



The Picklehouse Problem

A Million Credit Job!

Following the success of the *Schicklgruber Grab* (Progs 182 - 188), the Committee for Ultimate Retribution have given Johnny Alpha and Wulf another bounty!

The Committee has been locked in a bitter debate over the conduct of one Erwin Rommel - one of Germany's top generals during World War Two. His conduct on the North African battlefields jarred with his execution of prisoners in France and close personal association with Adolf Hitler.

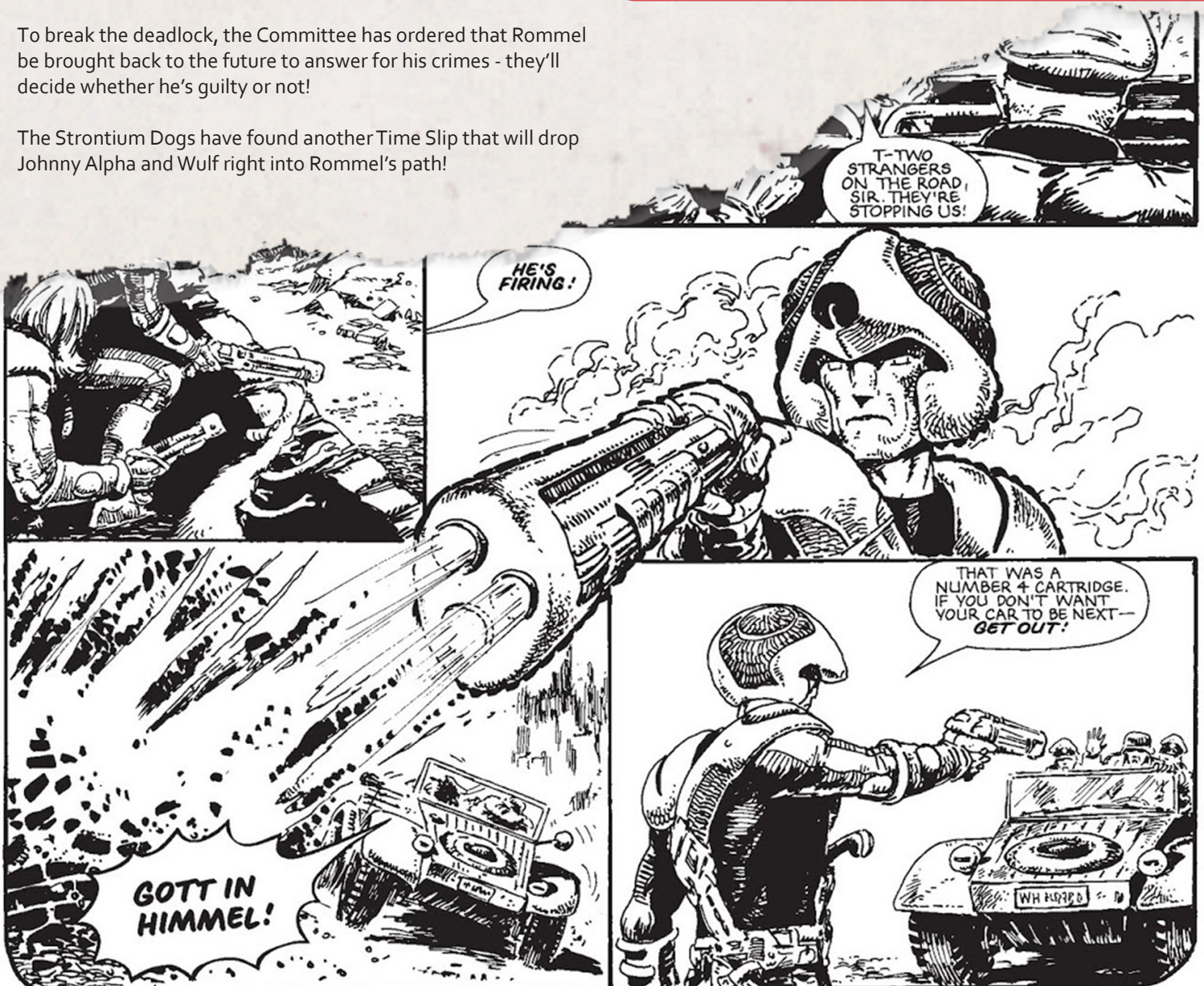
To break the deadlock, the Committee has ordered that Rommel be brought back to the future to answer for his crimes - they'll decide whether he's guilty or not!

The Strontium Dogs have found another Time Slip that will drop Johnny Alpha and Wulf right into Rommel's path!

The Schicklgruber Grab

Back in Progs 182-188, Johnny Alpha and Wulf were sent back in time to capture Adolf Hitler and bring him back to stand trial for mass murder!

Battling the might of Nazi Germany and rival S/D Agents, Johnny and Wulf found themselves caught up in a breakneck chase through time to claim their biggest bounty yet!



The Scenario



The Set-Up

Both players should use the following guidelines to create their respective gangs. The S/D player should use the stats on pages 48 and 50 of the *Strontium Dog* core book, while game stats are provided below for the German player.

Search/Destroy Agents

- Johnny Alpha (22 Notoriety)
- Wulf Sternhammer (15 Notoriety)

German Defenders

- General Erwin Rommel (10 Notoriety)
- 2x Aides (4 Notoriety)
- 1x *Feldwebel* (4 Notoriety)
- 3x *Grenadiers* (6 Notoriety)
- 1x *Machinegewehrscutze* (10 Notoriety)

Gen. Erwin Rommel

- **Role:** Human, senior officer.
- **Type:** Leader/main character.
- **Known Associates:** None
- **Allies:** Axis Powers
- **Enemies:** Allied Powers, S/D Agents

Type	Move	Shoot	Fight	Evade	Resist	Cool	Special
Rommel	6"	4	3	0	3	5	Schemer

- Walther PPK (Basic Hand Blaster)

Aides

Move	Shoot	Fight	Evade	Resist	Cool
5"	2	2	0	2	2

- Walther PPK (Basic Hand Blaster)

Feldwebel

Move	Shoot	Fight	Evade	Resist	Cool
6"	2	3	0	3	2

- MP-40 (Basic Stormer)

Grenadiers

Move	Shoot	Fight	Evade	Resist	Cool
5"	2	2	0	2	2

- Kar 98K (Basic Long Gun)

Machinegewehrscutze

Move	Shoot	Fight	Evade	Resist	Cool
5"	2	2	0	2	2

- MG-42 (Blatling Gun)

Aftermath

After the inexplicable events of July 17th, the Wehrmacht decided to blame everything on an RAF airstrike, using one of the hapless aides as a body double. When this hasty scheme fell apart, the body double was implicated in an attempt on Hitler's life and he was forced to commit suicide.



The Picklehouse Problem

Johnny and Wulf materialised in the trackway with a gut-wrenching screech as the time-slip tore a hole in the fabric of reality. A pair of camouflaged jeeps were barrelling towards them, the driver's eyes wide as saucers behind the mud-spattered wind screen.

Scenery

Use the above map as a guide when setting up terrain. Place two wrecked kubelwagens in the middle of the road.

Extra Collateral

Neither side gains additional creds.

Deployment

Place the S/D Agents in the middle of the road, 18" from the wrecked kubelwagens.

Rommel begins play adjacent to the lead jeep. The remaining German defenders may deploy anywhere within 6" of the wrecked vehicles.

Special

The S/D Agents must use their blasters as Stun weapons for the duration of this scenario.

Chicanery

S/D Agents - Element of Surprise. D3+3 random defending models (except Rommel) start the game pinned.

German Defenders - Quick off the Mark. Rommel and D3 models that are not pinned get a free action after deployment.

Game End

When Rommel has been subdued (see page 21 of the Strontium Dog Core Rules), or 50% of the S/D Agents are taken down.

Pay-Off

If the S/D Agents subdue Rommel, they gain 1,000,000 creds.