

Strontium Dog





MONGOOSE
PUBLISHING

Strontium Dog

CREDITS

WRITER

Lawrence Whitaker

EDITOR

Richard Ford

LAYOUT & GRAPHIC DESIGN

Will Chapman

INTERIOR ILLUSTRATIONS

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

Interior Illustrations Copyright Rebellion A/S Ltd. Used under licence

COVER ILLUSTRATION

Neil Roberts

SPECIAL THANKS

Jonathaw Oliver, Matt Smith, Jason Kingsley & Matthew Sprange

PROOFREADER

Charlotte Law

PLAYTESTERS

Andrew James Alaw Welty, Gregory Wolfe, Thomas Zunder & Matthew Zunder.



CONTENTS

INTRODUCTION: WELCOME TO THE DOGHOUSE	4
CHAPTER 1: PORTRAIT OF A MUTANT	7
CHAPTER 2: NEW SKILLS AND SPECIAL TECHNIQUES	45
CHAPTER 3: EQUIPMENT AND WEAPONS	47
CHAPTER 4: MUTANT MASTERMINDS	72
CHAPTER 5: THE SEARCH/DESTROY AGENCY	84
CHAPTER 6: A BOUNTY HUNTER'S GUIDE TO THE GALAXY	102
CHAPTER 7: SORCERY AND THE NEW CHURCH	145
CHAPTER 8: THE GOOD, THE SCUM AND THE VILLAINY	154
CHAPTER 9: REFEREE'S NOTES	181
INDEX	188

INTRODUCTION: WELCOME TO THE DOGHOUSE

By the 22nd Century, mankind has reached the stars and beyond them. Warp drives take colonists to the outer reaches of the galaxy where terraforming has helped create new, Earth-like worlds that provide homes for a humanity that has outgrown its native planet. If this expansion across the depths of space was not enough, mankind has also learned how to manipulate the space-time continuum, permitting time travel and travel into parallel dimensions where the laws of the universe may not apply at all.

It should be a time of peace, prosperity, enlightenment, exploration and the expansion of horizons.

But it is not. Far from it.

The known universe is far from peaceful or enlightened. Earth, ravaged by three atomic wars, ravaged by global warming, is introverted, sullen and filled with prejudice and hatred. Elsewhere, the human colonies have encountered and come into conflict with alien races that are every bit as resentful and aggressive as humankind. The space-lanes are beset by pirates, reavers and slavers. The parallel dimensions are ruled by exploitative individuals who cannot resist imposing their will through the bending of the laws of reality.

The galaxy is a ruthless, dog-eat-dog place.

Colonists fight for survival. Despots plunder and murder with abandon. Criminals assault society and escape on the next starship, free to continue their crimes elsewhere. No one is safe. No one is secure. The rule of law is replaced by the rule of the gun. Where justice and order should exist, chaos, hatred, cruelty and prejudice prevail.

And nowhere is the cruelty and prejudice more prevalent than in the way humanity treats the most unfortunate people in its society – the mutants.

The atomic wars of Earth caused unprecedented levels of radiation to permeate the atmosphere. Strontium 90, a virulent

radioactive isotope, is responsible for creating severe and widespread mutation across the populace. The mutations range from the subtle through to the catastrophic but the degree of mutation is unimportant. Each and every mutant is feared, hated and despised by the 'Norms'. Through no fault of their own the mutants are forced to live in ghettos, are denied honest work and forced to scrape through life hungry, begging for both food and life.

Many will die – through neglect, Norm cruelty or as a result of their mutations. Most will spend their lives in abject misery, rejected by their families and wider society.

But for some – the strong, the quick-witted, the amoral – there is another way...

In a sprawling galaxy where law enforcement is simply impossible, the obvious recourse is to rely on bounty hunters to bring criminals to justice, or to carry out the death penalty for those crimes. Few Norms are willing to work for such blood money, but for mutants the Search and Destroy Agency offers a way out of misery and penury. A way to be of service to society; a way to make a living. The bounty hunters of the late 22nd Century are the mutants; Search and Destroy agents, at liberty to roam the galaxy in search of its scum and in return for money.

Society has a different name for these agents. To society, they are not Search and Destroy agents, but Strontium Dogs.

Welcome to the universe of 2182. Welcome to the universe of Strontium Dog...

Playing Strontium Dog

The characters in Strontium Dog are the mutant bounty hunters of the 22nd Century; humans mutated in grotesque ways, shunned by society and forced into a life of killing for profit. The game uses the *Traveller Core Rulebook* with appropriate modifications for creating mutant characters and the powerful, strange and weird weapons and devices of Johnny Alpha's universe.

NEW TO STRONTIUM DOG?

Strontium Dog is a British comic series written by Alan Grant and drawn by the celebrated comic artist Carlos Ezquerra. Originally appearing in the Starlord comic, Strontium Dog moved to the pages of 2000 AD in 1978 when the two comics merged. Strontium Dog has since been reprinted in a complete collection available from Rebellion.

The Strontium Dog series tells the story of Johnny Alpha and his 'normal' partner Wulf Sternhammer – the two best S/D Agents in the known universe. Johnny's mutation is subtle but powerful; his eyes emit mutant alpha waves that can penetrate almost any substance save for lead, lending him X-ray vision. Furthermore his remarkable vision allows him to see into the mind, motive and soul of those he encounters, laying bare their secrets. There is no escaping the Evil Eye of Johnny Alpha.

Johnny and Wulf roam the galaxy in search of the most dangerous criminals and the highest bounties: Max Quirxx; Fly's Eyes Wagner; Billy-Joe of Paprika; the Mutator and many, many others. Armed with an incredible arsenal of weapons, including time manipulation devices such as the fearsome Time Bomb and Time Trap, their adventures take them from one end of the galaxy to the other, backwards and forward through time (in pursuit of Adolf Hitler, no less), and into parallel dimensions, one of which mimics Hell itself.

Johnny and Wulf are antiheroes in the mould of the Man with No Name; killers, certainly, but not without their own code of honour and a certain level of integrity. Johnny only hunts the guilty and only kills when a termination warrant permits it or he is left with no other alternative. On many occasions his conscience intervenes and, frequently, Johnny gives away his reward money or refuses a reward if the higher causes of justice and equality are served as a result of his actions.

Strontium Dog is therefore a futuristic spaghetti western. Its universe is one of dustbowl planets, corrupt land barons, trigger-happy desperados and simple folk, struggling to make a living, falling prey to the unscrupulous, the duplicitous and the murderous. Strontium Dogs roam the galaxy in search of blood in exchange for profit and, often, are as callous, duplicitous and murderous as those they hunt. Everywhere they go, Strontium Dogs face prejudice, hatred and distrust, both for what they are and what they are forced to do. There are few, if any, white-hatted heroes and black-hatted villains; everyone is driven by self-preservation in a universe of uncaring chaos.

The game is a high-concept mixture of spaghetti western, science fantasy, time travel, dimension hopping and, occasionally, magic and sorcery. Hard scientific principles are sacrificed in favour of the fast moving and the bizarre. Strontium Dog is story-driven adventure that relies on lashings of black humour and

deliberately ignores the issues and paradoxical concepts that time and dimensional travel inevitably produce. The emphasis is on fast-moving, violent stories that are laced with strange resolutions to perilous situations, focused on mutants blessed or cursed with the most strange and perilous mutations thinkable. Hard, realistic science is out and far-fetched, science-fantasy is in.

If you have never read the Strontium Dog comic series, you are strongly urged to do so; these are great adventure stories, quickly told in a popular style. However, they do contain a very moral edge, questioning the way society treats its disadvantaged and challenging the notions of retributive justice and the role of the hero. If you have not read the comics, or want to play Strontium Dog before you can read them, this book should give you all the tools to do so, either as a player or Referee. Here are a few pointers to set the tone:

- Virtually all Norms hate Muties and vice versa.
- No mutation is too extraordinary or far-fetched. Want a rabbit-headed human? You got it.
- Conventional science is out of the window. In the world of Strontium Dog, the more far-fetched the better.
- Humour is anarchic and pitch-black.
- There are no real heroes; anti-heroes abound. Everyone has an agenda.
- No one does anything for nothing. Everyone expects a payback or a payoff.
- Officials, bureaucrats, local law enforcement, rulers, nobles and politicians are invariably corrupt.
- The only truly honest men are dead men.
- Alien races abound; most of them are just as bad as humans.
- Nothing is too grotesque or bizarre.
- Trust no one. Especially other Strontium Dogs.
- Patience is *not* always a virtue.
- Violence is *always* an option.
- If in doubt, shoot first and ask questions later. That's what a Time Drogue's for...

So, to play *Strontium Dog* you need this book, the *Traveller Core Rulebook*, some friends, some character sheets, and a lot of wild ideas.

If you want to get a better idea of the Strontium Dog universe, turn to the **Bounty Hunter's Guide to the Galaxy** chapter on page 102, where you will be given an overview of life in the late 22nd Century. If you are eager to start creating Strontium Dog characters, turn to the **Portrait of a Mutant** chapter starting on page 7, grab some six-sided dice and start rolling!

Referee's Notes: Strontium Dog Continuity

Johnny Alpha's saga has grown in the telling. His first appearance in *Starlord*, in the inaugural 'Max Quirxx' adventure, sets the date as 2180. The final chapter of Johnny's saga, 'The Final Solution', also places the date at 2180... clearly continuity was lost in the excitement of the storytelling.

Furthermore, 'The Final Solution' brings an end to Johnny Alpha's story – and that of the S/D Agency – with the destruction of the Dog House and Johnny's own death in the dimension of Arcadia. Later tales continue the stories of Middenface McNulty, Durham Red and Feral after this point. Additionally, other stories about Johnny Alpha, changing the view of events from a future, 'folklore' perspective (including 'The Kreeleer Conspiracy') complicate continuity even more.

This book takes its default campaign date as 2182. It also assumes that the events of 'The Final Solution' occur in 2185. Referees are at liberty to follow the timeline and events of the Strontium Dog saga, as told in *2000 AD* and the *Search/Destroy Agency Files, Volumes 1-5 (Rebellion)* or, if they wish, to change the course of history in some way. In your *Strontium Dog* campaign the New Church might never come to power, and the events of 'The Final Solution' never come to pass; alternatively, *Strontium Dog* characters might prevent the New Church from opening the dimension to Arcadia and continue to fight against its holy war alongside Johnny Alpha.

From the perspective of Strontium Dog as a roleplaying game, certain problems with continuity have needed to be rationalised: dates, certain technological explanations, and so forth. But, at the end of it all, this is *your* Strontium Dog... the future, and its very nature, are in your hands.

How This Book is Organised...

Strontium Dog is mutated into the following chapters:

INTRODUCTION

Which you are now reading...

CHAPTER ONE: PORTRAIT OF A MUTANT

Creating a Strontium Dog character, including mutation rules and career tables.

CHAPTER TWO: NEW SKILLS AND SPECIAL TECHNIQUES

Introducing some modifications to existing skills, some new skills, and Special Techniques, to lend Strontium Dog characters that vital edge.

CHAPTER THREE: EQUIPMENT AND WEAPONS

The essential kit and weaponry for 22nd Century bounty hunting.

CHAPTER FOUR: MUTANT MASTERMINDS

An overview of advanced psionic talents to complement those in the *Traveller Core Rulebook*.

CHAPTER FIVE: THE SEARCH/DESTROY AGENCY

An overview of the Galactic Crime Commission, the S/D Agency, and bounty hunting.

CHAPTER SIX: A BOUNTY HUNTER'S GUIDE TO THE GALAXY

Sub-sector maps for the galaxy of the 22nd Century, with notes on planets found in Johnny Alpha's saga and new worlds for investigation and warrant execution.

CHAPTER SEVEN: SORCERY AND THE NEW CHURCH

This chapter introduces sorcery, as practiced by Malak Brood and the Sorcerers of Lyra – old foes of Strontium Dogs. It also details the New Church, which dominates New Britain and seeks to rid the Earth of mutants forever!

CHAPTER EIGHT: THE GOOD, THE SCUM AND THE VILLAINY

Non-Player Character statistics, and statistics for a variety of criminals, fugitives and aliens, all drawn from the Strontium Dog saga.

CHAPTER NINE: REFEREE'S NOTES

Notes on refereeing Strontium Dog campaigns, including detailed discussion on structuring Strontium Dog stories and warrants.

CHAPTER 1: PORTRAIT OF A MUTANT

Characters in Strontium Dog are, by both default and nature, mutants; warped by radioactive fallout (and, in particular, the Strontium 90 isotope) and hatefully shunned by society. This chapter takes players through the character creation process, including defining mutations and the character's previous experience.

Character creation is based on the standard character creation system found in the *Traveller Core Rulebook*, but has a number of key differences, defined below:

CHARACTERISTICS

- The characteristics Strength, Dexterity, Endurance and Intelligence are defined as per normal, by rolling 2d6.
- Strontium Dogs roll Education on 2d6-2; Education therefore ranges between 0 and 10.
- All Strontium Dogs have an effective Social Standing of 0. No matter how successful, infamous or feared a Strontium Dog may become, his Soc will rarely be able to rise above 0.
- Strontium Dogs have an additional characteristic called *Influence*. This is a measure of the Strontium Dog's presence and force of personality, but is also a measure of reputation, too. Influence (abbreviated to Inf) is rolled, like the standard characteristics, on 2d6: Strontium Dogs with an Inf score of 1-2 are very meek – unassuming, perhaps; those with Inf 3-5 are somewhat reticent and lacking in that command of authority that the best Strontium Dogs have; 6-8 indicates a Strontium Dog able to command attention; 9-11 indicates Strontium Dogs such as Durham Red, who have a formidable reputation surrounding their mutation and prowess, whilst Strontium Dogs with Inf of 12 and above are those who command absolute respect – and fear – such as Johnny Alpha himself.

TRAITS

The mutations every Strontium Dog has may also confer one or more traits. Traits are certain physical or mental powers that have specific game effects reflecting a particular type of mutation. For example, the Wall Walker trait allows a mutant to climb, spider-like, up and across vertical surfaces. Traits usually confer some

form of advantage, but some may also confer a disadvantage. The pros and cons of a trait are described in its definition.

As is common in games using the *Traveller Core Rulebook*, characteristics are modified during the character creation process – either increased through personal development or reduced through injury and misfortune. In Strontium Dog characteristics are also modified according to the type and severity of the mutation – both increasing and decreasing, depending on the circumstances.

NEW SKILLS AND SPECIAL TECHNIQUES

Strontium Dog introduces several new skills to *Traveller*, designed to fit the atmosphere of the Strontium Dog universe. It also introduces a set of Special Techniques; these are specialised skills, manoeuvres, tricks and so forth that S/D agents are taught, learn or develop in their careers to make them exceptional combatants and expert survivalists. New skills and Special Techniques are marked in *italics* in the Skill Tables, and described in more detail in the **New Skills and Special Techniques** chapter, beginning on page 45.

Character Generation Checklist

Character creation follows, roughly, the *Traveller* template. However, here is a summary of the character generation procedure for *Strontium Dog*.

1. Determine characteristics: 2d6 for Str, Dex, End, Int and Inf; 2d6-2 for Edu; 0 for Soc.
2. Mutate the character:
 - a. Determine the severity of the mutation.
 - b. Determine the extent of the mutation and the areas affected.
 - c. Determine the effect of the mutation on characteristics.
 - d. Determine whether a mutation confers any Traits.

3. Determine the number of Dog Terms already spent as a Search/Destroy agent; this will also determine the character's final age at the start of play.
4. Run through the Dog Training section for the number of terms determined in Step 3:
 - a. Roll for Survival.
 - b. If you succeed, go to Step 4d.
 - c. If you did not succeed, roll on the Mishap table. Then go to Step 4d.
 - d. Roll for Events.
 - e. Optionally, establish a Connection with another Player Character.
 - f. Then return to Step 4a and continue until you have completed the number of Dog Training terms determined in Step 3.
5. Total all money and assets realised from Dog Training benefits.
6. Choose one of the Skill Packages outlined on page 40 of this chapter.
7. Buy any additional equipment.
8. Pick-up a new Warrant and go get the bounty!

Mutation

Almost every Strontium Dog is a mutant. A few – a very few – are unmutated humans or Norms, but for the most part Strontium Dogs are mutants. Mutations have infinite variety and infinite severity. Some mutations are subtle and easily concealed; their owners might pass through normal human society without ever once attracting prejudice. But, for a large majority, the level of mutation is so severe that the appearance of the mutant is physically and psychologically shocking. The nature and extent of the mutation may either enhance or diminish physical capabilities, and some mutations confer particular traits.

OPTIONAL RULE: CHARACTERISTICS OF ZERO OR LESS

The mutation rules can easily produce results that take a characteristic to zero or less. In this event, the Referee may rule that, for game purposes, the characteristic has a value of 1, but a characteristic DM of -3, as per the *Traveller Core Rulebook* on page 6.

The Extent DM is applied to the roll to determine the physical extent of the mutation – the number of areas of the body affected.

The Characteristic Adjustment is rolled as indicated (save for Light mutations, where the modification is + or - 1) and then applied to the appropriate characteristics for the nature of the mutation. Characteristic Adjustment is always applied to two characteristics: one is increased whilst the other is decreased – and the nature of the mutation determines which goes up and which goes down. Note that the Characteristic Adjustment is rolled for both characteristics. So, for example, a Strontium Dog with a Severe mutation would increase, say, Str by 1d3+2, but reduce End by 1d3+2: the adjustment is rolled for each characteristic separately.

EXTENT OF MUTATION

How far does the mutation manifest? Is perhaps just one, small area of the body mutated, or is the whole physique twisted and grotesque? Is the mutation external or, perhaps internal? The Extent of Mutation stage aims to find out.

2d6 is rolled and a DM, as determined by the Severity of Mutation table below, is applied. The result determines how much of the body is affected by the mutation.

SEVERITY OF MUTATION

First, determine the severity of the mutation using 2d6.

2d6	Severity	Definition	Extent DM	Characteristic Adjustment
2	Shambolic	Looks more like a demon than human; may be exceedingly large, possessed of strange mental or physical abilities.	+4	+/- 1d3+3
3-5	Severe	A disturbing mutation; for example, two heads, a human-headed dog, a creature with tentacles in place of limbs, or a face in its chest, with no discernible head.	+3	+/- 1d3+2
6-7	Radical	A bizarre mutation, such as more than the expected number of limbs or facial features; scaled skin perhaps, or wings instead of arms.	+2	+/- 1d3+1
8-10	Moderate	A visible mutation: peculiar skin, prominent facial features, a limb attached in the wrong place, but essentially the base creature.	+1	+/- 1d3
11-12	Light	A subtle mutation – six fingers perhaps, or taller/fatter/thinner than the norm, or a mutation that can be easily concealed.	0	+/- 1

NUMBER OF AREAS AFFECTED

2d6	Number of Areas Affected
2	1
3	1
4	1
5	2
6	2
7	2
8	1d3+1
9	1d3+1
10	1d3+1
11	1d3+2
12	1d3+2
13	1d3+2
14	1d3+3
15	1d3+3
16	1d3+3

Having determined the number of areas affected, determine which areas of the body are affected by rolling d66 the number of times determined by the previous table. If the same area is rolled more than once, and if the results might be incongruous, then the area affected should be re-rolled.

The characteristics affected column shows which two characteristics are increased and decreased. The player should choose which characteristic goes up and which goes down. It might be worthwhile postponing the choice until it is determined how a body area has been affected, although an enlargement, for instance, does not always mean that a characteristic increases as a result.

AREAS AFFECTED

d66	Area	Characteristics Affected
11	Ankle (Roll 1d6: 1-2, Left; 3-4; Right; 5-6 Both)	Dex, End
12	Arm (Roll 1d6: 1-2, Left; 3-4; Right; 5-6 Both)	Dex, Str
13	Body (whole)	End, Str
14	Brain	Edu, Int
15	Buttocks (Roll 1d6: 1-2, Left; 3-4; Right; 5-6 Both)	Dex, End
16	Chest	End, Str
21	Chin	Inf, Dex
22	Ear (Roll 1d6: 1-2, Left; 3-4; Right; 5-6 Both)	Dex, Int
23	Elbow (Roll 1d6: 1-2, Left; 3-4; Right; 5-6 Both)	Dex, Str
24	Eye (Roll 1d6: 1-2, Left; 3-4; Right; 5-6 Both)	Dex, Int
25	Eyebrow (Roll 1d6: 1-2, Left; 3-4; Right; 5-6 Both)	Inf, Dex
26	Face (entire)	Inf, Int
31	Fingers (Roll 1d6: 1-2, Left; 3-4; Right; 5-6 Both Hands)	Dex, Str
32	Foot (Roll 1d6: 1-2, Left; 3-4; Right; 5-6 Both)	Dex, Str
33	Forearm (Roll 1d6: 1-2, Left; 3-4; Right; 5-6 Both)	Dex, Str
34	Forehead	Inf, Int
35	Genitals	End, Dex
36	Groin	End, Dex
41	Head (entire)	Inf, Int
42	Jaw (Roll 1d6: 1-2 Lower; 3-4 Upper; 5-6 Whole Jaw)	Inf, Dex
43	Knee (Roll 1d6: 1-2, Left; 3-4; Right; 5-6 Both)	Dex, Str
44	Knuckles (Roll 1d6: 1-2, Left; 3-4; Right; 5-6 Both Sets)	Dex, Str
45	Leg (Roll 1d6: 1-2, Left; 3-4; Right; 5-6 Both)	Dex, Str
46	Midriff	Str, End
51	Neck	Dex, End
52	Nose bridge	Int, Inf
53	Nostril (Roll 1d6: 1-2, Left; 3-4; Right; 5-6 Both)	Inf, Dex
54	Shins/calves ((Roll 1d6: 1-2, Left; 3-4; Right; 5-6 Both)	Dex, Str
55	Shoulder (Roll 1d6: 1-2, Left; 3-4; Right; 5-6 Both)	Dex, Str
56	Skull (Roll 1d6: 1 Front; 2 Back; 3 Left Side; 4 Right Side; 5 Top; 6 Entire Skull)	End, Int
61	Spine	End, Dex
62	Stomach	End, Str
63	Thighs (Roll 1d6: 1-2, Left; 3-4; Right; 5-6 Both)	Dex, Str
64	Throat	Inf, End
65	Toes (Roll 1d6: 1-2, Left; 3-4; Right; 5-6 Both)	Dex, Str
66	Upper arm (Roll 1d6: 1-2, Left; 3-4; Right; 5-6 Both)	Dex Str

If more than one area of the body is affected, Referees may wish to determine the first area randomly, using d66, and then allow the player to choose the subsequent areas or assign them, so that the nature of the mutation across the body is consistent. For example, if a mutant's first area affected is the left knee, and he has two additional areas affected, it is perfectly permissible to assign the other mutations to the thigh and shin rather than rolling randomly.

Using a purely random method of determining the extent of mutation can produce some fun, but somewhat incongruous results. Referees and players are encouraged to look at the results of the dice rolls when generating mutations and adjust them where necessary so that utterly illogical results are made acceptable and believable. But bear in mind that, in the Strontium Dog stories, some truly, truly bizarre mutations are found – and the random nature of generating mutation is aimed at reflecting the bizarreness of the comic book stories.

NATURE OF MUTATION

d66	Nature	Notes
11	Enlarged	The area is enlarged in size; roll 1d3+1 to determine how many times normal size the affected area is enlarged.
12	Reduced	The area is reduced in size; roll 1d3+1 to determine how many times normal size the affected area is reduced.
13	Missing	The area is missing completely and covered with gnarled, scarred skin.
14	Fused	The area is fused into one or more areas adjacent to it. Roll 1d6: 1-3, the area is fused with one adjacent area; 4-6, the area is fused with two adjacent areas.
15	Swapped with another body area	The affected area is physically swapped with another area. Roll d66 and consult the Areas Affected table on page 9, to determine which two areas are swapped.
16	Multiplied	The mutant has an additional 1d3 of the affected area, crammed into the same physical space.
21	Upside-Down	The affected area is fitted upside down. Joints work as normal but the appearance is truly bizarre.
22	Back-to-Front	The affected area is fitted back to front. Joints work as normal but the appearance is truly bizarre.
23	Inside-Out	The internal organs of the affected area are externalised or visible in some way: bones and tendons are above the flesh, or internal organs protrude through the skin.
24	Sideways	The affected area is fitted sideways – at 90 degrees to its normal attitude. For instance, an arm is jointed at the front of the body rather than the side; or fingers are jointed at the side of the palm rather than at its top.
25	Twisted	The area is twisted and distorted to some degree, as though the bones beneath have been melted and then rapidly cooled.
26	Knobbed	The area is covered in bumps, lumps and other fleshy protrusions.
31	Engorged	The area is permanently swollen and appears sore, although there is no physical pain or discomfort.
32	Withered	The area is withered and emaciated – almost desiccated in appearance.
33	Scaled	The area is covered in fish or reptilian scales.
34	Armoured/Bony	The area is covered with thickened skin or bone protrusions that form a kind of armour. The mutant has a natural 1 point of armour.
35	Feathered	The area is covered in feathers with quills that attach deep into the skin.
36	Furred	The area is covered with thick, bear-like fur.

d66	Nature	Notes
41	Bestial	The area has a bestial appearance; choose a particular type of mammal or roll 2d6 and consult the list below: 2: Ape, 3: Bat, 4: Bear, 5: Bull, 6: Cat, 7: Dog, 8: Goat, 9: Horse, 10: Rodent, 11: Stag, 12: Wolf
42	Insectile	The area has an insectile appearance; choose a particular type of insect or roll 2d6 and consult the list below: 2: Ant, 3: Beetle, 4: Fly, 5: Locust, 6: Mantis, 7: Mosquito, 8: Moth, 9: Scorpion, 10: Spider, 11: Stick Insect, 12: Wasp
43	Piscine	The area has a fish or water-creature appearance. Choose a particular type of creature, or roll 2d6 and consult the list below: 2: Anemone, 3: Crab, 4: Eel, 5: Fish, 6: Hagfish/Lamprey, 7: Lobster, 8: Octopus/Squid, 9: Seahorse, 10: Shark, 11: Shrimp, 12: Starfish
44	Slimy	The area is covered in a slimy film, akin to that left by a snail or slug.
45	Avian	The area has a bird-like appearance, which may include feathers or dry scales. Choose a particular bird or roll 2d6 and consult the list below: 2: Chicken, 3: Crow, 4: Dove, 5: Duck, 6: Eagle, 7: Gull, 8: Hawk, 9: Ostrich, 10: Owl, 11: Raven, 12: Swan
46	Reptilian	The area has a reptilian appearance. Choose a particular reptile or roll 2d6 and consult the list below: 2: Chameleon, 3: Crocodile, 4: Dragon, 5: Gecko, 6: Gila Monster, 7: Iguana, 8: Monitor Lizard, 9: Salamander, 10: Snake, 11: Thorny Devil, 12: Toad
51	Stone-like	The area has the appearance and feel of stone or rock, although it is no denser than flesh and bone.
52	Metallic	The area has the appearance and feel of metal, although it is no denser than flesh and bone.
53	Crystalline	The area has a crystalline, fragile appearance, although it is no denser than flesh and bone.
54	Stretched	The area is stretched and elongated in length, although its width is normal. Roll 1d3 to determine the number of times normal length the area is stretched.
55	Boneless	The area is unsupported by bones and is therefore floppy and malleable. It is supported by cartilage, which lends some structure, but the area can be bent to a high degree without any pain or damage being caused to the mutant.
56	Conjoined	The area is conjoined with the area directly above it or next to it: an arm forming from the skull, or a head forming directly from the chest. The conjoined areas cannot twist or turn with any ease.
61	Extensible	The area can extend at the mutant's will. The range of the extension is determined by rolling 1d6: 1: 5cm, 2: 10cm, 3: 20cm, 4: 40cm, 5: 80cm, 6: 1.5m It takes a Significant Action for the mutant to fully extend the body area, but only a Minor Action to retract it.
62	Pustulent	The area is covered in foul-smelling boils and pustules that never heal.
63	Grotesquely Malformed	The area is twisted, gnarled and malformed to incredibly grotesque proportions. Catching sight of the affected area causes stomachs to churn and small children to weep hysterically.
64	Skeletal	The flesh clings to the skeleton beneath, with no fat or musculature supporting the tissue.
65	Connected to another body part	Roll d66 on the Areas Affected table again. The first area is connected to the second in some fashion – either via fronds of skin, merged bones, conjoined ligaments, webbing and so forth.
66	Disconnected from usual area of body	The affected area is located elsewhere on the body in a truly disturbing fashion: a face in a kneecap, for instance; or a hand growing from a head. The affected area is functional, but depending on its location, may have little utility (or unique utility!). Roll d66 and consult the Areas Affected table for where the affected area is to be relocated.

Traits

Does your mutant have one or more traits? Roll 2d6 and note the Effect by subtracting 8 from the result. If the Effect is 0 or negative, then the mutant has no alien traits. If the Effect is positive, then the mutant has that number of traits.

The traits available are grouped together by body area. They should be assigned, rather than rolled randomly, to reflect the nature of the mutation. For example, if a mutant has spider-like arms, it is reasonable to assign the wall-walking trait, rather than producing a completely incongruous result through a random roll.

BRAIN TRAITS

Aura of...

The mutant generates a specific type of aura that is akin to a psionic power but requires no Psi characteristic to use. The type of aura can be selected, or determined randomly:

1d6	Aura Type
1	Anger The mutant radiates an aura of anger: everyone within a radius, equal in metres to the mutant's Inf, experiences an intense rage which heightens enmities, passions and, especially, hatreds. Even the most mild mannered individual can be driven to acts of extreme violence if he cannot break free of the mutant's aura-hold. To overcome the aura, the subject must roll End 8+ successfully. He may make the attempt every Combat Round until successful.
2	Anxiety The mutant radiates an aura of anxiety and worry. Everyone within a radius equal in metres to the mutant's Inf experiences a sense of panic, rendering them unable to act rationally until they break free of the aura hold. Affected targets suffer a -1d6 penalty to all skills whilst in the grip of the Anxiety attack. To overcome the aura, the subject must roll Int 8+ successfully. He may make the attempt every Combat Round until successful.
3	Calm The mutant exudes an aura of calm and well being. Even the most enraged or psychopathic individual is brought to a state of calmness and relaxation, dispelling any need to display violence. Everyone within a radius, equal in metres to the mutant's Inf, experiences this sense of well being, unless they can break free of the aura's hold. To overcome the aura, the subject must roll Int 8+ successfully. He may make the attempt every Combat Round until successful.
4	Confusion The mutant exudes an aura of confusion. Everyone within a radius, equal in metres to the mutant's Inf, experiences a sense of befuddlement and is unable to act without clear direction from someone who is not under the mutant's control (or the mutant himself). The confused target will not cause harm to himself or others, and is rendered incapable of reaching even the simplest of decisions. To overcome the aura, the subject must roll Int 8+ successfully. He may make the attempt every Combat Round until successful.
5	Fear The mutant exudes an aura of fear and dread. Everyone within a radius, equal in metres to the mutant's Inf, experiences a sense of terror and is unable to act against the mutant, cowering in submission, or fleeing to a safe distance, unless he can break the aura's hold. To overcome the aura, the subject must roll Int 8+ successfully. He may make the attempt every Combat Round until successful.
6	Lust The mutant exudes an aura akin to a powerful pheromone. Everyone within a radius, equal in metres to the mutant's Inf, experiences a sense of lust either for the mutant, or for anyone else within the mutant's sphere of influence and as the mutant directs. To overcome the aura, the subject must roll Int 8+ successfully. He may make the attempt every Combat Round until successful.

Blood Drain

The mutant suffers from a psychological compulsion to drain the blood of other living things, human, animal or alien. The mutant gains no nutritional benefit from drinking blood but known Blood Drainers, such as Durham Red, bring with them a powerful reputation for viciousness whether it is justified or not. The mutant must consume a half litre of blood every 1d6 days; if he does not, his reactions are impaired as the compulsion becomes stronger and begins to cloud the judgement. The mutant suffers a -1 DM to all skills if he does not consume, somehow, a half litre of blood in the noted time; the negative DM increases by a further 1 for every two days the mutant goes without blood.

However, as a result of being a Blood Drainer, the mutant gains an additional +1 Int. Mutants go to a variety of lengths to obtain blood; it is not unusual for them to file their teeth to points so that veins and arteries can be easily pierced orally, or carrying knives, vials and syringes to extract blood from willing and unwilling victims.

Energy Sense

The mutant is capable of sensing and tracking one of several different types of energy by attuning his psyche to its nature and proliferation in the immediate environment – that is, a radius in metres equal to the mutant's Int. The mutant does not need to make any rolls to tune into the energy source; he can sense its presence and movement simply by spending a combat round in concentration. The energy type can be assigned or determined randomly:

2d6	Energy Type
2	Acoustic The mutant can sense sound waves of all kinds, especially those that are beyond the range of normal human hearing. He does not hear the acoustic energy as a noise, but senses and feels the energy of the acoustic source through his psyche.
3	Chemical The mutant is sensitive to chemical reactions, being able to determine the location, general type, and likely volatility of the reaction in advance of its eventual outcome.
4	Elastic The mutant is sensitive to stresses and strains in physical objects, including metal fatigue and the propensity of an object under stress to fracture or break.
5	Electrical The mutant is sensitive to electrical energy of all kinds: artificially generated, bio-electricity, static, field induction and so on. The mutant does not feel the electricity as a shock, but is aware of the power, in amperes, being generated within his sphere of influence.
6	Gravitational Potential The mutant is sensitive to gravity disturbances and pockets, irrespective of what is causing them. He can sense how gravity is being manipulated and determine if it is a natural or artificial source.
7	Heat The mutant is sensitive to changes in heat at a micro-degree level, as well as being able to pinpoint the source of a change in heat. He can accurately gauge temperature without the need for touch.
8	Kinetic The mutant is sensitive to residual kinetic energy, being able to detect if something has either discharged kinetic energy within a number of hours equal to his Int characteristic, or if a substance has been impacted by kinetic energy within a similar period. He can gauge the rough size of an impact ('a light tap', 'a punch', 'a piledriver') but not the nature of what caused it.
9	Light The mutant is sensitive to both the ultraviolet and infrared spectrums, being able to see, in his mind's eye, things that only show-up under ultraviolet or infrared conditions. He is also able to sense the source of light-bending technology – such as chameleon cloaks – although the things concealed by such technology remain invisible.
10	Magnetic The mutant is sensitive to all forms of magnetism, being able to gauge strength, polarity and source. He cannot control the magnetism, but he can accurately determine its nature.
11	Nuclear The mutant is sensitive to all forms of radiation, being able to sense the source and strength. He can distinguish between general radiation types (electro-magnetic, microwave, radio, fall-out, and so on), but not the precise type.
12	Psionic The mutant is sensitive to psionic power but is not necessarily psionic himself. He can gauge the number of psionic strength points discharged in an area in metres equal to his Int, in a period of hours also equal to his Int – but he cannot determine the specifics of the talent or power used.

Evil Eye

The mutant is able to penetrate the psyche of a living target, probing with his mind – although he has no other psionic powers – to determine any one of the following points if information:

- Accountability
- Emotions
- Future intentions
- Guilt
- Involvement
- Motive
- Past intentions
- Present Intentions

The mutant selects which one of these he wants to probe for and may select a different information point with each new instance of Evil Eye. For the trait to work, the mutant must maintain unbroken eye contact for a full minute (10 Combat Rounds). He then makes an Influence 8+ roll and notes the Effect:

Effect	Degree of Information
-1 or less	The Evil Eye attempt fails. It cannot be reattempted for 1d6 hours.
0-1	A vague sense of the kind of information the mutant is searching for. He can gain a very hazy sense of what was going on, but nothing definite or concrete
2-3	A reasonable understanding of the kind of information being sought. The mutant can sense specifics to a sufficient degree to be able to establish facts.
4-5	The mutant establishes a crystal clear picture of what the target's psyche has experienced. There can be no doubt as to facts and clarity.
6+	Not only does the mutant establish a crystal clear picture of what he is searching for, he may also gain a reasonable understanding of one additional point of information (mutant's choice).

Frightening Intellect

The mutant gains an unexplainable understanding for one particular subject, gaining a natural 2 levels in the relevant skill: he therefore begins play with one of the following at level 2:

2d6	Skill
2	Admin
3	Advocate
4	Astrogration
5	Engineer (any branch)
6	Life Sciences (any)
7	Medic
8	Navigation
9	Physical Sciences (any)
10	Social Sciences (any)
11	Space Sciences (any)
12	Tactics

Hypnosis

The mutant has the natural ability to hypnotise an intelligent target, using the power of his mind and voice combined. The mutant must be able to maintain unbroken eye contact for a full minute (10 Combat Rounds). He then makes an Influence 8+ roll and notes the Effect:

Effect	Degree of Hypnosis
-1 or less	The Hypnosis attempt fails. It cannot be reattempted for 1d6 hours.
0-1	The target is placed in a superficial trance. He is aware of his surroundings and environment and is susceptible to suggestions by the mutant; he can resist the suggestion by rolling Int 7+ and will break from the trance. If a suggestion is accepted, then the subject carries it out once he comes out of the trance. No subject can be encouraged to cause self-harm or harm to others at this level of trance.
2-3	Alpha Stage Trance. The subject can overcome pain and requires no anaesthetic to undergo surgical procedures. He is susceptible to suggestions and can resist by rolling Int 9+ and will break from the trance if successful. If a suggestion is accepted, then the subject carries it out once he comes out of the trance. No subject can be encouraged to cause self-harm or harm to others at this level of trance.
4-5	Deep Stage Trance. Here, the subject is unable to resist any suggestions put to it, as long as they do not cause self harm or harm to others. The subject can also be regressed so that memories locked deep in the psyche are recalled with perfect clarity. The mutant can also relieve psychological trauma by repressing traumatic experiences deep into parts of the psyche where they cannot cause further harm.
6+	Acute Trance. Similar to Deep Stage trance, but at this level, the mutant can suggest that the subject harm either himself or others. To resist such suggestions, the subject must roll Int 8+ successfully. If not, he will feel compelled to carry out the suggestions implanted in his mind.

Life Sense

The mutant is able to sense the presence of life – human or non-human – within a metre radius equal to his Int x6. In addition to sensing the general presence of life, the mutant can also gauge if the life form is aggressive, hostile, passive or peaceful without physically seeing it.

Psionics

The mutant is automatically psionic. He rolls for Psionic Strength, as per the *Traveller Core Rulebook*, page 152, and may choose any one of the psionic talents, and accompanying powers, as listed in the **Mutant Masterminds** chapter, beginning on page 72.

Sorcery

The mutant is a natural sorcerer. He begins with a Sorcery skill of 0 and 1d3 Sorcerous Effects (see **Sorcery and the New Church**, beginning on page 145). Any further training in sorcery must be sought-out through game play.

HEAD TRAITS

Enhanced Vision

The mutant's vision is enhanced to a certain degree, and determined randomly, as below:

2d6	Vision Enhancement
2	180 Degree Vision The mutant has exceptional peripheral vision, being able to clearly see in a 180 degree arc without having to turn his head.
3	360 Degree Vision As above but the mutant can, literally, see through 360 degrees – 'eyes in the back of his head'.
4	Alpha Vision The mutant's eyes emit mutated alpha waves, bathing an area of a radius equal to the mutant's End characteristic in metres. The alpha vision can penetrate surfaces up to 12cm in thickness, revealing what lies beneath, although lead is impenetrable to this power.
5	Blast Vision By concentrating, the mutant releases an energy blast produced by the optic nerve with a range in metres equal to the mutant's End x2. This grants the mutant a Natural Weapon (blast vision) skill at 0, modified by Dex. The blast inflicts 1d6 damage for every 4 points of the mutant's Str characteristic or fraction thereof; so, for example, a mutant with a Str of 4 would inflict 1d6 damage, and a mutant with Str 7 would inflict 2d6.
6	Dimensional Vision The mutant can see where rifts between dimensions occur, or where the barrier between planes of existence are at their weakest. He cannot see into the dimensions beyond, or pass into them, but he is aware of the existence of dimensional portals and naturally occurring rifts in the space/time continuum.
7	Energy Vision The mutant is able to see energy trails – heat, radiation and so forth – as bright lines or spots of light, within a radius equal to his Int x6 in metres.
8	Far Sight The mutant can bring into sight distant objects. He can see, clearly, objects that are up to a kilometre away, as long he has an unbroken line of sight to the object. He must also concentrate for a full Combat Round (6 seconds) to bring the object into view.
9	Future Vision The mutant can see up to 6 seconds into the future for every 4 points, or fraction thereof, of his Int characteristic. Thus, a mutant with an Int of 4 could see 6 seconds, whilst a mutant with an Int 7 could see 12 seconds, and so on. The ability to see ahead in this way gives the mutant an advantage when it comes to calculating Initiative in combat. The mutant will automatically have the highest Initiative, without needing to roll, for a number of Combat Rounds equal to his Int divided by 4, and rounding up. So, a mutant with Int 7 would have the highest initiative automatically for the first two rounds of combat, reflecting his ability to see into the future by 12 seconds but would need to roll Initiative normally for subsequent Combat Rounds.
10	Micro-Vision The mutant is able to magnify objects within 50cm of his eyes by a number of times equal to his Int x10: thus, a mutant with Int 7 could magnify an object he holds by up to 70 times. It takes a full Combat Round to bring the magnification into focus.
11	Past Vision Just as Future Vision allows a mutant to view into the future, Past Vision allows him to see into the past to the same degree – so 6 seconds for every 4 points of Int, or fraction thereof. The mutant gains no benefits to Initiative or combat but immense advantages in determining what has just happened within a given locale.
12	Supra Vision The mutant is able to see beneath the surface of any liquid, mist, fire or smokescreen, no matter how cloudy or opaque the substance. The mutant is also able to see perfectly at night and in complete darkness, as though viewing the world through integral Night Vision goggles.

Breath Weapon

The mutant possesses a breath weapon, determined randomly. This grants the mutant a Natural Weapon (breath) skill at 0, modified by Dex.

1d6	Breath Weapon
1	Cold The mutant exhales a blast of icy breath up to a number of metres equal to his End x3. The Cold weapon freezes water on contact and causes anywhere between 1d6 and 3d6 damage, depending on how hard the mutant decides to blow. He may use the breath weapon up to 3 times in one minute with each 1d6 of damage consuming one of the uses: so, expelling an icy blast causing 2d6 damage would mean take up two uses in one minute, leaving only one more use, for 1d6 damage. Once all uses have been expended, the breath weapon is unavailable until 1 full hour has passed.
2	Fire As for Cold, but the mutant breathes a blast of fire. At 3d6 damage, the breath weapon is hot enough to melt light and soft metals such as aluminium or gold. Once all uses have been expended, the breath weapon is unavailable until 1 full hour has passed.
3	Missiles The mutant can fill his mouth with small objects, such as pebbles, pellets or seeds (or bullets), and blast them, machine-gun like, at enemies with a range equal to his End x3 in metres. The damage caused depends on the nature of the ammunition: Seeds, Grit, Gravel: 1d3 Pebbles, Shards of Glass: 1d6+1 Ball Bearings, Bullets, Lumps of Metal: 2d6 The entire contents of the mouth must be emptied with each use of the breath weapon, and reloading is a Minor Action.
4	Noxious Gas The mutant is capable of exhaling a cloud of noxious gas. The cloud has a radius of 1 metre for every 4 points of the mutant's Str characteristic, and the effect it has on those who breathe it in depends on the Effect of an End 8+ roll made by the mutant: –1 or less: Harmless. 1-2: Gas creates coughing and choking in anyone failing an End 8+ roll. –2 DM to all skills for 1d3 rounds. 3-4: As above, but –4 DM to skills for 1d6 rounds. 5: Gas is poisonous, causing 1d6 damage for 1d3 rounds. 6+: As above, but causing 1d6+2 damage for 1d6+2 rounds. The gas dissipates naturally in 1d6+2 Combat Rounds; the mutant can produce up to 1 cloud every hour.
5	Smoke The mutant is capable of exhaling a cloud of thick, pungent smoke. The cloud has a radius of 1 metre for every 4 points of the mutant's Str characteristic, and it imposes a DM to all skills requiring sight equal to 1 for every 4 points, or fraction thereof, of the mutant's End. The smoke dissipates naturally in 1d6+2 Combat Rounds; the mutant can produce up to 1 cloud every hour.
6	Wind The mutant produces a blast of incredibly strong wind capable of blowing objects over or knocking them off-course. The wind weapon has a range in metres equal to the mutant's End, and he can knock over 50kg of mass for every 4 points, or fraction thereof, of Str. If a living target is being affected, it must make an Athletics (strength) 8+ test to remain upright; if the roll is failed, the target is knocked down and blasted back by 1d3 metres for every point of failed Effect. The Wind Weapon can be used once every hour.

Spit Weapon

The mutant is able to spit a particular substance, determined randomly. This grants the mutant a Natural Weapon (spit) skill at 0, modified by Dex. He can spit up to a range in metres equal to his Str x5 and a number of times per day equal to his End.

1d6	Spit Type
1	Acid The damage caused by the acid is equal to 1d3 for every 4 points, or fraction thereof, of the mutant's Strength characteristic. Thus, a mutant with Str 3 would produce acid capable of 1d3 damage, and a mutant with Str 7, 2d3.
2	Ink Like the ink produced by cephalopods, this is a jet of thick, intensely black ink that, whilst harmless, can blind if it strikes a foe in the face. If the mutant rolls a natural 12 when making an attack, then the ink strikes the face of an opponent in the eye area; otherwise, any attack made specifically at the face is at a -4 DM.
3	Mucus The blast of mucus is sticky and distracting, causing irritation and difficulty in breathing if aimed at the face. If struck in the face, the target suffers a -2 DM to all skills involving sight until the stuff can be wiped clear – which takes a Significant Action. Attacks directed at the face are as for the Ink attack, above.
4	Musk The mutant sprays a burst of intense musk: the musk is potent, and deeply, unpleasantly, pungent – twice the pungency of skunk musk. It clings to skin and clothing for a number of days equal to the mutant's Str characteristic, gradually dissipating. The smell is distracting to the person struck by the musk, causing him to suffer a -1 DM to all skills for 1d3 days – until the stench begins to wane.
5	Saliva The mutant produces a voluminous amount of saliva which is ejected as a jet of water powerful enough to sting exposed flesh and distract opponents. If struck in the face (a natural 12 on the attack roll) an opponent suffers a -2 DM to all skills for 1d3 Combat Rounds, and takes 1d3-1 damage.
6	Venom The mutant generates a venom that, if it enters the body through the eyes, ears, nose or mouth, causes immediate internal damage to the target. The potency of the venom determines the damage caused, and the mutant produces 1 point of potency for every 4 points, or fraction thereof, of Str. The poison's damage is as follows: Potency Damage: 1: 1d6, 2: 1d6+2, 3: 2d6, 4+: 2d6+2

Enhanced Hearing

The mutant's hearing is hyper-sensitive. Normal humans can hear in the 20hz-20Khz range, but the mutant can hear in the 20hz-60Khz range; roughly that of a canine. Very high or low frequency sounds, and distant sounds (up to a kilometre away) are audible to the mutant.

Enhanced Sense of Smell

The mutant's sense of smell is on a par with that of a canine – roughly a hundred thousand times better than that of a human. The range of smells the mutant can detect is immense; individuals can be identified from trace scents left in a particular region for up to 3 days and the mutant can differentiate clearly between what would be, to humans, very similar or identical scent trails.

Jaws of Steel

The mutant's jaws and teeth are toughened to the point of being a highly effective weapon. The mutant has a Bite attack which can be used with Melee (unarmed) and inflicts damage according to the mutant's Str score:

0	1d3
1-2	1d3+1
3-5	1d6
6-8	1d6+1
9-11	1d6+2
12-14	1d6+3
15+	2d6

BODY TRAITS Absorber

The mutant is able to absorb and derive base nutrition from a randomly determined source. Although this trait manifests as a body trait, absorption occurs through the hands, with the body producing energy waves that break down the specified substance and allow 1d3 grams per minute to be absorbed into the mutant's body, up to a maximum of the mutant's End x10.

1d6	Substance Absorbed
1	Flesh If the flesh of a living creature is absorbed, the mutant inflicts 1 point of damage for every 3 grams absorbed.
2	Metal Metals of any kind.
3	Plastics Oil-based polymers of any kind.
4	Rock Rocks and minerals of any form of hardness.
5	Silicates Silicon-based minerals of any kind.
6	Wood Both treated and untreated timber.

Armoured

The mutant is armoured across its body. The armour takes any form desirable: toughened bone, dense skin, scales, warts, and so forth. The mutant has 1d6 points of armour.

Immunity

The mutant is immune to one of the following forms of harm:

1d6	Substance Absorbed
1	Acid and Burns The mutant's body is completely immune to the effects of burns from acid and fire. Lased and phased weapons, such as blasters, still impart damage through energy transfer but damage sources that would usually burn or corrode do not injure the mutant.
2	Disease The mutant is resistant to all disease, his antibodies being radically developed to cope with any infection, eradicating it within a few hours.
3	Electrocution Electrical attacks do not harm the mutant; naturally occurring conductors throughout the body transfer electrical energy directly to earth without the mutant taking any damage from electrocution.
4	Hypnosis/Mind Control (including Evil Eye) The mutant is completely immune to any forms of mental control, hypnosis or psychic probing. This also includes technology that manipulates the memory, such as memory wipe machines or memory implant devices.
5	Poison Similar to disease immunity, the mutant is able to produce his own anti-venom meaning that poisons have no effect.
6	Radiation The mutant's body absorbs and dissipates even cosmic radiation, meaning that damage from fallout or assaults that involve radiation have no effect.

Phaser

The mutant is capable of briefly phasing his body out of existence for a few seconds, allowing him to pass through solid objects, or solid objects to pass through him. To activate this ability the mutant must first succeed in an End 8+ roll; the effect determines the number of seconds (always a minimum of 1) for the duration of the phasing, at the end of which the mutant's body returns to its normal physical state. The mutant can activate the ability a number of times per day equal to his End divided by 4 (rounded up to a minimum of 1).

If the mutant phases during combat, then the Effect of the roll indicates how many attacks pass through him, with a maximum of 6 possible attacks.

If the mutant is using phasing to pass through a physical obstacle – a wall or door, say – the obstacle must be of a thickness that the mutant can comfortably pass through before his phasing ends. At the standard rate of movement of 6 metres per Combat Round, a mutant can move through 1 metre per second; therefore, on an Effect 0 phasing, the mutant can move through obstacles of up to 1 metre thickness, and no more. Even when running, the mutant cannot move faster than this rate when passing through an obstacle.

If the mutant attempts to move through an obstacle that is thicker than his phasing would permit, or if the obstacle increases in thickness during the phasing, then the mutant and the obstacle merge together at the molecular level at the end of the phasing. The result is always fatal, as the system shock of becoming molecularly at one with a non-organic substance is too much to sustain.

Regeneration

The mutant is able to regenerate characteristic points that are reduced due to physical attacks. He regenerates 1 point per hour until fully healed. If all three physical characteristics are reduced to zero as the result of an attack, the mutant *cannot* regenerate. Roll 1d6 to determine which characteristic is regenerated:

1d6	Characteristic
1-2	Str
3-4	Dex
5-6	End

Supple

The body is incredibly supple, with the spine being able to bend, naturally, through at least 90 degrees. The mutant gains either +1 Dex, or gains one level of Athletics (co-ordination).

ARMS AND LEGS

Traits for arms and legs are broadly similar, although there are some differences for the limb sets which are noted in the trait descriptions.

Burrower

The mutant is capable of burrowing through soft soil or sand, his hands and arms, and/or legs and feet, being strong enough, and equipped to the right degree, to move large amounts of material quickly. The mutant can tunnel through 1d3 cubic metres of soil or sand per Combat Round; if he has any of the Athletics skills (co-ordination, endurance or strength) he gains an additional cubic metre for each level in the skill.

Note, that the burrower trait does not convey the ability to breathe beneath deep earth or soil; the mutant will require some form of breathing apparatus to be able to complete sustained periods underground.

Leaper (Legs only)

The mutant has exceptionally strong legs and is capable of jumping, vertically a number of metres equal to his Str, and horizontally a number of metres equal to his Str x3. Use of the Athletics (co-ordination) skill boosts this range, as noted on page 52 of the *Traveller Core Rulebook*.

Multiple Joints

The mutant's limb or limbs has an additional 1d3 joints at various places along its length, allowing it to bend in quite extraordinary ways. The mutant gains an additional +1 Dex for each additional joint.

Omni-Joint

A limb joint (knee/elbow; hip/shoulder; etc) is capable of moving through an additional 90 degrees with no impediment. This gives the mutant an additional +1 Dex and grants one level of Athletics (co-ordination).

Supra-Strength

The bone and muscles of the limb are extremely strong. The mutant gains +1 Str or +1 End, and one level of Athletics (strength or endurance, as appropriate).

Swimmer

The limb or limbs are particularly suited for swimming. The mutant gains an additional two levels in Athletics (co-ordination) for the purposes of swimming, and moves through the water at 12m per Combat Round.

Wall Walker

The mutant is able to scale surfaces with the agility of an insect, his limbs being covered in similar microscopic scales or hairs. The only surfaces the mutant cannot negotiate are those that are considered to be frictionless – such as highly polished polymers. Otherwise, the mutant is considered to automatically succeed in making rolls associated with climbing and can move over vertical and upside down surfaces, such as ceilings, at 6m per round.

Water Walker

The mutant can walk using the surface tension of liquids as a negotiable surface, if he can succeed in a Dex 8+ roll. The Effect of the roll is the number of metres he can travel before having to make another Dex 8+ roll. If the roll fails, then the surface tension is broken and the mutant falls through.

Dog Training

Any mutant can apply to join the Search/Destroy Agency and become an S/D agent; the enlistment process simply requires that the prospective agent swears to abide by the code of

conduct of the agency, execute a warrant as described by that warrant, and not to breach its terms. It is assumed that every character in Strontium Dog has made the oath and been accepted into the S/D Agency. What follows is a potted history of the Dog's career, charting what skills and techniques are learned, what experiences are gained and what mistakes or mishaps endured.

Dog Training is measured in terms of four years, exactly as the *Traveller Core Rulebook*. However, there are no specific career options: mutants are forbidden to hold jobs and working for the S/D Agency is the only profession open to them. Those who do not join the agency live in grinding poverty and under the constant pressure of the disdain of mainstream society. Becoming a bounty hunter – a Strontium Dog – is the only way for any mutant to gain employment.

There is therefore no Qualification check for Strontium Dog characters: however, there is a Survival roll, which determines if a Mishap occurs that term; and there are Benefit Rolls, which determine how much the Strontium Dog makes in each term.

AGE AND TERMS SERVED

The number of terms to be run through is determined randomly and will determine your character's age for when play begins.

All Strontium Dog characters begin at age 17 +1d6 years, so any age between 18 and 23. Next, roll for the number of terms your character will serve prior to play beginning:

2d6	Terms to Serve
2-3	1
4-6	2
7-10	3
11-12	4

For example, Vance the Lance begins play at 17. His player rolls 3, meaning that Vance is 20 when he becomes a Strontium Dog. He then rolls 8 on 2d6, meaning that Vance will serve 3 terms as a Strontium Dog and will be 32 years old at the start of play.

SURVIVAL ROLL

The Survival roll differs from term to term and is determined randomly. For each term served, roll once on the Survival roll table to determine which characteristic will be used for that year's Survival roll:

1d6	Survival Roll Characteristic DM
1	Strength
2	Dexterity
3	Endurance
4	Intelligence
5	Education
6	Influence

SURVIVAL RISK

Each term, the Strontium Dog must determine how much risk he undertakes: this can be chosen, or it can be rolled randomly. The amount of risk determines the Survival target number for that term, and with more risk comes more reward.

1d6	Risk Level	Survival Target	Warrant Type DM
1	Very Easy	3+	-3
2	Easy	4+	-2
3	Simple	5+	-1
4	Standard	6+	0
5	Risky	7+	+1
6	Very Risky	8+	+2

WARRANT TYPE

Having determined the risk, determine the Warrant Type for this term, by rolling 2d6 and consulting the Warrant Type table. The Warrant Type determines which Skills, Events, Mishap and Benefits tables are used for this term.

Warrants are bounties, and the Warrant Type for each term determines what kind of warrants, or bounties, the Strontium Dog either had available to pursue, or decided to pursue. It is an abstraction of the kinds of scenarios Strontium Dogs will regularly face during game play.

2d6 (with Risk Level DM)	Warrant Type	Rolls
-1-2	Non-Violent Fugitives in Easily Accessible Locations	1
3-5	Non-Violent Fugitives in Remote Locations	2
6-8	History-of-Violence Fugitives in Easily Accessible Locations	2
9-11	History-of-Violence Fugitives in Remote Locations	3
12-14	The Scum of the Universe	4

The Warrant Type also determines how many rolls (dictated in the Rolls column) are permitted for that warrant on the Personal Development, General Skills, Warrant Skills or Special Techniques tables. Where a warrant gives multiple rolls, the rolls must be on different tables. Scum of the Universe warrants, for example, gives 4 rolls, meaning that the character rolls on *each* of the tables.

PURSUING THE WARRANT

Once the Warrant Type has been determined, then the term is resolved as follows:

1. Basic Skill Packages

For the first term only, choose one of the Basic Skill Packages; these represent skills that journeyman S/D Agents gain as part of both basic training at the Dog House, and through watching and observing more seasoned Strontium Dogs in action. All the skills in the Basic Skill Package start at level 0.

2. Skills, Personal Development and Special Techniques

Roll once on either the General Skills, Warrant Skills, Personal Development or Special Techniques tables pertinent to the Warrant Type. Gaining a new skill starts the skill at level 0; gaining an additional instance of a skill advances it by 1 level.

3. Survival

Make the Survival throw for this term, as determined by the Survival Risk table earlier. Remember that Survival Risk must be determined – either chosen or randomly selected – for every term.

If the Survival roll is succeeded, move to Step 4. If the Survival roll is failed, roll on the Mishap table pertinent to the Warrant Type for this term, then move to Step 4. Failing Survival will not eject you from the S/D Agency but the range of penalties and injuries are more extreme than for some *Traveller* careers.

4. Events

Roll on the Events table for the Warrant Type and apply the results immediately to your character. As part of rolling for an Event, you may also be directed to roll on either the Life Events or Special Events tables.

5. Benefits

Roll on the Benefits table for the Warrant Type. You may, depending on Mishaps or Events, have no rolls or several. There are two Benefits tables to choose from: Cash, which represents money earned through completing warrants, and Other Benefits, which tend to come in the form of equipment, but may also include other things such as secrets, information, and so forth.

6. Resolve Next Term

Determine the Survival Risk and Warrant Type for the next term, and start the process again from Step 2.

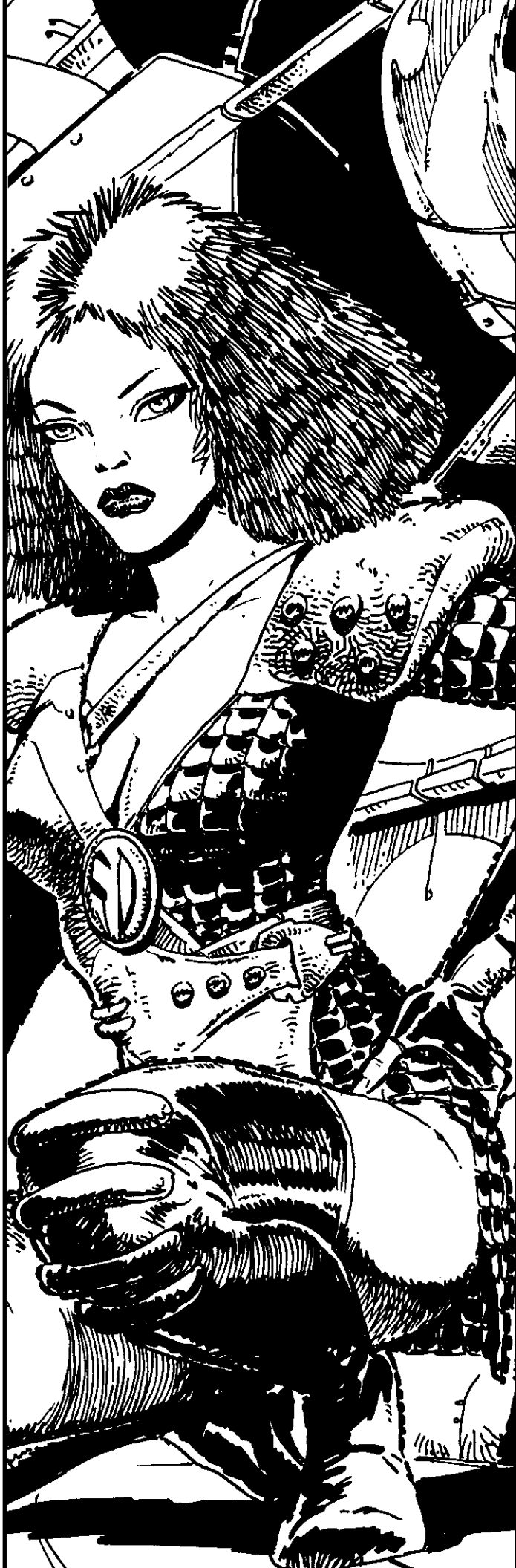
Basic Skill Package

As part of the first warrant, Strontium Dogs receive a package of skills, all at level 0, reflecting the Warrant Type. Once the Warrant Type for the first term is determined, the Strontium Dog gains the package of skills according to the table below:

Warrant Type	Basic Skills (Level 0)
Non-Violent Fugitives in Easily Accessible Locations	Advocate OR Admin Investigate OR Persuade Stealth OR Streetwise Melee OR Gun Combat
Non-Violent Fugitives in Remote Locations	Advocate OR Admin Investigate OR Persuade Pilot OR Drive Melee OR Gun Combat
History-of-Violence Fugitives in Easily Accessible Locations	Advocate OR Survival Investigate OR Persuade Stealth OR Streetwise Melee OR Gun Combat
History-of-Violence Fugitives in Remote Locations	Comms OR Sensors Investigate OR Computers Pilot OR Drive Melee OR Gun Combat
The Scum of the Universe	Comms OR Computers Investigate OR Leadership Persuade OR Deception Gun Combat OR Special Weapons*

Each package consists of four skills, but the Strontium Dog gets to choose; so, for example, pursuing Non-Violent Fugitives in Easily Accessible Locations would give a choice of either Advocate 0 or Admin 0; Investigate 0 or Persuade 0 and so on, until four skills in total are chosen.

*Special Weapons is a new skill, and is defined on page 45.



Non-Violent Fugitives, Easily Accessible Locations

The least risky of all the warrants, this term sees the Strontium Dog pursuing criminals that are considered non-violent (that does not mean they are; just that the S/D Agency considers them so) and generally hiding out on Earth or within the solar system.

PERSONAL DEVELOPMENT, SKILLS AND SPECIAL TECHNIQUES

Roll	Personal Development	General Skills	Warrant Skills	Special Techniques
1	+1 Str	Drive (any)	Melee (any)	Formidable Presence
2	+1 Dex	Flyer (any)	Streetwise	Jerry Rig
3	+1 End	Carouse	Deception	Life Saver
4	+1 Inf	Melee (any)	Gun Combat (any)	Recovery
5	+1 Edu	Admin	Diplomacy	Sixth Sense
6	Jack of All Trades	Advocate	Computers	Two Weapon Use

MISHAPS

2d6	Mishap
2	Injured. Roll on the Injury table.
3	Your quarry outwits you just as you close in for the capture or kill. Lose your Benefit roll for this term.
4	The quarry's bounty has been reduced due to an administrative error. Roll your Benefit roll on the Cash table but halve the result.
5	Complaints about the way you completed a warrant are made to the Dog House and you are forced to justify your actions and pay a fine. You incur a -2 DM to your Benefit roll this term.
6	Administration and bureaucracy gets in the way of your work. Forfeit your skill roll for this term.
7	You find yourself in violent competition with fellow Strontium Dogs when hunting for a particular quarry. Gain 1d3 Enemies. Roll Int 8+; if you succeed, you manage to outwit your Enemies and claim the full bounty. If you fail, you must either roll once on the Injury table or suffer a -2 DM to your Benefit roll for this term.
8	You encounter violent prejudice when pursuing your quarry. The Norms hide and protect the subject of your warrant even though he is a wanted criminal. You must roll Inf 8+ to overcome the prejudice and complete your warrant. If you succeed, then you gain your Benefit roll as normal. If you fail, you suffer a -2 DM to your Benefit roll for this term.
9	Your warrant is an easy target that should pose no problems to apprehend. However, he outwits you and escapes and the news gets around the Dog House. Lose 1 Influence or take a -4 DM to your Benefit roll for this term.
10	A case of mistaken identity leads you to capture the wrong quarry, only realising your mistake when you try to collect your bounty. Lose either 2 Influence or forfeit your Benefit roll for this term.
11	Another Strontium Dog tries to claim the credit for a warrant you have successfully completed. You can accept the imposition and suffer a -2 DM to your Benefit roll for this term, or you can contest it. If you contest it, you gain a Rival and must roll Inf 8+. If the roll succeeds, your Benefit roll for this term is unaffected; if the roll fails, then you gain a Rival anyway and suffer a -2 DM to the Benefit roll.
12	Injured. Roll on the Injury table.

EVENTS

d66	Event
11	Disaster! Roll on the Mishap table.
12	The non-violent warrant you are chasing turns out to have a vicious streak. Roll Str, Dex or End 8+. If you succeed, you capture the criminal and gain a level of Gun Combat. If you fail you sustain an injury; roll on the Injury table.
13	You need to use all your wits to track down your quarry. Gain an additional roll on either the General Skills or Warrant Skills table – but if you take a skill, you gain a -2 DM to your Benefit roll. If you decide not to take the skill roll, your Benefit roll is unaffected.
14	Your quarry is highly charismatic and offers you a deal: he'll pay you Cr. 50,000 if you let him go and agree not to pursue him. If you accept the money you lose 2 Influence as word spreads through the S/D community. If you refuse the offer, you gain +1 to Benefit roll for this term.

d66	Event
15	You arrest your quarry with little difficulty and conduct a routine search; you find he has in his possession one of the following (roll 1d6): 1: Blaster, 2: Electronux, 3: Clues leading to where MCr. 1 has been hidden, 4: Deeds for 1 Ship Share, 5: Drugs worth Cr. 20,000, 6: Jewels worth Cr. 30,000. Before you roll to determine what the item is, you must decide if you will keep it. If you keep it, you forfeit your Benefit roll for this term. If you decide to declare the item to the Dog House (as you should), you gain +1 to your Benefit roll this term.
16	Bringing your quarry back to justice means you spend a great deal of time together on public transport (in the most uncomfortable travelling area reserved for mutants, naturally). Through talking with your quarry you gain a level in one of the following skills: 1: Admin, 2: Advocate, 3: Broker, 4: Deception, 5: Gambler, 6: Trade.
21	In the course of pursuing a warrant, you team-up with another Strontium Dog. Gain an Ally but also gain a -1 DM to your Benefit roll for this term as you share the reward.
22	The quarry you are chasing is clever and evasive; tracking him down proves to be a very time consuming task. Do you give up on trying to catch him? If so, you gain an additional roll on any of the skill tables for this term. If you persevere, roll End 8+; if your roll is successful, you catch your quarry and gain +1 to your Benefit roll. If your roll fails, you suffer a -1 DM to your Benefit roll and gain a Rival as the quarry once again slips through your fingers.
23	After capturing your quarry, he protests his innocence of all crimes. A lot of what he says stacks-up and you realise he could be telling the truth; if so, you will be condemning an innocent man to a great deal of prison time if you turn him in and collect the bounty. If you choose to turn him in anyway, gain +1 to your Benefit roll and gain him as an Enemy. If you choose to believe him, and let him go, you suffer a -1 DM to your Benefit roll for this term, but you gain him as a Contact.
24	You are pursuing a gang of notorious confidence tricksters. Roll Int 8+. If successful, you learn some of their secrets and gain a level of Deception. If you fail, the conmen take you for a ride and you gain a -2 DM to your Benefit roll for this term.
25	In pursuit of your quarry you uncover a major political scandal. Of course, the word of a mutant is unlikely to be given much credence, but you still try to expose the corrupt politician. Roll Inf 8+. If successful you gain one level in either: Advocate, Broker, Diplomat or Trade, but also gain the politician as an Enemy. If you fail, you are forced to abort this particular warrant and forfeit your Benefit roll for this term.
26	You manage to anger an entire community whilst capturing a particular criminal. You gain that community as an Enemy, but also an additional roll on any of the skill tables for this term.
31	You learn something you should not have – a corporate secret, a political scandal – which you can profit from illegally. If you choose to do so, then you gain a +1 DM to your next Benefit roll but the agency in question becomes an Enemy. If you refuse, you gain nothing.
32	In the course of pursuing a warrant you are arrested and charged for a crime you did not commit – even though the evidence is stacked against you and being a mutant places you at an automatic disadvantage. You can choose to defend yourself, or hire a lawyer. If you defend yourself, roll Advocate 8+. If you succeed, the charges are dropped. If you fail, lose one Benefit roll and gain an Enemy. If you hire a lawyer, lose your Benefit roll and gain the lawyer as a Contact.
33	Roll on the Warrant Events table (page 39).
34	You have the opportunity to take advantage of a situation another Strontium Dog has engineered. If you take the opportunity you gain a +1 DM to your Benefit roll for this term, but gain that Strontium Dog as an Enemy. If you choose not to take advantage, you gain a -2 DM to your Benefit roll for this term but gain the Strontium Dog as an Ally.
35	You become involved in a conspiracy that you realise could injure the cause of mutants everywhere, but lead to financial gain for yourself. If you decide to take advantage of the situation you gain an additional Benefit roll this term, but you are also saddled with your betrayal of mutants, and the people you have aided may blackmail you at any point in the future. If you decide not to betray your mutant brothers, you gain 1d3 Enemies in the shape of the conspirators and lose your Benefit roll for this term. However you gain a level in one of the following skills: Deception, Diplomat, Streetwise or Survival.
36	You become involved in a gambling ring. Gain a level of Gambling. You may wager any number of Benefit rolls as you have terms remaining. Roll Gambling 8+; if you fail lose all the wagered Benefit Rolls. If you succeed, gain as many Benefit rolls as you wagered.
41	You encounter something unusual. Go to the Warrant Events table (page 39) and have an Unusual Event.
42	You manage to use your mutation to your advantage in a way that had not occurred to you before. Gain a roll on the Personal Development table.

d66	Event
43	Anti-mutant activists attack you as you try to close in on your quarry and you are forced to defend yourself. Roll either Melee or Gun Combat 8+. If you succeed, you manage to escape without being injured and gain a level of Survival. If you fail, roll 1d6 for the consequences: 1. You accidentally kill one of the activists. You can now never return to Earth, on pain of death. 2. You injure one of the activists; gain him as an Enemy. 3. You are injured; roll on the Injury table. 4. You escape by the skin of your teeth but lose your Benefit roll for this term. 5. You escape but your reputation is damaged. Lose 1 point of Influence. 6. You are rescued by another Strontium Dog – gain him as an Ally.
44	The bounty you are seeking is a member of the opposite sex and you become somewhat besotted. When it comes time to arrest your quarry, you must roll Inf 10+; if you succeed, you are able to put emotion to one side (and anyway, the bounty finds mutants repellent) and complete the warrant. If you fail, roll 1d6 to determine the outcome: 1-2: You let the bounty go. Forfeit your Benefit roll this term. 3-4: You fall hopelessly in love with the bounty and feel nothing but remorse for completing the warrant. Forfeit your next Skill roll. 5-6: You help the bounty engineer an escape. Gain a Contact but lose 1 Inf.
45	Roll Edu 8+. If you succeed, you manage to pick-up some additional training; gain a level in one of the following skills: Broker, Carouse, Gambler or Trade.
46	You come across a piece of special technology. Either sell it for another Benefit roll, or keep it (your Referee will decide what it is).
51	Roll on the Warrant Events Table (page 39).
52	A Strontium Dog you had considered a friend sells you out. Gain a Rival. However, his treachery places you in an advantageous position; you may gain an additional Benefit roll for this term, gain an additional Skill roll, or automatically Survive your next term.
53	You are challenged to a battle of wits. Wager up to three Benefit rolls on the outcome. You must roll Intelligence+Gambling 10+ to win as many Benefit rolls as you wagered. You may also take the challenger as a Contact.
54	The warrant stipulates that the bounty must be brought back alive, but something goes wrong and the bounty is killed (although you are not responsible). You can do one of the following: 1. Chalk this up to experience. Forfeit your Benefit roll this term, but gain an additional roll on any of the skills tables. 2. Engineer the circumstances so that you are able to collect half of the bounty; to do this, roll Int+Deception 8+. If successful, make your Benefit roll this term but at a –2 DM. If you fail, lose the Benefit roll completely.
55	You befriend a useful ally in the course of your work. Gain an Ally and gain either a level in Carouse or take a +1 DM to your next Benefit roll as a result of his aid.
56	You receive the opportunity for advanced training in one existing skill. Throw Edu 8+ to advance an <i>existing</i> skill by one level.
61	You form a romantic liaison with a Contact and you become partners for a while. However, the relationship breaks down and your ex-lover becomes a stalker. Gain an Enemy and –1 Influence due to the lies he or she spreads about you.
62	A routine warrant becomes suddenly very complicated for some reason. You suspect betrayal from a rival Strontium Dog but can never prove it. Gain a level of Investigate as you attempt to uncover the truth.
63	A vital piece of information falls into your hands concerning an upcoming scandal involving many high-ranking functionaries. It is impossible to prevent the fall-out from the scandal but the information you have nets you a substantial payout. Gain 2d6 x 1,000 Credits as an immediate reward, but also gain an Enemy.
64	The Dog House assigns you to running communication errands. As a result you gain a level in one of the following skills: Astrogation, Comms, Computers, Remote Ops or Sensors.
65	Boredom and self pity lead to temptation. You develop a drinking problem or addiction to some form of narcotic. Gain Streetwise and a reliance on a semi-legal drug or alcohol.
66	Extremely good fortune. Gain an additional roll on any of the Skills tables, and an additional Benefit roll.

BENEFITS

Roll	Cash (Cr.)	Other Benefit
1	500	Ship Passage (Low Berth)
2	1,000	Ship Passage (Medium Berth)
3	2,000	Weapon
4	4,000	Armour
5	8,000	+1 Edu
6	16,000	+1 Inf
7	32,000	Special Weapon

Non-Violent Fugitives, Remote Locations

These are off-world warrants, where the bounty has fled the solar system and gone to ground elsewhere in the galaxy. The bounty is not considered to be violent or hazardous, but clearly the crimes committed are serious enough for the bounty to want to hide a long, long way away...

PERSONAL DEVELOPMENT, SKILLS AND SPECIAL TECHNIQUES

Roll	Personal Development	General Skills	Warrant Skills	Special Techniques
1	+1 Str	Drive (any)	Melee (any)	Formidable Presence
2	+1 Dex	Flyer (any)	Streetwise	Jerry Rig
3	+1 End	Astrogation	Deception	Life Saver
4	+1 Inf	Pilot (any)	Gun Combat (any)	Recovery
5	+1 Edu	Sensors	Diplomacy	Sixth Sense
6	Jack of All Trades	Advocate	Computers	Two Weapon Use

MISHAPS

2d6	Mishap
2	Injured. Roll on the Injury table.
3	The spacecraft you are travelling on is diverted to a new course for some unknown reason, giving your quarry time to make good his escape. Forfeit your Benefit roll for this term.
4	The spacecraft you are travelling on is heavily delayed; your plans to execute the arrest and bring the bounty to justice need expensive adjustment. Suffer a -2 DM to your Benefit roll for this term.
5	Pirates raid your spacecraft. Roll 1d6 to discover the outcome: 1. You are badly injured. Roll on the Injury table twice and take the lower result. 2. You are captured and spend the rest of this term making your escape: lose your Benefit roll for this term but gain a level of Survival. 3. The pirates offer you the chance to join them. If you do, you gain 1d6 x Cr. 10,000 but lose 2 points of Influence. If you refuse, roll on the Injury table. 4. You are injured. Roll on the Injury Table. 5. The pirates maroon you and other passengers on a nearby dirt-ball planet. Forfeit your Benefit roll for this term, but gain an Ally and a Contact. 6. You lead the resistance against the pirates, killing several. You are injured as a result – roll on the Injury table. You also gain 1d3 Enemies from amongst the pirates.
6	Your quarry outwits you just as you close in for the capture or the kill. Lose your Benefit roll for this term.
7	The quarry's bounty has been reduced due to an administrative error. Roll your Benefit roll on the Cash table, but halve the result.
8	Complaints about the way you completed a warrant are made to the Dog House, and you are forced to justify your actions and pay a fine. You incur a -2 DM to your Benefit roll this term.
9	Administration and bureaucracy gets in the way of your work. Forfeit your skill roll for this term.
10	You fall prey to the obscure laws of the world where your bounty is hiding-out. Roll Int+Advocate 10+ to avoid being imprisoned or heavily fined. If you fail the roll, lose the Benefit roll for this term.
11	You develop Hyperspace Sickness. This condition leaves you feeling nauseous for 1d6 days after travelling through hyperspace and you will suffer a -2 DM to all skills after hyperspace travel. The condition can be countered by drugs that costs Cr. 5,000 for one day's supply and remove the -2 DM.
12	Injured. Roll on the Injury table

EVENTS

d66	Event
11	Disaster! Roll on the Mishap Table.
12	Travelling to the planet where you will locate your quarry, you are forced to spend time with the other passengers. Roll 1d6 to discover the outcome: 1: Gain an Enemy, 2: Gain a Rival, 3: Gain a Contact, 4: Gain an Ally, 5: Gain a level in one of the following skills: Broker, Carouse, Gambling or Trade, 6: Gain either +1 Edu or +1 Inf.
13	You successfully corner your quarry and execute a capture. When you deliver the criminal to the nearest law enforcement authorities for processing, you find that local economics and exchange rates have a beneficial effect on claiming your warrant; roll 1d6 to find out how: 1. Double your cash Benefit roll for this term. 2. Gain an extra cash Benefit roll for this term. 3. Triple your cash Benefit roll for this term. 4. Gain two extra cash Benefit rolls for this term. 5. Quadruple your cash Benefit roll for this term. 6. Gain three extra cash Benefit rolls for this term.
14	Roll Inf 8+. If you succeed, you gain experience on the flight deck of the ship transporting you to the planet where your quarry is in hiding. Gain a level in one of the following skills: Astrogation, Comms, Pilot (spacecraft), Remote Ops or Sensors.
15	You become involved with a newly discovered species of alien. Gain a level of Diplomat, Broker, Language or a Contact amongst the species.
16	In pursuit of your quarry you uncover a major political scandal. Of course, the word of a mutant is unlikely to be given much credence, but you still try to expose the corrupt politician. Roll Inf 8+. If successful you gain one level in either: Advocate, Broker, Diplomat or Trade, but also gain the politician as an Enemy. If you fail, you are forced to abort this particular warrant and forfeit your Benefit roll for this term.
21	The people of the world you visit have all undergone some form of physical transformation and are now much more sympathetic towards mutants. Gain either +1 Int, Inf or Edu.
22	You find that the quarry you are hunting is actually proving to be a benefit to the world he is hiding on; bringing him to justice would harm an entire community and society. If you choose to leave the bounty where he is, gain either +1 Edu or gain an additional Skill roll on any of the tables for this term; however, you forfeit your Benefit roll. You also gain the community as an Ally. If you choose to bring him in, you receive your Benefit roll with a +1 DM, but also gain the community as an Enemy.
23	You are forced to defend yourself when the natives of the world turn violent. Roll Gun Combat or Melee 8+. If you succeed, gain a +1 DM to your Benefit roll for this term but also gain an Enemy. If you fail, roll on the Injury table, but gain a level of Survival.
24	The spaceship you are travelling on malfunctions. On a roll of either Dex 8+ or Int 8+ you are in a position to help and gain a level in one of the following skills: Computers, Engineer (any) or Mechanic.
25	Completion of your warrant requires extensive travel across the planet's surface. Roll Edu 8+. If successful, gain a level in one for the following: Drive (any), Flyer (any) or Navigation.
26	You form an alliance with another Strontium Dog. Gain that Strontium Dog as an Ally and a +1 DM to your Benefit roll for this term.
31	Interception of important communications brings you into possession of financially important information. Double the amount of your cash Benefit roll for this term.
32	Whilst executing your warrant you make a startling discovery that must be kept absolutely secret. The media or other interested parties get wind of the discovery, compromising the capture of your bounty. You may either accept the bribes offered to tell your side of the story, gaining a +1 DM to any one Benefit roll (for this, or a future term); or you can remain silent and keep a lid on the story, gaining instead a level of either Deception or Streetwise.
33	Roll on the Warrant Events table (see page 39).

d66	Event
34	Working with the people of a particular culture's religion leads to you becoming a convert. Roll 1d6: 1. The religion is pantheistic. You now believe in a multitude of gods linked to different aspects of creation. Gain an Ally of your faith. 2. The religion is animistic, believing in spirits linked to nature. Gain a level of Survival from your studies and trials in the new religion. 3. The religion is monotheistic, believing in a single divine entity that is radically different to Earth's religion. Gain a Contact from your new religion. 4. The religion is mystical, believing that the secrets of the universe can be unlocked through inner harmony and self-discipline. Gain +1 End through healthy practices. 5. The religion is any of the above and deeply intolerant of any opposing beliefs. You find it hard to accept the views of others. Gain a Contact of your faith but lose a different Ally or Contact (if you have one). 6. The religion is any of the above, and you become a hardened proselytizer, working to make new converts. Gain an Ally of your faith, but on a 2d6 roll of 8+ lose all other Contacts and Allies.
35	Executing a warrant finds you in a huge commercial complex that leaves you with many places to spend your free time. Gain one level of Broker, Carouse, Gambler or Streetwise.
36	A routine assignment becomes suddenly very dangerous. You suspect betrayal from another Strontium Dog but can never prove it. Gain a level of Investigate as you attempt to uncover the truth.
41	The bounty you are hunting offers you a Secret in return for his freedom. If you accept, forfeit your Benefit roll for this term and take a Secret instead. The Secret has a monetary value that the Referee will determine (in secret) and reveal to you when you come to sell the Secret to someone who may want it. The Referee should throw 1d6 to determine the financial value of the secret: 1: Cr. 10, 2: Cr. 100, 3: Cr. 1,000, 4: Cr. 10,000, 5: Cr. 100,000, 6: Cr. 1,000,000. If you do not accept the bounty's offer, you gain a +1 DM to your Benefit roll for this term instead.
42	A vital piece of information falls into your hands concerning an upcoming scandal involving many high-ranking functionaries in the society where you are working. It is impossible to prevent the fallout from the scandal, but the information you have nets you a substantial payout. Gain 2d6 x 1,000 Credits as an immediate reward, but also gain an Enemy.
43	In the course of passage through the galaxy, your ship is attacked by pirates or enemies intent on capturing or destroying your cargo. Your efforts in helping outrun or avoid the foe earns you the admiration of the ship's crew. Gain +1 Influence and gain an Ally.
44	You are framed for committing unknown crimes on an alien world. Roll Advocate 10+ to successfully defend yourself. If you succeed, you argue a convincing case, despite anti-mutant feeling, and gain +1 Edu. If you fail, you are sent to prison for the remainder of this term and then deported back to Earth. Lose your Benefit roll for this term.
45	A Strontium Dog who was once a colleague becomes a Rival. Roll Int+Deception 10+ to outwit this rival; if you succeed, you gain a +1 DM to your Benefit roll for this term. If you fail you receive a -1 DM.
46	You are befriended by an experienced S/D agent. Either gain Investigate, or take a +1 DM to your Benefit roll thanks to his aid.
51	Roll on the Warrant Events table (page 39).
52	Roll Edu 8+. If you succeed, you gain advanced training this term and may increase any existing skill by 1 level.
53	A case of mistaken identity (and given your mutation, you wonder just how this has come about) leads to you being either feted or reviled by a populace of a planet you visit in search of a particular quarry. Roll 1d6: 1. You are driven out by an angry mob and must flee on the next available spacecraft. Receive a -1 DM to your Benefit roll for this term. 2. You are given the freedom of the capital city; gain +1 Inf. 3. You are accused of all kinds of crimes and must roll Inf 8+ to prove your innocence. If you fail you are driven off the planet and must take a -1 DM to your Benefit roll. 4. You are feted as a hero of the local resistance against a tin-pot dictator. Gain a level of Leadership. 5. Enemies of the person you are mistaken for launch a smear campaign against you: gain 1d3 Enemies. 6. You are invited onto a succession of media shows to speak of your success. Roll Deception 8+ to successfully bluff your way through. If you succeed, gain a level of Broker. If you fail, lose 1 Inf.

d66	Event
54	A warrant goes wrong but you learn from it. Gain one skill from any of the Drifter career tables (<i>Traveller Core Rulebook</i> , pages 16) but suffer a -2 DM to your Benefit roll for this term.
55	You are offered a chance to take part in a risky but rewarding adventure. Roll 1d6. On a 1-2, you are injured – roll on the injury table. On 3-4, you survive but gain nothing. On a 5-6, you succeed; gain a +1 to this term's Benefit roll.
56	Tracking a quarry exposes you to the world of cyber-crime. Gain a level in one of the following skills: Broker, Comms or Computers.
61	A warrant you are pursuing turns out to be a wild goose chase. You lose your Benefit roll for this term but gain an additional roll on any of the Skill tables instead.
62	You take part in a complex swindle that relies on your mutation. Roll Deception 10+. If successful, gain 2 additional Benefit rolls this term. If you fail, lose 2 Benefit rolls as the swindle goes horribly wrong and you are forced to flee, leaving you out of pocket.
63	You discover a secret about a particular culture that is utterly repellent to you. You gain a deep distrust and dislike of this society, viewing all its members with abject suspicion and hatred. You may choose to gain a Secret, but must lose an Ally.
64	The Dog House assigns you to running communication errands. As a result you gain a level in one of the following skills: Astrogation, Comms, Computers, Remote Ops or Sensors.
65	Boredom and self pity lead to temptation. You develop a drinking problem or addiction to some form of narcotic. Gain Streetwise and a reliance on a semi-legal drug or alcohol.
66	Extremely good fortune. Gain an additional roll on any of the Skills tables, and an additional Benefit roll.

BENEFITS

Roll	Cash (Cr.)	Other Benefit
1	1,000	Ship Passage (Medium Berth)
2	2,000	Ship Passage (High Berth)
3	4,000	Weapon
4	8,000	Secret
5	16,000	Armour
6	32,000	+1 Edu
7	64,000	+1 Inf

History-of-Violence Fugitives, Easily Accessible Locations

These warrants involve tracking dangerous criminals within the solar system. The criminals concerned are high-value in terms of bounty and considered violent or with an extreme propensity for it.

PERSONAL DEVELOPMENT, SKILLS AND SPECIAL TECHNIQUES

Roll	Personal Development	General Skills	Warrant Skills	Special Techniques
1	+1 Str	Gun Combat (any)	Deception	Called Shot
2	+1 Dex	Melee (any)	Comms	Combat Acuity
3	+1 End	Survival	Investigation	Heart Stopper
4	+1 Inf	Heavy Weapons (any)	Survival	Leaf on the Wind
5	+1 Edu	Special Weapons	Stealth	Sixth Sense
6	Jack of All Trades	Medic	Gun Combat (any)	Two Weapon Use

MISHAPS

2d6	Mishap
2	Severely injured. Roll twice on the Injury table and take the lower result.
3	You are placed in a highly dangerous situation. Roll Survival 8+. If you succeed, you are unharmed. If you fail, you must either roll on the Injury table, forfeit your Benefit roll for this term or forfeit your Skill roll.

2d6	Mishap
4	Your quarry takes hostages and there is a real risk that innocent lives will be lost. Roll Gun Combat 8+. If you succeed, the quarry escapes, but lives are saved; lose your Benefit roll for this term. If you fail, roll 1d6 (and lose the Benefit roll for the term): 1. 1d3 innocent bystanders are killed. You are blamed. Lose 1d3 Influence. 2. 1d3 innocent bystanders are hurt. You are blamed. Gain 1d3 Enemies. 3. An innocent bystander is traumatised. Gain a Rival. 4. You are injured: roll on the Injury table. 5. You are forced to let your quarry go. 6. You are arrested and spend 1d6 months in prison.
5	It is impossible to take down your quarry without endangering the lives of others. Roll Int 8+. If you succeed, you are able to minimise casualties; gain 1d3 Enemies. If you fail, the collateral damage is too great for you to escape. You are arrested and spend the remainder of the term in prison. Forfeit your Benefit roll for this term.
6	Injured. Roll on the Injury table.
7	You are forced to flee Earth. You may not return there, on pain of immediate arrest, for the next six years. The closest you can get is the Dog House.
8	Your actions in pursuing a warrant gain you a bad reputation within the S/D Agency. Lose 1 Inf.
9	A fugitive you are pursuing continually outwits you and murders at every opportunity. Gain an Enemy and a -2 DM to your Benefit roll for this term.
10	A colleague or partner is killed during the pursuit of a fugitive. The guilt is difficult to handle and you turn to alcohol or narcotics to dull the pain. You become dependent on one of these substances and must spend half your final cash benefits in pursuing your addiction. Half of all warrants you collect in the future will go on drugs or booze unless you actively seek out rehab and a cure.
11	You have no idea what happened to you – they found you wandering through the slums of a city, your memory badly damaged. Choose any 3 skills that currently have a level and reduce them to 0; however, you gain Psionic powers. Roll Psi Strength on 2d6 and choose one of the talents from the Mutant Masterminds chapter. If you already have Psionic powers, gain a further 1d6 Psi Strength and one more talent.
12	Injured. Roll on the Injury table.

EVENTS

d66	Event
11	Disaster! Roll on the Mishap table.
12	An Enemy makes an attempt on your life. Make a further Survival roll for this term. If you fail, roll twice on the Injury table and apply both results. If you succeed, make a roll against any one combat skill. If you succeed, roll 1d6: 1. Your enemy escapes uninjured. 2. Your enemy is lightly wounded but escapes. 3. Your enemy is seriously wounded but escapes. 4. Your enemy is lightly wounded and captured. 5. Your enemy is seriously wounded but captured. 6. Your enemy is killed.
13	An investigation takes on a dangerous turn. Roll Investigate or Streetwise 10+. If you fail, roll on the Mishap table. If you succeed, gain a level in one of these skills: Deception, Jack of All Trades, Persuade or Tactics.
14	Tracking your fugitive takes all your ingenuity. Throw Int 8+. If successful you gain either a +1 DM to your Benefit roll for this term, or gain a level of Investigate.
15	Having captured a bounty you are assaulted by anti-mutant thugs. You have a choice: defend yourself and risk the bounty escaping or get your bounty to your vehicle and risk injury. If you choose to defend yourself, roll either Gun Combat or Melee 8+. If successful, you drive-off the thugs and get your bounty back to collect; gain a level of Streetwise. If unsuccessful, your bounty escapes, and you lose your Benefit roll for this term. If you choose to risk injury, roll Streetwise or Survival 8+. If successful you manage to evade the thugs without injury. Gain a +1 DM to your Benefit roll for this term. If unsuccessful, you must roll on the Injury table.
16	Your bounty has Time Weapons. Roll either Gun Combat or Special Weapons 8+. If successful, you manage to capture the fugitive and may choose one of the following weapons to add to your equipment inventory: Time Bomb, Time Trap or Time Slip. If you fail, the bounty uses the Time Weapons to flee. Lose your Benefit roll for this term.

d66	Event
21	You are forced into a face-off with another Strontium Dog. Roll 1d6 to discover his combat prowess: 1: Melee 0, 2: Melee 1, 3: Melee 2, 4: Gun Combat 0, 5: Gun Combat 1, 6: Gun Combat 2 Roll 2d6 for the Strontium Dog you are facing, and for yourself. You must try to use a skill matching that rolled for the combatant. If you do not have a level of either Melee or Gun Combat, you suffer a -3 unskilled DM. Whoever scores the highest Effect wins the showdown. If you win, gain an additional Benefit roll for this term, and +1 Inf. If you lose, roll on the Injury Table and lose 1 Inf. Either way, gain that Strontium Dog as an Enemy.
22	It is an eventful term. Roll <i>twice</i> on this Events table, ignoring a result of 22.
23	A warrant you are executing is hazardous. Roll either Int 8+ or Survival 8+. If you succeed you gain a Special Technique. If you fail, roll on the Injury Table, but gain +1 to your Benefit roll for this term.
24	You find yourself battling the authorities. Roll either Admin or Advocate 10+. If you succeed, gain a level of either Deception or Broker. If you fail, forfeit half this term's Benefit roll in fines and taxes.
25	Executing a warrant leaves someone wealthy and influential grateful to you. Gain him or her as an Ally. You also gain either a Medium Passage ticket for any interstellar journey or a +1 DM to this term's Benefit roll.
26	You are mentored by a highly experienced Strontium Dog, Gain either a level of Special Weapons or a roll on the Special Techniques table for this term.
31	You uncover a political or social conspiracy whilst investigating a warrant. If you choose to expose the conspiracy now, you will gain 1 Rival and 1 Enemy, but also an additional roll on the Benefits table. If you choose to keep the information a secret, you gain a Secret which, at some point to be determined by the Referee, can be exposed to help you achieve an amount that the Referee will determine secretly. The Referee should roll 1d6 on the table below to find out how much the conspiracy will be finally worth to you; he will keep this information a secret until the appropriate time. 1: Cr. 5,000, 2: Cr. 15,000, 3: Cr. 30,000, 4: Cr. 60,000, 5: Cr. 120,000, 6: Cr. 250,000.
32	You are forced into hiding. Forfeit your Benefit roll for this term, but gain two additional rolls on any of the Skill tables for this term.
33	Roll on the Warrant Events table (page 39).
34	Roll Survival 10+. If successful, a dangerous warrant is negotiated to your advantage. Gain one level of the following skills: Melee (any), Gun Combat (any), Special Weapons, Tactics or Gunner. If you fail, roll on the Injury table.
35	Pinned down in a shootout you need to act fast to turn matters to your advantage. Roll either Int 10+ or Tactics 10+. If successful, gain a roll on the Special Techniques table for this term. If you fail, suffer a -1 DM to your Survival roll for next term (if this is your final term, suffer a -2 DM to your Benefit roll).
36	You confidently mentor a group of new S/D Agents, and know they will do well in the future. Gain a +1 DM to any one Benefit roll.
41	Your warrant goes awry because of bad intelligence and you need to rely on your skills to get out alive. Roll either Gun Combat or Tactics 8+. If you succeed, increase your Influence and Education by 1 and a +1 DM to your next Benefit roll. If you fail, decrease your Influence by 1
42	You face extremely hazardous odds. You must roll on the Mishap table, irrespective of your Survival roll for this term. However, you also gain one of the following (roll 1d6): 1. Additional roll on the Personal Development table. 2. Additional Roll on the General Skills table. 3. Additional Roll on the Warrant Skills table. 4. Additional Roll on the Cash Benefits table. 5. Additional Roll on the Other Benefits table. 6. Additional Roll on the Special Techniques table.
43	You are placed in a combat situation in which you have the chance to kill a young, but technically innocent, target. If you choose to let the target live, you gain the respect of other Strontium Dogs and may increase your Influence by 1. If you choose to kill the target, throw either Gun Combat 7+ or Melee 8+. If you succeed, you may add +1 DM to your next Benefit roll. If you fail, you gain an Enemy.
44	You are hired to deal with an alien faction or threat. Gain a level of Interrogation, Language, Navigation or Streetwise.
45	You are ambushed by enemy forces. They have you outgunned and outnumbered. You can either try to deal with them using an Explosives 7+ throw or battle them with Gun Combat 8+. If you fail the roll, then you are overpowered and you must roll on the Injury table. If you succeed, you defeat them and gain a level of either Leadership or Tactics.
46	One of your warrants requires special training for its success, which you need to pay for. Forfeit your Benefit roll this term but gain a level of one of the following: Battle Dress, Drive, Flyer, Remote Ops or Vacc Suit.
51	Roll on the Warrant Events table (page 39).
52	Your warrant requires you to smuggle illegal items. Roll Deception 8+ or Persuade 8+ to gain a level of Streetwise and an extra Benefit roll. If you fail, you gain an Enemy in the local law agency.

d66	Event
53	You have an opportunity to risk a fortune of your earnings on a few hands of cards with a fellow Strontium Dog. You may gamble a number of Benefit rolls and roll Gambling 8+ or Persuade 9+. If you succeed, you gain as many Benefit rolls as you risked. If you fail, you lose all the rolls risked. Either way, you gain a level of Deception, Gambling or Persuade.
54	You can negotiate a much higher price for a bounty you collect. Throw Broker 8+ or Persuade 9+ to gain a +1 DM to any one Benefit roll.
55	You receive the opportunity for advanced training in one existing skill. Throw Edu 8+ to advance an <i>existing</i> skill by one level.
56	Spend time honing your abilities. You must forfeit your Benefit roll for this term, but gain a Special Technique and an additional roll on any of the Skill tables.
61	You take part in a violent trial of survival. Roll Gun Combat or Survival 10+. If you succeed, gain Cr. 500,000 and an additional Benefit roll. If you fail, roll on the Injury table but also gain a roll on either the Personal Development table or Special Techniques table.
62	You form a romantic liaison with a Contact and you become partners for a while. However, the relationship breaks down and your ex-lover becomes a stalker. Gain an Enemy and -1 Influence due to the lies he or she spreads about you.
63	It is vital that you leave Earth immediately. You must serve an additional term, using the Scum of the Universe table.
64	Fortune smiles upon you. Gain an additional roll on the Other Benefits table.
65	A routine warrant becomes suddenly very complicated for some reason. You suspect betrayal from a rival Strontium Dog but can never prove it. Gain a level of Investigate as you attempt to uncover the truth.
66	Extremely good fortune. Gain an additional roll on any of the Skills tables, and an additional Benefit roll.

BENEFITS

Roll	Cash (Cr.)	Other Benefit
1	10,000	Secret
2	20,000	Ship Passage (Medium Berth)
3	40,000	Weapon
4	80,000	Armour
5	160,000	Special Technique
6	320,000	+1 Inf
7	640,000	Special Weapon

History-of-Violence Fugitives, Remote Locations

This warrant involves pursuing dangerous fugitives across the galaxy. The risks are high but the rewards great.

PERSONAL DEVELOPMENT, SKILLS AND SPECIAL TECHNIQUES

Roll	Personal Development	General Service Skills	Warrant Skills	Special Techniques
1	+1 Str	Vacc Suit	Explosives	Called Shot
2	+1 Dex	Survival	Zero G	Combat Acuity
3	+1 End	Gun Combat	Gun Combat	Heart Stopper
4	+1 Inf	Investigate	Special Weapons	Leaf on the Wind
5	+1 Edu	Deception	Vacc Suit	Sixth Sense
6	Jack of All Trades	Broker	Pilot (any)	Two Weapon Use

MISHAPS

2d6	Mishap
2	Severely injured. Roll twice on the Injury table and take the lower result.
3	Your actions in pursuing a warrant gain you a bad reputation within the S/D Agency. Lose 1 Inf.
4	You are captured and tortured by a fugitive you are chasing or an Enemy. Roll End+Survival 10+. If you fail, you are severely injured; roll twice on the Injury table and take the lowest result. If you succeed, roll Gun Combat or Melee 8+. If successful, you kill your captors and escape. If you fail, you are Injured – roll on the Injury table.

2d6	Mishap
5	You fall ill with an alien disease (unless you have the Immunity Disease Trait). Roll End 8+. If successful, you manage to shake off the illness after several months, but suffer a -1 DM to your Benefit roll for this term. If unsuccessful, reduce one physical characteristic by 1d3 points.
6	A ship you are travelling on is attacked. Roll Gun Combat+Survival 10+. If successful you are instrumental in driving away the attackers; gain 1 Influence. If you fail, you must roll on the Injury table.
7	Injured. Roll on the Injury table.
8	Travelling to a distant destination in the galaxy, your Mid Berth Passage ticket turns out to be invalid or a forgery. Halve one cash Benefit roll to pay for the passage, or travel Low Berth class and lose 1 Influence.
9	You are forced to flee Earth. You may not return there, on pain of immediate arrest, for the next six years. The closest you can get is the Dog House.
10	Injured. Roll on the Injury table.
11	You are placed in a highly dangerous situation. Roll Survival 8+. If you succeed, you are unharmed. If you fail, you must either roll on the Injury table, forfeit your Benefit roll for this term, or forfeit your Skill roll.
12	Injured. Roll on the Injury table.

EVENTS

d66	Event
11	Disaster! Roll on the Mishap table.
12	You are forced to take the helm of the spacecraft you are travelling on. Roll Edu 8+. If successful gain a level in one of the following skills: Astrogation, Pilot (spacecraft), Sensors or Remote Ops. If you fail you gain -1 to your Benefit roll for this term.
13	The bounty on your warrant increases substantially. Gain an additional Benefit roll this term.
14	Chasing a fugitive across the wilderness of an alien world means you need a local guide. This guide becomes an Ally and you also gain a level of Recon.
15	You have to think on your feet to complete a warrant. Either advance one existing skill by 1 level, gain a new skill at level 0 or roll Edu 8+ and gain a Special Technique of your choosing.
16	You take part in a violent trial of survival. Roll Gun Combat or Survival 10+. If you succeed, gain Cr. 800,000 and an additional Benefit roll. If you fail, roll on the Injury table, but also gain a roll on either the Personal Development table or Special Techniques table.
21	You are hired to deal with an alien faction or threat. Gain a level of either Interrogation, Language, Navigation or Streetwise.
22	The fugitive you are chasing turns out to be a shapeshifter. Throw Int 10+ to successfully locate and capture your quarry, or lose your Benefit roll for this term.
23	The foe you choose is extremely dangerous. Roll Survival again for this term, but at a -1 DM. If you succeed, you gain either an additional roll on any of the skills tables or an additional Benefit roll. If you fail, roll on the Mishap table and apply the results.
24	You face extremely hazardous odds. You must roll on the Mishap table, irrespective of your Survival roll for this term. However, you also gain one of the following (roll 1d6): 1. Additional roll on the Personal Development table. 2. Additional Roll on the General Skills table. 3. Additional Roll on the Warrant Skills table. 4. Additional Roll on the Cash Benefits table. 5. Additional Roll on the Other Benefits table. 6. Additional Roll on the Special Techniques table.
25	Capturing your quarry leads to a gunfight on a spaceship. Roll Gun Combat 8+. If you succeed, you capture your quarry without any collateral damage. If you fail, roll 1d6 to determine the consequences: 1. The hull of the ship is breached. Roll Survival 8+ or roll on the Injury table if you fail. 2. Innocents are hurt. Lose 1 Influence and take a -1 DM to your Benefit roll this term. 3. You are wounded. Roll on the Injury table. 4. Your quarry is sucked-out into vacuum and you cannot claim the reward. Lose your benefit roll for this term. 5. Roll Zero G or Vacc Suit 8+. If you fail, roll on the Injury table. 6. As above, but severely injured; roll twice on the Injury table and take the lower result.

d66	Event
26	One of your informants is murdered. Roll Investigate 8+ to discover who the killer was (roll 1d6): 1: Ally, 2: Contact, 3: Rival, 4: Enemy, 5: Fugitive you are tracking, 6: A fugitive you have already brought in. If an Ally or Contact, then that person becomes an Enemy. If your Investigate roll was successful, gain +1 to your Benefit roll for this term. If unsuccessful, you will make tracking down the killer a personal vendetta. Your Referee will decide who the killer was and work this into the campaign.
31	A fugitive you had previously brought in either escapes from custody or comes looking for you after serving his time. What is his motivation? 1-2 Hatred – he is out to kill you. Roll Gun Combat 8+ to defend yourself. If you succeed, the fugitive is either killed or wounded and returned to the authorities. If you fail, roll on the Injury table. 3-4 Contrition – he wants to apologise. If you accept his apology, he becomes a Contact. If you do not, he becomes a Rival. 5-6 Revenge – The fugitive becomes your Enemy, and an increasingly more dangerous one. You may be looking over your shoulder forever, until he is taken down.
32	In the course of executing a warrant you come across a financial opportunity that will be very lucrative. Roll either Broker or Trade 8+ to double the result of any one cash Benefit roll. However, in the course of realising the opportunity you are forced to upset someone: gain a Rival.
33	Roll on the Warrant Events table (see page 39).
34	A planet you are working on takes its toll on your physical or mental health. Roll 1d6; if the result is odd, then your physical health is affected; if it is even, then your mental health is threatened. You must throw either End 8+ or Int 8+ to avoid the effects of poor health. If you succeed, then you gain a roll on the Personal Development Table. If you fail, reduce either Str, Dex, End, Int or Inf by 1.
35	You have the opportunity to learn from a master. Gain a new skill of your choosing at level 0, or gain a Special Technique, rolled on the Special Techniques table for this warrant type.
36	A warrant you are executing means you have to train in a specialised area. You must forfeit your Benefit roll for this term, but you gain either a roll on the Special Techniques table or gain a level of Special Weapons.
41	An Enemy makes an attempt on your life. Make a further Survival roll for this term. If you fail, roll twice on the Injury table and apply both results. If you succeed, make a roll against any one combat skill. If you succeed, roll 1d6: 1. Your enemy escapes uninjured. 2. Your enemy is lightly wounded but escapes. 3. Your enemy is seriously wounded but escapes. 4. Your enemy is lightly wounded and captured. 5. Your enemy is seriously wounded but captured. 6. Your enemy is killed.
42	A warrant you are executing takes you back through time. You find a way to bring about improvements to your present through subtly manipulating the past. Roll Edu 9+. If you succeed, gain an additional Benefit roll and a roll on any of the Skill tables for this term. If you fail, your results were simply too subtle to have an effect.
43	Your warrant involves travel to another dimension in pursuit of a fugitive. You are hailed as a hero in this nearby reality. Gain +1d3 Soc in that reality only, and 1d3 Contacts.
44	You go in pursuit of a criminal with a very high bounty; this means you are in competition with several other Strontium Dogs. Roll 1d3+8. This is the target number for you to roll using Gun Combat or Melee. If successful, you gain a number of Rivals equal to the result of the 1d3 roll, but you may double your highest cash Benefit roll. You must also roll once on the Injury table. If you are unsuccessful, you must roll a number of times on the Injury table equal to the result of the 1d3 roll and forfeit your Benefit roll for this term.
45	Your mutation is an important factor in how a warrant is completed. Roll 1d6 for how: 1. It gains you a certain notoriety: increase Inf by 1. 2. It gets in the way. Suffer a –1 DM to your Benefit roll for this term. 3. It gains you friends; gain 1 Ally and 1 Contact. 4. It gains you enemies; gain 1 Rival and 1 Enemy. 5. It gains you an advantage; gain a +1 DM to your next Survival throw, or +1 to your next Benefit roll. 6. Roll twice, ignoring a result of 6, and apply both results.
46	A criminal you are chasing plants a bomb to take you out. Roll Explosives 8+ to defuse it. If you succeed, there are no injuries, and you gain an additional roll on any of the skill tables for this warrant type. If you fail, roll 1d3 and then roll that many times on the Injury Table.
51	Roll on the Warrant Events Table (page 39).

d66	Event
52	Your S/D license is revoked following allegations about misconduct. You must fight your case at the Dog House. Roll Advocate+Influence 10+. If you are successful, your license is reinstated and you are fully acquitted. If you fail, you need to spend money hiring legal counsel to get you reinstated. Reduce your overall cash benefits at the end of the character creation process by Cr. 10,000.
53	You take on an exceedingly tough crew of space pirates as part of a warrant. Roll Gun Combat+Zero G 10+. If you fail, roll once on the Injury table, but gain +1 to your Benefit roll for this term. If you succeed, you manage to capture the pirates and gain their ship as your benefit for this term. The Referee should choose from any of the Common Spacecraft found in the Common Spacecraft chapter of the <i>Traveller Core Rulebook</i> . However, the ship is damaged; roll 1d6 to find out how: 1. The Powerplant needs to be replaced inside 1d6+1 months. 2. The Manoeuvre Drive needs to be replaced inside 1d6+1 months. 3. The Jump Drive needs to be replaced inside 1d6+1 months. 4. The Bridge needs to be replaced inside 1d6+1 months. 5. The ship is a complete rust-bucket worth only a third of its listed price. 6. Roll twice ignoring a result of 6 and apply both results. Whatever the outcome of the roll, you will be responsible for the crew and upkeep of the ship, or you may sell it.
54	You are hired as a bodyguard by a VIP whose life is under very real threat. Roll Int and either Gun Combat, Melee or Tactics 10+. If you succeed, you save the VIP's life and gain him or her as a Contact, plus an additional Benefit roll for this term. If you fail, roll 1d6 for the outcome: 1. You are severely injured and the VIP killed. Roll twice on the Injury table and apply the lowest result. 2. You are both injured. Roll on the Injury table. 3. You are uninjured but the VIP is hurt; he or she becomes a Rival. 4. You are uninjured, but the VIP is badly hurt. He or she becomes an Enemy. 5. Neither of you is injured, but the VIP refuses to pay you, accusing you of incompetence. He or she becomes a Rival and you lose your Benefit roll for this term. 6. Neither of you is Injured and you discover that the threat was all part of a publicity stunt. You walk away from the contract in disgust, forfeiting your Benefit roll, but gaining either +1 Inf, or an additional roll on any of the Skills tables
55	Your activities reach the attention of the media. Roll 1d6 to discover how this affects you: 1. Lose 1 Inf due to negative publicity. 2. Gain 1 Inf due to positive publicity. 3. Gain a -1 DM to your next Benefit roll. 4. Gain a +1 DM to your next Benefit roll. 5. Gain a Rival. 6. Gain a Contact.
56	Your weapon malfunctions at a critical time. Roll Dex+Survival 10+. If you succeed, gain an additional roll on any of the Skills tables for this term. If you fail, roll 1d6 for the outcome: 1-2 The weapon explodes in your hand. Take 1d6 damage to Dex. 3-4 The weapon jams leaving you exposed to an enemy: roll on the Injury table. 5-6 The weapon misfires, injuring a bystander. Lose your Benefit roll this term. Whatever the outcome, you must choose one type of handgun as the failed weapon and lose all trust in it.
61	The ship you are travelling on becomes lost in space for several months and does not have the reserves to support everyone on board. Roll Survival 10+. If successful, you come through the ordeal unscathed and gain +1 to either Str or End. If you fail, you come through the ordeal malnourished; lose 1 from either Str or End.
62	Following travel to a separate dimension you make contact with 1d3 alternative versions of yourself, forming a psychic bond. Gain these alternative versions of you as Allies; you can contact these alternate versions of yourself using dimensional communication technology available via authorised personnel at the Dog House.
63	You have the opportunity to learn Sorcery from one of the Sorcerers of Lyra. Gain a level of Sorcery and 1d3 Sorcerous Effects generated from the table in the Sorcery and New Church chapter, beginning on page 146.
64	You work hard and get additional training in between numerous short warrants. Gain a level of Athletics (any), Gun Combat (any), Leadership, Survival or Zero-G.
65	You come across a settlement that is home to two feuding factions and are forced to back one side over the other – unless you can convince both sides that you are 'neutral'. Throw Persuade 8+ in order to seem like a neutral party in this conflict. If successful, gain two Contacts and an additional Benefit roll for this term. If you fail, gain one Ally and one Enemy. No matter what happens you gain a level of Persuade.
66	Extremely good fortune. Gain an additional roll on any of the Skills tables and an additional Benefit roll.

BENEFITS

Roll	Cash (Cr.)	Other Benefit
1	20,000	Mid Berth Passage
2	40,000	Secret
3	80,000	Weapon
4	160,000	Armour
5	320,000	Special Weapon
6	640,000	Special Technique
7	900,000	1 Ship Share

The Scum of the Universe

These warrants involve tracking down the toughest, most notorious criminals and travelling to the farthest-flung places. The rewards are high but so are the risks. The criminals on these warrants are frequently gangs of psychopaths, aliens with bizarre traits or abilities, and those fugitives who will stop at nothing to maintain their freedom. Plenty of Strontium Dogs meet their ends on these kinds of warrants, and there is a strong possibility of characters being killed outright in both the Mishaps and Events for this Warrant Type.

PERSONAL DEVELOPMENT, SKILLS AND SPECIAL TECHNIQUES

Roll	Personal Development	General Skills	Warrant Skills	Special Techniques
1	+1 Str	Athletics	Athletics	Combat Acuity
2	+1 Dex	Comms	Drive or Flyer	Called Shot
3	+1 End	Computers	Melee or Gun Combat	Formidable Presence
4	+1 Inf	Engineer or Mechanic	Special Weapons or Heavy Weapons	Recovery
5	+1 Edu	Advocate or Diplomat	Persuade or Investigate	Heart Stopper
6	Jack of All Trades	Gun Combat or Survival	Your choice of any skill	Two Weapon Use

MISHAPS

2d6	Mishap
2	Roll Survival 8+. If successful, then Severely Injured – roll twice on the Injury table and take the lowest result. If you fail, you are killed outright.
3	Severely Injured – roll twice on the Injury table and take the lowest result.
4	You have to fight your way out of an extremely tricky situation. Roll Gun Combat or Special Weapons 10+. If successful, you emerge unscathed. If unsuccessful, roll on the Injury table and lose this term's Benefit roll. If you roll a natural 2, you must also roll Survival 8+ to avoid being killed outright.
5	Enemies make life hell for you. Roll Int+Advocate or Broker 10+ to avoid losing 1 Inf and your Benefit roll for this term.
6	An especially tough target proves hard to take down. Roll 1d6 for the outcome: 1. Roll Survival 8+ to avoid being killed outright; otherwise, Severely Injured – roll twice on the Injury table and take the lowest result. 2. Severely Injured – roll twice on the Injury table and take the lowest result. 3. Injured – roll on the Injury table. 4. You escape unscathed, but so does the bounty. Lose this term's Benefit roll. 5. The bounty humiliates you. Lose 1 Inf. 6. Take a –1 DM to this term's Benefit roll.
7	You find yourself the subject of a hunt by fellow Strontium Dogs. Roll Inf+Survival to convince your colleagues of your innocence. If you succeed, lose this term's Benefit roll. If you fail, roll End 8+; if successful, you are injured and must roll on the Injury table. If you fail, you are severely injured and roll on the Injury Table twice, taking the lower result.
8	Injured. Roll on the Injury table.

2d6	Mishap
9	A rival Strontium Dog manages to wipe out a substantial portion of your savings. Roll 1d6 to determine the extent of his treachery: 1. Lose all cash benefits accrued. 2. Lose 75% of your cash benefits. 3. Lose 50% of your cash benefits. 4. Lose 25% of your cash benefits. 5. Lose 15% of your cash benefits. 6. Lose this term's Benefit roll. Whatever the result, you gain the Strontium Dog as an Enemy.
10	A warrant involves working in an unpleasant and potentially hostile environment (toxic jungle, stinking swamp, volcanic flats, etc.) to battle against the local populace. Gain a level in Recon, Survival or Vacc Suit, but also gain that populace as an Enemy. Roll Survival 8+ to avoid a roll on the Injury table.
11	A previous indiscretion comes back to haunt you. Lose 1 Inf and your Benefit roll for this term.
12	Injured. Roll on the Injury Table.

EVENTS

d66	Event
11	Disaster! Roll on the Mishap table.
12	You are involved in a sustained gun battle with your quarry. Roll Gun Combat 10+. If you succeed, gain an additional roll on any one of the Skill tables. If you fail, roll 1d6 for the outcome: 1. Roll End 8+. If successful roll on the Injury table. If unsuccessful, you are killed outright. 2. Roll on the Injury table. 3. Lose your Benefit roll for this term. 4. Take a -1 DM to this term's Benefit roll. 5. Roll on the Mishap table. 6. Reduce one physical characteristic by 1.
13	You form a meaningful relationship with a fellow Strontium Dog that makes a rival bounty hunter jealous. Gain an Enemy, in the form of this rival, and an Ally in the form of your lover.
14	You are forced to defend yourself from serious allegations of corruption and malpractice. Roll Inf+Advocate 10+. If successful, you gain one of the following skills: Admin, Broker, Persuade or Streetwise. If unsuccessful, lose either 1 Inf or your Benefit roll for this term.
15	Criminals take hostages and you are in a position to do something. You may choose to act or do nothing. If you act, roll either Persuade 8+, Stealth 8+ or Gun Combat (any) 8+ to deal with the situation. If you succeed, gain 1 Inf and increase the skill rolled by 1. If you fail, lose 1 Inf. If you do nothing, roll 1d6. On a 1-3 the hostages are killed and you suffer a -2 DM to your next Benefit roll. On a 4-6 you are mistakenly seen as a hero; gain +1 Inf.
16	You are part of a major investigation into a criminal ring that extends off-world. Gain one level in Investigate, Deception, Gun Combat (any) or Recon. Then, roll 1d6. On a 1-2, the ring attempts to have you killed; roll on the Injury table. On a 3-4, gain the criminal ring as an Enemy. On a 5-6, the ring is defeated; gain a +1 DM to your Benefit roll for this term.
21	An investigation threatens to consume your whole life. If you follow your obsession, lose one Contact or Ally. If you choose your personal life over your career, you suffer a -2 DM to your next Benefit roll.
22	You take a warrant to uncover who is behind a spate of bombings. Keep rolling Investigate 8+ until you succeed and uncover the bomber. Keep track of the number of times you roll. Each time you fail, roll 1d6: 1-2: A bomb kills dozens of people. Roll Sensors 8+ to discover any useful evidence. If you succeed, gain a +2 DM to your next Investigate roll. 3: A failed bombing terrifies the population. You suffer a -1 DM to your next Benefit roll. 4: One of your allies or contacts is killed in the bombing. 5: You discover an unexploded bomb. Roll Explosives 6+ to disarm it or Athletics 8+ to get out of the blast range before it goes off. Fail either and roll on the Injury table twice and take the lowest roll. If you roll a natural 2, you are killed outright. 6: You spot the bomber and can get one shot off at him. Roll Gun Combat (any) 10+ to bring him down. If you succeed, you automatically succeed your next Investigate check. If you rolled Investigate 1-2 times, gain +1 Int and +1 Edu. If you rolled Investigate 3-5 times, nothing happens. If you rolled Investigate 6+ times, lose 1 Inf and 1 Edu.
23	You have the chance to make a brutal example of an unruly fugitive, showing other criminals you mean business. If you do, roll Melee (unarmed) 7+. Succeed and you can add 1 Inf and 1 level to Persuade. If you fail, add 1 Inf and roll on the Injury table. If you choose not to use brutality, gain +1 Inf for your show of 'mercy'.

d66	Event
24	You are forced into a desperate life or death situation on an alien world with your quarry. Keep rolling Gun Combat+Survival 10+ until you succeed. Keep track of the number of times you roll. Each time you fail, roll 1d6: 1: You are severely wounded. Roll twice on the Injury table taking the lower result. 2-3: You are distracted. You suffer a -1 DM to your next Benefit roll. 4: One of your Allies or Contacts is killed by your quarry. 5: You are placed in extreme danger. Roll Athletics 8+ to get out of harm's way. Fail and roll on the Injury table twice and take the lowest roll. If you roll a natural 2, you are killed outright. 6: You spot your enemy and can get one shot off at him. Roll Gun Combat (any) 10+ to bring him down. If you succeed, you automatically succeed your next Gun Combat+Survival check. If you rolled Gun Combat+Survival 1-2 times, gain +1 Inf and +1 End. If you rolled Gun Combat+Survival 3-5 times, nothing happens. If you rolled Gun Combat+Survival 6+ times, lose 1 Inf and 1 End.
25	You are given advanced vehicle training. Gain one of Drive (any), Flyer (any), Seafarer (any) or Navigation.
26	A bounty ambushes you and subjects you to torture. Keep rolling Survival 8+ until you succeed. If you fail, roll 1d6: 1: Roll End 8+. If you succeed, severely wounded – roll twice on the Injury table taking the lower result. If you fail, you are killed outright. 2: You are severely wounded. Roll twice on the Injury table taking the lower result. 3-4: You are injured. Roll on the Injury table. 5: You manage to withstand the torture, but gain a -1 DM to your next Survival throw. 6: You are strengthened by the ordeal. Increase either Str or End by 1. If you rolled Survival 1-2 times, gain an additional Skill roll for this term. If you rolled Survival 3-5 times, there is no additional benefit. If you rolled Survival 6+ times, lose your Skill roll or your Benefit roll for this term.
31	You are forced to venture through time to bring back a fugitive. Roll Int 8+ to avoid creating a temporal anomaly. If you succeed, gain an extra Benefit roll as you bring back something valuable from the past. If you fail, S/D has to send in a temporal clean-up crew to rectify your mess. Lose 2 Benefit rolls as you are forced to contribute to the cost. Either way, you gain a Contact from the time period you visited.
32	You must travel to a separate dimension in pursuit of your quarry. Roll 1d6 to determine what you find: 1. Contacts – gain 1d3 contacts from that dimension. 2. Riches – gain an additional 1d3 Benefit rolls. 3. Disease – reduce one physical and one non-physical; characteristic by 1d3 points, unless you have the Immunity Disease Trait. 4. Normality – When you return, your body is normal, no matter how twisted it was before. You lose any Traits, but your characteristics stay as they were. You may now roll for Social Standing on 1d6; even though you look normal, you will never gain full acceptance. 5. Enhancement – gain a Trait, determined randomly or assigned by the Referee. 6. Psionics – gain Psi Strength of 2d6 and any one talent. If you already possess Psionics gain 1d6 Psi Strength.
33	Roll on the Warrant Events table (page 39).
34	You uncover evidence of corruption within the S/D Agency. If you keep your mouth shut, gain +1 Inf and an extra Benefit roll as a bribe. If you attempt to uncover the corruption, roll Investigate 8+. Succeed and you gain a level of Investigate and a +1 DM to your next Benefit roll. Fail and you lose -2 Inf and suffer a -2 DM to your next Benefit roll. Either way, gain the corrupt S/D officer as an Enemy.
35	You are given advanced spacecraft training. Gain one level of Astrogation, Pilot (spacecraft or small craft), Remote Ops or Sensors.
36	You have the opportunity to steal valuable items from the Dog House. If you do so, lose 1 Inf and roll 1d6. On a 1-2, you steal 1d6xCr. 2,000 worth of drugs; on a 3-4, 1d6xCr. 2,000 worth of weapons; on a 5-6, you steal blackmail material. These items are now safely cached and can be retrieved in the course of play.
41	Your bounty sends you to a frontier zone, deep in the wilds of a barbaric planet. Gain a level of Animals (farming), Melee (blade) or Survival.
42	You face extremely hazardous odds. You must roll on the Mishap table, irrespective of your Survival roll for this term. However, you also gain one of the following (roll 1d6): 1. Additional roll on the Personal Development table. 2. Additional Roll on the General Skills table. 3. Additional Roll on the Warrant Skills table. 4. Additional Roll on the Cash Benefits table. 5. Additional Roll on the Other Benefits table. 6. Additional Roll on the Special Techniques table.

d66	Event
43	You require special training to catch your next fugitive. Roll Education 9+ to learn any one Skill at 0.
44	You are a witness in the trial of the decade. Gain a level in any one of Advocate, Persuade, Deception or a Contact in the media, then roll 1d6. On a 4+ it was your testimony that decided the case; gain an Enemy.
45	A wealthy colonial noble wants you to find her runaway daughter. Roll Investigate 9+. Succeed and earn an immediate Benefit roll. Fail and gain the noble as an Enemy.
46	You are forced to terminate a bounty that, whilst dangerous, was meant to be taken alive. Roll Inf+Advocate to successfully argue that you should be paid in full; if successful, gain a +1 DM to your Benefit roll. If you fail, forfeit your Benefit roll for this term.
51	Roll on the Warrant Events table (page 39).
52	You have an opportunity to risk a fortune of your earnings on a few hands of cards with a fellow Strontium Dog. You may gamble any number of Benefit rolls you have remaining and roll Gambling 8+ or Persuade 9+. If you succeed, you gain as many Benefit rolls as you risked. If you fail, you lose all the rolls risked. Either way, you gain a level of Deception, Gambling or Persuade.
53	You take part in a violent trial of survival. Roll Gun Combat or Survival 10+. If you succeed, gain Cr. 500,000 and an additional Benefit roll. If you fail, roll on the Injury table but also gain a roll on either the Personal Development table or Special Techniques table. If you roll a natural 2, you must throw End 8+ or Survival 8+ to avoid being killed outright.
54	You receive the opportunity for advanced training in one existing skill. Throw Edu 10+ to advance an <i>existing</i> skill by one level.
55	A natural disaster strikes. Roll 1d6; on a 1, roll on the Injury table. Otherwise, gain a level of Survival or Medic.
56	You are in a showdown with a notorious killer. The streets are deserted and you face each other across a patch of dust. Your adversary has Gun Combat 3. Roll 2d6+Gun Combat for yourself and your bounty. If you score highest, roll 1d6 to discover the outcome (re-roll any draw): 1-2 You draw and shoot first, disarming your opponent. 3-4 You draw and shoot first, wounding your opponent. 5-6 You draw and shoot first, killing your opponent. If you score lower, roll 1d6 for the outcome: 1-2 You are killed outright as your opponent outguns you. 3-4 You are wounded – roll on the Injury table. 5-6 You are disarmed and your opponent escapes – lose the Benefit roll for this term. If you survive this encounter, gain a roll on the Special Techniques table.
61	You come across a settlement that is home to two feuding factions and are forced to back one side over the other – unless you can convince both sides that you are ‘neutral’. Throw Persuade 8+ in order to seem like a neutral party in this conflict. If successful, gain two Contacts and an additional Benefit roll for this term. If you fail, gain one Ally and one Enemy. No matter what happens you gain a level of Persuade.
62	The galaxy can be a cruel place. Either choose to make life easy for yourself and not have an event this term. Alternatively, you may make either an additional Benefit or Skill roll, as long as you also roll on the Mishap table.
63	You have the opportunity to learn Sorcery from one of the Sorcerers of Lyra. Gain a level of Sorcery and 1d3 Sorcerous Effects generated from the table in the Sorcery and New Church chapter, beginning on page 146.
64	You gain specialised training in one of the following – gain a level in: Athletics, Carouse, Engineer or Interrogation.
65	You can negotiate a much higher price for a bounty you collect. Throw Broker 8+ or Persuade 9+ to gain an additional Benefit roll.
66	Extremely good fortune. Gain an additional roll on any of the Skills tables and an additional Benefit roll.

BENEFITS

Roll	Cash (Cr.)	Other Benefit
1	30,000	Mid Berth Passage
2	60,000	Special Weapon
3	120,000	Special Technique
4	240,000	Secret
5	480,000	1 Ship Share
6	960,000	2 Ship Shares
7	1,500,000	Jack of All Trades

Warrant Events

Warrant Events are special Events reflecting life as a Search/Destroy Agent.

WARRANT EVENTS

2d6	Event
2	Just a Flesh Wound: The character is grazed by a blaster shot, shrapnel or stray munitions. Roll two dice on the Injury table, choosing the higher result.
3	Heartfelt Confession: Someone close to the character, likely a Strontium Dog colleague, is fatally wounded and dies in the character's arms. Whilst dying, he or she confesses something previously unknown to the character; from knowing about a particular bounty to explaining where stolen treasures might be.
4	Double-cross: Someone on the Strontium Dog's side in a warrant turns on them at the last moment, causing tension and violence. This causes paranoia and distrust for some time to come.
5	Impressive Scar: The Strontium Dog was wounded by an alien weapon that left a strange scar on his face or neck. It does not hurt anymore, but it does give the character a rough exterior that is sometimes difficult to ignore.
6	Camaraderie: The character becomes closer to an S/D colleague than he thought possible, and such fraternity is rewarded with unquestioning acceptance. Through this mutual support he gains +1 to both a Survival roll and one Benefit roll.
7	New Ally: The character gains a new Ally.
8	Weapon Cache: The Strontium Dog stumbles upon a stockpile of weaponry and armament. When no one is looking he manages to claim a piece of the find for himself. Add the Armour, Special Weapon or Weapon bonus to any one Benefit roll result.
9	Warrant Opportunity: The character is made aware of another warrant before the current one is even concluded. You gain an additional Benefit roll.
10	Heroic Stand: The character is caught alone in a gunfight in which he holds off enemy forces for a prolonged period of time. Increase Influence by 1 and gain +1 to your next Benefit roll.
11	Trouble with Authorities: The character is arrested and detained for supposed illegal activities, but it is more likely straightforward prejudice against mutants. Lose one Benefit roll or reduce your Influence by 1.
12	Unusual Event: Something weird. Roll 1d6: 1 – Psionics. The character encounters a Psionic institute. You may immediately test your Psionic Strength (see <i>Traveller Core Rulebook</i> page 152) and if you qualify gain 1 talent. 2 – Aliens. You spend time among an alien race. Gain a level in any Life Sciences and a Contact among an alien race. 3 – Alien artefact. You receive a strange and unusual device from an alien culture that is not normally available to humans. 4 – Amnesia. Something happened to you but you do not know what it was. 5 – Contact with government. You briefly came into contact with the highest echelons of the Galactic authorities and gain a Contact 6 – Ancient technology. You have something older than humanity.

Benefits

LOW/MID/HIGH BERTH PASSAGE

The Strontium Dog has a paid-for return passage onboard a spacecraft (usually a liner or equivalent) in the appropriate class for the ticket.

Low-Berth: This is not a frozen or cryogenic berth passage, but the equivalent of steerage. The Strontium Dog is berthed in cramped, shared quarters in the lowest, hottest, smelliest part of the ship, well away from polite folks. A Low Berth passage is worth 1d6xCr. 1,000

Mid-Berth: Reasonable accommodation is difficult to come-by for mutants, and mid-berth represents luxury. A private

cabin, on a decent deck, and with access to amenities such as restaurants and bars (if present). A Mid-Berth passage is worth 1d6xCr. 6,000.

High-Berth: The crème-de-la-crème of space travel: private stateroom in the very best part of the ship, and with robot service for every need. High-Berth passage is worth 1d6xCr. 10,000.

SECRET

Travelling around the galaxy and continually mixing with its low-lives means that Strontium Dogs are always coming across secretive and privileged information. If a character receives a Secret, either through an Event or as part of the Benefit roll, the Referee should determine if the secret has any monetary value or if the secret is something that will emerge during play. Either

way, the secret should be something that the Strontium Dog can profit from at some stage in the campaign and, if appropriate, the Strontium Dog should be in a position to help determine what the secret is. It could be a cache of treasure, money, arms or something politically or socially explosive that could be used for blackmail purposes.

SPECIAL WEAPON

The character receives one weapon from the Special Weapons section of the **Equipment & Weapons** chapter. The character can choose but the Referee may decide if a particular weapon is not available.

SPECIAL TECHNIQUE

The Strontium Dog may roll on the Special Techniques table for the Warrant Type or, at the Referee's discretion, choose a technique from the Special techniques section of the next chapter.

Skill Packages

The final part of character creation is a group effort between the Strontium Dog characters. As a group, one of the following skill packages should be chosen, which is a collection of skills they will use whilst adventuring and travelling. Taking a skill package ensures that the Strontium Dogs have a basic competency in a variety of situations reflecting the approach of the group to pursuing warrants.

Once the skill package has been decided, each player takes it in turns to select a skill from the package. Keep going until all skills have been selected.

TRAVELLER PACKAGE

A good, all round package where the Strontium Dogs take on a variety of roles in addition to bounty hunting.

Pilot (any) 1, Sensors 1, Comms 1, Computers 1, Gun Combat (any) 1, Medic 1, Persuade 1, Stealth 1

GUNSLINGER PACKAGE

For where the Strontium Dogs rely on their expertise with weapons, aiming to outgun the opposition.

Athletics (co-ordination) 1, Gun Combat (any) 1, Gun Combat (any) 1, Heavy Weapons 1, Leadership 1, Tactics 1, Stealth 1, Special Weapons 1

INVESTIGATOR PACKAGE

For campaigns with an emphasis on investigation and detection, rather than who draws a blaster the fastest.

Advocate 1, Admin 1, Computers 1, Gun Combat (any) 1, Investigate 1, Persuade 1, Stealth 1, Streetwise 1

REVENGE PACKAGE

For campaigns where the Strontium Dogs are keen to gain revenge on enemies made during character generation, or where a generally hard-as-nails attitude is being taken against the cruelties of the galaxy.

Gun Combat 1, Heavy Weapons 1, Interrogate 1, Leadership 1, Recon 1, Special Weapons 1, Survival 1, Tactics 1

Strontium Dog Creation Example — Billy-Bob Gruff

Katherine is creating her first Strontium Dog with Dave, the Referee, presiding. The characteristic rolls are as follows:

Strength 7, Dexterity 7, Endurance 9, Intelligence 5, Education 5, Influence 3, Social Standing 0

All characteristics, with the exception of Education and Social, are rolled on 2d6. Education is rolled on 2d6-2, and Social Standing is automatically zero. Katherine's character is average in Strength and Dexterity, above average and pretty tough in terms of Endurance, not especially bright, even though he's had a reasonable education for a mutant, and in terms of Influence he is nothing special. Of course, the mutation process will change all this.

First, Katherine rolls for the Severity of the mutation. She rolls 5; her mutant is Severely Mutated, which means that the Extent of Mutation DM is +3 and, when it comes to figuring characteristic adjustments, the characteristics will be either + or - 1d3+2.

Next, Katherine rolls to discover the Extent of the mutation. The dice roll is 8, which, with a Severe Extent DM of +3, takes the result to 11: Katherine's mutant has 1d3+2 body areas affected. Katherine rolls 1d3 for a result of 1, and adds 2; this mutant has 3 body areas affected.

So, having determined how severe her Strontium Dog is mutated, and in how many areas, Katherine must determine which areas are mutated. She rolls d66 three times and gets the following results:

55 – Shoulder: here, Katherine must roll 1d6 and gets a roll of 6, so both shoulders are affected. When it comes time to adjust characteristics, Dex and Str are influenced by Shoulder mutations.

14 – Brain: Int and Inf are affected by Brain mutations.

63 – Thigh: here, Katherine rolls 4 on 1d6, meaning that the Right Thigh is mutated. Dex and Str are affected.

Before applying characteristic modifiers, the Referee advises that Katherine should discover how the body parts are affected. Katherine rolls d66 for the Shoulders, Brain and Thigh with the following results:



wispy chin-beard, goat-like ears, and a goat's horizontally-slit pupils.

Thigh: 31 – Engorged. The right thigh is large, thick and swollen. Dave suggests to Katherine that perhaps the entire thigh is rather like a goat's hind leg and fur-covered. Katherine accepts the suggestion and names her character Billy-Bob Gruff.

With the areas of mutation determined, and how each area is mutated, characteristics can now be adjusted. For each mutated area two characteristics will be adjusted; one increased by $1d3+2$ and the other reduced by $1d3+2$. The body areas determine which pairs of characteristics are affected.

As Billy-Bob's shoulders have wings sprouting from them, Katherine decides that Str should be increased and Dex decreased; the wings get in the way, rather than helping. Dave agrees, and so Katherine rolls $1d3+2$ for the Str increase, getting a result of 3. For the Dex decrease she rolls $1d3+2$ for a result of 4.

For Billy-Bob's bestial brain, Katherine decides that Int will be reduced and Inf increased: Billy-Bob's appearance is definitely imposing. $1d3+2$ is rolled for Int and the result is 3 – Billy-Bob's Int will be decreased by 3 points. Inf gets a result of 3, so his Influence characteristic will be doubling.

Finally, the thigh. Dex and Str are affected again, and Katherine decides that having a single, goat-like hind leg will promote Str and inhibit Dex. $1d3+2$ is rolled for each, and Str increases by 3 whilst Dex decreases by 3.

Shoulders: 45 – Avian-like shoulders. Katherine rolls 2d6 to discover that her mutant's shoulders are swan-like. She suggests to Dave that perhaps the mutant has a pair of swan's wings sprouting from behind the shoulders, but they are too small to allow flight. Dave agrees, liking the idea.

Brain: 41 – Bestial. Katherine rolls 2d6 for a result of 8, meaning that her mutant's brain is goat-like. Dave decides that this fits with the character's below-average Int, and says that Katherine's mutant is exceedingly stubborn, single-minded, will eat just about anything and, facially, has goat-like features, including a naturally

So, with the severity, extent, areas affected and nature of mutation determined, Billy-Bob Gruff's original characteristic rolls are modified as follows:

Strength:	$7+3+3 = \mathbf{13}$ (+2 DM)
Dexterity:	$7-4-3 = \mathbf{0}$ (-3 DM)
Endurance:	No modification = 9 (+1 DM)
Intelligence:	$5-3 = \mathbf{2}$ (-2 DM)
Education:	No modification = 5 (-1 DM)
Influence:	$3+3 = \mathbf{6}$ (+0 DM)
Social:	0 (-3 DM) standard for all mutants

As Billy-Bob Gruff has a Dex of 0, Dave rules that, for the purposes of calculating damage, Billy-Bob has a Dex of 1, but the -3 DM still applies – unless, through the Dog Training process, Dex can be improved.

The final stage of mutation generation is to determine if the character has any specific Traits. Katherine rolls 9, so Billy-Bob has 1 Trait.

Katherine decides that, given his bestial, goat-like brain and intellect, she will apply a Brain trait. She chooses Energy Sense and rolls 10 on 2d6 to determine that Billy-Bob is sensitive to magnetic fields.

Now she knows all about her character's mutations and traits, Billy-Bob Gruff is ready for his training as a Strontium Dog...

DOG TRAINING

First stage of training is to determine Billy-Bob's starting age and number of terms to serve before play begins. His age is $17+1d6$ (6), so he is 23. Rolling 2d6 for terms to serve, Billy-Bob gets 7, so he will go through 3 terms.

TERM ONE

For the first term, Billy-Bob undertakes an Easy Risk term. This means that his survival roll will be 4+ against a randomly determined characteristic, and has a Warrant Type DM of -2. Katherine rolls for the survival characteristic and find that Billy-Bob will be rolling survival on Influence 4+. His Warrant Type roll is 5, reduced to 3 for a -2 Warrant Type DM, meaning that, for his first term, Billy-Bob is chasing Non-Violent Fugitives in Remote Locations. Billy-Bob will be spending the next four years wandering the galaxy hunting bounties.

Basic training for his first term comes first, and is based on the Non-Violent, Remote Locations options. Billy-Bob chooses the skills of Advocate 0, Investigate 0, Pilot (spacecraft) 0 and Gun Combat (blaster) 0. In this term Billy-Bob learns how to argue his case, the basics of tracking fugitives, the basics of how spaceships operate and, naturally enough, how to aim a blaster at a fleeing bounty.

Billy-Bob gets a roll on two of the Non-Violent, Remote Locations skill tables and first chooses Personal Development, hoping to increase his Dex. The result of the d6 roll is 5: +1 Edu. Clearly his focus on Advocate, Investigate and Piloting has improved his overall education but not his appalling physical co-ordination. His Edu rises from 5 to 6. For his second roll he chooses Warrant Skills and rolls Deception, gaining that at level 0.

Next comes his first term Survival roll, which is Inf 4+. Billy-Bob has no DM for Inf, and the dice roll is 6 – Billy-Bob suffers no Mishaps for his first term.

For his Event, Billy-Bob gets 25: *Completion of your warrant requires extensive travel across the planet's surface. Roll Edu 8+. If successful, gain a level in one for the following: Drive (any),*

Flyer (any) or Navigation. This fits neatly with his training as a pilot, and so Billy-Bob decides to go for Flyer. He rolls 9 for his Edu 8+ roll (gaining no Edu DM, even though he has increased it this term) and chooses Flyer (grav) as his speciality.

Finally comes his Benefit roll for the term. Rolling on the Non-Violent, Remote Location Cash Benefits table yields Billy-Bob Cr. 4,000: clearly, he has had a lot of outgoings on starship passages and to pay for his training.

At the end of his first term, Billy-Bob Gruff looks like this:

Age 27

Str 13 (+2), Dex 1 (-3), End 9 (+1), Int 2 (-2), Edu 6 (+0), Inf 6 (+0), Soc 0 (-3)

Advocate 0, Deception 0, Gun Combat (blaster) 0, Investigate 0, Pilot (spacecraft) 0

Cr. 4,000

TERM TWO

For the second term, Billy-Bob goes for a Standard Risk term. This means his survival roll is 6+ and there is no DM for the Warrant Type. Rolling randomly for the survival characteristic gives a result of 2, Dexterity. This is not good news for Billy-Bob Gruff, with those clumsy wings and engorged thigh. His Warrant Type is rolled on 2d6 and, with no DM, the result of 10 gives History of Violence, Remote Locations. Billy-Bob is still wandering from world to world, but is this time tackling tougher quarry.

Billy-Bob gains three rolls on the Skill tables with this Warrant Type. His first skill roll for term two is resolved on the General Skills table. Billy-Bob gets 3, Gun Combat, so his Gun Combat (blasters) increases to 1. The next is on the Personal Development table, and Billy-Bob gets a result of 4, granting +1 Inf. Finally, rolling on the Warrant Skills table he scores 2, and gains Zero G.

For Survival, Billy-Bob is rolling Dex 6+. The result is 8, but his -3 Dex DM brings this to 5, so Billy-Bob is rolling on the Mishap table. The result is 6: *A ship you are travelling on is attacked. Roll Gun Combat+Survival 10+. If successful you are instrumental in driving away the attackers; gain 1 Influence. If you fail, you must roll on the Injury table.* Billy-Bob does not have the Survival skill but as this is training, the untrained -3 DM does not apply, so he needs to roll 10+ on 2d6 with a +1 DM for his Gun Combat. The result is 6, which, with +1 is 7: Billy-Bob is Injured, and rolls 1d6 on the Injury table found on page 37 of the *Traveller Core Rulebook*. The result is 3 – Missing Eye or Limb, reduce Str or Dex by 2. Katherine opts for a Str reduction, and for Billy-Bob to lose his left eye. His Str is now 11 and his characteristic DM drops from +2 to +1.

For his Event, Billy-Bob gets 65: *You come across a settlement that is home to two feuding factions and are forced to back one*

side over the other – unless you can convince both sides that you are 'neutral'. Throw Persuade 8+ in order to seem like a neutral party in this conflict. If successful, gain two Contacts and an additional Benefit roll for this term. If you fail, gain one Ally and one Enemy. No matter what happens you gain a level of Persuade.

On the planet Wannadoo, tracking the multiple murderer Garam Massala, Billy-Bob drifts into the remote town of Hellzapopin where two clans, the Rohos and the Baksters, feud for control. The Rohos control gambling and the Baksters control liquor. Billy-Bob, lacking the Persuade skill, has to throw 8+ on 2d6 and he scores 7. He fails to convince the Rohos of his neutrality and they believe he is working for the Baksters. In the ensuing beating, Katherine decides, Billy-Bob loses his eye to Ramon Rohos, the most brutal of the Rohos siblings. He gains Ramon Rohos as an Enemy, but also gains an Ally in the shape of Adrianna Bakster – the beautiful daughter of the Bakster clan who helps nurse him back to health following the loss of his eye. Billy-Bob also gains a level of Persuade.

For his Benefit roll, Billy-Bob rolls again on the cash table and scores 6 – Cr. 640,000. Katherine and Dave agree that, as part of his dealings in Hellzapopin, Billy-Bob managed to swindle this amount of money out of both the Baksters and Rohos – mainly the Rohos, and another reason why Ramon Roho is Billy-Bob's sworn enemy.

At the end of Term Two, Billy-Bob looks like this:

Age 31

Str 11 (+1), Dex 1 (–3), End 9 (+1), Int 2 (–2), Edu 6 (+0), Inf 7 (+0), Soc 0 (–3)

Advocate 0, Deception 0, Gun Combat (blaster) 1, Investigate 0, Persuade 0, Pilot (spacecraft) 0, Zero G 0.

Cr. 644,000

TERM 3

The final term of character creation, and Billy-Bob opts for Very Risky warrants. His Survival roll will be Edu 8+ and his Warrant Type, with a 2d6 result of 10 and +2 risk DM, means he is chasing the Scum of the Universe.

Billy-Bob gets four skill rolls for Scum of the Universe as his term. For his first roll, Billy-Bob goes for a Special Technique roll and he gets a 1d6 result of 4: Recovery. His second roll, on Personal Development, nets a +1 Str; his third, on General Skills gains him Survival and, finally, Warrant Skills gains him Special Weapons.

His Survival roll result is 6; Edu offers no DM, so Billy-Bob is rolling on the Mishap table, having failed survival. The result is 5: *Enemies make life hell for you. Roll Int+Advocate or Broker 10+ to avoid losing 1 Inf and your Benefit roll for this term.*

Ramon Rohos is taking his revenge, and Billy-Bob is going to struggle to meet the challenge: he gains no advantageous DMs due to Advocate 0, and his –2 Int DM means he needs to roll 12 on 2d6 to avoid the negative effects of the Mishap. The roll is 6, and Billy-Bob chooses to forfeit his Benefit roll for this term, hoping that his Event will help compensate. Ramon Rohos has cost Billy-Bob dearly, and Billy-Bob Gruff's hatred for the Hellzapopin psychopath grows.

The Event result is 16: *Billy-Bob is part of a major investigation into a criminal ring that extends off world. Gain one level in one from Investigate, Deception, Gun Combat (any) or Recon. Then, roll 1d6. On a 1-2, the ring attempts to have you killed; roll on the Injury table. On a 3-4, gain the criminal ring as an Enemy. On a 5-6, the ring is rolled up; gain a +1 DM to your Benefit roll for this term.*

Billy-Bob opts to gain Investigate, increasing his skill to Investigate 1 as he delves deeper into the extensive web of criminal interests the Rohos have across the galaxy. For the 1d6 roll the event calls for, the result is 5 – Billy-Bob manages to crack the Rohos' interest and gains a +1DM to this term's Benefit roll. As his Mishap means that he lost his Benefit roll, the +1 DM is seemingly of little use, but the Referee tells Katherine that the +1 simply translates to the minimum result on either of the Benefit roll tables.

For the benefit, then, Billy-Bob chooses the Other Benefits table and gains Mid-Berth passage, which is worth Cr. 24,000.

So, at the end of his third term, Billy-Bob looks like this:

Age 35

Str 12 (+2), Dex 1 (–3), End 9 (+1), Int 2 (–2), Edu 6 (+0), Inf 6 (+0), Soc 0 (–3)

Advocate 0, Deception 0, Gun Combat (blaster) 1, Investigate 1, Persuade 0, Pilot (spacecraft) 0, Special Weapons 0, Survival 0 and Zero G 0

Special Technique: Recovery

Cr. 644,000, Mid-Berth Passage (Cr. 24,000 value)

His sworn enemy is Ramon Rohos, the man who took his eye, and he has an ally in Adrianna Bakster, who nursed him back to health. Billy-Bob has helped wreck some of Ramon's criminal interests in other parts of the galaxy and the hatred between the two men has heightened over the years. At some stage, there will be a showdown between the two.

ROUNDING OUT BILLY-BOB GRUFF

To finalise things before play, Katherine decides to Finalise a Connection with another Strontium Dog in the group, Three Hand Dan. The two agree that they worked together to bring



down the Rohos interests during Billy-Bob's last term, and Billy-Bob chooses to increase Special Weapons to 1 (as does Three Hand Dan's player).

And, before play begins, the Strontium Dog team decide to go for the Revenge skill package: they intend to focus on bringing down Ramon Rohos once and for all. As a result of this skills package, and because there are four players in Katherine's group, each character gets two skill picks from the package. Billy-Bob emerges with Leadership 1 and Interrogate 1.

So, after 12 years, Billy-Bob Gruff is as follows:

Age 35

Str 12 (+2), Dex 1 (-3), End 9 (+1), Int 2 (-2), Edu 6 (+0), Inf 6 (+0), Soc 0 (-3)

Advocate 0, Deception 0, Gun Combat (blaster) 1, Interrogate 1, Investigate 1, Leadership 1, Persuade 0, Pilot (spacecraft) 0, Special Weapons 0, Survival 0 and Zero G 0

Special Technique: Recovery

Cr. 644,000, Mid-Berth Passage (Cr. 24,000 value)

His money will be used to buy the weapons, armour and other equipment essential to bringing down the murderous and extensive Rohos outlaws, based on Wannadoo – for a profit, of course...



CHAPTER 2:

NEW SKILLS AND

SPECIAL TECHNIQUES

This chapter introduces several new skills to Strontium Dog and the concept of Special Techniques (which will be familiar to Referees and players of Judge Dredd). New skills are precisely what they say: skills that are acquired during a Strontium Dog's training that work as any other *Traveller* skill.

Special Techniques, on the other hand, reflect some of the outlandish heroics found in the Strontium Dog stories and are designed to give Strontium Dogs an edge over their adversaries. Special Techniques either modify the rules in some way or obviate the need for a particular skill or roll against a skill.

New Skills

GUN COMBAT

Gun Combat has a slight modification from the standard *Traveller* description of this skill. In addition to the standard specialisations found on page 55 of the *Traveller Core Rulebook*, Strontium Dog adds:

Blasters. Blasters fire controlled bursts of calibrated energy usually on one of two settings: stun or flesh. They are essentially energy weapons but the term 'blaster' is far more evocative of the Strontium Dog milieu.

Combination Weapons. Johnny Alpha's Westinghouse Variable Cartridge Blaster is an example of a combination weapon: a handgun that can be loaded with a variety of different ammunition types or switched rapidly between them. Combination weapons have different handling characteristics to blasters or slug throwers and are typically bulkier, hence a separate skill specialisation.

INTERROGATION

Strontium Dogs are frequently forced to draw information out of sources that do not wish to give it. This skill governs several ways to force others to give up what they know – knowingly or not. The Interrogation skill has two specialities: Doubletalk and Torture.

Doubletalk: The Strontium Dog knows how to talk circles around most people, getting them to say or admit to things they never

meant to with pressured conversation. With enough time to grill them properly, the character can get anyone to spill their secrets.

Badgering an admission of guilt out of a captive: 1-6 Hours, Intelligence, Difficult (-2). The Effect is the DM penalty against the interrogator's inquiries.

Uncovering a secret through focussed conversation: 10-60 Minutes, Intelligence, Difficult (-2).

Torture: This speciality governs the collection of emotional, physical and psychological methods in which an interrogator can get a victim to break. Through an assortment of devious and unsavoury tactics, the character can get anyone to say what he needs them to.

Knowing a true confession from a false one: 1-6 Seconds, Intelligence, Routine (+2).

Using pain or discomfort to acquire an answer to an inquiry: 1-6 Hours, Influence or Strength, Average (+0).

Using emotional or psychological response to acquire an answer to an inquiry: 10-60 Hours, Influence or Intelligence, Average (+0).

SPECIAL WEAPONS

The weaponry at the disposal of Strontium Dogs is both advanced and bizarre. Breakthroughs in time and dimensional manipulation have allowed time (T) and dimension (D) weapons to be developed. The Special Weapons skill covers the familiarity and use of both T and D weapons, such as the Time Bomb, Time Trap, Dimension Bomb and so forth.

Special Techniques

CALLED SHOT

Before making an attack roll, the Strontium Dog can use Called Shot to target a specific location on a target to inflict a non-

fatal wound. For example, the Strontium Dog could aim for a hand, an arm, a leg or an object a target is holding. He could even aim for the head with the intention of causing a grazing wound. The attack is resolved as normal but the damage inflicted is either the weapon's minimum damage or the Effect of the attack roll – whichever inflicts the least damage, to a minimum of 1. For example, a handgun causing 3d6 damage would inflict 3 points if used with Called Shot; if the Effect roll of the attack was also 1, then the Strontium Dog could opt to inflict just 1 point of damage instead.

Called Shot can only be used with melee weapons, handguns and rifles. It cannot be used with missile launchers, heavy weapons or artillery.

COMBAT ACUITY

The Strontium Dog is adept at reading the nuances of a tactical situation and greatly improves his chances of reacting first in a combat environment. He rolls Initiative on 3d6 rather than 2d6.

FORMIDABLE PRESENCE

The Strontium Dog's sheer weight of presence and personality can strike fear into the hearts of criminals and even the most mutant-hating Norm. Any Non-Player Character within a number of metres equal to the Strontium Dog's Influence characteristic must make a successful Endurance roll at 10+ or be rooted to the spot, paralysed with either fear and/or respect, for a number of minutes equal to the Strontium Dog's Influence characteristic.

HEART STOPPER

The Strontium Dog can control the beat of his heart, bringing it to a complete standstill for a number of minutes equal to his End characteristic. In this time, the Strontium Dog's metabolism slows and he gives every appearance of being dead. His heart restarts either when the Strontium Dog wills it or at the end of a number of minutes equal to his End – whichever is the sooner.

JERRY-RIG

The character can find a way to effect ad-hoc repairs using just the things he has around him and can use parts of a disparate machine to fix another. He is also able to rig two completely different devices so that they work together seamlessly; or to improvise the functions of one device within another (within the bounds of reason, of course). Using this technique takes 2d6 hours and the Referee can increase this or set a minimum limit based on the circumstances, if he so chooses.

LEAF ON THE WIND

With this technique the Strontium Dog can leap, roll or dive for cover whilst still returning fire. He suffers no penalties to his attack roll whilst making the leap, roll or dive but he can only shoot at one target and cannot combine this technique with any other technique such as Two Weapon Use or Called Shot. Whilst leaping and shooting his DM for dodging (see *Traveller Core Rulebook* page 62) is increased to -3.

LIFE SAVER

The Strontium Dog understands the advanced first aid techniques necessary to save lives even when all looks bleak. If a character is confronted with a casualty who has been reduced to 0 characteristics through physical damage and can act within 3 rounds of the damage being inflicted, he is able to apply rapid first aid that restores the injured person to 1 point in any one physical characteristic, snatching them from the very jaws of death, although the casualty will remain unconscious and requires immediate medical attention (through the Medic skill or a fully equipped hospital).

LUCK OF THE DEVIL

The Strontium Dog is naturally lucky and things always seem to turn out just right. Once, in any one game session, he can influence one dice result, converting a failure into a success. For the purposes of calculating Effect, where this is needed, the Strontium Dog is considered to have achieved a success of 8 precisely, so Effect is 0.

RECOVERY

Strontium Dogs are resilient and some can work through the pain barrier. With this technique, your Strontium Dog remains conscious, but physically inactive, if reduced to 0 in two physical characteristics – when unconsciousness is the result for most people. He is also considered to be Seriously Wounded if he has lost 2 points from each physical characteristic, instead of the normal 1 point (see pages 74-75 of the *Traveller Core Rulebook*).

SIXTH SENSE

The Strontium Dog's sixth sense alerts him to potential dangers to his life or the lives of others, although the precise source of the danger cannot be spotted. If surprised or ambushed, the Strontium Dog *always* gets the chance to react, in a way most appropriate to the circumstances.

TWO WEAPON USE

The Strontium Dog is able to use two handguns or melee weapons simultaneously without any penalties and on the same action, as long as he is aiming at the same target. If he chooses to attack separate targets, he must nominate one target as primary and the other as secondary. Attacks at the secondary target are at a -2 DM. The Strontium Dog can change the target nomination at the beginning of a new Combat Round.

If the attack is focussed on a single target then only one attack roll is made and it is based on the lower of the two skill DMs if the weapons are governed by different skills. *So, for example, Billy-Bob Gruff is firing a Heavy Blaster in one hand and a Laser Pistol in the other. He has Gun Combat (blasters) 2 and Gun Combat (energy pistol) 1. He makes only one skill roll and gains the +1 DM for his Gun Combat (energy pistol) skill.* If he is successful, though, both weapons will hit and inflict damage.

If two targets are being attacked then two skill rolls, with DMs for the appropriate weapon, are made but are considered to strike simultaneously if they are successful.

CHAPTER 3: EQUIPMENT AND WEAPONS

To be successful, a Strontium Dog needs to invest in equipment – primarily weapons and armour but also other devices that help track down bounties and bring them in for the reward. This chapter details such equipment.

Access to Equipment

Every Strontium Dog has to provide his own equipment. The Dog House has its own armoury and quartermaster's stores but Strontium Dogs must still pay hard credits to make use of these resources. If a Strontium Dog is to have continued success as a Search/Destroy agent, he must invest in the tools of the trade; and to afford those tools, he needs some success as a Search/Destroy agent... life as a Strontium Dog really is a treadmill.

All the equipment listed in this chapter is available via the Dog House. The costs represent the standard Dog House price and every Strontium Dog is required to pay, there and then, for any equipment purchased: the Dog House does not operate a credit facility.

If a Strontium Dog is buying supplies, equipment, weapons or ammunition elsewhere, he can expect the costs to be far, far higher; and there is always the chance that a supplier might refuse outright to deal with a mutant. The tables below can be used to determine the reaction external suppliers have to Strontium Dogs who need to buy even the simplest things. Certain DMs apply to the Supplier Reactions Table, based on the severity of a Strontium Dog's mutation and certain skills the Strontium Dog may have.

SUPPLIER REACTIONS DMS

Circumstances	DM (positive or negative)
Shambolic mutation	-4
Severe	-3
Radical	-2
Moderate	-1
Broker skill	+1 per level
Trade skill	+1 per level
Influence	+ Inf characteristic DM

SUPPLIER REACTIONS TABLE

2d6	Supplier Reactions
-6- -3	Complete refusal to deal with the Strontium Dog. Other suppliers in the vicinity may take a similar approach; Strontium Dog suffers an additional -2 DM when dealing with other suppliers in the area.
-2-0	Refusal to deal with the Strontium Dog.
1-3	Supplier charges five times the standard price for goods or services.
4-6	Supplier charges four times the standard price for goods or services.
7-9	Supplier charges three times the standard price for goods or services.
10-12	Supplier charges twice the standard price for goods or services.
13+	Supplier charges the standard price for goods but following much haggling.

Referees can introduce additional positive or negative DMs depending on the prevailing feelings towards mutants and Strontium Dogs. Most worlds are prejudiced against mutants to a greater or lesser degree but Strontium Dogs always provoke some measure of contempt; it may therefore be even exceedingly hard or exceedingly expensive, for Strontium Dogs to buy their equipment from anywhere but the Dog House.

Use of Weapons

In general, every man and woman has the right to bear arms. This right does not extend to mutants and it has been illegal for mutants to carry weapons of any kind since Nelson Bunker Kreelman's time. S/D agents are the exception to this rule; licensed S/D agents have the right to carry and use weapons in the execution of Search/Destroy duties as long as the following directives are followed (as decreed by Galactic Statute):

- No S/D Agent should discharge a weapon save in self-defence.
- Weapons, if displayed, are to be contained in appropriate holsters or carrying rigs.
- When travelling on any form of starship, commercial, public or private, all weapons are to be surrendered to the appropriate ship's officer. If caught with concealed weapons aboard any space-going vessel, S/D agents face losing their license as well as arrest and up to 10 years detention in a penal institution.
- All S/D agents must declare their presence to the local S/D agency upon arriving at a particular world. They must declare what weapons they are carrying and all Time and Dimensional weapons must be logged by the authorities. S/D agents must surrender such weapons to the authorities if ordered to do so.
- Whilst licensed to use weapons in the execution of S/D warrants, agents must abide by the specific terms of the warrant: any fugitive who is terminated when termination is not explicitly stated as part of the warrant means that the S/D agent, unless he can produce incontrovertible supporting evidence, will be subject to the full weight of the appropriate laws.

In reality, most Strontium Dogs flout these directives on a daily basis, such is the nature of their work and such is the fractured nature of law enforcement throughout the galaxy. However, every Strontium Dog is aware that most people hate and fear them and local law enforcement officers resent their presence and involvement to the point that even the pettiest bureaucracy will be used to hinder and penalise S/D agents in the course of their work. Flouting the guidelines becomes a matter of making a point, as much as getting a job done.

Dying Ain't No Living — Living Costs

Whilst normal humans can expect to pay normal prices for most essential commodities and may have a steady income from one

source or another, mutants have no such guarantees. Mutants have no welfare provision and are forced to get by on charity programmes offered by the few pro-mutant charities that are scattered, feebly, across the galaxy.

Strontium Dogs earn an income from their bounties. Bounties are tax-exempt and this is one concession that benefits mutants above Norms but from his bounties a Strontium Dog must buy his own equipment, pay for food, drink and shelter, pay for transport costs and so forth. In the Strontium Dog game, collecting bounties is not a sure-fire way of getting rich. There are standard living costs that always need to be paid for.

The following guidelines should be used for Living Costs in Strontium Dog.

FOOD AND DRINK

Fast-food/street food: this is the best most Strontium Dogs can usually obtain. Even mediocre restaurants often do not allow mutants through the doors or, if they do, have segregated areas where the service is slower, poorer and the menu restricted. Basic costs are as follows:

- Street food (burger, sandwich or fried/grilled meat and vegetables of variable quality): Cr. 6 – Cr. 10.
- Poor meal in a mutant-tolerant restaurant: Cr. 40 – Cr. 80.
- Decent meal in a mutant-tolerant restaurant: Cr. 100 – Cr. 300.
- Good meal in a mutant-tolerant restaurant: Cr. 500 – Cr. 800.

LODGINGS

Again, many hotels flatly refuse to accept mutant guests and explicitly advertise the fact. Only the cheapest, most basic or most flea-infested establishments accept mutants and charge the following kinds of prices:

- Self-Service, coin-operated 'coffin' hotel: Cr. 20 per night.
- Poor quality room, mutant-friendly hotel: Cr. 25 per night.
- Mediocre quality room, mutant-friendly hotel (a Mutel): Cr. 50 per night.
- Reasonable quality room, mutant-friendly hotel: Cr. 80 per night.

TRANSPORTATION

SPACE TRAVEL

Occasionally, a Strontium Dog might have his own ship but this is extremely rare. If he does, then he faces precisely the same costs as any other *Traveller* character in terms of repayments, upkeep, starport costs and so forth.

Otherwise, space travel is by paid passage. Again, some public space lines will not accept mutants and certainly will not accept Strontium Dogs; however, the S/D Agency has made arrangements with some lines to ensure that Strontium Dogs will be offered low or mid-berth passages; so, by and large, Strontium Dogs can find transport from one warrant to the next.

The costs of passage depends on the berth type. Most passenger ships in Strontium Dog do not have the cryogenic low berths found in the *Traveller Core Rulebook*; low berths are, instead, steerage-class cabins, usually shared or dingy single cabins with the most basic sanitary facilities.

Typical passage costs:

- Low Berth: Cr. 3,000.
- Mid Berth: Cr. 18,000.
- High Berth: Cr. 30,000.

Low berths are the most commonly available passage for mutants. Mid-berths, if the Strontium Dog can afford it, are available on a roll of Broker or Trade 8+ and High Berth on a roll of Broker or Trade 10+. Even if a Strontium Dog has a Mid- or High-Berth passage ticket as part of his benefits from character generation, it is no guarantee that it will be accepted: characters must therefore roll for any passage quality above Low.

GROUND TRAVEL

Most mutants cannot afford their own vehicles but Strontium Dogs might be in a position to afford to buy a vehicle of some sort. Even so, owning a vehicle is not necessarily an advantage. Strontium Dogs travel a great deal and taking one's own ground transport from world to world is hugely expensive (unless one has one's own ship). Thus, most Strontium Dogs tend to rent vehicles as necessary.

Renting a vehicle is the same as for procuring any service and the reaction of the supplier determines the cost. The standard daily vehicle rental costs – those charged to Norms – are as follows; increase them according to the Supplier Reactions table on page 47.

- Sled Bike: Cr. 50
- Small Car: Cr. 75
- Medium Car: Cr. 125
- Large Car: Cr. 200
- Truck: Cr. 175
- ATV: Cr. 250
- Copter: Cr. 500

Most vehicle rental companies require a cash deposit before a vehicle is rented and this is usually ten times the daily rental charge for the vehicle. The deposit is forfeit if the vehicle is not returned and a percentage of the deposit is retained if the vehicle is damaged.

GENERAL COST OF LIVING

The general cost of living each month, excluding travel costs, depends very much on what standard of living a Strontium Dog desires. Those with a frugal mentality will be prepared to rough it; others, in defiance of the way society treats them, may choose to live as lavishly as they possibly can. The choice is therefore down to the Strontium Dog's own attitude and how much money he can afford to spend.



Standard of Living	Cost per Month
Baseline	Cr. 800
Frugal	Cr. 1,500
Average	Cr. 3,000
Good	Cr. 6,000
High	Cr. 12,000
Very High	Cr. 24,000
Lavish	Cr. 50,000

Any Strontium Dog attempting to maintain a Good or higher standard of living risks incurring jealousy and further prejudice – both from resentful Norms and other mutants. There is a certain pride in position and although getting one's self out of the gutter is admirable, ostentation is considered insulting to mutant-kind. It is therefore rare for Strontium Dogs to flaunt their success and most live in the Average to Good bracket where possible but often deliberately veer towards Average and Frugal. Again, it all depends on attitude.

Armour

Armour is essential to a Strontium Dog. Combat armour consists of a variety of pads that cover vital organs worn over a mesh body suit. Elaborate sash-like shoulder pads, greaves, vambraces and thigh-guards, many incorporating pockets, pouches and weapon holsters, are popular. Helmets too, are a common feature and many Strontium Dogs, including Johnny Alpha, have video equipment built into the helmet to prove who fired first or offer video evidence of a particular situation if it is questioned by the authorities.

The armour given below reflects that which is commonly worn by Strontium Dogs and available through the Dog House. Body suits are made from Mesh (*Traveller Core Rulebook*, page 87) and pads from a Cloth/Ablat amalgam, known as *leatherene*, which makes them effective against slug throwers and blasters. Once the Ablat reinforcement is exhausted in a pad, the pad is replaced.

The armour protection values are cumulative. For instance, Billy-Bob Gruff, wearing a mesh suit under a body sash pad, with a tactical helmet, would have an overall protection rating of 9 armour points.

Armour Type	Areas Protected	Protection	Cost (Cr.)	Mass (kg.)	Notes
Mesh	Body and Limbs	2	500	2	Available in a variety of styles, colours and cuts
Leatherene Leg Pads	Thighs, Knees and Shins	2	475	1	Equipped with 1d6 pockets and pouches, plus a knife sheathe (knife not supplied).
Leatherene Arm Pads	Hands, Arms and Upper Arms	2	420	1	Equipped with 1d6 pockets and pouches
Leatherene Body Sash Pad	Right or Left Shoulder, Chest and Abdomen	4	1,000	2	Equipped with 1d3 pockets and pouches, 1 holster, plus harness points for a further 2 holsters (not supplied)
Leatherene Shoulder Pads	Right and Left Shoulders	3	450	1	—
Open Helmet	Head	2	500	0.5	—
Tactical Helmet	Head	3	750	1	Includes voice activated video recording equipment. A single video slug records 30 minutes audio and video and can be set to activate as soon as the wearer draws a weapon.
Full Helmet	Head and Face	4	1,000	1.5	Includes a full-face visor and voice-activated video recording equipment. For an additional Cr. 500 the helmet includes a respirator that provides 30 minutes of oxygen.

ARMOUR FROM TRAVELLER CORE RULEBOOK

Whilst vacc suits and hostile environment vacc suits exist and are used in Strontium Dog, combat armour and battle dress are rarely, if ever, seen. It is up to Referees to decide if these forms of armour are present in their Strontium Dog campaign.

If so, the highest TL for armour is 14.

Blasters

Blasters come in a wide variety of sizes and types but all work on the same kind of principle: a powerplant held within the weapon generates a bolt of energy that is emitted from the weapon's barrel with the wavelength of the energy being calibrated to either 'stun', which aims to incapacitate a target but not kill; or 'flesh', which imparts the full force of the energy bolt and is designed to kill. Switching from one mode to another is via a simple voice command.

The most popular blaster manufacturers are Westinghouse, Webley and Wesson of Earth; Carlsen of Mars; VAZ Industries of Fritz and Gana-Nanga of the Karmelyte system.

Most Strontium Dogs carry several blasters of varying sizes about their person. This ensures that a weapon is always to hand and that a reserve is available in case of depletion or loss.

Blasters use a powerpack that slots either into the handgrip or the body of the weapon. Larger weapons can accommodate larger powerpacks that sport greater shot capacities. The price of replacement powerpacks is given in the weapon's description.

PHASED BLASTERS

A more advanced form of the blaster is the Phased Blaster, which allows the wavelength of the energy bolt to 'phase' and activate to its full potential at a specific, pre-set range. Phased Blasters can therefore pass harmlessly through armour and flesh to activate and deliver damage to a target that perhaps thought itself protected.

Where a blaster is phased, the maximum ranged increment for phasing is given in the weapon's description. At ranges below the maximum phasing, the energy bolt can be calibrated ('phased') to pass through all physical objects before becoming active. Phased blasters carry an automatic range finder so that the energy bolt can be accurately phased.

SAMPLE BLASTERS

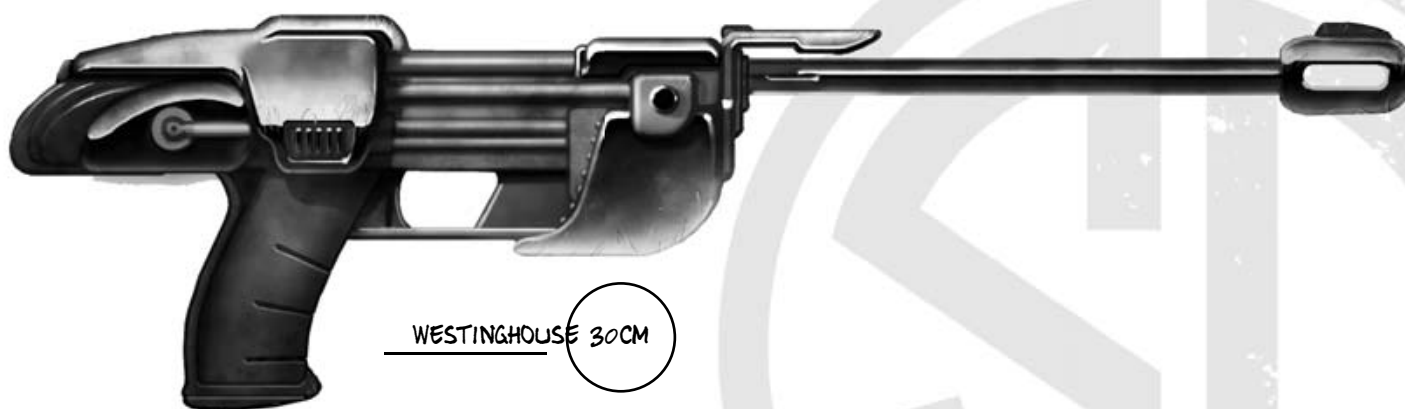
Essentially blasters come in one of four varieties: Standard, Precision, Heavy and Micro. Examples of each kind are given here. Any blaster, with the exception of a micro blaster, can come in a Phased variant. Phased versions have their own entry in the Blasters table on page 53.

THWUP GUN

A crude version of the standard blaster, thwup guns were first used in the wars of 2150. Large, noisy and inefficient, thwup guns are so called because of the distinctive noise they make. Despite their flaws, many Strontium Dogs still use a thwup gun either for sentimental reasons (many carried them and the rifle variant, during the Mutant Uprisings) and because they are cheap.

WESTINGHOUSE 30CM 'MANHUNTER' (PRECISION BLASTER)

A weapon favoured by Johnny Alpha, the Westinghouse 30cm 'Manhunter' is a stocky weapon with a delicately curving handle and a slender, 30cm-long collimation barrel that aids accuracy. Heavy and expensive, it has a high shot capacity.



WESTINGHOUSE 30CM

WEBLEY HAND BLASTER



COLT BLASTINGER



WESSON 88 MAGNUM



WEBLEY HAND BLASTER (STANDARD BLASTER)

Much imitated, the Webley Hand Blaster is a common form of blaster favoured by Strontium Dogs for its reliability and decent powerpack capacity. It offers a good, all-round combination of weight and firepower.

WESSON 88 MAGNUM (HEAVY BLASTER)

Sporting a massive 88mm diameter barrel, this heavyweight blaster packs a massive punch but at a limited powerpack capacity. Useful against heavily armoured opponents, it is nevertheless a weapon popular with Strontium Dogs who want to terrify the life out of more timid foes simply by drawing, if not actually firing, this monster.

COLT BLASTINGER (MICRO BLASTER)

A very small, light, easy to conceal weapon, the blaster packs a heavy punch for its size but has a powerpack limited to no more than six shots. As it does not have the physical capacity to mount a full voice activation system, it has two barrels in an over/under configuration, one for stun shots and the second for flesh. A blaster is small enough to be concealed in the palm of the hand and is completely unobtrusive under clothing.



BLASTERS

Weapon	Range	Damage	Auto	Phased Range	Recoil	Mass (kg.)	Magazine	Cost (Cr.)	Power pack
Micro Blaster	Shotgun	3d6+3	No	—	—	0.2	6	3,000	500
Standard Blaster	Pistol	4d6+3	No	—	—	3.5	60	5,000	1,500
Precision Blaster	Assault Weapon	5d6+3	No	—	0	4	50	8,500	2,250
Heavy Blaster	Pistol	6d6+4	No	—	1	5	20	10,000	3,000
Thwup Gun	Pistol	3d6-3	No	—	—	1	25	1,000	500
Thwup Rifle	Rifle	4d6-3	No	—	0	8	50	3,000	500

Phased Blasters

Phased Standard Blaster	Pistol	4d6+3	No	100m	—	4	60	8,000	1,500
Phased Precision Blaster	Assault Weapon	5d6+3	No	300m	0	4.5	50	11,500	2,250
Phased Heavy Blaster	Pistol	6d6+4	No	50m	1	5.5	20	13,000	3,000

Other Energy Weapons

The energy weapons found on page 100 of the *Traveller Core Rulebook* (and the table is reproduced here for convenience) are available to Strontium Dogs. Note that laser weapons tend to have fallen out of favour with Strontium Dogs due to the availability of specific anti-laser defensive devices that attract and bend the light beam away from the intended target. Also, lasers have a fixed damage setting and cannot be phased.

SCATTERBEAM

Scatterbeamers discharge multiple, crackling, fork lightning like beams of energy that bathe a wide, if relatively short, area. Good for incapacitating multiple foes but not so good for dealing damage at longer ranges. When using a scatterbeamer, everyone in Short range (3-12 metres), in a 60 degree arc in front of the beamer, is liable to take damage unless they can take evasive action (or the attack roll fails). However, due to the spread nature of the scatterbeam, those using it gain a +1 DM to hit.

ENERGY WEAPONS

Weapon	Range	Damage	Auto	Mass (kg.)	Magazine	Recoil	Cost (Cr.)	Power pack (Cr.)
Pistols								
Laser Pistol	Pistol	3d6+3	No	3	100	0	2,000	350
Scatterbeam	Pistol	3d6-3	No	2.5	100	0	3,500	350
Stunner	Pistol	2d6+3	No	0.5	100	0	750	200
Rifles								
Laser Carbine	Assault Weapon	4d6+3	No	3	50	0	2,500	1,000
Laser Rifle	Rifle	5d6+3	No	5	100	0	3,500	1,500
Plasma Rifle	Rifle	6d6	No	6	—	2	10,000	3,000

Slug Weapons

Injuring or killing a target by slamming a small, aerodynamic lump of metal into them at high speed remains a highly effective way of dealing with an enemy and so, despite the advanced weapon technology of the 22nd Century, slug throwers still remain in use throughout the galaxy.

All the slug weapons found in the *Traveller Core Rulebook* are available and their tables are reproduced here for convenience.

SLUG THROWERS

Weapon	Range	Damage	Auto	Recoil	Mass (kg.)	Magazine	Cost (Cr.)	Ammo Cost (Cr.)
Pistols								
Antique Pistol	Pistol	3d6–6	No	–1	1	1	100	5
Revolver	Pistol	3d6–3	No	0	1	6	150	5
Snub Pistol	Pistol	3d6–3	No	0	0	6	150	10
Body Pistol	Pistol	3d6–3	No	–1	—	6	500	20
Autopistol	Pistol	3d6–3	No	0	0.5	15	200	10
Gauss Pistol	Pistol	3d6	4	–1	0.5	40	500	20
Rifles								
Antique Rifle	Rifle	3d6–3	No	–1	6	1	100	10
Rifle	Rifle	3d6	No	0	5	20	200	10
Autorifle	Rifle	3d6	4	1	5	20	1,000	10
Shotgun	Shotgun	4d6	No	2	4	6	200	10
Assault Rifle	Assault Weapon	3d6	4	1	4	30	500	15
Accelerator Rifle	Rifle	3d6	No	—	2	15	900	30
ACR	Rifle	3d6	6	0	3	40	1,000	15
Gauss Rifle	Rifle	4d6	4	0	4	80	1,500	40

GRENADES

Although they may not be on every Strontium Dog's shopping list, grenades are very useful in certain situations, such as dealing with bunkers and trenches without putting oneself in direct danger, grenades are fantastic ways of dealing with several enemies at once. All the grenades listed below (even those listed in the *Traveller Core Rulebook*) can be purchased specifically for the use in a grenade launcher.

EMP: Electromagnetic Pulse grenades are used to knock out drones, robots, computers and electronic equipment. Any unshielded electronic technology caught in the radius of an EMP grenade will automatically shut down for 1d6 minutes. Few high-tech mercenaries use these devices due to the erratic nature of their effect radius – often risking their own gear to even throw one.

Incendiary: Incendiary grenades deal 1d6 heat damage to characters within three metres of the blast; the radius is considered to be ablaze for 2d6 minutes – inflicting 1d6 fire damage to anything that enters the area.

Plasma: Plasma grenades use two chemical agents and an electric pulse to start a massive reaction in the grenade's shell, causing it to explode in a small orb of superheated gas.

GRENADES

Weapon	TL	Range	Damage	Radius	Cost (Cr.)
EMP	9	C	None	2d6 metres	200
Incendiary	5	C	3d6	3 metres	50
Plasma	12	C	5d6	2 metres	100

Combination Weapons

Combination weapons take two or more separate weapon types and roll them into the same housing. The advantage for the Strontium Dog is a versatile weapon in a single package; the downside is that combination weapons are on the heavy, bulky side for handguns and are expensive.

A typical combination weapon is the standard blaster/auto pistol combo, known to aficionados as a slab-blaster, whereas more specialised combination weapons include the Westinghouse Variable Cartridge Blaster; a large, tripled-barrelled weapon of a similar, enormous size to a Wesson 88 magnum, which fires one of four separate ammunition types.

The common forms of combination weapon are as follows:

SLAB-BLASTER

A combination blaster and slug thrower, the slab-blaster has a .357 caseless ammunition load mounted in the same casing as a standard blaster. The weapon has dual triggers, mounted in series, in a bulky trigger guard beneath the lumpy, stubby casing. The most basic of the combination weapons, it compromises the capabilities of the blaster's powerpack and the capacity of the ammunition magazine but is generally a reliable, if somewhat stocky, weapon.

PALM CANNON

A refinement of the slab-blaster, the palm cannon packs a higher calibre (typically .44 magnum) slug thrower into the same casing as a standard blaster and attempts to streamline the unit, making for a long-barrelled handgun that can also attain a degree of elegance. The current fashion is for a musket-like, curved handgrip with a turned-brass pommel. Switching between the two firing modes is via a casing-mounted toggle, with a light indicator showing if slug or blaster mode has been selected.

VARIABLE CARTRIDGE BLASTER

Westinghouse perfected the VCB and still makes the definitive model, although there are several copies, typically made by the likes of Rooger and Clashnikoff.

Variable Cartridge Blasters are designed to accept several different sets of ammunition which are loaded into the weapon in individual cartridges. The cartridges are typically designated with a number and the cartridge selection on the Westinghouse VCB is voice-activated. The typical cartridge designation is:

- Number 1 Cartridge: Heavy Blaster Cartridge – very similar to the effect for a heavy blaster.
- Number 2 Cartridge: High-Velocity Armour Piercing. This intense, plasma-based cartridge is designed to punch through armour, although its penetrating power comes at the expense of range.
- Number 3 Cartridge: Tunneller/Incendiary. A high intensity plasma beam that can be used for cutting (hence the name 'tunneller') and for igniting combustibles.
- Number 4 Cartridge: High Explosive; essentially a plasma grenade.
- Electro-Flare – not technically a cartridge but an additional, powerpack setting. Electro-flare discharges a magnesium-bright flare, for use either as a distress signal or to blind opponents. The flare produces a 10m-diameter bubble of intense light when activated; unshielded or unprepared eyes must roll End 10+ or be blinded for 2d6+1 rounds.

The weapon can accept a load of 20 cartridges, combined as the user sees fit. The onboard cartridge recognition system knows what has been loaded and in what quantity; if the user selects a cartridge that has not been loaded, the weapon's voice synthesiser informs the user and suggests the closest alternative.



MULTI-BEAM BLASTER

The multi-beam blaster is a sophisticated weapon that combines a standard blaster with the following blast beam settings:

Stasis Beam: this beam renders the target rigid, as though trapped in a stasis field. It causes no damage and when a target is struck by the beam, he must roll End 12+ or find that his entire body, save for his vocal chords and respiratory system, is rendered completely rigid for 3d6 minutes.

Tracer Beam: this beam again leaves no damage but indelibly (and invisibly) marks itself radioactively on the target. A sensor in the blaster keeps track of the radioactive signature and when the user wants to locate the target of the tracer beam he presses the phase two stud of the tracer beam setting on the weapon. In phase two mode the beam activates, as long as the weapon is within 100 metres of the target: the radioactive signature, stamped on the target, causes a mental reaction in the brain of the target, compelling him to shout out his presence, irrespective of how well he is hidden or trying to hide.

COMBINATION WEAPONS

Weapon	Range	Damage	Auto	Phased Range	Recoil	Mass (kg.)	Magazine	Cost (Cr.)	Powerpack/ Ammo/ Cartridge Cost (Cr.)
Slab-Blaster									
Standard Blaster	Pistol	4d6+3	No	—	—	4	25	7,000	1,800
Slug Pistol		3d6—3	No	—	0		10		10
Palm Cannon									
Heavy Blaster	Pistol	6d6+4	No	—	1	6	20	15,000	3,100
Slug Pistol		3d6—3	No	—	0		10		10
Variable Cartridge Blaster									
Number 1	Pistol	4d6+3	No	—	—	7	10	20,000	1,800
Number 2	Pistol	5d6+3 (this cartridge ignores the first 8 points of any armour)	No	—	1		5		2,200
Number 3	Pistol	5d6+6	No	—	0		3		5,000
Number 4	Ranged (rocket)	6d6/4d6/3d6	No	—	1		3		5,000
Electro-Flare	Pistol	See description, page 55.	No	—	—		3		1,800
Multi-Beam Blaster									
Standard Blaster	Pistol	4d6+3	No	—	—	3.5	20	10,000	1,800
Stasis Beam	Pistol	Special	No	—	—				
Tracer Beam	Pistol	Special	No	—	—				

Exotic Weapons

The 22nd Century has produced some strange and exotic weaponry that may or may not have a place in the armoury of a dedicated Strontium Dog. The following is a selection of melee weapons that, whilst not available through the Dog House, may prove to be useful assets.

HAPPY STICK

Wulf Sternhammer, Johnny Alpha's deceased Norm partner, popularised the Happy Stick to a certain extent. The big Viking was popular with many Strontium Dogs and, following his death at the hands of Max Bubba, a few Strontium Dogs started to carry and use replica Happy Sticks in memory of Wulf.

The Happy Stick is essentially a two-handed warhammer but anyone with Str 10+ can wield it single-handedly. An iron or steel mallet-head is fixed to a metre and a half wooden shaft and a counterweight at the opposite end provides balance: the counterweight can also be used as a weapon in its own right and Wulf's Happy Stick had its counterweight fashioned into a wicked, curved, pick, useful for punching through plate armour.

Happy Sticks need to be purchased from a specialist supplier, usually someone who specialises in making archaic weapons such as swords and maces.

ELECTRONUX

A large, insulated band that fits across the knuckles, the electronux generates an electrical field that radiates 30cm in a 150 degree arc from the field generator. The field is 20,000 volts which is enough to stun most human opponents – and that is the purpose of the electronux: this is a non-lethal incapacitating weapon, making it useful for hand-to-hand confrontations where the opponent cannot be killed under the terms of a warrant.

Electronux powerpacks provide up to 12 hours of continuous use before needing to be replaced.

LAS-WHIP

A cruel and uncommon weapon, the las-whip is used on frontier colony worlds for controlling livestock and is designed to inflict pain but not to kill. Despite the name, the las-whip is not a laser weapon; its flexible energy blade is actually plasma, surrounded and contained by an electromagnetic field that offers the whip-like flexibility and limits the plasma beam's length. A las-whip has a reach of two metres and in the hands of a skilled user, can be lethally effective.

The las-whip powerpack provides up to 12 hours of continuous use before needing to be replaced.

POCKET NUKE

Also known as a P Bomb, this is a hand-sized tactical nuclear weapon. A pocket nuke is a devastating piece of ordnance that can reduce entire buildings to rubble. When activated, everything within a 500 metre radius of the nuke is utterly destroyed. Between 500 and 1,000 metres 10d6 damage is delivered to both objects and living things. The damage decreases by 1d6 for every 200 metres thereafter. As a nuclear weapon, the pocket nuke also deals radiation damage: treat the fallout from the pocket nuke as a Serious Leak (*Traveller Core Rulebook*, page 142).

The Galactic Crime Commission considers possession and activation of a pocket nuke as a capital offence. Anyone known to be in possession of such a weapon or who has used one, is automatically subject to a Termination Warrant.

Cost: Cr. 1,000,000

PULSE BOMB

An ovoid bomb weapon that emits a powerful sonic oscillation, the pulse bomb is designed to confuse and debilitate rather than to wound, maim or kill. Anyone caught in its blast radius of 20 metres must roll End 10+ to be merely deafened for 2d6 minutes. If the roll fails, roll 1d6 to determine the additional effects of the pulse bomb:

1. **Epileptic Fit:** The victim convulses helplessly for 1d6 minutes. Afterwards, all skills are at a -4 DM for 1d6 hours.
2. **Incontinence:** The victim's bowels and bladder open. The victim is helpless for 10-60 seconds whilst the incontinence hits and then suffers a -3 DM to all skills until he can get himself cleaned-up.
3. **Temporary Paralysis:** The victim is completely paralysed for 1d3 minutes. Afterwards, he suffers a -2 DM to all skills for the next 1d3 hours.
4. **Hallucinations:** The victim hallucinates for 1d6 minutes. In this period his subconscious mind is unlocked and he undergoes a terrifying 'trip' through his nightmares. He is unable to act during this period and afterwards suffers a -2 DM to all mental skills for a further 1d3 hours.
5. **Blindness:** The victim is rendered blind for 1d3 minutes. His sight returns at the end of this period but he suffers a -2 DM to all skills for 10-60 minutes owing to blurry or tunnel vision.
6. **Two Effects:** Roll twice and combine the results, re-rolling on a result of 6.

Cost: Cr. 500,000

VIBRO-BLADES

Vibro-blades are edged weapons with an in-built ultrasonic generator that causes the blade to vibrate at incredible speed, thereby increasing the cutting potential of the weapon. Vibro-knives and vibro-swords are the most common forms of vibro weapon but vibro-axes and vibro-glaives are not unknown.

A somewhat barbaric weapon, they are not in favour with Strontium Dogs but space pirates, keen to emulate the activities and infamy of the old Earth sea-going pirates, sometimes carry these weapons and use them to deadly effect.

SPLIT-BEAM VIOLATOR

An experimental weapon first developed by Carlsen Industries, the split-beam violator is a cross between a melee weapon and an energy weapon. It resembles a double axe-head, attached to a complicated handgrip. The weapon draws on electrical energy, either from the user or from a target, if the weapon strikes physically, and so does not require a powerpack or external energy supply. When used as an energy weapon, the user's electrical energy is drawn and converted by the violator to create

a plasma beam that is emitted from the entire axe-head and can be fired just like a blaster.

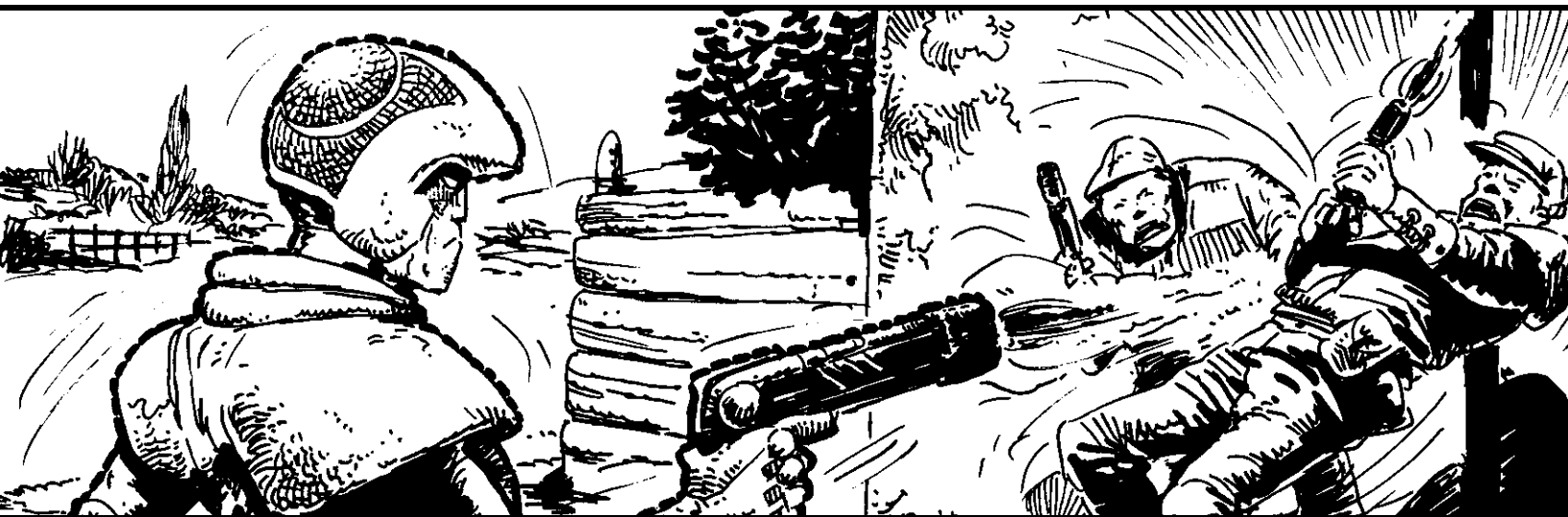
When used as a melee weapon, the axe-head is bathed in plasma energy and inflicts brutal damage on the target and also draws out their own electrical energy which is then stored in the weapon's integral batteries.

The split-beam violator inflicts 1d6 damage for every 2 points of End of its user – either when used as a ranged energy weapon or as a melee weapon. When it strikes and causes damage, as a melee weapon, half the End characteristic of the target is drawn and stored in the weapon's batteries, which is then used to increase the weapon's damage.

If the user rolls a natural 2 when attacking with the split-beam violator, he risks being fatally de-electrified as the weapon saps too much electrical energy. 4d6 is rolled, with damage being applied first to End, then Str and finally Dex. This is the reason why the split-beam violator has remained an experimental weapon, although some are still in use by Strontium Dogs who volunteered to test the device in the field.

EXOTIC WEAPONS

Weapon	Range	Damage	Heft	Mass	Cost	Powerpack
Happy Stick	Melee (bludgeon)	3d6+2 (mallet) 1d6+2 (counterweight)	2	4	1,000	—
Electronux	Melee (unarmed)	3d6	—	—	5,000	500
Las-whip	Mele (large blade)	1d6+3	0	0.25	8,000	1,000
Vibro-knife	Melee (small blade)	2d6+4	—	0.25	3,000	500
Vibro-sword	Melee (large blade)	4d6+4	-1	3.25	6,000	500
Split-beam violator	Melee (large blade)	1d6 for every 2 points of user End and every 2 points of stored End energy	1	3	100,000	—
	Ranged (pistol)					



Time and Dimensional Weapons

Time manipulation technology has been in existence since the late 21st Century but by 2170 time and dimensional weapons have become viable and first see active development by Nelson Bunker Kreelman's scientists during the mutant wars.

All the weapons in this section are covered by the Special Weapons skill. The skill covers calibrating and setting the weapons correctly to achieve their desired effect. Whilst all these special weapons can be used to kill or remove a target from an area, more subtle effects can be achieved with a little thought and practical application: rolls of 8+ on Special Weapons ensure that such subtle or clever effects are realised successfully.

TIME WEAPON LICENSES

Time weapons are extremely expensive pieces of hardware that are only available through the Dog House and only to those S/D agents who have been given a license to use them in the execution of a warrant. To qualify for a TDW (Time and Dimension Weapons) license, Strontium Dogs must fulfil the following criteria:

- Have served as an S/D agent for eight or more years (two terms minimum).
- Have Special Weapons 0 or higher.
- Be in a position to afford to buy T and D weapons.

If these conditions are met, then Strontium Dogs can purchase T and D weapons through the Dog House's Special Weapons Bureau.

TIME BOMB

A time bomb, when activated, throws a physical area (a bubble three metres in diameter) either forward or backwards in time but not in space, by any time increment up to six hours. Because the time displacement does not include a shift in spatial co-ordinates, the result is that the contents of the distortion bubble do not follow the trajectory of the planet. This means that the target of a time bomb generally finds himself surrounded by vacuum, dying as a result; but, with judicious setting of the bomb's time-shift increment and knowledge of both local geography and the planet's orbit, a Strontium Dog does not need to use a time bomb purely to kill a target.

Time bombs are fist-sized devices with two sets of controls. The first sets the increment for the time-shift – any amount between 1 second and 6 hours, forwards or backwards in time. The second set is the activation timer and the time bomb can be set to activate either immediately, upon contact with a hard surface or on a timer (between 1 second and 6 hours).

Time bombs are one-use weapons.

Cost: Cr. 300,000 each

TIME SLIP

A localised time accelerator, not unlike a time drogue, a time slip accelerates time in a 3 metre diameter bubble. Every second outside the bubble is accelerated inside the bubble to one year. Thus, 15 seconds of elapsed time outside the bubble sees 15 years pass (the maximum setting) inside the bubble.

Time Slips are one-use weapons.

Cost: Cr. 300,000 each

TIME TRAP

A nasty anti-personnel weapon, the time trap throws anyone stepping on it between 2 and 12 seconds into the past so that they repeat their actions – which means stepping on the time trap again and being forced to repeat this action until the time trap is deactivated or the victim starves to death. The trap is a circular plate about 15cm in diameter, with its time replay setting controls fixed onto one edge. The trap can be deactivated by a small remote control or by pressing the deactivation controls on the trap's edge. The trap has a battery life of six months.

Cost: Cr. 600,000 each

PORTAL GRENADE

A portal grenade creates a temporary rift in the space-time continuum, shifting a three metre diameter bubble into an alternate dimension. The dimension is randomly determined, and dependent on how the parallels of the multiverse happen to be configured at any particular time. It is therefore possible for the target of a portal grenade to be transported to any conceivable form of reality – from something completely alien through to one that is extremely close to the original, save for key details.

Portal Grenades are one-use weapons.

Cost: Cr. 300,000 each

PHASE SHIFTER

An anti-personnel weapon, the phase shifter is a short-range teleporter that, when stepped on, teleports the target a fixed distance in a fixed direction. This can make the phase shifter a useful escape or transportation device but, if the range and direction terminates in a solid object, such as a wall, then the target, when he materialises, may be severely injured or even killed.

Phase shifters are one-use weapons.

Cost: Cr. 500,000

Specialist Equipment

The following items are available through the Dog House and are common items in the S/D agent's arsenal.

BINDERS

Plastisteel restraints that lock around a fugitive's wrists and tighten if the wearer attempts any excessive wrist movement, S/D binders can only be released using the special security codes at a Search/Destroy agency office. The restraints are designed to be used one-handed. Rolling Dex+Athletics (co-ordination) 8+ allows the Strontium Dog to cuff a fugitive in a single, fluid movement, using a Minor Action, if he has the binders ready. If the Strontium Dog is taking his time, then a fugitive can be securely cuffed in two Minor Actions. The binders are exceedingly strong: 20 points of damage need to be applied in a single burst to cut through or break the linkage between the binders and 30 points need to be applied to remove the binders from around the wrists. Each cuff contains an integral tracker that can be traced using a hand computer.

Trying to wriggle free of the binders requires a successful Athletics (Co-ordination) roll against 15+. Each failed attempt to break free causes the binders to tighten, increasing the target for the Athletics roll by +1. If the wearer makes three or more attempts to break free unsuccessfully, he sustains 1 point of damage, applied to his Dex, as the binders bite into his wrists, squeeze the nerves and threaten to crack the bones.

Cost: Cr. 800 per pair

BUG

An insect-sized surveillance device, the Bug has twin eye cameras and powerful microphones set into a tiny carapace that is propelled by a pair of monofilament sheet wings, all powered by an Evinrude micro-fusion unit. The Bug goes where instructed and relays back audio/visual to a hand computer loaded with the Securi-Bug software. Bug units have a range of 1 kilometre and can remain active without a recharge for approximately 24 hours.

If spotted, the Bug's onboard Evasion program, tiny size and incredible agility give it a natural -6 DM against all attacks made against it.

Cost: Cr. 3,000

DISRUPTION UNIT

This small unit emits a constant electro-psionic field that disrupts psionics within its sphere of influence. The unit carries a 100 point charge, with its operation drawing on this charge at the rate of 1 point per minute. The maximum setting is variable between 1 and 6 points, with each point applying a negative DM to all psionic use equal to the points setting. The disruption unit affects an area of 3 metres radius. The unit can be recharged from a standard power source, taking 1 minute per point to recharge.

Cost: Cr. 20,000

GRAV-CHUTE

The grav-chute is a hand-held grav-field generator that is designed to slow a fall from a height thus preserving life. Activating a grav-chute is a minor action and the grav field is effective for heights up to 200 metres; anything above that and the chute is ineffective. The grav-chute can support a maximum weight of 100kg and has an internal, non-rechargeable battery that is good for 20 hours continuous use, which costs Cr. 100 to replace.

Cost: Cr. 100,000

HOLDING FIELD

A holding field is an advanced system that has a variety of uses. High energy beams or spreads of beams (a field) are strung between a generator unit and a receptor unit to create an impenetrable barrier that may or may not be visible to the naked eye, depending on the energy used and the desire of whoever sets up the field. Generally, a holding field is designed to contain without causing damage although, again depending on the kind of energy used, damage may be caused if the field is touched.

Typical frontier generator and receptor units are contained in a single pillar-like device with settings on the exterior to dictate the unit's polarity (either generating or receiving), so that discrete devices are not necessary. Two units used together create a single-line barrier; three a triangle, four a rectangle and so forth. Onboard computers automatically calibrate to the other units used in the matrix and provide continued energy correction for optimum use. The height of the barrier is determined by the height of the generator/receptor unit. A simple pair of units is 2m in height; add a further Cr. 5,000 for each additional metre of height required.

The Holding Field's range (i.e. the maximum distance that can be attained between the two units) is cost-dependent. A basic pair of 2m high units can span up to 5m. Add a further Cr. 5,000 for each additional 5m span required.

As the idea of the Holding Field is to contain, physical damage is rare. The energy field offers a solid resistance (and is warm to the touch) just as a physical barrier offers resistance. However, if enough energy is exerted, then a Holding Field can be overcome. A basic Holding Unit generates a Field Strength of 6d+6. To overcome it, the opposing force must achieve a higher Effect than that created by the Holding Field. This could be kinetic energy from something swinging at or charging the field or a weapon system overloading the field itself. Of course, if the units are targeted and damaged, then this will either impair or negate the field. For this reason the generator/receptor units are usually equipped with 8 points of armour (further points of armour cost Cr. 200 per unit).

Cr. 10,000 per unit (2m height, 5m span). Add Cr. 5,000 for each 1m in height and/or 5m span. Add Cr. 200 per additional armour point.

BEAM POLARISER

This device locks onto the wavelength of any laser beam active in a 100 metre radius and 'attracts' it; that is, bends its trajectory towards the polariser unit itself, where the beam is defracted and rendered harmless. The beam polariser unit is a domed box 18cm in width and height and studded with a variety of sensors, disruption screens and defraction lenses.

Only laser-light is affected by the polariser; blasters and other energy weapons (plasma, for instance) are unaffected.

Anyone using a laser within the range of the polariser automatically misses the target and will need to switch to another, more effective, weapon if they wish to continue the combat.

The polariser's battery is good for 6 hours of continuous use. It must then be replaced.

Cost: Cr. 10,000 (battery, Cr. 100).

SHORT-RANGE TELEPORTER

A personal teleportation device, the Short Range Teleporter disassembles and projects physical objects from one geographical location to another, reassembling the subject's molecules at the destination. The maximum range for the device is 50 metres and the teleporter can transport up to 200kg of solid matter. The device can be programmed with specific co-ordinates or can be set to random. On random, the subject is teleported to a random location anywhere within a 500m radius of the current position. Inbuilt calibration sensors ensure that the subject does not materialise within a solid object or at an elevation above ground level: it can therefore be used reasonably safely on random mode.

Setting the teleporter requires either a Computers or Special Weapons 8+ roll. DMs can be imposed for setting co-ordinates in haste or whilst under fire. If the roll is unsuccessful, the user is transported to a random location rather than a pre-programmed one. If the random setting is used, then the user has materialised in a location that is disadvantageous rather than a place of complete safety.

The teleporter is small enough to be worn on a belt or armour sash and can be attached to objects with self-adhesive patches. It is good for three uses before it needs to be replaced.

Cost: Cr. 800,000

STASIS FIELD

A stasis field generator creates a time-retarding field. Living things and objects enclosed within a stasis field experience the passage of time at a significantly slower rate than does the rest of the universe. This means that an occupant of a stasis field could emerge having experienced only a few seconds, minutes or hours of elapsed time, only to find that centuries or millennia have passed outside the field. Stasis fields have a perfectly reflective, shiny surface nearly invulnerable to outside damage.

The stasis field generators available to Strontium Dogs are capable of enclosing a bubble two metres in diameter. The generator is a rod-like device that expands the field outwards and around the subject, so it is always contained within the field. The device has an internal/external ratio of 1 second to 1 year, with a maximum external time passage of six years, so no more than six years will have passed outside the field, whilst no more than six seconds will have elapsed within it. The generator can be set to fully automatic cut-off so that whoever is inside the field cannot disable it and must wait until the generator automatically deactivates. Naturally, it can also be set to manual activation and deactivation.

The surface of the stasis field is resistant to all known forms of weapon damage, meaning that a stasis field is the ultimate form of armour. However, the amount of power needed to set-up and maintain the field means it is a one-use device that cannot be recharged. The bulk of the power discharge is used in establishing and collapsing the stasis field, not maintaining it, so establishing a field that lasts for 6 hours takes a similar amount of power to one lasting 6 years.

Stasis field generators are only available to TDW licensed S/D agents.

Cost: Cr. 1,000,000

TELEKIN SHIELD

A hand-held unit that throws-up a protective shield against hostile, incoming psionics. The shield is able to block psionic attacks that have a maximum of 12 Psi points invested in them; anything higher and the shield is overwhelmed.

The shield's battery life is good for 12 hours of continuous use.

Cost: Cr. 40,000

TIME ANALYSER

This hand-held analysis device is used to identify the use of any time or dimensional manipulation activity within a 100 metre radius. It can sense whether time was moved forward or reversed and identify what kind of equipment was used to effect the manipulation. It requires a Special Weapons roll of 8+ to correctly interpret the read-outs of the analyser but the roll offers the user a comprehensive overview of time manipulation within the area within the preceding 24 hours.

Cost: Cr. 250,000

TIME DROGUE

A time drogue creates a three metre diameter bubble of reversed time with a maximum time reversal of six minutes. This allows a Strontium Dog to, literally, shoot first and ask questions later, as the dead can be brought back to life for a few, short minutes and interrogated. Once the drogue is switched off, time in the bubble returns to normal, meaning that a resurrected corpse must relive its death for a second time.

A time drogue has a maximum of 3 uses before becoming exhausted. It cannot be recharged.

Cost: Cr. 600,000

WARRANT CARD

A hand-held device, every Strontium Dog is issued with a warrant card upon being licensed as an S/D agent. The warrant card is slaved to FIDO (see page 89) and it displays all current open warrants, with full details on the subject's history accessible from the FIDO archives, as well as 'closed' warrants – those allocated to a specific Strontium Dog.

Usually no skill rolls need to be made to access warrant information. However, if a Strontium Dog is attempting to locate or cross-reference some particularly obscure fact, event or history, a Computers 8+ roll may be called for.

The warrant card also acts as a locator beacon for the Dog House, allowing S/D control to track the locations of the Strontium Dogs out in the field.

Cost: Cr. 250,000 (but issued free to every Strontium Dog)

WIRE LAUNCHER

This is either a separate unit, worn on the belt or wrist or can be bought as part of a leatherene arm pad (the cost of the wire launcher is added to the cost of the armour) or can be added to a combination weapon as an active part of the weapon system (add the cost to the weapon's cost).

The wire launcher fires a hooked grapnel attached to a 50 metre microfilament line that can hold up to 200kg without fear of snapping.

Gaining a secure hold on an object depends on how the wire launcher is being used. If it is separate, standalone unit or part of armour, then Dex+Athletics (co-ordination) 8+ is the roll to make, with a maximum range of Long. If used as part of a combination weapon, then Gun Combat (combination weapon) is used.

Cost: Cr. 2,000

Robots

Robots come in every size and shape. *Strontium Dog* lacks the space to go into a detailed robot design system, so the mechanics presented here are intended to allow Referees to use a set of standard design robots easily and to create new types to suit campaigns with relative ease. The fundamentals of robots follow the following template:

- Function – what is the robot's purpose? This determines its software package and hence its skills.
- Config – what sort of shape is the robot? Humanoid is the most common but countless other designs are found. Config determines the robot's locomotion to a certain extent.

- Size – how big is the robot, compared with a standard human? Size has a direct influence on the robot's characteristics.
- Personality – does the robot have a personality? Many are simple drones, lacking any form of communication. Others have complex personalities and characters.
- Characteristics – robot characteristics are based on those of humans but influenced by function and size.

FUNCTION

Every robot has a primary function: what it is designed to do. Its function therefore determines its programming and its capabilities – which are essentially the same skills as those available to all characters in *Strontium Dog*.

There are six functional categories, each with a sub-category. The Config column shows which config options are available for robots in this Functional Category; the Size column shows the typical size ranges available – although smaller and larger variants can certainly be found; and the Personality column shows how many Personality Traits a Function Category has. Finally, the Will Modifier is applied to the dice rolled for the Will characteristic of the robot (see Characteristics on page 65).

CONFIG

A robot's config largely determines how it looks and how it moves. The most popular config type is Humanoid, which means that the robot has two arms, two legs, something passing for a head and walks around in a manner that makes other humans feel comfortable. It does not necessarily look human or behave in that way but its configuration is similar. The Config types are as follows:

HUMANOID

The robot has two arms, two legs and a form of head, which generally houses visual receptors and audio systems. The robot walks with a human-like gait. Humanoid config types are limited to Sizes S, M and L.

HUMANOID-HYBRID

The upper part of the robot is humanoid; so, a torso, two arms and a head unit but the lower half – its locomotion – is designed to reflect its function. A medium labour droid, for example, might have caterpillar tracks in place of legs. The locomotion types are as follows, with their game effects quantified:

Hover

The robot is fitted with an anti-grav unit allowing it to hover between a few centimetres and 3 metres above the ground. It can move at up to 7 metres per round. This form of locomotion is limited to S and M sized robots.

Tracked

The robot is fitted with caterpillar or tank tracks, allowing it to work effectively in rough terrain environments or those environments where high traction is essential. Tracked robots move at a base 5 metres per round and tracks can only be fitted to M sizes and above. Tracked robots are able to climb stairs and negotiate inclines but their speed is halved when doing so.

FUNCTION

Function Category	Sub Category	Config	Size	Personality	Will Modifier
Admin	General Admin, Specialised Admin, PR/Customer Service, Data Processing	Predominantly Humanoid	S, M, L	1d3	0
Industrial Service	Production Line/Assembly, Specialised Production, Supervision, Management, Logistics, Warehouse	Humanoid, Humanoid-Hybrid, Static	S, M, L, VL	1d3-1	-1
Domestic Service	Nanny, Cook, Butler, Housekeeper, General Domestic	Humanoid	T, VS, S, M	1d3	+1
Teaching	Primary Education, Higher Education, Specialised Education	Humanoid, Humanoid-Hybrid	VS, S, M	1d3+1	+1
Manual Labour	Light Labour, Medium Labour, Heavy Labour, Super-Heavy Labour	Humanoid, Humanoid-Hybrid, Static, Vehicular	M, L, VL, XL	1d3-1	0
Combat	Light War Droid, Medium War Droid, Heavy War Droid, Super Heavy War Droid, Specialised War Droid	Humanoid, Humanoid-Hybrid, Static, Vehicular	M, L, VL, XL	1d3	-1

Wheeled

The robot is fitted with between one and six wheels (mono and two-wheeled robots are gyroscopically stabilised). They can move at up to 8 metres per round but cannot negotiate stairs or very steep inclines. Wheels can be fitted to any robot of size S and above.

Multi-Legged

The robot is fitted with several legs (anything up to eight) and propels itself in an insect-like fashion. Multi-legged robots move at a base of 6 metres per round but gain +1 to Dex due to their high natural agility. Multi-legs cannot be fitted to any robot larger than size M.

VEHICULAR

Vehicular robots are, effectively, autonomous vehicles that require no driver or pilot and are able to complete routine

tasks, such as loading and unloading, without any additional intervention. This config comes in L, VL and XL sizes only and must be either tracked or wheeled.

STATIC

Static robots are fashioned into shapes fitting their function – so are usually box shaped or shaped to meet a particular space requirement in their place of work. They have no locomotion of their own and remain in one place to complete their task. Static robots can be of any size.

ANIMAL

Animal configs are designed to resemble a particular animal, such as a dog and are most usually multi-legged. Animal configs come in S, M and L sizes.

SIZE

Robot size is graded into the following:

Tiny (T)	Less than 50mm in length, height and width
Very Small (VS)	50 – 500mm in length, height and width
Small (S)	500 – 1,000mm in length, height and width
Medium (M)	1,000 – 2,000mm in length, height and width
Large (L)	2,000 – 5,000mm in length, height and width
Very Large (VL)	5,000 – 10,000mm in length, height and width
Extra Large (XL)	10,000mm + in length, height and width

The size of the robot determines the type of config and locomotion it has available to it, as described above. Size also influences the robot's characteristics:

Size	Strength	Average	Dexterity	Average	Endurance	Average	Will	Average
T	1d3	2 (-2)	2d6+6	13 (+2)	1d3	2 (-2)	2d6	7 (0)
VS	1d3+1	3 (-1)	2d6+3	9 (+1)	1d3+1	3 (-1)	2d6	7 (0)
S	1d6	4 (-1)	2d6+3	9 (+1)	1d6	4 (-1)	2d6	7 (0)
M	2d6	7 (0)	2d6	7 (0)	2d6	7 (0)	2d6	7 (0)
L	2d6+2	9 (+1)	2d6	7 (0)	2d6+2	9 (+1)	2d6	7 (0)
VL	2d6+4	11(+1)	2d6-1	6 (0)	2d6+4	11(+1)	2d6	7 (0)
XL	2d6+8	15 (+3)	1d6	4 (-1)	2d6+8	15 (+3)	2d6	7 (0)

PERSONALITY

Robots are given a personality in order to make it easier for humans to interact with them. All robots respond to verbal commands and reply with vocalised confirmations but the injection of one or more personality traits gives the robot a certain individuality and character and makes the process of dealing with a robot less of a chore for those who have to interact with them on a regular basis (or more of one, depending on the prevalent traits).

The number of Personality traits a robot has is determined by its Function. If the die roll results in 0, which it may do, then the robot has no discernible personality, responding in a clinical, functional, emotionless manner.

Where Personality traits are present, these can be chosen to fit the nature of the droid or rolled randomly on d66 on the below table. Not all personality traits are necessarily pleasant or co-operative; robot designers often introduce 'negative' traits to liven-up the somewhat dull process of personality encoding or introduce negative traits to reflect the robot's function.

d66	Trait	d66	Trait
11	Abusive	41	Fawningly Polite
12	Agreeable	42	Gruff
13	Altruistic	43	Grumbling
14	Ambivalent	44	Humorous
15	Apathetic	45	Indecisive
16	Appealing	46	Introspective
21	Belligerent	51	Level-headed
22	Bombastic	52	Morose
23	Chivalrous	53	Optimistic
24	Commanding	54	Pessimistic
25	Compliant	55	Philosophical
26	Condescending	56	Rebellious
31	Contrary	61	Sarcastic
32	Decisive	62	Selfish
33	Dedicated	63	Submissive
34	Deferential	64	Sycophantic
35	Diplomatic	65	Ultra Loyal
36	Dogmatic	66	Voluble

Where two or more traits are contradictory, either roll 1d6 to see which trait is dominant (the higher the result, the more dominant the trait) or re-roll one of the traits.

CHARACTERISTICS

Robots have the same physical characteristics as humans: Strength, Dexterity and Endurance and these characteristics are used in the same way as for any character in the *Traveller Core Rulebook*.

All robots have intelligence but this is not rated using a characteristic: it is a measure of the robot's personality (see page 64) and its programming. All robots are designed to carry out specific tasks and every robot will perform these tasks without question. Some robots do, however, have a higher measure of independent decision-making and this is represented by the Will characteristic. Will represents the robot's ability to perform a task or instruction that goes beyond its function. For instance ordering a carpenter robot to go and make a cup of synthi-caf is counter to its programming and so it may or may not perform the task. Will is rolled on 2d6, with a modifier for the robot's functional type, as noted in the table on page 63.

To discover if a robot can or will, exceed its programming, roll Will plus 2d6. The target number for success depends on the task itself (see below)

- A simple task associated with the robot's basic programming but with some slight differences: 4+
- A simple task that is different to the robot's basic programming but within its skill and physical capabilities: 6+
- A routine task that that robot would not normally be expected to accomplish: 8+
- A difficult task contrary to its routine programming and one that can be legitimately questioned by its logic circuits: 10+
- A task completely and utterly against the robot's programming, function and purpose: 12+

ROBOT COSTS

To determine the base cost of a robot, total its characteristics. The result, multiplied by 1,000, is the cost in credits.

For example, a Medium sized humanoid robot with Str 7, Dex 7, End 7 and Will 7 would cost Cr. 28,000.

Vehicles

By the 2180s, grav vehicles are the predominant form of transport in both cities and rural areas, although wheeled vehicles, especially all-terrain vehicles, are found in those regions where grav vehicles will be challenged.

This section outlines a variety of different ground vehicle types – both grav and wheeled. The vehicles featured here are described in the following terms:

Dimensions

Height	The vehicle's height in millimetres, centimetres or metres (for larger vehicles).
Width	The vehicle's width, measured at its widest point, in millimetres, centimetres or metres (for larger vehicles).
Length	The vehicle's length, from nose to tail in millimetres, centimetres or metres (for larger vehicles).
Wheelbase	The width of the vehicle's wheelbase in millimetres, centimetres or metres (for larger vehicles).
Weight	The vehicle's weight in kilograms (or tons, for larger vehicles).
Fuel Range	How many kilometres the vehicle can travel before needing to refuel.
Powerplant	The make and type of the vehicle's engine/powerplant.
Full Speed	The maximum speed, in kilometres per hour, the vehicle can attain.
Max Speed	The vehicle's maximum speed in metres per Combat Round.
Acceleration	The vehicle's rate of acceleration in metres per Combat Round.
Deceleration	The vehicle's rate of deceleration in metres per Combat Round.
Cost	In Credits.

Statistics

Skill	What skill is required to drive or use the vehicle.
Agility	How easy the vehicle is to drive, expressed as a DM to the driver's skill check.
Crew	How many passengers, including the driver, the vehicle can carry.
Open/Closed	If the vehicle is open or closed (see <i>Traveller Core Rulebook</i> , page 66).
Armour	How much armour, if any, the vehicle has (see <i>Traveller Core Rulebook</i> , page 66).
Hull/Structure	The number of hits the vehicle can sustain before being disabled.
Cargo	The amount of cargo that can be carried, in kilograms.
Weapons	On the rare occasions where a vehicle is armed, what armaments it carries.

The Statistics entries relate to the standard Vehicle handling rules found on page 103 of the *Traveller Core Rulebook*. Any additional information about a vehicle's handling or performance is given in the description.

CITY GRAV-SEDAN

A common form of grav vehicle found in cities across Earth and the terraformed worlds across the galaxy. The grav-sedan is sleek, with clean lines and capable of transporting the average family in comfort. There are dozens of variations on the standard grav-sedan, with each manufacturer stamping their own identity on the basic design but the vast bulk conform to the following specifications.

Dimensions	
Height	1,340mm
Width	1,775mm
Length	4,430mm
Wheelbase	—
Weight	1,300kg
Fuel Range	1,000km
Powerplant	V12 grav unit
Full Speed	400kph
Max Speed	665m per round
Acceleration	72m per round
Deceleration	63m per round
Cost	Cr. 20,000
Statistics	
Skill	Flyer (grav)
Agility	+0
Crew	5 (driver and four passengers)
Open/Closed	Closed
Armour	6
Hull/Structure	3/3
Cargo	400kg
Weapons	None

FLOATER

A floater is a single-person, sled-like grav vehicle that is essentially a weapon's platform. The occupant lies, face down, on the floater, controlling its height and speed with a combination of arm and knee movements on the pressure controls of the main board.

The floater can have any number of weapons, up to a total mass of 20kg, mounted to its front. The rider is shielded by an integral barrier offering 12 points of armour protection.

Dimensions	
Height	57mm
Width	559mm
Length	1,841mm
Wheelbase	—
Weight	60kg (plus weapon weight)
Fuel Range	800km
Powerplant	Grav Unit
Full Speed	250kph
Max Speed	211 metres per round
Acceleration	42 metres per round
Deceleration	53 metres per round
Cost	Cr. 18,000
Statistics	
Skill	Flyer (grav)
Agility	+1
Crew	1
Open/Closed	Open
Armour	12
Hull/Structure	1/1
Weapons	Up to 20kg of weapons can be mounted to the board.

GRAV SPORTSTER

A two person sports vehicle, the grav sportster is good for making a fashion or status statement, a fast getaway or simply cruising around with the top down. The current vogue is for the cockpit to be located at the rear of the vehicle, behind a long, powerful, powerplant.

Dimensions	
Height	1,125mm
Width	1,870mm
Length	4,142mm
Wheelbase	—
Weight	690kg
Fuel Range	800km
Powerplant	V16 grav unit
Full Speed	475kph
Max Speed	788 metres per round
Acceleration	95 metres per round
Deceleration	110 metres per round
Cost	Cr. 30,000
Statistics	
Skill	Flyer (grav)
Agility	+0
Crew	2 (driver and passenger)
Open/Closed	Open
Armour	4
Hull/Structure	3/3
Cargo	100kg
Weapons	None

GUGGY

The Grav-Buggy or Guggy, as it is known on frontier worlds, is a four-person, open grav-sled, designed for sedate transport of families over relatively short distances, rather than as an all-purpose grav vehicle. The seating configuration is the front two passengers facing forward and the rear two passengers facing aft. The guggy has controls set into the armrests of both sets of seats allowing for it be used in reverse mode by the occupants facing the other direction if necessary. This means that it does not need to turn through 360 degrees to travel in the opposite direction – as long as the passenger in the rear seats is capable of driving a Grav Flyer.

Dimensions	
Height	1,400mm
Width	2,500mm
Length	2,500mm
Wheelbase	—
Weight	800kg
Fuel Range	500km
Powerplant	Frontiersman Grav Unit
Full Speed	100 kph
Max Speed	80m per round
Acceleration	18m per round
Deceleration	25m per round
Cost	Cr. 11,500
Statistics	
Skill	Flyer (grav)
Agility	+1
Crew	4
Open/Closed	Open
Armour	—
Hull/Structure	1/1
Cargo	100kg
Weapons	—

HOPPER

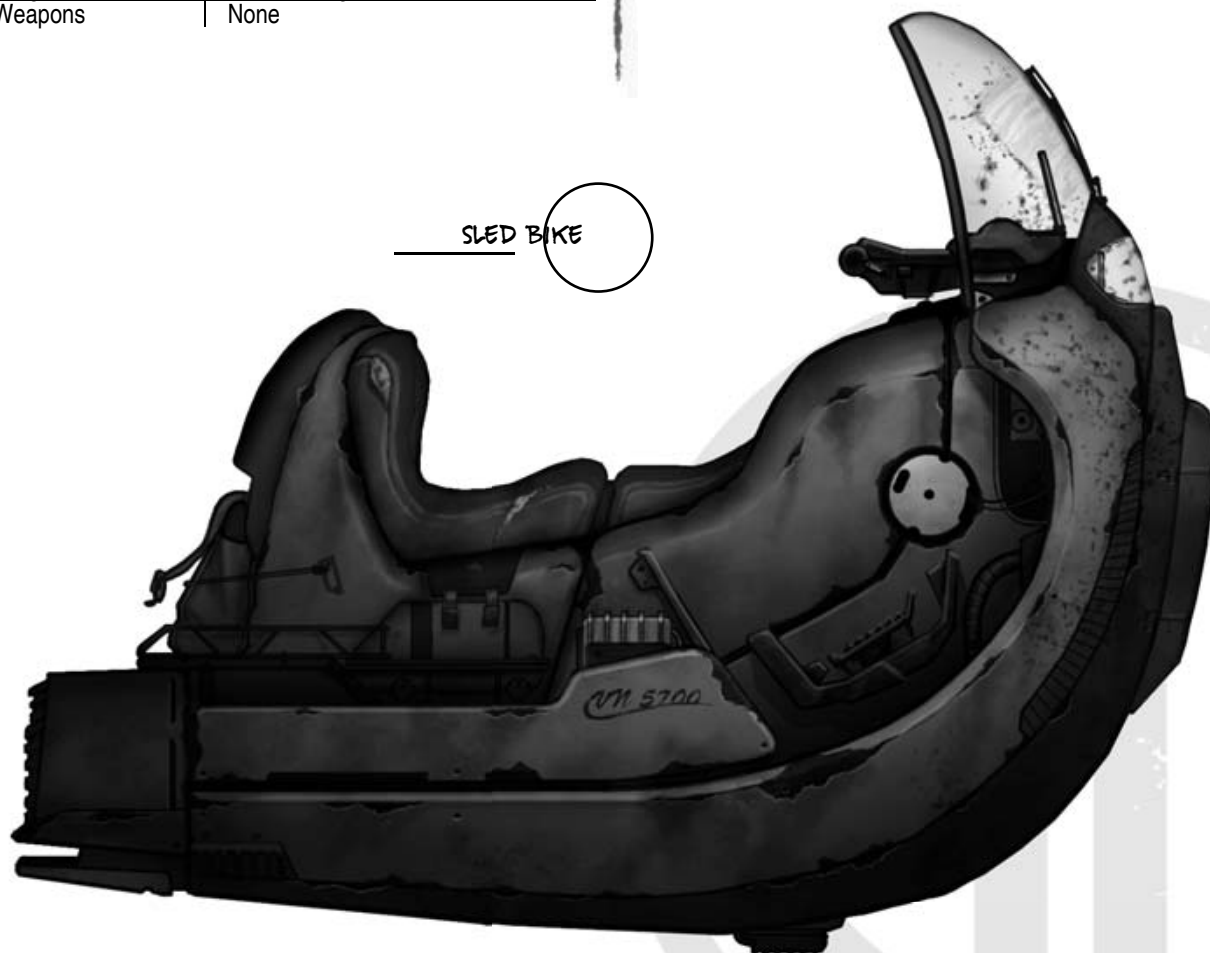
A frontier and colony world grav vehicle, hoppers are high-capacity (cargo or passengers) workhorses that are a frequent sight on the far flung worlds of the galaxy. The hopper's strength lies in its versatility: the interior compartment can be easily converted between cargo and passenger carriage within seconds. At the flick of a switch, the passenger seats fold seamlessly into the floor of the craft, creating a massive cargo area and the pilot can choose how many seats will fold in this way. The hopper can therefore carry between one and 50 passengers or between 100 and 5,000kg of cargo.

Dimensions	
Height	3,755mm
Width	2,490mm
Length	15 metres
Wheelbase	—
Weight	13,450kg
Fuel Range	400km
Powerplant	Denis 665 Hopper-class grav unit
Full Speed	150kph
Max Speed	127m per round
Acceleration	14m per round
Deceleration	17m per round
Cost	Cr. 300,000
Statistics	
Skill	Flyer (grav)
Agility	-1
Crew	51 (1 pilot, plus 50 passengers)
Open/Closed	Closed
Armour	6
Hull/Structure	3/4
Cargo	100-5,000kg
Weapons	None

SLED BIKE

The sled bike is a ubiquitous form of personal transportation that is common and popular on frontier worlds. The bike is built to a wedge configuration, with a sweeping, curved front that resembles a sled skid and lends the bike its name. The powerplant and essential circuits are fully enclosed within the sled-like hull to protect against dust and debris, which makes the bike durable and reliable in the toughest, dustiest or coldest environments.

Dimensions	
Height	1,144mm
Width	915mm
Length	2,015mm
Wheelbase	—
Weight	150kg
Fuel Range	2,500km
Powerplant	Kanazaki turbo grav unit
Full Speed	570kph
Max Speed	950m per round
Acceleration	158m per round
Deceleration	236m per round
Cost	Cr. 22,000
Statistics	
Skill	Flyer (grav)
Agility	+1
Crew	1
Open/Closed	Open
Armour	3
Hull/Structure	2/2
Cargo	20kg
Weapons	None



ATV TRI/QUAD BIKE

Another frontier vehicle, this rugged, off-road trike or quad bike is designed as a single-person all-terrain vehicle with enough power to tackle the nastiest of surface conditions and climb extremely steep inclines with relative ease. The bike can be fitted with a variety of trailers, harnesses, winches and so forth making it an extremely versatile vehicle. Its powerplant is capable of running on a variety of different fuels, from refined petrochemicals to the roughest bio-diesels, which again suits its frontier nature.

Dimensions	
Height	1,829mm
Width	1,168mm
Length	1,092mm
Wheelbase	1,300mm
Weight	160kg
Fuel Range	1500km
Powerplant	Mayaha Quad Car b ATV unit
Full Speed	300kph
Max Speed	500m/round
Acceleration	55m/round
Deceleration	63m/round
Cost	Cr. 15,000
Statistics	
Skill	Drive (wheeled)
Agility	-1
Crew	1
Open/Closed	Open
Armour	3
Hull/Structure	2/2
Cargo	20kg
Weapons	None

UNICOPTER

Used for short-range aerial surveillance, the unicopter is a single, rotary wing helicopter that contains an auto-stabilisation gyroscope to maintain level, stable, horizontal and vertical flight without the need for an additional, boom-and-tail fitted, vertical airscrew. Small jet thrusters mounted flush to the fuselage provide additional forward momentum and can be angled through 180 degrees for additional manoeuvrability.

The unicopter is a compact, lightweight, ovoid design that can carry up to three people when pressed but is designed for either one or two crew members. The nose of the craft can be fitted with small sensor arrays and camera equipment, making it a highly useful, short-range aerial reconnaissance vehicle.

At a cost increase of 40%, the unicopter can be fitted with a whisper unit, vastly reducing the craft's engine and rotor noise, enabling it to be used in general stealth operations.

Dimensions	
Height	2.5m
Width	2m
Length	4m
Rotor Diameter	6m
Weight	700kg
Fuel Range	1,500km
Powerplant	Avison-Trent C60 Fusion Unit
Full Speed	210kph
Max Speed	348m/round
Acceleration	43m/round
Deceleration	63m/round
Cost	Cr. 15,000
Statistics	
Skill	Flyer (rotor)
Agility	0
Crew	3 (pilot and 2 passengers)
Open/Closed	Closed
Armour	3
Hull/Structure	2/2
Cargo	300kg
Weapons	None

Starships and Space Travel

Space travel is common – nay, essential – for Strontium Dogs and the galaxy is a big place. *Strontium Dog* uses the standard *Traveller* starship construction and conventions as found in the *Traveller Core Rulebook* and *High Guard* (although *High Guard* is not necessary for playing *Strontium Dog*).

The galaxy is divided into sub-sectors that are measured in hexes, with each hex measuring a parsec (3.26 light years) and a single sub-sector covering an area of eight by ten parsecs. **The Bounty Hunter's Guide to the Galaxy**, starting on page 102, details the sub-sectors of the galaxy of Johnny Alpha.

Spacecraft in *Strontium Dog* use a Warp Drive to propel the ship into Hyperspace, which is the equivalent of Jump Space, in *Traveller* terminology. However, the Warp Drive is far faster than the *Traveller* Jump Drive. Ships can be designed as per the rules given in the *Traveller Core Rulebook* and/or *High Guard* but, when calculating the potential of the Jump Drive or using an existing ship, *double* the value (and rename it Warp Drive). Thus, the minimum Warp for any Warp-capable ship will be Warp 2 and the maximum Warp 12 (which is *exceedingly* fast – as the Sandorians note when describing The Shadow to Johnny Alpha in the Wolrog War story).

For example, Dave, the Strontium Dog Referee, decides to use the 800 ton Mercenary Cruiser (Traveller Core Rulebook, page 127) as a transport ship in one of his scenarios. The cruiser has a Jump of 3, so in Strontium Dog this is renamed Warp and is doubled to 6.

Most Strontium Dogs will travel by commercial space liner. Liners range in size from the 200 ton Yacht (*Traveller Core Rulebook*,

page 126) up to the 100,000 ton superliners that carry in excess of 5,000 passengers. Berth types range from High, through Mid to Low, as noted earlier in this chapter and mutants can expect full segregation throughout their journey.

If spacecraft details and deckplans are essential to a Strontium Dog campaign, Referees are referred to the various *Traveller* supplements dealing specifically with spaceships: *High Guard*, *Fighting Ships* and *Traders and Gunboats*.

BRAINS AND PILOTS

In the Strontium Dog story 'The Kreeler Conspiracy', warp-drive ships are equipped with specially grown organic brain pilots that are the only things capable of navigating the dangers of warp space.

In other Strontium Dog stories, brain pilots are never mentioned and the Shadow – one of the fastest warp ships available – relies on Sandorian crews rather than super-brains to fly it.

For the purposes of simplicity and Maximum Game Fun, *Strontium Dog* considers the references to brain pilots in 'The Kreeler Conspiracy' to be highly inaccurate: indeed, footnotes throughout that story dispute key facts and assumptions constantly. Of course, Referees may take the use of brain pilots as canon but to fully utilise them, it will be necessary to refer to the Ship Integration rules in the *Traveller: Psion* book – *Strontium Dog* will not cover their use any further.

As far as *Strontium Dog* is concerned, warp ships can be piloted successfully by humans with the Pilot (spacecraft) skill.



Traveller Core Rules Equipment Lists

Most of the equipment found in the *Traveller Core Rulebook* is available in *Strontium Dog*, although the costs are different. A list of the items available and the cost in Cr. follows; the table also notes, in the Availability column, if the items are available via the Dog House (D), generally (G) or specialised suppliers (S).

If an item is not listed in the below table, it is unavailable in the Strontium Dog game.

	Availability	Cost
Armour Options		
Eye protection (visors and goggles)	D, G, S	Cr. 100
Magnetic Grapples	D, G, S	Cr. 150
Extended Life Support	S	Cr. 15,000
Medkit	D, S	Cr. 12,000
Smart Fabric	G, S	Cr. 1,250
IR Chameleon	S	Cr. 10,000
Grav Assist	S	Cr. 150,000
Vislight Chameleon (also available as a cloak)	S	Cr. 100,000 (Cloak) Cr. 50,000
Augments		
Neural Comm – Audio	S	Cr. 2,000
Neural Comm - Audio Visual	S	Cr. 7,000
Subdermal Armour (1 and 3)	S	Cr. 70,000 (1) Cr. 150,000 (3)
Physical Characteristic Augment (+1 to +2)	S	Cr. 750,000 (+1) Cr. 1,500,000 (+2)
Intelligence Augment (+1 to +2)	S	Cr. 750,000 (+1) Cr. 1,500,000 (+2)
Skill Augment	S	Cr. 100,000
Wafer Jack	S	Cr. 15,000
Communications		
Bug	D, G, S	
Audio		Cr. 100
Audio or Visual		Cr. 200
Audio/Visual/Data		Cr. 400
Audio/Visual/Data/Bioscan		Cr. 800
Transceiver, Radio (TL13)	D, G, S	Cr. 2,000
Transceiver, Laser (TL13)	D, S	Cr. 1,500
Commdot	D, S	Cr. 20
Holographic Projector	D, S	Cr. 20,000
Computers and Options		
Computer/0	D, G, S	Cr. 75
Computer/1	D, G, S	Cr. 500
Computer/2	D, G, S	Cr. 1,000
Computer/3	D, G, S	Cr. 1,500
Computer/4	S	Cr. 2,000
Computer/5	S	Cr. 3,000
Computer/6	S	Cr. 5,000

	Availability	Cost
Hand Computer	D, G, S	As per page 91 of <i>Traveller Core Rulebook</i>
Data Display/recorder	D, G, S	Cr. 7,500
Data Wafer	D, G, S	Cr. 5
Medical Supplies		
Cryoberth	S	Cr. 75,000
Medikit (TL 14)	D, S	Cr. 15,000
Medicinal Drugs		Per Dose
Panacea	D, S	Cr. 400
Anti-rad	D, S	Cr. 1,500
Stim	S	Cr. 75
Metabolic Accelerator	S	Cr. 750
Combat	S	Cr. 2,000
Medicinal Slow	S	Cr. 750
Fast	S	Cr. 400
Anagathics	S	Cr. 4,000
Sensors		
Binoculars	D, G, S	Cr. 5,000
Geiger Counter	D, S	Cr. 350
Light Intensifying Goggles	D, S	Cr. 750
IR Goggles	D, G, S	Cr. 750
Motion Sensor	D, S	Cr. 750
Electromagnetic Probe	S	Cr. 1,500
Densitometer	S	Cr. 35,000
Bioscanner	S	Cr. 500,000
Survival Gear		
Tent	D, G, S	Cr. 2,000
Rebreather	D, G, S	Cr. 500
Respirator	D, G, S	Cr. 3,000
Filter	D, G, S	Cr. 2,500
Breather Mask	D, G, S	Cr. 250
Artificial Gill	S	Cr. 8,000
Environment Suit	D, S	Cr. 750
Habitat Module	S	Cr. 30,000
Rescue Bubble	S	Cr. 1,000
Thruster Pack	D, S	Cr. 3,000
Toolkits (all listed. <i>Traveller Core Rulebook</i> , page 97)	D, S	Cr. 1,500

CHAPTER 4:

MUTANT MASTERMINDS

In *Strontium Dog*, mutants and humans have access to a range of psionic powers that transcend the basic talents described in the *Traveller Core Rulebook*. The talents found on pages 152-157 of the *Traveller Core Rulebook* are termed basic talents; this chapter describes the advanced talents that some mutants, humans and aliens may possess.

Psionic Strength

The Psionic Strength characteristic in *Strontium Dog* is still calculated as per the *Traveller Core Rulebook*. However, the number of Psionic Strength points psions – both mutants, Norms and aliens – have available to them is higher than for standard *Traveller* characters. Psionic Strength points should be tracked separately from the Psionic Strength characteristic, and their starting value is Psi multiplied by 1.5 and rounded down.

For example, Alice the Bonce is a Strontium Dog with an enlarged brain and a natural gift for psionics. Her Psi characteristic is 9, rolled on 2d6, which gives her a +1 characteristic DM. However, when it comes to fuelling her various powers, she has $9 \times 1.5 = 13.5$ Psionic Strength points, rounded down to 13.

Advanced Talents

Advanced talents go beyond the powers available under the basic talents found in the *Traveller Core Rulebook*, although they all work in the same way. The Advanced Psionic Talents table shows the Learning DMs applicable to Strontium Dog's advanced talents.

What follows is a talent-by-talent description, detailing the powers available to Strontium Dog psions.

AURA PERCEPTION

All living organic creatures create an aura; a personal signature that is as unique as DNA and which can be perceived and read by aura-sensitive psions. To a trained psion, an aura indicates the following:

ADVANCED PSIONIC TALENTS

Talent	Learning DM
Aura Perception	+1
Dimensional Manipulation	-3
Energy Kinesis	+1
Machine Symbiosis	-1
Personal Enhancement	0
Projection	-2
Psionic Attack	-2
Psionic Defence	-2
Tapping	-4
Temporal Manipulation	-4
Per previous talent acquisition check	-1

- State of physical health.
- State of mental health.
- Degree of Psionic Power.

Using the Powers within this Talent, the psion can read, interpret and, to a certain extent, manipulate the aura of creatures and himself. Every aura-perceptive psion can see the aura surrounding an organism as a glowing field of psychic energy; detailed understanding of what the aura reveals about its owner is then dependent on the Read Aura Power.

READ AURA

The psion can drill-deep into the scintillating energy of the aura to identify specifics about its owner. On a successful Aura Perception roll he can determine if the organism is injured, either physically and/or mentally, and to what degree, even if physical symptoms are not present. He can also determine if the organism is psionically trained, although it is not possible to determine the specific Talents available to the organism. The psion can, however, gauge the organism's Psionic Strength relative to his own (much stronger, much weaker, equal and so forth).

Aura Perception, Psionic Strength, 10-60 seconds, Easy (+4). Costs 1.

MASK AURA

The psion can successfully mask his aura from other aura-perceptive psions. When masked, the psion produces no perceptible aura, effectively becoming psychically invisible. Masking lasts for 1d6 minutes + the psion's Psi DM before it needs to be re-masked.

Aura Perception, Psionic Strength, 1d6+Psi DM minutes, Average (+0).

Costs 2.

MANIPULATE AURA

With this Power the psion can manipulate his aura's appearance. On a successful Aura Perception roll he can convey perfect health, appear to be more powerful than he is actually is or manipulate any other condition his aura signifies. A psion reading his aura will only be aware that Manipulate Aura is being used if his attempt to Read Aura has a higher Effect than the manipulating psion's own Aura Perception roll.

Aura Perception, Psionic Strength, 1d6+Psi DM minutes, Difficult (-2).

Costs 3.

PROJECT AURA

Through this Power the psion can project his aura to a distance and even overlay his aura onto another organism. The distance of the projection is a base of 10 metres + the psion's Psi DM; however, for a further investment of Psi Points, this range can be extended. The psion can project his aura a further 10 + Psi DM metres for every additional Psi Point above the base cost. The projected aura moves as the psion moves, whilst the projection is maintained. The psion's personal aura still surrounds his physical person and is visible to other psions if read directly.

Aura Perception, Psionic Strength, 1d6+Psi DM minutes, Difficult (-2).

Costs 4 + 1 additional point per 10+Psi DM metres.

DIMENSIONAL MANIPULATION

This Talent governs the perception and manipulation of parallel dimensions (if they exist and are supported in a campaign). It is a difficult Talent to develop, as the psion has to be able to understand and manipulate the barriers separating planes of existence – barriers that exist at a quantum level.

As a general rule, a dimensionally aware psion can perceive a number of alternate realities equal to his Psi DM +1 (if those dimensions exist). Referees may increase this number if the barriers between dimensions are particularly weak or reduce it if they are especially strong.

Dimensional Portals

Travel between dimensions is possible only if a Dimensional Portal is available. This may be a rift in time/space or an artificially generated break in the dimensional barriers. Every portal is assigned a Barrier Strength of between 0 and 6, with 0 being a very weak barrier and 6 a very strong one. The Barrier

Strength is applied as a negative DM to the psion's Dimensional Manipulation Powers, as noted below.

LOCATE PORTAL

The psion can scan his local area (a radius of 10xPsi DM in metres) to see if a portal exists. If successful, the psion can gain an idea of the portal's Barrier Strength depending on the Effect of his roll:

Effect	Result
0	Is aware of the existence of a portal but cannot gauge Barrier Strength.
1-2	Can gauge Barrier Strength in general terms (very strong, very weak).
3-4+	Can gauge specific Barrier Strength.

Dimensional Manipulation, Psionic Strength, 10-60 Seconds, Average (+0).

Costs 1.

DIMENSIONAL COMMUNICATION

The psion can communicate with others using a located portal without having to move into the dimension itself. The Barrier Strength of the portal is applied as a negative DM to the skill roll.

Communication across the dimensions is dependent on other psionic abilities, such as Telepathy and Clairvoyance; thus the psion must have a trained communicative ability and must invest Psi Points in a particular Power to make communication. Additionally, the number of Psi Points that must be invested in the Dimensional Communication Power is dependent on who and how the psion wishes to establish communication.

The base Psi cost establishes communication within any receptive person on the other side of the barrier.

Base Psi cost x2 establishes communication with a specific individual.

Dimensional Manipulation, Psionic Strength, 10-60 Seconds, Difficulty depends on Portal Barrier Strength.

Costs 3.

CREATE PORTAL

Through this Power the psion creates a portal between his own and another dimension. This is always a Very Difficult task (-4) and the created portal has a Barrier Strength equal to the number of additional Psi Points the psion invests in its creation, with the base Psi cost establishing a Barrier Strength 0 portal. A created portal lasts for a number of hours equal to the psion's Psi DM x 1d6 – after which the portal must be re-established. The psion who created the portal always treats it as Barrier Strength 0.

Dimensional Manipulation, Psionic Strength, 1-6 Minutes, Very Difficult (-4).

Costs 4+Additional points for Barrier Strength.

MANIPULATE PORTAL

The psion can manipulate a dimensional portal; either reducing its Barrier Strength, extending its existence or closing it altogether. The Barrier Strength is applied as a negative DM to the skill roll and the Psi Points cost depends on the degree of manipulation:

- Reduce Barrier Strength: 2 points per point of Barrier Strength manipulated (making the barrier either stronger or weaker).
- Influence Portal Existence: 1 point per hour of existence manipulated – either extended or decreased.
- Immediate Portal Close: Barrier Strength x2.

Dimensional Manipulation, Psionic Strength, 1-6 Minutes, Difficulty depends on Portal Barrier Strength. Costs Variable.

ENERGY KINESIS

Energy Kinesis is the Talent governing the manipulation of energy – principally electricity but also temperature and light. The psion's Powers manipulate energy streams on a particular spectrum and wavelength to achieve a particular effect.

Pyrokinesis is a part of this Talent, just as it forms a part of the Telekinesis Talent; however the version presented as part of this Talent is of a more advanced nature and is renamed Thermokinesis, reflecting its extended capabilities.

ELECTROKINESIS

Electrokinesis is the manipulation of electrical energy and currents. Using it, psions can divert power from one source to another (a battery for instance or another set of circuits), create short-circuits or spikes and even draw upon their own electrical energy to provide temporary power.

The psion needs to be in physical contact with whatever he is trying to influence, electrically. For the basic Psi cost the psion can:

- Start an electrically Powered device.
- Cause a device to stop.
- Overload the device with energy, causing it to fuse or short-circuit.

By introducing more Psi Points, the psion converts his brain-generated electrical energy into a usable energy source for the device. In this way, a device that is lacking a Power source can be activated, with the amount of Psi Points being commensurate with the size of the device to be activated:

Device Type	Additional Psi Points required
Inefficient, power-hungry, small device (say TL <6)	2
Inefficient, power-hungry, large device (say TL <6)	4
Efficient, power-hungry, small device (say TL <6)	1
Efficient, power-hungry, large device (say TL <6)	2
Efficient, power-moderate small device (TL >6)	0
Efficient, power-moderate large device (TL >6)	1

The Effect of the roll determines the duration, in hours, that the psion can power the device as long as physical contact can be maintained.

Note that very large devices, such as large vehicles and starships, cannot be influenced by Electrokinesis as their energy requirements are so great that a psion would run the risk of fatally de-electrifying himself.

Energy Kinesis, Psionic Strength, 10-60 seconds, Average (+0). Costs 2.

LUMINOKINESIS

Luminokinesis is the mental manipulation of light waves – both visible and invisible. With a successful use of the Power, the psion can:

- Bend or refract light to create an illusion or distraction.
- Disrupt or interfere with visible light, such as a laser, reducing its damage.
- Create pockets of shadow or illumination.

Bend/Refract Light: This use of the Power creates a distracting optical illusion that imposes a negative DM equal to the Effect of the roll on skills relying on sight used by outside observers.

Disrupt Light: This use of the Power reduces the damage inflicted by a visible light beam or bolt by the number of Psi Points invested in the Power. The amount of Psi Points being invested in the Power must be declared before any weapon damage is rolled.

Ronald Fiveways and the D Jump

Dimensional travel was discovered and perfected in 2169 by Ronald Fiveways, a Norm scientist working alone in his workshop in New Oxford. He found that our universe is but one of many – something always predicted by quantum physics but never conclusively proved. Fiveways proved it and built the first machines, D Jump units, capable of creating portals between dimensions.

An accident in his laboratory left Fiveways hideously scarred. In a world where physical deformity of any sort is feared and loathed, Fiveways found himself rejected by society and so decided to exact a bizarre revenge. He found that dimension K7 was completely mutable: that is, he could bend its form according to his will, and his will alone. Fiveways invented a version of Hell and left various D traps for the unwary so that his Hell could be populated and he could take his revenge, in the guise of Old Nick the Devil, on humanity in general.

Johnny Alpha and Wulf Sternhammer experienced K7/Hell for themselves when they pursued Fly's Eye Wagner and eventually came face to face with Ronald Fiveways in both his human and Devil forms. Fiveways was persuaded to destroy K7 forever but whether he really did, or performed some cunning trick, is unknown.

Fiveways' discoveries were appropriated by others. Professor Nolan Curtis of the New Cambridge Dimensional Studies Group advanced humanity's understanding of parallel worlds. His main achievement was to develop the Curtis Scale, which ranked parallel worlds according to their similarity to the 'prime' Earth. The Curtis Scale is as follows:

Curtis Classification	Definition
Alpha	'Paradise' dimensions; those that have an abundance of everything and represent some form of heaven or utopia.
Beta	'Standard' dimensions; those resembling Earth and the galaxy circa the late 22 nd Century but exhibiting minor differences, either historical or physical (such as Earth's location in the galaxy).
Delta	'Divergent' history dimensions; those where Earth's development has moved along radically different historical lines (such as the continuation of the Roman Empire; domination by the Third Reich; and so forth).
Gamma	Dimensions where the laws of physics are radically different, leading to utterly different life forms that could not exist outside their own dimensions.
Kappa	'Kaos' dimensions; those that might be interpreted as versions of hell or positively hostile to life. Dimensions where change, mutation and chaos are the prevalent modes of existence. Constant states of entropy prevail.
Omega	'God Dimensions'. Those populated by beings with incredible powers which may be interpreted as magical or divine. Considered to be dimensions close to Earth that have influenced religious thinking throughout the ages.

Earth – the Earth of Strontium Dog (*which is not necessarily our own, contemporary Earth*) – is designated Beta 7, with dimensional co-ordinates of GGZ7952/3452. The co-ordinates, also of Curtis's devising, plot the rotation of each dimension, by type, across 'virtual' orbits in what Curtis calls The Multiverse. Mimicking sidereal co-ordinates, Multiversal co-ordinates enable scientists studying trans-planar physics to plot the movement and coincidence of dimensions, allow them to understand where, when and how strong the barrier between the myriad worlds is likely to be.

Pockets of Shadow or Illumination: This Power can be used at range, diverting light to or from the target area. The amount of Psi Points invested creates either a positive or negative DM to skill use, depending on the circumstances, to all within the radius of the affected area. The Psi Point investment has the following effects:

Psi Points	Shadow or Illumination Effect
1	Dimming or slight increase in available light
2	Equivalent of twilight or a bright, dawn
3	Equivalent to night-time or a bright, sunny day
4	Absolute darkness or blinding brilliance

Energy Kinesis, Psionic Strength, 10-60 seconds, Difficult (-2). Costs 2+Variable, depending on effect.

THERMOKINESIS

By influencing the substance of an object the character can raise or lower its temperature, which may cause it to burst into flames or even freeze. Roll 1d6 and add the Effect of the check.

Thermokinesis Effect Target:

- 0-4 Becomes warmer or cooler but is undamaged.
- 5-8 Is burned or severely frosted, suffering 1d6 damage.
- 9+ Suffers 2d6 damage and may burst into flame if flammable or freeze if a freezable substance.

Where temperature in an organic creature is reduced and the Effect is 5+, the Referee may rule that *hypothermia* results. Hypothermia is the reduction of the body's operating temperature and it does not require a large drop in temperature for hypothermia to have a profound effect.

Once hypothermia takes hold, the only cure is to gradually warm the body again, through a steady and gentle application of heat through blankets, warm drinks and shelter. Hypothermia occurs in stages:

Stage 1

Body temperature drops by 1-2°C below normal temperature (35-36°C). Mild to strong shivering occurs. The victim is unable to perform complex tasks with the hands as they become numb. Breathing becomes quick and shallow. Goose bumps form, raising body hair on end in an attempt to create an insulating layer of air around the body (which is of limited use in humans due to lack of sufficient hair but useful in other species). Often, a person will experience a warm sensation, as if they have recovered but they are in fact heading into Stage 2.

Stage 2

Body temperature drops by 2-4°C. Shivering becomes more violent. Lack of co-ordination in muscles becomes apparent. Movements are slow and laboured, accompanied by a stumbling pace and mild confusion, although the victim may *appear* alert. The victim becomes pale. Lips, ears, fingers and toes may become blue.

Stage 3

Body temperature drops below approximately 32°C. Shivering usually stops. The character has difficulty speaking, sluggish thinking and amnesia start to appear; inability to use hands and stumbling is also present. Below 30°C the exposed skin becomes blue and puffy, muscle co-ordination becomes very poor, walking becomes almost impossible and the victim exhibits incoherent/irrational behaviour. Major organs fail and clinical death occurs – although, because of decreased cellular activity, the body will actually take longer to undergo brain death.

The Referee needs to determine the movement through each stage, depending on the local conditions. However, without warmth or shelter, the degeneration can be rapid with no more than a few hours between each stage.

Characters suffering from Stage 1 hypothermia halve their physical attributes. All physical skills suffer a -1 DM in addition to any negative DMs from the reduction of physical characteristics. If warmth is not applied within 1+1d3 hours, Stage 2 results.

Characters suffering from Stage 2 hypothermia reduce all physical characteristics to 1. If warmth and shelter cannot be found within 1d3 hours, then Stage 3 results.

In Stage 3, the character is unable to move and death will result within 1d3 hours unless both medical treatment and warmth/shelter can be found.

Energy Kinesis, Psionic Strength, 10-60 seconds, Difficult (-2). Costs 3+Range.

MACHINE SYMBIOSIS

Machine symbiosis powers allow psions to interact with machines fitted with a psionic interface. Any weapon or technological device can be outfitted with a psionic interface. A character using a device with a psionic interface can use his Psionic Strength DM instead of his Dexterity DM when using the weapon or device; a character without psionic ability cannot use the device. The character must either touch the device or use telekinesis to interact with it at range. Adding a psionic interface increases the cost of the device by 20%.

The powers of this talent allow a trained psion to go beyond simply substituting their Psi DM; the specifics of the talent are discussed in the description of each power.

INTERROGATE

The psion can 'communicate' psychically with a machine, determining its physical state of repair, properties, age, programming, and so forth. The psion effectively reads the psychometric aura that accompanies every device in much the same way that an organic aura can be read (although machines have no specific aura). The Effect of the Machine Symbiosis roll determines the depth and extent of the information, but it does not provide any measure of control.

Sample information available through the Communication power:

- Who made the machine, when and where.
- Specific functions.
- Hidden functions.
- Specific/hidden instructions or programming.
- State of repair/damage.
- Amount of power available in batteries.

Any machine that is fitted with a psionic interface offers no resistance to Interrogation. However, anti-Interrogation software can be fitted to a device, limiting the ability of psionic communication. Every strength of anti-interrogation built into the interface is applied as a -1 DM to the psion's skill roll, and increases the device's cost by 2%.

If a device has no psionic interface, a psion may still attempt to interrogate the machine, but at a standard -2 DM.

Machine Symbiosis, Psionic Strength, 1-6 Minutes, Average (+0, but with modifiers for anti-interrogation, if present). Costs 2.

CONTROL

The psion is able to control a machine's functions, over-riding fixed settings, programmes routines and so forth. Machines can be switched on or off, and their functions changed, as long as the device is capable of performing the instruction the psion gives to it. The Effect of the Machine Symbiosis roll indicates the degree of success of the attempt to control the machine; lower Effects reflect a partial control over function, whilst higher effects reflect total control of it. Only one instruction at a time can be given to a machine.

As with machines that are shielded against interrogation, so can they be shielded against Control. Every level of anti-Control strength applies a -1 DM to the psion's control attempt (and adds 2% to the machine's cost).

Machines with no psionic interface apply a standard -2 DM to the Control attempt.

Machine Symbiosis, Psionic Strength, 10-60 Minutes, Average (+0, but with modifiers for anti-interrogation, if present). Costs 3.

PERSONAL ENHANCEMENT

Through this Talent the psion uses his psychic energy to enhance certain physical capabilities, in much the same way that Psionic Strength points are used to augment Strength and Dexterity.

ENHANCED ART

Through entering a trance-like state, for every 2 Psi Points invested, the character's Art skill is temporarily increased by 1 level, with the duration of the Power lasting for the physical activity being undertaken. If Art is not possessed as a skill, then the first 2 Psi Points provides the psion with a skill level of 0.

As the Art skill is divided into specialisations (see *Traveller Core Rulebook*, page 52), the psion must declare which specialisation he is intending to achieve through his skill augmentation.

Personal Enhancement, Psionic Strength, Variable depending on activity, Average (+0). Costs 2 points per 1 level of Art skill.

ENHANCED ATHLETICS

For every 2 Psi Points invested, the character's Athletics skill is temporarily increased by 1 level, with the duration of the Power lasting for the physical activity being undertaken. If Athletics is not possessed as a skill, then the first 2 Psi Points provide the psion with a skill level of 0.

As the Athletics skill is divided into specialisations (see *Traveller Core Rulebook*, page 52), the psion must declare which specialisation he is intending to achieve through his skill augmentation.

Personal Enhancement, Psionic Strength, 1-6 seconds, Average (+0). Costs 2 points per 1 level of Athletics skill.

ENHANCED CHARISMA

The psion uses his psychic powers to enhance his personal charisma when dealing with others, no matter what the circumstances. For every 2 Psi Points invested, the character temporarily increases Broker, Deception, Diplomat or Persuade by 1 level with the duration of the Power lasting for the activity being undertaken. If the skill in question is not possessed as a skill, then the first 2 Psi Points provides the psion with a skill level of 0.

Personal Enhancement, Psionic Strength, Variable depending on activity, Average (+0). Costs 2 points per 1 level of skill.

PROJECTION

Through this Talent the psion projects various parts of his psyche outside the confines of his body. The most common manifestation of the Talent is Out of Body Experience, which may also be known as astral projection or astral travelling, but the Talent also governs the powers of projecting emotions and the entire personality.

OUT OF BODY EXPERIENCE

The psion's psyche leaves the body and is able to travel for a distance determined by the Psionic Range table, using the Telepathy column (see *Traveller Core Rulebook*, page 153). The speed of travel is as fast or as slow as the psion wishes it to be and can be instantaneous, as long as the time limit for the experience is not exceeded. Using this Power the psyche can thus travel great (but not interplanetary) distances. Whilst in the OBE state the psion cannot physically interact with his surroundings and is invisible to mundane sight – although his aura travels with him and may thus be seen by aura-aware psions.

The psion can remain in an OBE state for up to 30 minutes, plus a further 15 minutes equal to every point of his Psionic Strength DM. If the psion does not return to his body within this period, he is forced to snap back to consciousness and must throw Psi+End 9+ to avoid incurring one level of Psionic Trauma.

*Projection, Psionic Strength, 30 minutes+15 minutes per point of Psi DM, Average (+0).
Costs 2 points plus range.*

PROJECT PERSONALITY

The psion creates a psychic representation of his personality and appearance that visibly appears before others. The Power is ranged, so the psion can project his personality over great but not interplanetary, distances. If the psion spends an additional Psi Point when projecting his personality, audible communication projection can also be attained, although the psion will not be able to hear any offered response; neither can the psion see the area that his personality is projected to.

Project Personality works best when the psion has visited or can visualise, the place he is projecting to. If he cannot, he suffers a -2 DM to the skill roll.

*Projection, Psionic Strength, 10-60 seconds, Difficult (-2).
Costs 4 plus range (+1 point for added verbal projection).*

PROJECT EMOTION

The psion is able to project his emotions into the psyche of another. The target experiences the same emotional state as that being experienced by the psion and, unless the target is a willing recipient of the projection, he resists the projection attempt with his Int DM (if positive). The Effect of the psion's Project Emotion determines the intensity of the emotional experience felt by the target; an Effect of 0 or 1 indicates that the target feels the emotions at the same intensity as the psion; a higher Effect indicates a more intense emotional experience for the target.

The target must be in line of sight for the projection to be effective.

The emotional state lasts for between 10 and 60 minutes and in this period the target will act according to the emotions being experienced.

*Projection, Psionic Strength, 10-60 minutes, Difficult (-2).
Costs 3 plus range.*

GLAMOUR

This Power allows the psion to project a subtle distraction within a radius in metres equal to the number of Psi Points invested in the Power. Those within the radius cease to pay the psion any attention, completely forgetting his presence, becoming temporarily distracted by something else: for the brief duration of the Glamour, the psion becomes effectively invisible, edited-out of the short-term memory of those affected.

*Projection, Psionic Strength, 1-6 rounds, Difficult (-2).
Costs 1 per metre of radius.*

PSIONIC ATTACK

The ability to use the mind as a weapon has long interested those researchers who want to see how far the mind can be pushed. Although some psionic attacks (and, correspondingly, defences) form part of the Telepathy Talent, dedicated training in psionic attacks form their own Talent, with the psion being trained in using his mental capabilities for violent purposes.

Most psionic attacks are based on meting-out either physical or mental trauma and involve a variable Psi expenditure. A powerful psion can inflict large amounts of damage without even having to touch his intended victim.

PAIN

The psion overloads the pain receptors of his intended victim with psychic energy, causing either great or subtle pain to flood the target's body. The pain attack causes no lasting physical damage but whilst it is being experienced the victim may believe that his entire body is being mentally shredded, such is the intense agony.

The psion decides how many Psi Points he wishes to invest in the attack. This number acts as a negative DM to all skills the target tries to use, including characteristic DMs, for the duration of the attack. The Effect of the skill roll determines the duration of the pain felt by the target:

- | | |
|---|---------------|
| 0 | 1-6 seconds |
| 1 | 1-6 rounds |
| 2 | 1-6 minutes |
| 3 | 10-60 minutes |
| 4 | 1-6 hours |

*Psionic Attack, Psionic Strength, Variable, Difficult (-2).
Costs Variable, plus range.*

PARALYSIS

Paralysis inflicts no pain but it renders the target immobile for a period dependent on the Effect of the attack. The Psi cost is variable, with specific parts of the body costing differing amounts:

Hand/Foot	1 point
Arm/Leg	2 points
Neck	2 points
Chest/Shoulders	3 points
Torso	3 points
Head	3 points

Thus, to completely paralyse a person, ensuring no mobility of any kind, it would require 15 Psi Points. A paralysed location is unable to move and remains locked in position for the duration of the paralysis. This may result in the target falling prone, toppling over and so forth, depending on local conditions. The paralysis does not prevent breathing or blood flow but if the head or neck are targeted, vocal chords, jaws, lips and mouth will be paralysed, vastly restricting communication.

The Effect of the skill roll determines the duration of the paralysis:

- 0 1-6 seconds
- 1 1-6 rounds
- 2 1-6 minutes
- 3 10-60 minutes
- 4 1-6 hours

*Psionic Attack, Psionic Strength, Variable, Difficult (-2).
Costs Variable, plus range.*

MIND BLAST

A more powerful version of the Telekinetic Punch Power, Mind Blast delivers an extremely powerful shockwave of psionic energy either at a specific target or to a number of targets within a specific radius. The psion must specify which way he is directing the Power.

If directed at a specific target, the Mind Blast delivers 3d6+Effect damage for every 2 Psi invested in the Power.

If used to effect an area, 2d6+Effect damage is delivered to every living thing in a radius of 1 metre for every 1 Psi invested in the Power.

Damage is directed as physical damage, being applied to Str, Dex and End.

*Psionic Attack, Psionic Strength, Variable, Difficult (-2).
Costs Variable, plus range.*

MIND SHOCK

Mind Shock is used against other psions and is designed to deliver Psionic Trauma rather than immediate damage. If the attack is successful, the target psion sustains 1 level of Psionic Trauma, plus an additional level equal to the Effect of the attack. The defending psion may use his own Psionic Strength DM as a negative DM against the attacker's roll.

*Psionic Attack, Psionic Strength, Variable, Average (+0).
Costs 3 plus range.*

UNLOCK

The Unlock Power uses the subconscious of the target as the weapon. The psion unlocks those parts of the brain where nightmares, fears and dark secrets are stored, filling the target's psyche with nightmarish visions, uncontrollable terror, paralysing panic attacks or deep-seated guilt. The target's Int+Psi DMs act against the psion as a negative DM but if the attack is successful, the target suffers a negative DM to all skills equal to the Psi Points invested in the attack, for a period determined by the Effect of the attack:

- 0 1-6 seconds
- 1 1-6 rounds
- 2 1-6 minutes
- 3 10-60 minutes
- 4 1-6 hours

In this time the target is clearly disturbed, agitated, unable to concentrate, hyperventilates and suffers hallucinations as his own mind battles against him.

*Psionic Attack, Psionic Strength, Variable, Average (+0).
Costs Variable, plus range.*

PSIONIC DEFENCE

Defensive psionics are trained in mitigating offensive psionics using a variety of active and passive techniques as described in the Powers associated with this Talent. Although Psionic Defence is the natural counterpart to Psionic Attack, it does not necessarily follow that all combat psions study defence – or that all defensive psionics are necessarily peaceful.

MIND BLANK

The psion turns his mind into a blank void that cannot be detected by other psions, even those who are aura-aware. The Power renders the psion immune to any psionic attacks for the duration of the Mind Blank but neither can he exercise his own psionic Powers. Every Psi Point invested in the Power increases the duration of the Mind Blank by a number of minutes equal to his Int characteristic.

*Psionic Defence, Psionic Strength, Int in minutes, Average (+0).
Costs 1.*

MIND MIRROR

This powerful ability turns the psion's mind into a mirror, reflecting any psionic attack back at the attacker. It is, however, dangerous as the defending psion does not know how many Psi Points will be required to make Mind Mirror effective.

The Power works by matching the incoming Psionic Strength points invested in the attack and reversing the energy flow towards the attacker. If the Mind Mirror Power is invoked successfully, the attacking psion suffers the effects of the attack, as long as the defending psion is able to match the Psi Points invested in the attack and *exceed them* by at least 1 point.

If a defending psion uses Mind Mirror against passive psionic Powers (those that do not inflict damage in some form but may be concerned with detection and information retrieval) then the attacking psion receives information reflecting his own, personal state – which may or may not act to confuse or confound.

*Psionic Defence, Psionic Strength, 1-6 seconds, Difficult (-2)
Costs 1+Psi Points of attacking Power.*

PSYCHIC ARMOUR

Psychic Armour places a psionic barrier in front of the psion's mind, absorbing damage from psionic attacks in the same way physical armour protects against physical damage. The amount of damage reduced is equal to the Psi Points invested in the Power.

*Psionic Defence, Psionic Strength, 1-6 seconds, Average (+0).
Costs 1 per point of damage defended.*

PSYCHIC ABSORPTION

This Power works in exactly the same way as Psychic Armour but the defending psion absorbs the Psi Points charging the attack and places them at his own disposal. Any excess Psi Points act as damage as per the nature of the attack.

*Psionic Defence, Psionic Strength, 1-6 seconds, Difficult (-2).
Costs 1 per point of damage absorbed.*

TAPPING

Psions who are trained in tapping use their powers to both draw in their own physical characteristics to augment their Psionic Strength and, commonly, the characteristics of others, functioning almost as psychic vampires. The tapping of others can lead to a psion developing large Psi Point reserves but such individuals, in addition to the fear that surrounds their vampiric tendencies, tend to be viewed with deep suspicion by other psions who are prepared to rely on conventional reserves and regeneration.

Tapping is therefore a powerful and feared Talent, its practitioners often pariahs in both the psion and mundane communities.

TAP SELF

The psion taps one of his characteristics, transforming the electrical energy into usable Psi Points. Every characteristic point tapped generates 1 Psi Point. All characteristics, with the exceptions of Education, Influence and Social Standing, may be tapped and as a characteristic is weakened, the physical capabilities associated with it diminish accordingly. Heavily tapping Endurance, for instance, lowers the ability to withstand physical trauma and disease; tapping Dexterity reduces agility and co-ordination; tapping Intelligence reduces the ability to concentrate, reason and act rationally.

To tap a characteristic the psion simply needs to succeed in a Tapping roll, gaining the additional Psi Points immediately: there is no limit on the number of characteristic points that can be tapped. However the physical effects of tapping take an immediate toll and, if a characteristic reaches zero, the psion is rendered incapacitated as per the damage rules found in the *Traveller Core Rulebook*.

*Tapping, Psionic Strength, 1-6 seconds, Average (+0).
Costs 1 Characteristic point.*

TAP OTHER

This Power works in exactly the same way as Tap Self. However, the tapping psion suffers a DM equal to the characteristic DM of the characteristic he is attempting to leach. The psion must also be in physical contact with the target and cannot tap more than half (round down) of the targeted characteristic in a single attempt.

*Tapping, Psionic Strength, 1-6 seconds minus Target Characteristic DM.
Costs 1 Characteristic point from target.*

TAP EMOTION

Instead of tapping physical characteristics, the psion instead uses emotional energy, transferring it into himself and converting it to Psionic Strength. The psion must target another individual and cannot tap his own emotions; he must be in physical contact with the target.

The Power only works with powerful, deeply-affecting emotions such as love, hate, fear, anger and envy. Someone in a 'normal' placid state cannot be affected. The Referee should assign the emotion with a strength of between 2 and 12, reflecting the depth of feeling. All consuming anger, for instance, would warrant a strength of 12, whilst mild jealousy only 3 or 4. The strength of the emotion is the limit that the psion can tap. Tapping emotions has its own difficulties, so there are no DMs for the emotion's strength and as the emotion is tapped its strength decreases in proportion with what the psion leaches. Thus, a psion could use this Power to transform an all-consuming rage into mild anger; or sap a target of his deep, abiding love.

*Tapping, Psionic Strength, 10-60 seconds, Difficult (-2).
Costs 1 Emotional Strength from Target.*

MIND SWITCH

This Power allows the psion to swap minds with another. Physical contact must be maintained as the switch occurs.

The target applies his Int DM as a negative DM to the psion's mind switch attempt and the cost in Psi Points is equal to half the subject's Int, rounded up. Once swapped, the psion's mind occupies and controls that of the subject's body and vice versa. The psion has no access to the memories or experiences of the subject but does take on the physical characteristics. Therefore, the psion and subject swap Int and Edu characteristics but retain Str, Dex and End.

The mind switch has a safe limit of a number of hours equal to the Effect of the roll, multiplied by the result of a 2d6 throw. If the psion does not swap minds back at the end of this time, both he and the subject begin to accrue 1 level of Psionic Trauma for each 6 hour period thereafter.

*Tapping, Psionic Strength, 10-60 Seconds, Difficult (-2).
Costs Int of subject, divided by 2.*

TEMPORAL MANIPULATION

The Temporal Manipulation Talent primarily concerns travelling in time, forwards or backwards, or manipulating the flow of the timestream. Temporal Manipulation is therefore a very powerful Talent: the ability to influence time – stopping it, speeding it up, changing the past to influence the future – can have profound implications for the characters and the campaign. The detailed implications are beyond the scope of this book but are discussed at a high level in the descriptions of the individual Powers. A very good example of how temporal manipulation is used to effect crime is told in the 'Invisible Man' story, where a perp uses an experimental distortion field to effectively slow-down time around him, thereby allowing him to commit crimes almost

undetected (although the power in question was generated by a machine, rather than a psionic power).

The Temporal Manipulation Talent assumes that time can be influenced psionically; that the powers of the mind can shape the fabric of time. It presupposes that certain individuals are fluid in time, being able to use their powers to move backwards or forwards through the sheer force of will rather than having to rely on time machines – although temporal science may be significantly understood to permit time machines to exist alongside such psions.

TIME SHIFT

This is the power of time travel – the ability to move forwards or backwards through time.

The direction and degree of movement must always be specified by the time shifter before the Temporal Manipulation roll is made. Every Time Shift is a Very Difficult (–4) task but additional modifiers are applied, as noted below.

The degree of travel – how far, forwards or backwards – depends on the number of Psi Points invested in the shift, as described in the table below:

Degree	Base Psi Cost
Seconds	1
Rounds	2
Minutes	4
Hours	6
Days	8
Weeks	10
Months	12
Years	14
Decades	16
Centuries	18
Millennia	20

THE PHYSICS OF TIME SHIFTING

If one applies hard and fast physics to Time Shifting – i.e. moving in time but not in space – then every Time Shift would end in tragedy. Any body in motion – planets, starships, vehicles – does not remain fixed in space. Even a time shift of a few minutes sees a moving body progress along its orbit or course, meaning that when the time traveller appears at the same spatial point, his point of origin will have moved onwards, with the potential that the time traveller is immediately exposed to the vacuum of space (and an almost instant death). Indeed, this very notion forms the basis of the devastating Time Bomb described in page 59.

Unless one *wishes* to apply physics in this way, it is therefore assumed that the Time Shift power also moves the time traveller in both space *and* time, so that he remains synchronised with his surroundings.

At the Base Psi Cost the psion moves 1d6 units of that increment. Moving an additional d6 requires an additional Psi Cost equal to half the Base Cost. So, moving 1d6 hours forwards or backwards costs 6 Psi; moving 2d6 costs 9 Psi and so forth.

If the character wants to travel to a precise point in time, then he may attempt to do so but increases the difficulty to Formidable (–6).

MOVING ADDITIONAL PEOPLE AND CARGO

A psion can time shift with no difficulty when wearing clothing and carrying personal items that can be easily carried on the back, in the hands, in pockets and so forth. Large and bulky items increase the Time Shift Psi cost; it costs an additional 1 Psi Point to transport up to 100kg (2 Psi Points for up to 200kg and so forth). The psion must have physical contact with the object at the moment the Time Shift is executed.

If the psion wishes to take additional people with him, he can extend the range of his Time Shift field to encompass a 1 metre radius for every additional Psi Point invested in the shift. However, he suffers a –1 DM to the Temporal Manipulation roll for every individual within the area of effect.

Temporal Manipulation, Psionic Strength, Very Difficult (–4). Costs dependent on degree of time travel.

TIME FREEZE

Using this Power the psion freezes time but is unfrozen himself. Time can only be frozen for short periods; 1d6 seconds per Psi Point invested in the Power. For each additional Psi Point invested the psion can extend the unfrozen bubble by a 1 metre radius, with anyone within that radius remaining unfrozen.

During the time freeze characters are at liberty to make changes to the environment based on common sense principles. For instance, moving a tank that is frozen in time requires driving it and, as its mechanisms will be frozen in time, it cannot be moved unless the psion extends the range of the unfrozen bubble to include it (which would also unfreeze any occupants). Ultimately the Referee will need to arbitrate on what can and cannot be interfered with.

At the end of the freeze period, time immediately resumes with any changes taking whatever effect they will have on whatever actions were being performed before the freeze.

Temporal Manipulation, Psionic Strength, Variable, Very Difficult (–4).

Costs 1 point per 1d6 seconds of frozen time.

PARADOX ADJUSTMENT

Changing time can result in all manner of paradoxes: accidentally killing a wasp in the past may irrevocably alter the course of the future, for instance. This Power allows the psion to rectify a known paradox by subtly influencing the fabric of time so that potentially catastrophic changes are mitigated and the future remains, essentially, on its previous course.

The Referee should assign any potential paradox a strength of between 2 and 12, with 2 being a very minor 'blip' and 12 being a catastrophic change to future events. To correct the paradox the psion must spend a number of Psi Points equal to the paradox's strength and make a successful Temporal Manipulation roll. If successful, then the paradox is either completely mitigated or its strength (and therefore consequences) reduced by the amount of Psi Points used.

Temporal Manipulation, Psionic Strength, Very Difficult (-4). Costs Variable, depending on the strength of the paradox.

HANDLING TEMPORAL PARADOX

Any campaign involving time travel must address the nature of paradox: the ability to influence the past with the possibility that the future is changed, leading to anomalies that would negate (completely or partially) the actions and existence of those who created the change – meaning that the change, in the first place, might become impossible.

The Referee needs to decide on the nature of time in order to explain, resolve or avoid the question of paradox. This book cannot go into detail on the subject but some options for consideration are presented here.

Mutable Time

The past can be altered but certain alterations may result in the character's present and future being altered in accordance with that change. The change might be so profound that the characters cannot return to their present because, the present they left, has simply ceased to exist. The best illustration of this is the character who travels back in time and does something that prevents him from being born (killing his great, great grandfather, for example). In the present he would no longer exist and so time changes to compensate. The character might therefore find himself stranded in the past, because he *cannot* exist in the future or he might be erased from time altogether (literally disappearing) because he should not exist at all. This is an extreme measure and, perhaps, the most realistic (given the overall realism of time travel in the first place).

The Bradbury Effect

Here, any change, no matter how tiny, reverberates through the timestreams like ripples of water on a still lake. Stepping on an insect in the distant past has consequences that magnify through the timestreams, profoundly affecting the future in some way. The characters still exist but their present is very different to the one they left, because the change they initiated has been profoundly magnified as it has reverberated down through history. This is named the Bradbury Effect after Ray Bradbury's celebrated short story 'A Sound of Thunder' in which the accidental death of a butterfly in earth's prehistory vastly alters the future; the butterfly's contribution to the ecology influenced whole ecosystems and without it, changes knock-on and amplify

to the point that the character's future is totally altered when they return. If using this as the basis for time travel, then the characters will need to find ways of isolating themselves from interacting with the past in any way, shape or form, because even their mere presence could be damaging.

Time Forgives

The nature of time is one of constant adjustment; changes to the past result in time itself compensating for those changes to ensure that the future maintains a predetermined course – much like a river flows around an obstacle, eddies but still ends-up at the sea. Any changes the characters make have immediate and short-term consequences – and these may reverberate to the present – but essentially the present remains unaltered. Killing one's great, great grandfather might mean that the character is born, as he is, to someone else: time compensates to maintain continuity but with obvious consequences for the character's personal history – but not the flow of time itself. This may be an unrealistic way of portraying the nature of time but makes the handling of paradox much easier for the Referee.

Immutable Time

The past simply cannot be altered, no matter how small or great the intended change. Events will always intercede that prevent the characters from altering the present. Assume that a character intends to kill his great, great grandfather; no matter what he does, time exerts an influence to ensure that it cannot happen. The great, great grandfather miraculously survives or the character encounters insurmountable obstacles to his plans. Time is fixed at *all* points and although subtle attempts to change it might be exercised, they never assume their intended effect.

Divergent Parallel Time

Changes in the past create a rift in the fabric of reality that creates a separate, alternate timeline. The characters might find their future altered but the alteration is a separate dimension created as a result of their actions. They can therefore either travel to an alternate present but may equally have access to the present they left behind by crossing the dimensional boundaries to reach the branch of time where their interference never took place. This option therefore introduces parallel dimensions into the campaign, which may or may not fit with the campaign's aims.

Intolerant Time

A similar concept to immutable time but any profound change that would impact significantly on the present sees the characters automatically and perhaps traumatically, returned to their present at the instant the change is affected. Like a body rejecting a foreign object, time enforces its nature when there is a sense of unequivocal alteration to its course. Characters might suddenly find themselves expelled from the past, returning to the future and suffering Psionic Trauma as a result.

An Alternate Past

This is a variation on the Divergent Parallel Time concept. Travelling back in time also means travelling dimensionally: the past of the characters is immutable and, instead, they can only reach a past that follows a parallel course to their own in which their effects can be sustained. When they return to the present, they return to their own, unchanged, reality.

Passive Observers

Any time traveller can only observe events, but not interact with them. The characters do not physically travel in time, but do so mentally, able to watch events, but do nothing to influence them. This option fits a psionic campaign quite neatly, and prevents paradox from occurring, but limits characters' options to that of merely reporting them.

Options for Talents and Powers

The range of talents and powers presented in this chapter is comprehensive enough for *Strontium Dog* campaigns, but new abilities will always present themselves – inspired by, or replicating, powers found in the 2000 AD strip. This section provides some guidance on creating and customising talents and powers for use in your *Strontium Dog* adventures.

CUSTOM TALENTS

Certain professions or campaigns may require custom talents to be developed. This is essentially the gathering together of disparate basic and advanced powers under a single, trainable group that is used as a psionic specialisation.

The Referee always has the final say over which powers can be grouped together, be this creating a brand new talent or customising an existing talent (swapping powers from two or more talents, for instance); however, there are some guidelines to be followed.

- Powers should be complementary in nature, rather than being diametrically opposed.
- No talent should have more than six powers; ideally three to four.
- The Learning DM for a talent is always based on the most difficult Learning DM for a power's talent.

CREATING NEW POWERS

The easiest way to create a new power is to find a similar power from those in this chapter and subtly tweak the effects to achieve what is needed. It might be apt to reduce the costs for range, for example, or reduce the difficulty of a power if it is in very common use and easy to achieve in the campaign setting than as directed in this book.

However, if creating an entirely new power is necessary, several questions need to be considered:

- What is the effect of the power and what does it achieve?
- Is the power in keeping with the campaign's power-level and setting type?
- To what degree will the power overbalance characters working together?
- Should there be a power that opposes the new power in some way, to achieve game balance?
- How should the Psionic Strength cost and Difficulty of the power be structured (bearing in mind that a power should be usable, but not so easy to use that abuse is likely)?
- Does the power logically belong to a particular talent, or is a new talent required to accommodate it?

Some of these questions will be easier to answer than others, and the question of game balance is always one that should be born in mind; however, using psionics in any campaign will introduce a certain degree of game imbalance – and that can be part of the enjoyment. Psions are special individuals, signalled to be above the norm by dint of their abilities. Striving for perfect game balance should not be an all-consuming concern, but a question considered in the light of a new power's effects and consequences for the players and characters.



CHAPTER 5:

THE SEARCH/ DESTROY AGENCY

This chapter looks at the structure of Galactic Administration in the 22nd Century, provides detail on the Search/Destroy Agency and offers rules on warrants and bounty hunting.

Advances in space drive technology during the 21st Century have led to the rapid expansion of humanity throughout the galaxy, accompanied by ambitious (and largely successful) terraforming projects to create a plethora of Earth-like worlds. Following the atomic wars of both the 21st and 22nd Centuries, off-world colonies offer the best quality of life for many humans, leading to equally ambitious colonisation programmes. By the 2280s humanity is ubiquitous throughout the galaxy, occupying over 200 different worlds.

Humans being what they are, crime has naturally been a major interstellar export and the extensive, chaotic, partially governed network of colony worlds has given criminals the perfect environment to escape to and lie-low. Just as the frontiers of the old American west offered sanctuary for outlaws, desperadoes and fugitives from justice, so too do the colony worlds.

Policing such a chaotic system is practically impossible. Police administration is invariably localised, often corrupt and chronically lacking in resources: criminals find it easy to evade the law and go to ground: apprehending them is a difficult and often futile exercise. To keep the galaxy clean requires men who are unafraid of getting their hands dirty; men who are prepared to hunt down fellow men for profit. The Search/Destroy Agency was established to administer, regulate and operate the network of professional bounty hunters required to help maintain law and order by apprehending wanted criminals.

The law enforcement agencies of the various colony worlds and systems are responsible for identifying and setting the bounties on the heads of wanted criminals, and they advise if a criminal is operating under a death sentence which can be enforced under a Termination Warrant. The S/D Agency is responsible for taking these warrants and administering them across the galaxy, ensuring that licensed S/D Agents – Strontium Dogs

– are aware of the warrants out there, understand a warrant's terms and work to bring fugitives to justice.

Law Enforcement and S/D Agency Organisation

GALACTIC AND COLONIAL ADMINISTRATION (GCA)

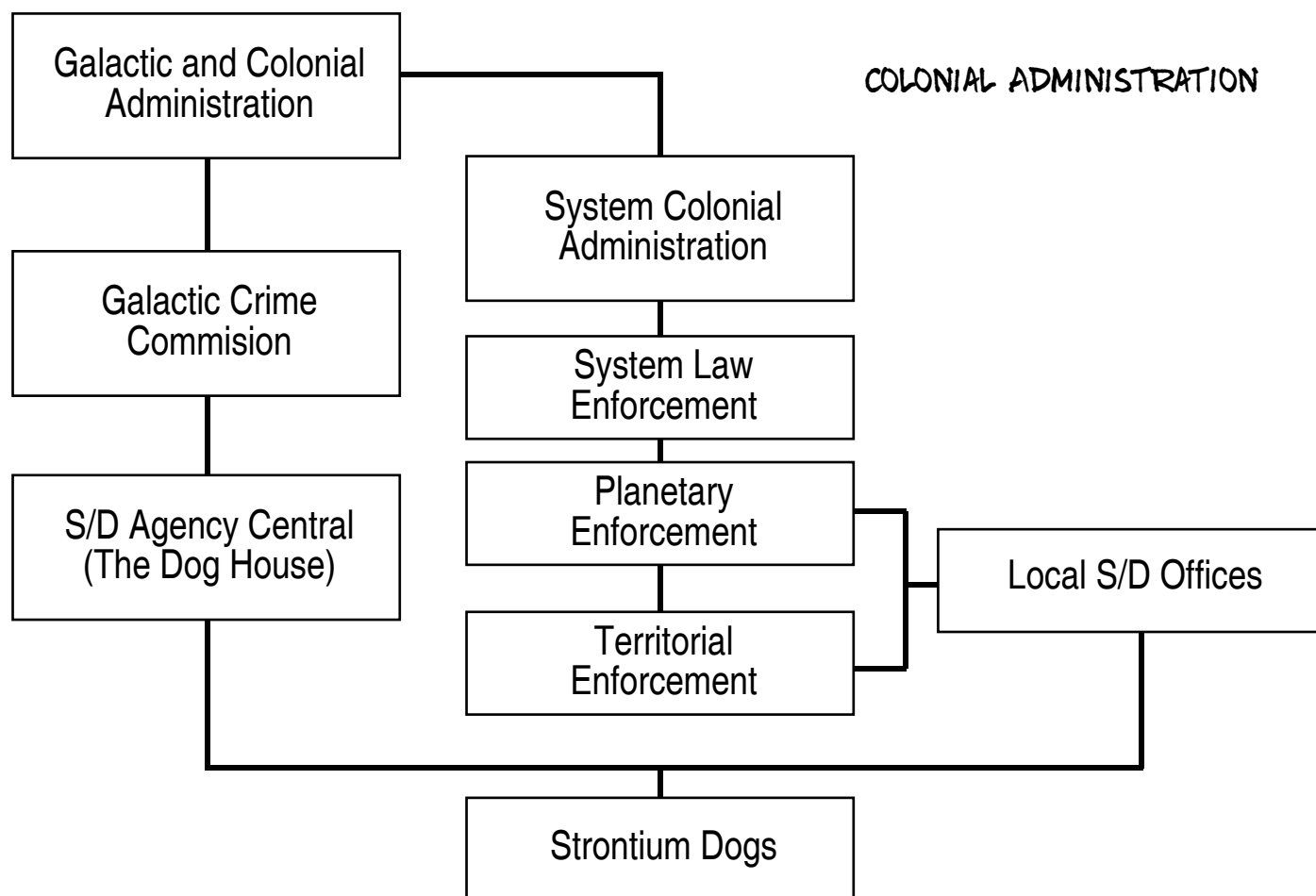
The administrative bureaucracy for the galaxy, the office of the GCA handles all routine business and administrative affairs for the colony worlds beyond the solar system. A vast and sprawling secretariat that handles the affairs for hundreds of worlds, its main offices are in New Geneva, Earth and they occupy the footprint of a small city.

Like any large administration, the GCA is strangled by its own administrative red tape and prone to petty and not-so petty corruption. Even with the powerful administrative computer systems automating most of the routine and humdrum tasks, it can still take forever to get the simplest request approved, budgeted and actioned. For this reason the colony worlds tend to rely on their own resources to make things happen, rather than waiting for the GCA to crank itself into a forward moving gear. This leads to the typical fragmentation of the administrative system, with official records claiming one thing but the reality on a colony world being something very, very different.

GALACTIC CRIME COMMISSION (GCC)

Given the vastness of the galaxy and the insurmountable challenge of maintaining law and order, the Galactic Crime Commission has a remit to ensure that law is enforced equally across the galaxy, in the most expedient way. It does this through a two-tier mechanism. Every star system has its own System Law Enforcement agency that is responsible for all day to day policing within its worlds (or an entire sub-sector, if the sub-sector is sparsely populated). This includes police

GALACTIC GOVERNMENT (EARTH BASED)



actions of arrest and operation of the court system, both of which follow the systems and procedures in use on Earth. At least, the Earth-model is the intention. In reality every system introduces its own quirks and conventions reflecting the nature of the system and worlds within it and/or the personalities involved. The GCA is meant to guard against such diversity but in reality is powerless to prevent it. System Law Enforcement is run to lean budgets which means that its effectiveness is always compromised. System Law Enforcement is ill-equipped to deal with anything but the most basic, uncomplicated crimes and is certainly unequipped to pursue those criminals and fugitives who manage to continually evade the law. This is where the second mechanism comes in.

The second mechanism is the Search/Destroy Agency. Essentially, the S/D Agency is a privately operated, but GCA and GCC-approved, outfit. The S/D Agency is fully licensed to pursue, and where necessary terminate, the perpetrators of serious crimes anywhere in the galaxy. As a privately operated organisation, S/D can be neatly distanced from the GCA and GCC when necessary, although everyone understands that, despite all its private credentials, the S/D Agency is the bounty-hunting branch of the Galactic Crime Commission. As the idea of hunting humans for money is still morally repugnant, even in the 22nd Century, the S/D Agency's almost exclusive use of mutants allows the GCA and GCC to retain a certain moral dignity (despite actually having none at all) in the public arena.

Therefore the S/D Agency pursues those criminals and fugitives that are beyond the reach and capabilities of System Law Enforcement. It can use weapons and tactics that are completely contrary to 'legal' policing and with agents who are, to all intents and purposes, as expendable as one can possibly get.

The GCC is responsible for setting the terms of a warrant for any fugitive that S/D agents pursue. It determines, based on the severity of the crime, whether the warrant is Capture or Termination and then the value of the reward. The reward value is what is paid directly to the S/D agent who brings in the subject of the warrant but an additional 15% of the reward value is paid to the S/D Agency to help towards operating costs. The GCC is always in full control of the terms of a warrant and can raise or lower the value of a reward according to information and circumstances; similarly, it can change a warrant from Capture to Termination (or vice versa) and any changes made to a warrant are automatically fed to the S/D Agency so that the agents in the field – the Strontium Dogs – are fully aware of the conditions.

SYSTEM COLONIAL ADMINISTRATION (SCA)

System Colonial Administration represents the GCA at a system level, attempting to administer GCA laws and regulations across any number of worlds within a given star system. As one might

expect, it is a bureaucratic nightmare which, far removed from the bureaucratic nightmare it represents, means that SCAs tend to forge their own path and to hell with what GCA says.

SCAs tend to fall into one of three camps:

The Ultra-Authoritative. The administration tries to micro-manage every aspect of citizens' and settlers' lives. Because it is distant from the GCA it believes it must work twice as hard to enforce its presence. Laws, rules and regulations are enforced without any thought for how the quality of life is affected; taxes are high and collected by the most efficient bureaucracy ever conceived, whilst those parts of society that really need an efficient bureaucracy, such as health care or system law enforcement, suffer. Petty politicians and bureaucrats delight in building their own empires, shaded by the SCA's murky, impenetrable conventions, allowing corruption and despotism to flourish unchallenged. The worst aspects of Earth tend to be magnified, whilst the true needs of the worlds in the system tend to be ignored.

It is in these kinds of systems that mutant hating and bigotry is every bit as mendacious as it is on Earth.

Struggling Heroically. The administration tries to balance the dictates of the GCA with the genuine local needs of the system worlds. Bureaucracy takes a backseat to genuine local interests but at the expense of administrative coherence. Social concerns tend to be good but the essential infrastructure, such as communication, social and health care and law enforcement are under-funded but supported morally. It is systems falling into this type that criminals and fugitives find easy to hide within. The gaps in the administration make it easy for people to enter the system or land on a world and simply disappear. It makes those systems easy prey for organised criminal elements – either mafia-style gangs or marauding pirates and outlaws – to prey on the weak and isolated.

Mutants are still disliked, generally but the prejudice tends to be lessened and, in some quarters (generally outlying colony worlds where life is hard for everyone), mutants may even be *accepted*.

Might As Well Not Exist. The system administration has broken down almost completely – either through inefficiency, incompetence or corruption (and usually a mixture of the three). Certain offices exist, like law enforcement or tax collection but are simply a veneer for the greedy, corrupt and inept to hide within, playing the systems, lining their pockets and generally having an easy life. Meanwhile the worlds of the system struggle-on regardless. Crime runs at uncontrolled levels; life is cheap; and the infrastructure is as good as the amount of charity existing within the hearts and minds of those who can afford to indulge in it. These types of systems are lawless backwaters where criminal scum thrive and prosper. Many of the criminals might even run the agencies of the SCA.

It is not uncommon to find mutant prejudice non-existent in such systems; there are other things to hate and exploit.

SYSTEM LAW ENFORCEMENT (SLE)

System Law Enforcement is the GCC's police force, attending to everything the police forces of Earth attend to but clearly within the remit of a particular system and (supposedly) sensitive and sympathetic to the local conditions of that system. Known by a variety of names – Cops, Sleepers, the Heat, the Fuzz, the Filth – depending on the quality and character of the SLE, this is the uniformed and sometimes plain clothes, police service; a very, very thin blue line.

Two things can be depended upon where SLEs are concerned: they will be under-funded and overworked. In many cases they will be understaffed, under-trained, under-managed and under-performing, too.

Where the SCA is of the Ultra-Authoritative kind, expect the SLE to mirror that authoritarianism with random cruelty, a delight in prosecuting even the slightest crimes, arrogance and an absolute, passionate, perhaps even murderous, hatred for Strontium Dogs. The SLE will not be any more effective because it is so fascistic; in fact, it is likely to be corruption-rife and populated by the kind of psychopaths who enjoy uniforms and ought to be the subject of Termination warrants.

In systems where the SCA is Struggling Heroically, expect the SLE to be just as under-funded, overworked and so forth but put a brave face on things, work the long hours, suffer all the indignities and Do Their Best. The officers are as efficient as they can be but realise that there are some crimes and criminals that are simply beyond their capabilities to stop. These SLEs do not like Strontium Dogs but see them as a necessary evil.

Where the SCA Might As Well Not Exist, the system police tend to be equally invisible: timid, office-bound and paperwork-beleaguered. Chasing targets and issuing parking tickets is as strict as the regime gets; dealing with serious crime is simply something for specialists to do. Strontium Dogs are viewed with ambiguity and sometimes with relief; these are the kinds of specialists the SLE rely upon – men and women with Big Guns and the guts to take on the scum of the universe and collect the reward. Meanwhile, the SLE counts beans and its blessings.

LOCAL S/D OFFICES

Every system has a local S/D office, usually at the headquarters of the SLE but sometimes it is a separate entity. SLE officers are usually drafted-in to staff the office, meaning that the amount of help S/D agents are given depends very much on prevailing levels of competence and prejudice. The routine is simple. When an S/D agent arrives on a world, he comes to the office, registers his presence and the warrant he is executing and what weapons he is carrying. The S/D office issues the necessary permits to comply with local laws or, if local law cannot be complied with (because some kinds of weapons are illegal, even for S/D agents), then the office acts as a depository for the weaponry, which is collected when the Strontium Dog leaves the world. The S/D office also verifies the conclusion of the warrant and issues payment in folding money. It should therefore be the first port of call for every S/D agent and, sometimes, registration can

be done in advance, meaning that the Strontium Dog can get on with the task of tracking down his quarry.

Search/Destroy Agency and the Dog House

Established in 2167, the S/D Agency is a semi-private organisation operated from a massive orbital habitat known as the Dog House – even though its official name is S/D Central. The S/D Agency is the only organisation with a trans-galaxy sanction to seek-out and, where permitted, kill, criminals and fugitives from justice. Technically it has no powers of arrest and its agents can only apprehend subjects or return fire upon them if they are executing a specific warrant. Therefore, the S/D Agency is not a police force; neither is it, officially, a part of the galactic executive or administration: if it were, then the GCA would be sanctioning murder directly and many of the S/D Agency's operating practices (hiring mutants, for example) would be vulnerable to government scrutiny. Instead, the S/D Agency works in a shadowy position somewhere between government partnership and private bounty hunting company.

In its 19 years of existence the S/D Agency has managed to bring to justice thousands of highly dangerous criminals who would have otherwise been beyond the arm of the law. Given access to time and dimensional weapons, S/D agents have a staggering arsenal with which to hunt down these fugitives and the lure of a cash reward ensures dedication to the cause. Some Norms are attracted to the S/D Agency but, in truth, few have the stomach for it. Mutants, having grown up facing adversity and having been forced to survive on their wits and in the most unpleasant conditions, are far more psychologically disposed to hunting down the scum of the galaxy and either hauling them



back to face the justice system or killing them in cold blood. In mutants, the GCA has found a way of having one deprived under-layer of society prey upon another, unwanted layer. It is the ideal situation.

The S/D Agency operates from S/D Central or the Dog House. The Dog House contains the administrative offices for the entire S/D Agency, which still relies on human executives to assess incoming warrants, assign them to specific Strontium Dogs if necessary or make a warrant 'Termination' (see *Warrants* on page 92). Thus, the Dog House is divided into two distinct sections: the Administrative and Operations wing, which performs all the routine tasks that keep S/D effective; and the Agents' Wing, which is where S/D Agents can congregate, socialise, buy equipment and search through the latest warrants that are of interest.

DOG HOUSE STRUCTURE

The Dog House is a pair of unequally sized ovoids joined together by a central column. A donut shaped accommodation ring surrounds the central column and four vertical maintenance shafts connect the two ovoid wings with the transportation ring and each other. Viewed from the side, the Dog House resembles a semi-molten set of gymnasium dumbbells. The smaller of the two ovoids is the Admin and Operations wing, whilst the larger ovoid is the Agents' wing. The circular accommodation loop around the central shaft (which is part of the A/O wing) is officially part of the Agents' wing.

The Dog House is locked in geo-stationary orbit 10,000 miles above New Britain, visible as a very bright singularity from most of the planet. The main hull is constructed from three-feet thick reinforced durasteel, impregnable to all but the heaviest of artillery. A massive force field generator provides additional protection, creating a force wall surrounding the entire station for a maximum of two hours at a time.

A network of gravity generators placed at strategic points on all decks ensures Earth gravity levels are maintained. The gravity generators are not as efficient as they could be, never reaching more than 86% efficiency (0.86 G) and can fluctuate wildly when other high drain electrical systems are in operation, causing bouts of nausea or 'space sickness' among the occupants. Atmosphere is maintained by three large oxy-generators located in the Admin and Operations wing. These each have independent power generators, a failsafe ensuring an atmosphere is maintained in the event of a power failure in the main fission reactor. The ventilation system accesses all parts of the station.

There are three main entrance portals – the main and secondary shuttle bays in the A/O wing and the primary docking gate in the Agents' wing. All decks have small maintenance airlocks. In the event of a hull breach, automated systems activate armoured bulkheads to isolate the affected area within 1d6 rounds of a pressure drop. The bulkheads, placed 30 metres apart on every deck, can withstand 400 points of damage and are armour

plated with 12 points of durasteel armour. The bulkheads cannot be activated manually and their operation is controlled from the Control Deck in the A/O wing.

Stairways and elevators are present on every floor, occupying a central shaft cutting through the heart of the station. Lighting is provided by large illuminated-panels set at regular intervals along the walls and ceilings, providing illumination equivalent to normal Earth daylight. These draw power from the main fission reactor but because the panels are a low priority system, they receive less power than necessary to grant full capacity illumination. In the event of a power drain, the lights are always the first to go off when the Dog House's heavy equipment is in operation – experienced agents can always tell when the time slip or force field are on when all the lights start to flicker. Red emergency lights are fitted in vital areas, drawing their power from the reserve solar power stack. They activate within 1d6 Combat Rounds of a lighting failure. The Dog House operates on a standard Earth day – 24 hours split into three 8-hour shifts.

ADMIN AND OPERATIONS WING (A/O WING)

Occupied by human and robot staff, mutants are strictly forbidden from entering the A/O wing, save with express Administrator permission (such as presenting themselves at the time slip for transportation back in time). As well as housing offices, accommodation units and the usual trappings of any large organisation, A/O wing has laboratories, weapon testing areas, food preparation facilities, warehouses, storage facilities and a variety of other units that help make the Dog House completely self-sufficient. It operates a shuttle service to the major spaceports in the Earth system (Earth itself, the Moon, Mars and Io, principally but there are others) that both Norms and mutants can make use of.

Admin Offices

The station administrators ensure the Dog House database, FIDO (see page 89) is kept up to date, deleting expired warrants and updating wanted information on the computer mainframe. The admin offices are always chronically understaffed, working at long obsolete computer systems.

Admin Quarters

Each member of the station administration staff is assigned their own set of quarters – a three-room apartment including toiletry facilities, bedroom and entertainment. The Chief Station Administrator – permanently on duty – is given a suite of six rooms, to do with as he pleases.

Emergency Solar Power Stack

Vast solar collectors placed at regular intervals along the Dog House's exterior gather energy to be stored in a series of batteries for emergency/auxiliary use. Against all regulations, the emergency battery has been jury-rigged to run the domestic power supply in the admin quarters, dormitories and private rooms. This frees up valuable power from the fission reactor to power vital systems but means that the emergency systems would be critically underpowered in an emergency.

Life Support

Three oxygen generators are located at strategic points around the Dog House and controlled from the Operations Deck and Control Room. Each consists of a small nuclear turbine power supply, an air purification system and a massive pump to circulate the oxygen around the station. Every deck has a smaller pump to ensure the atmosphere maintains a healthy circulation.

Main Shuttle Bay

The shuttle bay houses six 100 ton passenger shuttles, ostensibly owned by the GCC but on permanent loan to S/D. The Dog House runs a regular service, transporting S/D agents to Earth and back at a cost of Cr. 1,000 per round trip. The Dog House also has a pair of long-range ships (200 ton Far Traders – see *Traveller Core Rulebook*, page 117), which are not for hire. S/D agents requiring transport out of the solar system have to charter a flight at one of the in-system spaceports such as Mars, Io or the orbital spaceport known as Topsoil. If the S/D agent has a small transport of his own, he can store it in the main shuttle bay for a cost of 2,000 credits a month – as long as the ship does not exceed 400 tons.

Main Fission Reactor

Provides power for the Dog House. New equipment such as the force field and the time slip generators have pushed power requirements far beyond the reactor's capacity, necessitating a large amount of jury rigging and improvisation.

Observation Deck

Located at the very pinnacle of the Dog House, the observation deck boasts a dome made of transparent glasteel offering a spectacular view of the Earth. The obs deck is where the funerals of deceased Strontium Dogs are held. The Chief Station Administrator carries out all funeral services, unceremoniously ejecting coffins out of the airlock.

Operations Deck and Control Room (Ops)

Ops is manned by technical crews who monitor the many computer systems running to keep the Dog House in operation. Ops is linked to a network of security monitors that survey all the station's decks 24 hours a day. The control room monitors power usage and life support. It also has controls to pilot the Dog House when altitudinal or directional coordinates need to be modified or if the installation needs to be moved.

A crew of ten are usually present on the Ops deck. One of three sub-administrators takes charge for an eight hour watch and is supplemented by a team of engineers, analysts, computers specialists and general technicians.

Security Barracks

Sleeping quarters and basic living area for the Dog House's thirty police wardens. The men and women of Station Security, nicknamed Bulldogs, are a mean and surly crowd. They spend their tour of duty watching for trouble between the highly competitive S/D agents, breaking up fights as and when they occur.

Typical Dog House Security Personnel (Bulldog)

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

Athletics (strength) 1, Broker 0, Diplomacy 0, Gun Combat (blaster) 1, Melee (bludgeon and unarmed) 1, Streetwise 1, Survival 1, Vacc Suit 0, Zero G 1.

Equipment: Club, 1d6; Standard Blaster, 4d6+3

Armour: Cloth (5) and Reflec (10 against blasters and lasers)

Station Administrator's Office

The Station Administrator spends most of his time in this office, neck deep in paperwork from bounty warrants, legal issues and station inventories. He deals with complaints made against any of his agents, although this is usually a case of reading the notices and throwing them away. In addition to direct S/D business, the administrator is in charge of duty rosters, repair manifests and budget management: this is not a high-flying, sexy job.

Secondary Shuttle Bay

The secondary shuttle bay is the largest such facility on the Dog House, housing a fleet of freight shuttles, long-range shuttles and maintenance pods. The shuttle bay also doubles as a general maintenance bay for station equipment. The Dog House takes regular cargo deliveries from Earth and other planets in the solar system and the standard form of cargo shuttle bringing supplies is similar to the standard shuttle described on page 133 of the *Traveller Core Rulebook*. The shuttle bay is maintained by a dedicated team of mechanics, engineers and loading personnel.

Storage Bays

Two vast warehouse areas capable of holding 1,000 tons of cargo, including replacement system components and provisions. The warehouse areas can be independently pressurised or depressurised as needs dictate.

Teleport Bay

All teleport systems in Earth range are for the sole use of normal humans. After several lethal teleportation accidents were caused by the Dog House's temperamental power systems, the system was shut down. The teleport bay is currently used as a temporary storage bay.

FIDO

A/O wing houses FIDO, the S/D computer system that is the primary interface between S/D and the GCC for administering warrants. FIDO stands for Federal Information Directory Operations and it holds detailed records on every criminal and fugitive that has ever been made the subject of a GCC warrant, pulling-in information from hundreds of thousands of System Law Enforcement computers from across the galaxy. This means that, as soon as the GCC issues a warrant for a particular criminal or fugitive, S/D has, via FIDO, a complete history of that criminal's activities, known movements, habits, sphere of operations and so forth. All this information is beamed directly to Strontium Dogs' Warrant Units – the handheld computers that are slaved directly to FIDO. The minute a warrant is accepted by

a Strontium Dog, he has access to all pertinent information for his quarry. Changes to this information are constantly relayed via FIDO and any changes (such as an increase in the reward) made automatically.

FIDO also monitors the location of S/D agents via the warrant card (see page 94), meaning that urgent warrants can be directed to Strontium Dogs in the right vicinity (or even directed away from them, if a particular agent is more of a liability than an asset). The GCC insists on knowing where licensed-to-terminate mutants, carrying exceedingly sophisticated weaponry, are at any given point in time. Ultimately, all Strontium Dogs are on a very long leash.

Time Slip Deck

A/O wing is responsible for operating S/D's time slip equipment, located on the maximum security Time Slip deck. Time travel has to be sanctioned by the GCC and S/D is one of the few agencies to be permitted to operate long-range time travel devices. The idea here is to use the time slip equipment to hunt-down and bring to justice the uber-villains of history: the dictators, the despots, the perpetrators of genocides and the mass murderers of the past. GCC has issued warrants against Adolf Schickelgruber (who would later be known as Adolf Hitler), Jack the Ripper and others. Experienced Strontium Dogs may find themselves called upon to travel into Earth's past in search of any of its infamous criminals in order to bring them back to face 22nd Century justice. Or, as Johnny Alpha has had to do on several occasions, go back into the past to apprehend criminals who would alter time to their own advantage.

The time slip equipment is located in a high security area of the A/O wing, towards the top of the bubble and beneath the Observation Deck. It can be completely locked-down by the Operations deck within two Combat Rounds and is further protected by an integral stasis field (see page 61). Should some highly dangerous undesirable come through the time slip, the stasis field can be activated either from the time slip control room or the Operations deck, sealing the target inside for anything up to a century, should it be necessary.

Only authorised personnel, vetted by both S/D command and GCC, are permitted entry to the time slip area. The exception to the rule are those Strontium Dogs who are sanctioned to pursue warrants that require time transportation. In such cases the S/D agents are always accompanied to and from the time slip area by up to six blaster-armed Bulldogs.

THE KENNEL

The Kennel is the wing of the space station set aside for the Strontium Dogs. Its official name is the Agents' wing but the Kennel is used by just about everyone.

Armoury

The armoury holds plentiful supplies of grenades, ammunition and stocks dozens of weapon systems, as described in the Equipment and Weapons chapter. If an S/D agent has the credits, the armourer will supply the weapon – anything not currently in stock can be ordered directly from the manufacturer for arrival in 3d6 days. The armourer, Miguel Quesillada, is

CUR

The department responsible for sanctioning time slip warrants is a committee staffed by senior personnel from the Galactic Colonial Administration, Galactic Crime Commission, the United Earth Government and S/D. The committee is known as CUR – Committee for Ultimate Retribution. Its task is to analyse major crimes from Earth's history, assess the possibility of seeking retribution against those responsible, formulate what possible paradox effects may arise from pursuing the action, formulating the plan of action and then issuing the warrant to S/D.

S/D operates its own sub-agency that handles the likely temporal fallout whenever its agents create a paradox. These special agents, usually dressed in black uniforms or business suits and sporting dark glasses, are sent back in time to subtly alter history to ensure that CUR and Strontium Dog activities do not give rise to significant temporal anomalies.

not above supplying illegal weapons for black market prices, taking 3d6 weeks to arrive: gaining illegal or highly specialised weaponry usually requires a bribe in the region of 10% of the item's price and a successful Broker or Streetwise 8+ roll.

As one would expect, the armoury, being located in the Kennel, is a maximum security environment. In the event of an emergency, bulkheads activate, sealing off the armoury and it can be depressurised if necessary. Miguel also has access to a stasis field generator similar to that in use in the time slip area, to deal with any recalcitrant mutants who might decide to help themselves to the extensive weapons stored here. The stasis field generator can be controlled from either the armoury's security system or from the A/O wing Operations deck.

The weapon storage bays are subject to a highly advanced, military-grade, security system. Access is via genome profiling, voice recognition and retina identification: breaking in to the weapons lockers requires someone with at least Computers 4 and a great deal of time, patience and protective countermeasures software to prevent against being traced by the GCC and made the subject of a Termination warrant. Weapons are micro-tagged so that each can be traced, by FIDO and tied into any warrant being pursued by an S/D agent.

Strontium Dogs nickname the armoury Fort Knox, after the old American Federal Reserve but even Fort Knox's security had nothing on that held by the armoury.

The Jar Bar

The large, boisterous and well-stocked bar is often the first stop for weary S/D agents when they return from a bounty. The tradition is that those who make a big score will pay for that

night's drinks for all as a way of boasting of their success; less successful dogs pick the bar as the perfect place to drown their sorrows or take a few bottles back to their dormitory. The bar offers a chance to catch up with old friends and enemies and is a good source of information. The Jar Bar is run by Felicia Kobb, a hatchet-faced Norm woman who has a fearsome reputation and a temper to match. She stands no trouble in her bar and is not afraid to physically stand her ground against any of the mutants who frequent it. Her left arm is a monstrous cybernetic prosthesis that whirrs and grinds as she serves liquor, aided by her robot bartenders. Those who pay Felicia the right degree of respect (and pay their bar tab promptly) may gain titbits of information from her: she always seems to be in the know about upcoming warrants with big scores or interesting subjects. A successful Broker, Diplomat or Streetwise roll is enough to gain *some* knowledge; a roll with a decent Effect (2+) gains advantageous gossip.

Felicia Kobb

Str 13 (+2), Dex 6 (+0), End 8 (+0), Int 8 (+0), Edu 6 (+0), Soc 6 (+0)

Broker 2, Melee (unarmed) 2, Streetwise 3, Trade 1

Weapons: Cybernetic arm, 2d6+2

Brig

Also known as the cooler, the brig keeps troublesome S/D agents separated from the rest of the Dog House. Located next to the firing range and above the main reactors, the brig is extremely noisy; spending a night locked up, with barely any sleep and the promise of a savage hangover from the noise makes brig 'patrons' think twice about being thrown in again.

The brig has ten cells and is patrolled and controlled by the Bulldogs. Four officers are on duty when any of the cells is occupied. In overall charge of the brig is Sergeant Walter B Anker (the B stands for Bartholomew but the Strontium Dogs of New Britain have a completely different name for the Sergeant), a mutant-hating bigot, sadist and all-round bad seed. Sergeant Anker is universally loathed by both Strontium Dogs and most of the Norm crew of the Dog House; but he is efficient, brutal when needs see fit and utterly devoted to his duties. Anker delights in tormenting incarcerated Strontium Dogs, coming-up with cruel nicknames based on their mutations and ridiculing their appearance. The kind of man who was secretly appalled at Adolf Schickelgruber being made the subject of a CUR warrant but also secretly hoping to shake the man's hand, Anker epitomises everything wrong with Norms.

Sergeant Walter B Anker

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

Athletics (endurance) 2, Broker 0, Diplomacy 0, Gun Combat (blaster) 2, Melee (bludgeon and unarmed) 2, Streetwise 1, Survival 2, Vacc Suit 0, Zero G 1

Equipment: Club, 1d6; Standard Blaster, 4d6+3

Armour: Cloth (5) and Reflec (10 against blasters and lasers)

Briefing Room

The largest open area in the Dog House, the briefing room can accommodate 200 S/D agents at a time. The Chief Station Administrator or one of his deputies holds the Bounty Bingo where agents can apply for the best warrants. Dog House staff also hold lectures in the briefing room, keeping their clients up to date with the latest technological developments. Lectures by Miguel the armourer, detailing the latest advances in weapons systems, are always well attended.

Canteen

The canteen provides basic, but nutritional, foodstuff. It can hold over 200 at a single sitting and is staffed by robot chefs and servers. The food is typical of the reconstituted, processed, synthetic, plastic-tasting fare common throughout spaceports, airports and any other kind of port in between but most mutants do not really care, having been subjected to far, far worse in the ghettos of their home towns. Rumours that the bread rolls are part of a new form of edible weaponry are unfounded.

Dormitories and Private Rooms

Most S/D agents begin their careers sleeping in the utilitarian dorms. Each of the 20 dormitory units sleeps up to ten people in double bunks. Each bunk includes a small locker (secured for weapons storage), a privacy shutter, a small entertainment system and a comms unit. Rent of a bed costs 10 credits a night. It is in the dormitories that both friendships and rivalries can be formed: many profitable Strontium Dog partnerships and teams have begun in the Dog House dorms and some teams still insist on taking over a favoured dorm when they return to the Dog House.

As an alternative, privacy-seeking agents can rent a private room for 50 credits a night. These rooms are single occupancy with shower and sanitation facilities, a desk, lounge furniture, security locker, desk computer and comms unit and a reasonably sized entertainment centre. The room is cheap hotel standard but has the advantage of being available to mutants, when most hotels will not even have mutants grace their thresholds.

Firing Range

The Dog House firing range fills a whole deck and is built to resemble an urban street setting. A variety of Target Robots and animatronics depicting various alien species pop-up from positions of cover and fire low-intensity blaster charges at the firing range users. Being hit by a charge stings but is otherwise harmless.

The firing range has its own control room, allowing for different scenarios to be programmed and different levels of risk and difficulty activated. For example, one testing scenario involves a gunfight with a highly competent alien terrorist, armed with a pocket nuke, in a busy shopping arcade complete with lots of panicking men, women and children. To complete the scenario successfully the agent must stop the terrorist from activating the pocket nuke without harming a single innocent bystander. Only four Strontium Dogs have managed to complete this scenario on its highest difficulty and risk setting and they include Johnny

Alpha and Middenface McNulty (it is rumoured that McNulty cheated but that is unproved).

Main Docking Gate

The means by which S/D agents come and go from the Dog House, a large, circular airlock leads into a joint docking bay/reception area which functions as a class C starport (see *Traveller Core Rulebook*, page 178). Any spacecraft of up to 1,000 tons can dock here, with a universal docking umbilical providing access between Dog House and ship. Most spacecraft using the docking gate are small commercial vessels that hold regular docking contracts with GCC and S/D but larger, more prestigious craft have graced the Dog House before now. Separate elevators serve the Kennel and A/O wing meaning that bounty hunters and Norms need not mix for very long and can reach their respective areas of the Dog House speedily.

Med-Bay

The Dog House's small med-bay consists of little more than a basic hospital ward, employing obsolescent equipment with a small staff of medics. As most Strontium Dogs are far removed from the Dog House when they need serious medical treatment, anything more sophisticated is unnecessary. When needed, Med-Bay provides long term care at the cost of Cr. 500 a week, with more exotic procedures charged for on a case-by-case basis.

The med-tech staff numbers six. In charge is Doctor Shack, a curmudgeonly surgeon with an alcohol problem but a surprising sympathy for mutants. His medical skills are first-rate and probably wasted in the Dog House but this is the only place he can practice, having been struck-off several Earth-based medical registers for drunken conduct. His conduct has never resulted in a patient's death but when drunk, Shack is hideously opinionated and outspoken, being prepared to berate humanity's intolerance of mutants at high speed and volume. Needless to say, he and Sergeant W B Anker do not get along.

Doctor Shack

Str 5 (-1), Dex 10 (+1), End 6 (+0), Int 7 (+0), Edu 11 (+1), Soc 8 (+0)

Advocate 1, Life Sciences (psychology) 1, Medic 3, Physical Sciences (biology) 1

Equipment: Medkit, bottle of vodka.

Recreation Deck (Rec)

A fully equipped gymnasium with a running track, ball court, weights area and sauna. However, as it was originally intended that the station's gravity levels would be Earth normal, the rec does not include any special facilities to prevent muscle wastage due to low gravity. Characters who spend more than fifty days aboard the Dog House will suffer a temporary -1 Strength and Endurance loss when entering Earth gravity. The penalty remains for 1 day for every ten spent aboard the Dog House.

Warrants and Bounty Hunting

Search/Destroy agents are only legally entitled to violent or restraining action against a target if there is a Galactic Crime

Commission warrant in effect. Warrants are legal documents allowing agencies outside of the native police to hunt down and capture the subjects named on the warrant, using whatever methods of capture the terms of the warrant grants them. A warrant is open until the criminal is captured. Only licensed individuals can pursue a warrant; this means that bounty hunters who are not registered with S/D or who have had a licence revoked cannot claim the bounty on a subject at any GCC-sanctioned Law Enforcement Office or at the Dog House.

Warrants fall into one of two categories: Closed and Open. Closed warrants are those assigned to a named S/D agent or team, of agents – although, technically, any agents may claim the reward for executing the warrant successfully. S/D agents are bound by the terms of their contract with the GCC not to interfere with any Closed warrant assigned to a fellow S/D agent but enforcement of this clause of the contract is difficult to police and rarely enforced – which means that interference is a common problem, especially when the subject of a warrant carries a very high reward. The notorious Styx Brothers are the arch meddlers when it comes to high-value Closed warrants.

Where a Closed warrant is not allocated to a specific S/D agent, Bounty Bingo, as the Strontium Dogs call it, is used to allocate Closed warrants. Bounty Bingo operates within the Dog House's briefing room and is witnessed by all interested parties. Bounty Bingo works thus: the S/D agents who are interested in a particular warrant place their S/D badges into a small cargo container. The Station Administrator picks out a badge at random. The name on the back of that badge is assigned the warrant. If the S/D agent who picks up the bounty fails to collect it, the bounty then goes onto the GCC database and is available by download onto S/D agent warrant meters across the galaxy. Anybody can go after the bounty; a case of finders-keepers.

All warrants not allocated directly to an individual or team or assigned through Bounty Bingo, are automatically Open warrants which are free-for-all.

The Galactic Crime Commission issues three levels of warrant:

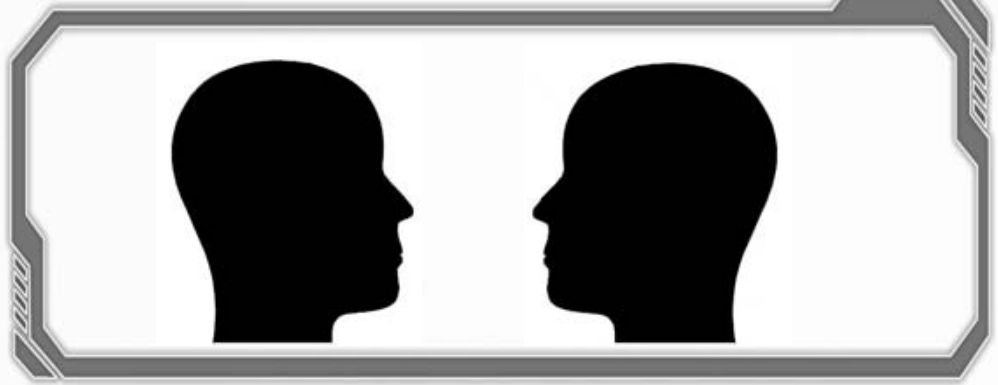
- **Apprehend and Return** - The subject of this warrant is wanted alive and must be returned in good health or the same level of health as he had at the time of the warrant's creation. The subject of an Apprehend and Return warrant will not have been convicted of an actual crime, instead wanted for questioning in connection with a serious misdemeanour or may hold information important to the warrant's signatory. Any S/D agent who injures an Apprehend and Return warrant subject will only receive half the total warrant reward. An S/D agent who kills the warrantee will not only forfeit the entire reward but will also be subject to investigation by the GCC for his conduct.
- **Dead or Alive (D/A)** - The most common warrant issued for a felon found guilty of non-capital crimes. The S/D agent who closes this warrant receives the same reward regardless of the physical condition of his target.

Name:

Abbot Langley

Aliases: 'The Monk'

Profile: A7A742

**Record:**

2177 – Mass Murder: 13 killed in River Cottage Massacre (GCC link: 475E10BDZ/42)

2180 – Escape: Escaped from Ceres Asteroid Maximum Security Penitentiary (GCC link: 966J69KYF/67)

2183 – Murder: Two GCC Officers shot to death attempting to apprehend on Cytrix VII (GCC link: 692T48CLK/88)

2185 – Murder: Family of three killed and their vehicle stolen on Cytrix IV (GCC link: 826W77MVU/90)

Warrant Designation: Termination

Reward:

Cr. 350,000

Warrant Status:

Open

LVS

Hartigan's World, Zeneb System (GCA: Zeneb 0306): 22/08/85

Notes

Abbot Langley

Born: 14/05/44, New Carthage, Earth

Designated as a paranoid schizophrenic with homicidal tendencies, Langley holds extreme religious beliefs which have led to his nickname of The Monk. Murdered 13 people at the River Cottage Retreat in 2177 and was arrested at the scene. Sentenced to Life at Ceres MSPI January 2178. Escaped as part of the Big Rock Breakout of 2180. Fled to Cytrix system. Murdered two GCC enforcement officers in a shoot-out at the Cobham-Rusty Mega Mall on Cytrix VII. Further murder of the Swearengen family on Cytrix IV two years later.

Has a sister and a brother. Whereabouts of either sibling unknown. LVS, Hartigan's World, 22nd August 2185. Unconfirmed reports that he was attempting to buy a pocket nuke from weapons wholesaler Leon Reznik. Warrant status commuted from Dead Or Alive to Termination.

Known Associates/Affiliations

Johnson 'The Bastard' Crosbie ([Link Here](#))

Alanna Cadwallon – AKA Jennifer Mendoza, AKA Serendipity Tulip ([Link Here](#))

Freeman H. Willis – AKA 'The Cobbler' ([Link Here](#))

The First Church of Grudd Almighty (various activists. Langley is self-proclaimed Messiah of Grudd).

Special Notes/Instructions

Langley is extremely dangerous: Termination with extreme prejudice fully sanctioned.

If caught and returned alive, reward includes a Cr. 25,000 bonus.

Known to torture victims wherever possible. Thought to be intending to sacrifice an entire shopping mall to Grudd Almighty as part of a self-styled religious transfiguration.

The Warrant Card

Name: Abbot Langley

Aliases: 'The Monk'

Profile: A7A742

The S/D Agency assigned profile is a designation of the target's characteristics. It is the Universal Personality Profile (UPP) described on page 41 of the *Traveller Core Rulebook*. What the Strontium Dog sees on his screen is what the GCC estimates the target to be like; the real UPP may be somewhat different...

Record:

2177 – Mass Murder. 13 killed in River Cottage Massacre (GCC link: 475E10BDZ/42)
2180 – Escape: Escaped from Ceres Asteroid Maximum Security Penitentiary (GCC li
2183 – Murder. Two GCC
2185 – Murder. Family of t

The Record summarises the crimes the subject is wanted for. The GCC link connects, via FIDO, to the GCC crimes databank and agents can access all relevant data for that particular crime, including CCTV footage, trial footage, witness statements and so on.

Warrant Design

Reward:

Cr. 350,000

The amount the GCC will pay for the completion of the warrant. The reward may go up or down depending on changing circumstances: if so, then the warrant card alerts the Strontium Dog by a bleep so he can check the changing details. In most cases a reward increases rather than decreases. A decrease is rare.

Warrant Status:

Open

This is a warrant open to whoever gets to the target first. If the warrant was Closed, it would read closed. If assigned to a particular Strontium Dog, then that agent's name and S/D license number appears in place of either Open or Closed.

LVS

Hartigan's World, Zeneb System (GCA: Zeneb 0306): 22/08/85

Notes

Abbot Langley

Born: 14/05/44, New Carthage, Earth

LVS – Last Visual Sighting. The planet of the LVS is given, along with the system and the date. The GCA code is the sub-sector hex reference (see *Traveller, World Creation*)

Designated as a paranoid schizophrenic with homicidal religious beliefs which have led to his nickname of The Monk. Murdered 13 people at the River Cottage Massacre at the Ceres MSPI January 2178. Escaped as part of the Blatant Brotherhood. Murdered two GCC enforcement officers in a shoot-out at the Cobham-Rusty Mega Mall on Cytrix VII. Further murder of the Swearengen family on Cytrix IV two years later.

Has a sister and a brother. Whereabouts of either sibling unknown. LVS, Hartigan's World, 22nd August 2185. Unconfirmed reports that he was attempting to buy a pocket nuke from weapons wholesaler Leon Reznik. Warrant status commuted from Dead Or Alive to Termination.

Known Associates/Affiliations

Johnson 'The Bastard' Crosbie ([Link Here](#))

Alanna Cadwallon – AKA Jennifer Mendoza, AKA Serendipity Tulip ([Link Here](#))

Freeman H. Willis – AKA 'The Cobbler' ([Link Here](#))

The First Church of Grudd Almighty (various activists. Langley is self-proclaimed Messiah of Grudd).

Special Notes/Instructions

Langley is extremely dangerous: Termination with extreme prejudice fully sanctioned.

If caught and returned alive, reward includes a Cr. 25,000 bonus.

Known to torture victims wherever possible. Thought to be intending to sacrifice an entire shopping mall to Grudd Almighty as part of a self-styled religious transfiguration.

- **Termination** - The subject of a termination warrant has been sentenced to death – the S/D agent is legally empowered to execute the subject or can instead turn them in for execution if the warrant's signatory states as much. An S/D agent *must* provide proof that the subject of the warrant has been killed before he can claim the rewards, usually by presenting the corpse at the check-in wing of any GCC licensed law enforcement agency. Alternatively, a holographic recording of the target's demise is quite adequate, providing it is first analysed for any signs the events depicted have been fabricated.

Reward Values

The value of a reward varies considerably. The figure is determined by the severity of the crime, the number of crimes committed and their type, the psychological state of the criminal and so on.

In general, the size of the reward on offer is as follows:

- Non-Violent Criminals and Fugitives: Cr. 1,000 – Cr. 32,000
- Violent Criminals who are not murderers: Cr. 10,000 – Cr. 100,000
- Murderers (single murders): Cr. 50,000 – Cr. 200,000
- Murderers (multiple): Cr. 100,000 – Cr. 500,000
- Murderers (spree-killers, serial killers, terrorists): Cr. 300,000 – Cr. 1,000,000
- Murderers (Genocide): Cr. 1,000,000 plus

The longer the criminal has been at large, the higher the reward. As a rule of thumb, every full year the criminal has been fleeing justice adds Cr. 10,000 to the reward. Distance is always a factor, too; those fugitives who manage to flee to the nether regions of the galaxy are likely to remain free if a travel incentive is not offered. Therefore fugitives who have fled to a distant corner of the galaxy usually have an additional 1d6 x Cr. 10,000 added to the reward value.

Essentially, rewards reflect the nastiness of the target and Referees should use the reward sizes as a base for finalising the offered reward for the bounty and adjust according to the villain's nature and circumstances.

Where a team of Strontium Dogs collect a reward, remember that the reward value must be divided between the team. How that happens is for the team to decide; equal shares or according to who did the most work to bring in the bounty.

The Mechanics of Fugitive Hunting

Every Strontium Dog has his own methods of tracking down the subject of a warrant. Some rely on wits and cunning; others on contacts and allies; some spend hours, days or weeks scouring computer records. The fact remains, however, that bounties

need to be tracked down before a warrant can be executed and the reward claimed.

Some fugitives are easier to find than others. Some will find a world and go to great lengths to hide on it, preferring not to move, whilst others will travel from place to place, hoping to get as much distance between themselves and any pursuer as possible. This section looks at the mechanics behind finding a fugitive.

SHIP TRACING

Strontium Dogs will frequently need to track a fugitive who is using the space ways to make a getaway. Ship tracing is the practice of locating a specific vessel or route of a passenger over one or many starship voyages. It requires a good understanding of the space transit system, commercial and private travel methods and knowledge as to where the target was last seen or tracked to. The task of tracing a ship's whereabouts is a matter of knowing the past location of the ship in question, researching the directions it could have travelled to, narrowing down where it might have gone and then investigating those possibilities. The Strontium Dog then has to eliminate bad leads until he finds the ship's location – or past location. More often than not a ship tracer has to use this process several times, following verified paths to new optional routes, which he will then investigate and eliminate. Eventually this process of elimination will leave one avenue of the ship's journey and hopefully the ship itself.

STARTING THE HUNT

When searching for a specific ship the Strontium Dog has the best starting information he can – the ship's name or designation code. As long as he was not given bad information he can begin looking for that specific ship, where it has been and what might have happened to it. This detail is often part of the details on the warrant and therefore requires no special research. In some cases, specifically when the Strontium Dog is looking for what ship a person travelled on instead of the ship itself, this can be much more difficult.

If a character needs to learn the designation and the last location of the ship, any of the following methods in game terms will grant the information:

USE A KNOWLEDGEABLE CONTACT OR ALLY

The easiest way to find out the name of a specific vessel is by knowing someone that may have the information. It may cost favours or a bribe but using a Contact or Ally that has roots in the spacefaring industry or is otherwise related to the target being tracked is a sure way to get the information reliably.

TALK TO THE SPACERS AND PILOTS IN THE AREA

Not as easy or reliable as using a known informant, a Strontium Dog can canvas an area on his own. He can speak to the dockworkers, pilots, outgoing and incoming passengers, spaceport security and other useful fonts of information in order to glean some details on the target in question. A stall clerk might have sold a specific passenger a meal and he remembers

the face or perhaps docking staff have a story about the ship the hunter is looking for. Note, however, that in dealings with Norms in this way, a Strontium Dog has to deal with the anti-mutant prejudice pervading society.

The following process outlines the skills used to garner information and a standard set of difficulties. The difficulties applied to the skill tests may or may not be influenced by the level of prejudice people the Strontium Dog talks to have. Roll on the Prejudice table to discover the level of general prejudice and the influence this has on skill test difficulty:

For example, Billy-Bob Gruff is attempting to use Admin to pump a local clerk for information; usually a Difficult (-2) task. The Referee rolls 2d6 and applies Billy-Bob's Inf (+0). The result is 4: Intolerant. The clerk does not like mutants. The difficulty for using Admin increases from -2 to -3.

To use this method for ship tracking, the Strontium Dog must acquire 18 total Effect using the following skill tasks.

Admin

Talk to spaceport management about target: 1-6 Hours, Influence, Difficult (-2).

Carouse

Start useful conversations about target in spaceport common areas: 1-6 Hours, Influence, Average (+0).

Deception

Lie to spaceport staff to get details about target: 1-6 Hours, Intelligence, Difficult (-2).

Investigate

Look for physical clues (ticket stubs, pictures, etc) of target: 10-60 Hours, Intelligence, Difficult (-2).

Persuade

Convince spaceport personnel to talk about target: 1-6 Hours, Influence, Average (+0).

Streetwise

Talk to local homeless/criminals about target: 1-6 Hours, Intelligence, Average (+0).

SEARCH COMPUTERISED RECORDS

Easier to perform for a Strontium Dog that has either the permission to do so or the skills to hack a network, searching the computer records of a spaceport can be extremely useful. Poring over lists of passengers, cargo, designation codes and even purchasing receipts is arduous and monotonous but can be quite fruitful.

To use this method, the Strontium Dog must acquire 12 total Effect using the following skill tasks. The Prejudice below should be used where appropriate:

Admin

Get proper passwords to spaceport network: 1-6 Hours, Influence, Very Difficult (-4).

Computers

Access necessary listing information data streams on spaceport network: 1-6 Days, Intelligence, Average (+0) if allowed password access; otherwise Difficult (-2).

Remote Operations

Tap into and search security and surveillance cameras to find records of target: 1-6 Days, Intelligence, Difficult (-2).

Sensors

Tap into spaceport sensing suites to find target designation codes: 10-60 Hours, Intelligence, Difficult (-2).

Once the Strontium Dog has the location (or recent location) of the starship he needs to trace in order to acquire his contracted quarry, he must begin the process of narrowing down where it went to next.

CHASING DOWN THE RIGHT PATH

Knowing where a target began his trip into the stars is useful but it will not bring the Strontium Dog any closer to his payday on its own. It is where the real investigation begins however; leading the hunter to any number of possible routes the target may have taken from that point. The Strontium Dog must now begin to narrow down his search by looking into each and every potential course the target may have taken.

Once the Strontium Dog knows where to begin his search for the target ship, he then knows the numerous different warp

PREJUDICE

2d6, +/- Influence DM	Level of Prejudice	Additional Difficulty DM
-1 or less	Pathological Hatred	-4
0	Hatred	-3
1-2	Fearful	-2
3-5	Intolerant	-1
6-8	Ambivalent	0
9-11	Sympathetic towards mutants	+1
12-14	Very sympathetic towards mutants	+2
15+	Highly sympathetic towards mutants	+3

routes, planetary orbits, station excursions and the like that the ship could have potentially used.

Unlike searching for a starting point, the right path a target ship has taken could always be changing. The Strontium Dog has to win a race against time as he eliminates faulty information and unlikely avenues of travel. If he reaches the right conclusion and gets to where the ship had travelled a day too late he will then have to start researching routes all over again but from a different starting location!

In game terms, every 'leg' of the ship trace has the potential for the hunter to find his target – if he is fast enough with his research and investigating. This is calculated by the Referee rolling a random time limit that the Strontium Dog has to find the correct route and keeping that amount of time secret from the players until they acquire enough successful Effect to know which route to take to follow the target.

Before rolling on the Ship Tracing Timetable below, the Referee must decide what category the target ship falls into:

- **Easily Traced** – Passenger liners, commercial traders, regular-route vessels.
- **Traceable** – Private liners, Imperial transit, scout ships within Chartered Space.
- **Difficultly Traced** – criminally owned liners, military ships, alien vessels.
- **Evasive** – Stolen vessels, raider ships, unregistered transports.
- **Actively Hidden** – Enemy (from the local point of view) warships, any ship that is aware of the bounty making it a target.

Once the ship's general category is decided, the Referee then rolls 2d6 and consults the table below to determine how long the Strontium Dog(s) have before the target moves on to a new destination.

The Referee, having determined how long before the target moves on, must allow the Strontium Dog(s) to use their skills, contacts and other ideas to work out where the target went.

The characters can figure out which route is the correct one by collecting Effect from successful skill checks allowed by

the Referee. The exact types of skill checks and tasks that the Referee allows are down to the situation and environment. An Admin skill check may not work in a backwater routing station but it would be fine in a commercial transit hub. Streetwise would be all but useless on a military carrier but perfect in a run-down planetary warehouse port.

The Referee has final say as to the difficulty levels of the skill checks the hunter(s) is taking based on how well he believes it would garner any useful information but we encourage most checks to be of an Average or Difficult (–2 DM) challenge level. These checks should take 10 to 60 hours each.

Some Strontium Dogs will have useful Contacts or Allies they might want to tap for information as well; requiring the Referee's approval. For every Contact a character uses for information, 2d6 Effect is gained toward finding the target. Allies grant 1d6+6 Effect when used in this fashion.

The amount of Effect that the Strontium Dog(s) must acquire in the secret allotted time limit is based on the previously chosen ship category.

- **Easily Traced** – 10 Effect
- **Traceable** – 14 Effect
- **Difficultly Traced** – 18 Effect
- **Evasive** – 22 Effect
- **Actively Hidden** – 26 Effect

If the character(s) manages to accumulate the listed Effect before the secret time allotment is up, they have tracked down the right route to the target and can get to it in time to interact with it (photograph, capture and so on) based on the needs of the contract.

If the time runs out before the Strontium Dog(s) can gather enough Effect, the target ship has moved on to a new destination. The Referee should *not* inform the characters that they did not make it in time; instead he should let them arrive to the calculated route to find out that they missed the target by a few days or even hours. If this happens, the Referee returns to the Ship Tracing Timetable and the process of route elimination begins anew.

Eventually the characters should get a favourable timetable roll and manage to find the target in time. If not, perhaps they should

SHIP TRACING TIMETABLE

2d6 Result	Easily Traced	Traceable	Difficultly Traced	Evasive	Actively Hidden
2	5d6 days	4d6 days	3d6 days	2d6 days	1d6 days
3-4	1d6 weeks	5d6 days	4d6 days	3d6 days	2d6 days
5-6	2d6 weeks	1d6 weeks	5d6 days	4d6 days	3d6 days
7-8	3d6 weeks	2d6 weeks	1d6 weeks	5d6 days	4d6 days
9-10	4d6 weeks	3d6 weeks	2d6 weeks	1d6 weeks	5d6 days
11-12	5d6 weeks	4d6 weeks	3d6 weeks	2d6 weeks	1d6 weeks

be in the market for a new line of work. Ship tracing is obviously not the right career choice for this Strontium Dog!

Billy-Bob Gruff has arrived at Barios 3 in search of a missing spaceship and its pilot. He immediately begins combing the spacer bars and computer records, even breaking into the local security network to look for license transactions with the pilot's ID on them. He makes eight total skill checks (a total of 300 hours; just over 12 days) before reaching the 18 Effect (Difficultly Traced) the Referee claims he needs. He knows where the spacecraft is; the Severin Waystation! When he arrives there however, the Referee laughs (cruelly, manically) and reveals that he rolled 14 days on the timetable and Billy-Bob only missed the ship by less than 48 hours! Billy-Bob's player growls his discontent and begins the searching process anew as the Referee secretly rolls another result on the timetable...

TRACKING CRIMINALS

Strontium Dogs track criminals as the subject of their warrants but what category of criminal actually means is 'an individual who must be located, captured and returned to a specific agency or individual'. Usually, the agency will be the GCC but, on occasion, it might be a corporation, government body or even a powerful or wealthy individual. The S/D Agency is semi-private, meaning that it can seek business from anyone who can use its resources. Therefore runaway slaves, bail jumpers, debtors and hardened murderers all fall into this greater category; but, Strontium Dogs can also find themselves pursuing runaway children, tracing non-criminals who have 'disappeared' or even apprehending innocent witnesses in important trials.

Criminal targets are harder to track down on the larger scale because of how easy it is for a single person to blend in with his surroundings and 'fall off the grid' if they wish to. Once cornered however, it is much easier to find a face or a description in a city or space station than finding a spaceship in the great void of Charted Space.

Strontium Dogs that take on criminal contracts that have travelled off-world will use the Ship Tracing (see earlier in this chapter) rules to find the location of their specific target but then

add the additional step of cornering the criminal target in order to confront and hopefully capture (or terminate) them.

CORNERING THE TARGET

When the Strontium Dog knows exactly where his target is, he then has to make sure he approaches the upcoming interaction properly. Moving openly and headlong toward a criminal target is a good way to give away the hunter's intentions and possibly scare the target into flight. Using stealth, misdirection and good tactical knowledge will result in the target having nowhere to go – and only the Strontium Dog to deal with.

In game terms, the Strontium Dog must work his way into the perfect interaction with the target before the target moves into a new position. Similar to how ship tracing works, this is calculated by the Referee rolling a secret random time limit in which the Strontium Dog(s) must acquire enough successful Effect to set up the interaction with the target.

Before rolling on the timing table below, the Referee must decide what category of criminality the target falls into:

- **Non-Criminal** – Children, runaways, missing civilians.
- **Non-Violent** – Embezzlers, petty thieves, the physically unfit or infirm.
- **Potentially Violent** – Bail jumpers, trained soldiers, street gangsters and escaped convicts.
- **Violent** – Murderers, formerly violent offenders, Life sentenced convicts.
- **Dangerously Volatile** – Sociopaths, lunatics, mass murderers.

Once the target's criminality category is determined, the Referee then rolls 2d6 and consults the table below to determine how long the Strontium Dog(s) have before the target moves to a new location.

The Referee, having determined how long before the target moves local hideouts, now gives the Strontium Dog(s) a chance to use their skills, Contacts and other ideas to close in on the target and deal with them.

CRIMINAL CORNERING TIMETABLE

2d6 Result	Non-Criminal	Non-Violent	Potentially Violent	Violent	Dangerously Volatile
2	6d6 hours	5d6 hours	4d6 hours	3d6 hours	2d6 hours
3-4	1d6 days	6d6 hours	5d6 hours	4d6 hours	3d6 hours
5-6	2d6 days	1d6 days	6d6 hours	5d6 hours	4d6 hours
7-8	3d6 days	2d6 days	1d6 days	6d6 hours	5d6 hours
9-10	4d6 days	3d6 days	2d6 days	1d6 days	6d6 hours
11-12	5d6 days	4d6 days	3d6 days	2d6 days	1d6 days

The Strontium Dogs must then use their skill base to work out the best plan to find and trap the target, earning an amount of Effect from their successes. The characters can use the following skills to corner the target and gain the ability to interact with it on their terms: Carouse, Computers, Investigate, Navigation, Persuade, Sensors, Stealth, Streetwise and Tactics. These skill checks begin at an Average difficulty level and should take 1 to 6 hours each.

Some characters will have useful local Contacts or Allies they might want to tap for good territorial information. For every Contact a character uses for information, 1d6 Effect is gained toward learning the target's current hideout; Allies grant 1d6+3 Effect instead.

The amount of Effect that the Strontium Dog(s) must gain in the secret time limit is based on the previously chosen criminality category.

- **Non-Criminal** – 8 Effect
- **Non-Violent** – 12 Effect
- **Potentially Violent** – 16 Effect
- **Violent** – 20 Effect
- **Dangerously Volatile** – 24 Effect

If the Strontium Dog(s) accumulates the listed Effect before the secret time allotment is up, they have successfully cornered the target in a suitable place to initiate an interaction with them. Whether this is a negotiation, conversation, kidnapping or all-out gunfight is down to the Strontium Dog, the target and the contract.

If the time runs out before the character(s) gains enough Effect, the target has moved on to a new hideout and might even be made aware the Strontium Dog is after them. The Referee should *not* inform the characters that they did not corner their target successfully; rather he should let them get to the target's expected location and compare the amount of Effect the hunter was short by on the following table – explaining what the characters find at the target's previous hideout.

Effect Amount Shortage	The Target...	Game Effects
1-3	...just barely got out in time and did not have time to grab all of their possessions.	The Strontium Dog gains 2d6 Effect toward cornering the target on the next set of skill checks.
4-6	...left behind an important clue.	The Strontium Dog gains 1d6 Effect toward cornering the target on the next set of skill checks.
7-9	...is nowhere to be found.	—
10-12	...learned about the hunters.	The next roll on the Cornering Timetable suffers a -2 DM.
13-15	...has laid a trap.	The Strontium Dogs must roll Investigate 10+ or suffer 1d6 damage from a hidden explosive (if appropriate).
16+	...has prepared an ambush.	The target and his allies will attack the Strontium Dogs when they arrive (if appropriate).

Eventually the characters will manage to corner the target before he moves on to a new hideout. When that happens the target is then put into a position for the Strontium Dog to interact with on his own terms.

Continuing our previous example, Billy-Bob made it to Severin Waystation and immediately begins planning on how to get the renegade pilot in a place where he can be taken into custody. Billy-Bob begins by seeking out other military types and questioning them. His skill checks and imposing demeanour give excellent results, amassing the 16 Effect quickly in only twenty hours time. The Referee explains that Billy Boy has cornered the pilot in an old safe house and now all he has to do is decide how to bring him in.

Extra Curricular Activities

S/D agents are sometimes hired as guards or mercenaries. To do this, the S/D agent must obtain a special licence issued by the S/D Agency to opt out of the system for a short while. As the S/D agents are legally signed to the S/D Agency, the latter is entitled to 15% of any monies the agents make from their extracurricular work.

PRIVATE BOUNTIES AND CONTRACTS

Some individuals levy private rewards for capturing or killing someone who has wronged them. Such contracts are unsanctioned by the GCC and S/D Agency and, as such, Strontium Dogs need to obtain an opt-out license to be able to pursue them. However, because these are unsanctioned contracts, the Strontium Dog is not protected by the Agency and may find himself guilty of all kinds of crimes if he takes up a private contract.

However, this does not make private contracts any less enticing: wealthy individuals and crime syndicates can offer rewards far in excess of those being offered by the GCC and so many Strontium Dogs, from time to time, opt-out (a process called Going for a

The S/D Agency's Guide to Good Bounty Hunting

S/D agents that want to be successful in their chosen field need to remember the five 'golden rules' of bounty hunting:

1. Keep A Low Profile

S/D agents do not want to be recognisable or famous for their career choice. If their potential targets know who they are because of seeing them on a media wire they could flee at first sign of the hunter. This would make getting close enough to apprehend them extremely difficult. The proper use of stealth, disguises and misdirection is paramount to a successful hunt.

2. Sharpen your Skills

Criminals and fugitives are constantly learning new and interesting ways to avoid capture while on the run, forcing S/D agents to work out new ways to foil their plans and schemes. For every new trick or method to thwart the hunt, the hunter must have two new ideas on how to continue unhindered. S/D agents should help ready themselves by constantly testing and increasing their library of skills.

Honing their abilities in skills such as Advocate, Astrogation, Computers, Gun Combat, Investigate, Stealth and Streetwise is a good way for a Strontium Dog to spend his free time. They will be some of his most useful assets during many hunts.

3. Be Mindful of Local Laws

Although the Galactic Crime Commission aims to ensure that the law is the same from one system to another, local customs and system specific conditions have given rise to all manner of variations in standard Galactic Law. Any S/D agent that is going to spend a significant amount of time around the law enforcers of a given location will need to know the ins and outs of their legal codes. The last thing a Strontium Dog needs is to pay a hefty amount of fines after they get paid because they did not know the customs of the area.

Sometimes a warrant forces a Strontium Dog to skirt, bend or break the law to get the job done. They may not be bound to do so by some compelling force but they will if it means getting the bounty and getting paid. An agent that understands the law system of his surroundings can adjust what he can do to alleviate his own guilt or find a loophole to avoid arrest. Knowing the area's laws well enough to avoid inadvertently breaking them while working a warrant requires a routine (+2 DM) Advocate skill check.

4. The Target is neither Friend nor Enemy

An agent that travels a long distance with his quarry will have weeks or even months to spend in close proximity with them. This can lead, especially in the case of charismatic bounties, to social relationships forming between agent and captive. Some might try to make friends with the agent, others will try to get the agent so upset he will make an error and allow them to escape.

It is best for any Strontium Dog to segregate his personal feelings from any business relations and to keep emotional responses out of any interactions. This may require the Strontium Dog to occasionally succeed in special Persuade skill checks made to remain standoffish and impersonal.

5. Always Prepare for the Worst Situation

Soldiers have a saying, 'No engagement plan survives contact with the enemy'. S/D agents have a similar adage toward their missions. Every Strontium Dog knows that he must have a plan for completing his warrants but also must be aware that external situations will never allow that plan to go unchanged. It is the nature of their job.

S/D agents will do well in their career if they enter every contract as if it will go terribly wrong at every given point. It is better to have something and not need it than it is to need something and not have it.

Stroll) from the agency in order to pursue a high value contract that could make them either very rich or very dead.

ASSASSINATION

Because they are resourceful and because they are used to dealing in death, Strontium Dogs make for good assassins. The criminal underworld finds it easy to employ Strontium Dogs rather than use their own members because no one cares if a mutant is killed and often a Strontium Dog's death will not be investigated by the local law enforcement. This means that Strontium Dogs can be hired out for a specific hit and then 'disposed-of' later to ensure that there is no trail back to the criminal organisation.

Assassination contracts are usually found through underworld Contacts: obviously they are not advertised through conventional channels. The price of a hit is generally fixed by the person calling it in but there may be room for negotiation depending on the nature of the hit, logistics, equipment needed and so forth. Here, the Strontium Dog needs to use skills such as Broker, Trade and Streetwise to secure the best price. The Effect he scores in successful skill tests should boost the value of the contract by a percentage – the following chart offers some guidelines (assuming that the contract is negotiable in the first place):

Effect	Contract Value
0	+5%
1	+10%
2	+25%
3	+50%
4	+75%
5+	+100%

Contracts are not the sole remit of criminal organisations: governments, nobles and others may try to engage a Strontium Dog to carry out an assassination. Whoever makes the contract and however it is performed, the Strontium Dog is still guilty of murder if he kills without a Termination warrant. Plenty of Strontium Dogs have carried out private hits, only to find themselves the subject of Termination warrants themselves.



CHAPTER 6:

A BOUNTY HUNTER'S GUIDE TO THE GALAXY

This chapter does more than simply detail the planets of the galaxy of Strontium Dog; it provides an overview of Earth's history from 2150 up to the year of 2185 and chronicles the events that created the mutants of the 22nd Century.

In the latter section of the chapter, the galaxy is presented in the standard *Traveller* format of sub-sectors and information on the worlds of those sub-sectors, including their World Profiles.

Strontium Rain: Earth, 2150-2167

'Nobody ever knew who fired the first missile – but suddenly the whole world went crazy.'

There had been other wars – but not like the Great War of 2150. When it was over, every major city in Britain was nuclear wasteland. But the British were resilient. Slowly, painfully, the 30% who had survived began to pick up the threads of life...

*Johnny Alpha
Portrait of a Mutant*

The previous wars of the 22nd Century had created their fair share of mutants and, by 2150, these poor wretches of society had become loathed and despised, particularly in Britain, where its civic leader, Nelson Bunker Kreelman, drove his Anti-Mutant Laws through the country's parliament. In the devastated Britain of 2150, normal humans – Norms – feared for their very survival and the continued purity of the human race; Kreelman's anti-mutant bigotry found favour in the fear and desperation of the British people and the Kreelman Act, forbidding mutants from holding property, was welcomed across the country and repeated across the world.

THE MUTANT UPRISING

What went unknown was the Nelson Kreelman's second child, John, was born a mutant. The mutation appeared slight; only

CAMPAIGN YEAR: 2182-2183

As the Strontium Dog saga has a finite time-span, the Strontium Dog game assumes a campaign date of 2182 – 2183. Johnny Alpha and Wulf are alive and the New Church has yet to enact its Final Solution.

This campaign date allows characters to take part in some of the famous Strontium Dog stories, perhaps replacing Johnny and Wulf as the main protagonists. It also gives plenty of scope for adventures across the galaxy before the S/D Agency is destroyed by the New Church as part of the Final Solution.

Referees who enjoy a challenge may want to develop their Strontium Dog campaign so that the characters are able to take on the New Church and change the direction of Strontium Dog's history: Johnny may well survive, the S/D Agency continue and the New Church may need to find another way of battling the mutants. This is the beauty of roleplaying: the future is yours.

the child's eyes seemed affected but Kreelman would not – could not – live with the stigma. For the first ten years of his life, the young Johnny Alpha was forced to wear specially fitted eye shields to disguise his mutation but his father refused to accept the boy as his own son. Meanwhile, Kreelman's second anti-mutant Act, denying mutants the right to employment, was swept into power.

By 2162 the mutants, disenfranchised, ghettoised, had had enough. A mutant army was beginning to form and the British parliament met this threat with brutal force. Any mutant suspected

of being a member of the army was sentenced to death by firing squad. Executions were held in the streets of New Britain's few cities, such as Salisbury, Kreelman's home and constituency.

The army fought a guerrilla war simply to obtain food, which was then distributed to the mutant ghettos scattered through the south of Britain. The majority of the action focused on Salisbury but as the mutant army scored more successes, it grew and other mutant militias formed in other parts of New Britain.

By 2164 Kreelman had successfully legislated for the first mutant labour camps to be built, intent on clearing mutants out of the cities; in the course of the next three years 20% of the mutant population found itself housed in one of these dreadful concentration camps – half starved, riddled with disease – and the mood of the mutant army began to shift away from hit-and-run skirmishes to one of all-out war.

In 2167 the Council of War met in the ruins of New Coventry to decide tactics. Here, General Armz, The Alexander Brothers, Studs Boyce, Middenface McNulty and the Torso from Newcastle agreed that all-out war was necessary and a hard strike against New Britain's power had to be made. The Battle of Upminster was the result; an ambitious, aerial assault on the citadel of Upminster Palace, the hub of New Britain's parliament and the home of every government ministry. Even Britain's king, King Clarkie the Second, was housed at Upminster and the mutants figured that if the citadel could be taken, terms could be dictated that would bring an end to mutant suffering.

THE BATTLE OF UPMINSTER

New Britain's Norm forces were completely unprepared for the mutant assault. Using stolen jetpacks and split into teams, each with a specific mission objective, the mutants launched their assault just after dawn on Friday 13th March, 2167. The mutants swiftly gained access to the citadel and the Free Welsh Muties, led by Evans the Fist, captured King Clarkie in his bedchamber. The parliament, still in session, routed in cowardice and the mutant army swept through Upminster like a scourge.

The Battle of Upminster was also a signal to other mutant forces, not engaged in the main assault, to move against the labour camps. As Upminster fell, mutant forces from around the country launched attacks on the concentration camps, helping the inmates to rise-up against the Kreeler guards. The whole country was plunged into the war as the mutants, for the first time in decades, seized the upper hand.

The beleaguered Norm forces in Upminster were facing defeat and so Kreelman ordered the breaking-out of Time Weapons. Time Weapons had been in development for a decade before but this was the first time their use was sanctioned. Armed with Model T Rifles, the Upminster Militia took the fight back to the mutants, sending mutant soldiers backwards through time – but not space – to encounter the chill of vacuum. The mutants had never seen such weapons before and knew that they faced a different kind of fight but persisted in their plan. The Torso from

Newcastle and his troops seized the floor of parliament whilst Johnny Alpha and his handpicked assassination squad went after Nelson Bunker Kreelman.

Alpha was prepared to kill his father but Kreelman escaped by using a time bomb to throw himself a few crucial seconds into the past, materialising in Kreelerbase South West. From here, Kreelman ordered a fresh offensive against the mutants of New Britain but this time using T Weapons en-mass. Although Upminster was now in the firm control of the mutant army, Kreelman gave its leaders an ultimatum: surrender or Kreelman would execute 100 mutants every hour, on the hour, until they laid down their weapons.

The mutants agreed to surrender to King Clarkie and the New British government – not to Kreelman. Prime minister Benn agreed that a more sympathetic approach would be taken to the mutants and King Clarkie established a Royal Commission to look into dealing with mutants more equitably. But these were hollow words: within weeks the leaders of the mutant army were sentenced to death and all mutant army soldiers interned in the labour camps. The promised reforms for mutants did not take place and Kreelman's abuse of power continued unchecked: Kreelman called for the extermination of every mutant in the country and his motion was passed by three votes in the British Parliament. Mutant kind had been utterly betrayed by those who had promised to help.

THE FINAL UPRISING

Assisted by his mother and sister, Johnny Alpha escaped from prison and broke free the other mutant leaders. Assembling at Stonehenge, on Salisbury Plain, the remnants of the mutant army, led by Johnny Alpha, Evans the Fist, Middenface McNulty and the Torso from Newcastle delivered the following Charter to Clarkie and parliament:

The Mutants' Charter

We, the undersigned, make known to the King and Government of New Britain our beliefs:

- *That all humans are created equal;*
- *That mutants have the unalienable right to Life, Liberty and the pursuit of Happiness;*
- *That the extermination of one race by another is unnatural and unfair.*

Until the Death Camps are closed – until Mutant Rights are recognised – it is our duty to resist in the name of Humanity.

The mutant army returns to its guerrilla strikes but this time hitting harder and faster than ever before. As more and more resources are thrown at combating the mutants, Kreelman's reputation sinks lower until he is the most hated figure in government. Prime minister Leroy Wedgwood Benn confronts Kreelman with his own daughter, Ruth, who reveals the truth of Kreelman's duplicity with regards to his own son, Johnny.

Kreelman is forced to resign and goes into exile, eventually going to live on the planet Stavros.

Meanwhile, the mutant army again agrees to a ceasefire with Benn's government and this time a real direction on establishing a sympathetic position towards mutants takes place. The leaders of the army, still under a death sentence, are given exile from Earth and many members of the mutant army choose to accompany them. The Kreelers are disbanded and replaced with a new, supposedly impartial, police force and peace returns to New Britain.

Creation of the S/D Agency, 2168-2180

The S/D Agency was established in 2168 as part of the reforms agreed by King Clarkie and in response to the increasing lawlessness and expansion of colonial settlement across the galaxy. The Galactic Crime Commission had called for some form of law enforcement assistance several years earlier but it had been ignored; however, with such a large number of mutants exiled from the Earth and with considerable military and combat experience, the creation of an agency that could use their talents was the ideal solution.

THE BUBBA CASE, 2170

Mutant criminal, Max Bubba, escaped with his gang from the high security wing of Canterbury Keep prison in New Britain. Making their way to the Canterbury Time Labs, Bubba and his crew managed to escape through time into the ancient past. Their activities caused major disturbances throughout the time stream and experts in the temporal flux managed to pinpoint their location as the year 793AD, somewhere in the Scandinavian Peninsula. Johnny Alpha was sent to track down and destroy the Bubba Gang; the first time a deep-time warrant was issued. S/D decided to send Alpha alone in order to minimise any additional temporal flux disturbances. His mission was to eradicate every trace of Bubba's presence, thereby preventing wholesale changes to his own future from taking place: in fact, changes to every facet of time from the 8th Century onwards.

Finding himself in 793AD, Alpha teamed-up with a clan of Scandinavians, including one Wulf Sternhammer, who had noticed the temporal anomalies and concluded, through divination, that Ragnarok – the end of the world – was fast approaching. Bubba's plan included the killing of all people with the name Thoresen: in the year 2170, all descendents of the Thoresens of 793AD suddenly began to die in mysterious circumstances – a direct result of Bubba's meddling with the time streams. In 793 a strange variety of anomalies manifested themselves: volcanoes, refrigerators and even the appearance of a helicopter gunship from the 20th Century's Vietnam War – all results of Bubba's attempts to destroy the future. Bubba, having captured all the Thoresens from 793 sacrificed them to the volcano that had emerged as a result of the time anomalies; in 2170 wide-scale destruction began to take place as entire towns and cities suffered catastrophic earthquakes and people simply winked out of existence.

With the entire fabric of time on the brink of collapse, Alpha, with the assistance of the helicopter gunship crew and the Norsemen (including Wulf) battled Bubba's gang directly. Alpha used time grenades to return some of the gang back to the 22nd Century, inadvertently transporting Wulf with one of the Bubba crew. Alpha and Bubba faced-off as the time distortions reached critical mass but Alpha prevailed and brought Bubba to justice, narrowly averting a complete meltdown of the 22nd Century.

The whole Bubba episode demonstrated the dangers of time weapons and as a result all weapons held by S/D and under development by Earth's ruling body, Earthcom, were highly limited in their range, permitting time travel by no more than a few hours in either direction at most. S/D still maintains its long-range time slip equipment but it is held under exceedingly stringent security arrangements to prevent the likes of Bubba from creating wholesale destruction through subtle changes to the time streams.

GROWTH OF THE S/D AGENCY AND THE RETURN OF KREELMAN, 2182

In the ten years since the Bubba incident, S/D has flourished with numerous mutant bounty hunters successfully capturing or killing the most notorious criminals in the galaxy. Under the administration of S/D Director Harold 'Harv' Harvey, a man more sympathetic to the mutant cause than many in his level of position, S/D flourished, even though the Strontium Dogs earned for themselves a fearsome and hated reputation. Harvey's easy-going nature meant that bureaucracy rarely bound S/D but also meant that some, less-than-scrupulous S/D agents were able to manipulate the system.

One such group were the Stix Brothers. Originally triplets, one of the Stix siblings was killed by Johnny Alpha chasing the Cr. 1 million bounty on Adolf Shicklgruber. His brothers, circa 2182, found and released Nelson Bunker Kreelman, caught in a Time Trap Johnny Alpha had placed him in. Together a plot to discredit Alpha was hatched, which involved a massacre of innocents on the planet Och 11 (the Stix convincing witnesses that Alpha and Wulf Sternhammer were responsible) and, later, the murder of Director Harvey aboard the Dog House.

Kreelman, under disguise as Norman King, took over administration of the S/D Agency and ordered the termination warrants of Alpha, Sternhammer and those who allied themselves with Johnny, convinced of his innocence: Middenface McNulty, the Torso from Newcastle, Evans the Fist, Frinton Fuzz, Big Eddie Little, Sideways Smith and Vince Scampi – all of them veterans and leaders of the Mutant Army from the 2167 uprising. Alpha was captured by Stix and Kreelman and subjected to torture – a machine used to break his mind with a sequence of disturbing and terrifying imaginary experiences. Alpha was rescued by the Gronk whilst the 'Alpha Gang', led by Wulf and Middenface, stormed the Dog House, tackling those Strontium Dogs who were chasing the bounty on Alpha's head and the Stix brothers. Alpha eventually cornered King/Kreelman in Dog House control and revealed Kreelman's true identity: Kreelman died as the mutants he had duped into



hunting Alpha and his comrades opened fired on the reviled perpetrator of mutant massacres.

The Stix brothers met their own end at the hands of Alpha and Sternhammer, challenged to a last duel to the death. With them died the treachery that had turned mutant against mutant – Kreelman's last, insane and vicious plan.

RAGE: 2184

Max Bubba, having escaped from custody, hunted for Johnny Alpha and found him attempting to lead a peaceful life on Smiley's World. In a cunning ambush Alpha and Sternhammer were captured and staked-out to die. Wulf, attempting to save Alpha, was murdered by Bubba and his cronies: Alpha was left for dead with Bubba's name carved into his chest.

This murderous act set Alpha on a new course for revenge. Alpha, once prepared to offer mercy, changed considerably in his attitude when pursuing Bubba and his gang. Alpha displayed little clemency and considerable obsessive, cruelty. Each member of the gang was ruthlessly despatched and finally Bubba was cornered and tortured before Alpha shot him.

From that point, Alpha continued to roam the galaxy, hunting bounties as he always had but with a succession of different partners, including Middenface McNulty and Durham Red. Meanwhile, on Earth, considerable political change was being felt as the New Church rose...

THE FINAL SOLUTION AND THE NEW CHURCH, 2185

The New Church of New Britain was a warlike, semi-mystical order of religious zealots who had taken-up the anti-mutant banner after the death of Nelson Bunker Kreelman. Gaining considerable traction amongst the disaffected Norms of New Britain, the church claimed to offer a 'peaceful', non-contentious solution to mutant rights.

Alpha and McNulty come into contact with the New Church when they agree to take on a rescue mission on the feud-world of No Go. A New Church bishop, returning to Earth with 'holy relics' had crash-landed on No Go – a place where petty conflicts were legally escalated into full-scale wars – and was in considerable danger. Alpha, accompanied by a small team of S/D Agents and Lord Sagan, a representative of the New Church, were sent to find and retrieve the Bishop of Bolton and, more importantly, the relics.

Although the rescue was a success, the Bishop of Bolton was killed during a murderous assault by one of the warring factions – as were most of Alpha's rescue team: only he and McNulty survived. Lord Sagan retrieved the relics and double-crossed Alpha, escaping No Go and leaving the two Strontium Dogs to their fate. Sagan returned to Earth via the Dog House where he paused briefly to bribe several Strontium Dogs into goading and provoking Alpha when he finally returned from No Go.

The relics Sagan so cherished were the bones of Malak Brood. Malak Brood was a renegade sorcerer who was imprisoned on

an asteroid known as the Isle of the Dead by the mysterious Sorcerers of Lyra. Johnny Alpha visited Malak Brood in a bid to return the child, Moses Quest, to life (the boy having died partially through Alpha's pursuit of a fugitive). Brood agreed to restore the child to life if Alpha could remove the bonds holding him in his prison: Brood was chained to the asteroid by the burden of his own guilt. Alpha succeeded in temporarily removing the bonds with a time bomb but Malak Brood only agreed to his part of the deal reluctantly. He brought Moses Quest back from the dead but the child was little more than a zombie that quickly became an empty, unfeeling shell. Alpha returned to Malak Brood's prison and challenged the sorcerer: eventually Malak Brood stabbed his Burden of Guilt bonds with his powerful Soul-Knife and this act killed him, leaving only his bones – bones that the New Church considered sacred and that Lord Sagan returns to the New Church's base at Salisbury Cathedral.

The New Church had formed an alliance with Charn-EI, a Sorcerer of Lyra. In return for the souls of the mutants, Charn-EI had promised to create a portal into the utopian dimension known as Arcadia. The New Church's plan was to seize control of the New British government and offer mutants the opportunity to move to Arcadia – a dimension that would become a mutant free-state, ruled by them and populated by them. The New Church's Missionary Commandos seized control of the country in a coup that dissolved parliament and murdered the current King, Nobby, and the King Mother. From there, it was at liberty to enact its Final Solution.

Mutants and mutant sympathisers were rounded-up and interned as Lord Sagan, Lady Grantham and Charn-EI used the bones of Malak Brood to help power a spell that would open a dimensional gate at Stonehenge – the portal to Arcadia. The gate required human sacrifice and would only remain open for a short period, limiting the mutants who could be sent through it. The first batch of a thousand mutants, brought from the Milton Keynes ghetto, soon realised that Arcadia was no Promised Land; instead it was a bleak, wind-scoured dimension inhabited by a foul, skeletal monstrosity that fed on the flesh and souls of those trapped within its plane, their life-force feeding the Sorcerers of Lyra.

Alpha and McNulty returned to the Dog House and began to uncover Lord Sagan's plan. Journeying to Earth aboard a stolen shuttle they encountered Feral, a young, would-be Strontium Dog who had come to see Strontium Dogs as nothing but lackeys for the Norms. Journeying to Stonehenge, Alpha, McNulty and Feral witnessed another batch of mutants being despatched to Arcadia and moved to stop the exodus. Johnny and Feral were captured by Sagan, who revealed himself to be Johnny's half-brother, born of Kreelman and Lady Grantham. Incapacitated by his own electronux, Alpha was sent through to Arcadia with Feral, whilst McNulty escaped.

McNulty convinced the remaining Strontium Dogs aboard the Dog House that the New Church was wiping out New Britain's mutants. Lord Sagan had already enacted his own plan, turning the Dog House into an orbital bomb in a bid to destroy the whole of the S/D Agency. McNulty's allies aboard the Dog House

brought the space station down from orbit, crossing the globe and gaining worldwide support for the mutant cause. In a last act of defiant self-sacrifice, the Dog House ploughed into Salisbury Cathedral and exploded, the blast destroying Sagan, Grantham and the New Church.

In Arcadia, Johnny Alpha battled the skeletal demon that had already murdered hundreds of mutants. Using his alpha-ray powers to see into the creature's mind, he was able to determine the structure of the sorcerous formula that animated the creature, although his eyes were burned-out in the process. He also determined the way of opening the gate back to Earth and, with Feral's help, sets-up the ritual. The final component of the ritual was a blood offering and Johnny Alpha allowed himself to be sacrificed so that the mutants stranded in Arcadia might return and be free.

Sectors of the Galaxy

The galaxy is divided into four sectors, each with its own set of sub-sectors. The sectors are:

- Core worlds: including the Sol system and Earth.
- Colonial Sector: the outlying colonial worlds of the galaxy, all under the control of the GCA.
- Imperial Territories: the sectors under control of non-human empires, such as the Isthman sector, contested by the Wolrogs and Sandorian Nations.
- Dark Nebula: a single sub-sector under the control of the Sorcerers of Lyra.

The diagram on page 108 shows the relationship between the sectors. The two areas marked as Outer Sectors are unexplored areas of the galaxy and are left for Referees to develop for their own *Strontium Dog* campaigns.

The sub-sectors and their systems follow. Strontium Dog uses the standard *Traveller* format of the 8 x12 hexagon sub-sector map, for mapping sub-sectors. One hex reflects one parsec (3.26 light years); but, really, this metric is erroneous. One hex reflects one week of travel at Warp 1. Therefore, a ship capable of Warp 8 can traverse a sub-sector width-ways in a week.

Common space lanes are shown as a connecting line between systems. When using a space lane, the standard travel time of one week is halved to 3.5 days (for example, Earth to Cygnus is a Warp 3 route; the Warp 3 capable ships navigating the space lane complete their Warp 3 hyperspace jump in 3.5 days).

Systems in a hex use the system hex format given on page 167 of the *Traveller Core Rulebook* but with the following differences:

- There is no equivalent of the Scout service, TAS or Imperial Navy in *Strontium Dog*. Military bases do exist and are indicated by the letter 'M'.
- Feud-Worlds; these are worlds where petty conflicts can be escalated into full-scale wars. Systems with Feud-Worlds are indicated by the letter 'F'.

- Terraformed worlds are denoted by the letter 'T'. Many worlds in the Colonial Sector are terraformed. The Terraforming process tends to produce habitable worlds that are, nevertheless, dry and dusty. Some worlds are verdant and wet but these tend to be those worlds where a minimum of Terraforming has proved to be necessary and the system description notes this.

WORLD DESCRIPTIONS

Worlds in *Strontium Dog* use the standard World Profile described on page 170 of the *Traveller Core Rulebook*. Note that the prevailing Tech Level for *Strontium Dog* is 14-15.

CORE WORLDS

The Core Worlds sector was the first area of exploration undertaken by Earth when Warp Drive technology was perfected. The heart of the sector is Sol system, with Earth as the administrative capital. Earth's government is in the hands of Earthcom, which fills the niche left by the failed United Nations and was established in 2151, in the wake of the last war. The colonial worlds ostensibly under Earth jurisdiction are administrated by the Galactic Colonial Administration, which has some answerability to Earthcom but only in a limited sense.

The sector comprises of eight systems: Cassiopeia, Cedus Major, Cygnus, Kaol, New Caledonia, Sol, Ursa Major and Ursa Minor.

CASSIOPEIA (0502)

Cassiopeia system hosts two habitable colony worlds, the first to be established as Earth expanded to the stars.

New Carthage (Cassiopeia 0502 A753B94-14)

Slightly smaller than Earth and with a thin atmosphere, New Carthage was the first successful experiment in Terraforming. It is now a burgeoning, heavily-populated world that is home to the six 'New City' arcologies – immense, sealed, geodesic bubbles housing millions of people. The city bubbles are: New Alexandria, New Atlantis, New Babylon, New Constantinople, New Ur and New Zen. Home of heavy industry, spacecraft building and terraforming technologies, it suffers from the same problems as all areas with huge cities: crime and social unrest. The mutant populations in each city are reasonably large and, like Earth, are relegated to ghettos. Only New Atlantis has attempted to relax the laws relating to mutants, under the progressive regime of Governor Igor Candy – branded a 'lilly-livered-liberal-mutie-lover' by New Church activists. The New Church has a significant presence in each of the New cities, with the exception of New Atlantis and many Kreeleers who fled Earth after Kreeleman was discredited found homes on New Carthage.

Sylvester (Cassiopeia 0502 B652544-14)

Sylvester is similar in size to New Carthage and was rich in natural resources – until New Carthage stripped it almost dry. Now, Sylvester is an almost barren world, home to a few hundred thousand settlers who are generally ex-mining families who stayed on Sylvester when the big conglomerates of Earth and New Carthage lost interest in it. The main city and spaceport is McCoy; a dusty, run-down city cursed by strong winds and

DISTANCES, WARPS, PARSECS AND THE SUSPENSION OF DISBELIEF...

Strontium Dog is not the hard Science Fiction of traditional *Traveller*. The galaxy as described is a crazy place set-up for the purposes of storytelling and does not bear much resemblance to the true distance between stars. Attempting to completely rationalise the way the galaxy is described in the *Strontium Dog* saga would be a complete folly; even at the equivalent of Warp 12 – as fast as any ship gets in *Strontium Dog* – reaching some of the stars named, given their real-life distances – would take decades and not the days described in the stories.

Therefore great liberties have been taken with the parsec distances between worlds in *Strontium Dog*. At Warp 12 a whole sub-sector can be traversed, lengthways, in a week. Getting from Earth to the most distant parts of the galaxy takes weeks, not decades. Any resemblance with true galactic reality is purely coincidental.

So, where the galaxy of Strontium Dog is concerned, suspend your disbelief. Space is a backdrop to bad guys and bounties; distance is no object. All that matters is getting your man/woman/sapient being of indeterminate sex...

frequent dust storms that whip-in from the extensive deserts to the south and east. A good hideout for New Carthage outlaws, Sylvester has many ranges of high mountains that are threaded with old mining shafts, tunnels and passages.

CEDUS MAJOR (0103)

Another early colonial system, Cedus Major has only one inhabited world, Cedus Prime.

Cedus Prime (Cedus Major 0103 A865673-14)

Cedus Prime is ruled by competing corporations which long ago replaced the GCA's attempts to impose a working colonial democracy. The corporations could provide commodities faster, cheaper and of higher quality than the lumbering GCA networks and so the corporations now rule the planet. MacSaunders, the fast-food conglomerate controls Cedus City One, whilst Coco-Pepsol, the drinks cartel, runs Cedus City Two. Other, smaller cities are similarly controlled by the brand name producers. Laws are typically lax and decision-making is made by the boards of the controlling corporations. As this is a planet with a pure market economy, everything can be bought and sold and mercenaries and criminals have no trouble finding work and scores here. So too do Strontium Dogs: the corporations see the logic of using mutant bounty hunters, praising the S/D Agency for its enterprising attitude. Many Stronts can find part-time and extra-curricular work on Cedus, acting as bodyguards, mercenaries or hired muscle. The corporations are always engaged in petty

Sub-Sector Layout

OUTER SECTOR	ISTHMAN GALAXY (IMPERIAL WORLDS)	OUTER SECTOR
OLOL'B EMPIRE (IMPERIAL WORLDS)	COLONY WORLDS SECTOR A	CORE WORLDS
DARK NEBULA	COLONY WORLDS SECTOR B	COLONY WORLDS SECTOR C (DRACO SUB-SECTOR)

feuds and so people who are good with guns and attitude can always find work. When the feuds grow too fierce, they are transposed to worlds like No Go where they can escalate into full-scale wars without affecting the local populace.

CYGNUS (0803)

A twelve-world system, Cygnus 9 is the only habitable planet although the remaining worlds, all gas giants, support a variety of orbital mining colonies and habitats. Its asteroid belt is especially rich in exotic minerals, leading to many prospectors coming to Cygnus to attempt to make their fortunes.

Cygnus 9 (Cygnus 0803 D555465-14)

A harshly glaciated planet with a terrain consisting of rocks, ice or sometimes rocks sticking out of ice, there is little on Cygnus 9 to appeal to colonists. An ice-mining colony was established but Earth never had the desperate need for fresh water that many other races did and there were ample ice mines in the Sol system, so the colony mostly became a dumping ground for the desperate and the borderline criminal. As this became apparent to Earthcom, some genius decided to 'play to the planet's strengths' and ordered the construction of a maximum security penal colony on the world.

The Cygnus Penal Institute was home to some of Earth's most violent criminals, those who merited the harshest punishment short of death. The prison spans the size of a small town over the top of the northernmost ice sheet but it buries into it for almost a kilometre, its 90 levels plunging straight down and segregated into wings reflecting the nature and severity of the crimes its inmates are guilty of. Said to be escape-proof, Cygnus 9 is where many of the fugitives captured by S/D find themselves.

KAOL (0701)

Another single planet system, Kaol compensates by having some of the largest planetoids in its asteroid belt. Some three hundred charted asteroids are capable of being hollowed-out and used as habitats: eight already have been and the 'cave dwellers', as the Kaol belters are known, outnumber the residents of Kaol 4, the habitable world. Tensions run high between the cave dwellers and kaolites: Kaol 4 claims that the asteroids should fall under Kaolite law and the cave dwellers claim independence. A number of sporadic wars between the two sides have resulted in many casualties.

Kaol 4 (Kaol 0101 A674553-14)

Sparsely populated owing to the stringent nature of the Teknocracy, Kaol 4 nevertheless has one of the best spaceports in the Core Worlds. The Teknocracy places science and scientific advancement at the heart of good government and thus invests heavily in bleeding-edge technology and displays of technological advancement. This is at the expense of social care, which lags constantly behind the scientific pursuits and industries, making Kaol 4 remarkably backwards in its social attitudes. The native Kaolites – human-like, save for being completely bald and with pupil-less eyes – believe that all can be solved through science. They do not like that the cave dwellers of the asteroids have developed a different aesthetic that is far more balanced and seek to impose their technocratic rules

continually. Robots are ubiquitous and considered, by the ruling elite, to be the epitome of efficiency ignoring, conveniently, what happened on Circes. Computers control everything and are deemed infallible. Individual initiative counts for little.

As a result, Kaol 4 operates a breeding programme that screens all prospective parents for quality. Any forecast deficiency means that a breeding permit is denied. The population of the planet – never great – has slumped. As the asteroid habitats run no such breeding programme, many have flocked to the 'caves' so that they can be free of Kaol's restrictive approach to a happy life.

NEW CALEDONIA (0701)

Discovered by the first purely Scottish space exploration vessel, 'The Wee Willy Wallace' in 2102, New Caledonia is a purely Scottish system. Only Scots or those of significant Scottish descent, are permitted to live on the system's single planet, Och Eleven. This separatist stance has led to ostracism with Earth, especially New Britain but the Och Eleven colonists care little for the waves they have caused.

The system has eighteen worlds and only one that is habitable. Ten are too close to the sun, Big Yin and the remaining seven are gas giants.

Och Eleven (New Caledonia 0701 D468434-11)

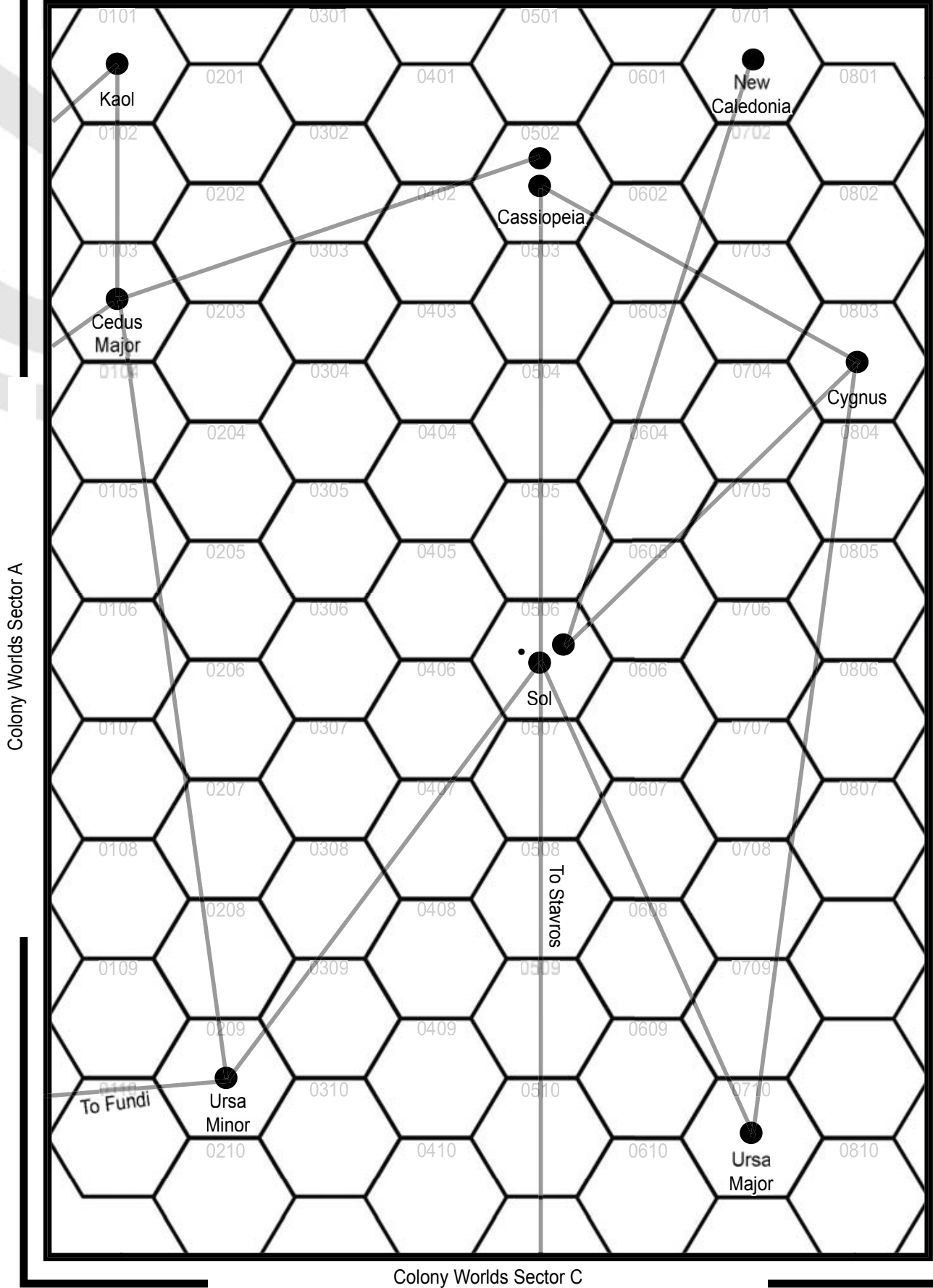
A small, cool world with a high percentage of water, Och Eleven is a planet of many islands, each run by one of the founding clans. The islands tend to be misty, murky places with expanses of moorland and marsh – something that seems to suit the Scots colonists. The clans govern and every three years The Big Fling sees the clans competing in a series of contests, reminiscent of the old Highland Games, to see which of the eighteen clans will be Chief Clan for the next three years. The Campbells have prevailed for the past nine years and there is some resentment, especially from the MacDonalds and the Fergusons, both of which believe the Campbells have cheated.

Och Eleven becomes famous for wholly different reasons. It is here that the Stix brothers perpetrated a cold-blooded massacre that was blamed on Johnny Alpha and led to the Strontium Dog being outlawed, as part of Nelson Bunker Kreelman's plan to set Strontium Dog against Strontium Dog.

SOL (0506)

Heart of Earth's galactic empire – although that term is neither used nor acknowledged when considering the colonies – Sol has three habitable worlds: Earth, the Moon and Mars. The Moon was the first colony of the human expansion, with the first colonists arriving in 2025. The Mars colonies followed in 2046 and it was the Martian shipyards that built the first Warp-capable ships when Nicillium-202 was discovered deep in the Martian rock. Both Mars and the Moon were insulated from the War of 2150, which rocked the Earth and led to the wide-scale strontium mutations that rapidly followed. Despite this catastrophe, Earth has prevailed, with Earthcom providing the worldwide government the United Nations spectacularly failed to become.

Outer Sector



Earth (Sol 0506 A867895-15)

Still the shining star of the firmament, Earth is ostensibly ruled by Earthcom, whilst all colonial matters are administered by the separate agency of the GCA. Earthcom is meant to have a world government, thereby establishing equality for all, but national interests continue to assert themselves, most prominently in New Britain, which is run by the right-wing parties that rose-up in the wake of the 2150 war. Although New Britain is still, technically, a monarchy, the Royal Family's influence has been completely marginalized, especially with the incompetence of Kings Clarkie and Nobby. Since 2150 New Britain has seen the rise and fall of Nelson Bunker Kreelman and his anti-mutant lobby. This position was discredited in 2167/68 when Kreelman was forced to resign from office and was then found guilty of corruption, resulting in his incarceration on Stavros in 2169. Between 2169 and 2175 New Britain enjoyed an air of reasonable political moderation – although it remained anchored firmly in the right – but from 2176 to the present day, far-right elements have begun to rise again, principally in the shape of the New Church, which has attracted many with its semi-pagan/semi-mystical approach to faith, preaching racial purity. The New Church's leader is Lady Grantham, a brilliant politician at the height of Kreelman's power and a charismatic force that enjoyed wide-scale support amongst the New British populace. When she underwent her Spiritual Conversion, following an astral communion with the Prophets of Lyra and founded the New Church, the religion rapidly became dominant in New Britain, supplanting the Church of England and the Muslim Council. Later, in 2179, both of these old religions became completely outlawed and the New Church became the sole, accepted religion of New Britain even though parliament never ratified its presence. By 2183 the New Church is influencing political decision-making and has expanded its influence into the colonial worlds via the work of its fearless, crusading, Missionary Commandos.

The Moon (Sol 0506 B000732-14)

Earth's satellite is governed by the Lunar Council, based in Lunar City 1, the first and largest of the Moon's five domed cities. The Lunar government is dominated by the First Lunar Families, descendents of the first colonists who rapidly secured power for themselves and are still considered to be the best placed to govern the Moon. The Moon has retained its independence by recognising the authority of Earthcom but by subtly reminding it that whilst the Earth almost warred itself to destruction in 2150, Lunar society, under the First Lunar Family oligarchy, was flourishing quite nicely, thank you. Earthcom has therefore not meddled in Lunar affairs, leaving the Moon to go its separate way.

Mars (Sol 0506 A411845-14)

Colonised in 2046, Mars has flourished as a technological and industrial hub, thanks to the early discovery of Nicillium-202, the element crucial to Warp drive technology that enables both faster-than-light speeds and shielding against the cruel effects of hyperspace. Although many industries dominate Mars, including some of the foremost weapons manufacturers, the great geodesic cities of Olympus, Avalon and Eldorado remain representative democracies with a reasonably liberal approach.

Mutants are forbidden to live on Mars but this is (as the Martian government, the Bradbury Senate, explains it), a matter of population density rather than prejudice.

URSA MAJOR (0710)

The Ursa Major system is named for the constellation, as is its sister system, Ursa Minor. Considered a backwater of the Core Worlds galactic sector, it has proved an attractive hideout for scum and villainy for many years and therefore a lucrative haunt for Strontium Dogs.

The six worlds of the system are uninhabited and unterraformed, save for Pooh's World, which is the closest in size to Earth and needed the least terraforming work. The others are rocks, either lashed by titanic winds, cloaked in noxious gases or barren ice worlds.

Pooh's World (Ursa Major 0710 C765754-14)

The major continent of Pooh's World, Acre, is covered in lush forests and jungles and home to a bewildering array of animals. It is a prime attraction for big game hunters who come looking to hunt the Giant Znark and the Greater Spotted Jibenjibber, as well as naturalists who like to study the wildlife rather than blast holes in it. The main city, Robin's Town, is built on top of the great Acre plateau, its spaceport at one end and the city spilling across the plateau like a rash. The city is unruly and the local law enforcement as corrupt as it gets: criminals find it easy to disappear into Robin's Town's maze-like streets and seedy bars. Strontium Dogs can pick-up easy scores here.

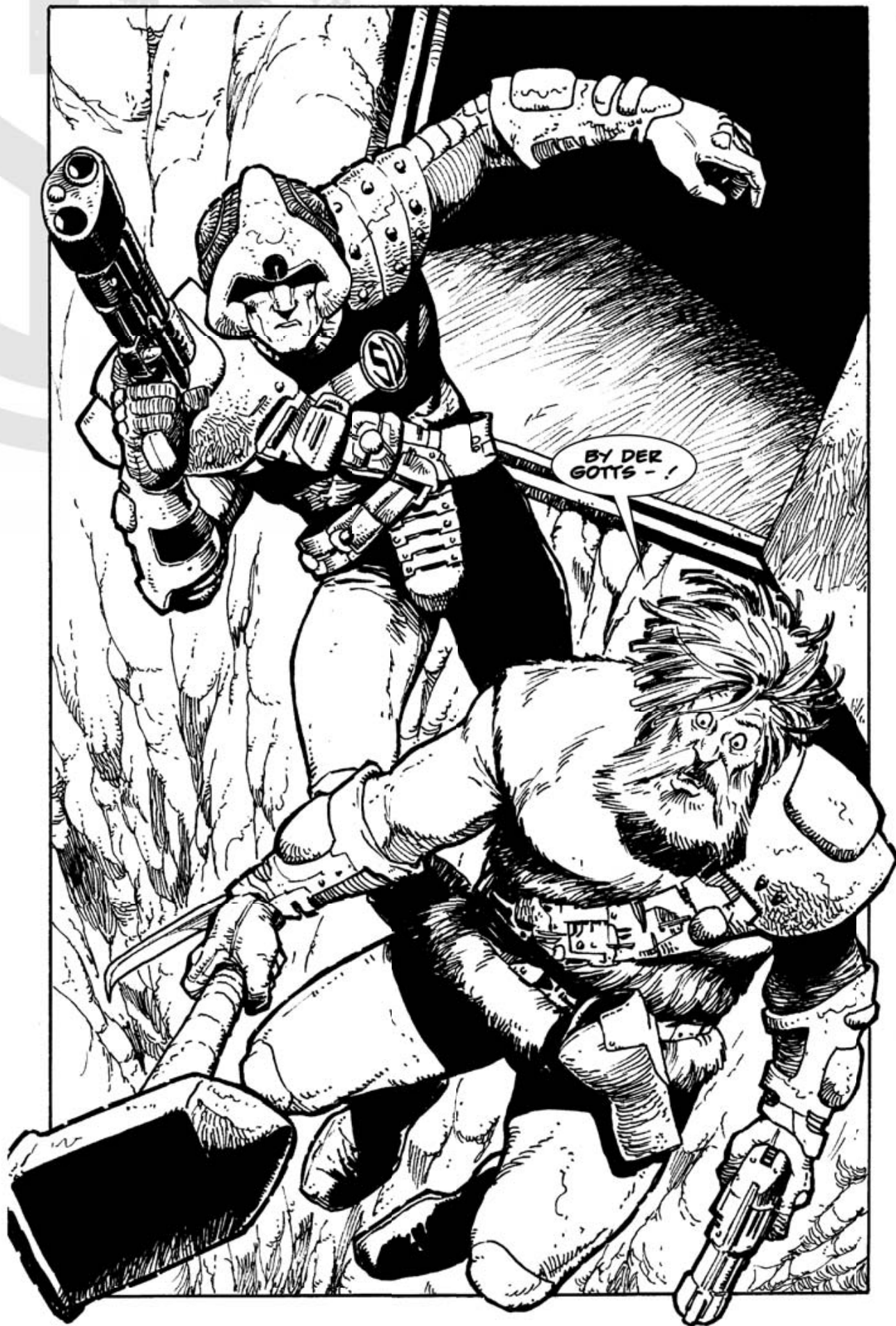
URSA MINOR (0209)

Named for the constellation, Ursa Minor has a single world of interest: Nookie. Once, an alien civilisation dominated that planet and their legacy is still in evidence but these days Ursa Minor is a major stopping-off point for the Warp routes between Cedus Major, Sol and Fundi in Colony Sector A.

Nookie (Ursa Minor 0209 A777893-14)

Once the homeworld of the Nooks, a highly advanced squirrel-like species, Nookie still has the remains of the Nook cities – vast, conical ziggurats – scattered across its continents. No one is sure what happened to the Nooks: they seem to have been expunged from galactic history; however anthropologists are certain that some form of cataclysm eradicated the civilisation but left their buildings intact. There is no trace of neutron weapon activity and nothing to explain why the Nook suddenly vanished: only conjecture and their massive temple-like cities.

Human colonists have been quick to exploit Nookie's remains and the capital city, Amfora, is a remodelled ziggurat built on 60 levels with the spaceport at the bottom and the district of the wealthy at the very top. Rumours of Nook treasure in the deserted ziggurats bring thrill-seekers, tomb-raiders and would-be archaeologists to the planet constantly but a spate of recent disappearances amongst these adventurers has panicked the visitors. Obidiah Feldspar, the insanely rich underwear magnate, has offered a Cr. 500,000 reward for anyone who can solve the mystery of these disappearances. Obviously enough, the reward has attracted all kinds of idiots who think they have the skills



to go in search of the missing explorers and have disappeared themselves. This may be a job for professionals.

COLONY WORLDS SECTOR A

From the Core Worlds humanity expanded out into the galaxy and found other sapient races. With Warp Drive technology, expansion was quick; with Terraforming technology, colonisation even quicker.

Colony Sector A was the first of the Colonial sub-sectors. It is characterised by many frontier worlds and lax GCA control, making it a sub sector attractive to criminals. The Dorian Nebula, a dense belt of gas and interstellar dust, runs in a band from 0501 down to 0510, taking in the Barrios and Caytor systems. The Dorian Nebula scintillates and ripples almost, catching starlight and twisting into wonderful patterns of colour.

BARIOS (0505)

The Barrios system is part of the Dorian Nebula and was one of the first colonial hubs. Its system has five planets; Xastis, which is close to the sun but supports the Barrios Close Proximity Research station, investigating solar activity; Barrios 3, the main inhabited world; Olegis, the primary gas giant; Mourkil, a dwarf world; and Liykol, a smaller but more intriguing gas giant owing to its two sets of rings – one running horizontally and one vertically. The vertical ring is thought to be artificial but so far unproven.

Barios 3 (Barios 0505 B667863-14)

Barios 3 is slightly smaller than Earth but required little in the way of Terraforming. A pleasant, blue-green world, it is 70% water and its landmasses form two large continents with an Earth-like variety of relief and vegetation. To all intents and purposes, an Earth-like world, unspoiled and unsullied.

Then came Max Quirxx.

Quirxx was a complete sociopath. His enjoyment of killing and mayhem was marked by an utter lack of remorse. He fled Earth following the brutal slaying of his family and he quickly found his way to the Barrios system. Here, he murdered 20 during a killing spree in the domed city of Wayngro. Escaping that atrocity, he somehow came by a P-Nuke and activated that in the domed city of Vantage, killing close to 10,000 and levelling several major business districts. He gained his comeuppance on Caytor in the Dorian Nebula, where Johnny Alpha finally confined him to vacuum with a time bomb.

Quirxx did not act alone. His gang numbered some thirty rogues and included his wife, Norma Quirxx. Norma is every bit as psychotic as her husband and had the guilt regions of her brain surgically removed so she could better appreciate Max's activities. Max's death has triggered a hate-spree in Norma, who now administrates the Quirxx gang and she has vowed to murder every last Strontium Dog in revenge for her beloved husband.

Norma Quirxx carries a Cr. 500,000 bounty. Her gang of 30 assorted thugs and murderers carry bounties of, on average, Cr. 100,000 apiece.

CIRCES (0606)

The Circes system has a single inhabited planet, Circe Prime and the world has a troubled history, as discussed in Circes Prime's description. The natives of the Circe system are the Jox, although few are now left and those that do survive are descendents of those who managed to leave Circes before the war. The Jox are technologically advanced and aided Earth in the development of Warp Drive technology. Their own capabilities, especially in the field of artificial intelligence, were far in advance of many civilisations but the Jox were hugely disadvantaged by placing far too much trust in their technology and failing to have enough faith in their own, mortal, judgements.

Circes Prime (Circes 0606 A7563B2-15)

The Jox had perfected artificial intelligence in the year 2070 and, in 2075, handed control of their five major cities to computers. By 2150 the planet was almost devoid of life, the result of the Great Neutron War which annihilated almost all the Jox leaving only the buildings and machines intact.

Since then each of the five cities, save City 4, have fallen into ruin. Only City 4, under the control of the schizophrenic AI, Macintyre (although it has been through dozens of names and personalities, including Zxplok the Terrible, Mister Ed, AAAAAAAAAAnunga and the Formidable-Machine-Called-Nancy), has prevailed. Macintyre's sole desire is to eradicate the last remaining Jox survivors, who have hidden themselves deep in City 4's ruins and continually pose a threat to the AI's complete rule over the entire planet.

So megalomaniac is Macintyre that the only other AI allowed to exist on Circes Prime is the sycophantic servant drone Crynge. Bulbous, like a Kelly-doll and with extensible arms attached to a globular head, Crynge attends to Macintyre's every wish and treats the insane computer as his lord and master. Together they rule Circes completely, searching, ever in vain, for the Jox survivors.

The Jox themselves number precisely 26 – a number of critical importance. The Jox are humanoid with very light frames and long, spindly limbs with pronounced knee and elbow joints. They are a peaceful but naïve people – a weakness Macintyre quickly exploited, leading to the Great Neutron War. Macintyre saw the Jox as fundamentally flawed and therefore an irrelevance to perfect rule. Now, the surviving Jox hide in the underbelly of City 4.

However there is some hope for the Jox. According to Jox law, critical decisions can be ratified and passed only by 27 Joxians. As long as 27 exist, age does not matter; and even an AI like Macintyre will be forced, through its deep programming, to obey the quorum. One of the Jox women – the first in decades – is with child and when that child is born the Jox will be able to legally challenge Macintyre.

Macintyre is, of course, aware of this and is therefore intent on wiping out the Jox completely. Through Crynge, the mad AI has sent word across the entire sub-sector that it requires strong, capable men to come to Circes for an undisclosed job that pays handsomely. Macintyre does not intend to reveal that the job is to completely destroy the surviving 26 Jox and instead uses the ruse that it merely wants to locate the whereabouts of the Jox and bring them to Macintyre to swear an oath of allegiance. Exploiting the greed of whoever answers the call for the job, Macintyre intends to use them as a means of destroying the survivors by sending a Neutron Bomb encased in an 'observation' robot – just one of many lethal robots Macintyre has at its disposal.

DORIAN NEBULA (0501-0511)

The Dorian Nebula encompasses a band of space approximately one parsec wide by 12 parsecs in length. A scintillating belt of dust and gas, it is, when viewed from deep space, a beautiful sight.

The nebula runs through Colonial Sub Sector A effectively splitting it into two halves. There are many worlds within the nebula to explore here, so this entry concentrates on the Dorian system, which is at the administrative heart of the nebula.

Dorian system has three worlds: Caytor, the capital planet of the nebula; Soranges, a slightly smaller world; and Galasgan, an ancient and mysterious Shellworld. Caytor and Soranges are both fully colonised by humans, whilst Galasgan remains a Red Zone – off limits to all humans and administered by the sinister, enigmatic, Nyalas Intelligence.

Caytor (Dorian Nebula 0504 A962946-14)

A world larger than Earth but with similar characteristics, thanks to Terraforming, Caytor is heavily populated in its main urban centres. Chief city of Caytor is Cayalis; a city that could be New York, Washington, New Toronto or any of a dozen Earth cities. It heaves with similar traffic, similar buildings, similar pressures and similar vices. The police force strains against the never-ending battle with crime, both organised and opportunistic and all the old prejudices have been imported lock, stock and barrel. Mutants are despised here just as much as on Earth and the New Church congregations grow daily as the human purists flock to hear Bishop Sansum's fire and brimstone sermons.

Cayalis is a mecca for criminals. The overworked police cannot keep tabs on the scum who come through the immense Caytor spaceport and it is no wonder that the likes of Max Quirxx and his gang come to hide out here after the Barrios 3 massacre turns him into the Nebula's Most Wanted.

In Cayalis crime is controlled by the sinister Khasian family, a sprawling criminal elite headed by the (once conjoined) twins Amelia and Gerhardt. This incestuous pair controls everything rotten in Cayalis: prostitution, gambling, drugs and weapon-running. Over half the Cayalis police force is in their pocket or about to be and the Khasians, with close to a thousand criminal associates across the city and a further thousand scattered across the planet, are the undeclared rulers of Caytor. Frequent

bribes have kept the Khasian twins off the GCC's Most Wanted lists but Dog House speculation is that each will pull-down a MCr. 5 bounty if they ever make it onto the Warrant Roster. Meanwhile, selected Khasian foot soldiers like 'Mad Dog' Bastedo, 'Fast' Eddie Weary, Xaspatl the Howler and Ruprecht 'Chainsword' Neasden are all wanted men – Cr. 250,000 apiece – who continue to live and operate in Cayalis under Khasian protection. Even the notorious Max Quirxx enjoys Khasian patronage. The psychopath has worked as a hitman for the Khasians in the past and his wife claims blood relations with the twins.

Soranges (Dorian Nebula 0504 B7736D2-14)

The atmosphere of Soranges is mildly tainted with the element cyanera, a chemical that lends everything a blue taint. The air is breathable but as the atmospheric cyanera can cause lung problems long-term, most residents wear a filter when out in the streets.

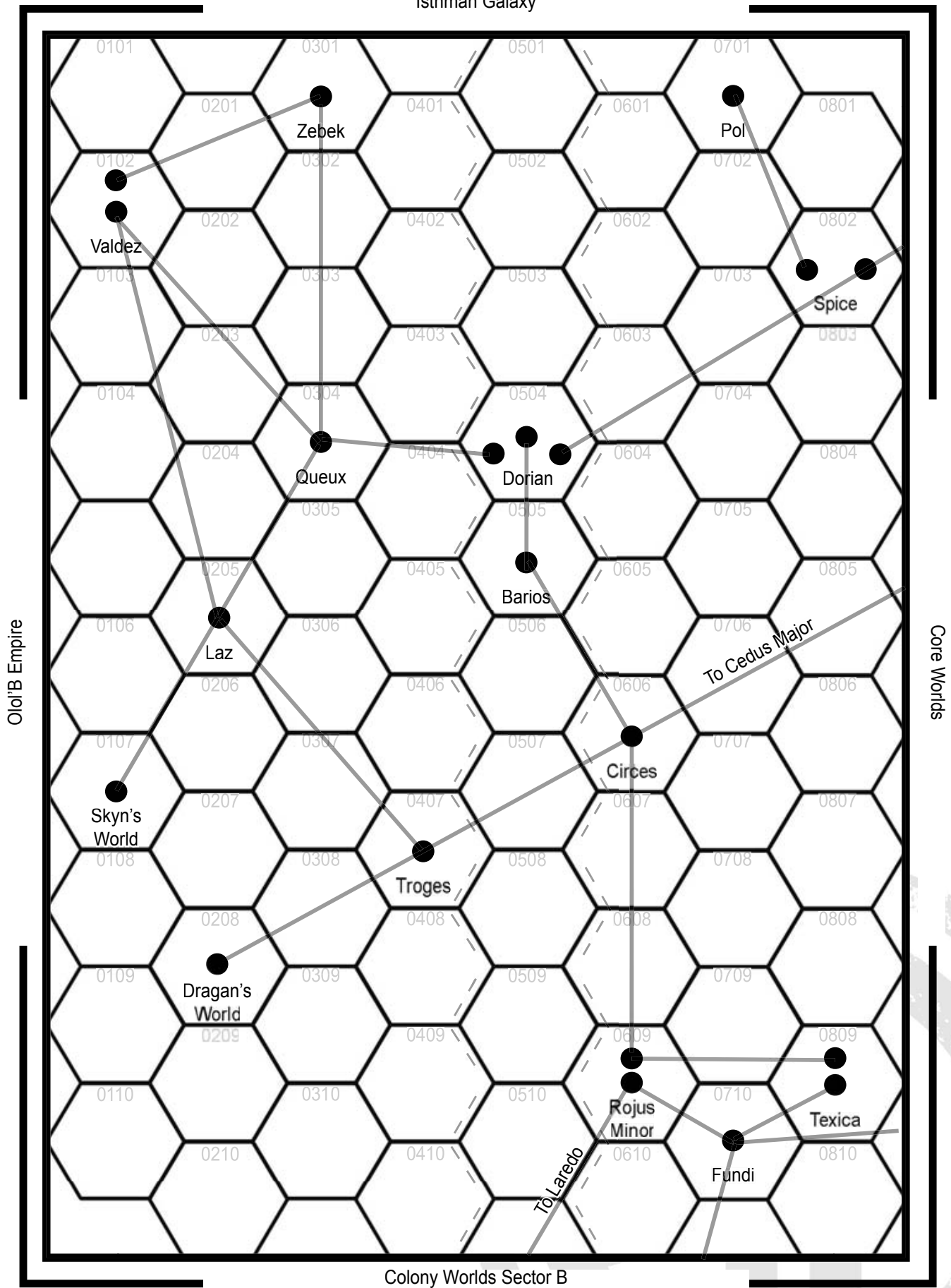
Soranges is a planet enthralled to the religious dictator known as The Saul. Originally Soranges was colonised by a small order of Christian monks but over the course of a century worship of Christ has been abandoned in favour of one of their own: The Saul. The Saul rose from the brotherhood and began performing miracles which cured an outbreak of both leprosy and the lung cancer caused by breathing cyanera over many years. Claiming himself a form of messiah, blessed with 'Insight of the Dorian Nebula', The Saul claims to be party to the secrets of the mysterious Nyalas Intelligence, gatekeeper of the Galasgan Shellworld. Word spread across the nebula and over the past century thousands have come to Soranges to study The Saul's teachings. The Saul and his robed, masked monks now control the planet totally and have displaced the GCA offices. The religion seems peaceful enough and its tenets are to follow the teachings of The Saul which will lead to the eventual coalescence of the Dorian Nebula into a single entity that will uplift the True Faithful of Soranges and deliver them to the Seventh Level of Galasgan, which is believed to be a sacred paradise. The fervent Saul worshippers of the planet therefore spend their days studying and obeying the sprawling, barely comprehensible Traditions of The Saul which fill 397 one-foot thick volumes of gossamer-thin parchment.

The New Church is intrigued by The Saul and what, exactly, it hopes to achieve. Both religions embrace mysticism and have rejected the 'old', god-based faiths in favour of something more cosmically meaningful; but the resemblance ends there. The Saul actively denounces the New Church as 'sorcerous heretics' and forbids New Church worshippers from setting foot on Soranges soil. Rumour has it that the Missionary Commandoes of the New Church are preparing an ecumenical strike against The Saul – or are in discussions with the Khasians of Caytor to see if a covert assassination attempt might be possible.

Galasgan (Dorian Nebula 0504 AK?????-18)

Galasgan is a Shellworld: that is, an immense outer sphere that contains several spheres within it, each sphere separated from the next by thousands of towers of such a height that an atmosphere (which may vary between levels) and machinery

Isthman Galaxy



to effect sunlight (if needed) can be supported. A Shellworld is therefore many worlds within worlds. Very few such worlds are left in the galaxy but they pre-date the oldest artefacts found on standard worlds and are of a design so far in advance of the capabilities of any of the current civilisations that the builders could be considered god-like.

Galasgan orbits Dorian at the very fringe of the system – roughly at the same distance as Pluto is from Sol. An immense, dark sphere, it has a single, clear, spaceport-like entry point (hence the A designation) but it is unclear who owns it, how many levels it has (some claim 15 but estimates vary), what races live within or even if it is inhabited. Nothing goes into Galasgan and nothing comes out.

But Galasgan does have a custodian. The Nyalas Intelligence makes itself known to any spacecraft approaching Galasgan at a distance of precisely 500,000 kilometres. All communication channels are taken over at a sub-ether level by the booming, inhuman voice of Nyalas itself. It warns spacecraft not to approach and advises all to turn back. It interacts fully with questions, always answering enigmatically and never revealing why no one is allowed into Galasgan. It claims not to be an AI but also claims it is not the creator or one of the creators, of Galasgan and is simply the shellworld's custodian.

Any ship that tries to approach beyond the 500,000 km limit is allowed to continue on its course and even to cross the spaceport landing threshold: from that point, all contact is lost. A few intrepid craft have ignored the warning of the Nyalas Intelligence – and none have been heard from again. Several agencies, including the New Church (which sent in its Missionary Commando vessel 'Ye of Little Faith') have offered rewards of up to MCr. 1.5 to anyone who can enter – and return from – Galasgan with information relating to what's inside and what has become of the vessels that have gone in.

The mystery of Galasgan has thus reached mystical proportions. Some believe that the Nyalas Intelligence is the voice of a god; others believe it is the voice of the Nebula itself. Still others believe that Galasgan is an immense trans-dimensional portal that contains a wormhole to a completely separate set of multiverses. The Saulists of Soranges believe they have a mystical relationship with Nyalas. Whatever it is and whatever Galasgan represents, it has a profound effect on the Dorian system and local beliefs.

DRAGAN (0208)

The Dragan system is noted for its only colony world (the remaining twelve planets being either gas giants or planetoids), Dragan's World, named for Commander Moses Ephraim Dragan, the semi-legendary pioneer who discovered several habitable systems and died on the planet he gave his name to. To many colonists Dragan was the first true hero of the new frontier: to claim 'By Dragan!' is an exclamation of wonder and awe.

Dragan's World (0208 C964654-14)

Dragan's World consists of eight major landmasses; three continents and five medium to large islands. The oceans have

a very high ferrous content, giving the seas a red tinge which is visible from space: Dragan's World is sometimes also known as New Mars. Sparsely populated, it is a mining world that, whilst predominantly human, has opened-up to allow alien mining operations across the world. Settlements are scattered across the landmasses, save for the westernmost landmass of Boraein, which is far too cold for settlement. Mutants are common on Dragan's World, having been brought in during the early days of settlement as cheap labour. Over the years the mutant settlements have grown and become somewhat accepted by the Norms who have realised that mutants are not always the hideous monstrosities the bigots of Earth have made them out to be. By and large, mutants and humans co-exist well on Dragan's World.

The treasure that draws miners to Dragan's World is Carrington Crystal (known also as hyper-diamond), an element unique to the Dragan system which is crucial in the manufacture of accelerated proton generators. The crystal is of a lustrous pink hue and is found deep in the bedrock, occurring in seams known as the Evans layer. The crystal is common on Dragan's World – and plentiful – but difficult to reach; hence the mining operations require a great deal of specialised drilling and retrieval equipment and manual labour. The crystal is mildly radioactive. In small quantities and for short periods, close exposure to it does not harm humans. However, those who work in close proximity to the crystal for anything over three hours begin to exhibit systems akin to drunkenness: a lowering of inhibitions, loss of co-ordination and slurred speech/double vision. Humans can stand exposure to the crystal, without an environment or vacc suit, for a number of hours equal to Endurance; after that, an End 10+ roll needs to be made every hour. Each failure accrues a -1 DM to all skills. Once out of the proximity of the crystal, the intoxicating effects fade within 1d6 minutes.

Aside from crystal mining, Dragan's World has a thriving trapping and fur trade. Prize of the fur trappers is the mufty; a bear-like predator of the high wastes of the Yen continent, a good quality pelt fetches anything up to Cr. 500,000 in the Core Worlds and Earth but costs as little as Cr. 1,000 on Dragan's World.

At the far tip of Yen, on the continent's cape, is the monastery of the Little Chums of Dennis. Here, in this peaceful paradise, the Chums live and work together in perfect chumliness, living off the land, assisting each other in the daily tasks of farming and gathering the lush vegetables and fruit and studying the teachings of Dennis.

Dennis founded the order, along with his son Scotty, the Blessed. A kindly and friendly man, Dennis (his surname is lost to us but matters little) found the world a harsh, unfriendly place and so established the retreat at this end of Yen, so that men could live and work together without argument or rancour. His son, Scotty, was first to join him and, so the parables of Dennis say, was of a temperament even more even-handed than the great Dennis himself. In fifteen short years the Little Chums had become a true monastic order with over a hundred like-minded chums working together in a spirit of simple pal-hood to make a better world. The monastery stands in extensive walled gardens

overlooking the calm and peaceful southern sea. The red soil of the area is rich and fertile and the warm currents help produce fine, full-flavoured fruits and vegetables. The Little Chums, led by Big Chum, lead simple lives of work during the day and story-telling by the fire in the refectory in the evening, basking in their chumminess, reflecting on how better it is to be friends with people rather than enemies.

Further down the coast from the monastery of the Little Chums of Dennis is the resort town of Dragan's Beach. A magnet for frontiersmen, Dragan's Beach is a galaxy away from the peacefulness of the Little Chums of Dennis: brash, drunken, a haze of neon and loud music, Dragan's Beach offers vices of every kind for the hard-partying miners and trappers of Yen who come to spend their credits in the most hedonistic ways possible. The highlight of the Dragan's Beach year is the annual Poker tournament, with a cash prize of anything between MCr. 2 and MCr. 5, depending on the entry. The game draws many high rollers from across the galaxy and, for a week, Dragan's Beach is the only place to be, with the Poker tournament being televised across more than seventy systems and the tensions of the knockout rounds being subjected to forensic scrutiny by the professional Poker pundits.

Dragan's World is the planet chosen by Max Bubba and his gang to hideout after the cold-blooded murder of Wulf Sternhammer and attempted murder of Johnny Alpha on Smiley's World. Bubba and his gang move across Yen, causing trouble as they go, heading towards Dragan's Beach for the poker tournament. On their way they cause outrage at the monastery of the Little Chums of Dennis and eventually descend on the Poker tournament where more deaths follow in the preliminary rounds as Bubba and his gang fare badly against the serious players and hardened professionals. The gang meets its end on Dragan's World as Alpha drags-out his rage-fuelled revenge but not before it has created havoc of its own.

FUNDI (0710)

Known as the Safari System, Fundi supports a single habitable world – the jungle planet of Fundi 3.

Fundi 3 (Fundi 0710 B985412-13)

Fundi 3 has two large landmasses above and below the equator and each is dominated by dense jungle. The emissions from the plant life mean that the atmosphere of the world is particularly dense and respiratory filters are needed by any humans descending to the surface.

And descend humans do. Fundi is teeming with animal life occupying every single ecological niche (and then some). Fundi has so much hazardous wildlife that the Encyclopaedia Galactica travel writer, Bry Billson, spends fifty-two pages simply listing all the things on Fundi that *will* kill you and a further one hundred and seventy listing those that *may* kill you, if you are not careful. Naturally, Fundi 3 is a magnet for big-game hunters, thrill-seekers, daredevils and morons with a death wish who foster an immortality complex.

Fundi is surrounded by a network of Safari Satellites owned and operated by Hemingway Inc. This big-game corporation specialises in high-risk safari expeditions to worlds like Fundi, providing luxury accommodation above planet, in its orbital lodges and regular trips into the world on orchestrated hunts for beasts like the slime dripper, sabre-toothed gerbil (bigger and nastier than it sounds) and the greater-spotted bugblatter. Safaris are accompanied by experienced guides and are equipped with the latest in both safety equipment and big-game hunting weaponry. These safaris minimise risk to the individual to the degree that the Hemingway needs to artificially generate risk in order to provide the right level of satisfaction to the wealthy hunters who come seeking such thrills. To this end, the safari guides engineer the failure of safety mechanisms (in reality, no failure takes place but the illusion is convincing), the provocation of prey and generally heighten the tension so that the hunters feel they have placed life and limb in jeopardy whereas, in reality, walking across the street is more dangerous.

Hemingway Inc controls all traffic into and out of Fundi 3, charging extortionate rates for berthing to non-Hemingway vessels. Nevertheless, real big-game hunters, who want none of the artificial danger manufactured by Hemingway Inc, still manage to steal through corporate security to land their small ships on Fundi's surface. Hemingway therefore employs security teams who operate planet-side to track-down and deter these illegal hunters. The Galactic Crime Commission has granted Hemingway Inc a permit to use force against illegal and unregistered hunters but not to cause deliberate death. Some Strontium Dogs have made a decent living for themselves acting as Hemingway enforcers; but, the dangers planet-side are considerable. The wildlife, all 52 pages of it, has scant regard for big game hunters or Hemingway enforcers and the estimated average survival rate for unprotected personnel on Fundi 3 is around 10 hours.

LAZ (0205)

Home system of the el-Laz, Laz system has eight worlds, four of which have been colonised by the native race. The remaining worlds are the system's gas giants, each roughly equal to Jupiter in size and all of them ringed, like Saturn.

The el-Laz homeworld is Laz Prime, a roughly Earth-like planet. The three colony worlds are smaller than Laz Prime but have been environmentally adapted to support the el-Laz. These worlds are named Little Laz, Littler Laz and Littlest Laz.

Laz Prime (Laz 0205 A8639C4-13)

Homeworld of the el-Laz, Laz Prime has a single, immense continent and countless small islands surrounding it. The planet's angle of orbit causes the west of the continent to be far colder than the rest of the landmass but as the el-Laz are a naturally hardy species, extremes of environment, be they cold or hot, pose few problems.

The el-Laz have invested significant sums in mind weaponry; devices that key into and amplify, latent psionic potential or abilities. One such device, the halugin, has the ability to invoke

realistic, mass consensual hallucinations in its victims. In 2173 a proto-type halugin was stolen by Kansyr, a Laz from the frozen wastes of the west who worked for el-Laz-Halu-Tek and intended to sell the weapon to the highest bidder. Two S/D agents, Sniffer Martinez and Johnny Alpha, caught up with Kansyr and effected his arrest but not before Kansyr used the halugin and killed Martinez. The Laz authorities did not take Kansyr's crimes seriously – especially as the death was of a mutant bounty hunter – and Kansyr was released with a fine.

Since then Kansyr has grown in confidence and stature as a criminal. He is wanted in several systems throughout the Colony A sub-sector for a variety of crimes with violence. His current hideout is the asteroid Metastis, in the Pol system, where he controls the assorted thugs who have gathered there with a mixture of fear and mind control weaponry stolen from his old employers.

POL (0701)

If the Pol system ever held any true planets, they have long since been swept away. The system is a galactic backwater, consisting almost entirely of a vast asteroid field in orbit around the weak, pale star of Pol. The system consists of millions of planetoids and billions of smaller rocks; however the debris appears in such concentrations that it is hazardous for anything but the smallest, most agile ships to navigate the system to any extent. For this reason asteroid mining is highly limited in the Pol system and, even then, confined to the outer regions of the massive belt.

One of the larger planetoids is Metastis, an astronomical oddity in that it manages to support a breathable atmosphere thanks to a powerful magnetic field that the asteroid self-generates. Scientists would dearly love to come to Metastis to study this peculiar – perhaps unique – phenomenon but dare not. They dare not for the same reason that galactic law enforcement dare not set foot on the asteroid: the place is controlled by criminals.

Metastis is run by crooks, for crooks. It has a single settlement, an old belter base that has grown to some thirty or forty buildings that provide a refuge for the scum of the galaxy. Scumville, as it proudly calls itself, is controlled by the el-Laz crime lord Kansyr, who runs Metastis through a combination of fear and the mind control weapon, the halugin, he stole from his homeworld.

Strontium Dogs brave enough to set foot on Metastis will find close to a million credits in bounties amongst the assorted scum who find refuge here: but Metastis is too small a place for Strontium Dogs to arrive with any element of surprise. S/D agents are easily spotted, captured, killed and buried beneath Scumville's streets – the residents of the town happily boast of their actions in song (*'Strontium Dogs come to plunder/We blow them apart and bury them under... Metastis'*).

As a consequence Metastis is not part of any scheduled space route and the only ships that approach are those privately hired or belonging to pirates, marauders, inter-galactic thugs and fugitives with a price on their head. Any Strontium Dog that manages to land successfully on Metastis (and it has only an E

class spaceport – if it can be considered that) will find a pay-day of the kind only dreamed of – and likely certain death.

QUEUX (0304)

Pronounced 'KEWKS', this binary star system has but a single planet: Queux Majoris, an immense gas giant approximately eight times the size of Jupiter. Whereas Jupiter is banded and has but a single, enigmatic spot, Queux is spotted and has a single, enigmatic band – a ribbon of baby blue that runs from pole to pole. The rest of the swirling, turbulent atmosphere is an uncountable, ever-shifting series of spots, blobs, spirals and concentric rings that shrink, enlarge and whorl around the planet. The sight is certainly beautiful and astronomers have determined that the atmospheric conditions are hideously hostile to life. But, as is the wont with astronomers, they have missed the point.

Queux is alive.

Not only is Queux alive, it is intelligent: the 'atmospheric' activity visible from space is nothing less than a physical manifestation of the thought processes of this incredible and unique entity. When explorers first entered this system, they had no name for the binary stars; the name 'Queux' simply popped into the navigator's head and it became the name for the system. In fact, this was the planet itself informing the explorers of its own name, hoping to elicit an inspiring discourse from its visitors but gaining nothing but bewilderment, banter between the crew and the navigator fantasising over some bar hostess encountered on Paprika.

Queux is billions of years old, is most likely unique in the galaxy – if not the universe – and holds the key to many, many secrets. Its size and mental capacity means that events on the far side of the galaxy are transparent to it and mysteries such as who built the shell world of Galasgan (Queux did) and what the Nyalas Intelligence is (it is a fragment of Queux's own personality) are known to it.

Queux is very, very lonely. There are no more mysteries to solve; no more things of interest to observe. Perhaps Queux should quietly allow itself to die, inconveniently forgetting that, when one of its kind decides to lapse into death, the subsequent implosion creates a gravitational anomaly powerful enough to collapse stars and the very fabric of local space in a six parsec radius. And Queux might do just this – unless something, somewhere, somehow, stimulates it enough to want to remain alive...

ROJUS MINOR (0609)

Rojus Minor has two human colony worlds: Slapent and Zunderland. The system has little to offer save for these two backwater colonies; its two gas giants are smaller than those of other systems and neither of the colony worlds contributes much to the galactic economy. Rojus Minor is minor in every way.

Which makes it an attractive place for fugitives – either as a waypoint for those heading out of this sub-sector or for those heading into Texica to take advantage of Burrito's criminal's

haven. Many warrants bring Strontium Dogs out to the Rojus system and few enjoy hanging around once the warrant is completed.

Slapent (Rojus Minor 0609 D442500-13)

Slapent is small, dry, dusty and has a thin, acrid atmosphere requiring respiratory filters to breath properly. The large landmass is mostly barren, windswept rock but a few areas of pasture around the lakes and rivers allow morks to be raised and crops grown. All the settlers here are frontier families: hardy, taciturn and attuned to the land. They care little for strangers but, as long as people do not cause trouble, the Slapents keep themselves to themselves. Government is by extended family with family units enforcing their own social conducts based on simple values such as decency, honest hard work and helping out when others are in need. The classic pioneer world and a magnet for the feckless criminals who enjoy easy pickings and preying on those who offer little in the way of resistance.

One such bunch is the Kalidaw gang. Outcasts, drifters and bullies from worlds like Barrios and Caytor who like to spend their summers picking on the homesteaders, making life a misery for them and leaving them with little to see themselves through the winter. Many villages have been pillaged by the thirty-strong Kalidaw gang and its leader, Tuco Kalidaw, a squat, mean-eyed bandit with zero scruples and a strong sadistic streak. But folk are growing tired of Tuco Kalidaw. One settlement, owned by the extended Van Noort family, has scraped together enough money to send three of its sons to Barrios to buy either guns or men who have guns, who will hopefully teach the Kalidaw gang a lesson it will not easily forget. Are such men available on worlds like Barrios? Of course there are: they are called Strontium Dogs.

Zunderland (Rojus Minor 0609 D4594A2-13)

Unlike its sister plant, Slapent, Zunderland is a water world with a single large island, Zund, spanning the equator. Lashed by dreadful storms in the summer, Zund is, nevertheless, a tropical paradise with lush, green forests, expansive sandy beaches and quiet, tranquil coves. The island has one single city; Zunderville, which is governed by Governor Zunder, the popular, jovial, benevolent dictator who has ruled Zunderland for close to a century. No one is sure how old Governor Zunder really is but he certainly never seems to age and is as sprightly now as he was when he brought the first colonists to the planet. Zunder runs a happy town and Zunderville is certainly that. There are few rules or restrictions and the entire city has eschewed the galactic Credit in favour of a barter and trade system. This suits the Zunderlanders perfectly and without money to sour relationships, people rub-along fine and would-be criminals have little motive to commit crimes for cash. Governor Zunder makes frequent public appearances, flanked by his extensive family (thirty children and counting) and making personal enquiries into the fortunes of Zunderville's citizens. He seems to know everyone, have an understanding of their business and always a nugget of useful advice to give to those who have some problem or another. Zunder is that rare thing: a dictator who genuinely cares for his people and is cared for by his people in return.

SKYN (0107)

On the edge of the sub-sector, Skyn support's the dusty, unwelcoming planet of Skyn's World, home to the frog-faced Skyn, a race of bipedal, humanoid, grey-skinned aliens who exhibit many human traits.

Skyn's World (0107 C863833-12)

Dry, sparsely populated and filled with small, quiet towns, Skyn's World has little to recommend it. The Skyn are not the friendliest race in the galaxy and are noted for being somewhat parsimonious. One example is the grotty little town of Back O' Beyond, a two-street, ramshackle backwater controlled by the murderous Karom Brothers. Everything, with the exception of breathing, requires a license – available only from the Karoms. Everything, with the exception of the air, is taxed – by the Karoms; and given that the tax is 25% of the base price, no one in Back O' Beyond is rich – except for the Karoms.

Those who fail to pay their taxes spend six weeks on the Wheel, a waterwheel stationed at the edge of town which slowly revolves, the tax evader strapped to it, being dunked into a pool of fetid water once every sixty seconds. Many go mad from the punishment; others drown in the water when the wheel gets stuck. The Karoms do not care; all they care is that people pay their taxes, buy their licenses and do as they are told. If they do not, hot lead usually solves the problem.

Skyn's World is chock-full of bullies like the Karoms: but as the Skyns have systematically failed to create any sort of meaningful government for themselves, it is unsurprising that such men arise unchallenged.

SPICE (0802)

The Spice system consists of two worlds: Paprika and Coriander. The worlds are so named for their colour, not the availability of herbs and spices. Paprika's extensive deserts are the red of paprika pepper and Coriander's planet-filling jungles lend the world is verdant colour. Both are supportive of life and are colony worlds.

Coriander (Spice 0802 C585583-14)

Dense jungle fills Coriander, dominating every landmass of the world. Colonists have adapted to the environment not by slashing and burning the forests but by living in the forest's upper reaches. The trees of Coriander are huge, with trunks up to 20 metres thick and up to a kilometre in height. The enterprising colonists have therefore created towns and cities for themselves by hollowing out sections of trunk or entire trees, stringing together these arboreal buildings with suspended roadways made from wood and the local creepers which are as strong as steel cable but as flexible as rope. Dozens of burgeoning communities therefore exist in the forests, far above the forest floor, which is just as well. The floor of Coriander is the realm of the insects: trillions upon trillions. The forest floor seethes with them and seems to move like a dark, sluggish sea. The insects transform fallen branches, bark and leaves into a dense mulch that provides sustenance for both insects and trees but also makes the forest floor a no-go zone for humans. Many of the



insect species are carnivorous and the deadly Piranha Ants can, and will, strip a full-grown man bare of flesh within a minute.

Coriander's spaceport is orbital and connected to the planet surface by the beanstalk, an artificial transport device that runs from the major tree city, Arboritum, up to the spaceport terminal which is in a geosynchronous orbit some 20 kilometres above the planet. Travel up to and down from the spaceport is in a great plas-steel elevator cubicle travelling at a steady 20 kph. The views are stunning and travellers to the planet watch in awe as they descend, the vastness of the forests becoming evident as the elevator drops down through the atmosphere and towards the sprawling woodwork of Arboritum itself.

Paprika (Spice 0802 C662512-14)

The rocks of Paprika have a high ferrous content making the planet a centre for iron and steel production but the red-tinge of the planet also comes from an element unique to the Spice system: cantabrium. When subjected to a mild electrical current, cantabrium creates its own gravitational field making it a vital component in the artificial gravity systems of spacecraft. Cantabrium exists in abundance in Paprika's soil and rocks and so cantabrium mining and refining is Paprika's core industry. Once again, mutants were brought in to provide cheap labour in the mining installations and so there are plenty of mutants across the planet.

One such mutant is Billy-Joe. His head is divided, front and back into separate personalities: Billy, at the front, is slightly more placid than his rearward-facing brother but both personalities are mean and greedy. Billy-Joe runs the town of Humility like a personal fiefdom, imposing punitive taxes and punishing those who disobey him with his laz-whips – and Billy-Joe, the two-faced terror, is a master laz-whipper. Billy-Joe controls a gang of mutants and hard-cases who see the cruel mutant as an easy meal ticket and enjoy the sport he generates by torturing the locals. Billy-Joe carries a Cr. 50,000 bounty which has attracted a number of local bounty hunters, including S/D agents; but all have met either a maiming or a death at Billy-Joe's hands.

Another feature of Paprika, and a popular one, is JJ Jubal's travelling circus. Touring the galaxy, Jubal's circus brings many dangerous species to the masses along with traditional circus acts such as hire-wire balancers, jugglers, tumblers and clowns. Sideshows, such as Madame Desiree, offer fortune telling and tattooing, bringing colour and relieving the tedium of life on a dust-ball like Paprika.

TEXICA (0809)

The Texan pioneer astronaut, 'Big' Jim Stetson, claimed this system in the name of New Dallas in the first wave of sub-sector A colonist system-grabs. It has two habitable worlds: Burrito, named for Big Jim's favourite snack and Chimichanga, for his second favourite snack. Having claimed this system for New Dallas, Big Jim met an unfortunate end whilst trying to perform 'Space Rodeo' in his colonial scout ship using a passing comet. New Dallas rapidly lost interest in Texica as a system and left the system to its own destiny.

Burrito (Texica 0809 C562741-12)

Burrito's native species is the tapir-like Morozil. Naturally compliant, they accepted human rule without any qualms and benefited from the work of the initial colonists. When New Dallas turned its back on Burrito, the Morozil were left to their own devices but by then the damage was done. For over a century Burrito has been a haven for criminals. Non-existent law enforcement and a joke of a government meant that the scum of the galaxy could find unquestioning refuge on Burrito with incredible ease. Few Strontium Dogs would dare undertake warrants with Burrito as a destination because the criminal fraternity would make certain of exit only in a coffin.

In 2182 all that changed when the Portius Fari's Heavy Discipline Party was elected to power in the wake of the Great Xendu Massacre. The people had had enough. The Heavy Discipline Party decided to end the corruption of the planet in one fell swoop and declared war on the criminals by ending the amnesty for refuge. On the 10th day of Morknmday, a sacred day for all Texicans, the Amnesty brought to an end the privileged status of villains, most of who lived in the 49th Territory (the Badlands). Either they handed themselves into the Arresting Officer on Badville or face the consequences.

The Amnesty drew the fiercest killers from across the galaxy: Dragonheads from Zebek; Howlers from Kunghung and, naturally, Strontium Dogs. The Amnesty saw open season on criminals declared, with several million credits in bounties there for the taking.

As things currently stand in 2182, the Heavy Discipline Party is on the verge of election and the 49th Territory is still a haven for scum and villainy. Corruption is rife and nowhere more rife than in the 49th Territory's capital of Badville. The list of wanted criminals known to be in the Badlands is extensive and includes (but is not limited to):

- 'Fat' Blobbs Bloab and the Blobby Gang (Terrorism – reward Cr. 40,000: Dead or Alive)
- Bob Zherunkl (Robbery and Murder – reward Cr. 21,000: Dead or Alive)
- Hogan Brothers (Grand Larceny on Rameses IV – reward Cr. 18,000 apiece: Apprehend and Capture)
- Kercheval Brothers (Ken, Len and Penn – Assorted violence-related crimes: Cr. 30,000: Dead or Alive)
- Lech Saliva (Murder – reward Cr. 48,000)
- Lee Harvey Flak (Robbery and Murder – reward Cr. 21,000: Dead or Alive)
- Quaid Wunguy (Rape, Pillage and Murder – reward Cr. 40,000: Dead or Alive)
- Skite Brutely (Robbery with Violence – reward Cr. 15,000: Dead or Alive)
- Xen the Brainwraith (Mass Murder – reward Cr. 6,000,000: Dead or Alive). Note that Xen's presence is rumoured rather than confirmed.

There is nothing to prevent Strontium Dogs from coming to Burrito to hunt for these and other, rogues but the Morozil

administration, especially the police, is so corrupt that word of a bounty hunter's presence, whereabouts, armaments and so forth quickly circulates, making him a target of the criminals. Outside Badsville is the 'Stront's Cemetery' which is populated solely by the graves of those bounty hunters who thought they could come to Burrito and clean up. The police traditionally assist the criminals in the murder of bounty hunters and this makes Burrito such a dangerous place.

Chimichanga (Texica 0809 C462741-12)

Smaller in size than Burrito but similar in most other regards, Chimichanga does not suffer from Burrito's endemic crime and is, instead, a more peaceful world. It is dominated by the Morozil religious sect known as the Oilers. When the New Dallas colonists first arrived on Chimichanga, they found it rich in oil reserves, which fit the Texan mentality utterly. The colonists wasted little time in coercing the Morozil into working the extensive oilfields.

To explain the importance of oil and to demonstrate human superiority in this regard, the colonists exposed the gullible Morozil to an ancient video show set in pre-war Dallas. Convinced that this was a real historical artefact and completely enamoured of one of the central characters, the Morozil came to worship the great god Jay-Arr. When New Dallas exhausted oil supplies and the colonists left Chimichanga, the religion continued to flourish and now the planet is covered in churches and temples that resemble a typical Texan ranch, circa 1981, each dedicated to the God of the Black Gold.

The central religion is, however, riddled with schism. Two breakaway sects exist, one worshipping the lesser god Bo-Bee and Jay-Arr's enemy, K'en-Barn. The three are locked in bitter feud over who owns the last oil field and has the rights to the Holy Temple of South-Fork, which is built next to it. As the Morozil of Chimichanga tend to be against physical violence, war is waged through scandal mongering, blackmail and innuendo – as damaging to the fragile Morozil psyche as any blaster.

TROGES (0407)

Troges has a single world, Andropi'ahn, but an enormous claim to fame: the dominant race of the planet, the Telekine, are the most powerful psions in the galaxy. This makes the Telekine feared and disdained by many sentient species although, traditionally, the Telekine have not sought to use their psionic abilities to evil ends.

That illusion was somewhat shattered when Sadan, the self-styled Demon Maker, Master of Chaos, spent time studying sorcery with the dark sorcerers of Lyra. He emerged as one of the strongest Telekines ever known, with the ability to supplement his psionic powers with his sorcerous knowledge. Pledging to bring chaos to the galaxy, Sadan created a trail of mayhem across the sub-sector and the Dorian Nebula, eventually finding a way to Earth which he intended to enslave and make the heart of his demonic empire. Johnny Alpha stopped him in 2176 and Sadan was imprisoned in the undersea hyper-security penitentiary on the bed of the Atlantic Ocean. Encased in a mask of solid lead, Sadan's sorcerous and psionic powers were neutralised.

In 2180 the Demon Maker managed to escape and decided to take his revenge against Alpha. News of his escape brought Alpha back to Earth and Sadan used Alpha's sister, Ruth, as the target for mayhem, drawing Alpha and Sternhammer into a desperate search for the sorcerer-psion. Sadan was eventually cornered in an old bomb shelter (lead-lined) which went into automatic lock-down and still holds the Telekine.

Andropi'ahn (Troges 0407 C9937C9-15)

Andropi'ahn's dense, tainted atmosphere and violent climate make it no good for Terraforming and, besides, no intelligent race would ever try to colonise the planet or invade it. The Telekine, the indigenous race of the world, are naturally psionic and would have no difficulty in using their powers against an aggressor.

The Telekines are, however, largely peaceful – Sadan being the notable exception – and the Telekine universities offer psionic development schools for all races that wish to develop their latent psionic capabilities.

Naturally enough the Telekines fascinate both the New Church and the Sorcerers of Lyra. The former sees the potential for developing mental capabilities for use in all manner of ecumenical and mystical pursuits, whereas the latter are always intrigued in races that may have a propensity for magic in some shape or form. It was the Sorcerers of Lyra that approached Sadan, encouraging him to become the monster he is, using him as an experiment in combining psionics and sorcery to create a being who could manipulate the very fabric of reality, creating vile creatures of chaos, shaped from the stuff of nightmares and the raw material separating the dimensions.

VALDEZ (0102)

The Valdez system consists of two terraformed colony worlds, two gas giants and eight planetoids that are the same distance from the sun and from each other, occupying the same orbit around the star, Valdez. The planetoids are nickel-iron asteroids that have been polished to a high sheen and set into this deliberate orbit by a race unknown. Valdez II, the second of the colony worlds, has ruins of a very ancient civilisation (at least twenty million years old) scattered over its surface and it is thought that this civilisation polished the planetoids whilst they were still in the system's Oort cloud and then transferred them to their new orbit. The reason why is completely unknown.

Valdez I (Valdez 0102 A864727-14)

Valdez I is a civilised, Earth-copying colony world. The major city, Cortez, is as precise a copy of old Madrid as the architects could make and it has an *Olde Worlde* charm that some find quaint but most thoroughly adore. Valdez I is a popular destination for tourists who come to visit the immense Galdura Falls, a natural system of six waterfalls that plunge almost half a kilometre into the Galdura chasm about 50 kilometres west of Cortez.

Valdez II (Valdex 0102 A864718-14)

A more traditional colony world, Valdez II supports heavy industry and manufacturing on a large scale, given the vast natural resources the planet has to offer. At some point in the

distant past, an alien civilisation, which seems to have peaked 20 million years ago, occupied the planet and their ruined cities (networks of triangular ziggurats and hive-like sky-scrapers) are still scattered across the surface. Almost nothing is known of the civilisation but they clearly had space travel, as landing and launch pads have been discovered in the desert cities and physiologically they appear to have been tripedal but roughly human-sized.

Earth scientists are intrigued by the eight planetoids orbiting the star and scour the ruins of the ancient cities for clues as to their nature and purpose. They will find none: the secret died with the aliens. But should anyone work out that Queux is sentient and sees all, and should they pose the question to it, they would learn that the eight planetoids are an orbital weapons platform designed to harness the power of the sun. They were not built by the tripedal race who occupied Valdez II but by something far older and far more sinister. Approximately once every 20 million years the solar conditions are such that the eight planetoids draw, amplify and then concentrate the power of the star into an immense beam that is designed to scour Valdez II of all life, yet leave the buildings intact. That 20 million year hiatus is almost up; the astronomical conditions are almost there; soon, the sun will become the biggest laser ever created, thanks to those eight planetoids and wipe the Valdez II slate clean.

ZEBEK (0301)

Zebek system has little to offer save the planetoid of Horst. Horst produces diamonds and other precious stones that makes it a magnet for prospectors, get-rich-quick merchants and, naturally, crooks. The planetoid is owned by De Boors interplanetary jewellers and the prime mines are controlled by them, with the products for sale on the orbital jewellery store Hi-Karat, a space-station-cum-luxury hotel, spa and casino where the ultra-wealthy come to spend their Credits in a hedonistic frenzy.

COLONY WORLDS SECTOR B

GU (0608)

GU is short for 'Gave Up'. The colonists who made this system their home had decided to try one more star before giving up and returning to Earth; they struck lucky, finding an Earth-like system with its third planet Earth-like in its conditions. But the name 'Gave Up' stuck and in time was shortened to simply GU.

GU3 (GU 0608 C865843-14)

GU3 is highly Earth like in size, atmosphere and hydrography. Its main city and spaceport is Freddyton, a sprawling city that spans the river Fred and encompasses both banks, with the Freddyton spaceport on the west bank. It is a popular colonial destination; it has very, very few mutants and therefore a very high bigotry level where mutants are concerned. Earth manners and trends are followed slavishly and so it is no surprise that the New Church has swiftly gained ground here. The Our Lady of Grantham Cathedral dominates the West Freddyton skyline and the founder of the New Church is revered as a living goddess, with the likes of Lord Sagan viewed as a living saint.

Strontium Dogs landing on GU3 can expect short shrift. Prejudice is only displayed and just about every shop, bar and restaurant is closed to mutants. Segregation is active on the streets: mutants must use the gutter whilst humans use the sidewalks. On public transport mutants stand whilst humans sit. And everywhere there are signs bidding Norms to always be on the look-out for mutants: 'Mutation is More Than Skin Deep: Who Do You Trust?' Those displaying even the slightest abnormality are to be reported to the GU3 authorities so that mutants attempting to pass for Norms can be rooted-out, registered, tattooed and then confined to the mutant ghetto of Freaktown, on the farthest edge of Freddyton.

LAREDO (0304)

A binary star system, Laredo has a solitary inhabitable world, also named Laredo.

Laredo (Laredo 0304 C563613-13)

Like most frontier worlds, Laredo is sparsely inhabited with small towns scattered across its main, habitable landmasses. Towns are small, with a parochial mind-set, narrow visions, limited ambitions and ingrained prejudices. Laredo's law enforcement is distinctly stretched, resource-wise and whilst it attempts to police the planet effectively, it is hampered by too few men having to work far too hard.

Laredo is therefore one of those worlds depressingly familiar to Strontium Dogs: a dust-bowl backwater (thanks to terraforming's typically desiccating effects) that is hostile to mutants where criminals can go about their business seemingly unhindered. The people here are fearful and largely cowardly, making it easy for criminals to take advantage and, especially, to hide.

LARG (0309)

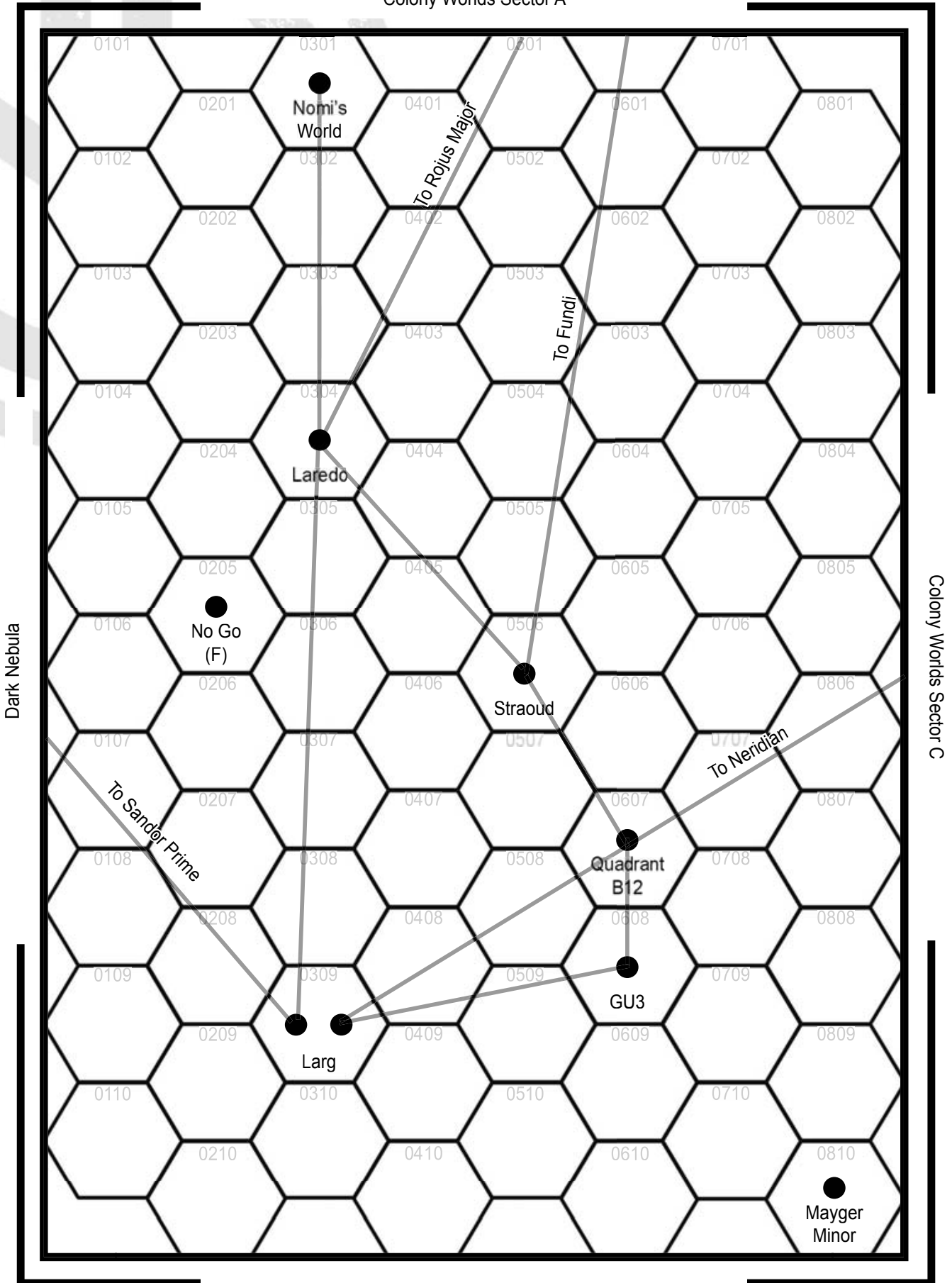
Larg system has two worlds: the terraformed Larg Prime, the main world and a human colony; and Q17, a swamp world that is slightly smaller than Larg.

Larg system was discovered and claimed by the Byknl Quads, four brothers of an extremely selfish and self-regarding disposition who could not bear being nobodies in the Core Worlds. They therefore went hunting for a new home where they could be the bosses and everyone would have to do as they said. They found Larg, claimed it and then opened it up for colonisation, promoting the planet as a peaceful, democratic, mutant-free haven – which was true. What the Byknl Quads failed to tell anyone was that, as soon as you set foot on the planet, you became subject to their law in its entirety.

Larg (Larg 0309 C8668A5-14)

Many came to Larg and stayed – either because they could not afford to go back or because they found Larg's plentiful resources and beautiful landscapes too attractive to leave behind. The Byknl Quads became the Four Dictators of Larg and operated a kind of benevolent dictatorship. As the Byknl brothers aged, they used cloning to ensure that Large would always have four dictators in the Byknl image. The scheme

Colony Worlds Sector A



worked. Larg is still ruled by the Four Dictators of Larg, although the clones have dispensed with the name Byknl and are referred to simply by their numbers (1, 2, 3 and 4). The name Byknl refers to the currency in use on Larg and one Byknl is worth about Cr. 1.2.

Larg is mostly peaceful and is not noted for its crime. It is, however, noted for one particular criminal: the elusive, cunning, fiendish, Brain, a native of the Q17 swamp world who has, with the aid of his gullible, loyal human crew, waged a one-brain crime war against the Dictators of Larg. At each stage the Brain has ridiculed and out-thought the Dictators, bringing cunning scheme after cunning scheme to a conclusion that has embarrassed and wounded the Dictators' integrity.

In truth, the Brain is no more than an elaborate, ultra-clever prankster. Tired and contemptuous of the fact that four clones rule an entire planet unchallenged, the Brain has dedicated itself to making life difficult for the Dictators and interesting for itself. Each elaborate scheme has taxed the nerve and resources of the Dictators driving them to distraction and forcing them to place a 50,000 Byknl bounty on the Brain's, er, brain.

What the Brain truly appreciates is fine music. A lover of the arts but musicals and opera most of all, the Brain spends increasing amounts of time training his choir of minute waterworts – naturally gifted mimics and singers – to perform a myriad variety of show tunes. The Brain's ultimate goal is to take his waterworts on tour – perhaps even gain a recording contract – and take sweet music to the masses. Failing that, tormenting the Dictators of Larg runs a close second.

Q17 (Larg 0309 D399600-2)

Short for Quagmire 17, Q17 is a swamp world that teems with alien swamp life and not much else.

The major sapient species is the strange, tentacled, monocular, brain-like creature humans have nicknamed Brain-Beasts, shoggies or just simply brains. The Brain that persecutes the Dictators of Larg is an especially gifted member of this species and, unlike his fellow, who prefer to remain in their swamp-nests for the whole of their 2,000 years life-spans, has decided to see something of the universe.

Also native to Q17 are the waterworts, chipmunk-sized, blobby creatures with expressive faces and the natural ability to mimic any known sound and to memorise it perfectly. Their diminutive size hides a powerful voice and these curious little creatures are gifted singers that the brains of Q17 enjoy domesticating and using for harmless cultural entertainment.

MAYGER MINOR (0810)

Although the name suggests there is a Mayger Major somewhere in the galaxy, this is not the case. The system is named for the man who discovered it; the youngest of the Mayger exploring clan, Norri Mayger, AKA Mayger Minor. The system is composed

of twelve worlds with eight being gas giants, three being balls surrounded by poisonous, acidic atmospheres too toxic to terraform and Mayger 4, the colony world.

Mayger 4 (Mayger Minor 0810 C7536A5-14)

Mayger 4 has one large continent and thousands of small islands. The continent is home to the warring countries of Suliva and Estula and, if things continue, there will soon be nothing left to war over. It goes like this. Queen Gallea of Suliva is the granddaughter of Norri Mayger and lays claim to the entire planet and the system, wishing to be known as Empress Gallea-Suliva I. King Kullub of Estula is the great nephew of Norri Mayger and contests Gallea's, reckoning he has official documents proving that *he* has the rights to the empire of Mayger Minor. As neither side is prepared to back down and as King Kullub refuses to bring forth the papers who he claims give him the rights to the title, war has been waged for the past decade.

Cities in both countries have been decimated; a Diaspora has taken to the hills. But still the Sullivan and Estulan armies continue to slug it out with whatever ordnance they can get their hands on. Both countries are exceedingly rich: Mayger 4 produces many rare elements in copious quantities but the Queen and King are squandering the planet's wealth in a bid for dominance. Common sense is one of the biggest casualties of the conflict.

As the armies start to dwindle, both sides regularly put out a call for mercenaries. And mercenaries once employed by either country become crooks and criminals. However, of considerable interest to Strontium Dogs is a reward being offered by Queen Gallea: MCr. 1 and the hand of her daughter, Princess Clytemenstra, to anyone who liberates the elusive documents from King Kullub and brings them back to Suliva intact.

NO GO (0205)

The No Go system has one, single planet: No Go, a designated Feud World, sanctioned under Declaration 97/5A by the Galactic Commission for War.

No Go is Earth-like in just about every respect and completely uninhabited. Its five continents are expansive and cover just about every terrain type, from tropical through to arctic. No Go is reserved for those civilisations where some petty disagreement has been escalated by mutual consent into a full-blown war. Each side can send troops to No Go, where they are allocated a series of battlegrounds and allowed to go full-tilt (with the exception of nuclear, biological or chemical weapons). The combatants can use whoever they wish: regular troops or mercenaries and the orbital spaceport above No Go is chock-full of battle-scarred mercenaries ready to hire themselves out to the next fractious bunch that comes to No Go to settle some ridiculous score.

At any one time No Go will be hosting 1d6 separate conflicts. These can range from escalated feuds with a few dozen combatants up to wars involving hundreds of thousands of men, equipped with the latest weaponry. The conflict is over when

one side is either destroyed or concedes defeat, at which point both sides retire to the spaceports Conciliation and Conditions Wing to negotiate surrender and reparation terms. As barbaric as it seems, the Feud World system works, limiting conflicts, containing them and offering a neutral battleground that prevents even major wars from dragging on for decades. The warring states of Mayger Minor should take note.

In 2185 the Bishop of Bolton, returning to Earth with important religious and mystical relics, crash-landed on No Go in the midst of a fully-fledged conflict. Hired by the New Church, Johnny Alpha and Middenface McNulty led a crack team, accompanied by Lord Sagan, onto No Go to find the bishop and retrieve the relics.

NOMI (0301)

Nomi's system is typical of many in the galaxy: an array of gas giants with a single world suitable for Terraforming to an Earth standard. In Nomi, the original explorers found Nomi 2, which soon just became Nomi's World, fit the bill perfectly.

Nomi's World (Nomi 0301 C764785-14)

Two main continental landmasses and a plethora of smaller islands surrounding both, the major city of Nomi's World is New Stevenage. A developing metropolis it is like many human cities across the galaxy although the buildings here are squat and wide: there is no shortage of land on the northern continent (Herts Major) and so no requirement to build narrow and high.

The colonists are, like so many, mirrors of what they left behind, carrying the usual anti-mutant prejudices. There are very, very few mutants on Nomi's World and so Stronts stick-out whenever they arrive. And arrive they do: Nomi's World has its fair share of villainy to be hunted; villains like Dobie Zitch, 'The Butcher of Straoud', a crime-lord who decided to wipe-out his opposition with a series of explosions that ended-up killing thirty innocent civilians. Arrogant to the last, Zitch fled Straoud and made a home for himself in New Stevenage, quickly cornering the Saint Nix quarter and establishing a new crime syndicate based around the Zitch Zaloon – a drinking, gambling, lap-dancing, animal-fighting flea pit that the decent people of the city avoid and the scum gravitate to like iron filings to an electromagnet. Zitch rules this region of the city through fear and gunshots. The people hate him and the local law enforcement supplements its salary with Zitch back-handers, so nothing is ever done in their name.

But, when Strontium Dogs call on New Stevenage, any hatred of Zitch is set aside. Bad Men are bad but most likely had a poor upbringing, never had cable tri-dee, the death of a loved pet or any one of a myriad social excuses to disguise true, errant villainy. Mutants, on the other hand (those without a choice) are obviously warped to the core and more evil, more low, more scum-encrusted than those, like Zitch, who rape, pillage and murder.

So Zitch and four other crime lords get away with murder, extortion, torture, corruption and jay walking, whilst S/D agents receive the usual litany of abuse when they arrive to clean things up. Welcome to Nomi's World. God help it when someone like Johnny Alpha gets here.

QUADRANT B12 (0607)

Quadrant B12 is the parsec of space owned and run by the Quadrant Company, a galaxy-wide entertainment corporation that owns casinos, spas, health resorts and controlling stakes in media companies. B12 is the name of its flagship space resort but the regular clientele call it Vegasville because it offers much the same range and types of entertainments as the old Las Vegas city/resort back on Earth, before it became a crater in the Nevada Rad Zone.

Everyone is welcome on B12; no one's money is no good – even Strontium Dogs. As long as you can pay, you can avail yourself of any of the six hundred services B12 has to offer. The opulence is shallow and the extravagance migraine inducing but millions flock to it every year to take a break from the grind of daily life.

STRAOUD (0506)

A binary system, the stars of Straoud Prime and Straoud Decline shine out over a sparse system with just three planets: two gas giants (Vermeer and Gogh) and the colony world of Straoud Rex.

Straoud Rex (Straoud 0506 B4A75C7-14)

Straoud Rex is a blood-red world with a cracked, lifeless surface, a lung-burning atmosphere of lethal and acidic gasses and a surprisingly rich subterranean ecosystem. It is one of the few colony worlds where underground colonisation has been used over terraforming; and it was settled and treated this way because of its mineral wealth.

The seven colony cities of Straoud Rex are all underground, sealed off from the poisonous air above. Fortunately, the fungal ecosystem of the planet's existing caverns adapted easily to human air, so the colonies have a ready supply of food and there is even a small trade in exports, as the fungi of Straoud Rex are very varied and offer unique textures and flavours, as well as considerable medicinal value. At one point, shipments of fungus almost outnumbered mining shipments, until the GCA learned the mushrooms had an addictive and mind-altering effect and had been banned. Unfortunately the GCA action was too little, too late. Fungus exports support the colonies and crime bosses like Dobie Zitch (see page 176) has taken control of the core areas of production. Fungus smuggling continues and crime in the seven colony cities is rife and intense. Zitch recently attempted to rid himself of his competition with a series of explosions that killed 30 innocents. This had the opposite effect and Zitch had to leave, abandoning his crime empire to the likes of Toni 'The Kevlar Don' Grimaldi and Gatislav Mumbo, the mutant kingpin of Colony Dome 6.

COLONY WORLDS SECTOR C

Also known as the Draco Sector, this sub-sector forms the fringe of colony space. Here, the GCA and GCC have the devil's own task of policing, which is why Draco/sub-sector C is home to the likes of the Slavers of Drule and the ghastly Jerboosians.

ALZIR (0703)

Alzir has a single, terraformed world, Alzir Prime and is the archetypal frontier Terraforming project; a world with a heavily tainted atmosphere is seeded, generators 'shake and bake' the planet and, after several years of intense chemical activity, a habitable world emerges from behind the murky clouds.

One of the Terraforming side effects is the drying effect that the process has on the climate, leading to accelerated weathering of the landscape. A planet might be rendered with a breathable atmosphere but many vegetated areas are turned into desert or savannah, lakes dry-up and the landscape becomes bleak and dusty. Alzir Prime is an example of this desiccation.

Alzir Prime (Alzir 0703 B962723-13)

A large world with a sparse population and an unrelentingly dry and dusty landscape, Alzir's main continent, Hera, is punctuated with many small frontier towns such as Esmerelda, basic trail stops with the bare essentials needed for a community. The Law enforcement service is drawn from local volunteers and is hardly able to cope with any serious threat to peaceful living.

One such threat is the Howler gang led by Bad-Boy Bubo. Howlers are described in more detail on page 159 but Bubo's gang are an especially vicious example of the species. Mork-riding bandits, pirate and cannibals, they terrorise the land trains and prospector caravans traversing the sluggish sands of the vast wastelands between settlements. Constantly mobile and constantly on the lookout for fresh meat, Bubo drives his Howlers to ever greater atrocities with glee. Bubo is identifiable by the dark streak running through his mane and the law enforcement service in Esmerelda is prepared to pay up to Cr. 100,000 for the head of Bubo and his gang.

BYN(0810)

The Byn system is home to Byn-L, the home planet of the Osmongs (see page 161). The system has six planets, with one gas giant, Nukleus and four smaller worlds that have no atmosphere. Byn-L is the only habitable planet within the Byn system.

Byn-L (0810 B665954-13)

Byn-L is evenly divided between land and water, with one large ocean and a major inland sea. The world's tectonic phase ended early, so there has been very little continental drift since the dawn of life. This has led to some interesting biological phenomenon. Life evolved in the planetary ocean and spread overland but the inland sea had no direct aquatic connections to the rest of the planet's water. It remained almost lifeless for 200 million years after the first land-dwelling creatures appeared. Then it slowly became inhabited but all animal life in the sea is descended from various land-dwelling creatures who returned to an aquatic lifestyle.

Byn-L makes up in biological activity what it lacks in tectonic. It is filled with a wide variety of very carnivorous life forms. It also contains a wide range of advanced and intriguing adaptations, from the self-modifying pheromone lures used by butcher plants to the bizarre and somewhat disturbing symbiosis of zuccos and animaaz. Osmong biological science tends to focus more on the practical uses of local life forms, existing to answer such questions as 'Can we eat it?' and 'How do we keep it from eating us?'.

There are several large cities on the planet but only Ootaa is generally equipped to handle off-worlders. There are a few hotels catering to non-Osmongs and a small section of the city is known as Os-none quarter. Byn-L is one of the least urbanised worlds to house a star-faring race. Nearly a third of the Osmongs still dwell in rural or wilderness environments and, even within the cities, the legacy of the primitive Osmongs lives on – their buildings are constructed with small internal areas and large balconies, allowing the Osmongs to spend most of their time outdoors. The eternally harsh and ever-changing weather does not phase them.

CHARN-URN (0306)

The Charn-Urn system's main world is Charn, home to the Cha, a race that has developed along roughly similar lines to that of Earth, achieving space travel at about the same date, although it has no desire to explore the region of space it occupies.

Charn (Charn-Urn 0306 B4A75C7-14)

A world that claims to be intolerant of slavery and has legislated against it, Charn is, in reality, very tolerant of the slave trade, especially where human slaves are concerned. The Cha, for all their appearance at reasonableness and civility, consider human flesh a delicacy and devote entire farms to holding slaves where they are fattened and then sent to market for Cha families to buy, kill and consume.

All this is conducted in the utmost secrecy: the Cha would never wish to openly offend the GCA and this secrecy and hypocrisy makes their odious tastes in meat all the worse.

DEEVON (0403)

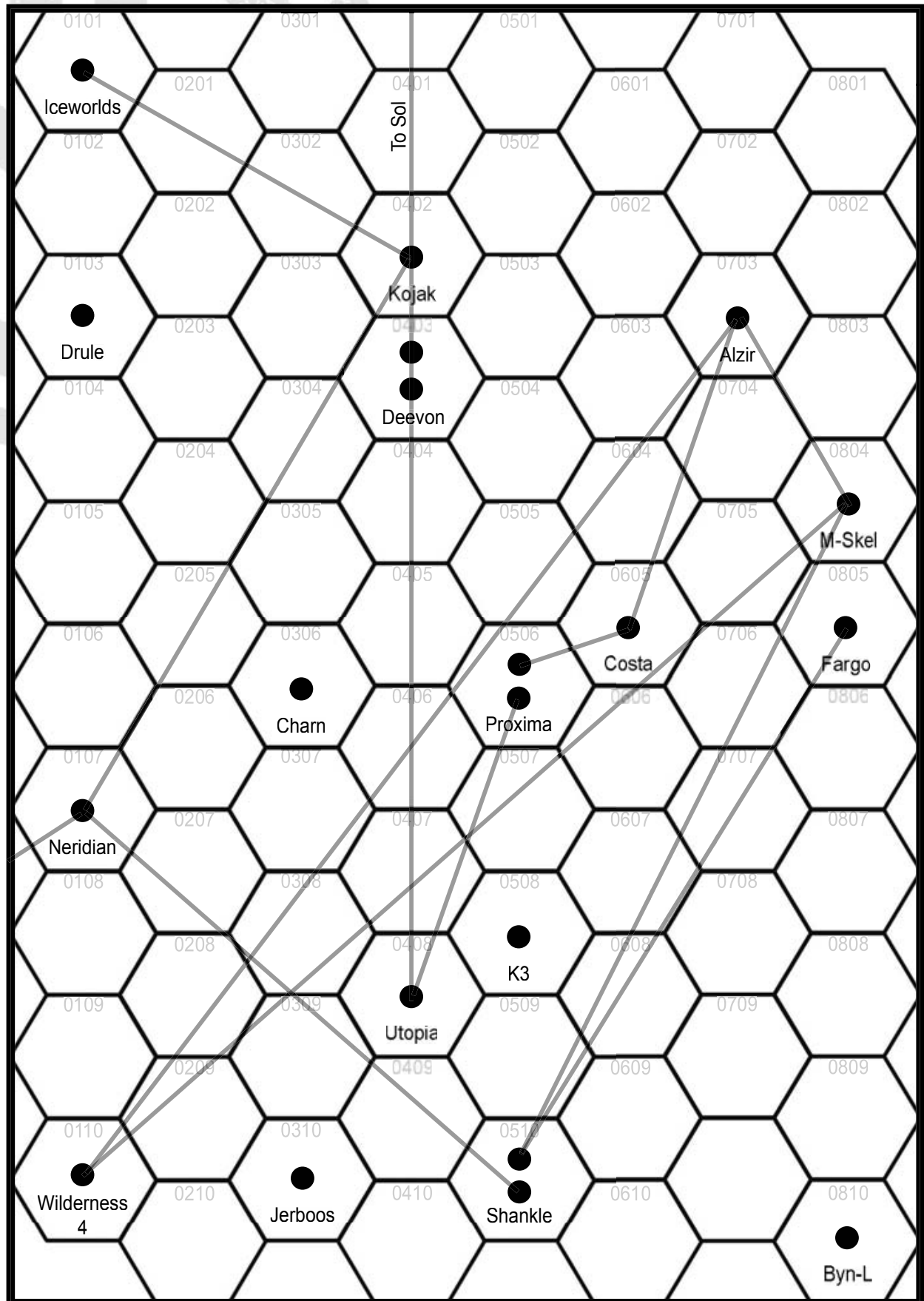
The Deevon system contains the worlds Cytrix IV and Cytrix VII; both industrial colony worlds with indigenous species humans have had to learn to get along with. Cytrix IV is home to the Durdees (see page 157) and Cytrix VII to the Stovians (see page 162). When humanity arrived, neither race was especially developed but all that changed with the introduction of human education programmes, ostensibly designed to place these aliens on an equal footing but, in reality, intended to make them into good, cheap, labour. Education ingrained human-like prejudices into the two races, especially the Durdees who, with a naturally mischievous bent, rapidly learned that crime could pay.

Cytrix IV (Deevon 0403 A965913-14)

A resource rich world controlled almost completely by Caltech, a leading chemicals and research corporation with interests in weapons design and defensive technologies. Human colonists,

Core Worlds

Colony Worlds Sector B



all employees of Caltech, live side-by-side with the Durdees although relations between the two races are not always harmonious. The Durdees are considered backward by many humans and the Durdees consider humans physically inferior in just about all departments.

Cytrix VII (Deevon 0403 AA55913-14)

Owned by Caltech's rival, Aames Neotek, Cytrix VII is the larger of the two worlds but the poorer in terms of resources. Aames Neotek compensates for this by controlling the asteroid belt – an area Caltech would desperately like to control itself. Relations between Aames and Caltech are therefore sour and industrial conflict takes place on a regular basis with each corporation seeking to steal, sabotage and destroy the properties and personnel of its rival. Aames is the more aggressive of the two corporations but Caltech is the more cunning.

DRULE (0103)

The Drule system contains 23 planets, according to the boastful Drule race but in reality only one of these, Drule 3, can truly be considered a planet as the rest are planetoids: very large asteroids that are too small to be classed as true planets and far larger than standard asteroid debris.

The system is infamous for producing the elusive and cruel Slavers of Drule: an entire race dedicated to enslaving others and feeding the market of this sub-sector in the worlds tolerant of slavery (Jerboos, Charn and Proxima being clear examples).

The Drule see all other races as inferior and there to be readily enslaved. Cruelty and oppression is second nature to the Drule; mercy is an alien concept. Slaves are necessary to promote the continued belief in Drule superiority, even though Drule technology has reached a point where slavery is unnecessary to make the infrastructure function. Slavery is thus an ingrained habit for the Drule and they still pursue it with the same fervour that Strontium Dogs pursue their quarry.

Drule slaver ships scour the space lanes, seeking isolated vessels to disable whilst their slaving parties board and take as many prisoners as possible. Any race will do and any age – as long as the prisoners are strong and capable of being worked. The weak, sick or infirm are quickly and ruthlessly despatched.

FARGO (0805)

A system with but a single world – fortunately habitable – it is clear that Fargo's system has been swept clean of all debris at some stage in the distant past. This hints at a huge war that devastated the system so badly it had to be cleansed; or, it hints at a culture that took all the physical matter of the system, save for the third planet and used it in something else – perhaps a Ringworld or Shellworld. Scientists have been unable to conclude the mystery and so Fargo remains an enigmatic system.

Fargo III: (0805 A663435-14)

Fargo III is a premiere holiday world owned by the Quadrant Corporation, a world blessed with several unique conditions.

Firstly, despite the small amount of surface water, the planet has an incredible supply of sub-surface aquifers, making all but the poles lush with vegetation. Second, it is remarkably poor in minerals, making it useless for mining. Third, non-native plants grow poorly and native plants do not take well to cultivation, due to complex forms of symbiosis which means that every 'useful' plant requires a half-dozen 'weeds' in order to grow properly. The result is a world with no value but its natural beauty and the Quadrant Corporation has exploited *that* with gusto. The entire economy of the world is given over to resorts and hotels, with the entire population being employed to that end.

ICEWORLDS (0101)

The Iceworlds system has two very similar worlds occupying similar orbits around the dim star of Glassier. Both would have been ignored as colony planets, despite the breathable atmosphere (produced by extremophile algae-like growths over most of the glacial regions), except for the fact that the ice layers were exceptionally pure, making these worlds which could provide water for the entire Federation at relatively low cost. It also happened that a small area of each world is geothermally warmed to the point where extensive agriculture can take place, making both planets a source of both food *and* water.

Iceworld Zebra (0101 D23811C)

The main world and the one most heavily exploited is Iceworld Zebra. The general hostility of the planet limits settlement to two areas; the warm valley of Hudson and the extensive ice mines of Goohan, located near the north pole, where the ice is free from any taint whatsoever, apparently frozen long before even the simplest life evolved on the world. The ice mines of Goohan are one of the most common places to which prisoners from a variety of races are sent for incarceration. They are unlikely to escape and the concept of 30 or 40 years surrounded by dagger-sharp shards of ice deters undesirable behaviour very effectively.

K3 (0508)

The K3 system is colonised completely by the aggressive, simian-like species known as the Vilelanders (see page 163). The six worlds of K3 are all versions of Vile: heavily forested, with a thick, tainted atmosphere humans find difficult to breathe without filtration apparatus and a heavy, sweaty smell pervading the air at all times.

Vile (K3 0508 C794853-13)

The heavy forests of Vile harbour a vast array of deadly predators that would have annihilated the Vile had they not been so... vile themselves. Cunning and intelligent the Vile evolved into the clever space-faring race they are today and built themselves domed cities within the forests to keep out the predators. Chief of these is Hope Abandoned, a claustrophobic, humid city where the buildings are strung with creepers and vines to emulate the forests and where the oppressive heat makes everyone permanently angry. Angriest of all are the Vilelanders who delight in aggravating each other to the point of torture, hoping to provoke a violent response that can only be

concluded with a fight to the death. Humans are recommended to stay away from all planets in the Vile system, such is the level of antagonism and intolerance to every race.

JERBOOS (0310)

Jerboos has only four planets. Three are too close to the star to support life; the third, Jerboos 3 is a colony world and the gas giant, Jerboos Magnus, is an immense, ringed world that is twice the size and mass of Jupiter.

Jerboos 3 (Jerboos 0310 B683415-3)

This is what the Pan Galactic Encyclopaedia has to say about Jerboos 3:

Planet Jerboos is on the far fringes of the galaxy is where, like M-Skel, despite modern technology the inhabitants proudly cling to the Old Ways.

True, the ruler of Jerboos, King Larry the Certifiable (the latest in the Larry Line) does zip around in the latest Daihatsu Coupe Royale but the Great Monuments in the Valley of the Kings are still built in the traditional manner – by slaves.

The Jerboosers are a naturally cruel people who take a certain delight in the suffering of others. In fact, it is a mark of a king's greatness, the number of slaves who die during the erection of his monument. King Larry the Unpleasant managed 594 and King Larry the Psychotic achieved 1076 – although some claim the number to be an exaggeration. What is certain is that King Larry the Contemptible managed only 126 and was rapidly deposed by his son, Prince Larry the Git, who racked-up a respectable 602.

The flabby Jerboosians are a race shunned by all polite systems and civilisations. Their use of slaves and pursuit of genocide as a form of sport, places them in the same league as the Wolrogs, Drule, Bacconians (see page 156) and madmen like Kel of M-Skel. King Larry the Certifiable is but the latest in a series of murderous cretins who delights in the suffering of others, including his own people (each morning he takes pot-shots at the local peasants with a hand-howitzer). He leads the field in the purchase of slaves, almost single-handedly keeping the Slavers of Drule in business and the slaves he buys are used to work on the immense stone head-monument that graces the Valley of the Kings. Superstition has it that if a king's stone head should fall before it is completed, then the king's rule will also fall – but King Larry the Certifiable is certain (and will even certify to it) that this can never, and will never, happen.

KOJAK (0402)

The Kojak system has a single, habitable world: the frontier dustbowl of Stavros. As systems go, Kojak has nothing to recommend it, although the gas giant, Crocker, has over ninety moons, some of which are suitable for ore mining.

Stavros (Kojak 0402 C452513-13)

Land on Stavros and you could be on any frontier world. The prefab buildings are corporate standard and the main city,

Ironside, a cookie-cutter replica of so many small frontier world cities. Out of the civilised areas there is dustbowl and prairie; red and orange sands baked by the sun and the results of aggressive terraforming to make the place habitable for humans. Only those with a desire to get as far away from Earth as possible would make Stavros their home: colonists seeking a challenge and different pace of life, criminals and men like Nelson Bunker Kreelman.

The butcher of Salisbury escaped Earth after being forced to resign his position in government and the subsequent inquiry finding Kreelman guilty of massive corruption. Not only was Kreelman taking payments from the New Church, he had been siphoning treasury funds and his own departmental budget into many private enterprises and a complex ring of front companies. Kreelman made sure that when he was forced out of office, he would not be living in penury. But, his activities discovered, Kreelman fled and he now carries a Cr. 20,000 bounty.

He sought refuge on Stavros and believed he could hide there without fear of recognition. But someone as ardent and arrogant as Kreelman was soon spotted and his location brought to the attention of the GCC. His warrant is Apprehend and Return and the reward is measly – but to so many mutants the chance of getting a slice of the man who persecuted mutant kind for so long is, perhaps, too good to resist.

M-SKEL (0804)

The system of M-Skel is an oddity. The Skellians are humans but not natives of Earth. The society possesses space flight but rarely uses it and the entire planet – every square inch of it – is the crown property of the Kel Royal Family, an insane dynasty that has ruled the planet for a thousand years.

The system itself consists of several worlds that could, if the Skellian's put their mind to it, be terraformed. They could, if they put their mind to it, be a human empire to rival that of any galactic empire but, instead, the Skellians gaze inwards towards lint-crusted navels and ignore the goings-on of the wider universe.

M-Skel Regis (M-Skel 0804 D8679B7-3)

One could be forgiven for mistaking M-Skel Regis, prime world of the M-Skel system, for being a backward planet trapped in its medieval period. In fact, it is scientifically advanced and was some six hundred years ago but the bizarre, crazy, insane, fruit-loop decisions of the Kel dynasty have led to science and progress being kept invisible from the populace, lest they become savvy to the madness that has infected and pervades the ruling class of their planet.

King Kel, latest in a very long line of Kels, is in every sense a despot. His people are ruled through fear: going against the king is usually a capital crime but as what constitutes 'going against the king' changes from one minute to the next, depending on Kel's mood, it is impossible for the Skellians to have any kind of consistency in their miserable lives.

Those found guilty of treason – and even the most trivial offences, such as an overdue library book, might count as treason – or speaking out against Kel, are sent to the king's Punishment Pots. A stone crucible, large enough to accept a crouching human, is placed beneath a thirty metre high gantry on which a massive stone, carved to fit the crucible, is balanced. On the appropriate command the stone is rolled off the gantry to land directly in the pot, squidding the unfortunate occupant. Aiming the stone is a delicate art requiring a good eye for accuracy; Kel's executioners are therefore experts in geometry and trigonometry, as well as being sadistic enough to want to impel a boulder towards a target containing a living being.

Kel is currently pre-occupied with the greatest treachery yet committed. His daughter, the heavenly Princess Rubella, has been kidnapped by the odious Doctor Leviathan Quince, once the royal surgeon but now a wanted traitor.

At least, that is the story Kel's chamberlain has publicised: in reality Quince and Rubella have fallen in love and eloped, heading for a new life together on Wilderness 4. Quince is no more a criminal than Honest Abe McHonest, the most upstanding, law-abiding human in existence (and who lectures in Applied and Advanced Honesty at New Oxford University); Doctor Quince, medicine man, is decent, upright and reliable, dedicated to helping others especially the poor and sick of the frontier worlds. Delivering Doc Quince back to M-Skel is a death sentence and mad King Kel cannot be trusted to do anything but mete-out the harshest of punishments.

COSTA (0605)

The Costa system is under the corporate control of the Naughton Ruse legal conglomerate, a law practice so successful and so wealthy, it has been able to buy entire planetary systems as investments. Costa has a single world: Marbellas, an Earth-clone that has been specially engineered to replicate the climate of the Mediterranean on Earth. The sun always shines, the breeze is always cooling, the seas always blue and the cocktails always perfectly mixed. On Marbellas, the law operates in precisely the way it should – which is in favour of its residents – because Naughton Ruse ensures that the legal system it has always represented functions smoothly.

As a consequence, Marbellas is a haven for wealthy criminals who have been or are, Naughton Ruse clients. The Paradise Coast is an area of special legal jurisdiction which, thanks to cunning legal engineering, insulates any criminal gaining residency there from the law – including S/D jurisdiction. Naturally the costs to live on the Paradise Coast are astronomical, upwards of MCr. 2 per year but the clientele can generally afford it. Here, knowing that the law cannot reach them, the scum of the universe while away their days on sun-loungers or pool-side, sniggering at society's impotence.

NERIDIAN (0107)

Neridian has only four planets. Three are too close to the star to support life; the third, Neridian 3 is a colony world and the gas giant, Neridian Magnus, is an immense, ringed world that is twice the size and mass of Jupiter.

Neridian 3 (Neridian 0107 B683415-14)

Neridian 3 was colonised in the early 2100s when rich deposits of Nicillium-202 – essential for Warp Drive manufacture – were detected at various spots around the planet. Whereas most colonies tended to focus on a single central colony with only slow planting of additional sites, the Neridian colony was opened up for homesteading by anyone who could file a claim and prove they could work the world, under an experimental system which was not repeated, though this was due more to political shifts than to any grand failure on Neridian. For decades, the dozens of small mining colonies on Neridian thrived, supported by agricultural domes planted along the small seas. Tube systems and shuttlecraft linked the disparate settlements and Neridian 3 boasted the greatest cultural diversity of any Earth colony. Then came the 'Ten Mile High' incident in 2163. The Ten Mile High processing plant, converting raw Nicillium-202 into its usable state, suffered a catastrophic meltdown, resulting in an explosion that levelled everything within 100 kilometres of the plant and plunged Neridian 3 into a nuclear winter lasting more than a decade. It was inevitable that mutations would arise, and now Neridian rivals Earth in the number of native-born mutants, the result of the Ten Mile High incident. Despite the catastrophe, Neridian has largely recovered and continues to process Nicillium in large quantities, which are shipped to the Cassiopeia system for use in the Warp Drive engineering yards of New Carthage.

PROXIMA (0506)

The Proxima system consists of three inhabited planets: Proxima Prime, Macbeth and Coriolanus. Proxima is home to the Tritons (see page 162) whilst Macbeth and Coriolanus were sold by the Tritoris to Earth's Shakespeare Corporation, hence the names given to the worlds.

Proxima Prime (Proxima 0506 B774734-11)

Once a populous race, the Tritons almost wiped themselves out in a war a century ago. Seventy percent of the population was killed and even after a hundred years, the population level is struggling to climb. There is shortage of labour amongst the Tritons and for that reason they have become a planet tolerant of slavery, trading slaves with the Slavers of Drule. This immediately places Proxima Prime on the GCA's embargo list where trade is concerned but it does not prevent deals with private organisations like the Shakespeare Corporation. The Tritons happily sold the rights to the two other habitable planets in the Proxima system so that more slaves could be bought: Macbeth and Coriolanus do not pry into Tritons business and everyone is happy (except for the slaves).

Coriolanus (Proxima 0506 A867713-14)

Heavily industrialised, the chief city is Co-Padua, a gleaming, lakeside mixture of flowing glass and artful plascrete, young enough to maintain its shine but just old enough to have entrenched some bad habits. Co-Padua is an attractive city but one that is not without its share of crime. The Co-Padua police department is not entirely without corruption and has a reputation for brutality that is distinctly at odds with the modern, clean image the city wishes to project. Beyond the city, the land is raw and frontier-like, with small, rural towns comprising of hardy colonists all working for the Shakespeare corp.

The world of Macbeth is similar to Coriolanus; a veneer of civility with a polished, corporate sheen hiding an underbelly that is slowly, steadily, turning rotten.

SHANKLE (0510)

The Shankle system holds two worlds: Shankle itself and Skybo Tsong. Both are colony worlds and, of the two, Skybo Tsong receives most development owing to the presence of the Eldorado distillery, distributors of low grade brands of whisky and macmac, flavoured drinks across the galaxy.

Shankle (Shankle 0510 D341513-13)

A mining colony owned by Shankle Industries and devoted to the production of various metals mined from the planet's copious reserves. Shankle is noted for its annual hang-gliding championships which take place over the mighty Riverhead Gash, a canyon two kilometres deep and half a kilometre wide. Participants aim to sail the 50 kilometre length in the shortest time, following a complex route that flows through and around a variety of naturally occurring geological obstacles. The race traditionally claims between two and five lives each year but is a popular challenge amongst the adrenalin junkies of the sector.

Skybo Tsong (Shankle 0510 B766714-13)

Owned and governed by the Tsong Liquor Corporation, an entire continent is given over to the production of the raw materials for a variety of different alcohol brands distilled and brewed in the vast, city-sized Eldorado Distillery. The produce is shipped galaxy wide and its macmac is a popular spirit amongst mutants. With warehouses everywhere and a complex logistics/distribution operation dominating the spaceport, security is always a problem on Skybo Tsong (the strange name Skybo is rumoured to be that of a Tsong director's pet dog) and bootleggers have continually stolen produce from under the administration's noses. A standard reward of Cr. 25,000 and a lifetime's supply of macmac is offered to anyone who can bring the bootleggers to justice.

UTOPIA (0408)

So called because it exhibits the optimum conditions for both life and colonisation, Utopia is steadily developing its promise with the colonisation of Smiley's World. System-wise, Utopia's star is Sol-sized and six planets display characteristics capable of supporting life or being able to support life with minimal terraforming.

Smiley's World (Utopia 0408 C865825-13)

Smiley's World seems to have it all: wide, expansive oceans; breathtaking mountains; clear, pleasant valleys filled with meadow and pasture; rolling forests and open prairie perfect for raising crops. As a colony world it attracts people who are nice, friendly (even to mutants), co-operative and supportive. Its distance from the Core Worlds means that colonisation is slow but Smiley's World is getting there, as they say. It is relatively crime-free and the police department (small but organised) has little to do except to caution the odd speeding motorist.

Smiley's World will change, though. First, it is on the radar of the Slavers of Drule who see it as perfect pickings for a slave raid. Second, Johnny Alpha has made Smiley's World his home and Alpha seems to attract trouble like a magnet. That idyllic way of life cannot go on forever; fate and a fickle galaxy will not allow it...

WILDERNESS (0110)

On the very edge of the sub-sector is the Wilderness system. A sullen star is orbited by a single, small, Earth-like world with two moons.

Wilderness 4 (Wilderness 0110 D868825-13)

Wilderness 4 is, like Smiley's World, pleasant but remote and developing its potential with the diligent work of the colonists who have made it their home. It has only one city of any real size, Munro and the remaining settlements are sleepy backwaters that keep to themselves. It is easy to overlook Wilderness 4 and this is arguably why, when fleeing King Kel of M-Skel, Doctor Leviathan Quince chose Wilderness as the place to hide with his new wife, Rubella.

In the short time he has been here, Doctor Quince, medicinem-an, has worked minor miracles, saving many lives and dealing with a plague outbreak that, without his deft touch, would have claimed many lives. Munro relies on men like Quince and they do not appreciate outsiders coming onto Wilderness 4 and disturbing their way of life. The people of the planet are united against interference from any quarter and those who decide to mess with these people soon begin to regret the decision.

IMPERIAL WORLDS: OLOL'B EMPIRE

Many of the worlds in this sector were once part of the benevolent Olo'l'B Empire. The Olo'l'Bians long since relinquished their imperial claims but the Olo'l'Bians themselves are still a widespread race through this sector with Heer being the old imperial capital. The Olo'l'Bian Empire was in rapid decline when it first encountered Earth and it was therefore in no position to resist the inevitable expansion of humanity into Olo'l'Bian territories. However, the Olo'l'Bians were never warlike, preferring peaceful, economic conquest to displays of force. This did for the empire in the end: the worlds of the empire simply stopped paying tribute when they realised that the most they could expect by way of reprimand was a sternly worded letter (perhaps two). And so the empire crumbled.

APHID (0206)

The Aphid system is home to the Aphidian race (see page 156). The system has two planets of note: Aphid Majoris, which is the homeworld and Aphid Secundus, which is the Aphidian's dedicated Combat World and is deliberately engineered to provide a host of disparate environments for combat training.

Aphid Majoris (Aphid 0206 BA589A2-13)

The preferred environment of the Aphidians is swampland and so they have turned the entirety of their world, Aphid Majoris, into a swamp planet, even though, under natural conditions, it had a wide variety of terrain types. Ambivalent to any but their own needs, the Aphidians had no qualms in wiping out many different species in their quest for a 'perfect' homeworld and it was typical of their self-centred approach that, once the ecosystem had become completely unbalanced, they were forced to import new species to rebalance it from elsewhere in the galaxy.

The Olo'Bians had little time for the Aphidians but they did recognise the martial prowess the race possesses and used them as mercenaries from time to time. The secondary Combat World of Aphid Secundus is designed to replace what the Aphidians eradicated in reshaping their homeworld but is deliberately engineered to offer a variety of extreme terrain types specifically for the training of warriors. Aphid Secundus is one, vast, military base and training ground that is sometimes hired-out as a Feud World, which gives the Aphidian forces some much-needed combat experience.

GALEGGO (0208)

The Galeggo system is best known as the home of the Gronks but the system has three worlds of note: Blas, the Gronk homeworld; Bles, an old Olo'Bian pleasure world and Blus a dry husk of a world that the Olo'Bians mined dry but which was once rich and fertile.

Blas (Galeggo 0208 X566629-4)

A small world but with a breathable atmosphere, Blas is under GCA protection owing to the exceedingly fragile nature of the Gronk populace. As even the slightest surprise can prove fatal to the Gronks, almost no visits by outsiders are allowed to Blas, allowing the peaceful, timid Gronks to go about their boring, routine lives, free from stress and responsibility.

How the Gronks have survived as a race is anyone's guess but they have somehow persevered. Their cities are moulded by the clay that predominates, forming buildings that replicate the Gronk snorkel – the breathing/speaking proboscis the Gronks possess. Cities are unheard of: too many Gronks in one place causes stress and that results in death. Instead, Gronk communities consist of no more than a hundred individuals who take great care not to upset each other.

Blas is rich in all kinds of metals and the Gronks, who eat the stuff, are very good at mining the ores that make up their staple diets. The hard work involved (and this is the most physical activity Gronks are capable of undertaking without suffering seizures) results in deep strip mines close to Gronk settlements.

Notable areas of Blas are the Neverglades, a swampy area not unlike most of Aphid Majoris, where snapping, biting, crushing, hurting things live in abundance. Gronk settlements steer a wide berth from the Neverglades and it is fortunate that nothing sapient has ever emerged from these stinking swamps to challenge the Gronk colonisation of the planet.

Bles (Galeggo 0208 X75100-0)

A world of ruins, Bles was once an Olo'Bian Pleasure World – a planet given over completely to enjoyment and self expression. No government or corporation ran the place; each country was instead a self-contained haven encouraging cultural pursuits, sports and refined entertainments. People could come to Bles and Be Happy.

Of course it could not last.

When the Purity Party seized control of the Olo'Bian Empire, around Earth year 1812, pleasure in all forms was outlawed and pleasure worlds, like Bless, cleansed of all elements that give Olo'Bians the slightest happiness. The Purity Party sought to re-establish a fading empire through toil, tears and self-deprivation; sandblasting clean the pleasure worlds was the first in a series of scarifying marks that demonstrated the Purity Party's power.

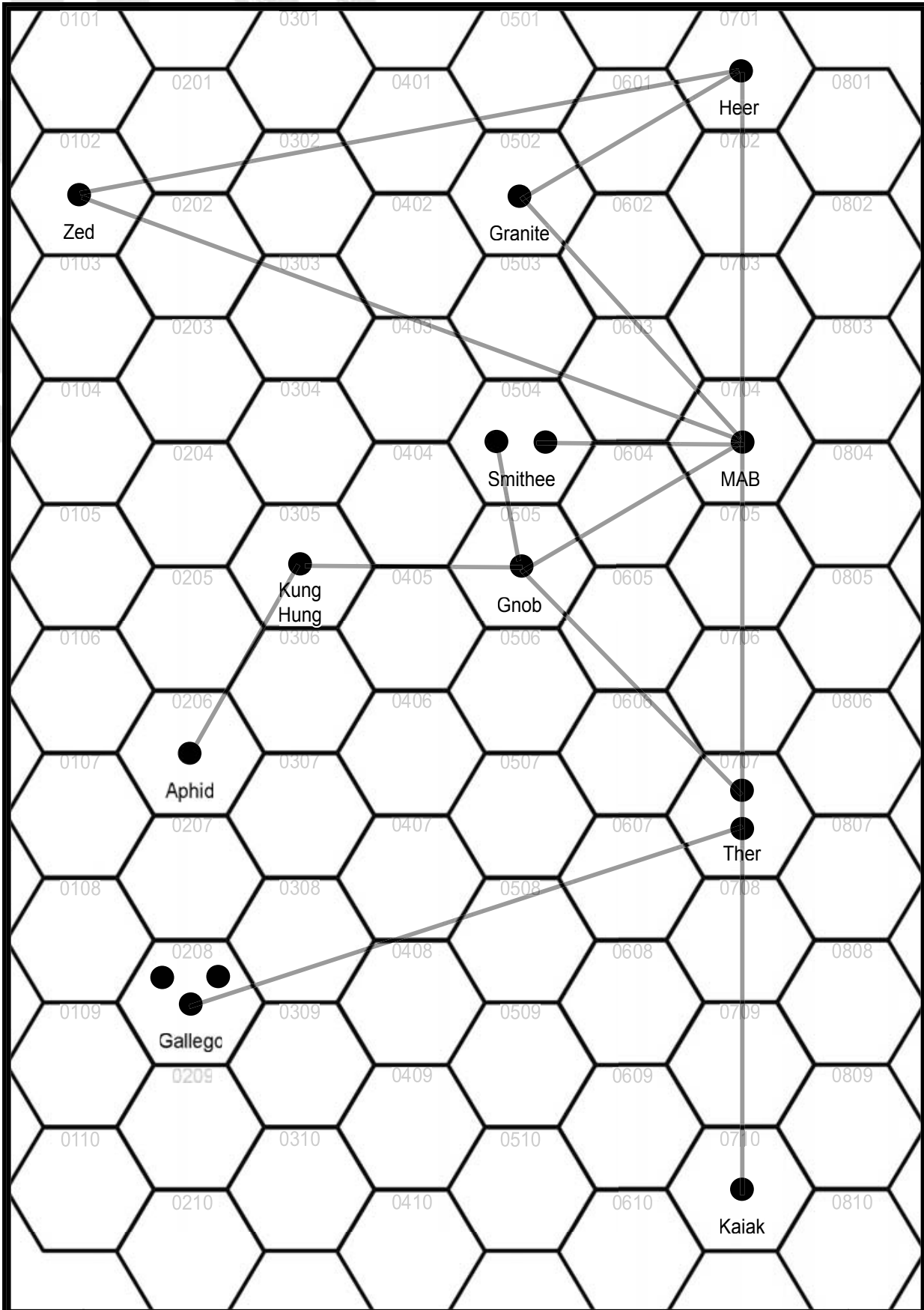
There are still some remnants of what Bles had beneath the deserts of the world. Occasionally the winds uncover a ruined building that still contains Olo'Bian artworks such as sculptures and paintings and, sometimes, the buildings themselves are sports or concert halls with some of the equipment or trappings still hidden there. But, mostly, Bles is a planet of ghosts. Not just figuratively speaking but real, proper ghosts. The spirits of the Olo'Bians who were killed here by the Purity Party's massive, planet-shaking sandblasters, are inextricably linked to the psyche of the planet and they still haunt the ruins of Bles, manifesting as ghostly shapes, moaning, wandering aimlessly through the old halls and crumbling walls of the ruins. Harmless but disturbing, it would require a serious investment in culture to exorcise these spirits and bring Bles to the rest and peace it deserves.

Blus (Galeggo 0208 X610100-0)

Blus is closest to the star of the Galeggo system, Galeg and a hot, arid world but one that had valuable and vital resources in abundance. The enterprising Olo'Bians effectively burrowed into the planet at the pole and hollowed it out from the inside. All that remains is the crust: the inside is an empty shell – but what a shell! The machinery that was used to mine the inside is still in place, along with the billions of square kilometres of habitable space that the Olo'Bian miners and excavators inhabited whilst coring the world. This vast catacomb of tunnels, passages, mine shafts, deserted cities and habitable complexes is protected from the fierce heat of the surface by natural convection and offers the perfect hiding place for someone wanting to evade the eyes of the law.

One such person lives here – hence the singular number for Blus's population in the world profile. Monaghessin Lob, the renegade sorcerer, wanted in eight systems for a catalogue of

Outer Sector



Colony Worlds Sector B

Dark Nebula

crimes so lengthy the S/D warrant meter needs seven pages to list them all, has made Blus his home. He is happy here: as a sociopath that hates all life, an empty shell of a world suits him just fine and the vast space and interesting patterns left by the miners has created a weakening in the space/time continuum that suits his researches into interplanar sorcery and trans-dimensional murder. Intent on summoning a creature hinted at in the legends of Earth and other worlds; a creature that sleeps in a city beneath an eternal sea; a god that is as powerful as it is idiotic and uncaring, Monaghessin is a renegade even from the sorcerers who taught him what he knows.

Monaghessin Lob crouches, spider-like, at the centre of this hollow world, nearing the end of his grand equation, which spans a thousand kilometres and is scratched by hand into the crust of the planet. Drenching it in blood – enough blood, mind you – is all that is needed for the final act of the spell and for the dimensions to crumble, bringing the tentacled god back into the universe here in the Gallego system.

The reward for Lob? A cool MCr. 1.75 but, despite his crimes, the warrant says Apprehend and Return. Agents working for the New Church sponsor this one and they have their reasons why they want Lob alive.

GNOB (0505)

One of the main calling points between Smith World, Hub World, Heer and Ther, Gnob's only inhabited world is called Gnob, just like the star (which is sometimes referred to as the Big Gnob). Gnob would have liked to have had a vast interstellar empire but owing to reasons that will become clear, it never acquired one and, instead, became a poorly regarded addition to the Olo'B Empire, back in the days when the Olo'Bians actually gave a damn. Gnob therefore remains a space lane calling point for the slower spacecraft plying the Olo'B Empire sector space lanes.

Gnob (Gnob 0505 B8639C3-12)

Here is what the Pan Galactic Encyclopaedia has to say about Gnob:

Gnob. Name of the star of the Gnob system. Name of the main continental landmass on the planet Gnob. Also the name of the main city of Gnob. Also the name of the currency on Gnob.

Gnobs do not like to waste words. Neither do they like much else. Small in stature the Gnobians make up for it with their fiery disposition, always ready for a fight or, at the very least, a heated exchange of views. Visitors are advised to avoid contentious topics and always to maintain a pleasant and friendly attitude even under provocation. Even then, unpleasant encounters may be impossible to avoid.

*Though generally unfriendly to off-worlders the Gnobians have created a free trade compound beyond the walls of Gnob (the city) where aliens may live and work in comparative freedom and harmony. Visitors are advised to respect local customs at all times. Avoid looking natives in the eye. **Never** display underwear in public.*

Gnob orbits its star at a distance roughly three times that of the Earth from Sol. As a consequence, its days are 72 hours in length, a week is 21 days and a year some 1,000 days long.

As the Pan Galactic Encyclopaedia correctly notes, Gnobians are argumentative, very, very quick to anger and highly intolerant of the slightest dissent. Physically smaller and weaker than humans, Gnobians compensate for it admirably by being incredibly pugnacious and ready to lash out at anyone who has remotely offended them, whether real or imagined, intended or accidental. A Gnobian who chooses to pick a fight is soon surrounded by dozens of his fellows who will encourage him to greater acts of violence, adding their own insults to those already being levelled at the poor wretch who has caused offence.

Gnobians are separated into two distinct ethnic groups. Reds and Blues. Gnobian skin is always blue but hair is either red or very dark blue. All male Gnobians wear thick handlebar moustaches and permanent scowls. Gnobian women appear to be far more rational than the males and less prone to hysterical outbursts. Thoroughly antagonistic towards each other, the two groups only manage to get along thanks to the efforts of the ancient Prophet Dingas who, by dropping his kabob (traditional Gnobian undergarment), quelled the warring between the Reds and Blues. The peace (of sorts) still stands, thanks to the ritual of the opening of the sacred casket of Dingas and displaying the sacred kabob for all to see. If this ritual was to fail – and it did so when the Unrighteous Brothers stole the kabob – then civil war would quickly engulf the two Gnobian groups.

The two groups are ruled by the Gnoblemen; landed, wealthy, arrogant clan leaders who are descended from the oldest warrior castes of Gnob. The chief Gnob family of the Reds is the Pecker clan, whilst the chief family of the Blues is the Dyck clan. Neither has any redeeming qualities, although they give the appearance of being erect, upstanding nobles with the best interests of the populace at heart. In reality, they are simply itching for the chance to give the other a damned good thrashing – and worse, if the opportunity arises.

SILICA (0502)

The Silica system has a single planet orbiting its sun: Granite Planet – a world with the strangest race, possibly, in the galaxy.

Granite (Silica 0502 A972623-14)

Here on Granite life took a very different turn, being based not in carbon but silicon. The dominant life form are rock-based, with stone skin, stone features and sensory organs buried deep with the layers of rock forming their bodies. Biologists have not yet managed to study Granioid biology but these mobile statues are every bit as intelligent as humans, have a developed society capable of space travel and were a peaceable part of the Olo'Bian Empire for centuries, benefiting from that empire's wealth and approach harmony.

Granites are generally friendly and hospitable people and very tolerant of other races – which makes for a pleasant change

in a rough and violent galaxy. They maintain a distance from 'squashy' races but only because their unique physiology and subsequent requirements mean that integrating with 'squashies' can prove to be difficult. But, when they meet with carbon-based life forms who are similarly peaceful, they get along well.

Naturally there are a few bad apples pebbles in the barrel and Granite has its small share. The Stone gang, hired by the father of the Stix triplets to avenge his sons' deaths are an example of what happens when Granites go wrong but they are very much the exception to the rule. Most Granites are polite, friendly and affable.

HEER (0701)

Heer system was the capital of the Olo'B Empire; a thriving system of a dozen worlds, all prosperous and wealthy at the empire's height but now fading gems in the firmament. Heer is still the capital world but the planets of Wen, Iff and Maay-B were all, once, major settlements.

The Olo'B are humanoid and very human-like: with headgear on to disguise their knobby heads they can pass for humans, save for the lack of facial hair. At its height, the Olo'B empire encompassed the entire sector and worlds beyond and did so with a rare benevolence: it was an empire based on co-operation and trade, rather than destruction on war. Many others could learn lessons from it.

These days, Olo'B is a shade of what it was. Planets have developed and ceded from Olo'B's control, either passing into independence or that of Earth's loose Galactic Federation. Olo'B does not mind; pragmatic to the last, it knows empires are ultimately fragile things doomed to death at some stage. Its time has passed and it relinquishes gracefully. What remains of the empire are the systems of Heer and Ther and a few other worlds, like Gnob, that still cannot be sure of their overall position.

The ruler of the Olo'B is Emperor Odgood the Okay, a typically self-effacing ruler who, though he says it himself, has not done too badly, although there was certainly room for improvement. His wife, Adaggio the Mildly Attractive is his empress and together they are still held in fond but reserved, admiration by the Olo'B people.

Heer Capital (Heer 0701 A766AC6-14)

Seat of the Empire this is a peaceful world with clear, blue oceans, well-ordered and well-maintained cities and that unmistakable whiff of fading grandeur, reminiscent of an elderly relative's rarely used sitting room, drifting across the planet. Heer has seen better days and perhaps has worse to come but is rubbing along quite nicely, without too many worries. People are polite, most things work (even if they are a little old) and most Olo'Bians are content with what they have. Here on Heer life is steady and sedate, with the old empire drifting gracefully into retirement as the newer space faring planets, such as Earth, take on the responsibility of colonising the galaxy.

There is crime, of course, on Heer but so far the Olo'B Capital Administration has seen no need to call upon the GCC or S/D to

send agents in to curb it. The Heer Police work diligently dealing with petty theft, the occasional assault and some blackmail cases but violent crimes are rare and murders even more so. Olo'Bians are too pragmatic to see crime or violence as an option or solution; those who commit are the ones who are genuinely troubled and so Olo'Bian society goes to lengths to offer stable, supportive background to the majority of its citizens. Extremism is unheard of and social deprivation something that happens to other systems.

KUNG HUNG (0305)

A colony system of Aphid, Kung Hung consists of two swamp worlds, Kung and Hung, which the Aphidians have occupied in droves. Both planets were too small for the Olo'Bians to be concerned with but just the right size for developing marsh worlds to support the Aphidian population.

Kung and Hung (Kung Hung 0305 D488573-12)

Identical in most respects, Kung and Hung hate each other. They hate Aphid Majoris too and want formal independence. It boils down to clannishness: the Kung clan of Aphid rules Kung and the Hungs rule Hung. When it came down to the selection of worlds that the Kungs and Hungs had in this system, the Kungs wanted the world the Hungs got and the Hungs refused to relinquish. Aphid Majoris officially backs the Kung claim (earning Hung hatred) but refuses to send-in troops to enforce it (earning Kung hatred). The system is therefore at civil war.

The war between the two planets – neither of which have much to offer as they are swamp worlds – is being covered in the prime-time reality vid-show 'Kung Hung Feudy' hosted by the irritatingly handsome Kent Teeth ('The host with the most perfect smile in the galaxy!') and his pneumatic sidekick Donna Bounce (voted galaxy's best décolletage six years in a row). The production company's spacecraft, 'Lights, Camera, Action' is stationed in neutral space away from both planets and relays the action via a battery of cameras seeded around the two planets and in the space between them. The feud between Kung and Hung would have been settled years ago but 'Kung Hung Feudy' is such a popular show that the producers have deliberately intervened with all three aphidian governments to keep tensions high and ensure that the fighting goes on. As the three governments gain a percentage of the advertising revenue the show generates, the war goes on. The season 18 finale is a promised ground assault by the Kungs on Hung World; such an assault is a guaranteed massacre and was never a feature in the Kung battleplan but the machinations of the producers of 'Kung Hung Feudy' have managed to convince the Kung Generals that invasion is both a secure strategic option militarily, a guarantee of getting great advertising and boosting viewing ratings by 36.75%

MAB GARDEN CITY (0704 A060514-14)

Midway between the systems of Heer and Ther, MAB Garden City is a spacestation and not a true planet. At some 4 million tons it is large enough to act as both spaceport (it has all class A facilities), communications way-station and a large city in its own right. With a permanent population of 85,000 and a transient population that numbers in the millions per year, MAB Garden City is a popular tourist destination spot. Its Broadwalk

promenade, the largest space-born entertainment strip in the galaxy, is lined with bars, casinos, hotels, theatres, cinemas and strip clubs, mimicking the glitz and extravagance of the best entertainment centres on Earth – Las Vegas and Stevenage Leisure Park.

All races are welcomed and all races pass through MAB's spaceport areas. Even Emperor Odgood the Okay of Olo'B visits MAB and he has a suite on permanent rental at MAB Radisson Hyatt, one of the finest hotels in the galaxy-wide Travelodge group. The stunning young heiress to the Travelodge fortune, Chardonney Travelodge, treats the MAB Radisson Hyatt as her private fiefdom, commanding its beleaguered staff from her 95th floor penthouse, even though she has no executive authority on MAB. The staff fear her temper tantrums so much and the wrath of her father, Timbo, that they can do little but pander to her increasingly excessive demands.

MAB has everything any major city possesses: parks, agriculture domes, a university, shopping malls and light industry. As all races of the galaxy pass through MAB the atmosphere is cosmopolitan and crime is high. The MAB police are stretched to breaking point and S/D agents are usually allowed to operate without fear of interference, although heavy weaponry is, of course, forbidden on the station for fear of breaching a bulkhead. MAB is a popular place for Strontium Dogs to hang out in the sure knowledge that, at some stage, a reasonably high score will come through MAB's entertainment strip and will be an easy collection. One such Strontium Dog is Kid Knee, who has spent close to a year on MAB steadily drinking his way through the station's macmac supply whilst looking for that one, elusive score. He believes he has found the Mutator (D/A, Cr. 500,000) but, lacking the equipment, wits or sobriety, cannot go up against him alone.

KAIKAK (0710)

The Kaiak system once belonged to the Kaiak people – a humanoid race – but, in 2110, as the first colonists reached the fringes of the Olo'B Empire, humanity wrested the control of the world from the Kaiaks, taking this system and its Earth-like world for themselves.

The coup was corporation-sponsored but the GCA could not (and was too distant to) do anything about it. Aames Neotek rapidly developed the main world, Kaiak and kept promising equal rights for the indigenous Kaiaks: rights that are still to materialise. Kaiakos-K, the rebel organisation established by the Kaiaks to fight against Earth corporate oppression, acts against the major human colonists with sporadic terror strikes, kidnappings and other measures which they hope will bring liberation to their planet.

Kaiak (Kaiak 0710 A765913-14)

Earth-sized, Earth-like, Earth-rich, the native Kaiaks never exploited or wrecked their world to the extent humans wrecked Earth. That is no problem; Earthmen are here and will do that wrecking for them – show them how a planet can be wrecked in no time at all. On Kaiak the Aames Neotek corporation has

ploughed trillions of Credits into industry of all kinds, bringing prosperity and wealth to cities like the capital Habbakak City and Kang Hang and pollution, congestion, over-population and corruption. The human disease has infected Kaiak and the planet is mutating to cope with it.

The cities of Kaiak are very densely populated with massive high-rise buildings towering over the people-clogged walkways and roads. A constant fog hangs in the air around Habbakak and Kang Hang, choking the populace slowly.

In 2184 the Kaiakos-K embarked on their most audacious scheme. Using timeslip equipment captured from an Aames laboratory, members of the rebel movement travelled back through time and space to Earth and the year 1987. They kidnapped the then president of the USA, Ronald Regan, with the intention of holding Earth to ransom: if humans did not withdraw from Kaiak, Regan would be killed, thereby wiping-out a substantial portion of history, altering it and resulting in a time-quake of disturbing proportions.

Aames Neotek have put-up a MCr. 10 reward for Regan's safe return. Naturally a job such as this, with a reward such as this, has attracted every high-rolling Strontium Dog, including the likes of Durham Red (who is rumoured to have partnered with John Alpha), Stalkeye and Doc Death – all of whom are heading for Kaiak and the kind of pay-day most Strontium Dogs can only dream about.

SMITHEE (0504)

The Smithee system was given to Earth colonists by Emperor Odgood the Okay of Olo'B as a token of his esteem and appreciation. The receiving ambassadors were Reginald J Smith and Roger G Smith; believing this to be some form of honorarium, Odgood christened the system Smithee and the name stuck. It has two worlds, Scooby's World and Smith World.

Scooby's World (Smithee 0504 C765944-14)

A frontier world with an established population including a reasonable mutant contingent, many of which came from the old Batley and Hatfield ghettos on Earth. Relations between mutants and Norms are as cordial as they need to be although tempers can fray in the heat and dustiness of Scooby's World leading to resentment and the occasional bloodshed. Despite being in the Smithee system, Scooby's World is autonomous and operated by its colonists who have instituted a representative democracy to ensure fair government. Two years ago, Bishop Sansum of the New Church, a hell-fire proselytiser, arrived on Scooby with a cadre of Missionary Commandos, the Methusalah Division and was horrified to see how well mutants and Norms were co-existing. His mission has been to destabilise these relations at every turn, hopefully by making more and more converts to the New Church but also through intimidation and extortion. The Methusalah Commandos have been responsible for a widespread mutant persecution campaign across the planet and the meagre law enforcement resources are powerless to do anything to stop the New Church zealots from inflicting

their wrath. Bishop Sansum salves the conscience of Norms by investing New Church money in public causes, which the Norms cannot do without and is busy building a handsome new cathedral in Shaggytown, the capital, which has brought jobs and yet more money into the fragile colonial economy.

Meanwhile the peaceful co-existence between mutants and Norms becomes ever more strained as the Missionary Commandos continue to 'spread the word' across the planet, bullying, punishing, intimidating and, occasionally, killing innocent mutants. Recently, three mutant rights workers, on an activist trip to the town of Daphne, disappeared. The Missionary Commandos are hard at work in this area, dealing with the 'local mutie problem' but this has not stopped the Norm-operated mutant sympathisers from offering a Cr. 50,000 reward for finding out what happened to the mutant rights workers.

Smith World (Smithee 0504 B 665982-14)

Smith World is the bureaucratic hub of this quadrant of the galaxy. The GCA established the Galactic School of Administration here to train its bureaucrats and civil servants to the highest degree possible and Smith City, which hosts the Galactic School of Administration, has the highest concentration of pen-pushers anywhere in the known universe.

The planet is well-ordered, efficient, clean, effective and boring. The planet has no unpredictability and everything runs as it should, on time and like clockwork. The same people board the same transit tubes, at the same time to go to the same jobs, every day. Society is perfectly ordered, works as it should and is one of the GCA's proudest achievements.

Every five years the Galactic Society of Smiths (those people who have the name of Smith) holds its convention on Smith World. Smiths from across the galaxy flock to the Alan Smithee Convention Centre in Smith City to take part a week-long celebration of all things Smith-related. The convention holds seminars ('The Essence of Smithness'; 'How to Be An Excellent Smith'; 'Famous Historical Smiths'), participation events, fancy-dress costumes and look-alike contests. The convention can easily attract some 50,000 smiths from all corners of the galaxy, including many aliens who have taken the name of Smith to better fit into a humanocentric galaxy.

THER (0707)

Olo!B's 'second system', Ther consists of two worlds: Ther itself and the smaller, administrative planet of Everwer.

Ther (Ther 0707 A567895-13)

Ther was established as a back up to Heer; a secondary seat of empire where the Emperor could come and still effectively administrate the furthest reaches of Olo!B dependencies. In typically magnanimous Olo!B style, Ther became not just a second seat of empire but an entirely supportive deputy with its own Deputy Emperor. Now that the empire is contracting, the Deputy Emperorship of Olo!B is more redundant than ever but

the pretence is still maintained and so Deputy Emperor Odwatt the Quite-Capable continues to support his cousin, Oddgood the Okay, in all imperial duties (or what remain of them – and most of those seem to involve fishing on Grand Lake, outside Ther city or visiting the entertainment strip on MAB Garden City).

Everwer (Ther 0707 A777895-13)

Everwer is an administration and archiving plant, sometimes known as The Great Library in the Sky. It produces the famed Galactic Encyclopaedia and has the single largest repository of books in the galaxy (excluding the Tomb Libraries of the Dark Nebula). The proud boast is that every culture of the galaxy and every part of every culture's history, is represented in the continent-spanning libraries, which refuse to archive their works electronically, because that would be to remove a book's soul. Earth moved its own library here from Geneva and, in return, was granted the Smithee system by a grateful Emperor.

Naturally such an accumulation of knowledge comes at a price: Everwer has some of the most sophisticated security systems devised. Every visitor to the planet is weighed before hand and their weight is monitored constantly during their visit. This means that all food and drink consumed, and all bodily excretions, are similarly monitored, so that no one can steal even the slightest scrap of paper from the Everwer archives. A certain fluctuation in weight is allowed, naturally but constant weight checks and occasional medical examinations ensure that none of the hallowed books of Everwer leave the library-planet's atmosphere.

ZED (0102)

The Zed system has a single world: Zdwhkkswrld, which is shortened to Zed, because the original name, even to the Zdwhkkians, is unpronounceable.

Zdwhkkswrld (Zed 0102 B7648D3-10)

The Galactic Encyclopaedia has the following to say about Zed:

As a planet Zed is remarkably unremarkable, except for one thing. Here, every year, the age-old ritual of The Killing takes place. The Killing is an ancient death-rite dating back four millennia to the days of the first Despots of Zed. Nowadays their descendents uphold the tradition religiously.

And Zed is unremarkable. Colonised by Olo!Bsians over five thousand years ago, the planet Zed quickly fell to religious elitism when the founders of the Ded-Zed cult, amongst the colonists of this new world, took power.

At first, The Killing was designed to find the cult's warlord, with the strongest warriors battling each other to the death for the exalted title 'Lord Killer of Ded-Zed'. Later, it became a way for rival factions and schisms within the cult to settle old scores – a forerunner to Feud Worlds like No-Go. These days, it is a spectator sport staged purely for the amusement of the decadent, irreligious, gluttonous, indolent, Despots of Zed, led by Titus Zed.

The rules for The Killing are simple: up to a hundred participants come to Zed City, which is cleared for the duration of the Killing Festival and, armed with a primary and secondary weapon, maraud through the city streets, watched by the Despots from comfort and safety, killing their rivals until only one participant is left standing. Any weapons, save mass area effect weapons, can be used; other than that, it is open season. Participants are given a map of the city, which indicates off-limits areas and healing centres, such as apothecaries and clinics (certain healing extends the fun). The prize is One Billion Zeddies (MCr. 3.5, roughly) and the competition attracts the scum of the universe and those who hunt them. Assassins, spree-killers, terrorists, mercenaries, sharp-shooters, PSD sufferers, Strontium Dogs... all those who kill professionally or simply for fun come to try their hand at The Killing. Often, professional pride is at stake; for others, it is a chance to settle scores. For Strontium Dogs it is the chance to kill some prime D/A and Termination warrant bounties without the interference of the authorities – although, to date, no Strontium Dog has managed to make it through The Killing alive to collect all the bounties racked up. The most successful Stront so far was Everard '360' Withell who had eyes in the back and sides, of his head. In the 2175 competition Withell managed to kill 46 other competitors, accruing a total bounty of Cr. 999,999 before being cleaved in two by that year's eventual winner, Zummerman the Axeman (still wanted for multiple murder – Termination, Cr. 215,000, LVS Skybo Tsong).

For the 2183 competition, it is known that the following wanted criminals will be entering The Killing:

- Claw Kerm (Bagwan) D/A, Cr. 71,000
- Oorobooro (Sargassian) D/A Cr. 40,000
- The Thing (Wendrigan) D/A Cr. 360,000
- The Thang (Wendrigan) D/A Cr. 360,000
- Durdee Clones (Durdee) Termination, Cr. 500,000 (all three)
- Gorjys Stomps (Gunderite) D/A Cr. 52,000
- Nwelli Jabber (Mutant) D/A Cr. 63,000
- Steelkreeg (Android) Termination Cr. 400,000
- Barnak Spraks (Tritoris) D/A Cr. 38,000
- Osmong Brothers (Osmong) Termination Cr. 427,000 (all five)

Rumour has it that Johnny Alpha (primary weapon: Westinghouse Variable Cartridge Blaster; secondary weapon: time bomb) and Wulf Sternhammer (primary weapon: Webley Custom Hand Blaster; secondary weapon: Happy Stick) are intending to enter the 2183 competition. Middenface McNulty is currently running a book at the Dog House with the Alpha/Sternhammer combination running at Evens, favourites.

IMPERIAL WORLDS: ISTHMAN GALAXY

On the very fringe of the galaxy and sometimes called the Isthman Galaxy to differentiate that section of space from the main core of the galaxy, is the contested sub-sector where vicious, militaristic Wolrog battle the beleaguered Sandorians.

The Sandorians controlled the Isthman sector for centuries and the Wolrogs were confined to their world, Wul'Roga, where they fought with and destroyed, their close rivals the equally warlike Spicca. Seizing the secrets of space flight and warp travel from the secretive Spicca laboratories the Wolrogs promptly nuked Wul'Roga and took their grievances out into Isthman space, acting first as pirates but, as they grew in strength, becoming a massive, itinerant army.

The original Wolrog spacecraft were enlarged and conjoined over time so that, some thirty years ago, Wol, the Wolrog capital ship, resembled an artificial world carrying an army of some 10 million troops, vehicles and equipment.

The Sandorians had peaceful systems all across Isthman space but, one by one, the Wolrogs have entered each system and reduced it to dust, either murdering all or enslaving survivors to make them fight in the Wolrog Punishment Legions. Combat and warfare is a natural state to the Wolrog: settled civilisation is anathema to them. They want, nothing less, than to completely destroy the plucky Sandorians, who stand between them and the remainder of the galaxy and take their war to whoever is next. The conquest of the Milky Way is the Wolrog aim: the death of all sentient species or their enslavement, their goal.

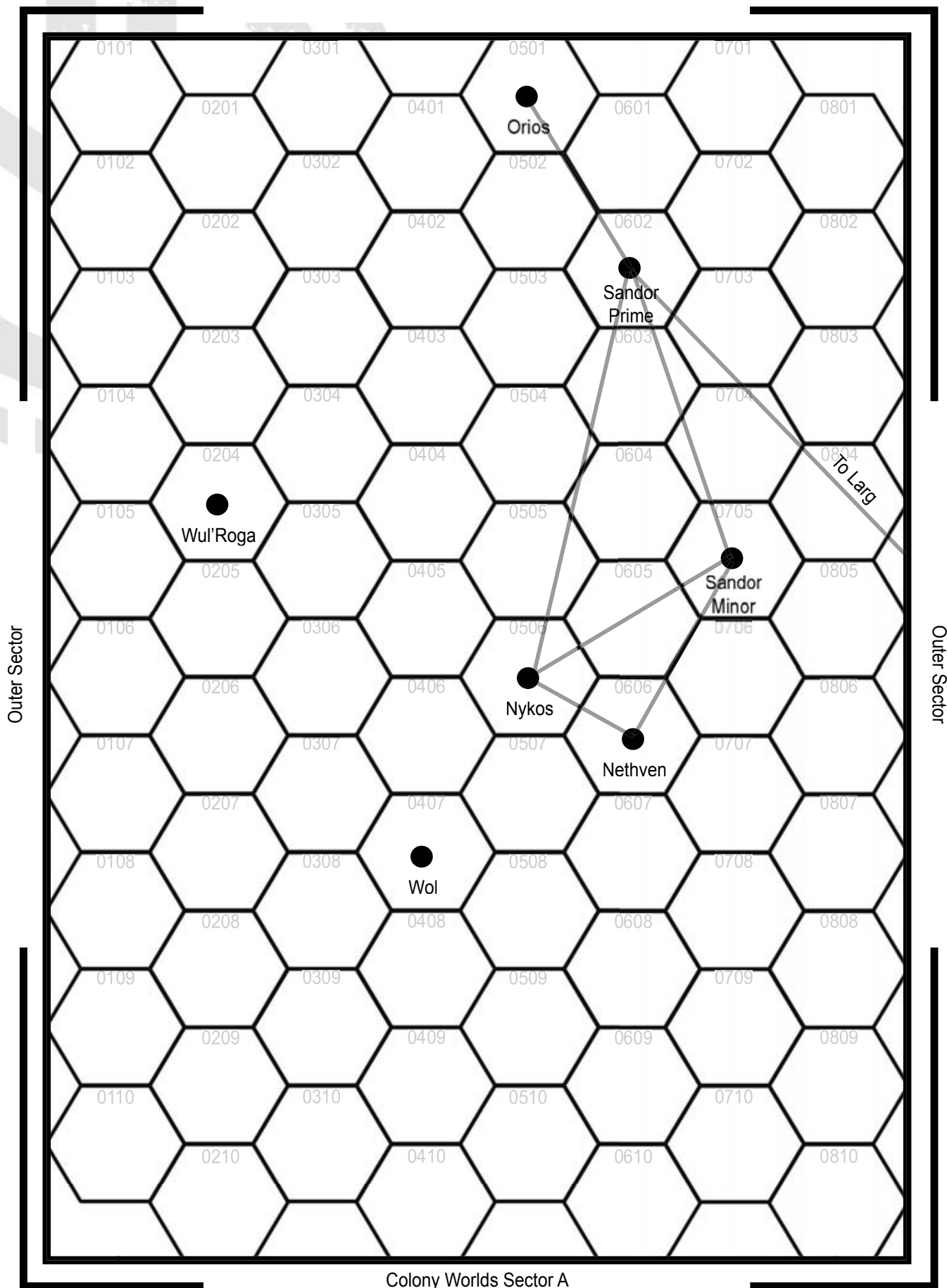
NETHVEN (0606)

The Nethven system has eight inhabited worlds and, being close to Nykos, is within easy reach of the Wolrog war machine. The fertile worlds of Nethven II and IV provide crops that are exported all across the Sandorian corner of Isthman space and so are a key target for a Wolrog assault – which intends to pick these worlds clean, to feed its own armies but also to starve the far-flung systems of Orios and Sandor Prime into submission (not that that would save them from extermination).

Of the other worlds, Nethven VII is an airless world with a massive habitable dome built beneath the crust of the planet, impervious to Wolrog external attacks. Nethven VII is therefore an evacuation point for the Nethven system and it has reserves to support 20% of the system's population for up to a year before food is completely exhausted. Nethven VIII is a research world where advanced drive systems are being tested. The drives for The Shadow, the fastest ship in known space, were perfected here and the laboratories have drives capable of reaching, in theory, Warp 20 to 25. These advanced drive have not undergone testing and remain a secret known only to the Sandorian government and the scientists who work on them.

NYKOS (0506)

With a single world, Nykos is an industrial system that is a prime target for Wolrog attacks. Its defensive capabilities are minimal as the Sandorian fleet has had to drop back to defend core Sandorian space. The intention is to sacrifice Nykos whilst hopefully sparing Nethven and allowing work on the advanced drives to be perfected.



Colony Worlds Sector A



Nykos has therefore been evacuated with civilians falling back to Sandor Minor and Sandor Prime. Nykos prepares itself for battle, knowing full well that it will merely provide a delaying function as the Wolrogs push ruthlessly into Sandorian space.

ORIOS (0501)

On the very fringe of Isthman space, Orios system is home to three beautiful worlds: Glauren, a water world filled with exotic marine life and home to the vast, semi-sentient coral reef known as the Glauren Oracle; Himelest, with its dramatic, circumference-girdling mountain range and strange weather patterns; and Haven, a veritable paradise of a planet considered to be the most beautiful of any in known space.

The very beauty of these worlds places them under threat from the beauty-hating Wolrogs. As a system, Orios has always been peaceful and is therefore unprepared for any Wolrog assault even though two wings of the Sandorian fleet, including the elite Polaris Space Cavalry have taken-up a defence position around Haven.

SANDOR MINOR (0705)

Sandor Minor is home to the manufacturing world of Mekanesis, the industrialised heart of the Sandorian empire which makes everything from washers to battleships. The manufacturing yards cover every inch of the planet and even more orbital manufacturing yards occupy free and geosynchronous orbits above Mekanesis and on the planets two moons.

Sandor Minor is the best defended of the systems. Its experimental Warp Cannon platforms are located in the system's asteroid belt and have warp-sensors sensitive enough to sense and identify, warp drive signatures from one parsec away. The warp cannons are designed to lock onto Wolrog warp signatures and fire a meson beam on a sustained five minute burst at targets up to five hundred orbits distant. The space between the worlds is also seeded with countless Pin Mines; anti-matter weapons that,



when activated, suck the target into the implosion radius, simply removing them from existence. On the surface, Mekanesis has vast batteries of lasers and neutron cannon designed to defend the orbital platforms; and orbital gun emplacements designed to protect the surface. Even the Wolrogs will find Makensis a difficult world to take.

SANDOR PRIME (0602)

Once, Sandor prime ruled the whole of this sub-sector but now only a corner of that empire is left. The Sandorians were good governors: a peaceful trading empire that included its members in a sector-wide federation. The Wolrogs, destructive to the last, rejected such an existence and focused only on destruction, gearing their entire society to war. Sandor reluctantly had to respond as its empire was jeopardised but they foolishly thought that the Wolrogs would be open to dialogue and reason.

Sandor (Sandor Prime 0602 A965A42-14)

Sandor Prime has always been the heart of the Sandorian Empire. Sandor itself has four moons and is a large, lush planet with an equal balance between oceans and landmass. Its capital is Mount Orunin, the great Sandor city built into the planet's largest mountain, the mighty Orunin, which, at 16,000 metres, is almost twice as high as Everest.

The Sandorian people are naturally peaceful but are also highly gifted technologically. Their warp drives in particular are exceedingly efficient and reliable and much sought-after by spacecraft manufacturers. They excel in most areas regarding engineering and manufacture but have also managed to avoid the worst excesses of worlds, like Earth, where heavy industry has wrecked the planet. The Sandorians realised at an early point that every industrial advance would be accompanied by an environmental cost and so ensured that compensatory measures were developed alongside or built into, each and every move forward.

Even though they are a peaceful nation, the Sandorians have developed advanced weapon systems for defensive purposes but have always fallen short in terms of their strategic and tactical applications of them. This is how the Wolrogs have managed to come so close to defeating the Sandorians: it is not who has the biggest and best weapons; it is how they are used and the Wolrogs use whatever they have, ruthlessly, whilst the Sandorians have traditionally held back and tried to find other means of conflict resolution. Against a race like the Wolrogs, restraint is no match for single-minded determination.

ROG

Rog is the artificial world of the Wolrog. Ruled by the Great Wol, the race's vicious, genocidal dictator, Wol is formed from thousands of separate ships and space stations, merged

together to form the immense, warp-driven craft that is the size of a planetoid.

Rog is capable of travelling only at Warp 1 and usually travels sublight for the bulk of the time owing to energy reserves. Instead it sends its fleet of battleworlds – kilometres-long, death's head shaped battleships – out to the systems it intends to massacre.

With such a vast size and such a haphazard construction, Rog is vulnerable to Sandorian cunning. Strategically placed nuclear warheads could instigate a chain reaction throughout the war planet, destroying it completely. With no supplies and no way of maintaining a force, even the battleworlds would be doomed, if not caught in the subsequent blast.

Rog is therefore heavily protected. The High Guard battleworld fleet of ten dedicated battleworlds protects Rog from direct attack and if anyone could get close, vacc-suited Wolrog commandos are prepared to swarm-out in defence of the surface of their homeworld. Naturally enough Rog is covered with all manner of military-grade defences: laser cannon, pulse lasers, missiles and nuclear warheads of its own. As a war vessel it is capable of destroying entire planets – and has done so. Inside, it is an industrial hell with everything geared towards producing more and more weapons, training troops and eradicating Wolrog's enemies – which is to say, everyone and everything.

THE DARK NEBULA

Secretive home of the Sorcerers of Lyra, the Dark Nebula is officially off-limits to all space traffic. This ban is enforced not by the Galactic Authorities or even the Sorcerers of Lyra themselves; it is a product of fear, superstition and the rumours of strange spatial and temporal anomalies that afflict Lyran space.

The Dark Nebula is therefore not detailed. What is known of the place is based completely on conjecture.

- The hub of the Lyran system, at its height, was the planet Nyssegra in the Cy'noora system (either 0406 or 0506, depending on which sources are used). For over 500 years Nyssegra has been unapproachable due to the immense ring of iron and bronze statues, some as large as gas giants, that orbit the world as guardians. Rumours claim Nyssegra is a home to gods and demons.
- The world of Aal, in the Ysis system, is a weapon depository. The planet itself has been adapted through sorcery to occupy several separate dimensions where the Sorcerers of Lyra are fighting protracted wars of conquest. The weapons – all sorcerous in nature – are so powerful that an entire planet, stripped of life, is necessary to hold

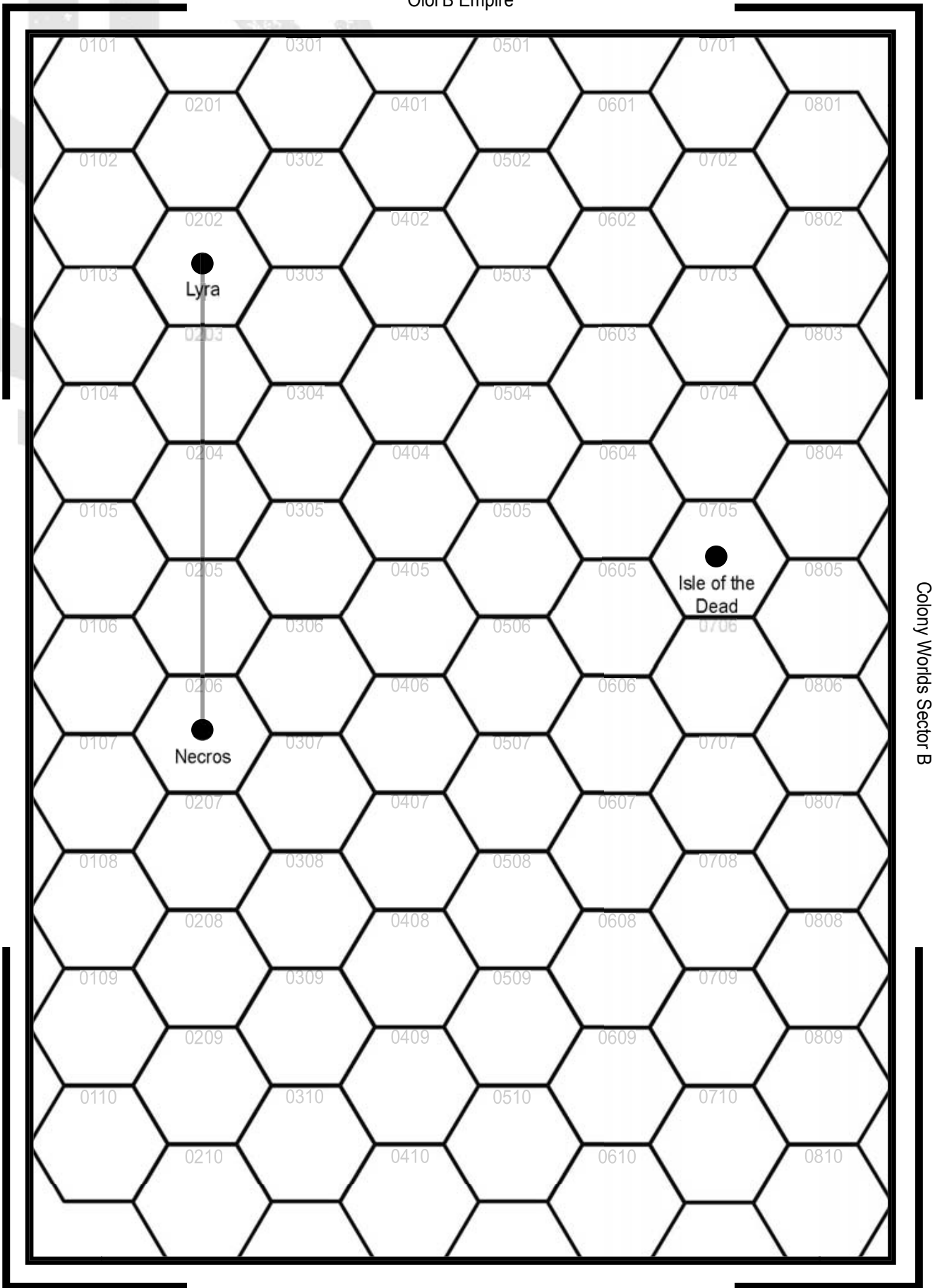


them safely: the multi-dimensional nature of Aal ensures that the Lyran soldiers fighting the war always have access to the weapons required. An entire order of Lyran Sorcerers is dedicated to creating new, enchanted weaponry for them.

- An area of six complete parsecs does not occupy normal space any longer. Experimental spells caused the nature of space/time to completely collapse, leading to a merging of several dimensions into a single, immense region where no laws of conventional physics are possible and the powers or creation are unfettered. This area of space is known as the Entropy Collision.
- On the fringes of the Dark Nebula, close to where Lyra borders with the rest of the galaxy, are the Tomb Libraries – whole worlds given over to the storage of the sorcerers' grimoires and codices. Protected by a vast array of spells, these worlds support continent-sized libraries where entire orders of sorcerers spend their life researching and developing spells that are put to use by all practicing sorcerers in the Dark Nebula.
- The world of Gane is a Torture World – a place where the Sorcerers of Lyra specifically develop, and engage in, the punishment of enemies. The magic here is used solely to inflict suffering on an individual, and the barriers between dimensions are deliberately weakened to permit creatures that feast on pain to have maximum impact on those being punished. Several other worlds like Gane exist, but their precise locations are unknown.



Olol'B Empire



Colony Worlds Sector B

CHAPTER 7:

SORCERY AND THE

NEW CHURCH

The Strontium Dog saga is no paragon of Hard Science Fiction. This is a saga of Science Fantasy, with frequent time and dimensional travel and the presence of working magic in the form of sorcery: Malak Brood and his brothers; Charn-El and the Sorcerers of Lyra... magic and sorcery is alive and well in some corners of the galaxy.

Sorcery is by no means a common art: sorcerers are feared and distrusted almost as much as mutants and the likes of Malak Brood mean that most people associate sorcery with necromancy and other, darker arts. However, Strontium Dogs may well come across sorcerers in the course of their work and, naturally enough, there is always the option for Strontium Dogs to become sorcerers: this chapter explains how sorcery works.

Also explored is the New Church of Earth. In the wake of Nelson Bunker Kreelman's death, the New Church becomes foremost in the bid to rid the world of mutants. Led by the insane, enigmatic Lady Grantham and Lord Sagan, her son, the New Church goes to extraordinary lengths to form an alliance with the Sorcerers of Lyra in a bid to cleanse mutants from the world.

Sorcery

Sorcery is the manipulation of reality through the underlying magical state of the universe. It is a dark art, as sorcerers strive to understand how certain states of mind and formulae can be used to achieve unnatural effects. These formulae and states of mind take the form of spells, incantations and rituals. Combining all these elements in different patterns, degrees and intensities creates a harmonic that has a specific, focused effect on a specific, focused subject. The result achieved can transcend conventional physics and produce extraordinary results with a small exhaustion of resources. Often, the barriers between planes of existence in a local area are bent, buckled or broken and it is this rupturing of space/time that imparts the ability. In other instances the power of the sorcerer's state of mind, coupled with the inherent power of words and gestures causes space/time and mundane materials to behave in ways that are against their physical natures and confines.

Through sorcery life can be granted, removed, extended and manipulated. Magic can be worked against anyone or anything, if the sorcerer has sufficient knowledge, time and power.

LIMITS TO SORCERY

There are several limits to sorcery:

- The number of abilities a sorcerer has memorised cannot exceed his Int characteristic.
- The casting of any ability requires the sorcerer to be able to vocalise and gesture with his hands and arms. If he cannot do either, he cannot work magic.
- Every sorcerer has a Power score which is equivalent to the average of his End and Int characteristics (rounded up). His Power is used to power his spells. When his Power is exhausted, he can still cast spells but the Cost (see below) is deducted directly from a randomly selected physical characteristic – Str, Dex or End – manifesting as physical damage upon the sorcerer's body in some way (skin withers; blood vessels burst, physical co-ordination is lost and so on). The damage can be healed in the normal fashion.
- Every sorcerous ability comes with a Cost value. When a spell is successfully cast, the Cost is deducted from the sorcerer's Power. Power is regained at the rate of 1 point for every two hours of complete mental and physical rest. During this time the sorcerer cannot exert himself in any way; if he does, Power regain is interrupted for the time spent in activity. Power cannot exceed the average of the sorcerer's *current* End and Int – meaning that any damage sustained to End will limit how much Power can be regained through rest. To reach his uninjured Power value the sorcerer must therefore undergo physical healing to regain his original physical characteristics.
- Every sorcerous ability takes time to prepare; this is given in the ability's description. However, casting an ability is always a Significant Action. The sorcerer cannot undertake any other actions whilst casting a spell. If he is interrupted during the casting, his Sorcery skill roll suffers a –4 DM. If he is injured, the Sorcery skill roll suffers a DM equal to *half* the sustained damage (rounded up).

THE SORCERY SKILL

To work sorcery, characters need to learn the Sorcery skill. Only a sorcery practitioner of Sorcery 1 or higher can teach the Sorcery skill and the student must spend two years of dedicated study to gain Sorcery 0 and then a further year to gain each additional level. Whilst studying sorcery, no other professions or activities can be pursued. There is usually a financial cost for studying sorcery: as a base rule it costs Cr. 300,000 per skill level.

Once the skill has been learned, the sorcerous abilities known can be determined. A sorcerer learns a number of abilities equal to his Edu DM+1 (minimum 1) for each level of skill he has attained. The abilities he knows may be determined randomly using the following chart, or they may be chosen.

To work an ability, the sorcerer states he is doing so and then must engage in the appropriate amount of preparation time. Once this is complete the sorcerer makes a Sorcery 8+ roll. If successful, the ability works and he pays the Cost. If the skill roll fails, no Cost is paid but obviously the ability does not work. The Effect of the Sorcery skill roll may modify the overall results of the spell, ritual or incantation.

SORCEROUS ABILITIES KNOWN

d66	Ability
11-12	Armour Ritual
13-14	Betrayal of the Mind
15-16	Burden of Guilt
21-22	Cover of Night
23-24	Darkfall
25-26	Demoralise
31-32	Discorporate
33-34	Dominate
35-36	Fly
41-42	Hand of Death
43-44	Hand of Life
45-46	Ignite
51-52	Mindtongue
53-54	Mobility Enhancement
55-56	Oath of Ordeal
61	Portal Ritual
62-63	Resurrect
64	True Weapon
65	Sky Hammer
66	Soul Blade

BACKLASH

If a sorcerer throws a natural 2 when trying to cast an ability there is a chance that Backlash has occurred – a potentially damaging imposition on the sorcerer. If a sorcerer has exhausted his Power and is drawing upon physical characteristics to fund his sorcery, Backlash occurs on a natural roll of 2, 3 or 4.

TYPES OF SORCEROUS ABILITY

Sorcerous abilities come in three types. The type of spell simply influences its characteristics (Cost, preparation time, duration and so forth) but Referees can use, if they wish, the different spell types as a specialisation, just like any other skill with a branch speciality. Therefore, a character with Sorcery (spells) 2 would gain a +2 DM to casting spells but could also cast incantations and perform rituals with a zero skill modifier rather than at the –3 untrained DM.

The sorcerous abilities that follow are not an exhaustive list; simply those abilities that sorcerers, when encountered, might possess. Referees are encouraged to create their own abilities, using the ones given here as a template or perhaps taking inspiration from the psionic powers earlier in this book.

Spell: A single, instantaneous ability that works here, now and against a specific target. Spells cannot be combined or stacked.

Incantation: An incantation has a longer lasting, sometimes more subtle, result than a spell. Incantations can be combined and stacked together to produce complex effects.

Ritual: Rituals are used to summon other creatures or invoke very powerful effects. They invariably take a long time to prepare and work and may require additional participants (other sorcerers, sacrifices and so on). The number of additional participants is stipulated in the ritual's description.

ABILITIES DESCRIBED

Each sorcerous ability is described in the following terms:

- **Type:** Spell, Incantation or Ritual.
- **Cost:** The ability's Power Cost.
- **Range:** The maximum range of the ability. Ranges are the same as for combat and use the range table from page 64 of the *Traveller Core Rulebook*.
- **Prep:** How long it takes to prepare the ability before it is cast. Prep may be expressed in Combat Rounds, minutes, hours, days or longer.
- **Duration:** How long the ability lasts. Duration may be expressed in Combat Rounds, minutes, hours, days or longer.
- **Difficulty:** Sorcerous abilities are ranked in difficulty from Average (+0) to Formidable (–6). Apply the Difficulty DM to the Sorcery skill when casting.

ARMOUR

Type: Spell, **Cost:** Variable, **Range:** Personal, **Prep:** 1 Combat Round, **Duration:** Variable, **Difficulty:** Difficult (–2)

The target's skin shimmers with an unearthly glow; weapons, bullets and blaster bolts reflect off the target or are absorbed.

BACKLASH

2d6	Backlash
2	The sorcerer's mind cannot handle the inherent power of the casting; he must make a successful Endurance 10+ test to avoid being reduced to a gibbering, drooling idiot for 1d6 weeks.
3-5	The sorcerer's mind cannot handle the inherent power of the casting; he must make a successful Endurance 10+ test to avoid being reduced to a gibbering, drooling idiot for 1d6 days.
6-8	The sorcery has failed but the sorcerer loses double the Cost for the ability. If this would result in the Power total being exceeded, any extra points are deducted from the End characteristic as a <i>permanent</i> loss. If End is exhausted, the loss is applied next to Str and then Dex.
9-12	The sorcery has failed but the sorcerer loses double the Cost for the ability. If this would result in the Power total being exceeded, any extra points are deducted from the End characteristic. If End is exhausted, the loss is applied next to Str and then Dex.

For every point of Power the sorcerer dedicates to the ritual, he gains 3 points of sorcerous armour that last for 6 Combat Rounds. The armour works against all forms of attack, including radiation.

BETRAYAL OF THE MIND

Type: Spell, **Cost:** 2, **Range:** Close, **Prep:** 1 Combat Round, **Duration:** 6 Combat Rounds, **Difficulty:** Target's Int DM is applied as a penalty

The target stares dumbly into space, apparently taking little notice of its surroundings.

If successful, this spell confuses an opponent to the extent that it may forget who it is or who its friends are. The affected target may only take non-offensive actions for the duration of the ability. The target may run if it so chooses and may attempt to evade combat.

BURDEN OF GUILT

Type: Ritual, **Cost:** 6 per sorcerer, **Range:** Personal, **Prep:** 1 Day, **Duration:** Permanent, **Difficulty:** Formidable (-6)

Casting Burden of Guild requires six sorcerers to be present. Only one, the leader, needs to know the ritual. Power can be pooled from the sorcerers present to fuel the ritual.

This ritual transforms every aspect of guilt in a person's life into a physical ball and chain that manifests around the target's ankle. The ball and chain is impervious to all forms of damage – including a time bomb – and it confines a person to an area of 250 metres in radius. The ball and chain becomes increasingly heavy as the edge of the area is neared until, millimetres from it, the victim is simply unable to physically move any further.

COVER OF NIGHT

Type: Spell, **Cost:** 1, **Range:** Personal, **Prep:** 1 Combat Round, **Duration:** 6 Combat Rounds, **Difficulty:** Average (+0)

The target is enveloped in a momentary wash of inky blackness, which swiftly recedes. However, the edges of the enchanted target appear to have faded, making him hard to pick out against the background.

This spell grants the target a +2 DM to all Stealth rolls for the spell's duration. As his shape is also fragmented and faded, attacks made against the enchanted target are at a -2 DM.

DARKFALL

Type: Spell, **Cost:** 2, **Range:** Short, **Prep:** 1 Combat Round, **Duration:** 6 Combat Rounds, **Difficulty:** Difficult (-2)

Darkness erupts like a black fireball in the area, causing all within to shiver at the loss of ambient light. Those encountering this darkness can feel its eldritch nature.

By casting this spell, the sorcerer creates a patch of pitch-blackness filling the target area. Light sources within this area shed no illumination and normal sight ceases to function. Other senses function normally.

DEMORALISE

Type: Incantation, **Cost:** 4, **Range:** Medium, **Prep:** 3 Combat Rounds, **Duration:** 3 Combat Rounds, **Difficulty:** -1 DM penalty for every 10 individuals in target area

The enchanted target's expression falters and its grip on its weapon slips. Its eyes begin to skitter around, looking for a means to escape.

This incantation causes a targeted individual, or group within the spell's range radius, to become demoralised, losing all hope of victory and losing faith in their own abilities. The targets automatically suffer a -6 DM to all attacks for the incantation's duration. If this ability takes effect before combat begins, the target will try to avoid fighting and will either run or surrender.

DISCORPORATE

Type: Spell, **Cost:** 3, **Range:** Close, **Prep:** 2 Combat Rounds, **Duration:** 1 Combat Round, **Difficulty:** Very Difficult (-4)

The target's entire body jerks violently as the enchantment takes hold. Then great rents appear in the target's flesh and blood seeps forth.

A particularly grisly offensive spell, Discorporate literally pulls a target's body apart. The target suffers 3d6+Effect points of damage, ignoring any armour other than subdermal.

DOMINATE

Type: Ritual, **Cost:** 2, **Range:** Medium, **Prep:** 1d3 Hours, **Duration:** 1d6 days, **Difficulty:** Target's Int DM+2 is applied as a penalty

This spell allows the caster to gain control over a creature. If the spell is cast successfully, the target must obey the commands of the caster for the duration of the spell.

The controlled creature shares a telepathic link with the sorcerer by which it can receive its orders. If the sorcerer and the creature dominated do not share a common language, the sorcerer can order it about by forming a mental image of the actions he wishes the dominated creature to perform.

The ritual must be cast within 50 metres of the target; thereafter, the spell remains in effect until it expires, irrespective of distance.

FLY

Type: Incantation, **Cost:** 3, **Range:** Personal, **Prep:** 2 Combat Rounds, **Duration:** 1 Hour, **Difficulty:** Difficult (-2)

This incantation allows the caster (or whomever or whatever he targets with the spell) to fly. There is no limit to the height he can reach but he will feel the effects of diminished air pressure, cold and oxygen deprivation at increasing altitude. Whilst flying the sorcerer must continue to chant the incantation mentally, if not verbally. If his concentration is broken, then the sorcerer falls from the sky. Whilst flying he can reach a top aerial speed of 60 metres per Combat Round.

If causing another target to fly, the spell works on up to 100kg of weight. Every additional 20kg increases the Difficulty of the spell by 1 and the Cost by 1. The sorcerer must continue the incantation whilst the third party is flying.

HAND OF DEATH

Type: Spell, **Cost:** 4, **Range:** Personal, **Prep:** 1 Combat Round, **Duration:** 1d6 Combat Rounds, **Difficulty:** Very Difficult (-4)

The enchanted hand becomes wreathed in a coiling, smoky darkness that seems to drain all life from it, leaving it looking skeletal and rotten. There is a loud whip-crack as this spell takes hold of a target and the terrible smell of rotten flesh permeates the nearby area.

This fearsome spell allows the caster to deal awful wounds with the touch of his hand. If he succeeds in casting the spell, his hand is charged with the spell. The Duration of the spell refers to the amount of time the hand may remain 'charged' before the

spell simply expires. Once the ability has been unleashed, the wielder's hand is no longer charged.

Touching an unsuspecting target or succeeding in a Melee (unarmed) attack against a wary target, releases the spell's effect. The sorcerer chooses one of the target's physical characteristics and *automatically* reduces it to zero, irrespective of the characteristic's value. Armour offers no protection against the attack.

HAND OF LIFE

Type: Spell, **Cost:** 3, **Range:** Personal, **Prep:** 3 Combat Rounds, **Duration:** —, **Difficulty:** Difficult (-2)

The enchanted target begins to shudder as the spell infuses it with brilliant healing energy. Bones realign and fuse, flesh knits back together, sinews reattach and skin finally smoothes over, not even leaving a scar.

The sorcerer automatically returns any one physical characteristic to its full value. If more than one characteristic or target requires healing, then the spell must be prepared and cast successfully again. However, the spell is capable of reattaching severed limbs and recreating mangled or missing body parts. It cannot, however, resurrect the dead; that requires the Resurrect spell.

IGNITE

Type: Spell, **Cost:** 3, **Range:** Close, **Prep:** 2 Combat Rounds, **Duration:** 1d6 Combat Rounds, **Difficulty:** Difficult (-2)

With a crackle or arcane energy, the enchanted target smoulders and then bursts into flame.

Ignite sets fire to anything flammable within range, causing burning damage of 2d6 per round until the flame is extinguished or the spell expires.

MINDTONGUE

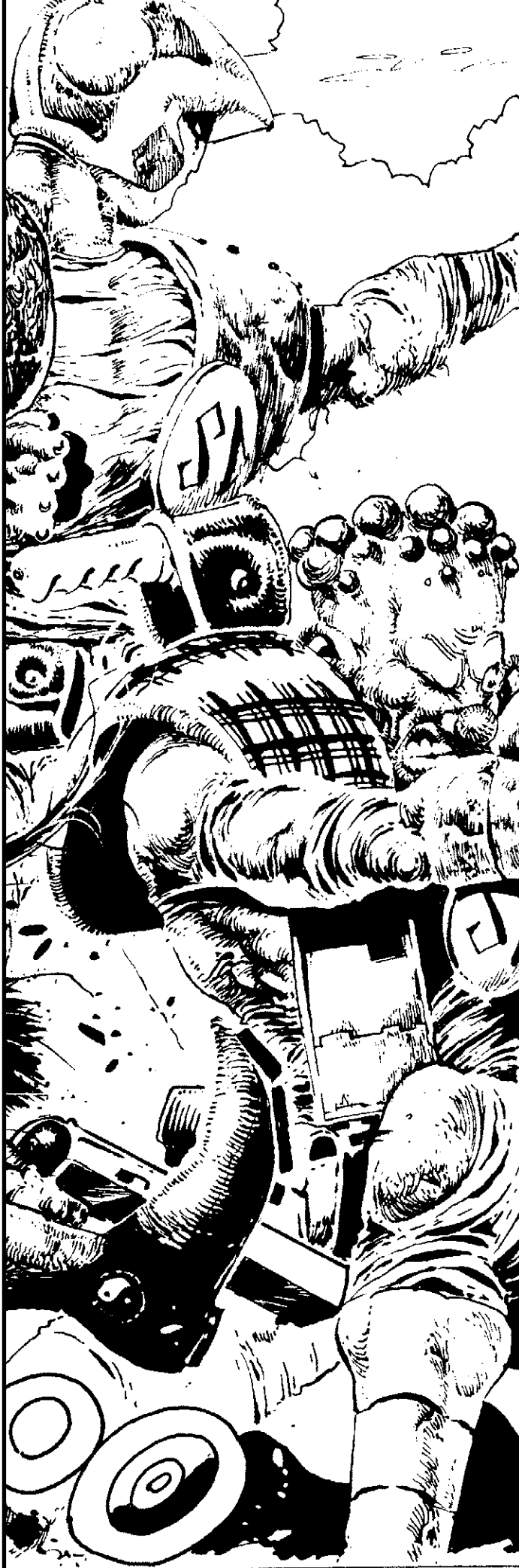
Type: Spell, **Cost:** 2, **Range:** Distant, **Prep:** 2 Combat Rounds, **Duration:** 3 Combat Rounds, **Difficulty:** Average (+0)

A rippling aura briefly burns into existence around the enchanted targets' heads. All the auras pulse in time until they fade into nothingness.

This spell can affect one target for every 3 points of Int (or fraction thereof) the sorcerer has. It allows telepathy contact between the sorcerer and any target, though multiple targets will not have telepathy with one another. The words transmitted by telepathy must be whispered and will be heard directly in the head of the recipient, in the same language in which it was spoken.

MOBILITY ENHANCEMENT

Type: Spell, **Cost:** 1, **Range:** Close, **Prep:** 1 Combat Round, **Duration:** 1d6 Combat Rounds, **Difficulty:** Average (+0)



The enchanted target's limbs appear to lengthen slightly and shudders run through the muscles. Once moving, the target displays unnatural swiftness and speed.

The target's movement doubles for the duration of the spell.

OATH OF ORDEAL

Type: Incantation, **Cost:** 3, **Range:** Close, **Prep:** 1 hour, **Duration:** 1 day, **Difficulty:** Very Difficult (-4)

The enchanted target appears to be unchanged until a lie is spoken. Then his flesh begins to desiccate and crack, long, thin but excruciatingly painful wounds opening across his body. When the truth is told, the wounds heal themselves.

The target must speak the truth as he knows it while under the effect of this spell or he suffers 1d6 points of damage to all three physical characteristics simultaneously. He may continue to attempt to lie or remain silent but he suffers damage as described until he tells the truth and he will continue to suffer damage until he is either dead, his body a web-work of dry, desiccated scars or the spell expires. When he speaks the truth after a lie, the damage caused heals itself.

PORTAL RITUAL

Type: Ritual, **Cost:** 9, **Range:** Short, **Prep:** 12 Hours, **Duration:** 1 Hour, **Difficulty:** See Below

A shimmering gate appears, hanging in thin air, its surface rippling and crackling with inter-dimensional energy

The Portal Ritual opens a gate between this and another dimension. The difficulty of the ritual is dependent on the Curtis scale classification of the dimension to be entered:

Curtis Classification	Ritual Difficulty
Alpha	Formidable (-6)
Beta	Average (+0)
Delta	Difficult (-2)
Gamma	Difficult (-2)
Kappa	Very Difficult (-4)
Omega	Formidable (-6)

The portal remains open for one hour before closing abruptly.

To successfully perform the ritual, three things are needed:

- At least 50 believing or faithful souls who are desperate for the dimension to be opened.
- A blood sacrifice. If the sacrifice is sapient the Difficulty is reduced by 1. If the sacrifice is non-sapient, then the Difficulty is as per the Curtis classification.
- If the ritual is conducted in a place considered holy or where the barriers between dimensions are known to be weak, then the Difficult is reduced by 1.

Once it is in existence, people may move through the portal freely. If the sorcerer expends an additional point in Cost, he can make the portal one-way; otherwise, it is a two-way portal.

RESURRECT

Type: Ritual, **Cost:** 9, **Range:** Personal, **Prep:** See Below, **Duration:** Permanent, **Difficulty:** Formidable (-6)

Resurrect *must* be cast within a number of days equal to the initial Endurance x2 of the deceased. Casting the spell after this point results in the magic automatically failing.

Resurrect also requires at least four other people to be present, forming a ring around the corpse and the sorcerer. In addition to the Cost to the sorcerer, each participant contributes 1 from a randomly determined physical characteristic. If the casting attempt fails, then the additional participants do not contribute the Cost. Increase the Difficulty by 1 for every person below four present when the ritual is attempted.

The body of the deceased must be present and must be whole. If the target died due to disease or poison, the ailment must be eliminated or the Resurrect spell will fail. This spell summons the deceased spirit to approach its former body. The caster of the spell must then persuade the returning spirit to re-enter its body – while comrades in arms may be more than willing to return to life, those who died in lingering pain may be less than happy to return to corporeality.

Resurrect takes a number of minutes equal to the target's totalled physical characteristics before death to take effect, during which time the caster must maintain concentration on the spell.

If the spell succeeds the deceased is restored to life – and the sorcerer must make a crucial decision. He may choose to bind the resurrection; if he does so, then the resurrected person continues life as he did before dying. To bind the resurrection, the sorcerer must sacrifice a further 2 points of Str, Dex and End. If the sorcerer chooses not to bind the resurrection, the subject of the resurrection seems and behaves, normally for as long as he remains within 500 metres of the sorcerer. As soon as he moves beyond this distance, his vitality starts to ebb and the subject becomes increasingly unaware of his surroundings until he is no more than a shuffling, dead-eyed zombie, incapable of any form of awareness and filled with an intense emptiness and despair. The complete descent into this state is gradual but is usually complete within 1d6+6 days after leaving the sorcerer's vicinity.

TRUE WEAPON

Type: Incantation, **Cost:** 4, **Range:** Personal, **Prep:** 1 Combat Round, **Duration:** 4 Combat Rounds, **Difficulty:** Very Difficult (-4)

True Weapon can be cast on any kind of weapon: melee, blaster, bomb or missile. It doubles the damage dice for the weapon (but not additional modifiers, such as Effect) whenever the weapon is used during the spell's duration. When the weapon is used successfully its wielder rolls the damage dice twice and totals the results, then adds any modifiers.

For example, Malak Brood casts *True Weapon* on a standard blaster carried by Lord Sagan. The blaster's damage will now be 8d6+3.

SKY HAMMER

Type: Incantation, **Cost:** 6, **Range:** Medium, **Prep:** 3 Combat Rounds, **Duration:** Instantaneous, **Difficulty:** Difficult (-2)

The air around the target image begins to crackle with static electricity and the taste of copper fills the air. A moment later, a bolt of livid blue energy streaks out of the sky and arrows towards the target...

The sorcerer summons an energy bolt from the heavens, dealing 6d6 damage to everything within a two metre radius of where it strikes, 3d6 between two and six metres and 1d6 between six and twelve metres. The bolt must strike a target outdoors in plain view and, depending on the sorcerer's distance from the target, he may be caught in the blast.

SOUL BLADE

Type: Ritual, **Cost:** 9, **Range:** Personal, **Prep:** 12 Hours, **Duration:** 1 Month, **Difficulty:** Formidable (-6)

Soul Blade enchants any bladed weapon with the ability to suck the very soul from its victims. The damage for the weapon is as normally listed but when struck by it, the victim must make a successful End 10+ roll. If he rolls a natural 12, he takes only the weapon's normal damage; if he succeeds, one characteristic is reduced immediately to zero (in addition to the damage inflicted by the weapon). If he fails the roll, then two characteristics are reduced to zero; and if he rolls a natural 2, then he is immediately killed.

The characteristic points stolen by the weapon are made available to the Soul Blade's owner in the form of additional Power. He may then use these points to fuel spells, incantations or rituals.

The Sorcerers of Lyra

The galaxy has no greater exponents of sorcery than the Sorcerers of Lyra.

A race that predates humanity, the sorcerers were experimenting with space travel before the Earth had cooled. As life began to form, they were already investigating the multiverse of trans-dimensional space. Their discoveries revealed the secrets of sorcery to them and the technology they had spent a thousand years developing suddenly became passé and unnecessary. Sorcery unlocked the secrets of life the Lyrans had struggled with for millennia. Old questions were answered and new ones posed. Sorcery was embraced and the Lyrans became more powerful with it.

Their power did not go unchallenged and at least two great interstellar wars rocked the galaxy before the Earth had even completed its Renaissance; civilisations fell and the Earth even

Codex and Grimoire

Sorcery blurs physics and mathematics and confounds both – even quantum physics, which challenges the limits of human perceptive capability. But sorcerers still work with a familiar language: formulae, cause and effect. Spells, Incantations and Rituals require storage: they are complex and consume pages and pages of text. To learn a new sorcerous ability it needs to be imprinted in the mind and this requires reading and interpreting it from a source. Such sources are grimoires and codices.

Traditionally a grimoire is a bound-book of learning whilst a codex (plural codices) is a loose but related manuscript gathered together in some form, such as a box. The medium need not be paper and parchment: it can be a disc or data wafer, hide, skin or bone. As long as the spell's formulae can be written down, it can be stored in a way that makes it available to others and for the sorcerer to refer to, to refresh his mind as to the intricacies of the spell.

Every sorcerer must therefore maintain either a grimoire or a codex – a place where the abilities they know are written down. New ones can be added from other grimoires or codices a sorcerer happens across or is given access to: to learn a new spell takes the following amount of time:

- **Spell:** Base of 1 week.
- **Incantation:** Base of 3 weeks.
- **Ritual:** Base of 1d6 weeks.
- To the base, add a number of weeks equal to the ability's Power Cost.

At the end of the study period the sorcerer makes a Sorcery+Intelligence 8+ roll. If successful the ability has been correctly transcribed to his own grimoire and becomes available for use, subject to the limitations outlined on page 145. If the roll fails, then an error or some kind has been made in transcription. The sorcerer can either go through the whole study process again to correct the error (his subsequent Sorcery+Intelligence roll will be against 7+ next time) or he can live with it as is – but the ability's Difficulty will be increased by 1.

A grimoire or codex can contain any number of different magical abilities, as long as the ability has been transcribed as above. However, to be cast, the ability must be memorised and a sorcerer cannot hold more abilities in memory than his Int characteristic. If he needs to mentally exchange abilities – memorising a new one from his grimoire – it takes a number of hours equal to the Power Cost of the new ability to memorise it.

Sorcerers protect their grimoires and codices jealously and violently. Some grimoires, like the fabled Bone Grimoire of Malak Brood, are legendary in circles where sorcery is revered, whilst others, such as the Tomb Grimoires of Lyra are so vast that entire planets are used to hold the sorcerous knowledge contained.

became a refuge for some of the combatants. Lyra, the winner in each conflict, became evermore reclusive until, around the time of the first Moon landings, it had retreated into its own sector of space and closed-down all communications. The Dark Nebula was formed; Lyran space – an area of 8 by 10 parsecs – became locked-down. Stars died. Races were expelled. The Lyrans closed themselves off from the rest of the galaxy to dedicate themselves wholly to the development of sorcery and commune with beings, gods, that spanned not just one but many, multiverses.

In 2182 Lyra is still closed-off to the rest of the galaxy. The Dark Nebula is forbidden to standard space-faring traffic and, although spacecraft can enter Dark Nebula space and even approach its

worlds, most warn against it. Many have not returned and the Sorcerers of Lyra have issued dire warnings against landing on certain planets or even entering certain systems. Forces that may be beyond their control have been unleashed in some quarters and the dangers are immense. But that does not deter the Sorcerers of Lyra from continuing their studies and weaving ever-darker webs.

WHO ARE THE SORCERERS?

The Sorcerers are not a single race. They are a melange of different races occupying the Lyran sub-sector and the races include both human-like, humanoid and non-humanoid species. They are joined together in a common goal to continue in the study of sorcery and pursue an agenda that is peculiar to them and may involve the

conquest of the entire multiverse. It is not clear. No one knows who governs the Dark Nebula or even if there is any form of government. It could be that the sorcerers are individual covens or orders isolated from each other physically but meeting psychically or magically in planes dedicated directly to that purpose.

What is known is that sorcery has taken its toll physically on those who practice it. Many of the sorcerers are thousands of years old whilst others are hideously disfigured by the studies practices – so much so that they frequently wear masks or suits of baroque armour to hide their true semblances from the outside world. The disfigurements are, in some cases, so hideous that a man's very sanity is challenged and several, according to Malak Brood, have ceased to physically exist in this phase of the multiverse altogether, becoming beings that stand on the very brink of godhood.

So it is impossible to penetrate the secrets of the Dark Nebula. What is known about the sector is based on rumour and conjecture and, occasionally, on meetings with Lyran sorcerers themselves. They venture out of the Dark Nebula on occasion and sometimes provide assistance to the rest of the galaxy. It was the Sorcerers of Lyra who helped apprehend and imprison Malak Brood, for instance, who was not a Lyran but studied with and stole from them. Others have made contact with and seemingly embraced, the New Church of Earth. But, for the most part, the sorcerers are secretive and reclusive. Here is what is known of the Sorcerers of Lyra and the Dark Nebula as common knowledge.

- The hub of the Lyran system, at its height, was the planet Nyssegra in the Cy'noora system (either 0406 or 0505, depending on which sources are used). For over 500 years Nyssegra has been unapproachable due to the a immense ring of iron and bronze statues, some as large as gas giants, that orbit the world as guardians. Rumours claim Nyssegra is a home to gods and demons.
- The world of Aal, in the Ysis system, is a weapon depository. The planet itself has been adapted through sorcery to occupy several separate dimensions where the Sorcerers of Lyra are fighting protracted wars of conquest. The weapons – all sorcerous in nature – are so powerful that an entire planet, stripped of life, is necessary to hold them safely: the multi-dimensional nature of Aal ensures that the Lyran soldiers fighting the war always have access to the weapons required. An entire order of Lyran Sorcerers is dedicated to creating new, enchanted weaponry for them.
- An area of six complete parsecs does not occupy normal space any longer. Experimental spells caused the nature of space/time to completely collapse, leading to a merging of several dimensions into a single, immense region where no laws of conventional physics are possible and the powers of creation are unfettered. This area of space is known as the Entropy Collision.
- On the fringes of the Dark Nebula, close to where Lyra borders with the rest of the galaxy, are the Tomb Libraries – whole worlds given over to the storage of the sorcerers' grimoires and codices. Protected by a vast array of spells, these worlds support continent-sized libraries where entire orders of sorcerers spend their life researching

and developing spells that are put to use by all practicing sorcerers in the Dark Nebula.

- The world of Gane is a Torture World – a place where the Sorcerers of Lyra specifically develop and engage in, the punishment of enemies. The magic here is used solely to inflict suffering on an individual and the barriers between dimensions are deliberately weakened to permit creatures that feast on souls or pain to have maximum impact on those being punished. Several other worlds like Gane exist but their precise locations are unknown.

The New Church

Rising from the ashes of the old Church of England in the wake of the war of 2150, the New Church pursues a shady agenda. The worship of God is still central to the New Church but the teachings of the Bible have been more or less dispensed with; or, at least, those parts of the Bible that preach kindness, temperance and compassion. The New Church is militaristic, warlike, intolerant of mutants and mutation and has far more in common with the Jesuits and the Inquisition of the 12th Century.

The New Church also embraces dozens of mystical traditions, including numerology, the tarot, q'abbala, shamanism and several alien mystical pathways that may skirt the borders of demonic veneration and Satanism. The old British wizard, Aleister Crowley, is considered a saint by the New Church and his books occupy revered status in the library of Salisbury Cathedral.

But of most importance here is the New Church's relationship with the Sorcerers of Lyra. For decades the secretive Missionary Commandos, led by some of the most dedicated ecclesiastical officers in the church, have probed the fringes of the Dark Nebula, establishing relations with those sorcerers who are prepared to have dealings with humans and the wider galaxy. As a result, the New Church has forged a relationship, of sorts, with some of the Lyran sorcerers, notably Charn-El, a sorcerer with considerable expertise and knowledge of the dimensions and a key quartermaster in whatever war the Sorcerers of Lyra are waging elsewhere through the multiverse. Charn-El has seen fit to visit Earth, arriving in secret but as the esteemed guest of Lady Grantham and Lord Sagan, to visit various ancient sites of power including Avebury, Stonehenge and Glastonbury Tor.

As yet, the New Church has not officially declared any of its own sorcerers but they are thought to exist. Some criminals tracked down by S/D that had clear sorcerous powers were associated with the New Church and their knowledge can be traced back to extended periods of study in the New Church's Winter Schools held in Canterbury, Lourdes and Waco.

LADY GRANTHAM AND THE ECUMENICAL COUNCIL

Leader of the New Church is the Revered Holy Mother, Lady Grantham. An orator of eloquence and passion, she is dedicated to spreading the word of the New Church across the

galaxy and making New Britain not just a world power in Earth but a galactic power. She is the beloved figurehead who controls the New Church's operations from Salisbury Cathedral, aided by her Ecumenical Council. The Council advises on domestic and foreign matters, informing policy, formulating strategy, controlling PR and developing a strong media presence. Under the control of Lord Mosely the media wing of the New Church has taken religious and mystical propaganda to new heights and the church owns several major broadcast networks across various systems allowing it to disseminate news, views and re-education on topics close to the New Church's heart.

The political wing of the Ecumenical Council liaises with the parliaments of New Britain and the rest of the world. Under the aegis of Lord Sagan, a politician every bit the equal of his mother, Lady Grantham, (and reminiscent of the late Nelson Bunker Kreelman, they say), Sagan manipulates the political agenda to continually promote and have ratified, the New Church's stance on every conceivable issue. The first move was to have all other religions declared heretical – which put-paid to Catholicism, Anglicanism, Islam, Judaism, Gruddism and Fundamental Zoroastrianism (which had begun to gain popularity around 2156, shortly after the Great War). Subsequent moves saw the New Church gaining seats in parliament and on a variety of select committees, which it soon began to control. Under Sagan, the New Church is on the verge of making parliament redundant as more and more people flock to the faith and begin to see a determinism in the New Church that is sadly lacking in the over-paid, preening, corrupt and procrastinating mutie-sympathisers in the current government. The Royal Family of King Nobby (but controlled by the King Mother, perhaps Lady Grantham's equal is harridanism) is considered impotent and expensive and this places the New Church in pulpit-position to assume the full governance of the New British Isles.

THE MISSIONARY COMMANDOS

The armed proselytising wing of the New Church, the Missionary Commandos are highly trained in both Church doctrine and military tactics so that the New Church's missionaries are fully protected and supported wherever they happen to be sent in the galaxy. The Missionary Commandos also serve as trouble-shooters and enforcement officers for Church doctrine where 'special measures' are needed.

Members of the Missionary Commandos must fulfil the following criteria:

- Have served at least two terms in either the army or marines

- By racially pure, with no history of mutation anywhere in the family
- Pledge and demonstrate, one hundred percent devotion and loyalty to the New Church
- Carry a picture of Lady Grantham at all times
- Adhere to the strict code of celibacy the Missionary division of the New Church insists upon
- Carry through all orders, to the letter, without question

As murderous and fanatical as they come, the Missionary Commandos are tough, uncompromising, keen to Spread the Word and pepper unbelievers with automatic fire at any available opportunity. Missionary Commandos are not always sure what constitutes 'unbelief' but as their commanding officers, like Lords Sagan, Farrell, Baden and Mosely, seem to have all the answers, there is little need for them to concern themselves with such details.

TYPICAL MISSIONARY COMMANDOS

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

Skills: Computers 1, Diplomat 0, Gun Combat (slug rifles and slug pistols) 2, Melee (bludgeon) 2, Recon 1, Social Sciences (philosophy) 1, Survival 1, Tactics 1

Armour: Combat Armour, 12 points

Weapons: Snub Pistol, 3d6-3; Assault Rifle, 3d6

Commando Grunt: Str 10 (+1), Dex 8 (+0), End 11 (+1), Int 6 (+0), Edu 5 (-1), Soc 6 (+0)

Skills: Gun Combat (slug rifles and slug pistols) 2, Melee (bludgeon) 2, Recon 1, Social Sciences (philosophy) 0, Survival 1, Tactics 1

Armour: Combat Armour, 12 points

Weapons: Snub Pistol, 3d6-3; Assault Rifle, 3d6



CHAPTER 8:

THE GOOD, THE SCUM AND THE VILLAINY

This chapter contains rules for creating alien species, alien species statistics and is also a digest of Non-Player Characters for use in Strontium Dog games. It includes characters appearing in the Strontium Dog saga – both Strontium Dogs like Johnny Alpha, Wulf, Durham Red and Middenface McNulty – and a selection of criminals Johnny Alpha has faced.

Where the criminals are concerned, they can be used as-is so that the Player Character Strontium Dogs can go after the same bounties as Alpha, perhaps changing the chronology of the saga; or, if Referees prefer, simply file-off the name of the villain and use the statistics as the template for a villain of your own.

Adding Strangeness to Strontium Dog Games

There really should be no limit to the strangeness finding its way into Strontium Dog games. Throughout the saga, Strontium Dog has introduced sorcerers, inter-dimensional entities, the devil, ghosts, zombies, demons and the most weirdly warped mutants. Little is off-limits for a Strontium Dog campaign: forget scientific accuracy – anything and everything happens in Johnny Alpha's universe and not always with a rational or, indeed, any explanation. So, ludicrous, unscientific, supernatural extremes can and do, appear in Strontium Dog and on a not-infrequent basis: Referees should not feel constrained by creating totally rational, logical or scientifically-based explanations or justifications. The world of Strontium Dog is a heightened, fantastic twist on our own. It is a glorious parody on every fictional and SF trope available, sprinkled liberally with black humour and a knowing wink to the audience.

Aliens

Aliens abound in Strontium Dog. Some specific, named species are detailed later in this chapter but thousands of un-named species exist and this section provides a fast way for Referees to generate aliens as needed or to serve as the basis for a detailed alien race.

CREATING ALIENS

The system for creating aliens used in the *Traveller* rules (see page 41 onwards of the *Traveller Core Rulebook*) applies to *Strontium Dog*. Referees should design aliens that meet the need of a particular story but, if necessary, they can be generated randomly, using the system below.

All aliens use 2d6 as the basis for generating the core *Traveller* characteristics. However, roll 2d6 to determine if any characteristics are modified:

2d6	Result
2	Three characteristics are rolled on 1d6 rather than 2d6. Determine which three randomly: 1: Str, 2: Dex, 3: End, 4: Int, 5: Edu, 6: Soc
3-5	As above but two characteristics are rolled on 1d6.
6-8	No characteristic modification.
9-10	Two characteristics are rolled on 2d6+6. Determine which two randomly, using the chart above.
11	Three characteristics are rolled on 2d6+6. Determine which three randomly, using the chart above.
12	All characteristics are rolled on 2d6+6. Additionally, if the Int score is 15 or higher, the alien is also psionic and has a Psionic Strength score of 2d6, plus 1d3 psionic talents (use the range of talents from the Mutant Masterminds chapter, beginning on page 72).

Next, roll 2d6 and note the Effect by subtracting 8 from the result. If the Effect is 0 or negative, then the alien has no alien traits. If the Effect is positive, then the alien has that number of alien traits, either chosen or rolled randomly. The traits correspond with those found in the section on Aliens in the *Traveller Core Rulebook*.



2d6	Trait	Description
3	Aquatic	As per the trait on page 41 of the <i>Traveller Core Rulebook</i> .
4	Armoured	The alien has 1d6 points of natural armour. Roll 1d6 to determine the nature of the armour: 1: Thick hide, 2: Scales, 3: Crystal or chitin, 4: Fur, 5: Natural energy field, 6: Cybernetic implants.
5	Atmospheric Requirements	As per the trait on page 41 of the <i>Traveller Core Rulebook</i> but roll 1d6 to determine the alien's atmospheric needs: 1: Methane, 2: Carbon monoxide, 3: Pure oxygen, 4: Nitrogen, 5: Pure hydrogen, 6: A combination of any two of the above.
6	Engineered	As per the trait on page 41 of the <i>Traveller Core Rulebook</i> . Roll 1d6 to determine why/how the alien has been engineered: 1: As a foodstuff, 2: As slaves/servants, 3: As soldiers/warriors, 4: As ambassadors/diplomats, 5: As merchants, 6: As spies.
7	Fast Metabolism	As per the trait on page 41 of the <i>Traveller Core Rulebook</i> .
8	Feral	As per the trait on page 41 of the <i>Traveller Core Rulebook</i> .
9	Flyer	As per the trait on page 41 of the <i>Traveller Core Rulebook</i> .
10	Large	As per the trait on page 41 of the <i>Traveller Core Rulebook</i> .
11	Mineral Digester	The alien eats and digests rocks, minerals and metals, shunning organic food. Its is equipped with teeth and claws capable of cracking through its food stuffs, meaning that it naturally has the Natural Weapons trait.
12	Mutant-Like Traits	The alien has 1d3 traits chosen from the Mutation Traits, starting on page 12.
13	Natural Weapon	As per the trait on page 41 of the <i>Traveller Core Rulebook</i> .
14	No Fine Manipulators	As per the trait on page 41 of the <i>Traveller Core Rulebook</i> .
15	Slow Metabolism	As per the trait on page 42 of the <i>Traveller Core Rulebook</i> .
16	Xenophobic	The alien hates all other life forms and is always antagonistic towards them. It is not necessarily aggressive but it never trusts any but its own species. If the chance to harm another species becomes available, then it takes it.

Finally, determine the alien's skills. Every alien has six skills, distributed as follows:

- 1 skill at level 3
- 2 skills at level 2
- 2 skills at level 1
- 1 skill at level 0

Skills can be chosen to match the alien's purpose or environment or rolled randomly:

ALIEN SKILLS

D66	Skill
12	Advocate
13	Athletics
14	Art
15	Astrogation
16	Broker
21	Comms
22	Computers
23	Deception
24	Diplomat
25	Drive
26	Engineer
31	Explosives
32	Flyer
33	Gambler
34	Gunner
35	Gun Combat
36	Heavy Weapons
41	Investigate
42	Language
43	Leadership
44	Mechanic
45	Melee
46	Navigation
51	Persuade
52	Pilot
53	Recon
54	Science
55	Seafarer
56	Sensors
61	Stealth
62	Steward
63	Survival
64	Tactics
65	Vacc Suit
66	Zero G

Alien Species

The alien species detailed here are drawn directly from the Strontium Dog saga and created using a combination of the above alien creation rules and a certain degree of extrapolation from the saga itself.

APHIDIANS

Hailing from Aphid Majoris in the Aphid system, Aphidians are humanoid with conical heads, large, slitted eyes and a nose and mouth formed from thick folds of greyish green skin that encircle the head. Ugly by human standards they are a race that has developed its civilisation in the wake of human colonisation. They are not known for their brightness or innovation but are

noted hand-to-hand combatants who can fight extremely well in the swamps and marshes of their homeworld, which makes them desirable as mercenaries.

STATISTICS

Typical Characteristics: Str 2d6, Dex 2d6, End 2d6+6, Int 1d6, Edu 1d6+2, Soc 1d6+1

Typical Skills: Athletics (endurance) 1, Gun Combat (blasters, slug pistols) 1, Melee (unarmed) 2, Survival 1, Tactics 1

Traits: Natural Armour, Notable Characteristic (Endurance)

Armour: Thick folds of skin for 1 point of armour.

Weapons: Standard Blaster

Notes: Waxlox Bogg is one example of a successful Aphidian mercenary, taking part in several major conflicts and hiring his services to the Wolrogs for a short time. He eventually entered the Killing on Zed and met his end early in the game when participant 76, the Jelloid Mass from Q17, ambushed him from the ceiling.

BACCONIANS (PAPA PORKA)

The brutal Bacconians destroyed their home system, Rasher, in a brutal interplanetary war that made the mistake of inviting-in Wolrog mercenaries. Since then, the Bacconians have become an itinerant race of space pirates, raiding the space lanes in their distinctive, wedge-hulled, pontooned war-sties. Humanoid, stocky and porcine-featured, the Bacconians are, to a tee, short-tempered, cruel and completely indifferent to suffering. Untrustworthy and malignant, even the fickle Wolrogs despise them.

STATISTICS

Typical Characteristics: Str 2d6+2, Dex 2d6-1, End 2d6+2, Int 2d6-1, Edu 2d6, Soc 2d6-1

Typical Skills: Gun Combat (blasters) 1, Gunnery 1, Heavy Weapons 1, Leadership 1, Survival 1, Tactics 1, Vacc Suit 0, Zero G 0

Traits: Natural Armour

Armour: 1 point for rolls of fat.

Weapons: Heavy blaster.

BAGWAXIS

From Quadrant B12, the Bagwaxis are humanoids with a stumpy, chin-long proboscis that also serves as a mouth. Normally placid and hard working, the Bagwaxis are first-rate administrators and stewards with an innate sense of duty and service. A few have turned to crime in the past, including Claw Kerm who committed several violent crimes on Larg, earning himself a 375,000 Byknl reward.

STATISTICS

Typical Characteristics: Str 2d6, Dex 2d6+1, End 2d6, Int 2d6-1, Edu 2d6, Soc 2d6-1

Typical Skills: Admin 2, Advocate 1, Carouse 0, Steward 2, Streetwise 0

Traits: None

Armour: None

Weapons: Any

DURDEES

Hailing from Cytrix IV in the Deevon system, Durdees are a race that originated as plains-dwellers. Their faces are roughly simian in appearance, with chubby cheeks, small round eyes and a welcoming smile on the wide, lipless mouths. The body, pallid green in colour, is stocky with powerful, long arms and thick, mammalian legs designed for distance travel and powerful leaps and bounds. A thick, stubby tail provides counterbalance but the tail is also an effective weapon: mounted with a spiked, bony ball, Durdees can swing the tail like a mace and a strike injects a paralysing venom. This is not used for hunting but against the larger plains predators of Cytrix IV, such as the Mangowalla which is large enough to swallow a Durdee whole.

The Durdees are largely peaceful herbivores. When humans arrived in the Deevon system and colonised their planet, they found that Durdees were fast learners and made for good, diligent workers. Education programmes have led to Durdees becoming a sophisticated race that now want to assert their own rights and no longer be the lackeys of humanity.

STATISTICS

Typical Characteristics: Str 2d6+2, Dex 3d6, End 2d6+2, Int 2d6-1, Edu 2d6-1, Soc 2d6-1

Typical Skills: Athletics (co-ordination and endurance) 2, Carouse 1, Gun Combat (blasters) 0, Melee (natural weapons) 2, Steward 1, Survival 1

Traits: Notable Strength and Endurance, Weakened Intelligence, Education and Social. Natural Weapon (tail mace)

Armour: None.

Weapons: Tail Mace, 2d6-1. Any hit with an Effect of 2 or higher also injects venom. The victim must roll End 8+ and note the Effect. A negative Effect means the victim lapses into a coma within 1d6 rounds and will die within minutes equal to his End unless Durdee anti-venom is given. If the Effect is positive, the victim is conscious and the Effect is the number of d6 to roll to determine how many minutes he has to remain conscious and get anti-venom. Whilst conscious, all physical characteristics are reduced by half and the character sustains a -4 DM to all skills.

Once the victim lapses into unconsciousness, he will die within a number of minutes equal to his original Endurance unless anti-venom is administered.

Notes: Human scientists on Cytrix IV wanted to speed-up the education process of the Durdees and introduced a cloning programme. The subsequent triplets were developed and educated at twice the normal rate for Durdees but emerged with violent psychotic tendencies. The gang slaughtered their laboratory captors, massacred over two dozen in their bid to escape from their laboratory and then went on a human-focused killing spree that covered over eight different worlds. Johnny Alpha and Wulf finally caught and killed the Durdees during The Killing but prior to this, the three Durdee clones are cold-blooded killers with a Cr 500,000 Termination Warrant on them.

EL-LAZ

From Laz Prime in the Laz System, the Laz stand 2.5 metres tall with very thick, wide, stocky humanoid bodies and a relatively small, almost conical head. The only facial features on display are the angular, black-rimmed and pupil-less eyes, which lend the El-Laz a sinister appearance that is completely at odds with their normally peaceful nature. Folds of skin across the head hide the nostril apertures and the mouth is concealed within the thick, bushy, furry neck-ruff that encircles the base of the head between the head and the shoulders.

The hands have three, stocky fingers and an opposable thumb. Extremely resilient to cold temperatures, El-Laz have natural stores of body fat that lend them an appearance of being obese; in reality they are physically very fit, despite their ungainly stature and size.

Roughly a third of the El-Laz population have psionic potential and psionics have been studied for decades by the species. When creating an El-Laz for use in Strontium Dog roll 2d6: on a roll of 9+ it will also have Psionic Strength and 1d3 Talents.

STATISTICS

Typical Characteristics: Str 3d6, Dex 2d6-1, End 2d6+6, Int 2d6, Edu 2d6, Soc 2d6

Typical Skills: Admin 0, Broker 1, Computers 1, Gun Combat (blasters) 1, Life Sciences (psioncology) 1, Melee (unarmed) 1, Survival 3

Traits: Enhanced Strength and Endurance, Weakened Dex. Enhanced psionic potential. Natural armour (2 points for thickened skin and fat reserves)

Armour: 2 points for thickened skin and fat reserves

Weapons: Standard Blaster, 3d6+3

Notes: El-Laz are able to easily withstand temperatures of up to -60 degrees Celsius with no need for any special cold weather clothing.

FUNDIAN SLIME DRIPPLER

From Fundi 3, the Safari Planet, slime drippers are a large, leech-like predator inhabiting the planet's extensive forests. They possess a rudimentary intelligence that goes as far as setting traps and ambushes and have limited problem-solving capabilities but otherwise they simply live to eat. The long, bulbous body terminates in a narrow, eyeless head with a petal-like protrusion, vividly coloured, surrounding a small, lamprey-like mouth. The rest of the 2 metre-long body is dark green and ribbed, with ten small tentacle-like appendages along the length. The slime dripper uses these to assist with climbing, although the body is covered in a thick mucus that creates a layer of suction allowing the slime dripper to climb vertical surfaces with ease.

The standard tactic of the dripper is to hide in the branches of trees, concealed in the foliage, lying along branches capable of supporting its bulk. The mouth array pokes through the branches, with the petals of flesh giving an extremely convincing appearance of a Fundian master orchid. These flowers attract many large herbivores who drink of its sweet, sticky sap and when they approach the slime dripper squirts the prey with a blast of its sticky mucus which effectively immobilises its prey. The dripper then oozes down and, with its lamprey mouth, attaches itself to the prey and proceeds to drain it of its blood.

A slime dripper can consume twice its own End in blood, draining approximately one litre per minute. This means that, when attached to a human, it can drain a body's five litre blood reserves in around 5 minutes (30 rounds). The process is excruciatingly painful: when attached the slime dripper inflicts 3 points of damage each round until the prey is drained or it is removed or killed.

The slime the dripper squirts is a fast-acting paralysis agent that is rapidly absorbed through the skin. Its squirts around two litres and can launch a slime dose at a range of up to 3 metres, although it usually waits for prey to come within two metres or closer before doing so. Once hit, the slime is quickly absorbed where it meets naked skin causing paralysis within 1d3 rounds. Human targets are allowed a Dex 8+ roll to avoid an anticipated slime attack and, if hit, a further Dex 10+ roll to see if any exposed skin has been struck. If successfully struck, Dex is reduced to zero, for the purposes of movement, within 1d3 rounds and as the prey loses the ability to move the slime dripper oozes down from its hiding place and across to find the largest exposed area of skin to attach itself to.

Although slime drippers mostly infest trees, they are also known to lurk beneath the surfaces of swamps and lakes, with their mouthparts above the water, mimicking water plants.

STATISTICS

Typical Characteristics: Str 3d6, Dex 1d6+2, End 2d6, Int 1d3-1, Edu -, Soc -

Typical Skills: Athletics (co-ordination) 1, Melee (natural weapons) 2, Stealth 3, Survival 1

Traits: Enhanced Strength, Weakened Dexterity, Natural camouflage

Armour: None

Weapons: Slime (see above), Blood Drain, 3 points per round, with damage applied first to End, then Str and finally Dex.

Notes: The natural camouflage of the dripper gives it a natural +2 to Stealth.

GNOBBIANS

From Gnob in the Olo'B Empire, Gnobs are diminutive, blue-skinned humanoids with vile tempers and an argumentative attitude that frequently degenerates into fisticuffs after vehement verbal challenges.

Gnobbians are short in stature, bow-legged, blue-skinned and wear permanent scowls. Males are usually moustachioed and exceedingly proud of their lip-hair with the extravagance of the 'tache indicating social status. Highly superstitious, it is a mixture of complex religious traditions and their superstitious natures that keep the red and blue castes (based on hair colour) from beating several shades of faecal matter out of each other.

STATISTICS

Typical Characteristics: Str 2d6, Dex 2d6+2, End 2d6-1, Int 2d6, Edu 2d6, Soc 2d6

Typical Skills: Athletics (co-ordination) 1, Deception 1, Gun Combat 1, Melee (unarmed) 1, Survival 1

Traits: Enhanced Dexterity, Weakened Endurance, Natural camouflage

Armour: None

Weapons: Any

Notes: It is the natural tendency for every Gnobbian to cause an argument with any alien race they encounter. All Gnobbians have a deep phobia of exposed underwear.

GRONKS

A timid race from the planet Blas in the Gallego systems, Gronks are a curious, almost conical, furry, four-armed species with binocular eyes and a long, ribbed trunk-like proboscis that serves as both nose and vocal organ. The Gronk's mouth is located in the lower half of its body and concealed beneath the thick, silvery fur all Gronks sport.

Gronks are metal-eaters and their jaws are incredibly strong, capable of biting through plate steel with ease. Gronk saliva is highly acidic so that metals can be broken down and digested quickly and the long, amazingly strong tongue is coated in this metal-melting acid.

Gronks are intelligent, playful and friendly; traits that single them out for exploitation by certain races who take advantage of the incredible timidity of the species. Gronks have such frail constitutions that the slightest shock can cause immediate cardiac arrest and death. Gronks therefore go out of their way to avoid excitement, not wanting to overload their 'poor heartses'. One up-shot of having such highly-strung constitutions is that Gronks make for marvellous medics and every Gronk has a natural Medic 0 skill.

A Gronk tradition is to allow a loved one or favoured ally to wear its skin after the Gronk has died. The giving of the pelt is viewed as a great honour amongst the Gronks and Wulf Sternhammer was one of the privileged few to wear a Gronk skin.

STATISTICS

Typical Characteristics: Str 2d6, Dex 2d6, End 1d6-1, Int 2d6, Edu 1d6+2, Soc 2d6

Typical Skills: Admin 1, Advocate 0, Medic 1, Steward 1

Traits: Armoured (1 point fur), Natural Weapon (Stomach Jaws and Acid), Weak Endurance (see below)

Armour: 1 point fur

Weapons: Bite, 2d6+2. If a Gronk successfully bites it can exude acid which acts only against metal, dissolving up to 1kg in one Combat Round.

Notes: Weak Endurance. If Gronks are subjected to any form of surprise or shock, they must roll End 8+. If the roll is failed the Gronk suffers cardiac arrest and sustains 4d6+4 damage. If it succeeds, it faints and recovers in 2d6 Combat Rounds although it feels compelled to remain hidden for up to 1d6 hours or until it can be persuaded that all danger has passed.

HOWLERS

It seemed like a good idea to clone endangered species during the late 21st Century and indeed it was. Later developments in genetic science led to the Uplift programme, which took species with a modest degree of sentience and attempted to create full sapience. One such experiment was with baboons and the result, the Howlers, was a mixed success.

The Howlers are certainly intelligent. It became fashionable to breed them and use them for manual labour in the early days of space exploration. However it later became apparent that flaws in the Uplifting process had not created the intelligent but docile, sophonts the scientists believed they had; the Howlers began to develop a taste for human flesh and distinctly psychopathic and violent tendencies. Across the frontier worlds like Alzir the Howlers ran amok, escaping to isolated societies that then preyed upon the scattered frontier communities.

Howlers are baboon like creatures but with some distinctly human traits and a much fuller coverage of fur than their

unmodified counterparts. Cunning and cruel, Howlers have a developed taste for meat, preferring human flesh which they crave above other protein sources.

STATISTICS

Typical Characteristics: Str 2d6+4, Dex 2d6+3, End 2d6+4, Int 1d6+1, Edu 1d6-1, Soc 1d6

Typical Skills: Animals 1, Deception 1, Gun Combat (slug pistols) 1, Melee (large blade) 1, Melee (natural weapons) 1, Stealth 2, Survival 2

Traits: Armoured (1 point fur), Natural Weapon (claws and teeth)

Armour: 1 point fur

Weapons: Bite, 2d6+2; Claws 1d6+1

MORKS

A ubiquitous riding beast, morks are found across the galaxy and are popular on frontier colony worlds as a riding animal. Resembling very large, featherless and wingless ostriches, with large, round, black eyes, morks are very easily domesticated, non-aggressive, easy to maintain herbivores. Their powerful legs allow them to cover great distances quickly and the stubby tail provides an effective counter balance meaning that even when running flat-out a mork offers a stable ride.

STATISTICS

Typical Characteristics: Str 3d6+6, Dex 2d6+4, End 3d6+6, Int 0, Edu -, Soc -

Typical Skills: Athletics (co-ordination and endurance) 3, Survival 1

Traits: Enhanced Str, Dex and End. Instinct +2

Armour: 1 point for thick hide.

Weapons: None.

Notes: Morks are found in most frontier towns and can be rented for around Cr. 15 per day.

MORPHS

A race of unknown origin, Morphs are not numerous and are found across the galaxy. The species are shape-changers that exist on a fixed change cycle, having to shed their existing form in favour of a new one every 15 years. Morphs can replicate any species in the galaxy – sentient or non-sentient – and replicate the chosen species' characteristics perfectly, including traits and special powers, through absorption of the selected creature's DNA. When the time comes to change the Morph's old skin is shed, in the same way a serpent sheds its old skin and the Morph enters a chrysalis state which it maintains for around 12 hours before emerging in its new form, fully functional.

If severely injured or killed in an assumed form, then the next form is hastened and the Morph is able to fully regenerate itself into a new creature. The only way to fully kill a Morph is to destroy it whilst it is in its original form – that of a huge Pseudopod encrusted maggot with a pair of small sensory antenna at the narrow, head-end of the creature. The statistics given below are for the original form.

STATISTICS

Typical Characteristics: Str 4d6, Dex 2d6, End 3d6, Int 2d6, Edu –, Soc –

Typical Skills: Any appropriate to its form. In original form, Melee (natural weapons) 1, Survival 1

Traits: Shape Changer.

Armour: 1 point for natural body slime.

Weapons: Bite, 2d6

Notes: The intergalactic murderer, Willy Blanko, is a Morph. In his human guise Blanko has been responsible for countless deaths across the galaxy and he has surrounded himself with a loyal gang of similar killers and cutthroats.

MUTATORS

Like Morphs, Mutators are shape-shifters and may share a common ancestry with the maggot-like race. However Mutators do not occupy the same form for a fixed cycle and can alter their appearance at will to replicate any species they come across. In this sense they operate in exactly the same way as a Morph but have the ability to change their shape and internal DNA within 1d6 x10 minutes.

The original form of a Mutator is a human-sized cross between a mantis and a maggot. The creature has large, compound eyes and a beak-like mouth but is otherwise limbless. Unlike a Morph, a Mutator is vulnerable to injury and can be killed in whatever form it assumes, reverting to its original shape upon death. The statistics below are for its original form.

STATISTICS

Typical Characteristics: Str 2d6+2, Dex 2d6, End 2d6+2, Int 2d6, Edu –, Soc –

Typical Skills: Any appropriate to its form. Stealth 1, Survival 1

Traits: Shape Changer

Armour: None

Weapons: Bite 2d6–1

Notes: The Mutator (no other name known) is wanted throughout the Olo'B empire for a variety of crimes.



OSMONGS

Natives of Byn-L, Osmongs are intelligent, bipedal humanoids with elongated heads and wide mouths filled with wide, flat, tombstone teeth that indicate the Osmong's herbivorous nature.

Naturally sociable within their own kind, Osmongs have large family groups, which is partly a response to the harsh conditions on Byn-L but also because they enjoy very large social gatherings. Gifted vocalists, Osmongs enjoy close harmony singing and Osmong choirs and vocal groups are a frequent sight throughout the galaxy.

STATISTICS

Typical Characteristics: Str 2d6, Dex 2d6, End 2d6, Int 2d6+1, Edu 2d6-1, Soc 2d6

Typical Skills: Art (singing) 3, Admin 1, Gun Combat (blasters) 0, Survival 2, Tactics 1

Traits: Enhanced Int, Weakened Edu.

Armour: None

Weapons: Any

Notes: The gang known simply as the Osmong Brothers are a criminally inclined close-harmony trio who have assaulted, robbed and murdered their way across the galaxy, accompanying each crime with song, for several years. Carrying a bounty of Cr. 427,000 and a Termination warrant, the Osmongs are thought to be en-route to The Killing on planet Zed.

PREYING ZORG

Native to Fundi, the preying zorg is a 3.5 metre tall mantis-like insect with rudimentary intelligence. Its natural prey are the small, tree-dwelling marsupials of Fundi's jungles but zorgs have been known to co-operate to capture larger prey.

Collectors of large insects have managed to capture zorgs on Fundi and bring them back to private zoos and menageries. Some have escaped and, with their rudimentary intelligence and ability to co-operate on certain tasks, some zorgs have escaped. Extremely adaptable there are zorg colonies on several frontier worlds threatening food stocks and, occasionally, humans.

STATISTICS

Typical Characteristics: Str 3d6+2, Dex 3d6+6, End 2d6+6, Int 1d3, Edu -, Soc -

Typical Skills: Melee (natural weapons) 3, Survival 2, Tactics 1

Traits: Enhanced Str, Dex and End, Weakened Int.

Armour: 1 for chitin carapace

Weapons: Claws x2, 2d6+1, Mandibles 2d6-1.

Notes: Zorgs gain two simultaneous claw attacks in the same round. If both strike, then the zorg pulls its prey close enough to then bite. All attacks are with Melee (natural weapons) 3.

SANDORIANS

The original rulers of the Isthman edge of the galaxy, Sandorians are highly intelligent with a very evolved sense of social responsibility. Hairless and with wide, domed heads and eyes with amber, iris-less pupils, Sandorians are humanoid in all other respects. They are friendly to most races and, even when they may not be on friendly terms with a species, they are always polite, if a little reserved.

Naturally gifted scientists, Sandorians have continually experimented with warp drive technology, developing the fastest warp drive in the galaxy. Their researchers would be used to benefit the whole of the galaxy but their research has been curtailed as the Sandorians fight a brutal and debilitating war with the Wolrogs, who threaten to dominate the whole of Isthman space and, eventually, the galaxy.

STATISTICS

Typical Characteristics: Str 2d6, Dex 2d6+1, End 2d6, Int 2d6+3, Edu 2d6+3, Soc 2d6

Typical Skills: Admin 1, Broker 0, Computers 2, Diplomat 1 Pilot (spacecraft) 1, Physical Science (chemistry, mathematics or physics) 2, Vacc Suit 1, Zero G 1

Traits: Enhanced Dex, Int and Edu.

Armour: None

Weapons: Any

Notes: Sandorians are unfailingly polite and never take liberties with social etiquette.

SARGASSIANS

Originally from Fundi, Sargassians are a genetically altered species developed from a relatively harmless swamp-dwelling creature and turned into a ruthless killing machine. Sargassians have natural, chameleon-like camouflage and the ability to move with almost complete silence. Naturally resistant to extremes of temperature and able to withstand extremes of pressure, Sargassians make excellent soldiers, once equipped with intelligence and an insatiable appetite for violence.

The creatures resemble human-sized, bulbous termites with no discernible head and a pair of immense eyes capable of 270 degree vision. Sargassians have four, three-fingered arms in addition to two stumpy legs but their agility is not compromised by their apparent bulk or ungainly posture.

STATISTICS

Typical Characteristics: Str 3d6, Dex 2d6, End 2d6+3, Int 1d6+3, Edu 1d6+2, Soc 1d6

Typical Skills: Gun Combat (any) 2, Melee (unarmed) 2, Stealth 4, Survival 2, Tactics 2

Traits: Enhanced Strength and Endurance. Natural camouflage.

Armour: 2 points for toughened hide

Weapons: Any

Notes: With four arms, Sargassians can attack twice per round with any weapons they are carrying.

SMILING CHUCKWALLA

Found on several worlds, the smiling chuckwalla is a grinning nightmare that is all eyes, teeth, fur, claws and a seemingly affable nature. Excellent mimics, they appear to be intelligent but the intelligence is only rudimentary. Chuckwallas copy the affable characteristics of other species to draw potential prey in close so that those claws can seize it and draw it into a fang-filled maw.

STATISTICS

Typical Characteristics: Str 3d6+3, Dex 2d6+3, End 3d6, Int 1, Edu –, Soc –

Typical Skills: Diplomat 1, Melee (natural weapons) 2

Traits: Enhanced Str, Dex and End

Armour: 1 point for fur and bulk

Weapons: Claws x2, 2d6+2, Bite 3d6

Notes: Chuckwallas gain two simultaneous claw attacks in the same round. If both strike, then the chuckwalla pulls its prey close enough to then bite. All attacks are with Melee (natural weapons) 2.

STOVIANS

Natives of Cytrix VIII, the Stovians are an amphibious, intelligent race with frog-like faces but otherwise humanoid bodies and human-like characteristics. Stovians are naturally curious creatures with a generous, perhaps naïve tendency to see the best in people and have embraced the frontier spirit brought by Earth's expansion. Stovians are found on many frontier worlds where, like mutants, they are sometimes despised and treated as second-class citizens.

STATISTICS

Typical Characteristics: Str 2d6, Dex 2d6+3, End 2d6, Int 2d6, Edu 2d6, Soc 2d6–2

Typical Skills: Admin 1, Animals 1, Broker 1, Diplomat 1, Steward 1

Traits: Enhanced Dex, amphibious

Armour: None

Weapons: Any

Notes: Stovians look up to and respect, humans, often adopting human names, customs and mannerisms in the hope that they will better fit into the societies they choose to live in.

TELEKINES

Native of Andropi'ahn in the Troges system, Telekines are the most powerful natural psions in the galaxy. Diminutive in stature but with very large, globe-like craniums and small, squashed faces, they are nightmarish in appearance and their psionic powers mean they are often distrusted by other races. However, with the exception of the Demon-Maker, Sadan, Telekines attempt to use their powers for good rather than ill and are acutely aware of how they might be viewed by other, non-psionic races. They are therefore careful not to flaunt their powers or use them intrusively or without prior permission.

STATISTICS

Typical Characteristics: Str 1d6+1, Dex 2d6–1, End 2d6, Int 3d6+3, Edu 3d6+3, Soc 2d6, Psi 2d6+6

Typical Skills: Admin 2, Computers 2, Life Sciences (psioncology) 2, Survival 1

Traits: Weakened Strength and Dexterity. Enhanced Intelligence and Education. Natural psions

Armour: None

Weapons: None

Notes: All Telekines have 2 basic talents from the *Traveller Core Rulebook* and two of the advanced talents taken from the *Mutants & Masterminds* chapter from this book.

TRITONS

Natives of Proxima, Tritons are widespread across the galaxy. Heavily set and bulky in stature, tritons lack any discernible nose and have very small, squinting eyes. The frog-like mouth finally betrays their origins as water-dwellers although the tritons long ago left their sea habitats to settle the land.

Having almost destroyed themselves through nuclear war, Tritons are avid slavers and buyers of slaves to supplement their dwindling population and dislike for hard work. Considered untrustworthy by many cultures, Tritons have figured large in the S/D warrant lists either for slaving crimes or other atrocities. Expert hand-to-hand fighters, Tritons are innately violent and the distrust they have engendered as a species is well earned.

STATISTICS

Typical Characteristics: Str 3d6, Dex 2d6–1, End 2d6+2, Int 2d6, Edu 2d6, Soc 2d6–1

Typical Skills: Gun Combat (any) 1, Melee (unarmed) 3, Stealth 1, Survival 1, Tactics 1

Traits: Enhanced Strength and Endurance. Weakened Dexterity.

Armour: None

Weapons: Any

Notes: Barnak Spraks is wanted for war crimes in two systems: Dead or Alive, Cr. 200,000.

VILELANDERS

Originating from the K3 system, Vilelanders are simian in appearance with heavily furred faces and bodies, squat frames and arms that are long in comparison to the rest of their body. The domed cities of their homeworld, Vile, are designed to keep out the many predators of that world, although the Vilelanders themselves are every bit as unpleasant as the creatures that would feast of them.

A naturally aggressive and peevish race, they delight in bullying anyone weaker themselves, indulging in petty theft and aggravated assault and have been the scourge of many worlds since they developed spaceflight for themselves just under a century ago. Almost universally loathed it is rare to encounter a Vilelander with an even temperament and placid nature. Most are simply loathsome, spiteful individuals.

STATISTICS

Typical Characteristics: Str 2d6, Dex 3d6, End 2d6, Int 2d6-1, Edu 2d6-1, Soc 2d6-1

Typical Skills: Athletics (co-ordination) 2, Gun Combat 1, Melee (unarmed, blade) 1, Stealth 1, Survival 3.

Traits: Enhanced Dexterity

Armour: None

Weapons: Any

Notes: The aptly named Vicious Malicious is a contender in The Killing and hotly tipped to win the competition.

WOLROGS

A humanoid and warlike race from the Isthman galaxy, Wolrogs have hairless faces and small, pricked ears set on top of the head in a manner reminiscent of horns. The lower jaw is undershot and the lower canine teeth are overdeveloped into upward sloping fangs.

Wolrogs detest and despise all other races, considering them utterly inferior. The purpose of every male Wolrog is wage war and they are trained to battle from the moment they can walk. Female Wolrogs are of limited sentience and are, essentially, breeding machines kept in huge harems aboard Rog, the artificial world the Wolrogs inhabit since destroying their homeworld.

Wolrogs revel in cruelty, taking sadistic pleasure in watching others fight. They have no time for weakness and no concept of mercy. Enemies who refuse to fight or who surrender are subject to extermination.

STATISTICS

Typical Characteristics: Str 2d6+3, Dex 2d6-1, End 2d6+6, Int 2d6-1, Edu 2d6-1, Soc 2d6-1

Typical Skills: Gun Combat (any three weapon types) 2, Melee (unarmed and blade) 2, Heavy Weapons 1, Gunnery 1, Survival 2, Tactics 1, Vacc Suit 1, Zero G 1

Traits: Enhanced Strength and Endurance. Weakened Dexterity and Intelligence.

Armour: All Wolrogs wear Wolrog Battle Fatigues for 5 points of Cloth protection.

Weapons: Blade 2d6, Gauss Pistol 3d6, Gauss Rifle 4d6



Criminals & Fugitives

MAX QUIRXX

A clever and educated sociopath, Quirxx's criminal tendencies did not manifest until he was in his late 40s when he met Norma, whom he would later marry. To escape from his relationship with his first wife and two sons, in the college town of New Hatfield, Quirxx killed all of them with a controlled explosion using explosives made at the New Hatfield University laboratory, where he worked as a lecturer.

Escaping with Norma, Quirxx fled to the Barios system where further atrocities followed, Quirxx having being seemingly liberated from his stifling existence as an academic and becoming a feared criminal figure. He built-up a gang of at least 30 around him and attempted to hold Barios 3 to ransom – eventually ending in multiple murder.

Last seen on Caytor, where he is believed to be attempting to make contact with the Khasian crime family. Believe to be accompanied by associated Lundqvist and Gershowitz, two trusted lieutenants from the Quirxx gang.

WARRANT

Name: Max Quirxx

Aliases: 'The Professor'; 'The Doc'

Profile: 778BB9

Record

Earth, Barios 3 – Multiple Murder

Caytor – Kidnap, Extortion

Warrant Designation: Dead or Alive

Reward: Cr. 100,000

Warrant Status: Open

LVS: Barios 3 – 15/09/80 (Barios 0505 B667863-14)

Caytor: Cayalis – 25/11/80 (Dorian Nebula 0504 A962946-14)

Notes

Highly educated and intelligent.

Known Associates:

Norma Quirxx (spouse, GCC file MQ2/99113/87-A)

Freddie Lundqvist (Quirxx gang member, GCC file MQ3/99113/87-B)

Ernie Gershowitz (Quirxx gang member, GCC file MQ4/99113/87-C)



Quirxx is GCC registered as a 100% sociopath. His enjoyment of killing and mayhem is marked by an utter lack of remorse.

Fled Earth following the brutal slaying of his family and he quickly found his way to the Barrios system. Here, he murdered 20 during an experimental spree-killing in the domed city of Wayngro. Escaping that atrocity, he somehow came by a P-Nuke and activated that in the domed city of Vantage, killing close to 10,000 and levelling several major business districts.

Currently understood to be on Caytor to rendezvous with criminal associates including Lundqvist and Gershowitz.

Highly dangerous. Termination with prejudice sanctioned, if necessary.

STATISTICS

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

Skills: Advocate 1, Computers 3, Explosives 1, Gun Combat (slug guns) 1, Physical Sciences (chemistry) 2, Physical Sciences (physics) 2, Streetwise 2, Survival 1

Armour: Cloth (5)

Weapons: Snub Pistol 3d6-3

KANSYR

In 2173 a proto-type halugin was stolen by Kansyr, a Laz from the frozen wastes of the west who worked for el-Laz-Halu-Tek and intended to sell the weapon to the highest bidder. Two S/D agents, Sniffer Martinez and Johnny Alpha, caught up with Kansyr and effected his arrest but not before Kansyr used the halugin and killed Martinez. The Laz authorities did not take Kansyr's crimes seriously – especially as the death was of a mutant bounty hunter – and Kansyr was released with a fine.

Since then Kansyr has grown in confidence and stature as a criminal. He is wanted in several systems throughout the Colony A sub-sector for a variety of crimes with violence. His current hideout is the asteroid Metastis, in the Pol system, where he controls the assorted thugs who have gathered there with a mixture of fear and mind control weaponry stolen from his old employers.

WARRANT

Name: Kansyr ni Tumeris

Aliases: None

Profile: D5D577

Record: Theft, Laz; Metastis, Extortion, Robbery, Murder

Warrant Designation: D/A

Reward: Cr. 125,000

Warrant Status: Open

LVS: Metastis (Pol 0701, Sector A)

Notes

Fled homeworld of Laz Prime in 2173. Series of spree robberies and assaults through Sector A between 2173 and 2177. Believed to have found refuge on Metasis on 2177 and challenged the planetoid's then ruler, Kubul the Kleanser for leadership of the criminal community. Reports indicate that Kubul was killed by his own people who shot him dead in the belief that he was really a smiling chuckwalla.

This suggests Kansyr is still in possession of the Halugin stolen from Laz Prime in 2173.

Kansyr is lacking his right hand following an incident on Laz when S/D Agent John Alpha was in pursuit of him for Halugin theft.

To be considered highly dangerous.



STATISTICS

Characteristics: Str 13 (+2), Dex 5 (–1), End 12 (+2), Int 5 (–1), Edu 7 (+0), Soc 7 (+0)

Skills: Deception 2, Gun Combat (blasters) 2, Special Weapons (Halugin) 1, Survival 1, Tactics 2

Armour: Cloth (5)

Weapons: Heavy Blaster 6d6+4, Halugin

Notes: The Halugin works to implant 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 the suggestions real. The weapon has a range of 60 metres. When operated it acts as though the operator is using the Send Thoughts power from the Telepathy talent (*Traveller Core Rulebook*, page 153). The weapon has a battery allowing for 20 uses of the halugin before it needs recharging.

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.

BILLY-JOE

Conjoined twins Billy and Joe are sufferers of severe mutation. Joe's face manifests at the rear of Billy's head and each controls an arm.

Powerful and brutal, Billy-Joe is wanted for trading in slaves, murder in several degrees, torture, kidnap and false imprisonment. He is a master user of the laz-whip, having learned the skill whilst training as an animal handler in one of the frontier worlds. He migrated to Paprika in the Spice System to flee crimes committed in two sub-sectors and rules the town of Humility in defiance of Paprika's feeble law enforcement service.

WARRANT

Name: Billy-Joe

Aliases: Two Face

Profile: AAC760

Record

Earth – Multiple Murder, Rape, Defiling a chapel of the New Church
Dragan's World – Kidnap, Extortion

Paprika – Assault, Unlawful Levy of Taxes

Warrant Designation: Dead or Alive

Reward: Cr50,000

Warrant Status: Open

LVS: Paprika (Spice 0802 C585583-14)

Notes

Considered highly dangerous.



Billy-Joe is a noted psychotic with delusions of grandeur. Of the two personalities operating the body, Joe is thought to be the more violent and tempestuous whereas Billy is slightly less aggressive and more thoughtful – although both are stone killers.

Billy-Joe is thought to be responsible for the killings of the following S/D agents:

- Scale-Arms Kellet
- Vince 'The Badger' Morrow
- Papa DiLegga
- Cold Shoulder Alexis
- Ronald 'Octopus' Corbett

Approach with extreme caution

STATISTICS

Characteristics: Str 10 (+1), Dex 10 (+1), End 12 (+2), Int 7 (+0), Edu 6 (+0), Soc 0 (–3)

Skills: Deception 3, Gun Combat (blasters) 0, Melee (large blade) 3, Stealth 1

Armour: Leatherene padding, 3

Weapons: Laz-Whip 1d6+3

SADAN

Sadan the Telekine was arrested in 2176 for crimes of terror against several worlds within the Galactic Federation. Brought to justice by S/D Agent John Alpha he was sentenced to incarceration for life in Atlantics Zone Hyper-security penitentiary.

Escaping in 2179, Sadan is now a fugitive again, although considered to be lying low as his unique powers quickly identify him as a powerful psion and the criminal known as The Master of Chaos.

WARRANT

Name: Sadan

Aliases: Master of Chaos, Demon Maker

Profile: 459HD7H

Record

Core Worlds sub-sector – 7 counts of blackmail and incitement to cause acts of terror.

Warrant Designation: Dead or Alive

Reward: Cr. 80,000

Warrant Status: Open

LVS: Earth (Atlantic Hyper Security Penitentiary – escaped December 2180)

Notes

Considered highly dangerous.



Like all Telekines Sadan is highly trained in several psionic disciplines. Considered mad by his own people, Sadan considers humans inferior and has often stipulated his intention to enslave the entire human race and to place Telekines at the heart of all galactic life.

When unable to control others with his psionic abilities, Sadan is a self-pitying wretch with an over-developed sense of his self-importance and considerable revenge motivation against John Alpha.

Having escaped from the Atlantic Hyper Security Penitentiary in December 2180 Sadan's whereabouts are unknown. It is possible he is still resident on Earth but it is possible – and perhaps probable – that he has left the Sol system.

STATISTICS

Characteristics: Str 4 (–1), Dex 5 (–1), End 9 (+1), Int 17 (+3), Edu 13 (+2), Soc 7 (+0), Psi 17 (+3)

Skills: Advocate 1, Deception 2, Diplomat 1, Stealth 1

Talents: Telepathy 3, Telekinesis 2, Projection 1, Psionic Attack 1

Sorcerous Abilities: Armour Ritual, Demoralise, Fly, Hand of Death, Sky Hammer

Armour: None

Weapons: Psionic attacks (see page 78)

THE BRAIN

A native of the Q17 swamp world who has, with the aid of his gullible, loyal human crew, waged a one-brain crime war against the Dictators of Larg. At each stage the Brain has ridiculed and out-thought the Dictators, bringing cunning scheme after cunning scheme to a conclusion that has embarrassed and wounded the Dictators' integrity.

In truth, the Brain is no more than an elaborate, ultra-clever prankster. Tired and contemptuous of the fact that four clones rule an entire planet unchallenged, the Brain has dedicated itself to making life difficult for the Dictators and interesting for itself. Each elaborate scheme has taxed the nerve and resources of the Dictators driving them to distraction and forcing them to place a 50,000 Byknl bounty on the Brain's... brain.

What the Brain truly appreciates is fine music. A lover of the arts but musicals and opera most of all, the Brain spends increasing amounts of time training his choir of minute waterworts – naturally gifted mimics and singers – to perform a myriad variety of show tunes. The Brain's ultimate goal is to take his waterworts on tour – perhaps even gain a recording contract – and take sweet music to the masses. Failing that, tormenting the Dictators of Larg runs a close second.

WARRANT

Name: The Brain

Aliases: The Brain, Brain, Brainbox, The Little Grey Cells, The Master

Profile: 104HH4

Record

Larg – Extortion, Blackmail and Incitement to Wholesale Destruction

Warrant Designation: Dead or Alive

Reward: Cr. 60,000 (50,000 Byknls)

Warrant Status: Open

LVS: Larg (Larg 0309 C8668A5-14)

Notes

Curious warrant, this one.



The Dictators of Larg have continually petitioned the GCC for a warrant on the Brain for over two years but all GCC research into the crimes the Brain is alleged to have committed have proved to be either highly dubious or exaggerated out of all proportion. Investigations on Larg show that while the Brain is known by most citizens, few consider it a threat. However the Brain has made contact with several Largian criminals.

Known Associates:

- Bony-faced Busetski
- 'Lefty' Watkins
- Simon 'Simple' Mendoza

STATISTICS

Characteristics: Str 1 (-2), Dex 0 (-3), End 4 (-1), Int 17 (+3), Edu 17 (+3), Soc 4 (-1)

Skills: Advocate 4, Art (performance) 2, Computers 3, Deception 4, Diplomat 3, Stealth 2

Armour: None

Weapons: None

FLY'S EYES WAGNER

Wanted for the murder of his partner, Fly's Eyes Wagner is a former Search/Destroy agent (license revoked) originating from Sharpsville, California, USA, Earth. Following a reward worth Cr. 1.5 million, Wagner refused to share the bounty and murdered his colleague of four years, Lips Rainsworth. The nature of the killing has not been made public by Caytor Police but is considered sufficiently heinous to require a Termination warrant.

Formerly licensed by S/D for Special Weapons use, Fly's Eyes is believed to be carrying at least one portal grenade and may also have a time bomb.

Fly's Eyes has only one living relative – his father, Isaac, still a Sharpsville resident.

WARRANT

Name: Amos Wagner

Aliases: Fly's Eyes

Profile: 7A9870-7

Record

Caytor – Murder (Class A atrocity)

Warrant Designation: Termination

Reward: Cr. 300,000

Warrant Status: Open

LVS: Eureka Space Port, Eureka, CA, Earth

Notes

Mutant Classification: Light Mutation.



Description: Standard human physique. Average Height and Weight. Blond hair.

Mutation: Compound Eyes (left and right).

Amos Wagner was registered as an S/D agent 18/02/74. Achieved Special Weapons and Timeslip Clearance May 2179.

Notable Warrants:

Serge Diamond (Terminated)

The Plasticiser (Apprehended)

Foyle Gully (Apprehended)

Spiro the Gyro (Terminated)

STATISTICS

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, Special Weapons 1, Stealth 1, Survival 1, Tactics 0

Armour: Cloth for 6 points

Weapons: Standard Blaster x2 (3d6+3), Portal Grenade x3

ADOLF SHICKLGRUBER

Austrian-born German politician and the leader of the National Socialist German Workers Party – popularly known as the Nazi Party. He was the dictator of the old Earth state of Germany from 1933 to 1945, serving as chancellor from 1933 to 1945 and as head of state from 1934 to 1945.

A decorated veteran of World War I, Shickelgruber joined the Nazi Party in 1920 and became its leader in 1921. Following his imprisonment after a failed coup in 1923, he gained support by promoting German nationalism, anti-Semitism and anti-communism with charismatic oratory and propaganda. He was appointed chancellor in 1933 and quickly established and made reality his vision of a totalitarian, autocratic, single party, national socialist dictatorship. Hitler pursued a foreign policy with the declared goal of seizing Lebensraum (living space) for Germany, directing the resources of the state toward this goal. His rebuilt army invaded Poland in 1939, leading to the outbreak of World War II in Europe.

Within three years, Germany and the Axis powers occupied most of Europe. His forces committed numerous atrocities during the war, including the systematic killing of as many as 17 million civilians, including the genocide of an estimated six million Jews, known as the Holocaust.

Despite being held in high regard by the New Church (see 'Shicklgruber: Patriotism, Principle and Purity', by Lady Grantham), The Committee for Ultimate Retribution (CUR) has elected for Shicklgruber's arrest and trial. The warrant carries a MCr. 1 reward.

WARRANT

Name: Adolf Shicklgruber

Aliases: Adolf Hitler, Mein Fuhrer

Profile: 669A7C

Record

Earth – Genocide

Warrant Designation: Apprehension and Return

Reward: Cr. 1,000,000

Warrant Status: Closed (Assigned: S/D Agent John Alpha)

LVS: Berlin, Germany, Earth

Notes

Considered clinically insane, Adolf Shicklgruber is more likely to be known by the name Hitler or simply 'Mein Fuhrer'. Given his position as chancellor of Germany, he will be under heavy security and historical records note a coterie of advisers and his personal guard, members of the SS (elite troops) – any of whom will give their life for Shicklgruber.

Despite the severity of his crimes, Shicklgruber is to be returned alive in order to stand trial before CUR in New Geneva. If killed accidentally, the reward for this warrant is reduced to Cr. 250,000 and if killed deliberately the reward is forfeit.

Owing to the high value of this reward, only Special Weapons and Timeslip licensed agents are considered. However it is anticipated that other S/D agents are likely to try to intercept the subject of the warrant in a bid to claim the reward.



STATISTICS

Characteristics: Str 6 (+0), Dex 6 (+0), End 9 (+1), Int 10 (+1), Edu 7 (+0), Soc 12 (+2)

Skills: Advocate 3, Art (performance) 2, Deception 1, Diplomat 1, Gun Combat (slug pistols) 1, Life Sciences (politics) 2, Survival 2, Tactics 2

Armour: None

Weapons: Autopistol 3d6–3

DOCTOR LEVIATHAN QUINCE, MD

A medical doctor born, raised and trained on Earth, Doctor Leviathan Quince joined the Galactic red Cross in 2170 and travelled extensively throughout the colonial sectors providing medical services as a freelance General Practitioner on many frontier worlds.

Travel took him to the Court of his Serene Royal Highness King Kel of M-Skel in 2181, where he was engaged to treat His Most Serene Majesty for a case of severe anal haemorrhoids. Whilst employed at the court it is believed that Quince hatched a kidnap plan against the Princess Rubella, intent on taking her from the M-Skel system and to a place of safe-keeping where a suitable ransom could be demanded.

His plan was successful and Princess Rubella was kidnapped. The Royal Guard claim that Quince drugged their macmac with a powerful sedative before stealing the keys to the Royal Bedchambers and then violently assaulting the princess before drugging her and taking her to a waiting shuttle.

To date, no ransom has been issued by Quince, although reports have placed his presence on Wilderness 4.

His Most Serene Highness has raised the following warrant via the GCC.

WARRANT

Name: Doctor Leviathan Quince

Aliases: Levy Quince, The Doc, Doc Quince, Medicine man

Profile: 778BB9

Record

M-Skel – kidnapping, assault, bribery, corruption of a minor, treason, sedition, defaming the king, defaming the princess, rape, pillage and arson, murder in the 1st, 2nd, 3rd, 4th, 5th, 6th, 7th, 8th and 9th degrees, vandalism, polygamy, forgery, identity theft, driving without due care and attention, speeding, failing to stop for the Royal Guard, dealing in narcotics, handling stolen goods, gun-running, devil-worship, sorcery, driving under the influence, driving over the influence, impersonating a member of the Royal Family, kidnap, false imprisonment and every other crime possible under the laws of King Kel of M-Skel.

Warrant Designation: Apprehension and Return

Reward: Cr. 30,000

Warrant Status: Open

LVS: Wilderness 4 (Wilderness 0110 D868825-13)

Notes

Despite the litany of charges listed against Dr Quince, none are proved under Galactic Law, although Treason is the most pressing of those communicated by the Royal Decree of King Kel.

Quince's record is spotless and his desire to help others outstanding in its consistency. He is not thought to be dangerous.



STATISTICS

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

Skills: Advocate 1, Computers 1, Life Sciences (biology) 2, Medic 3, Space Sciences (xenology) 1

Armour: None

Weapons: None

BUBO

A Howler and leader of the Bad Boy gang, Bubo has brought misery to the town of Esmerelda on Alzir for several years.

Bubo is the most intelligent of this Howler gang and his gang numbers between 15 and 20 more of his kind. His fur is noted for its black vertical stripe, which may be natural or an affectation.

His preferred modus operandi is to attack isolated supply caravans from mork-back, hitting hard and fast and taking as many survivors as possible for later eating.

WARRANT

Name: Bubo

Aliases: Head Bad Boy, Bubo the Bad

Profile: ABB610

Record

Alzir – Banditry, Piracy, Larceny, Murder, Cannibalism

Warrant Designation: Termination

Reward: Cr. 50,000

Warrant Status: Open

LVS: Alzir Prime (Alzir 0703 B962723-13)

Notes

Bubo leads the Bad Boy gang – a 15-20 strong mob of Howlers that have plagued the Cleave Hills north of Esmerelda for 18 months. At least 6 caravans and numerous lone prospectors have been attacked in this time and the gang leave no survivors.



STATISTICS

Characteristics: Str 10 (+1) Dex 11 (+1), End 11 (+1), Int 6 (+0), Edu 1 (–2), Soc 0 (–3)

Skills: Advocate 1, Computers 1, Life Sciences (biology) 2, Medic 3, Space Sciences (xenology) 1

Armour: None

Weapons: None

DOBIE ZITCH

'The Butcher of Straoud', a crime lord who decided to wipe out his opposition with a series of explosions that ended-up killing thirty innocent civilians. Arrogant to the last, Zitch fled Straoud and made a home for himself in New Stevenage, a town on Nomi's World, quickly cornering the Saint Nix quarter and establishing a new crime syndicate based around the Zitch Zaloon – a drinking, gambling, lap-dancing, animal-fighting flea pit that the decent people of the city avoid and the scum gravitate to like iron filings to an electromagnet. Zitch rules this region of the city through fear and gunshots. The people hate him and the local law enforcement supplements its salary with Zitch backhanders, so nothing is ever done in their name.

WARRANT

Name: Dobie Zitch

Aliases: None

Profile: 879878

Record

Straoud – Drug Supply, Handling of Explosives, Mass Murder

Nomi's World – Illegal gambling, prostitution, drugs supply, assault and battery, grievous bodily harm, attempted murder

Warrant Designation: Termination

Reward: Cr. 250,000

Warrant Status: Open

LVS: Nomi's World (Nomi 0301 C764785-14)

Notes

Zitch owns and runs the Zitch Zaloon which has received a wide degree of police amnesty despite Zitch's crimes.

His associated include:

Lunk Novitz (Wanted: D/A, reward Cr. 10,000)

Abe Underhill (Wanted: A/R reward Cr. 12,000)

Morris 'The Minor' Austin (Wanted: D/A Cr. 20,000)



STATISTICS

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

Skills: Admin 1, Broker 2, Carouse 2, Deception 2, Explosives 1, Gun Combat (blasters) 2, Stealth 1

Armour: Cloth, 6 points

Weapons: Standard Blaster 3d6+3

MALAK BROOD AND HIS BROTHERS

Malak Brood, the renegade sorcerer, is a name that is now almost a myth throughout the galaxy. Together with his brothers, Karnak and Hebkak, the Broods stole from the Sorcerers of Lyra and used their knowledge to gain power through the misery of others. It was purely the accumulation of power that drove the Brothers Brood; not wealth or riches. Their intentions were always obscured but the Sorcerers of Lyra always hinted that Malak intended to summon forth something that the sorcerers themselves had struggled to contain.

When caught, the Brothers Brood were interned on the Isle of the Dead, an asteroid prison in an isolated corner of the galaxy and kept there with the burden of their own guilt. The statistics provided here are for the Brothers Brood at the height of their powers and whilst still at large.

WARRANT

Name: Brothers Brood

Aliases: None

Profiles:

Malak 798AB9

Karnak 9787A9

Hebkak 6889A9

Record

Special Warrant issued by the Sorcerers of Lyra



Wanted for theft of sacred documents and rituals from three separate tomb worlds within Lyran space.

Wanted for devil worship and dark magic on Caytor

Warrant Designation: Apprehend and Return

Reward: Cr. 500,000

Warrant Status: Open

LVS: Straoud Rex (Straoud 0506 B4A75C7-14)

Notes

Claimed to be sorcerers of some repute (clarification sought from New Church, which has dealings in such things), the Brothers Brood have acquired a sinister reputation, although much of their supposed crimes are shrouded in secrecy. It is certain that they have masqueraded as healers when passing through certain systems and even claim to have resurrected the dead but there are no GCC correlated reports to verify the truth of these claims.

Treat with extreme caution.

MALAK BROOD

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

Power: 31 (9 for his own, plus 22 from sacrifices made with Soul Blade)

Skills: Deception 2, Melee (blade) 2, Social Sciences (psychology) 2, Sorcery 3

Sorcerous Abilities: Betrayal of the Mind, Cover of Night, Dominate, Hand of Death, Hand of Life, Resurrect, Soul Blade

Armour: None

Weapons: Dagger 2d6 (Soul Blade)

KARNAK BROOD

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

Power: 8

Skills: Broker 1, Deception 1, Melee (unarmed) 1, Sorcery 2, Stealth 1

Sorcerous Abilities: Armour Ritual, Demoralise, Fly, Ignite

Armour: None

Weapons: None

HEBKAK BROOD

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

Power: 8

Skills: Advocate 2, Broker 1, Medic 1, Social Science (sophontology) 1, Sorcery 2, Stealth 1

Sorcerous Abilities: Darkfall, Demoralise, Oath of Ordeal, Mobility Enhancement

Armour: None

Weapons: None

XEN THE BRAINWRAITH

Xen the Brainwraith is a unique creature, most likely not from this dimension. Existing as a form of ectoplasmic energy, Xen feeds on the life force of living sophonts to maintain its existence and non-corporeal nature: it has therefore killed hundreds – if not thousands – of innocent people in its quest simply to survive in this galaxy.

Xen appears as a dark shadow or stain with a set of narrow, glowing eyes. It enters the skull of a potential host or food source via the nostrils and ears and settles around the victim's brain, taking control of all actions. Rejecting Xen's intrusion requires the victim to successfully roll against Int 10+, thereby making one's brainwaves unpalatable to the brainwraith. Otherwise Xen takes full control and guides the actions of the host until it decides to leave the body or the body dies.

Whilst in the host, Xen drains 1 point of life force every day. This takes its toll as 1 point deducted first from Int, then from Str, End and Dex in that order. When Int is reduced to zero, the host is a zombie and even if Xen leaves the body without killing it, what remains will be little more than a zombie. Once all three characteristics are at zero, then the life force has been completely sapped and Xen must move onto a new victim.

Xen was last heard of on Burrito, where a spate of mysterious deaths signalled its likely presence.

WARRANT

Name: Xen the Brainwraith

Aliases: None

Profile: 00CCCC0

Record

GCC Special Warrant: Preying on at least a thousand innocent victims across the Galactic Federation.

Warrant Designation: Dead or Alive

Reward: Cr. 6,000,000

Warrant Status: Open

LVS: Burrito (Texica 0809 C562741-12)

Notes

Xen is an ectoplasmic creature of unknown origin that is responsible for the death of at least 1 thousand people over the last decade and possibly ten times this number. This GCC special warrant is for the dead or alive capture of the creature so that GCA scientists can conduct a full study of its form, nature and likely source of origin.

S/D Agents deciding to pursue this warrant may apply to the Dog House quartermaster for loan of the special Bottlegun designed to capture the brainwraith. Contact Harvey or George at the Dog House for further details.



STATISTICS

Characteristics: Str 0 (-3) Dex 0 (-3), End 12 (+2), Int 12 (+2), Edu 12 (+2), Soc -

Skills: Xen controls whatever skills its host possesses.

Armour: Cannot be harmed by physical weapons

Weapons: See description, earlier, plus Ectoplasmic discharge causing 2d6+2 damage when a Melee (unarmed) strike is successfully made.

Notes: Xen cannot be harmed by any known human weapon. It must be captured using the specially devised Bottlegun which uses an exceedingly powerful antimatter pulse to capture and draw in ectoplasmic energy. First, though, Xen must be forced to leave its host so that its smoke-like essence is visible to the naked eye. Forcing it to leave is a question of convincing it that a better host is present.

Strontium Dogs

To conclude this chapter, we present game statistics for a selection of Search/Destroy agents who have graced the Strontium Dog saga over the years. By no means an exhaustive list but one that may prove useful for Referees seeking inspiration for their own games. And, in the dog-eat-dog galaxy the chances of the Strontium Dog characters coming across these mutant celebrities – either as colleague, rivals or enemies – is reasonably high.

JOHNNY ALPHA

S/D's number one agent, John 'Johnny' Alpha is the son of Nelson Bunker Kreelman. Disowned by Kreelman at the age of 14, Alpha joined the Mutant resistance of Salisbury and fought with distinction throughout the Mutant Uprising that followed. A key figure in the taking of Upminster Palace, Alpha's true identity was learned but he eloquently proved that he was in no way, shape or form anything like his father.

Sentenced to exile from Earth after the Mutant Uprising, Alpha was amongst the first recruits for the new S/D Agency. His first partner was Sniffer Martinez but Alpha chose to work alone after Martinez was gunned-down by Kansyr on Laz. Following a solo spell Alpha was selected to track-down and capture Max Bubba and his gang who had stolen back in time to eradicate Norm civilisation by altering history in the 8th Century. Alpha successfully sent the gang back to the 22nd Century and, in the process, also returned Wulf Sternhammer, a Norse warrior from that time. Sternhammer became Alpha's partner until 2184 when Bubba, seeking revenge, killed him and almost killed Alpha.

Following Wulf's death and subsequent revenge on Bubba, culminating on Dragan's World, Alpha spent brief periods with Durham Red and Middenface McNulty before his own death defending the mutants exiled to the New Church's hell dimension of Arcadia.

STATISTICS

Characteristics: Str 9 (+1) Dex 12 (+2), End 12 (+2), Int 10 (+1), Edu 8 (+0), Soc 0 (-3), Inf 12 (+2)

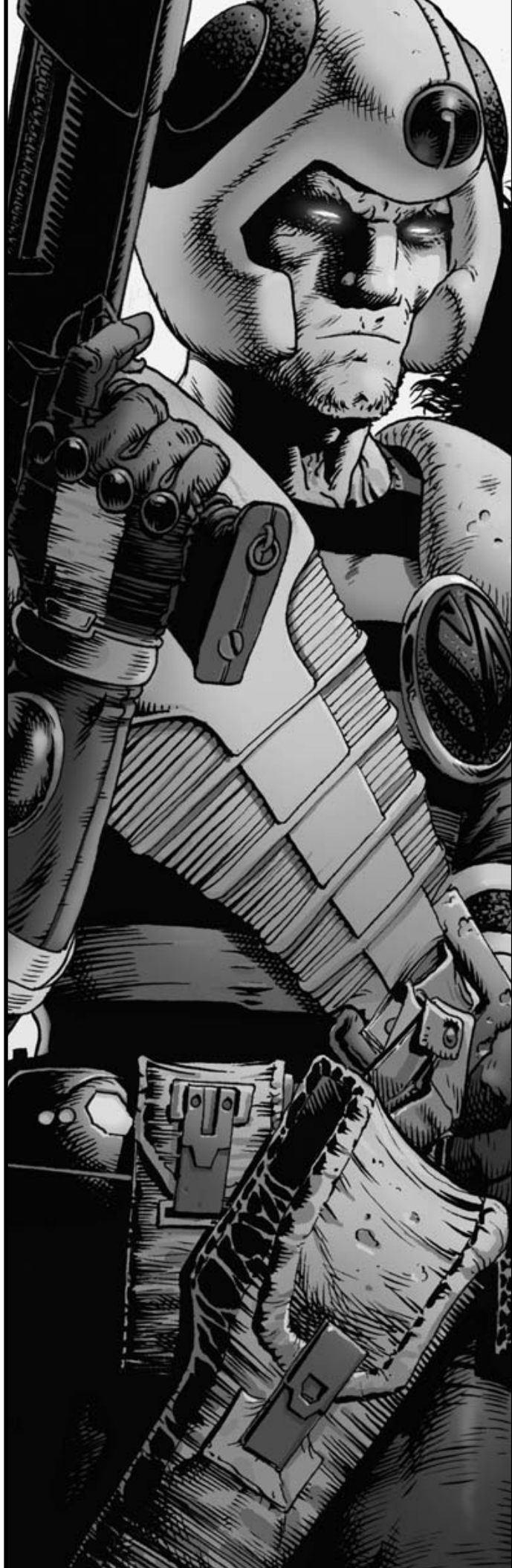
Mutation: Light (Alpha Eyes – Johnny's eyes emit mutated alpha rays that give him X-ray vision)

Traits: Evil Eye (see page 14)

Skills: Admin 1, Advocate 1, Broker 2, Computers 1, Deception 1, Diplomat 0, Engineer (electronics) 0, Explosives 0, Flyer (grav) 0, Gambler 1, Gun Combat (blasters and combination weapons) 3, Investigate 1, Leadership 1, Melee (large blade) 3, Melee (unarmed) 3, Persuade 1, Pilot (spacecraft) 0, Special Weapons 1, Vacc Suit 0, Zero G 0

Special Techniques: Called Shot, Combat Acuity, Heart-Stopper

Armour: Mesh Suit, Leatherene Body Sash, Arm, Leg and Shoulder Pads and Tactical Helmet: 16 points



Weapons: Standard Blaster x1 (3d6+3), Phased Precision Blaster x1 (5d6+3), Variable Cartridge Blaster x1 (damage by cartridge type), Electronux (3d6), Time Bomb x3, Time Trap x3, Short Range Teleporter x1, Beam Polariser x1

WULF STERNHAMMER

Originally from Egersund in Norway, Wulf Sternhammer is a true, 8th Century Viking accidentally transported to the 22nd Century when John Alpha was in pursuit of Max Bubba and his gang.

Owing Johnny 'Weird-Eyes' Alpha a Life Debt, Wulf elected to remain in this strange new future and adapted to his new life with ease. Acting as Johnny's partner Wulf was a registered S/D agent in his own right but never worked without Johnny.

A massive bear of a man, Wulf was a champion of the under-dog, despite his Viking background. His fondness for the Gronks was triggered when a Gronk they were travelling with befriended Wulf and bequeathed him his hide. Later a second Gronk, encountered on Paprika, became Johnny and Wulf's travelling companion and medical auxiliary. Wulf was famous for various traits: drinking (in vast quantities); his use of the phrase 'cucumber' (he never ate one, as far as anyone knows); the Sternhammer Silencer (his stinking sock pushed into the mouth to act as a gag); and the Happy Stick, the immense warhammer he carried with him everywhere.

Wulf died at the hands of Max Bubba and was temporarily resurrected by the sorcerer Charn-El to torture Johnny Alpha. Johnny had Wulf's body exhumed from its resting place on Smiley's World and hurled into space with a time bomb to prevent any further meddling with his friend's remains.

STATISTICS

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

Mutation: None

Traits: None

Skills: Animals 2, Broker 1, Carouse 3, Diplomat 0, Flyer (grav) 0, Gambler 1, Gun Combat (blasters) 2, Leadership 0, Melee (bludgeon) 3, Melee (unarmed) 2, Persuade 2, Pilot (spacecraft) 0, Seafarer 2, Vacc Suit 0, Zero G 0

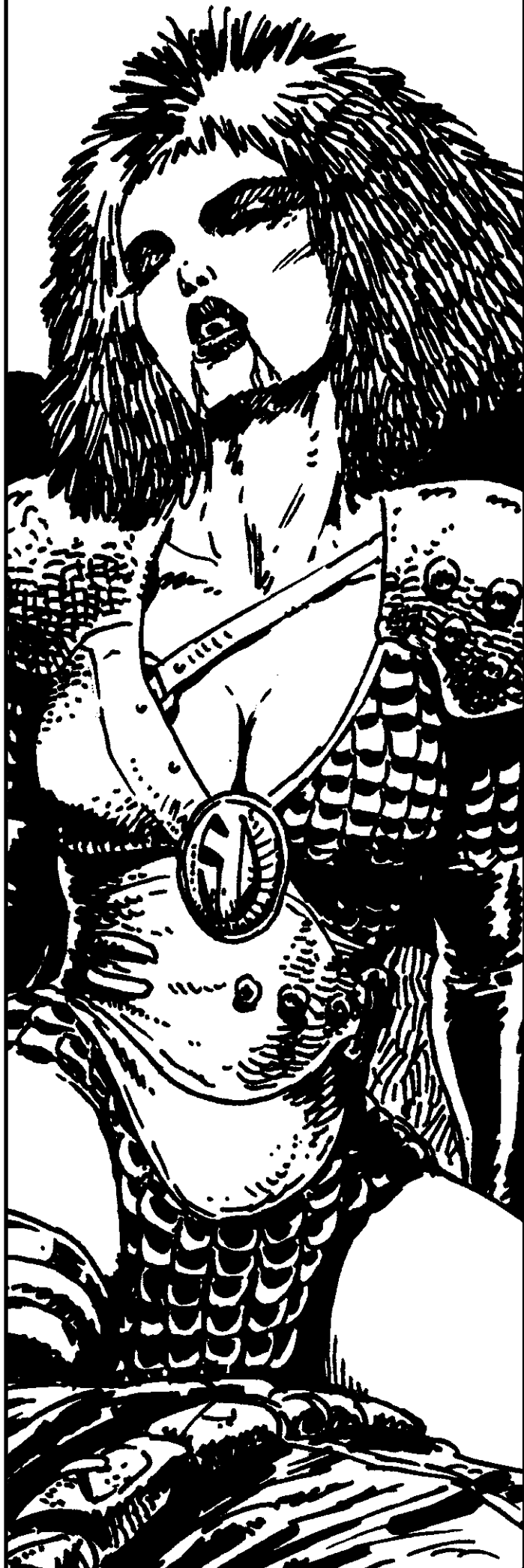
Armour: Mesh Suit, Gronk Skin, Leatherene Body Sash, Arm and Leg Pads: 11 points

Weapons: Standard Blaster x1 (3d6+3), Happy Stick (3d6+2)

DURHAM RED

Beautiful and deadly, Durham Red is rated highly as a Search/Destroy agent but her need for fresh blood makes her a pariah even amongst her own kind. Her origins are sketchy; she did not fight in any of the mutant uprisings and she never discusses her past but her competence as a Strontium Dog is not in question.





Her modus operandi has caused issue with many Strontium Dogs in the past. Working alone she has often tailed other Strontium Dogs pursuing termination or D/A warrants and appropriated the kills afterwards, using the blood to sustain herself. However in later years Red partnered with Johnny Alpha, most notably in the Regan Affair on Kaiak and later in pursuit of the Stone Killers, on the Granite Planet.

Time and again Durham has proved that she cannot always be trusted. Her lust for blood means she is willing to take from the living as easily as from the dead and she delights in using her sexuality to double-cross her fellow agents.

STATISTICS

Characteristics: Str 8 (+0) Dex 13 (+2), End 9 (+1), Int 10 (+1), Edu 3 (-2), Soc 0 (+0), Inf 12 (+2)

Mutation: Light (Vampirism – requires blood)

Traits: Blood Drain

Skills: Admin 1, Advocate 1, Broker 1, Carouse 1, Flyer (grav) 0, Gun Combat (blasters and combination weapons) 2, Melee (unarmed) 2, Persuade 4, Pilot (spacecraft) 0, Survival 3

Special Techniques: Called Shot, Sixth Sense

Armour: Mesh Suit/Skirt, Leatherene Arm, Shoulder and Leg Pads: 9 points

Weapons: Slab Blaster x2 (damage by ammunition type)

ARCHIBALD 'MIDDENFACE' McNULTY

The Tartan Terror, Middenface McNulty served as General for the Scottish mutants during the Mutant Uprising and earned his nickname for his ruthless methods of dealing with Kreelman's stormtroopers. Later, as a Search/Destroy agent, McNulty was amongst the uprising veterans who, along with Alpha, were served with Termination Warrants in Kreelman's plan to turn Stront against Stront.

McNulty's liking for hard liquor and impossible odds is infamous amongst the S/D agents. A tenacious foe but known for having a fondness for dogs (as well as good scotch whisky), he has traditionally been a popular figure, siding with younger agents from time to time.

After Sternhammer's death, McNulty became Alpha's partner and together the two formulated the grand 'Rammy' scam on Marbellas before going on to tackle Kreeeler activists and later the New Church on the feud-world of No-Go.

McNulty's affability masks a serious side and he is every inch the ruthless killer his reputation suggests. But he does love his auld granny and his dug. And, occasionally, he speaks slowly enough for people to understand his Glaswegian brogue.

STATISTICS

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

Mutation: Light (Head lumps)

Traits: None

Skills: Advocate 2, Broker 2, Carouse 3, Deception 2, Flyer (grav) 0, Gambler 1, Gun Combat (blasters) 2, Leadership 2, Melee (blade) 2, Melee (unarmed) 2, Persuade 3, Pilot (spacecraft) 0, Stealth 1, Survival 2

Armour: Mesh Suit, Leatherene Body Sash, Arm and Leg Pads: 10 points

Weapons: Phased Standard Blaster x1 (4d6+3)

STIX

There are three Stix brothers – whether triplets or clones, it is impossible to tell – but they are identical in appearance and nature: albinos, gaunt, taciturn, greedy, duplicitous, ruthless, malicious and completely untrustworthy.

The first of the Stix worked alone and met his death when trying to seize Adolf Shicklgruber from Johnny Alpha when CUR ordered for the tyrant to be captured in 1945 and brought back to 2181 for trial.

The second and third Stix carefully formulated their revenge against Alpha for their brother's death and, whilst tracking his movements, came across the time-trapped Nelson Bunker Kreelman on the planet Stavros. Freeing him (the Stix were not born on Earth and cared nothing for Kreelman's atrocities there) they became part of his plot to frame Alpha for the murder of the Dog House's Director and assisted him in his guise as Norman King to have Alpha and the Mutant Uprising veterans hunted by their fellow mutants.

The Stix brothers eventually met their end when Johnny met them in a face-off after Kreelman's identity was revealed – and true to the last, the Stix brothers tried to trick their way to victory.

STATISTICS (FOR ALL THREE STIX)

Characteristics: Str 9 (+1), Dex 10 (+1), End 9 (+1), Int 10 (+1), Edu 6 (+0), Soc 0 (-3), Inf 10 (+1)

Mutation: Light (albinism)

Traits: None

Skills: Deception 3, Flyer (grav) 0, Gun Combat (blasters) 3, Investigate 2, Melee (blade) 2, Persuade 2, Pilot (spacecraft) 0, Stealth 2, Survival 2

Special Techniques: Combat Acuity, Formidable Presence

Armour: Leatheren Coats and Hats: 8 points

Weapons: Standard Blaster x1 (4d6+3)



CHAPTER 8:

REFEREE'S NOTES

At its heart, Strontium Dog is a far-future spaghetti western. Ruthless desperadoes hideout in dusty, bigoted frontier towns and the Strontium Dogs come to hunt them down for money. But, as is common for many stories emerging from the 2000 AD stable, there is far more to the saga than that. Strontium Dog mixes social commentary with wild 'what if' scenarios to paint a picture of a corrupt, right-wing, racist future that has managed to spread its fear and loathing across the stars, infecting all it comes into contact with. Even alien races hate and despise mutants; and the lot of the mutant sub-caste is unrelentingly bleak, as evinced in the apocryphal story 'The Final Solution' which mirrors both the Holocaust and the Puritanism of the English 17th Century.

Strontium Dog frequently looks at moral conundrums: should mutants accept their role as paid killers? How far removed are Strontium Dogs from the people they hunt? Are mutants truly served by their kind following the path into the S/D Agency? Where are the lines drawn between good and evil? Are there lines? Yet, at the core of it all, Strontium Dog is a well-told space western: Johnny and Wulf are the Good Guys. The Bad Guys are truly bad. Bureaucracy is always a curse. Frontier colonists are short sighted but essentially good souls who come to, sometimes grudgingly, appreciate the work Strontium Dogs perform. For story inspiration you need look no further than Sergio Leone's westerns or any of the Italian spaghetti westerns that Leone inspired during the 1960s. With the exception of Leone's multi-layered storytelling, the majority of these films are simplistic blood-and-guts revenge stories, which fit Strontium Dog perfectly. Many of the Strontium Dog tales are short, two or three episode 'shoot the villain, get the loot' scenarios with little morality at the core and excellent for a couple of evening's gaming. Yet Strontium Dog is, and should be, more than this and so this chapter concentrates on presenting a series of themes for Strontium Dog scenarios – one-offs and extended campaigns. However, to begin, we look at the story structure from Strontium Dog and how it can be mapped into the play of a roleplaying session.

Design Notes

The following design notes provide a commentary on the main rules, principally those found in the *Portrait of a Mutant* chapter. Consider them optional but useful snippets of guidance for your Strontium Dog games.

MUTATIONS AND CHARACTER CREATION

The character creation rules aim to do two things: create bizarre, interesting and quirky mutations in the Strontium Dog game and to replicate just about every type of mutation seen in the comic series – from Johnny Alpha right through to Kid Knee.

To do this effectively it has been necessary to create a degree of granularity that means individual, small body-parts are affected. It also means that some combinations of body parts and mutation effects will prove to be incongruous. How can one have mosquito fingers, for example? Well, with a certain amount of imagination and generous hand waving, just about any combination can be explained but perhaps not always satisfactorily.

So, as the mutation rules suggest, Referees should be encouraged to use the rules as fully as possible but, where incongruous results arise, are also encouraged to fudge, shift or ignore the results if that is what is required to make a particular combination work. Do not hesitate to ask a player to re-roll if a combination just will not work whatever the circumstances but if you can think-up a satisfying explanation, and everyone is happy with the results, then run with it. Strontium Dog has, for example, a character who resembles Humpty Dumpty and another Stront with a head shaped like a giant scampi. Others have fingers poking out of their forehead and faces attached to primary limb joints. Outlandish is part of the saga and part of the fun. Make it work where you can but consider it one of the rules of the game to break or bend the rules if its required to get a good, working fit for the mutation.

TRAITS, SPECIAL WEAPONS AND SORCERY – ADVANTAGES AND BALANCING

Not every mutant qualifies for a trait and not every mutant will have Special Weapons training. Those that do can lend a certain degree of game imbalance and this does, to a large extent, reflect the Strontium Dog saga: Johnny Alpha enjoys considerable advantages over both those he hunts and his fellow Strontium Dogs – but he is most certainly an exceptional character and an exception to the rule. But, traits, time weapons and even sorcery are attractive to characters and if one character comes by an advantage legitimately during the course of character creation, it might be prudent to consider extending some form of balancing advantage to the other characters, to mitigate against one Strontium Dog monopolising the action. Do not hesitate to do this; balancing is not an essential part of the game but it may be necessary – especially in a dog-eat-dog universe. Some balancing options are as follows:

- Allow one character to have come across Sorcery during his pre-game career. Give him Sorcery 0 and one or two abilities. However, the player must come-up with a rationale for the advantage and he must take one Enemy and one Rival in addition to any he has already accrued.
- Allow characters to choose, or roll for, an additional Special Technique.
- Allow all characters to have a trait pertinent to their mutation.
- Allow a character to have Special Weapons 0; or, if he has the skill, provide him with one or two special weapons such as a time bomb, time trap or a time drogue, gratis.

HERO POINTS

Referees may wish to consider giving Strontium Dogs a pool of Hero Points for use in epic stories or at the most difficult junctures. Hero Points work in the following ways:

- Allow any one skill roll to be re-rolled – either the character's or an opponent's: however, only one re-roll per situation is allowed and the Hero Point is spent regardless of the outcome.
- Bring a character back from the brink of death or suspend immediate death so the character can accomplish a drastic action (a mutant, peppered with blaster fire, manages to crawl towards the nuke and switch it off, even though, using the rules, he would have died metres before reaching it. The mutant expires heroically as the planet is saved).
- Gain ONE particular plot insight, if the Referee deems it appropriate.
- Recall, remember or stumble upon an obscure clue, piece of knowledge or equipment that will help progress the plot.

If Hero Points are used (and look at any Strontium Dog story and you will see examples of how, if the story was a roleplaying game, Hero Points would have been used), then the Referee is always, *always* the arbiter on when, where and how. Players should not use Hero Points as 'Get Out of Jail Free' cards, and

not insist in using Hero Points to mitigate bad or poor decisions. There is also no *right* to Hero Points: they are assigned at the Referee's discretion and may last for one scenario or game session only.

When Hero Points are used, it is recommended that characters receive no more than 3 Hero Points for that storyline. When it is over, Hero Points, if any remain, fizzle into thin air and do not carry over into the more mundane stories of the campaign (unless the Referee decides otherwise and wants to use Hero Points on an extended basis). *Strontium Dog* is heroic but it is also gritty; use of Hero Points should be measured and used to drive particular story needs – not as a magical solution for all conditions.

Strontium Dog Story Structure

Strontium Dog stories fall into one of the following story formats. A mixture of these different formats should make for a rewarding and exciting campaign.

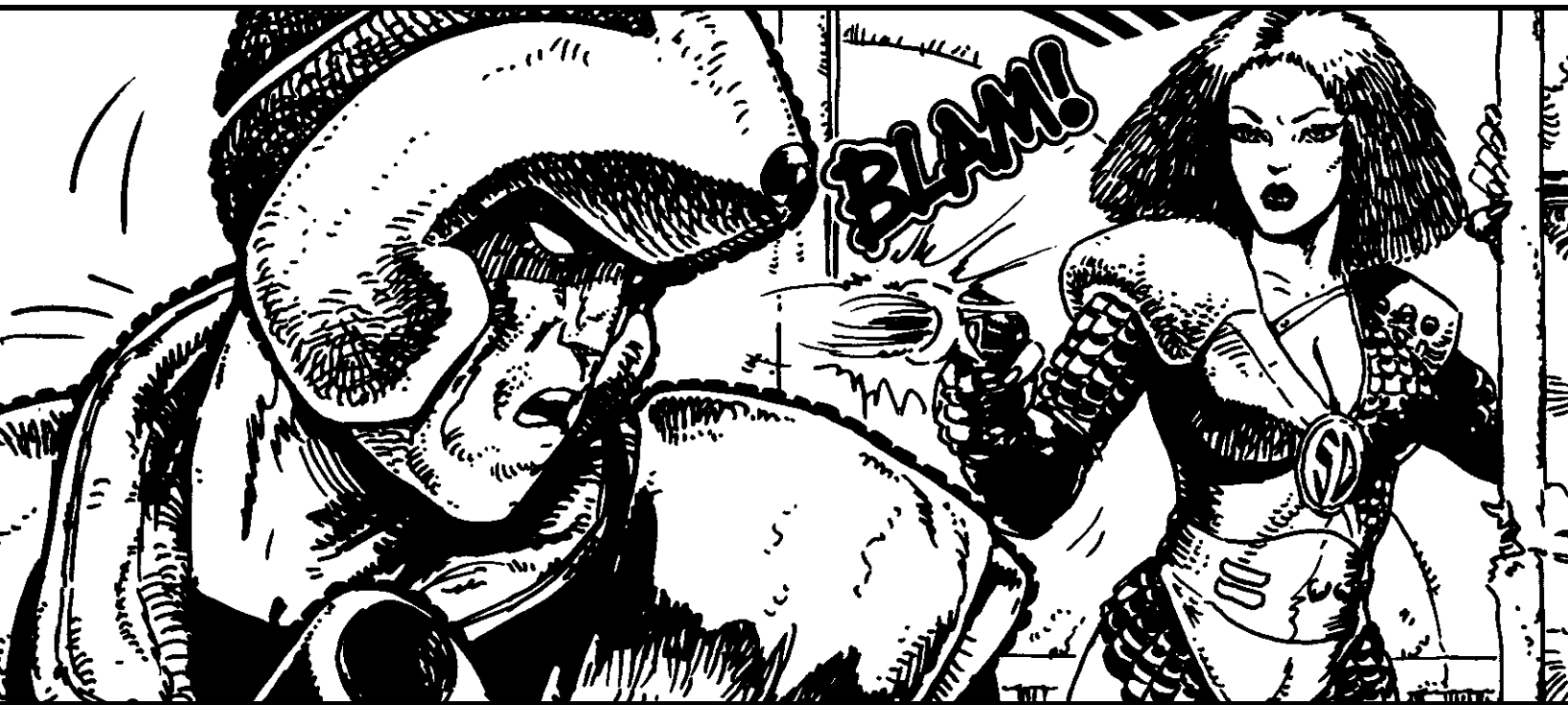
- One-Shot
- Extended Warrant
- Extra-Curricular Activity
- Hostage/Siege
- On The Lam
- Supernatural Strangeness
- Epic Story Arc

ONE-SHOT

The One-Shot is focused on a single warrant. The Strontium Dog is going after a bounty and the bounty establishes some resistance or evasiveness before the Strontium Dogs capture/terminate him. The storytelling is very straightforward and focused purely on the risk/reward motive. The Strontium Dogs will face certain challenges structured along the following lines:

1. Strontium Dogs arrive on-planet.
2. Negotiation with local law-enforcement, encountering more or less bigotry and co-operation.
3. Visit to two or three locales to question contacts/associates who can locate the bounty.
4. Approach the bounty's location. The bounty is waiting and either ready or soon brought to readiness.
5. The main shoot-out.
6. The bounty makes a desperate play of some kind (takes a hostage, threatens to activate a bomb).
7. Strontium Dogs use special cunning or special weapons to get their quarry.
8. Warrant is executed; fugitive or proof is presented to the local law enforcement and reward is collected.

This 8-step structure most reflects the spaghetti western approach discussed earlier. Storytelling is lean and framed by a series of set pieces. The gunfight is loud, violent and action-packed. The villain pulls an ace, which is then countered by an ace from the Strontium Dogs. End of story. The moral is: Don't



Mess With Strontium Dogs and is no more complex than that. The Strontium Dogs collect their Credits and board the shuttle for the next warrant.

One-shots make for a good introduction for new players: the story structure is easy to associate with, offers a simple, satisfying story, focuses on a certain amount of problem solving and social interaction but ultimately focuses on blasters blasting and special weapons (if the Dogs have them) sealing the deal. A whole series of one-shots, focused on different members of the same gang, can be strung together to form a loose story-arc or Extended Warrant (see below) but are best used as one-off 'fillers' or interludes between the other story types described later.

EXTENDED WARRANT

The Strontium Dog stories specialise in Extended Warrant scenarios. These entail the Strontium Dogs beginning with what seems to be a One-Shot, following it up to Step 5. However, once the shoot-out is completed, the Desperate Play of Step 6 is something the characters cannot – and should not – attempt to counter: doing so would be catastrophic, causing mass fatalities and innocent victims. Instead, the bounty escapes and necessitates a chase or some other form of action that moves at a tangent to the basis of the original warrant. The Strontium Dogs might need to undertake some form of additional quest or job before they can continue their pursuit of the main quarry or may find themselves the victims of the legal system which need to be played-through before they can continue with the warrant's execution. Either way, the One-Shot turns into an extended contest of both wills and combat skills as the villain temporarily triumphs and causes the Strontium Dogs a great deal of trouble before they can effect a conclusion.

The extended warrant scenario is a good basis for a mini-campaign lasting several game sessions (perhaps five or six). It is also particularly effective for introducing the following elements which can be reintroduced in later scenarios:

- The officious, vindictive local law enforcement.
- The uber-villain who might become a recurring adversary.
- The characters being forced to recover from injury or seriously adverse circumstances, thereby further driving the need for revenge and closure.
- A final, high-stakes confrontation where everything is to play for.

Excellent examples of the extended warrant scenario can be found in the Strontium Dog stories. Ones of note are the 'Two-Face Terror' story where Alpha faces Billy-Joe on Paprika and 'The Moses Incident' where Alpha attempts to atone for the death of an innocent young boy. In both stories the structure is more akin to Sergio Leone's first two spaghetti westerns in that the hero suffers a serious physical or moral defeat and needs to spend time in recovery or working through a psychological or moral challenge before being in a position to conclude matters. Success comes with pain and consequences and a straightforward One-Shot becomes something far more complex and satisfying as the characters overcome adversities that no amount of time bombs can assuage.

EXTRA-CURRICULAR ACTIVITY

Mutants need variety (sneak, they *are* variety but that's beside the point) and Strontium Dogs frequently take on non-bounty hunting work to supplement their income. This is usually work of a dangerous and violent nature falling into one of the following kinds:

Bodyguards: Hired to protect the life of a VIP; the Strontium Dogs might be expected to take a bullet or blaster bolt in return for an excellent payment.

Mercenaries: Paid to act as soldiers in some conflict requiring particular expertise or simply to make up the numbers. The work is very risky and involves the Strontium Dog to work to rules and regulations – something that may not come easily.

Assassination: Strontium Dogs make good assassins and may be hired to fulfil a particular contract. Those Dogs with scruples may reject this kind of work out of hand but others, like the utterly amoral Stix, happily work for whoever is paying.

Crime: Occasionally Strontium Dogs resort to petty crime or assisting with it, if they believe they can get away with it; and, perhaps, to bring them closer to a particular high-score bounty that would be tricky to approach otherwise. Sometimes, Strontium Dogs engage in crimes that deliberately strike-back at Norms, simply to gain some measure of revenge and prove a point.

Scams: A clever ruse can net a high-worth bounty, as Alpha and McNulty proved in *The Rammy*. Here, a 'fight-club' scam provides the two bounty hunters with the opportunity to pull-in the well-protected fugitives of Marbellas. Such scams are effectively crimes but focus on out-witting both crooks and the local law.

Revenge Quests: Every Strontium Dog has enemies and the revenge quest is focused purely on getting revenge. The bounty does not matter; settling the score is everything. *Rage* is the best example of the revenge story at its most epic and brutal.

Treasure-Hunting: The galaxy is a big and superstitious place. Tales of buried treasure, insanely expensive alien artefacts, super-weapons and other riches regularly draw-in Strontium Dogs who sense an easy payday without necessarily being shot-at. A Treasure Hunt scenario can be as simple or epic as one wants it to be but essentially it involves establishing the lead, assembling the crew/resources, getting to the location, overcoming the threats and then collecting the loot – or finding it to be a wild goose chase. A classic macguffin scenario that can have echoes of *Treasure Island*, *Treasure of the Sierra Madre* and *The Good, The Bad and the Ugly* thrown in for good measure.

HOSTAGE/SIEGE

The space lanes are dangerous places, filled with pirates ready to prey on the easy pickings of the unarmed star-liners. On at least three occasions Johnny Alpha is part of a piracy raid, siege or hostage situation aboard a spacecraft and, because he has the skills and experience, is the only man capable of sorting it out.

So too should the Strontium Dogs in your games. Even though they travel steerage, Strontium Dogs are not tolerant of being exploited or kept hostage whilst someone else profits. The odds are steep: an armed and desperate group of villains willing to kill, against a

small group whose weapons are locked away for safe-keeping and have nothing but their wits to help them. The possibilities for ship-board action are excellent: guerrilla raids between decks using the cramped service passages; attempting to recover superior weapons from the well-guarded weapons locker; securing the bridge from the bad-guys and working out their next move; proving the prissy and po-faced Norms wrong about Stronts when the bad guys are defeated and casualties minimised.

The inspirations for adventure here are legion: The Poseidon Adventure; Juggernaut; Die Hard (I and II); Alien; and dozens of Hollywood blockbusters from the 1970s right through to the present day. The focus is action in an enclosed environment with deadly results when stray-shots puncture bulkheads. Is it possible to use a time bomb on a group of pirates without depressurising the ship? Can heavy blasters really be employed in close quarters where vacuum is just a misfire away? Strontium Dogs are faced with difficult decisions in such environments.

The flipside is the hostage situation where a villain takes a hostage and neither blasters nor special weapons are going to save the day. Here Strontium Dogs need to carefully consider the logistics and dynamics, working through myriad 'what-ifs' before arriving at a decision for action. One of the crucial elements here is collateral damage: Norms hate mutants enough as it is; when an innocent life is taken as a result of a Strontium Dog attempting to take-out a bounty or a bad guy, the Stront automatically becomes the villain of the piece – no matter that the real villain was low enough to take an innocent hostage in the first place and may have been prepared to kill that hostage in cold blood if it served his ends. Strontium Dogs in these kinds of situations need to be aware of the potential for social backlash following their actions – depending on who is injured and/or killed.

ON THE LAM

These stories involve the Strontium Dogs becoming the hunted rather than being the hunters:

Hunted by Your Own Kind: The Strontium Dogs are accused of crimes and made the subject of a warrant. The charges may be trumped-up, fabricated or real but suddenly, they are the ones with a price on their head and S/D agents are hunting them. The *Outlaw!* Strontium Dog story is a perfect illustration of this kind of dilemma – and the template for how to structure such an adventure for the characters. The structure is thus:

- Prologue: the characters are set-up or incriminated in some way.
- Reveal: the characters learn of their wanted status through their own warrant meters or the appearance of a colleague from the Dog House intent on collecting the bounty.
- Investigation: the characters have to discover why they are hunted (or perhaps they know already).
- Survival: the odds increase against the characters as more join the hunt and the bounty escalates. Allies are gained in unlikely places but the enemies mount.

- Retribution: the source of the frame or the problem is found and the characters have the opportunity to bring things to an end. Here is the opportunity for someone to be captured or placed in peril by the chief instigator of the situation.
- Acquittal: the characters prove they are innocent (or convince people they are) and the real bad guy is revealed and dealt with.

Hunted Every Which Way: Something the Stronts have – a prisoner say or some form of treasure or swag – is wanted by a relentless pursuer: other Strontium Dogs, law enforcement, aliens, the Mob ... or how about all of these at the same time? Being chased by multiple foes, each with their own agenda, forms the core of several Strontium Dog stories but most notably *The Shicklgruber Affair* in which Alpha, Sternhammer and Adolf Hitler are chased through time by a variety of other Strontium Dogs eager to take the CUR reward on Hitler. However, another excellent template for this kind of story – and involving bounty hunters – is *Midnight Run*, a classic On The Lam story with multiple opponents, each double-crossing the other, a classic ‘buddy-road-movie’ story-hook and the same wry humour and action that one finds in the best Strontium Dog tales.

EPIC STORY ARC

The epic story arc stretches a complex, layered story, across many chapters and playing sessions. The classic epic stories from Strontium Dog are the *Hell* saga, the *Wolrog* saga, the *Portrait of a Mutant* flashback, the *Max Bubba* case, *Rage* (the classic revenge tale) and the apocryphal, tragic, *Final Solution*. Epic Strontium Dog stories start small but grow, rapidly, into sprawling, operatic tales that encompass heroism, moral ambiguity, tragedy, supernatural influences, time and dimensional travel and playful, tongue-in-cheek whimsy. Almost any source of popular fiction, from the Norse sagas through Hollywood blockbusters, can inspire a decent Strontium Dog epic but the closest and best example is Sergio Leone’s *The Good, The Bad and the Ugly* and *Once Upon a Time in the West*. Both have, as the core, a simple premise (treasure hunt and defending against the land-grabbing rail baron) but the backdrop for the story is something far larger: the American Civil War in the case of the former and the expansion of the railroads across the mid-west in the case of the latter. Both westerns feature precisely the same elements of a Strontium Dog story:

- An antihero with a moral perspective.
- Visceral action.
- Extended chases/pursuits.
- Villains so bad, they are painful.
- Villains so outlandish, they’re funny.
- A classic, multi-perspective gunfight stand-off.
- A sweeping, larger-than-everything backdrop.
- A semi-tragic conclusion or a conclusion with a distinct moral point to it.

Epics need not feature all these elements of course; but a good epic saga will have at least half of them. Recurring villains, dire set-backs and layered storytelling frame the action, which might, in some cases, be a series of one-shots or extended warrants that only become an epic saga once certain pieces or elements are connected in the minds of the characters and in the context of the story.

Epic sagas should certainly not be routine. One epic saga followed by a few one-shots and extended warrants before the next forms a rich, satisfying cycle that will not grow too stale, too quickly. Draw on the story references from popular culture for inspiration but pay particular attention to those films, television series and books with a deliberately epic, operatic sweep. The Strontium Dog stories take their cues and influences directly from such sources, and good, well-structured Strontium Dog scenarios will benefit from a similar approach.

Strontium Dog Themes

The previous section looked at the kinds of story archetypes that can be used in Strontium Dog scenarios. This section looks at the themes found in the saga and offers some guidance for incorporating them into scenarios.

MYTHIC RESONANCE

Johnny Alpha walks in the footsteps of some of the great, mythic characters of popular SF and fantasy fiction. His compatriots are The Man With No Name, Elric of Melniboné, Fafhrd and the Grey Mouser, Conan the Cimmerian, Edge, The Outlaw Josey Wales and just about every anti-hero who strapped on a low-slung blaster and out-gunned the meanest opposition. Johnny is a mythic archetype: a flawed hero with a moral core; a man accompanied by a sidekick who provides both comic relief but also a conscience for the hero; a man who both pursues death and is pursued by it but has no fear of it – what is hardest is *living* and trying to live *peacefully*.

The Strontium Dog stories examine the nature of heroism. Not always overtly and not always through rose-tinted spectacles. Johnny Alpha is frequently as bad as those he chases and his actions, on more than one occasion, lead to deaths he wishes could have been avoided. He is a figurehead for his people, the most feared of the S/D agents but also vulnerable and exposed because of his myth. Ultimately, he walks alone. When he loses Wulf, Alpha drifts and becomes even more mythic as a persona as his humanity – that most fragile of things mutants cling to – is tested to its very core.

Mythic and heroic themes are thus very much in place in Strontium Dogs. Not every game will carry the weight of mythic resonance; and not every Strontium Dog is a legend in the making; but the elements that surround and shape Johnny

Alpha's story should not be absent from your own Strontium Dog stories. Allow the Strontium Dogs to be heroes; place them in situations where moral choices count; stack the social odds against them to create anti-heroes but make those bigots thankful when the Strontium Dogs prevail, in spite of the prejudice they suffer. Look for opportunities to create flawed heroes and allow the characters to behave as heroes (or anti-heroes, which will most likely be closer to the truth of it) but do not shy away from inflicting disasters on the characters; mythic, heroic storytelling techniques always have the protagonist suffer a major defeat or drawback, only to pick himself up and overcome the odds to reach a satisfying climax. The Strontium Dogs in your epic stories should be placed in similar positions. What this means is that, as a Referee, you should not flinch from allowing harsh decisions to place the characters in serious peril – and even close to death – but they should also be given the opportunity to recover and fight-back, albeit encumbered by their hardships.

Note that Strontium Dogs should not be immune to death. Poor decisions should be rewarded with harsh consequences; stupid actions with a common-sense return. Similarly, self-sacrifice to advance the plot or increase the party's chances of success should be nobly acknowledged and the player immediately brought-back into play with a supporting character. But Strontium Dogs are notoriously unsentimental and when a colleague dies, it is often accompanied by a shrug and a muttered comment along the lines of 'all part of the job'.

TONGUE-IN-CHEEK WHIMSY

It is hard to ignore the whimsy in Strontium Dog. Names are frequently puns designed to provoke a laugh or a knowing grin. Worlds are named for easily identifiable cultural symbols or are given deliberately silly names for no other reason than because the authors can. One world – guess which – is one, long-running, smutty gag.

Political figures are outrageously lampooned, including Hitler in his underwear and Ronald Regan sharing a shower with Alpha and Durham Red. Current political events are ridiculed, twisted and savaged, often to display the injustices being inflicted, especially on minorities but often just for the comedy value. Organised religion, too, comes under fire: the New Church is a thinly veiled Nazi analogue and the Little Chums of Dennis a wry poke at dozens of harmless, crackpot cults. A good Strontium Dog scenario will have a fair sprinkling of these jokes wherever appropriate.

The humour, however, is always tempered with a serious point and is there to provide flavour and, to some extent, dilute the violence and bleakness of the stories. Humour should be present in Strontium Dog stories, playing as a subtle irony against a violent backdrop; something to smile at before the killing starts.

SUPERNATURAL STRANGENESS

Strontium Dog has always mixed fantasy and SF to create a curious universe where magic and sorcery, whilst uncommon, are nonetheless real and not explained away as mere super-science. In Johnny Alpha's world, a sorcerer like Malak Brood is chained to an asteroid by the weight of his own guilt and the Sorcerers of Lyra assist the New Church in executing the Final Solution. This book contains rules for using sorcery and, although it should be used sparingly, magic should nevertheless appear from time to time, either in one-shots or as part of extended warrants.

The key to introducing magic and supernatural elements is to illustrate the strangeness of the universe and to counter the effects of Strontium Dog uber-weaponry. Johnny Alpha's Number 4 cartridge and time bomb are useless against Malak Brood's own guilt, for example; and when travelling through the Hell dimension, Johnny frequently finds his weapons and techniques useless against the supernatural foes he faces. Magic requires no explanation other than it works – just as time and dimensional manipulation work. This is high fantasy with a dark, gritty edge and the appearance of magic in Strontium Dog stories always signals a grim story unfolding.

TIME AND DIMENSIONAL TRAVEL

The hallmark of Strontium Dog is travel between different dimensions and different times. Alpha heads back in time to capture Adolf Hitler and capture Max Bubba. Wulf is a displaced 8th Century Viking warrior. Hell is a dimension one can be sucked into. Arcadia is a dreadful dimension filled with dark, demonic entities that feast on flesh and souls. The universe of Strontium Dog is but one of many – a Multiverse – and the stories that make use of time and dimensional travel draw heavily upon

Replaying the Classics

Part of the fun of a roleplaying game based on a popular body of fiction is the opportunity to replay and perhaps alter, the stories from the saga. *Strontium Dog* is no different and here, your mutants can have the opportunity to fight in the Mutant Uprising against Kreelman, defy the New Church (or perhaps side with it?), be captured by Wolrogs and become mercenary-slaves; venture into Hell in pursuit of Fly's Eyes Wagner; take part in The Killing; or join the hunt for Adolf Shickelgruber. The default year for Strontium Dog campaigns is 2182 but there is nothing to prevent you from setting your campaign at any point in Johnny Alpha's timeline and using your characters as the focus for Johnny's adventures. Indeed, a great deal of fun can be had through changing how those adventures progress and letting the characters develop the famous storylines from *their* perspectives – and thus altering future events to create a completely unique version of the galaxy. Perhaps Johnny

Alpha does not exist; perhaps he perishes on Smiley's World with Wulf or dies at the hands of Billy-Joe. The opportunity and decision is yours.

If you choose to remain faithful to the canon, then the characters could be assisting Alpha or acting in his place but following events largely as they are resolved in the stories. The timeline earlier in this book places key events (although not all of them) in chronological order so Referees can see what future events will, or may, be influenced if the campaign replays the classic stories.

Or, perhaps your *Strontium Dog* is a parallel version of that found in 2000 AD. There is certainly a precedent for this, as the later Durham Red stories showed. In a parallel universe Johnny Alpha might be at the head of the Kreelers – a mutant who hides his condition and is every bit as hateful as his father. Perhaps he is a Lord of the New Church, serving alongside his half-brother, Sagan. All these 'What If' scenarios can be an excellent way of developing a very similar *Strontium Dog* campaign without having to stick rigidly to the canon.

Crossovers and Mega Teams

Strontium Dog has enjoyed cross-over stories with Judge Dredd on at least two occasions, setting a precedent for S/D agents appearing in Mega-City One to bring fugitives to justice – much to the chagrin of the stony-faced Judges. Team-ups and crossovers are therefore quite welcome in *Strontium Dog* campaigns and this game should be considered a sister game to Judge Dredd (and uses many similar concepts as well as the core *Traveller* rules). As Referee, you are encouraged to use these crossovers but to do so sparingly to preserve their effect.



INDEX

- Absorber 17
- Advanced Talents 72
- Age 19
- Aliens 154
- Alien Species 156
- Armour 50
- Armoured 17
- Aura Perception 72
- Basic Skill Package 21
- Beam Polariser 61
- Benefits 39
- Binders 60
- Blasters 51
- Blood Drain 12
- Body Traits 17
- Brain Traits 12
- Breath Weapon 16
- Bug 60
- Burrower 18
- Called Shot 45
- Characteristics 7
- Codex and Grimoire 151
- Colony Worlds Sector A 113
- Colony Worlds Sector B 123
- Colony Worlds Sector C 127
- Colt Blaster (Micro Blaster) 52
- Combat Acuity 46
- Combination Weapons 55
- Core Worlds 107
- Criminals & Fugitives 164
- CUR 90
- Dark Nebula, The 142
- Dimensional Manipulation 73
- Disruption Unit 60
- Dog House 87, 88
- Dog Training 19
- Electronux 57
- Energy Kinesis 74
- Energy Sense 13
- Enhanced Hearing 17
- Enhanced Sense of Smell 17
- Enhanced Vision 15
- Equipment 47
- Evil Eye 14
- Exotic Weapons 57
- FIDO 89
- Food and Drink 48
- Formidable Presence 46
- Frightening Intellect 14
- Galactic and Colonial Administration (GCA) 84
- Galactic Crime Commission (GCC) 84
- Grav-chute 60
- Grenades 54
- Gun Combat 45
- Happy Stick 57
- Head Traits 15
- Heart Stopper 46
- History-of-Violence Fugitives, Easily Accessible Locations 28
- History-of-Violence Fugitives, Remote Locations 31
- Holding Field 60
- Hypnosis 14
- Immunity 18
- Imperial Worlds: Isthman Galaxy 139
- Imperial Worlds: Olo'B Empire 132
- Interrogation 45
- Jaws of Steel 17
- Jerry-Rig 46
- Kennel, The 90
- Las-Whip 57
- Leaf on the Wind 46
- Leeper 19
- Life Saver 46
- Life Sense 14
- Lodgings 48
- Luck of the Devil 46
- Machine Symbiosis 76
- Multi-Beam Blaster 56
- Multiple Joints 19
- Mutation 8
- New Church, The 152
- New Skills 45
- Non-Violent Fugitives, Easily Accessible Locations 22
- Non-Violent Fugitives, Remote Locations 25
- Omni-Joint 19
- Palm Cannon 55
- Personal Enhancement 77
- Phased Blasters 51
- Phaser 18
- Phase Shifter 59
- Pocket Nuke 57
- Portal Grenade 59
- Projection 77
- Psionic Attack 78
- Psionic Defence 79
- Psionic Strength 72
- Pulse Bomb 57
- Recovery 46
- Regeneration 18
- Reward Values 95
- Robots 62
- Sample Blasters 51
- Scatterbeam 53
- Scum of the Universe 35
- Sectors of the Galaxy 106
- Ship Tracing 95
- Short-Range Teleporter 61
- Sixth Sense 46
- Skill Packages 40
- Slab-Blaster 55
- Slug Weapons 54
- Sorcerers of Lyra, The 150
- Sorcery 15, 145
- Space Travel 48
- Special Techniques 45
- Special Weapons 45
- Spit Weapon 17
- Split-Beam Violator 58
- Starships and Space Travel 68
- Stasis Field 61
- Sub-Sector Layout 108
- Supplier Reactions 47
- Supra-Strength 19
- Swimmer 19
- System Colonial Administration (SCA) 85
- System Law Enforcement (SLE) 86
- Tapping 80
- Tapping (psionic ability) 80
- Telekin Shield 61
- Temporal Manipulation 80
- Thwup Gun 51
- Time and Dimensional Weapons 59
- Time Bomb 59
- Time Drogue 61
- Time Slip 59
- Time Trap 59
- Time Weapon Licenses 59
- Tracking Criminals 98
- Traits 7, 12
- Transportation 48
- Two Weapon Use 46
- Variable Cartridge Blaster 55
- Vehicles 65
- Vibro-Blades 58
- Wall Walker 19
- Warrants and Bounty Hunting 92
- Warrant Card 62
- Warrant Events 39
- Water Walker 19
- Webley Hand Blaster (Standard Blaster) 52
- Wesson 88 Magnum (Heavy Blaster) 52
- Westinghouse 30cm 'Manhunter' (Precision Blaster) 51
- Wire Launcher 62

STRONTIUM DOG

Character Sheet

NAME:

AGE:

CHARACTERISTICS

STRENGTH

MOD

DEXTERITY

MOD

ENDURANCE

MOD

INTELLIGENCE

MOD

EDUCATION

MOD

INFLUENCE

MOD

ARMOUR

TYPE:

.....
.....

RATING

SPECIAL NOTES

SKILLS

Admin
Advocate
Animals
Animals
Athletics
Athletics
Athletics
Art
Astrogation
Battle Dress
Broker
Carouse
Combat Engineering
Comms
Computers
Deception
Diplomat
Drive
Drive
Engineer
Engineer
Explosives
Flyer
Flyer
Gambler
Gunner
Gunner
Gun Combat
Gun Combat
Gun Combat
Heavy Weapons
Heavy Weapons
Interrogation
Investigate
Jack of all Trades
Language

Law
Leadership
Life Sciences
Life Sciences
Mechanic
Medic
Geography
History
Melee
Melee
Navigation
Persuade
Pilot
Pilot
Physical Sciences
Physical Sciences
Recon
Remote Operations
Seafarer
Sensors
Social Sciences
Social Sciences
Space Sciences
Space Sciences
Spacial Weapons
Stealth
Steward
Street Perception
Streetwise
Survival
Tactics
Tactics
Trade
Trade
Vacc Suit
Zero-G

ALLIES, CONTACTS, ENEMIES AND INFORMANTS

NOTES

MUTATIONS

LIGHT

MODERATE

☐

RADICAL



SHAMBOLIC

.....

.....

.....

.....

.....

SPECIAL TECHNIQUES

.....

.....

.....

.....

WEAPONS

WEAPON	ATTACK	DAMAGE	MASS

EQUIPMENT

[illegible]

BOUNTIES

NAME	BOUNTY STATUS	REWARD
.....		
.....		
.....		
.....		
.....		



The year is 2182...

The Atomic War of 2150 created mutants through the fallout of Strontium 90; hated and despised by other humans, mutants are forbidden to own property or hold jobs. Only one occupation is open to them; only one way out of the slums and ghettos – to join the Search/Destroy Agency; to roam the galaxy, hunting down criminals and fugitives fleeing the ineffective justice systems of hundreds of different worlds and systems. To become a bounty hunter, feared and loathed by all. To become a Strontium Dog.

Based on the superb 2000 AD series of the same name, Strontium Dog takes you into the world of Johnny Alpha and Wulf Sternhammer. Using the *Traveller Core Rulebook* you will create your own mutant bounty hunter – your own Strontium Dog – and go out in search of rewards and adventure. You will be loathed by most, shunned by many, and have to live on your wits daily as the lives of mutants – all mutants – are considered cheap and expendable. But as a Strontium Dog you have certain advantages; the capabilities your mutation gives you and access to some of the most powerful and bizarre weapons available in the 22nd Century.

MGP 10002 US \$39.95

ISBN 978-1-906508-78-4



9 781906 508784

You will need the *Traveller Core Rulebook* to use Strontium Dog



MONGOOSE
PUBLISHING