GCC; any criminal suspected of having access to a nuclear detonator, fusion bomb or a related weapon of mass destruction is immediately placed on the list for termination. These sorts of warrants are given top priority by the S/D agency and only the most well-prepared of agents can be given them.

This warrant pits the agents against a mutant activist who wants to make a mark on the galaxy by holding an entire city's population hostage.

The emergency status of the warrant will force the GCC to allow an emergency teleportation to an affiliate teleportation hub in New Quartzite. They will arrange for the immediate transportation to Granite Planet for the warrant's priority execution.

ASSIGNMENT INITIATED

The teleportation will drop the agents into the local New Quartzite hub, 10 minutes' walk from where Benny Bedlam is holding an entire city hostage. They will not receive any resistance from any of the Granites as they cross the city square.

As the agents approach the scene of Bedlam's hostage situation, read the following:

The large slate buildings begin to get farther apart from one another as you approach the town square and the capitol building. The sounds of your target's anti-Norm sermons echo through the streets and you know that you will be upon him soon.

'You people,' Bedlam shouts out through his megaphone, 'you are to blame! You have brought this upon yourselves! You have done this and now you will pay!'

In just a moment you will be in line of sight of your quarry. What will you do when you are facing down a terrorist... with an active nuke?

ASSIGNMENT COMPLICATIONS

The main threat to the agents' execution of the warrant is the pocket nuke held by Benny Bedlam. If it were not for the mutant's finger hovering on the firing switch, they could simply just get into a blasting position and end him. Because of this major problem, the Dogs have to be cautious and smart about how they plan to take Lamstein out without destroying half a city with him.

Despite his current situation, Bedlam does not *want* to die for his cause – but he will. If he sees the agents coming, he will warn them to stay back. If they continue to move forward toward him, he will warn them a second time. At this point the Dogs should be allowed a single Investigate skill check. If they succeed, they will recognise that Bedlam is sweating and very nervous; a sign that he is going to flip the switch. If the agents continue toward him



Name: Benjamin Lamstein

Aliases: Benny Bedlam

Profile: 898A70

Record

Granite Planet – Terrorist Activities, Possession of Illegal Weaponry

Brada 2 – Terrorist Activities, Aiding and Abetting

Darius Prime – Terrorist Activities, Murder

Jerboos – Terrorist Activities, Arms Trafficking

Fruji – Terrorist Activities, Multiple Assaults on GCC Personnel

Warrant Designation: Emergency Priority Termination

Reward: Cr. 1,000,000

Warrant Status: Open

LVS:

New Quartzite; Granite Planet – 13/03/85 (Olo!b Empire 0502)

Notes

A known terrorist and a member of the infamous Mutant Liberation Front, Lamstein is known for his anarchist ways and penchant for melodramatic scenes.

Benjamin 'Benny Bedlam' Lamstein is a mutant with a bad temper and the unpopular notion that any purebred, non-mutant species (human or alien) is responsible for the collective mistreatment of mutantkind. His activities are always bent against these people, claiming to be an instrument of mutant liberty

Known Associates:

Harold Delaw (Mafia Assassin, GCC file 529.0774A)

Graycer (Montecali Freedom Fighter, GCC file H578/0077-X)

Jinny Five Chins (Mutant Activist, GCC file 309.7166F)

Target is waiting for ransom at the Capitol Building of New Quartzite on the rocky Granite Planet. He claims that the people of Granite have been mistreating mutants by their inability to be mutated themselves. He claims this is a form of 'biological bigotry' and they should pay 10 million credits for their crime or he will detonate the pocket nuke with which he is holding the city hostage.

The GCC safety office recommends the purchase and usage of their patented Personal Nuclear Radiation Dampener system.

Benjamin Lamstein is a terrorist and a known murderer of aliens and humans. He is a dangerous creature that cannot be trusted to act reasonably. The agency requires his termination immediately.



openly after the second warning, he will shout out: '*For all mutants everywhere! Be free!*' and then he will detonate the pocket nuke.

The switch Bedlam is a holding is the only thing stopping the Dogs from just gunning him down. If *either* Bedlam's Strength or Dexterity characteristics drop to zero without something happening to keep his finger from depressing the firing switch (time trap, one-hit kill and so on), the pocket nuke will be detonated.

Referee's should take note – this will be a VERY DEADLY scenario if the agents are not careful.

When the agents have either killed Bedlam or somehow survived his detonation, they may return to the Doghouse to receive their potential reward.

ASSIGNMENT DEBRIEFING

The GCC will only pay for a documented kill of Benjamin Lamstein. Whether that is with a verifiable DNA sample or through the local television network's recordings; it is up to the agents to come up with the evidence if they want the bounty.



BENJAMIN 'BENNY BEDLAM' LAMSTEIN

A mutant terrorist or freedom fighter, depending on whose perspective you take, Bedlam is responsible for numerous anti-Norm activities. His mutation, a heavily distended jaw and booming voice, has been very beneficial to his ability to rally others to his cause. When he is killed on Granite's national news – by his own actions or not – it will cement him as one of the great mutant martyrs in the eyes of some.

Characteristics: Str 8 (+0), Dex 9 (+1), End 8 (+0), Int 10 (+1), Edu 7 (+0), Soc 0 (-3)

Skills: Carouse 1, Comms 2, Computers 2, Deception 2, Explosives 4, Gun Combat (blasters) 1, Investigate 1, Leadership 2, Persuade 2, Survival 2, Stealth 2, Streetwise 3, Tactics 1

Special Techniques: Recovery

Armour: Light Combat Vest (2)

Weapons: Standard Blaster (4d6+3), Pocket Nuke

Other Equipment: Datatapes of Anti-Normal Propaganda, 1,000 + 2d6 credits

Unsurprisingly, if Benny exploded the device in the city there is no chance of the agents being paid in the unlikely event they survived.

If the pocket nuke was not detonated and could be confiscated by the agents, the GCC will pay them a Cr. 20,000 finder's fee for it – if only to keep it out of anyone's hands.



CHAPTER 5: SPECIALISED TOOLS AND TOYS

'We're not coming out.'

— Last words of the Corax Gang.

'I dinnae care!'

— Middenface McNulty, while aiming his newly acquired solar cannon at their hideout.

Some Jobs Require Special Tools

This chapter is dedicated to the new equipment the GCC Research and Development has come up with. Special targets or environments may require specific tools; and the scientists spend a lot of their time coming up with them.

Armour

The armour detailed here is available through the Doghouse and follows all the normal rules for other types of Armour (see page 50 of the *Strontium Dog Roleplaying Game*).

AQUATURE DOGFISH ARMOUR

This specialised suit of highly rubberised leatherene is designed to be worn in or under water to help protect and streamline the wearer. Dogfish armour is insulated against the cold and comes standard with a re-breather hood that will offer the wearer 10 hours of oxygen.

HAZARIAN HIDECAPE

A mantle and cloak sewn from the hide of the deadly Hazarian Bonegrinder, this barbaric-looking piece of armour can be worn over normal armour effectively and provides a moderate amount of protection from physical attacks. It also adds a +1 DM bonus to all Persuade skill checks for intimidation purposes. It still bears a pheromone odour of a powerful predator however and adds a -4 DM penalty to all Animals skill checks while worn.

MOCK-VINTAGE CHAINMAIL

An upper body suit made of factory-built ballistic plastic rings designed to look and sound like real metallic links, this suit of armour is for those agents who like to look like they just stepped off a medieval world. For an upgrade of +10% to its cost, the mock-vintage chainmail can have a coif attached to it, adding its protection to the head of the wearer. Used on some planets by ceremonial guards this armour is often regarded as little more than a joke by many agents.

MOCK-VINTAGE PLATEMAIL

Another 'look old without all the rust' mock up of ancient armour, the platemail design is a full body suit of faux-metallic plates that fold into one another to help provide its protective layer. Although it offers an admirable amount of protection against physical attacks, it is clumsy and difficult to move quickly while wearing the suit.

Armour Type	Areas Protected	Protection	Cost (Cr.)	Mass (kg)	Notes
Dogfish Armour	Head, Chest, Abdomen, Legs	4 (2 against lasers and blasters)	625	2	Adds +2 DM to swimming-based skill checks
Hazarian Hidecape	Chest, Back	4 against melee weapons	500	2.5	See Description
Mock-Vintage Chainmail	Chest, Abdomen, Arms and Upper Arms	3 (2 against blasters and lasers)	350	3	Available with or without Coif
Mock-Vintage Platemail	Body, Head and Limbs	5 (2 against blasters and lasers)	1,250	8	-1 DM on Dexterity-based skills

Blasters

The following blasters are special issue equipment that the GCC has in stock at the Doghouse in case S/D agents wish to purchase them.

POSITRON BLASTER

This blaster fires a stream of positively charged energy that tears electrons away from any matter it touches. This weapon inflicts massive damage upon beings animated by magical energies, although the reason why this should be the case is not known. The listed damage before the parentheses is used when attacking a normal target, while the second is used when striking objects or people currently under the influence of a sorcerous effect.

WHISPERTEK SOUNDLESS BLASTER

This specialist blaster fires a much steadier and precise beam accompanied by a perfectly calibrated anti-soundwave generator, cancelling all firing report but the woosh of transposed air. When using the soundless blaster, the firer gains a +4 DM modifier to his Stealth checks to remain hidden after firing.

Other Energy Weapons

The following energy weapons were created to deal with special circumstance targets and can be purchased through the Doghouse.

EM PISTOL

Using the science of electromagnetic pulses, this pistol uses a burst of fused EM energy that looks similar to a bolt of lightning to sear flesh. Not as powerful as a standard laser pistol, the EM pistol's benefit comes into play when firing at a target with robotic, computerised or cybernetic parts. The second damage amount is used against targets of this kind. The Gun Combat (energy pistols) skill is used with this weapon.

EM RIFLE

A rifle version of the EM pistol, this weapon fires a more concentrated fork of electromagnetic energy. In addition to the increased damage inflicted against certain targets (see EM Pistol), all communication devices within 3 metres of the target *and firer* are considered scrambled and unusable for 1d6 rounds. The Gun Combat (energy rifles) skill is used with this weapon.

SOLAR CANNON

A shoulder mounted energy 'bazooka', the solar cannon uses refocused fusion energy to create a flat beam of energy similar to a solar flare's pulse. It is used to punch holes in shielded or heavily armoured targets due to its intense heat. It is difficult to aim; suffering a -2 DM penalty on any target smaller than five metres across. The Heavy Weapons (man portable artillery) skill is used with this weapon.

Slug Weapons

The following slug weapons are special issue for targets that are immune or resistant to energy weapons and are available through the Doghouse only.

HARPOONER PISTOL

This projectile pistol uses a two-stage chemical charge in its body to propel a 15 centimetre long dart at remarkable speeds underwater. These darts are specifically designed to use a propellant which reacts with water causing a massive reduction in range and accuracy when used in the air. Firing the weapon in a non-aquatic environment will put a maximum range of 12 metres upon the weapon and add a -2 DM penalty to hit any target.

HARPOONER RIFLE

This is the rifle version of the harpooner pistol. The weapon fires larger and more deadly darts at slightly better ranges both below and above water. The maximum range through the air is 21 metres with the normal -2 DM penalty to hit.

TANKBUSTER LANCER

This man-portable anti-tank weapon is a short-barrelled cannon carried in two hands and an attached belt-rig. Built around a massive cylinder similar to that found in a revolver, the lancer hurls armour-piercing, high-temperature rounds at very high velocities. Only targets with an armour rating of 10 or higher will slow the shell down enough to allow it to reach its maximum burn; any other targets only suffer the impact damage as shown in the profile in the table opposite. This weapon requires the Heavy Weapons (man-portable) skill to fire accurately.

GRENADES

All the grenades listed here can be purchased specifically from GCC R&D to be thrown by hand or for use in a grenade launcher.

Meson: This heavy (2kg per grenade) device projects a powerful, localised pulse of meson particles. These particles will shred most forms of solid and liquid matter in a flash of brilliant blue light. Armour of any kind provides no protection against the meson grenade.

Positron: This gold-cased cylinder explodes in a shower of anti-magical positively-charged particle emissions. This inflicts massive damage on the magically affected and shatters sorcerous effects in place. The listed damage before the parentheses is used when attacking a normal target, while the second is used when striking objects or people currently under the influence of a sorcerous effect. Additionally, any sorcerous effects still within their duration caught in the Radius of the grenade will be cancelled immediately.

Exotic Weapons

The following is a selection of melee weapons that are unique in their design and are only available through the Doghouse R&D department.

HAZARIAN BLADE

This primitive weapon is made from the ground materials of a Hazarian Bonegrinder's claws and tusks. It makes a sharp

BLASTERS

Weapon	Range	Damage	Auto	Phased Range	Recoil	Mass (kg)	Magazine	Cost (Cr.)	Powerpack
Positron Blaster	Pistol	3d6+2/6d6+2	No	—	—	3.5	40	8,000	3,000
Soundless Blaster	Pistol	3d6+5	No	—	—	3	50	6,500	1,500

ENERGY WEAPONS

Weapon	Range	Damage	Auto	Mass (kg)	Magazine	Recoil	Cost (Cr.)	Power Pack
Pistols								
EM Pistol	Pistol	2d6+1/5d6	No	2.5 kg	33	+1	3,000	250
Solar Cannon	Rocket	8d6	No	12 kg	20	+2	25,000	1,000
Rifles								
EM Rifle	Shotgun	3d6+2/8d6	No	6 kg	77	+1	7,500	650

SLUG THROWERS

Weapon	Range	Damage	Auto	Recoil	Mass	Magazine	Cost (Cr.)	Ammo
Pistols								
Harpooner Pistol	Pistol	3d6-3	No	-1	2	4	200	10
Rifles								
Harpooner Rifle	Shotgun	4d6-4	No	-1	3.5	4	400	15
Tankbuster Lancer	Rocket	5d6 impact (5d6 burn)	No	+4	15	6	15,000	100

EXOTIC WEAPONS

Weapon	Range	Damage	Heft	Mass	Cost (Cr.)	Powerpack
Hazarian Blade	Melee (blade)	2d6	-1	0.5	250	—
Mock-Vintage Mace	Melee (bludgeon)	2d6+3	1	2.5	850	—
Mock-Vintage Sword	Melee (blade)	2d6+2	0	2	800	—

Weapon	Range	Damage	Auto	Phased Range	Recoil	Mass (kg)	Magazine	Cost (Cr.)	Powerpack
Stone Reversal Stream	Shotgun	Special	No	—	+1	10	25	1,000,000	250,000

GRENADES

Weapon	Range	Damage	Radius	Cost (Cr.)
Meson	C	3d6	1.5 metres	5,000
Positron	C	2d6/4d6	3 metres	500

cutting blade that is lightweight and almost completely weapon-scanner proof, gaining a +4 DM Deception bonus to fooling electronic scanners.

MOCK-VINTAGE MACE

Using advanced materials designed to look like wood and iron, the mock-vintage mace incorporates an internal weighting system to add force to any normal swing.

MOCK-VINTAGE SWORD

Cast from metallic-esque polymers, the mock-vintage sword is light, strong and keeps an amazing edge for many years – despite its numerous nicks and scratches added by the factory for false visual aging!

Time and Dimensional Weapons

The following item is restricted by the GCC and requires special licensing to acquire, carry or utilise (see page 59 of the *Strontium Dog Roleplaying Game*).

STONE REVERSAL STREAM

Named for the research scientist who designed it, the Stone Reversal Stream (SRS) projects a powerful temporal flux in a five-centimetre square point on a target. That point is rapidly sent backwards through time in nanosecond increments. The



result is similar to a matter disintegration without the messy aftermath. Exactly when these bits of time-reversed matter go is not yet known but whenever that may be it is sure to be a grisly scene.

The SRS inflicts a number of dice of damage equal to its Effect +1, ignoring armour-based protection of any kind. A character cannot aim with the SRS and all shots suffer a -1 DM to hit based on its inherent inaccuracy.

Specialist Equipment

The following items are available through the Doghouse R&D.

AUDIO EMANATION TRANSLATOR (AET)

This advanced device clips to the wearer's ear (or similar audio sensory organ) and receives spoken soundwave information when it is switched on. This information is then fed through an extensive translation database and reproduces it in the wearer's native tongue. The AET has an internal battery that lasts forty hours between changes.

Cost: Cr. 2,000

ENVIRO-MASK

This complex unit is worn on the eyes, nose and mouth of a humanoid without major facial mutations to filter out harmful chemicals, toxins and pollution. It offers complete protection from airborne agents of this type for up to 12 hours between filter cleanings. The mask unit comes standard with an internal 100 metre range communicator system and can have its goggle lenses upgraded to glare compensation low-light magnifiers for a slight fee. For those with more challenging mutations a custom made mask can be made but the cost will at least double as a result of the unique nature of the item.

Cost: Cr. 1,500 (+ Cr. 1,000 for low-light upgrade)

HEAT-SHIELD PROJECTOR

A small, hand-held device similar to a telekin shield, the heat-shield projector throws up a close-proximity bubble of heat and flame-resistant energy. It can be set to function for a single wearer, absorbing up to 20 points of incoming damage each round from fire or other sources of heat. The internal power cell will normally last for six hours.

Cost: Cr. 5,000

OCEANIC STASIS MODULES

The stasis module is a pair of small ovoid devices worn on the bottoms of the feet while underwater. With an internal battery capable of over 100 hours of activity, these ingenious machines project a powerful gravitic/magnetic tether to the bottom of a body of water, helping keep the wearer from unexpectedly washing away with the tide. Using a pair of the stasis modules will add a +1 DM to all swimming-related skill checks as well as making the wearer immune to being pulled by natural tidal or river currents.

Cost: Cr. 500 a pair

PERSONAL NUCLEAR RADIATION DAMPENER

A set of wrist, ankle and neck bands worn to protect the wearer from harmful radiation, the personal nuclear radiation dampener converts harmful energy to light. If a nuclear, fusion or radiation-based weapon damages the wearer. All damage is immediately halved before any armour ratings are applied. The flash of brilliant light will be dazzling to anyone caught in a radius equal to one metre per 20 points of damage prevented. Anyone dazzled in this way suffers a -2 DM on all vision-based skill checks for 1d6 minutes. If an effect would otherwise 'automatically destroy' the target (the first 500 metres of a pocket nuke, for example), the wearer suffers 10d6 damage instead - which might still kill the user.

Cost: Cr. 50,000

VISAGE FIELD

This thin, metallic collar uses a dozen tiny holographic projectors to cast a pre-programmed image onto the head and face of the wearer. Used to mask the wearer's true identity or cover up for recognisable mutations, the holographic field's default setting is that of an average-looking 'Norm'. Using the device grants a +4 DM bonus to the wearer's Deception skill checks to hide his true identity. Wearers should beware: the field is not refraction-proof. Amounts of heavy moisture in the air, liquids and crystalline objects brought near the holographic field will cause it to distort, flicker and eventually fail. The visage field has a power cell that lasts for 12 hours of continual use.

Cost: Cr. 20,000



The Galactic Crime Commission has, throughout the galaxy, numerous targets for its agents to bring to justice. Bounties and Warrants provides dozens of villains for Strontium Dogs to track down, from small time crooks with minor bounties to major villains. Murderers, thieves, gangsters and terrorists are all to be found within this book but few warrants are as simple as they seem at first glance. Corrupt police and government officials may hamper agents or even seek to prevent them doing their job. Hostages may be taken or perhaps the outlaw targeted has unexpected allies. Nothing in this job is easy.

Strontium Dogs will need to travel throughout space to find their targets. Some will be on heavily populated worlds, others beneath oceans and still others may be hiding in time, in Earth's history, attempting to escape justice. But all of them must be brought to justice for the bounties to be collected.

The hunt is on.

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