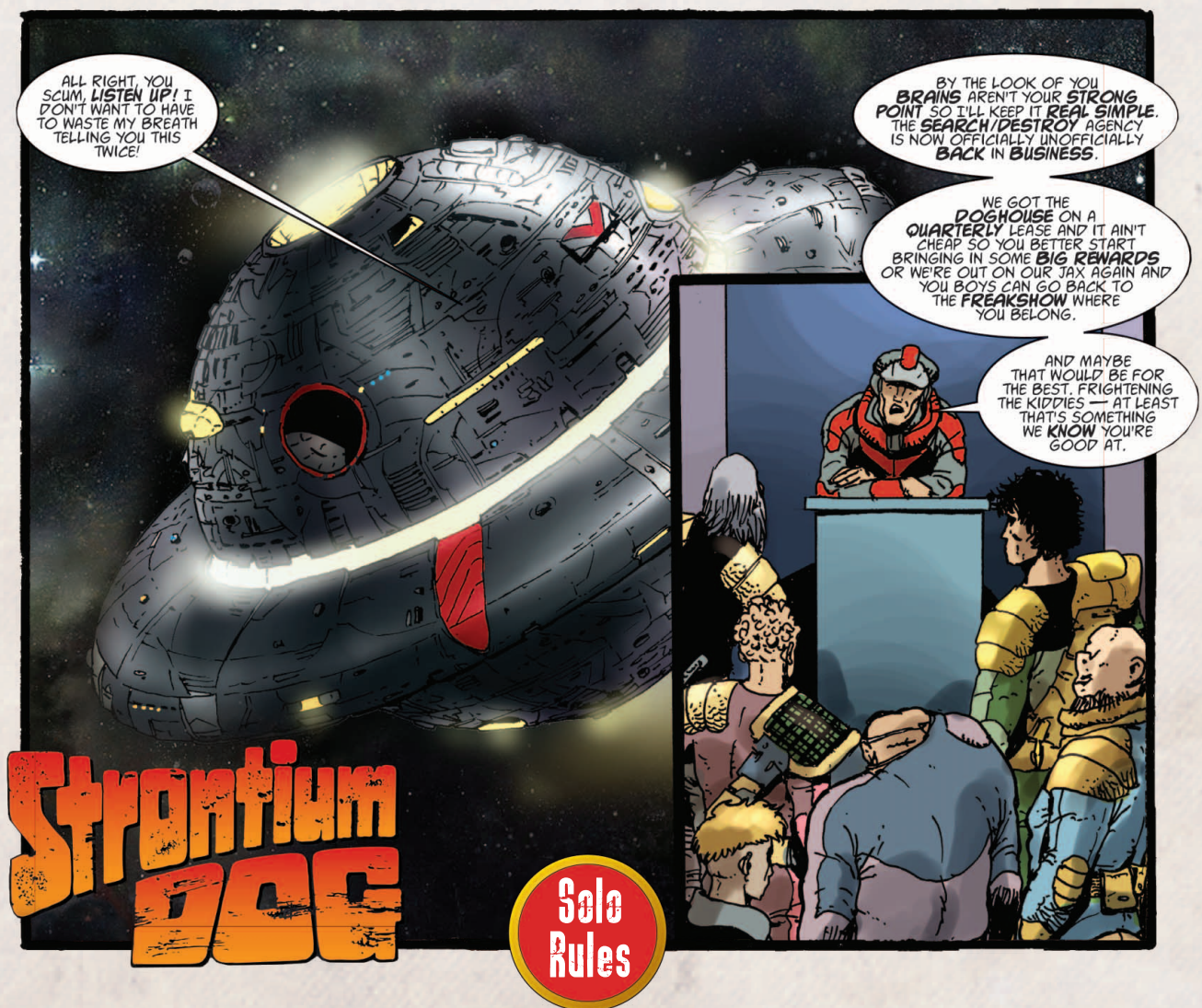# Strontium Dog

Bounty Hunter

These rules adapt Warlord Games' *Strontium Dog* skirmish game for solo play. You take the role of a mutant Search/Destroy agent, tracking down wanted criminals across the universe.

Solo rules devised By Dylan Owen
with contributions by Adam Woodliffe

Contents

Wulf Sternhammer and the Gronk on a skimmer

The Bounty Hunter is very much a 'first draft' version. Feel free to chop and change as you see fit. If there is anything you think of to improve game play, or if you have ideas for solo scenarios or campaigns please share your thoughts with us at:

https://www.facebook.com/warlordgames2000ad/
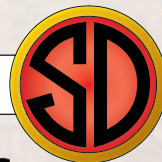
Solo Rules

Before playing *Bounty Hunter*, familiarise yourself with the rules here which adapt the main *Strontium Dog* rules to solo play.

Factions

There are two factions in a game of Bounty Hunter – your side (your Strontium Dog and their friends) and your opponents – your character's foes.

You control all models on your side using the normal rules of the game.

The actions of the opposing faction's models (known henceforth as *foes*), are not controlled by a player, but determined according to the rules described below. You have no control over how these models activate.

Each faction is created according to the rules of the Bounty Hunter campaign, which starts on page 10.

Alternatively, for one-off games, or campaigns of your own devising, you can create two factions to face off against each other following the normal rules for creating factions. Take control of one faction yourself – the other follows the rules for activating non-player models described later.

Foes – Demeanour

In solo play, foes act in a way influenced by their demeanour. A foe's demeanour is determined by the type of weaponry it is holding.

Aggressive Foe: A foe holding one or more close combat weapons, but no ranged weapons, or which has a Shoot of zero, has an Aggressive demeanour.

Cautious Foe: A foe holding two one-handed ranged weapons or one two-handed ranged weapon has a Cautious demeanour.

Mixed Weapons: If a foe is holding one close combat weapon and one ranged weapon, roll a D6 each time it is activated to determine its demeanour that turn.

D6 Score	Demeanour
1–3	Aggressive
4–6	Cautious

For example, Bubo is armed with a knife and a blaster. He's activated and you roll to determine his personality before he takes his actions – you score a 6, so he's Cautious this turn.

Foes & The Initiative Deck

Individual Foe cards are included at the end of these rules and represent either a single enemy model (e.g. Kansyr), or a group of enemy models (the Foe card includes all the details you need to know about the models it represents). More details on Foe cards can be found on page 13.

At the start of the game, take the Foe cards representing the models on the opposing faction and shuffle them facedown to create the Initiative deck.

The Initiative Deck
The Initiative deck is used to determine in which order foes act during the turn (see page 4) – don't peek at the deck; cards are revealed only when the rules dictate.

The Game Turn For Solo Play

The game turn for solo play is very similar to that for the normal game (see the *Strontium Dog* rulebook, page 12).

Action Chips
At the start of the game, you'll need one Action chip for each model in your faction (or one Star chip for each model with a Cool of 4 or more).

You will also need an action chip for each model on the opposing faction. However, make these chips a different colour to that used by your faction. You'll also need Star chips for opposing models with Cool of 4 or more.

Chips are drawn as normal.

If you draw one of your chips, choose one of the models on your faction to activate. You control the actions of this model, following all the normal rules.

If you draw a chip belonging to the opposing faction, one of the foe models will activate, as dictated by the rules on the following pages.

Activating Foes

In solo play, a foe's actions are determined randomly, influenced by their demeanour and the situation they are in. When you draw an Action chip for a foe, observe the following process:

1) Draw Foe card
Reveal the top card of the Initiative deck. That card is now in play.

2) Activate foe
The Foe card in play dictates which foe model activates and takes actions.

Individual model. If the card represents an individual model, that model activates. After the model has activated, set aside the Foe card – it is no longer in play.

Group of models. If the card represents a group of models, you get to choose which model in the group activates – choose a model that has not got an Action chip next to it (see p.14 of the *Strontium Dog* rulebook).

After that model has resolved its actions, check to see if there are any models represented by the Foe card that have not activated yet. If so, shuffle the Foe card back into the Initiative deck.

However, if all the remaining models represented by the Foe card have been activated already this turn, set aside the Foe card – it is no longer in play.

For example, an Action chip for the opposing faction is drawn. The top card of the Initiative deck is revealed. It's Darkus and his Howlers (Darkus and two Howler models). None of them have been activated yet this turn so you choose to activate Darkus. Then, after Darkus's actions, because the remaining Howlers have yet to activate, shuffle the Foe card back into the Initiative deck.

Star Chips
Use the normal rules for Star chips. A foe must always use the Going For Broke rule if possible.

Ending the Turn

At the same time as gathering up all the Action chips, you must shuffle the Foe cards face down to form a new Initiative deck. If all the models that a particular Foe card represents have been removed from the game, remove that Foe card from the game.

Foes – Special Rules

A foe's special rules will always activate whenever possible. The rule is applied in the most advantageous way possible for the foe.

Activating Foes - The Action Templates

When a foe activates, first see if a Chicanery or Armoury card is revealed (see the rules on page 6).

Then you must roll three Combat dice and refer to the following rules:

- If you roll one or more [SPECIAL] results, discard all the other results.

- If you don't roll any [SPECIAL] results, but roll one or more [ARMOUR] results, discard all [HIT] results.

- If none of the above applies, you'll be left with three [HIT] results.

On the appropriate Action Template, cross-reference the Combat dice result with the Threat Level affecting the perp (see the following page).

This determines the actions the model takes (either two Single Actions or a Double Action).

- If the model is **Aggressive**, use the Action Template for Aggressive models on page 7.

- If the model is **Cautious**, use the Action Template for Cautious models on page 8.

Example: Darkus is Aggressive so rolls 3 Combat dice on the template for Aggressive models. He rolls [SPECIAL], [ARMOUR], [HIT]. Discarding the [ARMOUR] and [HIT] results, he ends up with a [SPECIAL].

Injured & Stunned Foes

A foe that is stunned or injured follows all the usual rules described on page 23 of the *Strontium Dog* rulebook.

In addition, when an injured foe rolls the 3 Combat dice on an Action Template to determine its actions, one [SPECIAL] result must be converted to an [ARMOUR] result.

For example, an injured goon rolls his 3 Combat dice and scores [SPECIAL], [ARMOUR], [HIT]. He must convert the [SPECIAL] result to an [ARMOUR] result so ends up with [ARMOUR], [ARMOUR], [HIT].

However, a model that does not decrease its stats when injured ignores this rule when rolling on an Action Template.

Johnny Alpha

The Threat Level

There are five Threat Levels. The higher the level, the more threat is posed to the foe.

When deciding what Threat Level applies to the foe, go down the list of levels described below, starting with Threat Level 5

If a level does not apply, move down to the next level until you find a situation that applies to the model.

Threat Level 5: At least one of your faction's models is within 1" (close combat range) of the foe.

Threat Level 4: At least one of your faction's models is within the foe's potential charge range (Move+6"), and within line of sight of that model.

Threat Level 3: At least one of your faction's models is within short range of any of the foe's weapons, and within line of sight of that model.

Threat Level 2: At least one of your faction's models is within long range of any of the foe's weapons, and within line of sight of that model.

Threat Level 1: None of your faction's models are within weapon range of the foe, or none of them have line of sight to it.

Pinned Foes

A pinned foe follows all the usual rules described on pp.19 & 23 of the *Strontium Dog* rulebook.

If a foe is forced to take the Shake it Off! action as the result of being pinned, and is subsequently required to make two Single Actions, it only makes the first listed action.

If the model is required to make a Double Action, obviously it won't be able to do this as it already has taken a Single Action. In this case, it instead performs a Single Action as its second action, based on the Double Action it was meant to take, as shown below.

• Sprint = Move

• Charge = Move towards target enemy

• Aimed Fire = Snap Shot

• Set Overwatch = Do nothing

• Hunker Down = Move to closest cover
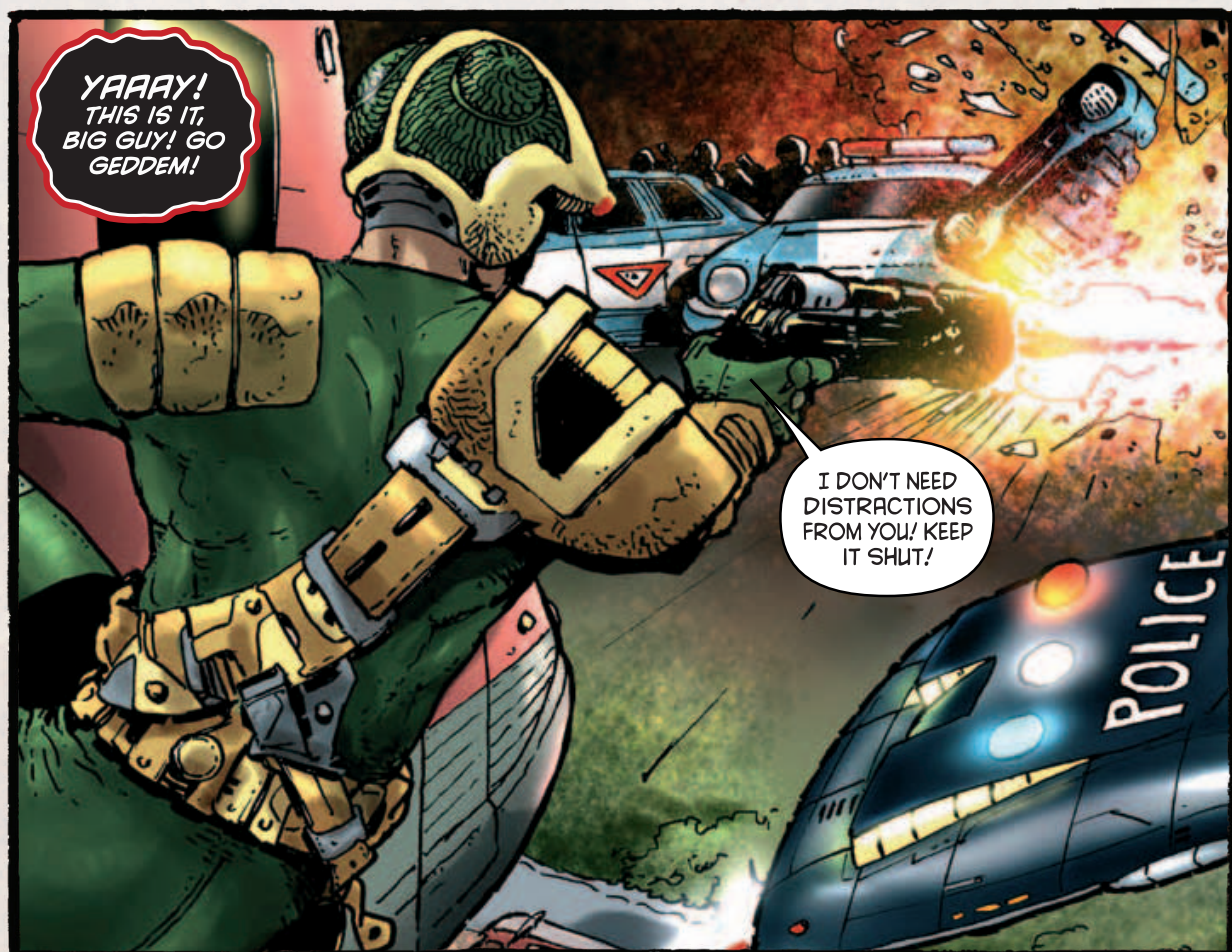
Taking Actions

The Action Templates dictate which actions the foe must take.

If only **one option** for actions is shown, the foe must carry out those actions.

If **two or more options** are shown, they will be numbered. Go through the options, starting at option 1, until an option that applies to the acting foe is reached. The foe then takes the actions as dictated by that option (options lower down the list are ignored).

For example, Darkus cross-references his [SPECIAL] result with his Threat Level of 1 (no enemy models are within Darkus's potential charge range of 12" or within range of his pistol range of 16").

The results are:
1) Stunned or Injured (no ranged weapon): Hunker Down
2) Stunned or Injured: Set Overwatch
3) Sprint towards closest enemy

Darkus is not stunned or injured, so ignores options 1 and 2. Therefore, he Sprints towards the closest enemy – Durham Red.

Targets

Most options specify that the closest enemy must be the target of the action.

Sometimes an option specifies that you can choose the target of the foe's action – in which case, choose any enemy model as the target, as long as it can be targeted normally by the acting foe.

Facing

After moving a foe, always turn it at the end of its move so that the closest enemy in line of sight is within its Focused Front arc.

If there is no enemy within line of sight, turn the foe to face the closest source of potential threat, otherwise the foe faces the direction it was moving in.

Apply common sense when positioning foes – which direction would you face if you were that foe? Don't deliberately position a foe to give your faction an unfair advantage.

Armoury & Chicanery cards

At the start of a game, draw three Armoury cards and three Chicanery cards for the opposing faction. Shuffle them into a single deck of six cards and place them face down.

When a foe activates, check to see if the opposing faction already has an Armoury/Chicanery card in play. If not, roll a Combat die. On the result of a [SPECIAL] turn over the topmost Armoury/Chicanery card. This card remains in play until used.

The first time a situation arises where the revealed card can be used during any foe's turn, that card must be played, as advantageously as possible for the foe, then discarded.

If a card's target must be nominated, determine the target of the card at random.

If the card cannot be used at all for any reason, use it as described in the 'Quick Thinking' rule on page 44 of the *Strontium Dog* rulebook. This is the only time foes use this rule. Foes can use Armoury cards for Quick Thinking, not just Chicanery cards.
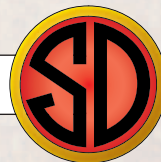
ACTION TEMPLATE – AGGRESSIVE FOES

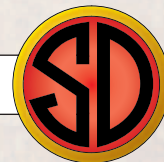| Result	Threat Level	Action	Action Type
(three fists)	5	Fight x2 versus enemy of your choice	2x Single Actions
	4	Charge enemy of your choice	Double Action
	3	Sprint towards enemy of your choice	Double Action
	2		
	1		
(two fists)	5	Fight x2 versus closest enemy	2x Single Actions
	4	1) No ranged weapon: Charge closest enemy 2) Aimed Fire at closest enemy	Double Action
	3	1) No ranged weapon: Sprint towards closest enemy 2) Move towards closest enemy then Snapshot/Throw versus that enemy	Double Action or 2x Single Actions
	2		
	1	Sprint towards closest enemy	Double Action
(one fist)	5	Fight x2 versus closest enemy	2x Single Actions
	4	Charge closest enemy	Double Action
	3	1) No ranged weapon: Sprint towards closest enemy 2) Move towards closest enemy then Snapshot/Throw versus that enemy	Double Action or 2x Single Actions
	2	Sprint towards closest enemy	Double Action
	1	1) Stunned or Injured (no ranged weapon): Hunker Down 2) Stunned or Injured: Set Overwatch 3) Sprint towards closest enemy	Double Action
(three empty shields)	5	Sprint out of combat towards closest cover	Double Action
	4	1) Stunned or Injured: Hunker Down 2) In cover (no ranged weapon): Do nothing 3) In cover: Set Overwatch 4) Sprint towards closest cover	Double Action
	3		
	2		
	1		
(two empty shields)	5	1) Stunned: Move out of combat then Shake it Off! 2) No ranged weapon: Sprint out of combat towards closest cover 3) Move out of combat then Snapshot/Throw versus closest enemy	2x Single Actions or Double Action
	4	1) Stunned or Injured: Hunker Down 2) In cover (no ranged weapon): Do nothing 3) In cover: Aimed Fire versus closest enemy 4) No ranged weapon: Sprint towards closest cover 5) Move towards closest cover then Snapshot/Throw versus closest enemy	Double Action or 2x Single Actions
	3		
	2		
	1	1) Stunned or Injured: Hunker Down 2) In cover: Set Overwatch 3) In cover (no ranged weapon): Do nothing 4) Enemy either not in range or in line of sight: Sprint towards closest cover 5) Move towards closest enemy, then Snapshot/Throw versus that enemy	Double Action or 2x Single Actions
(one empty shield)	5	1) Stunned: Shake it Off! then Fight versus closest enemy 2) Fight x2 versus closest enemy	2x Single Actions
	4	1) Stunned (no ranged weapon): Sprint towards closest enemy 2) Stunned: Shake it Off! then Snapshot/Throw versus closest enemy 3) Charge closest enemy	Double Action or 2x Single Actions
	3	1) Stunned (no ranged weapon): Sprint towards closest enemy 2) Stunned: Shake it Off! then Snapshot/Throw versus closest enemy 3) No ranged weapon: Sprint towards nearest enemy 4) Move to closest enemy then Snapshot/Throw versus that enemy	Double Action or 2x Single Actions
	2	1) Stunned (no ranged weapon): Sprint towards closest enemy 2) Stunned: Shake it Off! then Snapshot/Throw versus closest enemy 3) No ranged weapon: Sprint towards nearest enemy 4) Aimed Fire versus closest enemy	Double Action or 2x Single Actions
	1	1) Stunned or Injured: Hunker Down 2) No ranged weapon: Sprint towards closest cover 3) Set Overwatch	Double Action
(flames)	5	Fight x2 versus closest enemy	2x Single Actions
	4	Charge versus closest enemy	Double Action
	3	1) No ranged weapon: Sprint towards nearest enemy 2) Aimed Fire versus closest enemy	Double Action
	2	1) No ranged weapon: Sprint towards nearest enemy 2) Move towards closest enemy then Snapshot/Throw versus that enemy	Double Action or 2x Single Actions
	1	Sprint towards closest enemy	Double Action

ACTION TEMPLATE – CAUTIOUS FOES

Result	Threat Level	Action	Action Type
🏵🏵🏵	5	Move out of combat, then Snapshot/Throw versus enemy of your choice	2x Single Actions
	4	Aimed Fire versus enemy of your choice	Double Action
	3		
	2		
	1	1) Enemy not in range or in line of sight: Sprint towards enemy of your choice 2) Move towards enemy of your choice, then Snap Shot/Throw versus that enemy	Double Action *or* 2x Single Actions
🏵🏵	5	Fight x2 versus closest enemy	2x Single Actions
	4	Charge versus closest enemy	Double Action
	3	Move towards closest enemy then Snapshot/Throw versus that enemy.	2x Single Actions
	2		
	1	1) Enemy not in range or in line of sight: Sprint towards closest cover 2) Move towards closest enemy, then Snap Shot/Throw versus that enemy	2x Single Actions
🏵	5	Move out of combat, then Snapshot/Throw versus closest enemy	2x Single Actions
	4	Aimed Fire versus closest enemy	Double Action
	3		
	2		
	1	1) Stunned or Injured: Hunker Down 2) Set Overwatch	Double Action
🛡🛡🛡	5	Sprint out of combat towards closest cover	Double Action
	4	In open: Sprint towards closest cover In cover: Aimed Fire versus closest enemy Stunned or Injured: Hunker Down	Double Action
	3		
	2		
	1	1) Stunned or Injured: Hunker Down 2) In cover: Set Overwatch 3) Sprint towards closest cover	Double Action
🛡🛡	5	Sprint out of combat towards closest cover	Double Action
	4	1) Stunned or Injured: Hunker Down 2) In cover: Aimed Fire versus closest enemy 3) Sprint towards closest cover	Double Action
	3		
	2	1) Stunned or Injured: Hunker Down 2) In cover: Aimed Fire versus closest enemy 3) Move towards nearest cover then Snap Shot versus closest enemy	2x Single Actions or Double Action
	1	1) Stunned or Injured: Hunker Down 2) In cover: Set Overwatch 3) Sprint towards closest cover	Double Action
🛡	5	1) Stunned: Move out of combat then Shake it Off! 2) Move out of combat then Snapshot/Throw versus closest enemy.	2x Single Actions
	4	1) Stunned: Shake it Off! then Snap Shot versus closest enemy 2) In cover: Aimed Fire versus closest enemy 3) Move towards nearest cover then Snap Shot versus closest enemy	2x Single Actions or Double Action
	3		
	2	1) Stunned: Shake it Off! then Snap Shot versus closest enemy 2) Aimed Fire versus closest enemy.	Double Action or 2x Single Actions
	1	1) Stunned or Injured: Hunker Down 2) Enemy not in range or in line of sight: Move towards closest enemy then Move towards nearest cover 3) Move towards closest enemy then Snapshot/Throw versus that enemy	2x Single Actions or Double Action
🔥🔥🔥	5	Fight x2 versus closest enemy	2x Single Actions
	4	Charge closest enemy	Double Action
	3	Aimed Fire versus closest enemy	Double Action
	2	Move towards closest enemy then Snapshot/Throw versus that enemy	2x Single Actions
	1	Sprint towards closest enemy	Double Action

Special Rules for Actions

Some actions performed by foes have special rules attached to them, as described below.

Aimed Fire

If the foe has a choice of weapons, it uses the most powerful one or the one easier to hit with (choose the option most advantageous to the model – if in doubt, which would you choose if you controlled the foe?).

Fight x2

The foe must make a Fight action against the closest target. Randomise the target if there is more than one enemy the model can fight.

If the first target is removed from play as the result of the attack, the model must take another Fight action against another target within 4" of it.

If there is no second target within 4", the model reacts according to its demeanour:

- An **Aggressive** model must Move towards the closest enemy, or towards the closest cover if there is no enemy within line of sight.

- A **Cautious** model must Move towards the closest cover if there is no enemy within line of sight.

Hunker Down

The Hunker Down action is performed slightly differently by foes in the solo game. When a foe performs a Hunker Down move, if it is close enough to a table edge (within a distance equal to its Move+5") it will move towards that table edge and move off-table if able to do so. Otherwise, the foe moves towards the closest source of cover.

If the foe hunkering down is uninjured but is Pinned or Stunned, after making its move, it performs a free Shake it Off! action (even if it fails to reach cover).

All other rules for Hunker Down are as described on page 17 of the *Strontium Dog* rulebook.

Moving out of combat

A foe moving out of combat follows the normal rules on page 23 of the *Strontium Dog* rulebook. If possible, the foe must move so that it is further than 4" from any enemy model at the end of its move.

Moving towards cover

When a foe is directed to Move or Sprint towards the closest cover, you must try to move it so that it ends its move positioned with cover between it and as many enemy models as possible.

Dodging

A foe will always dodge in combat (see page 22 of the *Strontium Dog* rulebook).

An Aggressive model will never move out of combat as the result of a successful dodge.

A Cautious model will always move out of combat as the result of a successful dodge.

The foe should try to end its move in base contact with the cover it was moving towards.

Moving towards enemy

When a foe is directed to Move or Sprint towards an enemy, it must try to end its move at least within 1" of the target enemy, if possible.

Set Overwatch

When a foe is on overwatch, it will fire at the first enemy target that it can do so, following the normal rules on page 17 of the *Strontium Dog* rulebook.

Snapshot/Throw

A foe will perform a Snapshot or a Throw, depending on the weapons it is equipped with.

If the foe has a choice of weapons, it uses the most powerful one or the one easier to hit with (choose the option most advantageous to the model – if in doubt, which would you choose if you controlled the foe?).

Bounty Hunter

Bounty Hunter is a mini-campaign using the *Strontium Dog* solo play rules, allowing you to play a series of interlocking games.

Of course, if you prefer you can easily adapt this mini-campaign to the regular rules for *Strontium Dog*, playing against your friends face-to-face.

You'll need the following to play Bounty Hunter:

- Various *Strontium Dog* models. You can easily adapt the game to suit your own model collection, as described later.

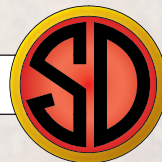- Terrain representing the battleground, and a surface to play on – a 3' x 3' tabletop should suffice, although the scenarios are best played on a 4' x 4' area.

- The *Strontium Dog* rules, and necessary gaming paraphernalia (dice, etc.)

- The various cards (Confrontation cards, Foe cards and Friend cards) needed for the solo play version of *Strontium Dog* – you can find these on pages 20-34 (print them out, cut them out and reinforce them by gluing them to card).

Before you begin the game, you'll first have to create a Strontium Dog who will represent you, scouring the galaxy for criminals. The process of creating your character is described on the next page.

The Doghouse

Creating your Strontium Dog

You are playing a mutant Strontium Dog newly recruited at the Doghouse, nerve-centre of the Search/Destroy Agency. Your task is to hunt down wanted criminals across the galaxy, bringing them to justice dead or alive.

Before starting the campaign, you must first create your character.

Basic Stat Profile

Your basic stat profiles are as follows:

	Move	Shoot	Fight	Evade	Resist	Cool	Special Rules
Basic stat profiles:	6"	2	2	0	2	2	–

Training Points

You have 12 Training Points (TP) to spend on your stats and on extra Special Rules.

To **increase a Stat**, you must spend a number of TP depending on the value you want to increase the Stat by, as shown on the following table.

Stat Increase	Cost
+1	1 TP
+2	3 TP
+3	5 TP

For example, Karl wants to increase his Stront's Shoot stat to 4 (an increase of +2), so spends 3 AP.

In addition, you can choose to reduce **one** stat by one point in order to increase a different stat by one point.

You can only raise your character's stats to the following maximum values:

Shoot	Fight	Evade	Resist	Cool
4	4	2	4	5

To **gain a skill**, spend 1 AP for each skill gained, up to a maximum of three skills. Choose from the skills listed on page 72 of the *Strontium Dog* rulebook.

Mutations

Your character will be a mutant. To determine what type of mutations he or she has, roll a Combat dice.

 One mutation

 Two mutations

 Cosmetic mutations (no game effect)

If your character has one or two mutations, choose them from the lists on pages 74-77 of the *Strontium Dog* rulebook. Choose only one mutation per category.

For example, Karl has scored an [ARMOUR] result – two mutations. For his first mutation, he chooses Eye Stalks from the Head Mutations category. He must choose from another category for the second mutation. He goes for Talons from the Leg Mutations category. What a weirdo!

Weapons

Your character has the weapons shown on the model you choose to represent him or her.

Feel free to create your own weaponry for your character using the rules in the Armoury section of the *Strontium Dog* rulebook (starting on page 34).

For each weapon you create, roll a Combat dice to determine its quality.

 *A **quality** weapon*

 *A **custom** weapon*

 *A **custom** or **legendary** weapon (if applicable)*

Mount

Your character might have access to a vehicle or mount if allowed by the scenario. This is detailed on the scenario's Confrontation card (for more details on Confrontation cards, see page 13).

The Hunt Begins . . .

Once you've finished creating your Strontium Dog, give them a name. Your character is now ready to begin the campaign. Good hunting!

Campaign Rules

The Bounty Hunter campaign takes place over several Earth months, as your Strontium Dog scours the galaxy for his or her quarry.

In game terms, your character's journey is represented by eight different confrontations, where a wanted criminal and his lowlife associates have been tracked down and are confronted.

If your character survives the show-down, he or she continues the hunt, planet to planet, until tracking down their next target.

Preliminary Tasks

Before starting the Bounty Hunter campaign, you'll need to do the following things:

- **Create your Strontium Dog.** This process is described on page 11, in the Doghouse section.

- **Set Up Decks.** Create decks for Friend cards, Confrontation cards, and Foe cards (see the following page for more details on these).

  Also, create decks for Chicanery cards and Armoury cards.

  Remove the Tracer Beam card from the Armoury deck for this campaign.

When you are ready, it's time for the hunt to begin.

The Campaign Process

The campaign is divided into eight segments, roughly equivalent to one or two Earth months. At the start of each, you must determine the situation where you track down your targets.

Carry out the following process:

1) **Draw Confrontation Card.** Draw the top Confrontation card from the Confrontation deck.

   Once an Confrontation card has been used, put it in a discard pile – it is not used again for the rest of the campaign.

2) **Draw Foe Cards.** Draw Foe cards from the top of the Foe deck.

   Draw one Foe card, plus an additional number as indicated by the Confrontation card drawn.

   Gather models representing the foes described on each Foe card drawn. These are the models you'll use to represent the opposing faction.

At the end of each game, all Foe cards are replaced in the Foe deck, ready for the next game, unless the campaign rules say otherwise.

3) **Draw Friend Cards.** Draw Friend cards from the top of the Friend deck. Draw a number of Friend cards equal to the number of additional Foe cards you draw.

   Gather models representing the protagonists described on the Friend card. These are the models you control during the game (other Strontium Dogs or allies), in addition to your own Strontium Dog.

   At the end of each game, all Friend cards are replaced in the Friend deck, ready for the next game, unless the campaign rules say otherwise.

4) **Reinforcements.** Sometimes the rules dictate that you have to draw one or more bonus Friend or Foe cards during this phase. If you draw Foe cards during this phase, note that you do not draw a matching number of Friend cards.

5) **Determine Scenario.** Determine the scenario by rolling on the Job table and then the Encounter table on pages 80-81 of the *Strontium Dog* rulebook. If you roll an Unexpected Issues result on the Job table, treat this as an Assault result.

   Your Strontium Dog always counts as the leader of your faction, and your faction always counts as the protagonists in each scenario.

   The enemy model with the highest Notoriety is the leader of the opposing faction – if two or more enemy models have the same Notoriety, determine the leader by random.

   Example: It's the start of the campaign. Karl must determine the first confrontation his S/D Agent, Bugs McMahon, gets involved in. Karl draws a Confrontation card – Desolation of Rodos. He then draws a Foe card, plus an additional Foe card (the Confrontation card indicated that he must draw +D3 Foe cards, and he scores a '1'). He draws the Steelkreeg card plus the Goons card, so takes his Steelkreeg model and three Goon models to use in the game.

   Because he drew one additional Foe card, Karl now draws one Friend card – Johnny Alpha. The Confrontation card indicates that Karl can use his model of Johnny Alpha on a skimmer.

Start Playing

It's time to start the game.

Confrontation Cards

Confrontation cards are drawn to determine the situation that faces your Strontium Dog at the moment when he or she hones in on their quarry. Each card has the following information:

- The location of the confrontation. If this text has a cross next to it (✗), the *Local Fauna* Chicanery card cannot be used during this scenario.

- The additional number of Foe cards you must draw as a result of drawing this confrontation.

- A suggestion of the type of terrain used for the scenario.

- Any special rule appropriate to the confrontation.

Before the campaign begins, take all the Confrontation cards and shuffle them into a deck. This is the Confrontation deck. The full set of Confrontation cards can be found on pages 20–29.

Foe Cards

Foe cards are drawn to determine which foes are involved in the incident. Each card has the following information:

- The models involved, and whether they are a group or individual. An asterisk (*) indicates that the card represents one or more named characters.

- Any special rules that apply to the foes represented by the card.

- The page in the *Strontium Dog* rulebook where you'll find the rules for the models.

Before the campaign begins, take all the Foe cards and shuffle them into a deck. This is the Foe deck. The full set of Foe cards can be found on pages 30–32.

If you don't have a suitable model to represent a foe, remove the appropriate Foe card from the game.

Friend Cards

Friend cards determine which friends or allies help you during a confrontation. Each card has the following information:

- The models involved, and whether they are a group or individual. An asterisk (*) indicates that the card represents one or more named characters.

- Any special rule that apply. (E.g. *Special Rule: Mount*)

- The page in the *Strontium Dog* rulebook where you'll find the rules for the models.

Before the campaign begins, take all the Friend cards and shuffle them into a deck. This is the Friend deck. The full set of Friend cards can be found on pages 33–34.

If you don't have a suitable model to represent a character providing support, remove the appropriate Friend card.

Playing the Game

Play the game according to the normal rules of *Strontium Dog*. Activate all models on your faction as normal. However, when a foe is activated, refer to the solo play rules on pages 3–9.

Models' Weaponry

All models are armed with the weaponry they are depicted as carrying, unless specified by a special rule.

If you can't figure out what a particular weapon is, choose the most basic version – either a *basic hand blaster*, a *basic blaster rifle*, a *stormer* a *basic close combat weapon* or a *big close combat weapon*, depending on the weapon type.

> *For example, you have a foe model carrying a pistol, but can't decide whether it is a Webley custom blaster, a napalm blister blaster or something else. In this case, treat the weapon as a 'basic hand blaster'.*

Armoury & Chicanery cards

Before starting a scenario for solo play, draw cards as described below.

Draw Armoury cards – Your Faction

Draw Armoury cards for your own faction as normal. Play these cards following the usual rules.

Draw Chicanery cards – Your Faction

Draw Chicanery cards for your own faction as normal. Play these cards following the usual rules.

### Armoury/Chicanery cards – Opposing Faction

At the start of the scenario, draw three Armoury cards and three Chicanery cards for the opposing faction. Note that some scenarios or special rules allow extra cards to be drawn.

Shuffle the cards into a single deck and place them face down.

During the game, Armoury and Chicanery cards are activated for the opposing faction as described on page 6.
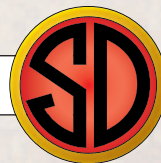
Scenario Rules

Some scenarios must be adapted slightly to make it playable as a solo play scenario.

For each Job, ignore the Forces section. Forces are determined in the Bounty Hunter campaign by drawing Friend and Foe cards.

Your character is always the protagonist. The opposing faction is the defending side.

Jobs

The rules for each Job are the same as described in the *Strontium Dog* rule book (pages 86-88) except where noted below.

Takedown

No change.

Round Up

During the Reinforcements phase, the defending faction draws a bonus Foe card.

Special

The models represented by the extra Foe card enter the game as a single group of reinforcements at the start of Turn 3, as described on page 86 of the *Strontium Dog* rulebook. The models arrive at a randomly determined table edge, as close as possible to the centre of that table edge.

Hold Up

During the Reinforcements phase, your faction draws a bonus Friend card. The defending faction draws an extra Chicanery card.

Special

Cache markers are placed after all models have deployed. Give one cache marker to five randomly determined models on the defending side. For the rules on cache markers, see right.

Pay-Off

You gain 100,000 creds for each cache marker possessed by a model in your faction at the end of the scenario.

Search & Destroy

During the Reinforcements phase, your faction draws a bonus Friend card. The defending faction draws an extra Chicanery card.

Special

Cache markers are placed after all models have deployed. Give one cache marker to five randomly determined models on the defending side.

For the rules on cache markers, see below. In addition, a model in your faction that possesses a cache marker can take a single special double-action to destroy that cache marker.

Game End

When three or more cache markers have been destroyed, or 50% or more of your faction's models are down.

Pay-Off

You gain 100,000 creds for each cache marker you have destroyed.

Cache Markers

A cache marker must always be carried by a model. A model can only carry one cache marker at a time.

If a model carrying a cache marker is removed from play due to a close combat attack, the enemy model who carried out the attack now counts as carrying that cache marker.

If a model carrying a cache marker is removed from play by any other means, the model is not removed from the game, but placed on its side, and counts as 'downed'. A downed model cannot be activated (their Action chip is removed from play), but still counts as an enemy model on the table, and counts as carrying the cache marker.

If any model from either faction moves into contact with a downed model, remove the downed model immediately – the model that moved into touch with the downed model is now carrying the cache marker.

Whilst carrying a cache marker a model may not Sprint – if a model from the opposing side is directed to Sprint, it instead takes two Move actions.

If a foe model without a cache marker is directed to Move or Sprint towards cover, it must instead move towards an enemy model carrying a cache marker. If that enemy is within a distance equal to the foe model's Move+6", the foe must make a Charge move against that enemy.

Headhunt

During the Reinforcements phase, the defending faction draws a bonus Foe card.

Seize

Both factions draw an extra Chicanery card.

Determine the type of person of interest as per the rules on page 88 of the *Strontium Dog* rulebook.

No model in the opposing faction will ever attack the person of interest.

Encounters

The rules for each Encounter are the same as described in the *Strontium Dog* rule book (pages 89-95) except where noted below.

Face Off

Deployment
You roll the Combat die to determine deployment, and choose table halves.

Deploy all defending models first, then deploy all your faction's models.

Chicanery
Expecting Trouble. The defending model that activates for free is determined at random.

Raiders

The defending faction gains one Chicanery card.

Deployment
You choose table halves. Deploy all defending models first, then deploy all your faction's models.

Six defending models, determined at random, are hidden at the start of the game. These models cannot be targeted by any attacks while hidden. A hidden model remains hidden until it activates or takes an Overwatch attack, or until one of your faction's models gets an unblocked line of sight to it.

Chicanery
Keeping Watch. All defending models start in overwatch, even those that are hidden.

Showdown

Vehicles and mounts are not permitted in this scenario. The Corral rules are not in effect.

If you do not have models to represent friends or foes without mounts, discard the cards representing those models and draw new cards to replace them.

Deployment
Deploy leaders first, then all defending models, then deploy all your faction's models.

Chicanery
No Honour. Randomly determine which three defending models have their weapons secretly drawn before the game starts.

Bushwhack

Your faction has a local guide (see the rules on page 93 of the *Strontium Dog* rulebook).

Special
The defending models will fight to the death, and so do not move off the table edge.

Stakeout

During the Reinforcements phase, the defending faction draws a bonus Foe card.

Special
When you score a [Hit] when determining a sentry's action, the sentry does not move but attempts to spot an enemy model, as per the rules on page 94 of the *Strontium Dog* rulebook).

Note that a sentry can try to spot any enemy model even if it lies outside its Focused Front fire arc.

Chicanery
Search Pattern. Instead of this rule, D3+1 randomly determined defending models follow the Guard Post rules (page 94 of the *Strontium Dog* rulebook).

Parley

Vehicles and mounts are not permitted in this scenario. The Corral rules are not in effect.

If you do not have models to represent friends or foes without mounts, discard the cards representing those models and draw new cards to replace them.
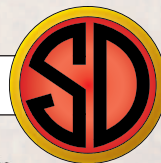
Deployment
Deploy leaders first, then all defending models, then deploy all your faction's models.

Johnny Alpha on a skimmer

The Killing

If you draw the *Planet Zdwhkkrswrld* Confrontation card, your character will take part in the age-old ritual of the Killing.

Forces
Draw a Friend card. If that card does not have the Individual trait, discard it and draw another to replace it.

Draw 6 Foe cards. If a card has the Group trait and represents any named characters, only one of those named characters will be involved in the scenario (randomly select which one if there are several).

Vehicles and mounts are not permitted in this scenario. If you do not have models to represent friends or foes without mounts, discard the cards representing those models and draw new cards to replace them.

Do not draw any extra Friend or Foe cards, regardless of any special rules on the cards you've drawn.

Deployment
Deploy all models so they are spread out across the table, behind cover from other models if possible. Each model must be at least 12" from another if possible. If this is not possible, models must be at least 6" apart, and not in line of sight to another model within 12".

Special
All models not in your faction count all other models as enemies. Your character and his or her ally work together, despite the rules of the Killing.

All models begin the game in Overwatch.

Game End
When all opposing models are down, or both your models are down.

Pay-Off
All enemy named models taken down are worth their Bounty value to your character.

The Rammy

If you draw the *The Rammy, Planet Marbellas* Confrontation card, your character will take part in the Rammy, a brawling competition.

Forces
Draw 6 Foe cards. If a card has the Group trait and represents any named characters, only one of those named characters will be involved in the scenario (randomly select which one if there are several).

Vehicles and mounts are not permitted in this scenario. If you do not have models to represent friends or foes without mounts, discard the cards representing those models and draw new cards to replace them.

Do not draw any extra Friend or Foe cards, regardless of any special rules on the cards you've drawn.

Deployment
Deploy all models so they are spread out across the table. Each model must be at least 8" from another.

Special
All models count all other models as enemies.

Only basic or big close combat weapons are allowed in this scenario. If a model does not have a close combat weapon, it counts as being armed with a single basic close combat weapon.
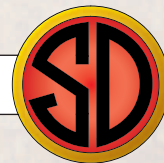
Game End
When all opposing models are down, or your model is down.

Pay-Off
All enemy named models taken down are worth their Bounty value to your character.

Steelkreeg

The End of the Scenario

At the end of each scenario, determine events as described below.

Pay-Offs

Each job includes a pay-off describing how much Bounty your character gains as a result of his or her success during the scenario. Work out the pay-off for a job as normal (see pages 86-88 of the *Strontium Dog* rulebook). Only your faction gains Bounty.

Banked Funds

Keep a note of the amount of Bounty you've gained from pay-offs. The more Bounty you amass, the better your doing in the campaign.

Deeds & Status

Your character gains deeds during the campaign as described on page 101 of the *Strontium Dog* rulebook.

The number of Deeds your character has determines his or her status, as shown on the Status chart on page 98 of the *Strontium Dog* rulebook.

In the Bounty Hunter campaign, your character's Status gives you a number of re-rolls as described on page 101 of the *Strontium Dog* rulebook.

In addition, if you have the status of a Hustler or greater, you gain the following Recrutiment Points:

• Hustler: 1 Recruitment Point

• Big Shot: 2 Recruitment Points

• Legend: 3 RecruitmentPoints

When you draw a Friend card at the start of each confrontation, draw one extra Friend card per Recruitment point. Choose which Friend cards you want to use in the confrontation, then return any cards you don't want to the Confrontation deck.

For example, S/D Agent Bugs McMahon has the Big Shot status (2 Recruitment Points). For his next game, he normally gets to draw two Friend cards. Because of his status, he draws four cards and selects two for the game. The other two are replaced in the Friend deck.

Subdued or Incapacitated?

Follow the rules on page 102 of the *Strontium Dog* rulebook to determine whether models are subdued or incapacitated at the end of a scenario.

You only need to determine the fate of named characters on your side (including your own Strontium Dog character) and named foes (e.g. Max Bubba or Kansyr) who escape justice (see below).

Capturing Foes

If the Job for the confrontation was a Takedown, Round Up or Head Hunt, the following rules apply.

If you claim Bounty as the result of taking down a named foe during the Pay-Off sequence for one of these Jobs, that named foe has been captured and delivered into the hands of justice.

For each named foe captured, roll a Combat die.

Fails to escape.

Fails to escape if subdued. Otherwise escapes.

Escapes.

If the model fails to escape, remove that model from the campaign, and remove its Foe card from the Foe deck if there are no other models represented by that card in the campaign.

If the model escapes, it suffers from the effects of being subdued or incapacitated as described on page 102 of the *Strontium Dog* rulebook.

Friend and Foe decks

Friend and Foe cards (except those removed as described above) are shuffled back into their respective decks, ready for the next confrontation.

Johnny Alpha and Wulf riding morks

Grudge Points

At the end of each confrontation, your character gains Grudge points against the leader of the opposing faction, as described on page 103 of the *Strontium Dog* rulebook. In addition, the enemy leader gains Grudge points against your character.

Keep a record of which models bear grudges against their enemies, and use the rules on page 103 of the *Strontium Dog* rulebook to determine any effects of grudges.

In the Bounty Hunter campaign, Grudge results are determined as described below.

Extra Muscle
During the Reinforcements phase of the Campaign process (see page 12), draw cards from the Friend or Foe deck (as appropriate) until you draw a card representing one or more unnamed models. Those models join your side for this scenario. Don't draw any more cards if the card normally allows this.

Demand Blood
The leader gains the Berserker special rule (see *Strontium Dog*, p.52).

I'm Watching You
The enemy faction discards one of its Chicanery cards at random.

Get Dirty
The leader's faction draws and keeps an extra Chicanery card.

Secret Weapon
The leader's faction draws and keeps an extra Armoury card.

This Means War!
For this confrontation, the job is Takedown and the encounter is Face-Off. Take the Termination Warrant card from the Chicanery deck – the leader's faction gains this as its first Chicanery card, but it can only be used against the enemy leader.

This Ends Now!
For this confrontation, the job is Headhunt and the encounter is Face-Off. Take the Termination Warrant card from the Chicanery deck – the leader's faction gains this as an extra card, but it can only be used against the enemy leader.

Ending the Campaign

When you have finished playing out the eighth confrontation, the campaign is over and your Strontium Dog returns to the Doghouse to claim his or her bounty for all the criminals brought to justice.

Over the course of the campaign, keep a tally of Bounty you have collected. The next time you play, try to beat that tally and/or try to improve your character's status.

Alternatively, challnege your gaming buddies to play the Bounty Hunter campaign and compare tallies to see who has won – hopefully you have honest friends!

Confrontation cards

Planet Alzir
Foe cards: +D3

> ON THEIR STRANGE ALIEN **MORKS**, THE BOUNTY HUNTERS EAT UP THE GROUND—
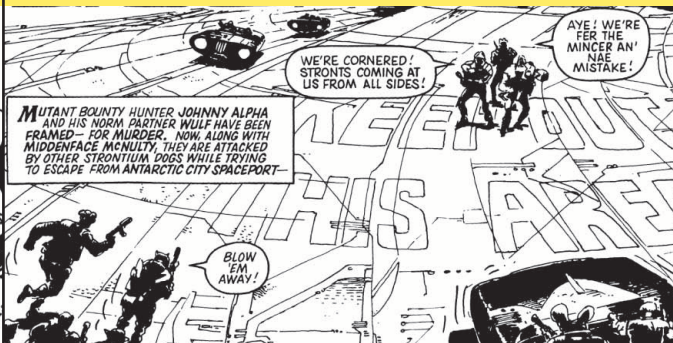
Terrain: *Frontier World – Desert*

ANY MODEL CAN BE MOUNTED ON MORKS,
IF YOU HAVE THE APPROPRIATE MODELS IN YOUR COLLECTION

Antarctic City Spaceport ˣ
Foe cards: +D3

> WE'RE CORNERED! STRONTS COMING AT US FROM ALL SIDES!
> AYE! WE'RE FER THE MINCER AN' NAE MISTAKE!
> MUTANT BOUNTY HUNTER JOHNNY ALPHA AND HIS NORM PARTNER WULF HAVE BEEN FRAMED— FOR MURDER. NOW, ALONG WITH MIDDENFACE McNULTY, THEY ARE ATTACKED BY OTHER STRONTIUM DOGS WHILE TRYING TO ESCAPE FROM ANTARCTIC CITY SPACEPORT—
> BLOW 'EM AWAY!

Terrain: *Urban – Spaceport*

ANTARCTIC MILITIA – ROLL A COMBAT DIE.
IF YOU SCORE [ARMOUR], GAIN THE LAW ENFORCERS CARD.
IF YOU SCORE [SPECIAL], THE OPPOSING FACTION
GAINS THE LAW ENFORCERS CARD.
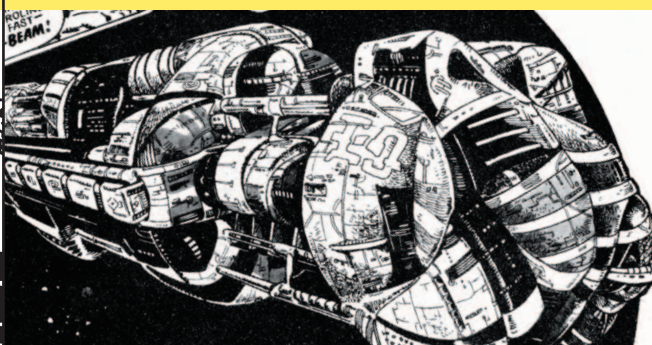
The Antarctic Forest
Foe cards: +D3+1

> PHUT! PHUT!

Terrain: *Forest – Tropical*

DENSE UNDERGROWTH – A MODEL TAKING A
SPRINT DOUBLE-ACTION DOES NOT GET THE +D6" BONUS
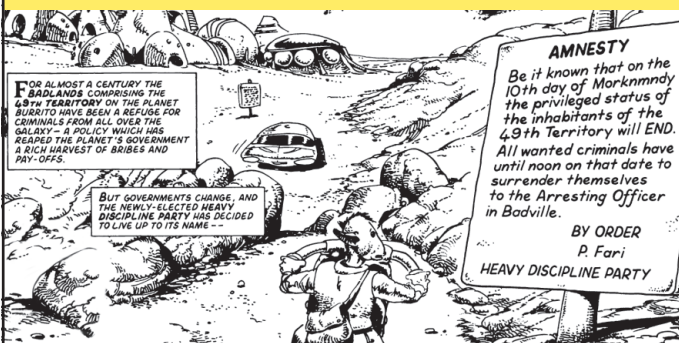
The Astroliner 'Sondheim' ˣ
Foe cards: +D3-1

Terrain: *Spaceship*

HEAVY WEAPONS WITH THE
BLAST SPECIAL RULE CANNOT BE USED

The Badlands, Planet Burrito
Foe cards: +D3

> FOR ALMOST A CENTURY THE BADLANDS COMPRISING THE 49TH TERRITORY ON THE PLANET BURRITO HAVE BEEN A REFUGE FOR CRIMINALS FROM ALL OVER THE GALAXY– A POLICY WHICH HAS REAPED THE PLANET'S GOVERNMENT A RICH HARVEST OF BRIBES AND PAY-OFFS.
> But governments change, and the newly-elected HEAVY DISCIPLINE PARTY HAS DECIDED TO LIVE UP TO ITS NAME – –
> AMNESTY
> Be it known that on the 10th day of Morknmndy the privileged status of the inhabitants of the 49th Territory will END. All wanted criminals have until noon on that date to surrender themselves to the Arresting Officer in Badville.
> BY ORDER
> P. Fari
> HEAVY DISCIPLINE PARTY

Terrain: *Frontier World – Wasteland*

ANY MODEL CAN BE MOUNTED ON SKIMMERS,
IF YOU HAVE THE APPROPRIATE MODELS IN YOUR COLLECTION

Berlin, Earth, 1945 AD ˣ
Foe cards: +D3

> BUT NOT FAR AWAY—
> DONNER UND BLITZEN! COMING OUT OF THAT HOTEL WHAT ARE THEY?
> HOTEL SCHWARZKOPF
> MUST BE CURSED ALLIED SPIES! KILL THEM!

Terrain: *Urban – Warzone*

AS SOON AS A MODEL ACTIVATES, ROLL A COMBAT DIE.
ON A [SPECIAL] IT IS TARGETED AT LONG-RANGE
BY A RANGED ATTACK FROM A NAZI SNIPER (SHOOT 3)
WITH A SNIPER RIFLE (POWER 3)

Confrontation cards

Birmingham Gap, New Britain˟
Foe cards: +D3

Terrain: *Wilderness – Rocky*

IRRADIATED – MODELS THAT ARE NOT MUTANTS ROLL A COMBAT DIE WHEN ACTIVATED. ON A [SPECIAL] THEY GAIN A PINNED MARKER.

Bulboondox, Planet Bulboonee 12
Foe cards: +D3

Terrain: *Wilderness – Desert*

ANY MODEL CAN BE MOUNTED ON SKIMMERS, IF YOU HAVE THE APPROPRIATE MODELS IN YOUR COLLECTION
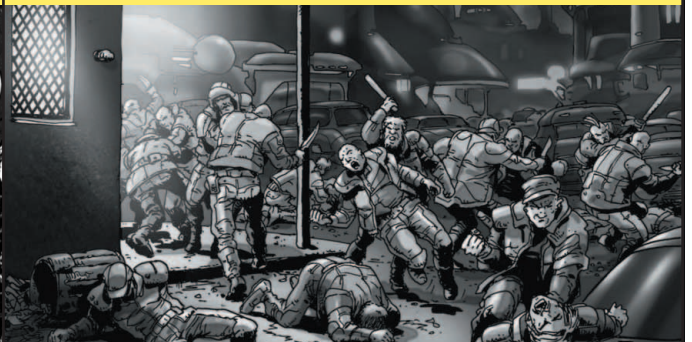
Planet Circes˟
Foe cards: +D3

Terrain: *Urban – Warzone*

ROBOT SQUADS – AS SOON AS A MODEL ACTIVATES, ROLL A COMBAT DIE. ON A [SPECIAL] IT IS TARGETED AT LONG-RANGE BY A RANGED ATTACK FROM A ROBOT (SHOOT 1) WITH A LASER GUN (POWER 4).

Desolation of Paisley, New Britain˟
Foe cards: +D3+1

Terrain: *Urban – Ghetto*

MUTANT ENCLAVE – ROLL 2 COMBAT DICE. IF ONE OR MORE DICE SCORE [HIT], GAIN THE MUTANTS CARD (IF THIS CARD IS ALREADY IN YOUR FACTION, DRAW ANOTHER FRIEND CARD). IF ONE OR MORE DICE SCORE [SPECIAL] OR [ARMOUR], THE OPPOSING FACTION GAINS THE MUTANT OUTLAWS CARD (IF THIS CARD IS ALREADY IN THE OPPOSING FACTION, DRAW ANOTHER FOE CARD).

Desolation of Rodos
Foe cards: +D3

Terrain: *Wilderness – Desert*

ANY MODEL CAN BE MOUNTED ON SKIMMERS, IF YOU HAVE THE APPROPRIATE MODELS IN YOUR COLLECTION

Dimension Warp – HELL
Foe cards: +D3-1
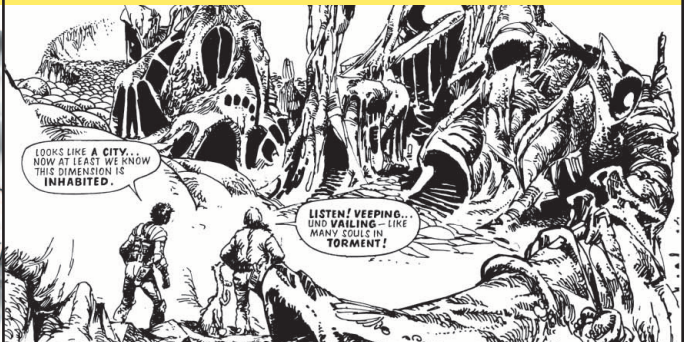
Terrain: *Wilderness – Hellscape*

AT THE START OF EACH GAME TURN, ROLL A COMBAT DIE. [SPECIAL]: RAIN OF FIRE – ALL MODELS ON THE TABLE SUFFER ONE POWER 4 HIT; [ARMOUR]: LIVING DEATH – EACH MODEL IN PLAY DISCARDS ALL INJURY MARKERS.

Confrontation cards

Dragan's World
Foe cards: +D3

Terrain: *Frontier World – Wasteland*

ANY MODEL CAN BE MOUNTED ON SKIMMERS,
IF YOU HAVE THE APPROPRIATE MODELS IN YOUR COLLECTION
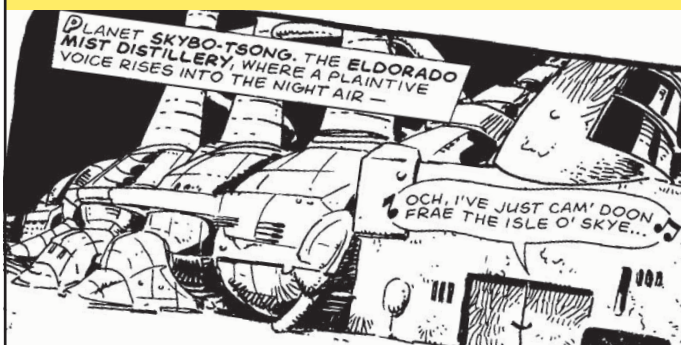
Earth – 2293 AD×
Foe cards: +D3-1

Terrain: *Urban – Futuristic*

THE END OF THE WORLD IS NIGH – AS SOON AS A MODEL IS ACTIVATED,
ROLL A COMBAT DIE. ON A [SPECIAL], THE MODEL IS AFFECTED BY
MASS MADNESS AND REDUCES ITS COOL BY -1 FOR THAT TURN.
IF ITS COOL IS REDUCED TO 0, REMOVE THE MODEL FROM PLAY.

Eldorado Mist Distillery, Planet Skybo-Tsong×
Foe cards: +D3

Terrain: *Industrial Buildings*

AT THE START OF THE GAME, EACH MODEL TAKES A COOL TEST.
IF IT FAILS, IT'S BLIND DRUNK. A MODEL TARGETED BY A
DRUNK MODEL IN RANGED COMBAT OR CLOSE COMBAT
GAINS +1 EVADE AGAINST THAT ATTACK.

Feefa, Planet Fum×
Foe cards: +D3

Terrain: *Urban – Alien*

FEEFOFAN GUARD – ROLL A COMBAT DIE.
IF YOU SCORE [ARMOUR], GAIN THE LAW ENFORCERS CARD.
IF YOU SCORE [SPECIAL], THE OPPOSING FACTION
GAINS THE LAW ENFORCERS CARD.

Planet Forox
Foe cards: +D3

Terrain: *Frontier World – Wasteland*

ANY MODEL CAN BE MOUNTED ON SKIMMERS,
IF YOU HAVE THE APPROPRIATE MODELS IN YOUR COLLECTION

Freedonia, Mutant Colony×
Foe cards: +D3+1


Terrain: *Desert – Ghetto*

MUTANT ENCLAVE – ROLL 2 COMBAT DICE. IF ONE OR MORE DICE SCORE [HIT], GAIN
THE MUTANTS CARD (IF THIS CARD IS ALREADY IN YOUR FACTION, DRAW ANOTHER
FRIEND CARD). IF ONE OR MORE DICE SCORE [SPECIAL] OR [ARMOUR], THE OPPOSING
FACTION GAINS THE MUTANT OUTLAWS CARD (IF THIS CARD IS ALREADY IN THE
OPPOSING FACTION, DRAW ANOTHER FOE CARD).

Confrontation cards

Planet Gnob[×]
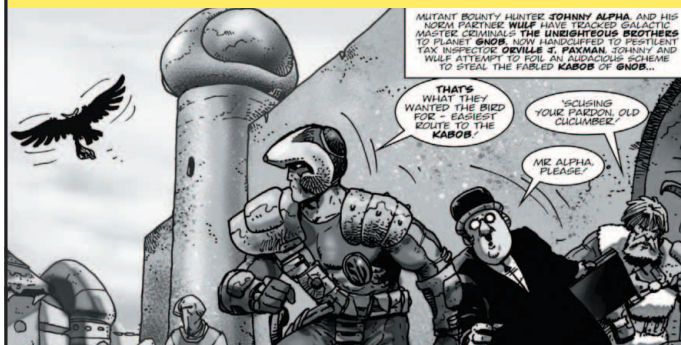
Foe cards: +D3

Terrain: *Urban – Alien*

THE TAXMAN – YOUR CHARACTER IS BEING AUDITED BY A TAXMAN. HIS CONSTANT INTEREFERENCE REDUCES YOUR CHARACTER'S EVADE STAT BY -1 (TO A MINIMUM OF 0).

The Golden Mile, Blackpool, New Britain[×]

Foe cards: +D3+1

Terrain: *Urban – Theme Park*

LADY LUCK – AT THE START OF THE GAME, ROLL A COMBAT DIE FOR EACH FACTION. [SPECIAL] = THE FACTION GAINS ONE RANDOM ARMOURY CARD. [HIT] = THE FACTION HAS ONE FEWER ARMOURY CARD THIS GAME.

The Granite Planet[×]

Foe cards: +D3-1

Terrain: *Wilderness – Rocky*

STONE-FACED KILLERS – IN EACH FACTION, SOLDIERS, MILITIA, GOONS, WASTERS, MARSHALS AND DEPUTIES ARE NATIVE GRANULANS. INCREASE THEIR RESIST BY +1 FOR THIS CONFRONTATION.

Habbakak City, Planet Kaiak[×]

Foe cards: +D3

Terrain: *Urban – Alien*

ROLL A COMBAT DIE FOR EACH FACTION. ON A [SPECIAL], RANDOMLY SELECT ONE FRIEND/FOE CARD WITH THE INDIVIDUAL TRAIT IN THE FACTION. THE KAIAKOS-K LIBERATION MOVEMENT HAS KIDNAPPED THAT INDIVIDUAL. REMOVE THEIR CARD AND MODEL FROM THIS CONFRONTATION. KIDNAPPED MODELS COUNT AS SUBDUED AT THE END OF THE GAME, AND HAVE TO TAKE A COOL TEST (SEE *STRONTIUM DOG*, P.102) EVEN IF ON THE WINNING SIDE.

Halcyon, Planet of the Baldies[×]

Foe cards: +D3

Terrain: *Frontier World – Farmland*

ANY MODEL CAN BE MOUNTED ON MORKS, IF YOU HAVE THE APPROPRIATE MODELS IN YOUR COLLECTION. IMPORTANT: YOU HAVE TO SHAVE YOUR HEAD BEFORE PLAYING A GAME SET IN HALCYON.

Human Farm, Planet Charn[×]

Foe cards: +D3

Terrain: *Wilderness – Farm Buildings*

THE OPPOSING FACTION GAINS THE MERCENARIES CARD, REPRESENTING THE FARM'S GUARDS.

ROLL A COMBAT DIE. ON A [SPECIAL], YOUR FACTION GAINS THE WASTERS CARD, REPRESENTING RESCUED HUMANS.

Confrontation cards

Planet Jerboos
Foe cards: +D3

Terrain: *Wilderness – Desert*

RESCUED SLAVES – ROLL A COMBAT DIE. IF YOU SCORE A [HIT], YOUR FACTION GAINS THE WASTERS CARD. IF YOU SCORE A [SPECIAL] OR [ARMOUR], THE OPPOSING FACTION GAINS THE WASTERS CARD.

Klab Paradax, Criminal Haven×
Foe cards: +D3+1

Terrain: *Space Station*

WHEN DRAWING FOE CARDS, IGNORE CARDS THAT DO NOT REPRESENT ONE OR MORE NAMED CHARACTERS AND DRAW AGAIN.

Planet Laredo
Foe cards: +D3

Terrain: *Frontier World – Wasteland*

ANY MODEL CAN BE MOUNTED ON SKIMMERS, IF YOU HAVE THE APPROPRIATE MODELS IN YOUR COLLECTION.

Planet Larg×
Foe cards: +D3-1

Terrain: *Urban – Alien*

INVOLVED IN THIS ENCOUNTER IS A BIZARRE ALIEN CREATURE KNOWN AS THE BRAIN. WHEN ANY MODEL MISSES WITH A RANGED ATTACK, ROLL A COMBAT DIE. ON A [SPECIAL] THE SHOT HAS ACCIDENTALLY KILLED ONE OF THE BRAIN'S SINGING WATERWORTS – THE ENRAGED ALIEN UNLEASHES IT POWER. THE MODEL THAT KILLED THE WATERWORT AND ALL MODELS FROM BOTH FACTIONS WITHIN 3" OF THAT MODEL ARE AUTOMATICALLY HIT BY A POWER 5 ATTACK THAT CANNOT BE DODGED.

Planet M-17
Foe cards: +D3
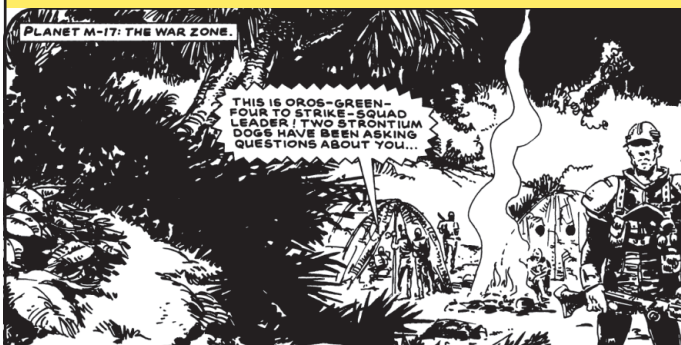
Terrain: *Forest – Warzone*

AS SOON AS A MODEL ACTIVATES, ROLL A COMBAT DIE. ON A [SPECIAL] IT IS TARGETED AT LONG-RANGE BY A RANGED ATTACK FROM A SNIPER (SHOOT 2) WITH A SNIPER RIFLE (MODIFIER +0, POWER 3).

Planet M-Skel×
Foe cards: +D3

Terrain: *Urban – Medieval*

KING QUINCE AND QUEEN RUBELLA OWES THEIR ROYAL POWER TO JOHNNY ALPHA. IF HE IS IN YOUR FACTION, BEFORE GAINING ARMOURY CARDS, GAIN THE MEDIPAC ARMOURY CARD FOR FREE.

Confrontation cards

Mab Garden City×
Foe cards: +D3+1

Terrain: *Space Station*

MUTIE-BASHERS – IF ANY FACTION DRAWS THE MUTANTS OR MUTANT OUTLAWS CARDS, ROLL A COMBAT DIE FOR EACH CARD. ON A [SPECIAL], REMOVE THAT CARD.

Planet Mayger Minor
Foe cards: +D3

Terrain: *Frontier World – Wilderness*

ANY MODEL CAN BE MOUNTED ON MORKS, IF YOU HAVE THE APPROPRIATE MODELS IN YOUR COLLECTION
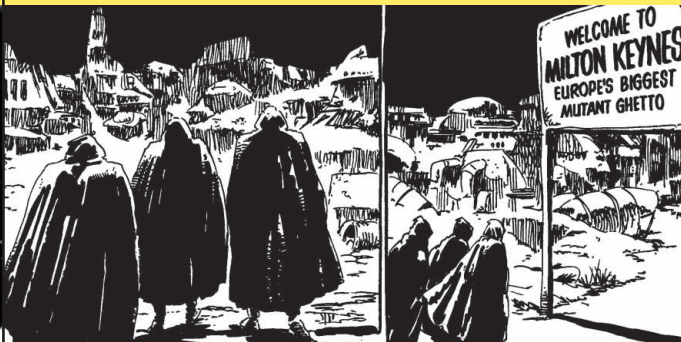
The Asteroid Metastis×
Foe cards: +D3

Terrain: *Asteroid – Ghetto*

CRIMINAL REFUGE – THE OPPOSING SIDE DRAWS A BONUS FOE CARD (YOU DO NOT GAIN AN EXTRA FRIEND CARD IN RETURN).

Milton Keynes, New Britain×
Foe cards: +D3

Terrain: *Urban – Ghetto*

MUTANT ENCLAVE – ROLL 2 COMBAT DICE. IF ONE OR MORE DICE SCORE [HIT], GAIN THE MUTANTS CARD (IF THIS CARD IS ALREADY IN YOUR FACTION, DRAW ANOTHER FRIEND CARD). IF ONE OR MORE DICE SCORE [SPECIAL] OR [ARMOUR], THE OPPOSING FACTION GAINS THE MUTANT OUTLAWS CARD (IF THIS CARD IS ALREADY IN THE OPPOSING FACTION, DRAW ANOTHER FOE CARD).

Monastery of the Little Chums of Dennis – Dragan's World×
Foe cards: +D3-1

Terrain: *Temple – Gardens*

HOLY HOSTAGES – THE BAD GUYS ARE USING THE LITTLE CHUMS AS HUMAN SHIELDS. YOUR FACTION CANNOT USE WEAPONS WITH THE BLAST RULE, EXCEPT GAS BOMBS OR ELECTRO-FLARES.

Munro's World×
Foe cards: +D3

Terrain: *Urban – Human Colony*

JINXED – YOUR FACTION INCLUDES SORRY BOBBS (COUNTS AS A WASTER WITH NO WEAPONS). ONCE PER GAME TURN, RE-ROLL THE FIRST SUCCESSFUL CLOSE COMBAT ATTACK, RANGED ATTACK OR STAT TEST YOU MAKE. IF SORRY BOBBS IS REMOVED FROM THE GAME, THE GAME ENDS AND YOUR FACTION LOSES.

Confrontation cards

Neverglades of Blas
Foe cards: +D3

Terrain: *Forest – Swampland*
SWAMP-BEASTS – PLACE THE LOCAL FAUNA CHICANERY CARD FACE-UP ON THE TABLE. IT REMAINS IN PLAY THROUGHOUT THE GAME. HOWEVER, WHEN A MODEL TRIGGERS ITS EFFECTS, ROLL A COMBAT DIE – THE CARD'S EFFECTS ONLY OCCUR IF YOU SCORE A [SPECIAL].

New Coventry, New Britain×
Foe cards: +D3+1

Terrain: *Urban – Ghetto*
MUTANT ENCLAVE – ROLL 2 COMBAT DICE. IF ONE OR MORE DICE SCORE [HIT], GAIN THE MUTANTS CARD (IF THIS CARD IS ALREADY IN YOUR FACTION, DRAW ANOTHER FRIEND CARD). IF ONE OR MORE DICE SCORE [SPECIAL] OR [ARMOUR], THE OPPOSING FACTION GAINS THE MUTANT OUTLAWS CARD (IF THIS CARD IS ALREADY IN THE OPPOSING FACTION, DRAW ANOTHER FOE CARD).

Nomi's World×
Foe cards: +D3

Terrain: *Urban – Human Colony*
STINKIN' MUTIES – IF ANY FACTION DRAWS ANY MUTANTS OR MUTANT OUTLAWS CARDS, DISCARD THOSE CARDS (THEY ARE NOT REPLACED).

Norway, Earth, 793 AD
Foe cards: +D3-1

Terrain: *Wilderness – Icy*
VIKINGS VS TROLLS – REMOVE ALL FRIEND/FOE CARDS REPRESENTING UNNAMED MODELS. INSTEAD, IF YOU HAVE THE MODELS, YOUR FACTION IS JOINED BY 2D3 VIKINGS (PIRATES WITH BASIC CLOSE COMBAT WEAPONS AND SHIELDS GIVING THEM +1 EVADE). THE OPPOSING FACTION IS JOINED BY D3 TROLLS (SAME STATS AS MUTANT VETERANS WITH THE SCALY SKIN MUTATION AND WIELDING BIG CLOSE COMBAT WEAPONS).
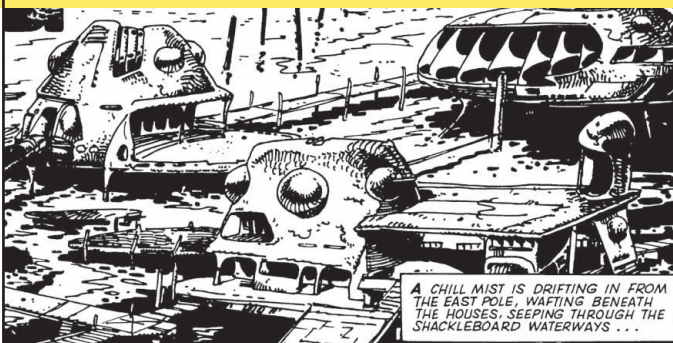
Planet Nykos
Foe cards: +D3

Terrain: *Wilderness – Warzone*
AS SOON AS A MODEL ACTIVATES, ROLL A COMBAT DIE. ON A [SPECIAL] IT IS TARGETED AT LONG-RANGE BY A RANGED ATTACK FROM A SNIPER (SHOOT 2) WITH A SNIPER RIFLE (MODIFIER +0, POWER 3)

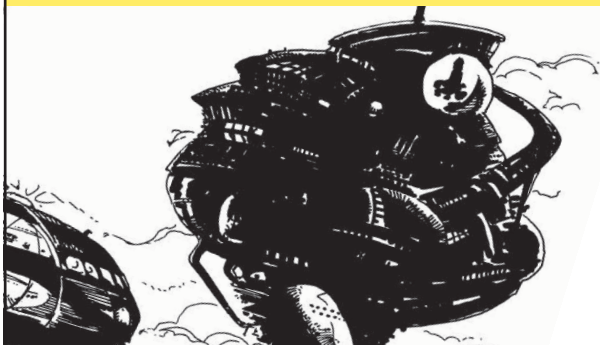## Ooh-Eleven – Water World
Foe cards: +D3

Terrain: *Frontier World – Waterworld*
JOCKS AWAY! – IN EACH FACTION, SOLDIERS, MILITIA, GOONS, WASTERS, MARSHALS AND DEPUTIES ARE SCOTTISH. THEY ALL HAVE THE SAME SPECIAL RULES AS MCNULTY (*STRONTIUM DOG* RULEBOOK, PAGE 52).

Confrontation cards

Palace of Upminster, New Britain˟
Foe cards: +D3-1

Terrain: *Floating Palace*
PALACE DEFENCES – AS SOON AS A MODEL ACTIVATES, ROLL A COMBAT DIE. ON A [SPECIAL] IT IS TAKEN OUT BY THE PALACE DEFENCES AND REMOVED FROM THE TABLE. THESE MODELS COUNT AS SUBDUED AT THE END OF THE GAME, AND HAVE TO TAKE A COOL TEST (SEE *STRONTIUM DOG*, P.102) EVEN IF ON THE WINNING SIDE.

Planet Paprika
Foe cards: +D3

Terrain: *Frontier World – Wilderness*
DUST STORM – AT THE START OF EACH GAME TURN ROLL A COMBAT DIE. ON A [SPECIAL], A DUST STORM ERUPTS. AT THE START OF EACH SUBSEQUENT GAME TURN, LOS IS REDUCED TO 4D6" FOR THE ENTIRE GAME TURN.

Paradise Coast, Planet Marbellas˟
Foe cards: +D3

Terrain: *Coastline – Exotic*
SANCTUARY ZONE – IF YOU DRAW THE LAW ENFORCERS CARD, THE MODELS THEY REPRESENT JOIN THE OPPOSING FACTION TO ENFORCE THE SANCTUARY LAWS.

Planet Protoz˟
Foe cards: +D3+1

Terrain: *Urban – Alien*
CRIME RIDDEN – AT THE START OF THE GAME, EACH FACTION ROLLS D3 AND LOSES THAT MANY ARMOURY CARDS TO THIEVES. NOTE THAT IN THIS SCENARIO, THE LOCAL FAUNA CHICANERY CARD REPRESENTS AN ATTACK BY MUGGERS.

Salisbury Plains, New Britain˟
Foe cards: +D3

Terrain: *Wilderness – Stonehenge*
MUTANT ENCLAVE – ROLL 2 COMBAT DICE. IF ONE OR MORE DICE SCORE [HIT], GAIN THE MUTANTS CARD (IF THIS CARD IS ALREADY IN YOUR FACTION, DRAW ANOTHER FRIEND CARD). IF ONE OR MORE DICE SCORE [SPECIAL] OR [ARMOUR], THE OPPOSING FACTION GAINS THE MUTANT OUTLAWS CARD (IF THIS CARD IS ALREADY IN THE OPPOSING FACTION, DRAW ANOTHER FOE CARD).

Sharpsville, Western District 4˟
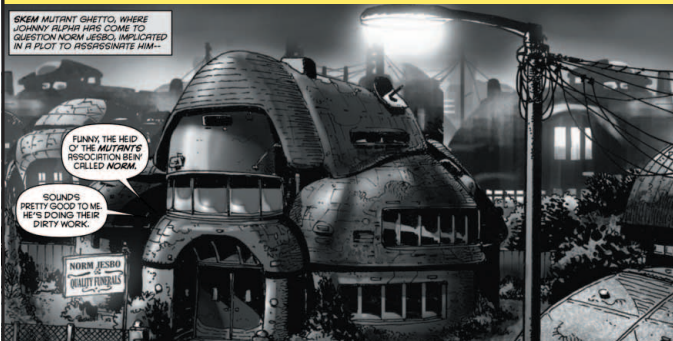### Foe cards: +D3

Terrain: *Urban – Norm Town*
STINKIN' MUTIES – IF ANY FACTION DRAWS ANY MUTANTS OR MUTANT OUTLAWS CARDS, DISCARD THOSE CARDS (THEY ARE NOT REPLACED).

Confrontation cards

Skem Mutant Ghetto, New Britain ✕
Foe cards: +D3+1

Terrain: *Urban – Ghetto*

MUTANT ENCLAVE – ROLL 2 COMBAT DICE. IF ONE OR MORE DICE SCORE [HIT], GAIN THE MUTANTS CARD (IF THIS CARD IS ALREADY IN YOUR FACTION, DRAW ANOTHER FRIEND CARD). IF ONE OR MORE DICE SCORE [SPECIAL] OR [ARMOUR], THE OPPOSING FACTION GAINS THE MUTANT OUTLAWS CARD (IF THIS CARD IS ALREADY IN THE OPPOSING FACTION, DRAW ANOTHER FOE CARD).
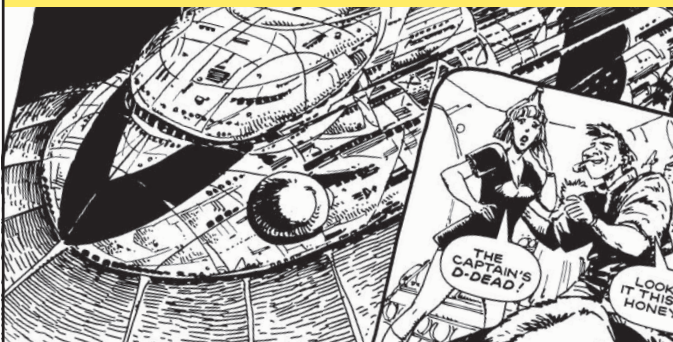
Smiley's World
Foe cards: +D3

Terrain: *Frontier World – Farmland*

ANY MODEL CAN BE MOUNTED ON MORKS, IF YOU HAVE THE APPROPRIATE MODELS IN YOUR COLLECTION.

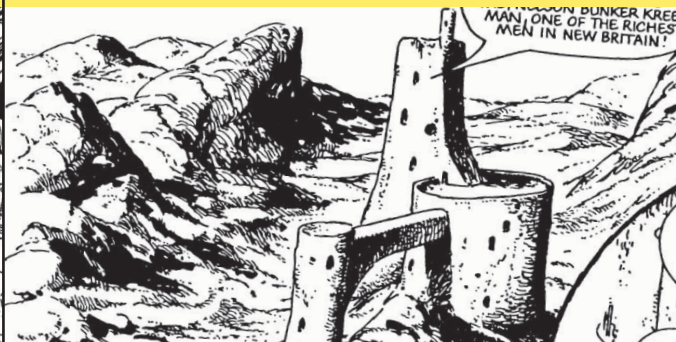## Spaceliner 'Lonrho' ✕
Foe cards: +D3-1

Terrain: *Spaceship*

HEAVY WEAPONS WITH THE BLAST SPECIAL RULE CANNOT BE USED

Planet Stauros
Foe cards: +D3

Terrain: *Wilderness – Wasteland*

ANY MODEL CAN BE MOUNTED ON SKIMMERS, IF YOU HAVE THE APPROPRIATE MODELS IN YOUR COLLECTION.

The Doghouse ✕
Foe cards: +D3

Terrain: *Space Station*

S/D AGENT HQ – MUTANT VETERAN, MUTANT & MUTANT WASTER MODELS INSTEAD COUNT AS S/D AGENTS (SEE STATS ON PAGE 84 OF THE *STRONTIUM DOG* RULEBOOK).

The Rammy, Planet Marbellas ✕
Special

Terrain: *Urban – Amphitheatre*

THE RAMMY – THIS CONFRONTATION HAS SPECIAL SCENARIO RULES AS DESCRIBED ON PAGE 17 OF THE BOUNTY HUNTER RULES.

Confrontation cards

Tinseltown, Scooby's World×
Foe cards: +D3

Terrain: *Urban – Human Colony*

ANY MODEL CAN BE MOUNTED ON SKIMMERS,
IF YOU HAVE THE APPROPRIATE MODELS IN YOUR COLLECTION

Planet Valdez
Foe cards: +D3

Terrain: *Wilderness – Desert*
SAND AMBUSH – BEFORE DEPLOYMENT, ROLL 3 COMBAT DICE.
FOR EACH [SPECIAL], TAKE A MODEL IN YOUR FACTION AND DO
NOT DEPLOY AS NORMAL. AT THE END OF THE DEPLOYMENT
PHASE, PLACE THE MODEL WITHIN 3" OF AN ENEMY MODEL.

Vega – Gaming Resort×
Foe cards: +D3+1

Terrain: *Space Station*
LADY LUCK – AT THE START OF THE GAME, ROLL A
COMBAT DIE FOR EACH FACTION. [SPECIAL] = THE FACTION
GAINS ONE RANDOM ARMOURY CARD. [HIT] = THE FACTION
HAS ONE LESS ARMOURY CARD THI GAME.

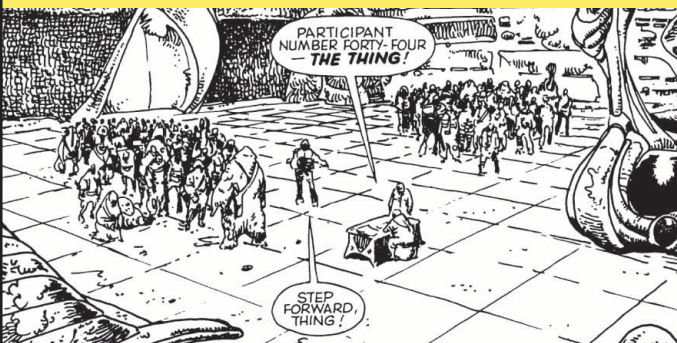## Planet Wilderness-4
Foe cards: +D3

Terrain: *Frontier World – Human Colony*
CRATER FEVER – FOR EACH FACTION, D3-1 RANDOMLY
SELECTED MODELS ARE STRUCK DOWN WITH ILLNESS,
AND BEGIN THE GAME WITH AN INJURY MARKER THAT
CANNOT BE REMOVED IN ANY WAY.

Planet Zdwhkkrswrld×
Special

Terrain: *Urban – Alien*
THE KILLING – THIS CONFRONTATION HAS
SPECIAL SCENARIO RULES AS DESCRIBED ON
PAGE 17 OF THE BOUNTY HUNTER RULES.

Zeta-9 Mid-Space Shuttle Station×
Foe cards: +D3-1

Terrain: *Space Station*
SHUTTLE STATION POLICE – ROLL A COMBAT DIE.
IF YOU SCORE [ARMOUR], GAIN THE LAW ENFORCERS CARD.
IF YOU SCORE [SPECIAL], THE OPPOSING FACTION
GAINS THE LAW ENFORCERS CARD.

Foe cards

Billy Joe
Individual*

Page 68

The Bubba Gang
Group*

Pages 61-63

Max Bubba*, Brute Mosely*, Skull*,
Impetigo Jones*, Low–Down O'Phee*
*Remove this card from the Foe deck when
Max Bubba is removed from the campaign*
DRAW 2 EXTRA FRIEND CARDS

Bubo and the Bad Boys
Group*

Pages 64-65

Bubo on Mork*
2x Bad Boyz on Morks
*Discard this card and redraw if the confrontation is set on a spaceship,
space station or the Palace of Upminster, or if The Killing or
The Rammy scenario is being played. Remove this card from the Foe
deck when Bubo is removed from the campaign*
DRAW 1 EXTRA FRIEND CARD

Darkus and the Howlers
Group*

Pages 66-67

Darkus*
2x Howlers
*Remove this card from the Foe deck when
Darkus is removed from the campaign*
DRAW 1 EXTRA FRIEND CARD

Fly's Eyes Wagner
Individual*

Page 59

Kansyr
Individual*

Page 70

Mercenaries
Group

2x Soldiers

3x Militia (1 pack)

Mutant Outlaws
Group

5x Mutants

Goons
Group

3x Goons

Wasters
Group

3x Wasters (1 pack)

Slabhead & Dervish Dogs
Group*

Slabhead*
Spiro* & Giro* (1 pack)
Remove this card from the Foe deck when Slabhead is removed from the campaign

Steelkreeg
Individual*

Stix

Group*

D3 Stix

Roll a Combat die. on a [Hit] this card counts as your first Friend card, unless you do not draw Friend cards for this confrontation. If this card counts as a Friend card, draw another Foe card. *This Foe card is not removed from the game for any reason. Stix suffer no penalty for being subdued or incapacitated – there are innumerable replacement Stix.*

Weerd Brothers

Group*

Hiss Weerd*, Cuss Weerd*, Silent Weerd*
Remove this card from the Foe deck when Hiss Weerd is removed from the campaign

Double-Cross

Special

Draw a card from the Friend deck and treat it as a Foe card for this confrontation.

Friend cards

Blubberlips
*Individual**

Page
55

Durham Red
*Individual**

Page
53

The Cronk
*Individual**

Page
51

DRAW 1 EXTRA FRIEND CARD

Johnny Alpha
Individual

Page
48

Kid Knee
*Individual**

Page
55

Law Enforcers
Group

Page
84

1x Marshal
2x Deputies

Friend cards

Maeve the Many Armed
Individual*

Page 55

Middenface McNulty
Individual*

Page 52

Mutants
Group

Page 84

5x Mutants

Wulf Sternhammer
Individual*

Page 50

Unholy Alliance
Special

Draw a card from the Foe deck and treat it as a Friend card for this confrontation.
If the special rules for the card instruct you to draw any extra Foe cards, draw that number of extra Friend cards instead, and vice versa.

Campaign Reference

Create Your Strontium Dog Character (Page 11)

- See the Doghouse section on p.11.

Confrontations (Page 12)

1. **Draw Confrontation Card.** Draw top card from Confrontation deck.

2. **Draw Foe Cards.** Draw 1 card plus plus any extra cards shown on Confrontation card.

3. **Draw Friend Cards.** Draw 1 card per additional Foe card drawn.

4. **Determine Scenario.** As shown on Confrontation card.

End of Scenario (Page 18)

- **Foes.** Are subdued/incapacitated foes captured or escape? If they escape, do they suffer any penalties? (See page 102 of the *Strontium Dog* rulebook.)

- **Your Faction.** Do subdued/incapacitated characters suffer any penalties? (See page 142 of the *Strontium Dog* rulebook.)

- **Deeds & Status.** Your character earns Deeds and increases Status. (See pages 98 and 101 of the *Strontium Dog* rulebook.)

Ending the Campaign (Page 19)

- The campaign ends after you've played eight confrontations.