



*Love in the middle of a firefight*

# GM Cheatsheet

Everything you need to know in 5 minutes!

## Setting

Strontium Dog from 2000AD. The year is 2180AD. 30 years previously, the Great Nuclear War led to a generation of mutants born on Earth. The only respectable job was that of bounty-hunter with the Search/Destroy Agency. Because of the SD badge, the mutants became known as Strontium Dogs, or Stronts. Generally Strontium Dogs work off-world around the galaxy. The most famous Strontium Dog is Johnny Alpha, whose glowing eyes allow him to see through walls, and apparently see into the souls of men! He also travelled through time and arrested Hitler.

Strontium Dog is set roughly 80 years after **Judge Dredd**; 2000AD continuity over 40 years of Zarjaz Thrillpower is more than a little messy, but take it as read that people knew who "Old Stony Face" was. The **ABC Warriors** (Atomic Bacterial Chemical) were built originally for the Volgan Wars of the late 1990s, but several still exist, and some have sentience, while **Rogue Trooper** is happening on Nu-Earth, somewhere far away in the galaxy. Whatever the players and you are comfortable with, but mostly the game is meant as light space opera, not a history lesson in 2000AD continuity. Name drop where appropriate; Kudos if you can make sense of *Nemesis the Warlock* or *Zenith*, minus 1 million thrillpower for B.L.A.I.R.1 or Pussyfoot 5...

## Plot

**Blixbax Blackbort**, scoundrel and conman, is marrying Hive-Princess Klik-klak-kleek of Groonon-7. Due to the massively complex nature of Groonian spousal law, all his previous crimes would be shared with his wife, and their hive-subjects, making prosecution nigh impossible.

The players will find this at the Doghouse, headquarters of the Search/Destroy Agency. They'll race against **Snakeface Patel** and his gang, particularly the egotistical ABC Warrior **Glamourstein**. Managing to nab the only shuttle, the players make plans how to infiltrate the wedding. The best lead is Klik-klak-kleek's ex, **Snit-Snat Krachhh**, Assistant Hive Minister of Pollen-Counting and Finance. Snit-Snat Krachhh is in debt to the drug baron **Shlomo Momo**. The players either need to setting Snit-Snat's debt or shake him down for the money.

Once this is done, they will have details of the wedding venue, and some avenues to get in - the catering company, or the wedding band. Once in, they will find that Blackbort has hired Patel and his gang as his personal bodyguards for the wedding! The wedding dance starts, and whoever Klik-klak-kleek is dancing with at the end will be her husband. Blackbort, sensing arrest, escapes on a Rocket-toboggan (one of the wedding gifts). A fight with Snakeface Patel's gang and then a chase ensues! Once captured, Blackbort will need to be snuck back to the player's shuttle before they can get their payment.

## Scene 1 / In the Doghouse Now

2180 AD. 30 years after the Great Nuclear War, the only respected job most muties can get is as off-world Bounty Hunters, thanks to being kicked into ghettos by the norms. Working for the Search/Destroy Agency, these mutants became known as Strontium Dogs. Their base, the space-station known as The Doghouse. Of all Strontium Dogs, none is more legendary than Johnny Alpha. He caught Adolf Hitler and brought him to the future to stand trial, for Grud's sake!

The Doghouse is quiet; there's been no trans-temporal incursions from Mega City One in a long time (none of the players have met *Old Stony Face* Judge Joe Dredd, but from what you've heard Johnny Alpha say about him...they're lucky!). Likewise the battle for Nu-Earth has been a warzone the Search / Destroy Agency has stayed away from, despite huge Nort bounties on the last Genetic Infantryman, the legendary 'Rogue Trooper', and frankly, all the debt collection notices for ACE Trucking are best ignored...

Playing cards, watching vids, the players should be busy but idle. **Snakeface Patel** and his crew of his **Muties** (who are not mutants, but mute) and his flamboyant ABC Warrior muscle **Glamourstein** will show. Patel is obnoxious but he sees it as friendly rivalry; they are all Stronts, after all. A few other Stronts, including **Lupus Bob**, **Stinker Smythe** (staying upwind of him in a space station is hard!), **Puddle Poole** and **Kangaroo MaGrew** are all floating about as well.

Have everyone roll Notice. Whoever succeeds sees the newest bounty notice ... that of **Blixbax Blackbort**. For 50 Million Zimoleons, no less! With the exchange rate at 3:1 to the Credit, that's still nearly 17 Million C spread (number of players) ways. Think of all the...everything that could buy! Just as the players try to sneak out to claim the bounty, Lupus Bob and Patel will also notice. The three lock eyes (Patel's are on his stomach, making for some physical comedy as he moves his bandolero out of the way), and the mad dash begins!

Snakeface's gang will violently try to beat the players to the shuttlebay, with Glamourstein smashing any walls or doors lighter than an airlock. There should be some hi-jinks as both groups block each other, but the players should block Patel's gang through ingenuity.

The players should make it to the hanger bay, only to see Lupus Bob and his gang, through a window, getting there first. Bob gives a smug smile, and backs into...**Middenface McNulty**. Right-hand man to Johnny Alpha's right hand man, and a kilt-wearing psychopath to boot. McNulty screams "YA SHPILT MAH BUCKY!" and headbutts Lupus Bob, then his gang. Ooooh noooo!

McNulty is a Legendary character and is essentially plot immune; assume all skills are D10 or D4-2 depending on whether they require hand-eye coordination, as McNulty is pissed as a newt. His Parry and Toughness are 10, though it's more likely someone will punch him and he'll not notice, or scream "YA CALL THA A POONCH?". The players will need to trick or sneak their way past this mad scotsman. But when they do...they have a huge head-start on Patel!



## Scene 2 / Shuttlecocked!

As they race through the cosmos, they will be able to learn the following, depending on what skill they use (Areas without expertise are at a D4 -2 / wild-dice of D6-2):

- **Common Knowledge:** Blixbax Blackbort is wanted by numerous authorities, but the Zimoli Altarchy (rule by the tallest) have stumped up for his bounty.
- **Common Knowledge:** *Groonon-7* (always hyphenated) is situated 576 Light Years from Earth. Using Hyperspace Highways, the players can get there in 18 or so hours, or 23 years by the shuttle's own FTL.
- **Common Knowledge:** Groonian males look like grasshoppers. Groonian females look like caterpillars.
- **Common Knowledge:** The Groonian currency, the *Clam*, is worth 1/17 a Credit.
- **Investigation:** Princess Klik-klak-kleek's has a disgruntled ex-boyfriend, **Assistant Hive Minister of Pollen-Counting and Finance, Snit-Snat Krachhh**.
- **Investigation:** Snit-Snat Krachhh is a snooty, moany old-boys' school banker-type, who has difficulty telling the difference between the number 2 and the number 3.
- **Investigation:** Snit-Snat Krachhh clearly shows signs of using Slo-Mo on a regular basis.
- **Investigation:** Most of the police use Bugspray Shotguns. They have limited effected against non-Groononians.
- **Knowledge (Law):** Weapons are illegal. Openly using weapons will lead to the Groonian police SWATTERS (the only police who use laser guns instead of the Groonian Bugspray Shotgun) and some pretty heavy resistance. **Stealth roll** to sneak them off the shuttle.
- **Knowledge (Law):** Drugs are illegal, despite a growing culture among young Groononians towards legalisation. Enforcement is lax, focusing more on taking down suppliers than the end users. The real players make sure to disguise their operations.
- **Knowledge (Law):** Groonon-7 is **NOT** a signatory to any legal arrangement with the Search/Destroy Agency, and so the Stronts have no *legal* authority to operate.
- **Knowledge (Law):** Groonian wedding law is complex. Really Complex. Hive-marriages have a whole lot of subsidiary and distributed responsibility. A week of study will not make Groonian law any less convoluted.
- **Persuade:** Tronald Grump X6 will be in attendance, trying to get rights to set up a Grump Tower on Groonon-7.
- **Persuade:** The Wedding is happening in the exclusive Groonian Spaceport Hilton, Groonon-7's most prestigious venue. Blueprints are **not** publically available, though they are likely available to a high-ranking member of the government.
- **Persuade:** The Groonon-7 police are not particularly competent, but they are loyal.
- **Pilot:** Groonon-7 has one spaceport, the **Groonon City Spaceport**, situated 35KM outside Groonian City in the nearby city of **Kwobble**. The Groonian Spaceport Hilton is not in Kwobble, but in the centre of Groonon City itself (don't ask).
- **Streetwise:** **Shlomo Momo** is the Drugs Tsar of Groonon-7. He runs a club called the BoHo Bonobo Go-Go, a magnet for non Groononians on Groonon-7 and the surrounding sectors. He's the man who sells to the high ups in Groonian society.

## Scene 3 / Shlomo Momo, at the BoHo Bonobo Go-Go

Whatever plans they make, by the time they land on Groonon-7, it will be two days before the wedding: the players will have to have some kind of plan in place. Their best lead is getting something on **Snit-Snat Krachhh**, Assistant Hive Minister of Pollen-Counting and Finance. The easiest angle is his Slo-Mo addiction (if you don't know what Slo-Mo is, it's the drug in *Dredd*. If you haven't seen *Dredd*, shame on you! It slows down perception of time to 1% actual speed. And gets you wasted.)

Shlomo Momo is the owner of BoHo Banobo Go-Go, and the Slo-Mo magnate of Groonon-7. He looks about 150 years old, and frankly, looks match reality. Despite being a gangster of some infamy, he acts and sounds like someone's grandad. While he lacks literal teeth, his figurative teeth are pretty impressive. He's known to spike those people who double cross him with a heroic dose of Slo-Mo and then make them watch gardening videos for hours, which of course seems like centuries to the victim. Then he shoots them. He is a gangster, after all. He is always surrounded by at least two Experienced 8s, and a gaggle of Seasoned 6s, and his patrons are pretty likely to side with him a las-fight. He's also immune to Intimidate, both out of being a gangster and selective deafness.



Shlomo will, in a roundabout way, let the players know that Stronts have no status on Groonon-7, but since he has used their services in the past, has no problem with them being there, even comping them for Lavender Cordial Vodka for the night.

Currently, Snit-Snat Krachhh is in hock for 60,000 Clams (around 3500 Credits). The Players have a few options. One is to do a job for Shlomo, taking out a rival mobster. For that, he'll wipe Snit-Snat Krachhh's debt, or better, give them 60,000 Clams worth of Slo-Mo to keep Snit-Snat on the leash. Alternatively, they can go shake Snit-Snat down for the money owed. Snit-Snat has the money, he just keeps getting locked out of his bank as his ATM code as 2332 and he has trouble distinguishing between 2 and 3. Shlomo, while surrounded by semi-competent goons, would much rather send some skillful muscle, like Stronts, who are less directly traceable back to Shlomo. Shlomo can also provide weapons, at a price of 500C for a Laser Pistol, 1000C for a Laser Rifle, and 2000C for a Laser MG.

Alternatively, the players can go straight to Snit-Snat. Shaking him down for the information is possible, though in his stressed state, he is unreliable. If they offer to speak to Shlomo on his behalf, it plays out as above, Shlomo will offer to strike the debt if the Stronts do their magic on one of Shlomo's few competitors.

Once Snit-Snat is on the hook, he will access his Governmental Computer (which looks very like a 1980s AMSTRAD with 8 bit graphics and dot-matrix printing). He will give them a map of the hotel. It has floor plan, but no electrics, vents or plumbing.

If friendly or properly coerced, he will give them details of the wedding. Not security or a guest-list, but a budget, including details of the caterers and entertainment company.

## Scene 4 / Ruining a Princess' special day!

The players should have an idea of how to get inside the wedding.

- **Storming the gates: *This won't work.*** Even the Groonian police in numbers will be more than a match for the Stronts. Plus, Blackbort is in an unknown location. The wedding is the only time they will have guaranteed eyes on him.
- **The Catering company: *Honeyums*** are the catering company. They have a full staff already, but some Streetwise will find out where the staff spend their free time. Any reasonable plan, whether force or trickery, should be enough to clear up a handful of vacancies, say as many as there are player characters.
- **Getting Hired:** Getting hired will require outsmarting the personnel robot, **HR-5**. It is only designed to say stock phrases like "why do you want to work for <THIS COMPANY>?" and "Where do you see yourself in <REASONABLE CAREER DEVELOPMENT PERIOD>?". Some Persuade or Repair should do the job.
- **The Entertainment: *Quick Krikk and his Kickin' Krikkets Swing and Oldies Band*** are providing the music for the wedding. Given the band is 47 strong, getting rid of one of the members, up to Quick Krikk himself, will get the players in. Persuasion will be required to convince the band to take on a late session musician.

The day of the wedding. The players should have some shenanigans as they get into place. There will be much sideshow, pointless speeches, and delivery of presents, in particular one extremely large box, before finally the man of the hour and his bride to be(e) arrive. Blackbort looks as shabby as ever, wearing a garland over his usual rags. Princess Klik-klak-kleek looks as lovely as a middle-aged caterpillar spinster marrying a slimeball could ever look.

The dance starts, the key to the whole ceremony. Quick Krikk and his Kickin' Krikkets Swing and Oldies Band start playing the song of choice, "*Can't Take My Eyes off You*". Whoever Princess Klik-klak-kleek is dancing with at the end of the song will be her husband! Better not be Blackbort!

Just as things are going right...fate sizes defeat from the jaws of victory. Snakeface Patel and his gang show up as Blixbax Blackbort's bodyguards (it has been a few days, if the players ask how they go there). A Notice role, and Patel recognises the players. Glamourstein, champion of subtlety, lets rip with bullets and hammer-handed antics. But the dance still goes on!

Only once the players have made it clear to Blackbort that there's a very real chance he will be nabbed before the end of the dance, he'll decide its time to run. He dives into the giant pile of wedding presents, disappearing with some skill. The players can search through the boxes, There is a rumbling from one of the bigger boxes...and rip! Out tears Blackbort...on one of the ***His and Hers Rocket Toboggans***, baby-blue and girly-pink.

Patel would like to humiliate the players; that's why he offered his services to Blackbort *below the going rate*, just to spite the players' plan. However, Glamourstein will take it too far, and not hold back. Patel will run when the heat gets too much, but Glamourstein will need to be smashed or trapped in order to pursue Blackbort... on the ***other Rocket Toboggan!***

## Scene 5 / Chekov's Rocket-Toboggan

Blackbort flees on the pink rocket-toboggan! If not defeated, Snakeface and his gang lay chase!

Vehicle	Acceleration	Top Speed	Toughness	Crew
Rocket-Toboggan	20	35	8 (2)	1+5
Patel's Sports Utility Flyer	20	40	14 (3)	1+7

### Chase rules

Roll Drive - Draw a card for each success and raise, and keep one as the Action Card. This determines initiative and how well they managed to "maneuver". Characters who don't score at least a single success remain in the chase but get no Action Card that round. A character with a higher card than a foe is said to have advantage over him, whether ahead, behind, or even parallel to his foe. The important thing is that he has somehow maneuvered in such a way as to gain a superior position.

A character may add +2 to his roll if he or his vehicle has a higher top speed than the fastest opponent. If the Chase takes place over difficult terrain, the GM should inflict a -2 penalty to all Drive rolls. **Level Headed** and the **Quick** Edge don't apply to maneuvering Trait rolls in Chases. Non-drivers can assist by making a Drive roll and giving the main driver a bonus, or doing other actions.

A character must have **Advantage** (an equal or higher Action Card) than his target to attack it. To distract or even ram is an opposed Drive roll, modified by range. On a success, the target suffers a -2 to his next maneuvering Trait roll. On a raise, the target is affected as if they hit an obstacle! If a character's Action Card is a **Club**, he faces some sort of **Complication** on his action. Check the Complications Table. Players who rolled high enough to get multiple cards may choose to take a lower card to avoid a Complication. After the Complication is dealt with, the character may continue his action as usual—assuming he survived.

Card	Range	Complication Table
2	Out of range or blocked and no attack is possible this round	<b>Disaster:</b> Make a Trait roll at -4. If the roll is failed, the character suffers a disaster, such as hitting an obstacle. In any event, this participant is out of the chase
3-10	Long Range (-4)	<b>Major Obstacle:</b> Make a Trait roll at -2 to avoid or suffer damage appropriate to half top speed
Jack-Queen	Medium Range (-2)	<b>Minor Obstacle:</b> Make a Trait roll to avoid or suffer damage appropriate to half top speed if in a vehicle
King-Joker	Short (no penalty), can do melee attacks	<b>Distraction:</b> Something obscures the character's vision or path. He cannot attack this round

## Scene 6 / Nothing to declare!

Having nabbed Blackbort, the players will realise they still have to get him off-world to claim the bounty. Even having absconded from his own wedding, the Groonian police will be looking to get him back. The Players will have to sneak Blackbort through customs before they can escape.

The Groonian Police SWATTERS are out, and a cut above the regular police. Instead of Bugspray Shotguns, they have real Laser Rifles and Laser MGs, and aren't afraid to use them. Depending on how destructive the players were in tracking down Blackbort will determine how heavily the SWATTERs respond.

Vehicle	Acceleration	Top Speed	Toughness	Crew
Police Flyer	20	40	14 (3)	1+7
Standard Groonian Car	10	30	10 (3)	1+3

Once the players make it to the Spaceport, they'll need to Sneak, Persuade or even make a scene that leaves a man behind to make it to their shuttle. As long as they aren't being directly pursued, they should be able to lift off with only minimal complications.

Once outside of Groonian jurisdiction, a representative of the Zimoli Altarchy can be contacted, who will arrange a collection on the hub world Splendor. After hours waiting, the Zimoli representatives will show (a humourless bureaucratic alien of your description) with a prisoner transport ship. They will take custody of Blackbort (complaining to the end) and get the players to do the paperwork. While they are doing this, they will see on the Vid screen that Mutie 122 (or the next one due, depending on how many got zapped by the players) ended up as husband to Klik-klak-kleek. They seem genuinely happy, so there's that small silver lining!

The transfer is all above board, gets the final automated approval from the Search/Destroy Agency system, and officially Blackbort is the prisoner of the Zimoli Altarchy. The players are handed a sum of 1,500,000 Credits. Wait? Where's the rest? Well, out of 1,670,000 Credits, minus 10% for Search/Destroy Agency cut, that left a million and a half credits. But, it was supposed to be 3:1, right?

Uh...exchange rate changed. By the time the players get to claim the bounty, the value of the Zimoleon has tanked. It's now 30:1. But, that's still 1,500,000 divided (player number) ways, right? Still good money? There they stand, holding the credit chit for the full one and a half million credits, a group of badass Strontium Dogs.

So, which of the players is going to try take the money and run?





## Blixbax Blackbort

*"You'll nevah get me, Stronty!"*

*Wildcard NPC - D6 Wild Dice and 3 Bennies*

Interstellar shmeaglebeagle smuggler, confidence trickster, unlicensed rocket-tobogganist.

Blixbax Blackbort is exactly the kind of moustache twirling, candy-snatching, granny robbing miscreant he appears. A legacy of shady schemes and crooked cons have made him one of the least respected hucksters in the galaxy, yet somehow he keeps showing up, one more caper to pull off.

Blackbort is an unmitigated coward, and will run away at the first opportunity, not forgetting to make ludicrous jibes at his pursuers in the style of a 1930s movie serial villain. He poses no physical threat to the players but he will do his darndest to escape at every chance possible.

**Attributes:** Agility d6, Smarts d10, Spirit d8, Strength d4, Vigor d4

**Skills:** Athletics D6, Driving d8, Fighting d6, Gambling D10, Lockpicking D10, Notice D6, Persuasion D8, Shooting d8, Stealth D10, Streetwise D8, Taunt D10

Parry: 5      Toughness: 6 (2)

**Notes:** Improved Dodge (-2 to be hit by ranged weapons), Quick (redraws initiative if below 5).

**Gear:** Oddly robust coat and hat (2 pts armour whole body), inexhaustible supply of lockpicks, business cards in 120 different names, escaping grease (3 uses, +4 to any escape roll), 6 Credits.

# Snakeface Patel

*"You're hissssing me off!"*

*Wildcard NPC - D6 Wild Dice and 3 Bennies*

Has a rattler's tail for a head and a snake's head coming out of his belly. Inadvertently makes snake puns. Disliked by most Stronts because he's mean tempered and steals other's bounties.

**Attributes:** Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d8

**Skills:** Athletics d8, Driving d6, Fighting d8, Notice: d8, Shooting d10, Taunt D6

Parry: 6      Toughness: 12 (6)

**Notes:** No Mercy (can spend bennies on Damage), Headshots don't do extra damage, gunsslinger (can make 2 laser pistol attacks without penalty), Quickdraw (laser pistol), Bellybite (on a grapple, can bite with his Str +D6 damage. He is not venomous)

**Gear:** Search /Destroy Agency Licence, custom fit armor (6 pts full body), four spare Laser Pistol batteries (24 shots each), 1468 Credits.

Name	Range	Damage	RoF	Shots	Notes
Laser Pistol (x 4)	15/30/60	1-3d6	1	24	Semi-Auto (can double-tap).
Tangler grenade (x 6)	5/10/20	N/A	1	1	MBT. Does no damage, but on a successful hit, target is snared in plasticity strands. They must exceed 10 on a strength roll or is incapacitated. The strands last for 5 hours.

# Glamourstein

*"YOU GET FINGERPRINTS ON MY CHROME*

*I'LL HAMMER YOUR FINGERTIPS FLAT"*

*Wildcard NPC - D6 Wild Dice and 3 Bennies*

A *fabulous* war-robot in rose gold, Glamourstein is a Hammerstein robot with delusions of grandeur. Glamourstein is disliked by everyone, even Snakeface Patel, for his ego. However, as a 9 foot tall armour plated combat robot, he has his uses. Mostly violent ones.



**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d12+3, Vigor d12

**Skills:** Fighting d8, Intimidation d8, Notice d4, Shooting d8

Parry: 6      Toughness: 19 (8 pts shiny armour)

**Notes:** Heavy Metal Mother - as he is built on the same template as the eponymous ABC Warrior Hammerstein, Glamourstein is about as big as a bear (Size +3) and about as friendly as one with a hangover. His battle ready frame, though blinged out, provides 8 points of armour. In addition, as a Construct, he is +2 to recover from being Shaken, called shots do no extra damage, he does not suffer from disease or poison, and is immune to fear and Intimidation (though can definitely be taunted). His right hand is a sledgehammer, he has a wrist mounted gun on his left arm, and can make 2 attacks a round without penalties.

Name	Range	Damage	RoF	Shots	Notes
Lovetap (hammer hand)	N/A	Str +3	N/A	N/A	AP10. It hurts
Slugthrower	30/60/120	2D8+1	3	500	AP2, 3RB. Left arm only

# The Muties

"<muted bubbling noise>"

Group of NPCs - get a wild dice when they work as a group, no bennies.

Not mutants, just mute. Each has a number on their chest. Currently they're Number 8, 27 and 118. They make up for an absence of competence with numbers and being slightly unsettling in their blank unstarling glare.

**Attributes:** Agility D4, Smarts D4, Spirit D4, Strength d4, Vigor d4

**Skills:** Fighting D4, Notice D4, Shooting D4, Intimidate (stare blankly) D4

Parry: 4      Toughness 4


**Notes:** Drop and Pop (whenever a Mutie is killed, a boil swells up and 3 rounds later, a fully formed new Mutie is there. No matter which one gets killed, the next will be 119, 120 etc).

**Gear:** Ill fitting grey jumpsuit, Laser pistol battery (24 shots)

Name	Range	Damage	RoF	Shots	Notes
Laser Pistol	15/30/60	1-3d6	1	24	Semi-Auto (can double-tap).
Stun Club	N/A	2D6	1	N/A	Ignores armour. On raise, target is at -2 to recover.

## Generic NPCs (no extra bennies or wild dice) and weapons

Name	Frail 4	Seasoned 6	Experienced 8
Trapping	Farmer, street kid, indentured servant	Bandit, mercenary, soldier, police	Sergeant, captain, veteran soldier
Stats	Attributes d4 Relevant Skills: D4 Toughness: 4 Parry 4 damage 2d4	Attributes d6 Relevant Skills: D6 Toughness: 6 (1) Parry 6 damage 2d6	Attributes d8 Relevant Skills: D8 Toughness: 8 (2) Parry 8 damage 2d8
Gear	Knife or club, 18 Credits	Laser Rifle / Bugspray Shotgun, Body Armor (1 pt), 281 Credits	Laser MG Body Armor (2 pts), 465 Credits.

Name	Range	Damage	RoF	Shots	Notes
Laser Pistol	15/30/60	1-3d6	1	24	Semi-Auto (can double-tap).
Laser Rifle	30/60/120	1-3d6	3	48	Auto, 3RB
Laser MG	50/100/200	1-3d6	3	200	Auto, requires D8 strength to use without penalty
Bugspray Shotgun 	12/24/48	1-3d6	1	12	+2 to hit at short range. Weapon only injures non-Groononians on a raise, otherwise just stuns.
Stun Club	N/A	2D6	1	N/A	Ignores armour. On success, target is shaken, on raise, target is at -2 to recover.
Melee weapon	N/A	Str +D4	1	N/A	Knife, club.

SEARCH / DESTROY AGENCY  
BOUNTY NOTICE

BLIXBAX BLACKBORT



INTERSTELLAR SHMEAGLEBEAGLE SMUGGLER, CONFIDENCE  
TRICKSTER, AND UNLICENCED ROCKET-TOBOGGANIST.

W A N T E D

ALIVE AND UNMARRIED\*

REWARD: 50 MILLION ZIMOLEONS

\*DUE TO BLACKBORT'S IMPENDING NUPTIALS TO HIVE-PRINCESS KLIK-KLAK-KLEEK OF GROONON-7 AND THE COMPLEXITY OF GROONONIAN SPOUSAL LIABILITY LAW, ANY BOUNTY CLAIMED AFTER A SUCCESSFUL WEDDING CEREMONY WILL BE NOT WORTH THE DATAPAD IT'S WRITTEN ON.



# Wergylebert Davies

*"Oh dear. How sad. Never mind!"*

Large globular, shiny black eyes that open and close vertically. He proudly comes from the Zirconium "Mutie-Mines" of South Wales, and loves to sing.

**Attributes:** Agility: d6, Smarts: d10, Spirit: d10, Strength: d6, Vigor: d6

**Skills:** Driving d6, Fighting d6, Intimidation d10, Knowledge (Wales) d6, Notice d10, Persuasion d8, Shooting d6, Stealth d6

Parry: 5      Toughness: 9 (4)      Bennies: 3

**Edges:** Command (+1 to teammates' spirit rolls from his motivational bellowing), Level Headed (draw two cards for initiative)

**Hindrances:** Big Mouth, Bloodthirsty, Outsider (Mutant)

**Gear:** Search/Destroy Agency Licence, armour vest (4 pts) Flashlight, Handcuffs (Strength 10), 1 spare laser rifle battery (48 shots), 485 Credits.

Name	Range	Damage	RoF	Shots	Notes
Laser Rifle	30/60/120	1-3d6	3	48	Auto, 3RB
Stun Club	N/A	2D6	1	N/A	Ignores armour. On raise, target is at -2 to recover.



# Kapitan Horst Von Klanger

*"Eight? Nein!"*

WWI German Officer nabbed by accident instead of Hitler; opted to stay in the late 22nd Century after accidentally viewing the History Channel. Wears a Pickelhelm spiked helmet. Skillful racer and marksman.

**Attributes:** Agility d10, Smarts d8, Spirit d6, Strength d6, Vigor d6

**Skills:** Driving d10, Fighting d8, Knowledge (The Future!) d4, Notice d8, Shooting d10, Taunt d8, Throwing d8

Parry: 6      Toughness: 9 (4)      Bennies: 3

**Edges:** Ace (add +2 to Boating, Driving, and Piloting rolls), Quick (Whenever dealt a 5 or lower in combat, can may discard and draw again until gets a card higher than 5), Dodge (attackers must subtract 1 from their Shooting or Throwing rolls when targeting him).

**Hindrances:** Curious, Quirk (unintentional germanic puns), Outsider (from 20th Century; uses *Knowledge (the Future!)* instead of Common Knowledge).

**Gear:** Search/Destroy Agency Licence, armour vest (4 pts torso protection), Pickelhelm spiked helmet (4 pts head protection / Str +4 damage to anyone attacking from above), 407 Credits.

Name	Range	Damage	RoF	Shots	Notes
Laser Rifle	30/60/120	1-3d6	3	48	Auto, 3RB
Bayonet	N/A	Str + D4	1	N/A	
Potato Masher grenade (x 3)	5/10/20	3D6 -2			Medium Blast template (hits 1D6 enemies)





# Marlon "Swinger" Stackhouse

*"Couldabeenacontenda!"*

Crablike or turtle-like carapace of external bone. Abnormally thick and huge limbs, whether muscular or very, very fat. Ex Mutie Games bare-knuckle boxer, mumbles about getting cheated in the big fight. Likes to read old romance novels on his datapad.

**Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d12

**Skills:** Climbing d8, Fighting d8, Intimidation d8, Knowledge (Romance Novels) d4, Shooting d6, Stealth d6, Streetwise d4

Parry: 6      Toughness: 15 (4 for armour vest, 2 natural)      Bennies: 3

**Edges:** Brawny (+1 toughness), Brawler (+2 damage when unarmed), Bruiser (D8 extra damage on raises when fighting unarmed), Martial Artist (never at penalty for fighting unarmed, and adds +D4 to strength for damage)

**Hindrances:** Slow (pace is 4 instead of 6, -2 to all rolls in confined spaces) Outsider (mutant), Quirk (reads romance novels)

**Gear:** Search/Destroy Agency Licence, armour vest (4 pts torso protection), datapad with romance novels, 194 Credits.

Name	Range	Damage	RoF	Shots	Notes
Fist	N/A	D10+D4+2	1	N/A	Add D8 extra damage on a raise
Laser MG	50/100/200	1-3d6	3	200	Auto, requires D8 strength to use without penalty
Crowbar	N/A	Str + D4	1	N/A	Crowbar



# Oklahoma Joe Jiggers

*"You don't worry 'bout old Oakie. Mama Death n' me got this."*

Known to his friends as "Oakie". Large, gnarled, generally misshapen and knotted, like an old tree. Laconic American, constantly in awkward physical pain but grunts through it with dry morbid wit. Always smoking Silverhide cigarettes. In dangerous situations, likes to talk to his imaginary pal, "Mama Death."

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

**Skills:** Fighting d8, Intimidation d8, Investigation d6, Notice d6, Persuasion d8, Shooting d8, Stealth d6

Parry: 6      Toughness: 12 (4 for armor vest, 1 for naturally tough skin)      Bennies: 3

**Edges:** Quick, Marksman (if doesn't move, can act as if aimed for +2), Brawny (+1 toughness)

**Hindrances:** Shortsighted (-4 to medium range rolls, -8 to long range), Delusion (talks to "Mama Death"), Outsider (Mutant)

**Gear:** Search/Destroy Agency Licence, armour vest (4 pts torso protection), wooden Stetson (2 pts head protection), endless supply of Silverhide cigarettes and matches, 209 Credits.

Name	Range	Damage	RoF	Shots	Notes
Laser Rifle	30/60/120	1-3d6	3	48	Auto, 3RB
Club	N/A	Str + D4	1	N/A	



# Rip Van Wrinkle

*"Outwageous."*

Loose, drooping folds, like one of those weirdo baggy dogs. Has a mild lisp that doesn't do his doggy look any favours. Love sweets that happen make him slobber, is unwaveringly loyal and fearless.

**Attributes:** Agility d8, Smarts d4, Spirit d10, Strength d6, Vigor d8

**Skills:** Fighting d8, Investigation d6, Lockpicking d6, Notice d6, Persuasion d4, Piloting d8, Shooting d8, Stealth d4, Tracking d6

Parry: 6      Toughness: 10 (4)      Bennies: 4

**Edges:** Alertness (+2 to Notice Rolls), Giant Killer (+1D6 damage against foes +3 sizes bigger, so Bear sized), Luck (+1 Benny)

**Hindrances:** Loyal, Outsider (mutant), Code of Honor (keep word, don't shoot an unarmed man, pay for drinks)

**Gear:** Search/Destroy Agency Licence, armour vest (4 pts torso protection), pot helmet (4 pts head protection), rope, Shuttlepilot licence, 307 Credits.

Name	Range	Damage	RoF	Shots	Notes
Laser Rifle	30/60/120	1-3d6	3	48	Auto, 3RB
Telescopic Halbeard	1	Str + 1d8	1	N/A	AP 2, 2 hands



# Peter Pinko

*"Dollah-Dollah, Doll!"*

Norm turned inside out by teleportation accident. Now is a giant, external brain, with extremities located somewhere other than at the end of his limbs. Greedy, inclined to turn on the others for money. He figures who cares what he looks like if he's a highroller.

**Attributes:** Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6

**Skills:** Driving d4, Piloting d4, Gambling d6, Investigation D8, Lockpicking d6, Notice D8, Persuasion d4, Shooting d8, Stealth d8, Streetwise d4, Taunt d8

Parry: 6      Toughness: 17 (4 for Stront Armour, 4 natural)      Bennies: 3

**Edges:** Danger Sense (roll Notice -2 to detect an ambush, even if completely unexpected), Fleet-Footed (pace 8, D10 running speed), Level Headed (draw 2 cards at initiative, pick better)

**Hindrances:** Greedy, Outsider (seen as a mutant, even though he's not), Phobia (Teleporters)

**Gear:** Search/Destroy Agency Licence (expired), armour vest (4 pts), lockpicks, Provisional Pilot's licence, soothing gel for brain ache, "Ban the Beam!" collapsable placard, 78 Credits.

Name	Range	Damage	RoF	Shots	Notes
Laser Pistol	15/30/60	1-3d6	1	48	Semi-Auto (can double-tap, customised to fit laser rifle battery without penalty.