



20
system

Target: Mega-City One

Part Three of the Kazan Gambit

A Scenario for Games Masters and Judges

The
JUDGE DREDD

Roleplaying Game

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Target: Mega-City One

John Caliber

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Introduction

Target: *Mega-City One* is a Judge Dredd scenario for four to six 5th or 6th level judges. The third and final episode of the *Kazan Gambit* trilogy, *Target: Mega-City One* presents the players with a series of challenges that must be met and overcome if Mega-City One is to survive a mass invasion by East Meg One sleeper agents, clones of the infamous War Marshal Kazan. If the judges fail in their mission, Mega-City One will be destroyed!

Preparation Notes for the Games Master

It is important to read the entire scenario a couple of times before you present it to your players. This way, you can move through the scenario more quickly and be better prepared for unexpected player actions that may affect the storyline yet to be told.

The *Judge Dredd Rulebook* is essential to play *Target: Mega-City One*. The *Players Handbook* can also prove useful to certain judgements the Games Master may find himself having to make during the scenario. A copy of *The Rookies Guide to the Justice Department* will prove of use when the players have the opportunity to select weaponry and equipment from the Sector House 190 armoury and Emergency Ops Base G. In addition, a copy of *The Rookie's Guide to Psi-Talent* may prove valuable.

Finally, make certain you have a healthy supply of dice, paper, pencils and erasers and a large area set aside for gaming, such as a table top or floor space. Soft drinks and snacks will help hungry players keep their minds on the game.

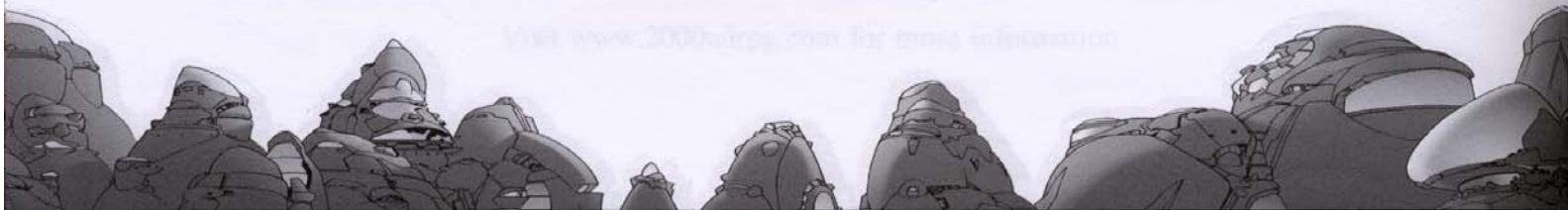
Adventure Background

In *The Sleeping Kin*, part one of the *Kazan Gambit* trilogy, the judges stumbled upon a nest of East-Meg One suspenso-pods left beneath Robotown in Sector 190 in 2104 at the time of the Apocalypse War, following an investigation into the death of Joseph Bourgain, chair of

the Gourmet Club. Bourgain, himself an East-Meg sleeper, was responsible for reactivating the occupants of the suspenso-pods, clones of the late War Marshal Kazan, who are bent on the destruction of Mega-City One. As more sleepers re-awakened by the reactivation signal broadcast from cell to cell across the city, the judges are brought into contact with the sleepers and learn of their deadly mission. The judges pursue a sleeper into Earth orbit aboard a Justice Department stratoSat, but are too late to stop him from triggering a nuclear strike against Mega-City One, using hidden silos spread throughout the Tunguska Plateau in the Sov-Block. The judges, standing in the stratoSat's control rooms, can now only watch helplessly as the payload of death screams towards their beloved city. The sleeper armies below have brought the Justice Department to its knees using weaponry smuggled in from twenty-year old caches hidden in the Cursed Earth, smuggled into the city by the same criminals who supplied mutant delicacies for the Gourmet Club. The sleepers are prepared to die in the nuclear strike so that the greater good may prevail.

Synopsis

The judges watch as Mega-City One delivers a stunning counter attack to the East-Meg missile strike, using an upgraded laser defence mesh to vaporise the missiles, an improved technology unavailable twenty years earlier. Unfortunately, the power surge caused by the laser mesh shuts down the city's power grid. The judges return to Sector 190 and regroup with their comrades who have been forced to vacate Sector House 190 by a concerted Sov attack, only to be struck down by a Sov-controlled Manta Prowl Tank. The survivors take refuge in Emergency Ops Base G to plan their next moves, but some are captured by the East Meg telekine Irka Kulakola and taken to a Sov gulag to begin a life of hard labour, building new vehicles and weapons for the sleepers. The judges escape and are sent on their most dangerous mission yet, to prevent a group of walking bombs from destroying the Nukco power station's reactors and razing Sector 190 to the ground in a nuclear holocaust!



Prog One: Fade To Black

Scene 1: Earth Orbit - StratoSat

Read the following out loud to the players.

You stand before a vid-screen displaying an act of terrible revenge against Mega-City One. The sleeper agent you have recently captured has managed to transmit a launch code to one of East Meg Two's nuclear missile silos. All you can do now is watch in horror as the rain of death begins to fall towards Mega-City One. The missiles fly beyond the range of the vid-screen's magnification. The tek-judge standing beside you leans over the controls, desperately punching in recalibration code. The vid-screen image fades, to be replaced by a close-up of Mega-City One. The first of the missiles breaches the city wall – and explodes! More of the missiles arrive and face the same fate. Soon, damage reports are being sent up from Mega-City One to the stratoSats on the high security judge channel.

+++ NUCLEAR STRIKE DETECTED
+++ LASER MESH ACTIVATED
+++ STRIKE NEGATED +++

There is a pause of a few moments before more data appears.

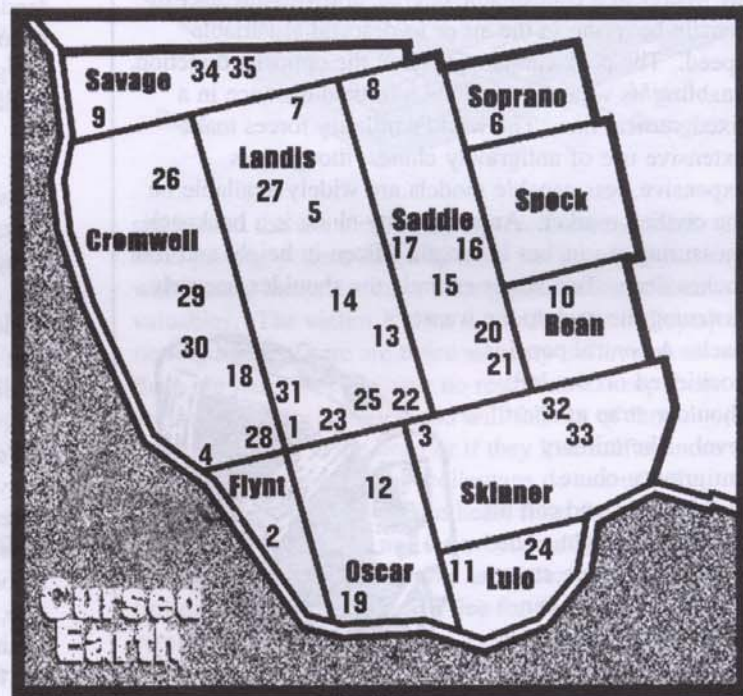
+++ LASER MESH GENERATORS OVERLOADED
+++ 243 SECTORS WITHOUT POWER

The tek-judge collapses into a nearby chair. 'Holy Moley! I thought we were all goners!'

'The upgraded laser defence system held out, but it's not over yet.' The voice is that of stratoSat commander Barracks who enters with a grim expression. 'The sleeper agents have launched attacks on the city. We have tactical reports that there are hundreds of Sov clones down there, targeting Justice Department personnel and key strategic locations. The Grand Hall

Key

1. Sector House 190 / Gasket Plaza
2. Fixerupperton / Shoddy Lane
3. Robotown
4. Dirty Drawers Stacker
5. Gourmet Club
6. Four Towers Luxy-Blocks / Castellum Optimus
7. Prick Row
8. Bing Cenotaph
9. Little Richard Block
10. Good Head Face Change Clinic
11. The Sov-Quarter / Plughole
12. David Duke Block / Munce Factory / Steeplejack Heights
13. Gunga Din Block
14. Mary Jane Watson Block
15. Michael Moore Block
16. Renee LaRue Block
17. Snoop Doggy Dog Block
18. Memory Lane
19. Neil Armstrong Spaceport
20. Gil Gerrard Block
21. Erin Grey Block
22. Geraldo Rivera Block
23. Celeste Plaza
24. Nukco Power Station
25. Angus Dayton Block
26. EMoB-G
27. Grover Cleveland Block
28. Wil Eisner Block
29. Sov Gulag
30. Cheryl Lass Con-apt
31. Blythe Spirit Block
32. Callista Flockhart Block
33. Marly Manson Block
34. Cher Sky Rise
35. Madonna Ciccone Block



has put us on a Code Red state of emergency. All available personnel are being shipped earthside – that means you guys too. Sector House 190 has fallen and you have orders to regroup with the survivors of the attack in Celeste Plaza.'

The judges join a long queue bound for the shuttlecraft that will take them back to Mega-City One. If any of the judges have received wounds from their recent adventures, the stratoSat med-bay will deal with them before the flight.

Scene 2: Sector 190

The judges fly down towards Sector 190. Read the following out loud to the players.

'The journey from the stratoSat is a short but uncomfortable ride. Within a quarter of an hour, you are speeding over the Mega-City One skyline. 'Sector 190 – drop off,' states your pilot via the shuttle's intercom. You free yourselves from your cross belt seat webbing and line up at the main hatch. You each receive an antigravity chute that you strap onto your backs. The hatch opens and the freezing night air assaults your senses. 'Move it!' screams the senior judge standing beside you. As one, you jump out into thin air and begin

Antigravity Chute

The antigravity chute negates the effect of gravity about its wearer to a controllable degree, allowing the user to remain hovering in the air or to descend at variable speed. The pack can also work in the opposite direction, enabling its wearer to levitate a limited distance in a fixed vertical line. The world's military forces make extensive use of antigravity chutes, though less expensive, less capable models are widely available on the civilian market. An antigravity chute is a backpack measuring ten inches in length, fifteen in height and four inches deep. Two straps encircle the shoulder, securely fastening the pack to the wearer's back. A control panel is positioned on the left shoulder strap at chest level. The military antigravity chute weighs 5 lbs and can lift 350 lbs in weight. The antigravity chute costs 7,500 credits but can fetch 29,000 credits on the black market.



dropping towards Sector 190. You activate your antigravity chutes and begin coasting towards the ground at a steady rate. Below, fires rage in the streets and explosions blossom in all the shades of death. You wonder what remains of your home.'

The judges land on the fringes of a dust zone. Any judge who makes a Streetwise check (DC 12) will realise he has touched down in the middle of Saddle District, northeast of Celeste Plaza. The time is 2350hrs and night has long since fallen. Now that Weather Control has failed, at this time of year a cold chill rides the streets. The blackout has turned the sector skyline into a black silhouette. The streets are pitch dark apart from the odd bank of glow panels and the burning remains of storefronts and ground cars. The judges can use their infrared visors to compensate for the lack of natural light, up to 30 feet in distance.

The judges may well wish to get in contact with Sector Chief Barker for further orders. If so, they have no difficulty establishing contact, though the signal is laced with static. Barker orders the judges to make haste to Celeste Plaza, but directs them to dispense justice wherever they find lawlessness along the way. The Security of the City Act has been invoked and the judges can use lethal force to quell the rioting masses.

The following encounters are arranged in no particular order and are designed to challenge the judges once they land. The Games Master is free to modify the encounters to take into account the number of judges in the game, hit points and Lawgiver ammunition remaining.

1 Tweenblock War: The judges encounter a war between the Gil Gerrard and Erin Grey cityblocks. The protagonists are Buck's Bullocks and the Grey Ladies. They are fighting over an old Mega-Tech University frat-bin, a meeting place for the last generation of local students who have long since moved on to better things. The Grey Ladies have taken control of the frat-bin, raising a flag decorated with a flexi-neon pair of smiling lips. Buck's Bullocks are trying to break down the frat-bin's locked doors with crowbars and spit guns. The Grey Ladies are responding with missile launchers pilfered from their block's Citi-Def armoury. Several missiles have gone wide of their mark and have killed innocent passers-by. A hoverbus full of simps lies on its side, smoking from such a hit. The simps are running around in their typically outrageous clothes, acting like the fools they are, posing a highly irritating obstruction

for the judges. If the judges intervene in the tweenblock war, Buck's Bullocks will be the first to attack them, screaming abuse. If the judges get past the male gangers, they will have to contend with the missile packing Grey Ladies who are firing from the frat-bin's rooftop. There are two Grey Lady missile gunners. The frat-bin's doors are locked (Technical check DC 15 to open). Inside, a small force of Grey Ladies waits to ambush the judges. They are even more dangerous than Buck's Bullocks and will fight to the death to retain their ownership of the frat-bin.

Buck's Bullocks

Citizen 2; HD 2d6+3 (12); Init +0 (+0 Dex); Spd 30 ft.; DV 10 (+0 Reflex); Attack +2 melee, or +1 ranged; Fort +0, Ref +0, Will -1; Str 13, Dex 11, Con 10, Int 9, Wis 8, Cha 13.

Prior Life: Punk.

Skills and Feats: Balance +2, Bluff +2, Climb +2, Computer Use +1, Concentration +2, Drive +2, Hide +3, Intimidate +4, Jump +2, Knowledge +1, Listen +2, Pilot +1, Ride +3, Search +2, Spot +2, Streetwise (Gil Gerrard Block) +4, Swim +1, Technical +2; Bike Wheelie, Resist Arrest, Toughness.

Possessions: Electra zap gun (2d8/-) or knife (3d6/2), pad armour (DR 4). 1d4 Bullocks have Krapasaki TD-4 motorcycles (p96 of the *Judge Dredd Rulebook*). Their pillion passengers are armed with electra zap guns, fired at the judges as the bike passes.

Grey Ladies

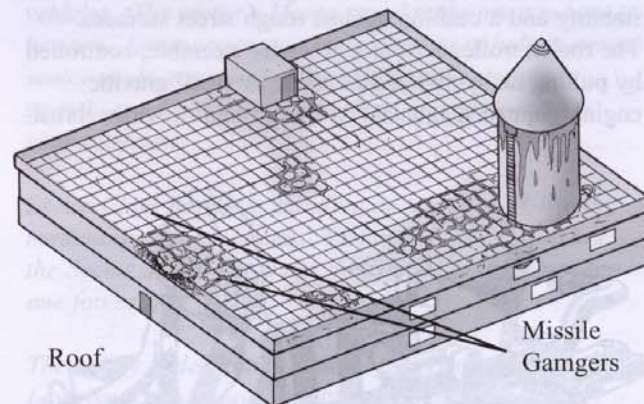
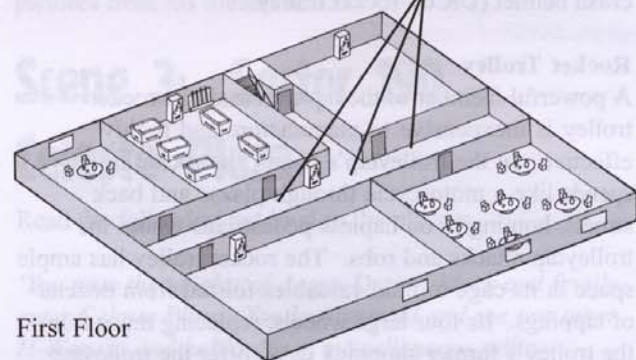
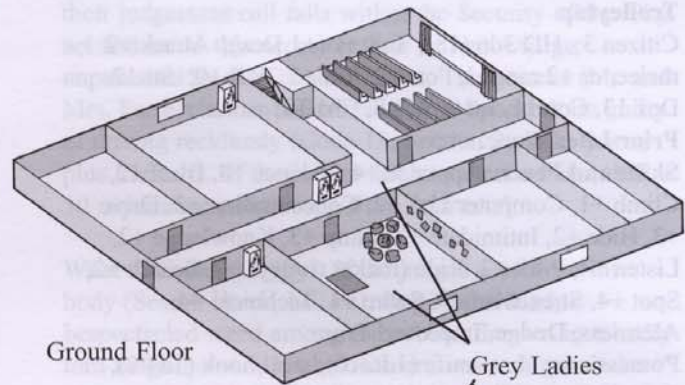
Citizen 2; HD 2d6+3 (12); Init +0 (+0 Dex); Spd 30 ft.; DV 10 (+0 Reflex); Attack +0 melee, or +1 ranged; Fort -1, Ref +0, Will -1; Str 9, Dex 11, Con 9, Int 8, Wis 9, Cha 12.

Prior Life: Punk

Skills and Feats: Balance +2, Bluff +3, Climb +1, Computer Use +1, Concentration +2, Drive +2, Hide +2, Intimidate +3, Jump +1, Knowledge +1, Listen +2, Pilot +1, Ride +1, Search +2, Sense Motive +2, Spot +2, Streetwise (Erin Grey Block) +3, Swim +1, Technical +2; Alertness, Resist Arrest, Toughness.

Possessions: Electra zap gun (2d8/-) or knife (3d6/2), pad armour (DR 4). Two of the Grey Ladies are armed with Mauley H/HE missile launchers with two hi-ex missiles in all (3d12/20).

2 Trolley Dollies: The judges are attacked by a fleet of trolleytaps using shoppex trolleys enhanced with stolen turbo boosters as a quick and nasty form of transportation. Each trolley has a sex mek shell as a figurehead, mounted at the trolley's front. The trolleytap



sits behind the sex mek, ready to reach out and steal from passing pedestrians, one hand pulling them near with a steel hook, the other taking possession of their valuables. The victim is then discarded, the trolleytap rattling away. There are twice as many trolleytaps as there are judges. They have no restraints to keep them secure within their trolley and will fall out of their transport if shot in the head or if they lose half or more of their total hit points. The trolleytaps do not usually attack judges, but have taken heart from the destruction reigning in Sector 190 and have become bolder in their ambition. If half their number are defeated, however, the trolleytaps will lose face and flee for the nearest up ramp.

Trolleytap

Citizen 3; HD 3d6 (13); Init +1 (+1 Dex); Attack +2 melee, or +2 ranged; Fort +2, Ref +2, Will +0; Str 12, Dex 13, Con 11, Int 9, Wis 8, Cha 10.

Prior Life: None.

Skills and Feats: Appraise +4, Balance +4, Bluff +2, Climb +1, Computer Use +2, Concentration +3, Drive +3, Hide +2, Intimidate +3, Jump +3, Knowledge +2, Listen +4, Pilot +2, Ride (rocket trolley) +7, Search +2, Spot +4, Streetwise +3, Swim +1, Technical +4; Alertness, Dodge, Improved Trip.

Possessions: Las-knife (1d6/10), steel hook (1d4/2), crash helmet (DR 6), rocket trolley.

Rocket Trolley

A powerful member of the tap's arsenal, the rocket trolley is inexpensive to manufacture and highly effective. In the trolleytap's hands, the rocket trolley speeds like a motorcycle through plazas and back streets, homing in on hapless pedestrians whom the trolleytap attacks and robs. The rocket trolley has ample space in its cage to hold valuables foisted from dozens of tappings. Its four large wheels, replacing those from the trolley's former shoppex days, offer the trolleytap stability and a cushion against rough street surfaces. The rocket trolley's front wheels are steerable, controlled by pulling on synthi-leather reins. A small gravitic engine pointed diagonally at the ground provides thrust.



Size: Medium; **Defence Value:** 5; **Damage Reduction:** 2; **Hit Points:** 15; **Speed:** 25 (wheeled); **Weapons:** None; **Crew:** 1; **Passengers:** None; **Cargo:** 30 lbs.

3 Batterman: Gidiup Roggy, a failed vid-zine scribe, decides that the night of the blackout is the

perfect time to begin his career as an on-scene reporter. Gidiup plans to glide over the rooftops looking for newsworthy stories he can sell to the Sector 190 edition of the Mega-Times. Gidiup thinks he cannot fail to out-scoop his rivals. He is right, but Gidiup's first excursion into serious journalism becomes his last. The judges are passing Geraldo Rivera Block, en route to Sector House 190, when they are nearly hit by a speeding Foord slabster. The slabster's headlamps react against the judges' visors, rendering the judges blind for a few seconds. The vehicle screeches to a halt beside the judges. Read the following out loud to the players.

The slabster's passenger window slides down and the face of a middle aged female whose face is blemished by what looks like the beginnings of uglification treatment (or maybe she really looks like that) sticks out, staring at you. 'We've seen one of those Sov soldiers, up on high! My husband's been trailing him since 216th Street!' The woman's eyes are distracted by something above you. 'Hey! There he is!'

If the judges look towards the skies, they can see a silhouette of what looks like a winged humanoid. The judges' infrared visors do not have the range to discern the figure's details, but they can see clearly the flashes erupting from its head area. The figure is Gidiup Roggy, who thinks he has found himself a story and is moving in, his holocamera snapping pictures of the judges.

Gidiup is going to have a nasty accident, but the way in which it happens is down to the response the judges give to his presence. If the judges verbally approach Gidiup, he remains circling above, ignoring them, continuing to take holosnaps. If the judges open fire on Gidiup with the intention of winging him (DC 18) – and hit him – or if the judges take no action against him – read the following out loud to the players.

The flyer wobbles out of control and speeds towards a large, rectangular object mounted atop a nearby building. The figure smashes into the object, causing the rectangle to groan before toppling backwards. It collides with another rectangle directly behind. That too gives way and topples over. It collapses into the roof of the building. Suddenly, as if power has been returned to the area, all the windows of the stricken building light up. A millisecond later, the windows are flying towards you in pieces, followed by a wall of fire!

Gidiup was unfortunate enough to collide with an unstable billboard. The structure collapsed into a second, freestanding billboard. The combined weight of

both billboards ruptured the roof they stood on. Billboards and roof caved into an unmanned BoGas station, designed to suck excess amounts of dangerous gases rising up from the Undercity. The accumulated debris struck the ground floor, meeting with a large cylinder of inflammable gas. The debris pierced the cylinder and caused a spark. The rest is history. The judges will suffer minor injuries (1d8 subdual damage) unless they make a Reflex save (DC 20).

The judges are now faced with a moral dilemma. The explosion has damaged the structure of the surrounding buildings. All are one to four storeys tall, all now quivering from the shock of the explosion. The Foord slabster's rear end is ablaze, the four occupants (the woman, her husband and two friends) are trapped inside. The judges' prime objective is to get to Sector House 190 as quickly as possible. Will they decide to help the trapped citizens or leave them to their fate? If the judges leave the citizens, go to Scene 3.

If the judges attempt to liberate the citizens, they first need to get the slabster's doors open with a Technical check (DC 12) for each of the four doors. Dragging the citizens out involves first cutting their jammed seatbelts (DR 2), preferably with a boot knife, and then physically pulling their bodies out (Strength check, DC 15). The judges have six rounds to free the citizens before their slabster explodes (inflicting 4d6 damage to all).

Even then, the judges are not safe – the buildings around them begin to collapse. The judges need to make a series of Reflex saves (DC 12) to escape being crushed beneath the falling rockcrete. The exact number of Reflex saves necessary are to be issued at the Games Master's discretion, enough to challenge the players but not make their chances of escape unlikely. Alternatively, the judges can seek cover beneath nearby overhangs and juve proof benches. The Games Master can locate the boltholes which he feels the judges will only have a moderate amount of difficulty reaching. Taking cover requires a Dexterity check (DC 10, +1 for every metre distant the cover may be from the judge). Dragging the citizens beneath cover requires a Strength check (DC 12) per citizen.

After the buildings have tumbled, the judges, if they elected to save the citizens and managed to do so, each receive 150 experience points. Judges who played little part in the rescue receive no experience points. Judges who left the citizens to die will not get an experience point penalty – though normally such an act would see the judges severely reprimanded by their sector chief,

their judgement call falls within the Security of the City act and so on this occasion their actions will go unpunished by the Games Master. The citizens (Mr. and Mrs. Furtherfarther and Mr. and Mrs. Spacker) are guilty of driving recklessly (Code 15, Section 2: 2-15 years, plus life ban). If the judges fail to sentence them, deduct 50 experience points each from their total.

What of Gidiup Roggy? If the judges search for his body (Search check, DC 18), they find a dead, bespectacled weed among the rubble, dressed in a badly torn batglider suit, his holocamera continuing to take pictures from his lifeless hand.

Scene 3: Sector 190 — Celeste Plaza

Read the following out loud to the players.

'You pass the heights of Angus Deyton Block and finally enter Celeste Plaza. You look around and see two other H-Wagons and half a dozen miscellaneous utility vehicles. The sector's Manta prowls tanks are nowhere to be seen. Lawmasters ring the gathering of judges, set to sentry mode, scanning outwards for indications of unauthorised life forms. The blare of a siren catches your attention.'

Sector Chief Barker is standing on top of an H-Wagon, motioning with his hands. 'Listen up! As of 0200 hrs, the Sector House fell under the control of the East Meg one forces.'

The outcry is deafening. Balled fists, scatterguns and Lawgivers are waved angrily in the air.

'QUIEETTT!' Screams the sector chief. 'It's too late to cry about it. The Sovs waited until the Sector House force was down to a skeleton crew and then moved in, using captured H-Wagons to get into the hangar bay. Watch Commander Heron sent the message about the invasion – then the comm-link went dead. I have to assume the Sovs have executed Heron and the rest of the house judges.'

'What do those stinking Sovs want with the Sector House?' Asks a judge.

'Each Sector House is a powerful telecommunications station,' Barker explains, 'the perfect base for enemy agents to co-ordinate citywide strikes against the Justice Department, but here's where their plan falls

down. The Sovs cut half of our telecom nodes to give them tactical advantage, now they have the high ground and need to use the nodes for themselves. Our mission is to destroy every telecom node in this sector. Once we're through here, we move on to the next sector and do the same. It's about time we showed those Eastern has-beens our victory in the Apocalypse War was no fluke!

Cheers erupt from the judges. Just then, the silhouette of a Manta prowler tank makes an appearance on the main down ramp leading into Celeste Plaza. Sector Chief Barker turns to greet the powerful vehicle. 'Judge Jared is late – he might have an update on the situation at the Sector House.'

The Manta approaches – and accelerates! Judges begin to back away as the Manta speeds toward you. Within seconds, it is all over. The ranks of the Sector 190 Justice Department lay broken and smashed, victims of the Manta's betrayal. The Manta continues on, ploughing into the Celeste statue, before knifing and tumbling away over the plaza's side, down into the abyss of City Bottom.

The players are unhurt, but the same cannot be said for their colleagues. Two dozen of the Lawmasters are intact, the rest crushed by the Manta. Judges stagger about the disaster area, refusing to believe what has transpired. The Manta crew were captured by the sleepers and forced to fly into the judges under the threat of death. Each of the judges in the Manta's control dome has an explosive bolt attached to the back of his head. A sleeper watches their progress from a nearby cityblock. If the judges so much as deviate a foot from their objective, the sleeper will activate the bolt, killing them all. Unfortunately for the Manta crew, the sleepers are not known for their sense of honour. As the Manta clears the piles of judge bodies, the sleeper detonates the bolts. The judges can only guess what happened to cause the Manta crew to charge them.

The following encounters await the judges if they should choose to explore the remnants of the Justice Department.

1. Lone Gunman: Judge Siegal sits on his Lawmaster, his head resting on the bike's main headlamp. He looks up at the judges and snarls. 'I'll get those drokkers! I swear to Jovus I will!' Siegal throws off his helmet, revealing the face of a tearful and angry young man. He draws his Lawgiver and then begins to fire at the surrounding dwellings where citizens have been watching the carnage. 'You bastards wanted this to happen, didn't you?' He screams, continuing to fire,

switching to High Explosive rounds. 'You let it happen! I'm coming for you!' Judge Siegal has clearly become unhinged from the deaths of his friends. He has killed several citizens with his shots and will keep on killing unless the judges can calm him down (opposed Charisma check, DC 16), or disarm and incapacitate him. If the judges call for medical assistance, Med-Judge Hillbrim is on hand to sedate Siegal.

Judge Siegal

Street Judge 6; HD 6d12+6 (52); Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; DV 16 (+6 Reflex); Attack +7/+2 melee, or +7/+2 ranged; Fort +6, Ref +6, Will +5; Str 13, Dex 13, Con 13, Int 12, Wis 11, Cha 14.

Skills and Feats: Balance +2, Bluff +2, Climb +2, Computer Use +3, Concentration +4, Drive +3, Hide +3, Intimidate +7, Jump +2, Knowledge (law) +5, Listen +3, Medical +2, Pilot +1, Ride +5, Search +4, Spot +4, Streetwise +7, Swim +2, Technical +3; Combat Reflexes, Dodge, Drive-by Boot, Improved Initiative, Lightning Reload, Sixth Sense, Spot Hidden Weapon, Weapon Focus (Lawgiver).

Possessions: Standard issue Justice Department equipment.

2. The Uninvited: As the judges pick up the pieces of their latest defeat, a hovertruk appears overhead. If the judges make a Spot check (DC 12), they can see it is marked with the logo of Eye on the Meg, a roving band of reporters who sell their stories to the big broadslugs. The hovertruk will land nearby and train its spotlights on the judges if they do not make a move to stop it. If the judges order the hovertruk to leave, it will land a greater distance away before disgorging its crew. If the judges open fire on the hovertruk, it will swiftly turn and fly into the night sky.

If the hovertruk manages to land, fearless reporter Edmund Gunt darts out, microphone in hand, grinning as he advances on the judges. Read the following out loud to the players.

'The scene: Celeste Plaza. The time: too late for all of us? I, Edmund Gunt, have braved the war that has brought Sector 190 to its knees to bring you the horrifying scene of the Justice Department's finest as they lay dying, crushed and battered, smoked and splattered, victims of an attack from their own number. Yes, ladies and gentlemen, betrayal is the main headline tonight and I, Edmund Gunt am here to bring it to you in all its grisly glory!'

Gunt presses the microphone up to the judges' faces, his eyes bulging with excitement and self-aggrandisement. *'Your Honours – could this be the worst day the Justice Department has known? Mega-City One is in chaos, the citizens are frightened and the judges are gone the way of Aeroball. What do you have to say – what can you possibly say?'*

A soundman and a 'Snapper' camera robot (treat statistics as Spy-In-The-Sky) accompany Gunt. The judges will have no trouble forcing Gunt or his lackeys back onto the hovertruk, but they cannot intimidate Gunt into silence. If the judges make any hostile moves against Gunt, feel free to throw any of the following lines at them, all from Gunt's mouth.

'This is Edmund Gunt and that is the heavy hand of the Law! Signing out!'

'Is that your official comment?'

'Don't threaten me – I didn't run you over, but I wish I had!'

3 To Play the King: If the judges search for Sector Chief Barker, they find him atop a pile of corpses, mortally wounded. Barker's left arm has been severed,

his legs broken. Barker manages to open his eyes. He whispers 'Damn, those Sovs are good,' between bloody vomits. If the judges call Judge Hillbrim, or another med-judge over to attend to the sector chief, they will find their efforts are in vain – Barker is close to death. Barker dies. Around this time, Deputy Sector Chief Cooksey will be recovered – alive, but wounded, suffering a fractured skull. Let the players find Cooksey if they come up with the idea. While Cooksey's skull is wrapped in magnabind bandages, the remaining judges gather to take stock of their numbers – again, let the players organise the regrouping if they take the initiative to do so. Read the following out loud to the players.

Cooksey grips his head with his right hand, much to the dismay of his attendant med-judge. He looks across at the assembled judges. 'Get me Roland!' Judge Roland, B-Watch Commander, steps forwards uncertainly.

'I am the law now,' Cooksey states, 'and for the duration of this emergency, Roland is acting Deputy Sector Chief. Get the men into cover and start planning a way to beat those Sovs back to Hell!' Roland is surprised by his sudden promotion, but he is a popular man and the surviving judges cheer him on. Roland stands beside Cooksey. 'Get the bikes back on their wheels and saddle up - looks like we have one H-Wagon left, so let's use it wisely. Let's go!'

Prog Two: Red Tide

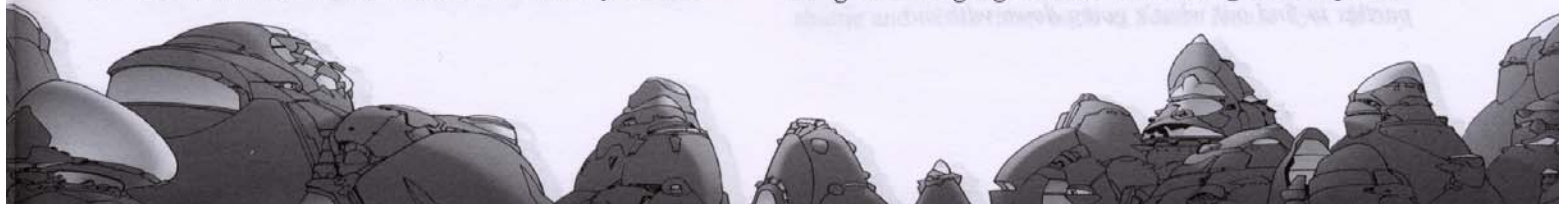
Scene 1: Sector 190 — Emergency Ops Base-G

The judges have regrouped beneath City Bottom in EMoB-G, a supply base for large scale Justice Department operations. There, Judge Roland briefs them on the sleeper situation. Read the following out loud to the players.

Out of the one hundred and twenty eight street judge complement of Sector House 190, only twenty-nine remain. Under Acting Sector Chief Judge Roland's orders, you make the sector's Emergency Ops Base your new command centre. A hidden entrance in the heart of Landis District reveals an elevator, into which you enter

and descend five hundred feet beneath City Bottom. You arrive at EMoB-G and immediately begin to secure the facility. Designed as a supply depot, EMoB-G has every possible item of equipment and weaponry short of a Total Annihilation Device. Once you have completed your patrol route, you return to the command centre where Judge Roland has gathered all the remaining judges.

The briefing room is deathly quiet as Judge Roland reads the latest reports of sleeper activity and the escalating crime figures across the MegWest region. He returns to the subject of Sector 190. 'The blackout has not affected the citizens' insatiable need to cause trouble. Those who are not in possession of IR visors are using glow lamps and burning pieces of furniture to navigate. The gangs control Lulo, Savage and Soprano



districts, the Republika has Bean in its fascist political grip and the mobs are shooting it out over the rest of the sector. We are confident we can re-establish control over Sector 190 after the threat of the sleepers has been pacified. Tac groups are to be dispatched on missions to restore power to this sector and locate the sleeper armies.'

'From the reports Tek Division has managed to glean from the remnants of the justice comm network, the sleepers have established tactical superiority in MegNorth and MegSouth,' Roland explains. 'The Northwest Hab-zone has remained unaffected, though all justice units have been transferred into MegNorth to augment numbers. MegCentral, MegWest and MegEast are holding out, but with the sleepers' advance likely to move into the east, the Grand Hall will face attack within a predicted ten hours. Tac Command has sent SJS into the sectors at the rear of the attack wave to rally Citi-Def and any citizens who are prepared to fight back. Judge Buell intends to redirect the sleepers' attention long enough for us to shore up defences along the main roads. Sky Patrol has pulled out of MegNorth and regrouped over MegCentral, awaiting further orders. The Chief Judge and the Council of Five have relocated to the Tactical Command Bunker – Judge Dredd is in charge of Justice Central security.'

Judge Casado raises his hand. 'Hey – just how many of those Kazan freaks are out there?'

Roland reads from a flexiplas sheet in front of him. 'Estimates reckon on ten thousand sleepers, plus infiltrators from the populace who have been waiting all these years for the call to arms.'

The judges are stunned by the figures. 'I can't believe it,' says Judge Fox, rising from his seat, 'ten thousand of those bastards got into Mega-City? Why didn't we find them?'

'Nobody knew they were there,' Deputy Sector Chief Cooksey interjects wearily, his head wrapped inside a magnabind, 'you don't go looking for a carcass unless you see dog vultures. If not for the Robotown investigation, we might not have known about the sleepers until they were knocking on the Grand Hall's doors.'

Cooksey sits. Roland takes a mouthful from a glass of water before he continues. 'As far as Sector 190 is concerned, we have our own battle to fight. First thing we do is retake the Sector House, then send out recon parties to find out what's going down with our

neighbours. Watch Commander Kemp and Chief Warder Clint will organise you into tac squads.'

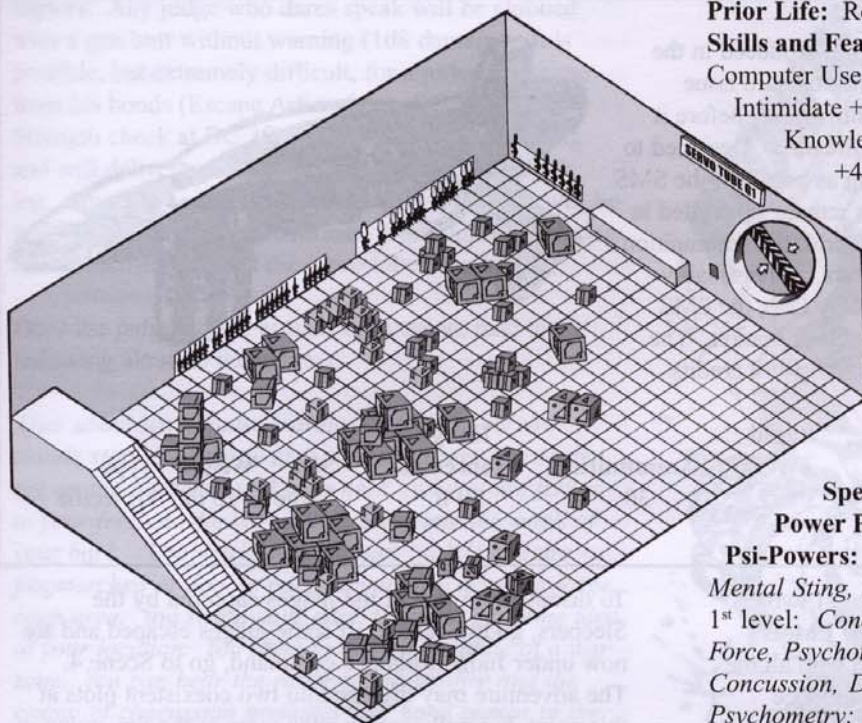
The briefing is over. Judge Kemp has the players accompany Tek-Judge McKernan into Supply Room 2 to begin unpacking ammunition.

Scene 2: Sector 190 — Emergency Ops Base-G — Supply Room

Read the following out loud to the players.

A ramp takes you down into Supply Room 2, where you pass cargo pod after cargo pod packed with pistols, rifles, missile launchers, laser and sonic weapons. You cannot fail to notice the rack of urban nukes, the Justice Department's most powerful weapons short of the dreaded Total Annihilation Device. At the far side of the room is a large, circular security door. A sign overhead reads 'SERVO-TUBE G-I'. Beyond the door, a high-speed shuttle delivers supplies to and from other Emergency Ops Bases and the eleven Sector Houses they are linked to. Tek-Judge McKernan claps his gloved hands together. 'Right – the war won't wait for us. Can you help me unload these Widowmaker mags? When you're done, can you run a maintenance check on the rifles?'

The judges go about their business, transferring ammunition crates from one side of the room to a row of workbenches where they can start unpacking the magazines and slotting them into bandoliers ready for the forthcoming Sector House battle. Once the judges have completed this work, they will move onto the inspection of Widowmaker rifles. While the judges are at work, have each of them make a Spot check (DC 18). The first judge who makes this check will become aware that a series of controls next to the servo-tube door have lit up. If none of the judges succeed in making the check, they remain ignorant of the control panel situation for the moment. If the judge who did make the check brings the control panel incident to the attention of his fellow judges, Tek-Judge McKernan announces that the controls only activate when the servo-shuttle is inbound. He suggests the judge was mistaken in his observation, as the servo-shuttle for this region is not currently in use.



Tek-Judge McKernan is incorrect – a servo-shuttle is inbound, containing a strike unit of Kazan clones led by the East Meg telekine Irka Kulakola, a female operative from the former East Meg One Psi-Korps. Awakened at the same time as the sleepers, Irka's primary objective was to assassinate Supreme Judge Bulgarin by untraceable means when he eventually arrived in Mega-City One once the 2104 Sov invasion was completed. Like the Kazan clones, Irka has now defaulted to her secondary objective – the total destruction of the Mega-City One Justice Department.

There are six Sov agents aboard the servo-shuttle, including Kulakola. They are among the Sov command at Sector House 190 and have been sent to steal weaponry from the Emergency Ops Base to use to fortify their defences and to ship onto other Sov command posts. Kulakola will act as the beachhead. Her powers over matter will be used to repel front line resistance, creating room for the sleepers to attack. However, the Sovs do not reckon on there being judges in the Emergency Ops Base, so the sleepers are going to get just as big a surprise as the judges.

Irka Kulakola

Citizen 10/Psychic Master 3; HD 10d6+3d4+10 (60); Init +2 (+2 Dex); Spd 30 ft.; DV 16 (+6 Reflex); Attack +10/+5, or +11/+6 ranged; Fort +5, Ref +6, Will +8; Str

12, Dex 15, Con 13, Int 12, Wis 14, Cha 16.

Prior Life: Rogue Psyker.

Skills and Feats: Balance +4, Bluff +6, Climb +4, Computer Use +7, Concentration +15, Hide +10, Intimidate +11, Jump +3, Knowledge (Psi-Korps) +12, Knowledge (psi-talent) +15, Listen +9, Medical +4, Move Silently +9, Pilot +5, Psi-Scan +15, Ride +4, Search +10, Sense Motive +9, Spot +10, Streetwise +10, Swim +3, Technical +6; Combat Reflexes, Encompassing power, Enhanced Power, Inner Strength, Magnify Power, Quicken Power, Talented.

Possessions: Las-knife (1d6/10), hand communicator, pad armour (DR 4).

Specialist: Telekine, Telepath.

Power Points: 79

Psi-Powers: 0 level: *Detect Psi-Talent, Mental Shield, Mental Sting, Mind Shield, Minor Telekinesis, Missive*; 1st level: *Conceal Thoughts, Demoralise, Magnify Force, Psychometry*; 2nd level: *Clairvoyance, Concussion, Detect Thoughts, Environmental Psychometry*; 3rd level: *Blanking, Psychokinetic Shield, Psi Scan*; 4th level: *Detect Psi Scanning, Implant False Memory, Mass Concussion*; 5th level: *Brain Drain, Psi Lash*; 6th level: *Aggrokinesis, Null Psi-Talent*.

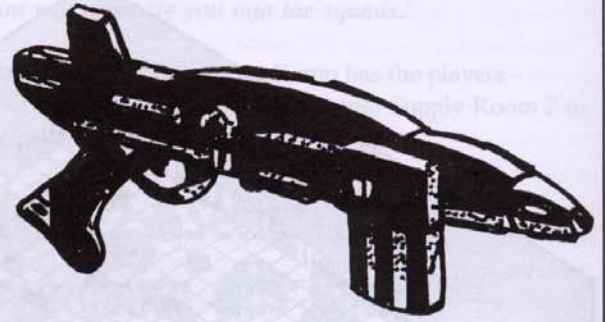
The other sleepers have the same stats as normal, but are armed with 2 Concussion Grenades each and Spakov SMS assault rifles.

Combat Guidelines: Kulakola will use her powers against the judges. She intends to stun them and take them back with her to Sector House 190 for interrogation. Irka employs her Mass Concussion and Psi-Lash powers to batter the judges. The other sleepers will fire to disarm and disable the judges, forcing them to surrender. The supply room is filled with cargo pods providing one-third cover. The sleepers will cut off the judges' escape route through the supply room's main entrance by outmanoeuvring the judges while Kulakola is attacking them. Of course, one or more of the judges may have escaped through the entrance before the sleepers can stop them. They will later be charged with rescuing their comrades from the Sov gulag. The sleepers will then come up behind the judges and attack, shooting to disable them. Kulakola wants all the judges alive and so the attack will cease when the judges are unconscious or have surrendered.

Once the judges trapped in the supply room are in the sleepers' power, the Sovs carry them onboard the servo-shuttle and whisk them back to Sector House 190. If any

Assault Rifle, Spakov SMS

Another obsolete but still reliable Sov weapon produced in the Volgan munitions factories, the SMS was the standard issue assault weapon of the Sov forces for over thirty years before it was phased out in favour of more versatile firearms. Designed to be instantly recognisable and as intimidating as possible, the SMS is a large, sleek sub-machine gun. Millions remain stockpiled in armouries and weapon caches all over the world, but ammunition has become increasingly scarce in recent years. A reasonably common sight even on the streets of Mega City One, the SMS costs 9,000 credits, or 25,000 credits on the black market. The specialist ammunition clips are very rare, costing 500 credits.



Damage	Armour Piercing	Area of Effect	Critical	Rapid Fire	Ammunition	Range Increment	Size	Weight	Type
3d4	4	-	19-20/x2	3/6	30	50 ft.	Large	10 lb.	Projectile

judges remain behind, they will fall into one of two camps. Wounded judges will be taken to the EMOB's med-bay where their wounds will be treated with all the standard medical equipment available to the Justice Department. This treatment may not be able to cure the judges' health problems, but will manage to stabilise their condition. The Games Master must decide whether seriously injured judges are fit to continue the adventure. If he decides their injuries are too grave, the judges will be told just so by their attendant med-judge.

The judges captured by the sleepers will arrive beneath Sector House 190 and be led up into the interrogation cubes. The judges left behind in EMOB-G will of course know their colleagues have been taken along the servo-tube, but will not know whether they have stopped at Sector House 190, or been taken further into Mega-City One to another EMOB. If the judges left in EMOB-G plan to mount a rescue, have Judge Roland stop them. Read the following out loud to the players.

'Think again,' Roland glares at you, 'they could be anywhere out there – they might even be dead by now. We cannot spare resources to go and search for a handful of men when the entire Justice Department's existence is at stake. Our first priority is to take what equipment we can and relocate to a safer position.'

The judges are ordered to assist in the evacuation. If they defy Judge Roland, deduct 500 experience points each from their totals, accompanied by a severe admonishment from Head Warder Clint. *'Move a muscle in the wrong direction and you'll lose it, along with your badges!'*

To discover the fate of the judges captured by the Sleepers, go to Scene 3. If some judges escaped and are now under Judge Roland's command, go to Scene 4. The adventure may diverge into two coexistent plots at this point, but will conjoin once more at the Sov gulag in due course.

Scene 3: Sector 190 — Sector House 190 — Interrogation Cube

Read the following aloud to the players:

Aboard the servo-shuttle, you are stripped down to your regulation underwear and your wrists are securely fastened behind your back with painfully tight loops of wire. A member of the sleeper assault squad forces a heavy black hood over your head and what feels like a noose is tightened around your throat. You've heard that the Sovs usually deal with prisoners with a bullet in the back of the head – perhaps you are going to be made an example of...

Powerful G-forces push you back into your seat as the bulky vehicle accelerates along the servo-tube. Your captors remain silent – who knows where you might end up?

It takes ten minutes for the shuttle to reach its destination. During this time, the judges are kept immobilised and watched extremely closely by their

captors. Any judge who dares speak will be clubbed with a gun butt without warning (1d8 damage). It is possible, but extremely difficult, for a judge to escape from his bonds (Escape Artist check, DC 25, or a Strength check at DC 30). The sleepers are watching and will deliver a called shot into the troublemaker's leg. Any judge who persists in causing problems will be bodily picked up and thrown out of the shuttle, suffering a fatal collision against the servo-tube's walls.

Once the judges arrive at their destination, read the following aloud to the players:

After about ten minutes travel, you feel the servo-shuttle stop as abruptly as it started. There is a sharp tug on the noose around your neck and you are jerked to your feet. A rifle barrel is jammed into the small of your back. 'Up!' barks your captor, 'walk!' You are frogmarched at double pace, apparently across a large, open area. You strain your ears, trying to get some idea of your location. You seem to be in the middle of a war zone. You can hear the rattle of spit gunfire and the crump of concussion grenades and hand bombs in the distance.

During the servo-shuttle journey, the occupying Sov forces have broadcast a message to the citizens of Mega-City One (see Scene 5 for details), imposing a curfew. Unfortunately, the realisation that the Justice Department will be busy for a while has led to thousands of citizens heading to the streets for a traditional looting spree. The broadcast has also been taken by many CitiDef battalions as a signal to mobilise and they are now roaming the roads and pedways, looking for an enemy to engage. Lack of communication between the various units has led to many 'friendly fire' incidents and block wars are brewing across the sector.

The judges have arrived at a transit terminal just outside of Sector House 190. The sleeper agents are occupying the building, but not entirely successfully. Judge Heron's skeleton crew has been captured with relative ease, but several of the command personnel remain free and are doing their best to disrupt the enemy force's activities. Chief Accountant Judge Wethill is proving to be surprisingly effective at co-ordinating guerrilla attacks and has become a major headache – already her hastily assembled squads of auxiliaries and station judges have managed to disable the hangar bay by detonating several large canisters of riot foam. The occupying forces are fighting back and resistance is confined to the bottom few floors of the Sector House, centred around



the Quartermasters on level 24. The Citi-Def Eisner Exterminators from neighbouring Will Eisner Block have launched an assault, but the Sector House defences are tearing them to pieces.

Read the following aloud to the players:

You are led to an elevator, which rapidly ascends several levels. Your guards force you along a corridor, and you hear the sound of a heavy door opening. The hoods are pulled from your heads and you are shoved into a small, dark room. The door clangs shut behind you. You look round to familiar surroundings – you recognise a standard Justice Department holding cell. It seems that you have been returned to the Sector House. A noise startles you, a low moan. A shape stirs in the corner – some sort of creature seems to be locked in with you!

Even without the hoods and nooses, the judges' wrists are still tied, but they can now attempt to escape without anyone stopping them. The 'creature' is Watch Commander Heron. He has been beaten and badly tortured – all his fingers are broken, he is covered in burns and he has lost an eye. He is also quite difficult to understand – aside from suffering from shock and concussion; he has bitten off most of his tongue. If questioned, Heron will reveal what has happened to him since communications were lost with former Sector Chief Barker:

Heron coughs, spitting out a mouthful of blood. He looks up at you with his one, remaining eye. 'They waited until there were only a few of us, then they struck without warning', he lisps, blood oozing from his ruined mouth. 'We didn't stand a chance... my watch, all dead.' Heron lapses into silence for a while. 'I... I was knocked out. They, they... DID THINGS TO MY MIND!' He rocks backwards, hugging himself.

Heron cannot be persuaded to speak again. Any judge who attempts to give him First Aid or similar will discover that Heron is suffering from internal injuries and will die in 2d10 turns without immediate care. It is just possible to stabilise Heron using improvised methods (Medical check, DC 35).

The holding cell is designed to be escape proof. It is a featureless fifteen-foot square metal cube. A camera is concealed in the ceiling, recording everything the judges say or do. The door can only be unlocked from a master control panel located in an armoured cubicle at the end of the corridor. The rest of the survivors of Heron's skeleton crew are held in the other cells. There are six sleeper agents stationed as guards. They are attentive and alert and will not fall for ruses such as the judges pretending to be ill or other classic escape methods.

The judges are left for an hour. They will be watched via the observation camera at all times, in case they accidentally divulge some secret information. The guards are also careful to take notes of any escape plans that the judges may attempt to formulate and will be ready for any plans that they attempt to put into effect. After an hour, the door will open without warning. Two unarmed guards enter and drag away the nearest judges. They will not listen to any questions or comments the other judges make. A further two guards wait in the corridor, ready to subdue rowdy prisoners with their rifle butts.

Separate the players so that there is no communication between the judge taken for interrogation and the other judges. It is important that the judges left behind in the cell are unaware of what is happening to their missing companion; persuade the player to keep his judge's experiences secret from the other players. Keep them guessing!

Read the following aloud to the player:

Your arm is pulled violently behind your back and you are immobilised in a painful half-Nelson. One of the guards frog-marches you along the corridor towards the elevators while two others cover you with their rifles.

You have a bad feeling about this – you seem to be heading towards the shakedown cubes. You remember Judge Heron's terrible injuries and cannot help but feel a tingle of dread.

Sure enough, you are soon forced into the familiar surroundings of the claustrophobic confines of Interrogation Cube 8. The sleepers force you into the interrogation chair, tightening a manacle around each of your wrists. The three guards march out and slam the door behind them, leaving you in total darkness. Time passes, and you feel your apprehension growing. You know this is due to the sub-sonic emitters built into the walls amplifying your emotional state, but this knowledge doesn't make you feel any better. What feels like an age passes before a painfully bright spotlight suddenly illuminates you. You hear the cell door clang open and watch as a sinister figure stalks into the cube.

The figure is Professor Illych Rostovtzeff, an East Meg master of torture. Rostovtzeff is tall and cadaverous, clad in a synthi-leather apron covering a smart business suit. He appears to be an elderly gentleman, polite and considerate at all times, hiding a brutal and sadistic dark side. Rostovtzeff has recently arrived in Mega-City One, secretly smuggled in from one of the few remaining East Meg One strongholds in Siberia. He regards himself as an artist, his victims as a living work of art. Rostovtzeff has been sent to interrogate the judge.

Rostovtzeff primarily wants to know about the deployment of Justice Department forces in the sector. However, he has already obtained this information from Judge Heron and simply requires confirmation. Rostovtzeff relishes the opportunity to get some practice; his interrogation techniques have grown rusty during the years of enforced semi-retirement.

Two sleeper agents are monitoring the shakedown cube's banks of lie detectors and monitors. They will put a stop to the session if they feel Rostovtzeff's methods become too extreme. The 'ideal' interrogation is straightforward – Rostovtzeff asking a question, the judge answering and the monitoring agents confirming that he is telling the truth. The judge's failure to co-operate will result in Rostovtzeff 'regretfully' having to persuade him to speak with the aid of his little black bag of 'artist's tools'. Roll a d10 and consult the following table for the result:



1d10**Damage**

1	-1 Strength
2	-1 Dexterity
3	-1 Constitution
4	-1 Intelligence
5	-1 Wisdom
6	-1 Charisma
7	-1d6 HP
8	-2 Strength
9	-2 Constitution
10	-2 Charisma

This damage is permanent.

Professor Illych Rostovtzeff

Citizen 8; HD 8d6 (27); Init +2 (+2 Dex); Spd 30 ft.; DV 13 (+3 Reflex); Attack +6/+1 melee, or +7/+2 ranged; Fort +3, Ref +3, Will +7; Str 9, Dex 12, Con 12, Int 18, Wis 16, Cha 13.

Prior Life: None

Skills and Feats: Bluff +11, Computer Use +10, Concentration +11, Intimidate +12, Knowledge (anatomy) +15, Listen +7, Medical +15, Profession (torturer) +14, Read Lips +12, Search +10, Sense Motive +16, Spot +7, Technical +8; Improved Interrogation, Iron Will, Skill Focus (medical), Skill Focus (profession – torturer) and Skill Focus (sense motive).

Possessions: Little black bag (gives a +2 circumstance bonus to all Intimidate checks).

If the first judge to be questioned does not provide the answers that Rostovtzeff desires, the professor will eventually admit defeat. The judge is dragged into an empty cell. Another judge will be selected and subjected to the same treatment. This continues until Rostovtzeff has his answers, or all the judges are dead.

The judges will be left alone to tend their injuries to the best of their abilities for a further hour. Sleeper agents arrive to drag the prisoners to a sky truk waiting on the emergency platform where they are unceremoniously dumped alongside the other few survivors of the Sector House's staff. They are tethered as before, but not blindfolded this time. The only personality the judges recognise is Judge Lande, but they are given no opportunity to speak. Any attempt to do so will be dealt with by a swift blow from a gun butt. The judges are flown to an ecom unit in the southern part of Sector 190, converted into a gulag by the occupying forces.

Read the following aloud to the players.

You are shoved onto an uncomfortable bench aboard a civilian Sky Truk. You cautiously look round. There are other judges here – although only a couple wear street judge uniform – most are Station Judges and auxiliaries. You recognise the familiar face of Judge Lande opposite you. The old man's face is a mass of bruises and he seems to have a badly broken arm. He sees you looking at him and nods in acknowledgement. The H-Wagon lurches into the air – you wonder where you will be taken this time...

The prisoners' story continues in Scene 5.

Scene 4: Sector 190 - Grover Cleveland Block

Read the following aloud to the players who were not captured by Irka Kulakola and her sleeper snatch squad.

Deciding that the EMOB has been compromised, new Sector Chief Cooksey orders you to regroup on the surface. You are to help establish a command position in Grover Cleveland Block. From there, Cooksey will attempt to co-ordinate the resistance to the Sov occupation. Judge Roland is in charge of organising the evacuation. He assigns you some tedious but essential grunt work to transport crates of Lawgiver magazines from the supply room to the freight elevator. 'Be quick about it, too,' Roland growls, 'we only have one hour before the EmoB is sealed off.'

You realise that your assignment must be necessary, but you can't help but feel that you could be doing something more constructive with your time. You turn with the other judges to set about your tasks. As you are walking towards the door, one of the large screens built into the wall suddenly comes to life. A picture forms – the familiar logo of the Mega-City Emergency Broadcast System. Chief Judge Hershey must be about to update the citizens of the latest disaster to befall the city. However, instead of Hershey's familiar features, another image appears. It is a flag – a blood red hammer and sickle emblem against a black background. Bombastic martial music blasts from the speakers.

'Citizens of Mega-City One! Rejoice – your days of oppression by the fascist Justice Department are over! As of this glorious day, you are now a part of the East Meg Empire!' The music swells to a crescendo and continues uninterrupted for a full minute. 'Regretfully, there are still pockets of resistance that must be quelled.

The East Meg forces require your co-operation if unnecessary casualties are to be avoided. You are required to stay in your homes until further notice while the brave East Meg troops put a final end to the evil of the Mega-City One Justice Department!

The holo-image fades, then restarts from the beginning. A tek judge reaches over and switches the sound off. You stand and look at each other in a stunned silence for a few moments. Judge Lane is the first to speak. 'Looks like the 'glorious conquerors' don't have a clue how to deal with citizens – once they realise we're going to have our hands full for a while, Joe Meg is going to be out looting the shopplexes faster than you can say knife.'

Judge Lane is correct. Citizens all over the city are realising that the judges will be too busy to deal with relatively minor crimes and are embarking on the largest crime spree since the Second Robot War. Many Citi-Def corps have taken the broadcast as a signal to mobilise and are putting their emergency plans into effect with varying degrees of success. Unfortunately, incidents of 'friendly fire' between various rival Blocks are severely limiting their efficiency.

Once the judges have completed moving the crates, they

are summoned to Sector Judge Cooksey's emergency headquarters. Read the following aloud to the players:

The emergency command point has been established in the sports arena on Level 128 of Grover Cleveland Block. You pass through the players' aisle into the stadium, past a pair of heavy weapons judges setting up a tripod mounted Griffin laser cannon. Other judges are making themselves busy all around the huge room. There are several groups of citizens present, a well-armed squad of Citi-Def who thinks it is on parade, members of a punk gang who lurk by the seats and the members of a jetball team whom the judges have interrupted in the middle of a game.

Cooksey, accompanied by Chief Warder Clint, sits behind a hastily installed holo-terminal at the end of the room. He is deep in conversation with a small, thin citizen wearing a black coat about ten sizes too large for him. Cooksey looks up as you approach. 'I've spoken with Judges Lane and Roland about you. They seem to believe that you're the best troubleshooters we've got. There's a mission come up – dangerous. We need someone we can trust to do the job properly. Reckon you're up to it?'

You nod, glad that Cooksey seems to appreciate your efforts. Cooksey grins. 'This is Roach.' He indicates the thin man. 'Roach works for us occasionally, don't you Roach?' Roach nods, grinning. You notice his teeth are brown, rotten, the telltale signs of a sugar addict.

'Yeah, yeah! I seen stuff, Southside,' says Roach. He looks round, as if fearful of being watched. 'The Sov boys got themselves a home-made prison, yeah...made themselves a gulag from one of Southside Sid's ecom units. They've been bringing in prominent cits – leaders, I guess. Judgey boys end up there, too – or what's left of them, mob bosses, as well; they knew exactly where they'd be and took them without warning. Musta got into your files somehow.'

Cooksey interrupts. 'They were very thorough, taking anyone who might have the manpower or resources to put up a fight.' He sits back in his chair. 'Even the juve gang



leaders got taken. Most importantly of all, we've just had a report that the staff and crew of the Sector House ended up there too.' Suddenly, Cooksey slams a fist onto the desk in front of him. 'We need to strike! If we can rescue everybody, we'll have a more efficient fighting force and a terrific morale booster!' His grin widens. 'What's more, if we can rescue the mob hierarchy, they'll owe us big time, and they'll have to put their troops at our disposal to fight these Kazan freaks.'

Cooksey's idea is sound, if not entirely in the spirit of standard Justice Department procedure. If the judges point this out, he will justify himself by declaring that the normal rules are on hold for the duration of the emergency. In any case, it is more or less impossible to change his mind about attacking the gulag.

The judges are to head an assault team made up of a five-man Citi-Def squad, equipped with a Sirocco Gunship (p91 of the Judge Dredd Rulebook). Roach supplies a map of the ecom unit that has been occupied, as well as a reliable route about how to get there. His information is limited to the Sov forces. There are at least a dozen heavily armed sleeper agents acting as guards, but not much else in the way of security. Roach cannot be persuaded to accompany the judges on the assault. He is in fact Judge Salvatore, a wally squad operative in deep cover. Salvatore believes that his being seen assisting a squad of judges will compromise his mission to infiltrate Southside Sid's organisation.

Judge Salvatore (aka Roach)

Street Judge 6/Wally Squad Judge 5; HD 6D12 + 5D8 +25 (81); Init +4 (+4 Improved Initiative); Spd 30 ft.; DV 19 (+9 Reflex); Attack +10/+5 melee, or +9/+4 ranged; Fort +13, Ref +9, Will +13; Str 13, Dex 11, Con 14, Int 10, Wis 15, Cha 11.

Prior Life: Goon

Special: Restricted Information, Connections 1 & 2, Fool Detection.

Skills and Feats: Balance +6, Bluff +10, Climb +5, Concentration +6, Disguise +8, Listen +7, Sense Motive +14, Knowledge (Sector 190) +10, Streetwise +10, Technical +4; Great Fortitude, Improved Initiative, Intuit Perp, Iron Will, Luck of Grud x2, Sector Knowledge (Sector 190), Skill Focus (bluff), Toughness.

Possessions: Sawn-off stump gun (2d6/2), armoured greatcoat (DR 3).

The judges are assigned a Citi-Def squad to assist them; despite the high priority Judge Cooksey has assigned to

the mission, there is little judicial manpower available. The Grover Cleveland Block Irregulars are reasonably well disciplined and well armed. They will accept the judges' orders as long as they do not seem suicidal. There are five troopers altogether, four infantrymen led by Sergeant Frere.

Sergeant Elmo Frere

Citizen 6/Citi-Def Officer 2; HD 6D6 + 2D8 (28); Init +2 (+2 Dex); Spd 20 ft.; DV 14 (+4 Reflex); Attack +9/+4 melee, or +9/+4 ranged; Fort +7, Ref +4, Will +1; Str 17, Dex 15, Con 13, Int 9, Wis 9, Cha 14.

Prior Life: Citi-Def Soldier

Special: Rallying Call

Skills and Feats: Balance +8, Climb +9, Concentration +9, Drive +7, Intimidate +11, Knowledge (military) +7, Medical +2, Move Silently +10, Pilot +7, Spot +4, Streetwise +6, Swim +10, Technical +4; Ambidexterity, Leadership, Two Weapon Fighting, Weapon Focus (spit pistol) and Weapon Specialisation (spit pistol)

Possessions: Knife (1d6/2), two spit pistols (2d6/6), shell jacket (DR 8), four spare spit pistol magazines.

Tactics: A dedicated Citi-Def trooper, Frere will concentrate on dealing the maximum amount of damage to the enemy while attempting to keep his own forces in one piece. Left to his own devices, Frere's tactics will be strictly by the book. He is not an innovative thinker by any stretch of the imagination, instead more than happy to take orders from the judges.

Citi-Def Troopers

Citizen 2; HD 4d6 + 7 (23); Init +1 (+1 Dex); Spd 20 ft.; DV 12 (+2 Reflex); Attack +3 melee, or +4 ranged; Fort +4, Ref +2, Will +0; Str 11, Dex 13, Con 12, Int 9, Wis 8, Cha 11.

Prior Life: Citi-Def Soldier

Skills and Feats: Balance +3, Climb +4, Computer Use +2, Concentration +5, Drive +5, Hide +3, Intimidate +4, Jump +3, Knowledge (military) +1, Medical +1, Move Silently +5, Pilot +5, Ride +5, Search +1, Spot +3, Streetwise +3, Technical +3; Great Fortitude, Improved Initiative and Toughness.

Possessions: Walther PPK II handgun (3d6/4), shell jacket (DR 8), 2 handgun magazines. One trooper is equipped with 2 hand bombs (2d8/10), one trooper carries a medipack, one has a laser rifle (4d8/14) and two spare powerpacks. The final trooper carries a Lazooka (5d10/20) with one spare large powerpack.

Tactics: The Citi-Def troopers are a typical, gung-ho group of part time soldiers. They are overly keen about the fact that they have been given the opportunity to blow things up without the judges objecting. The



troopers operate as a specialist unit: one is the squad's explosive expert, one is the medic, one is a sniper and one the heavy weapons gunner. The Citi-Def squad also has a Sirocco gunship at its disposal (p91 of The Judge Dredd Rulebook).

The judges can choose from the following weapons in addition to those they carry as standard. Note that each judge may carry no more than one rifle and/or two grenades. No judge may carry more than one plasteen hi-ex charge.

Additional Weaponry

Cling Net
 Concussion Grenade
 Hand Bomb
 Hornet Hand Cannon (1 x magazine)
 Magnon Pulsar (2 x powerpacks)
 Plasteen Hi-Ex Charge
 Scattergun (12 x cartridges)
 Smoke Bomb
 Stumm Gas Grenades
 Widowmaker (1 x magazine)

Additional Equipment

The following are made available to the judges and must be divided up amongst them.

Advanced medipack (x 2)
 Flashlights (one each)
 Hand Lines (one each)
 Remote with Controller (x 1 – character is also required

to have a Scattergun)
 Toolkit, Advanced (x 1)
 Toolkit, Mechanical (x 1)

Roach will provide the judges with all the information that he has about Southside Sid's Ecom unit. He does not know about the subterranean adrenalin factory and is not aware of the new security measures the sleepers have put into effect. Use the material presented on pages 19-20 to provide details of the Ecom unit. Naturally, Roach will not know of the modifications made by the sleepers, but his basic knowledge will prove sound enough for the judges to make a reasonable plan of attack.

The Gulag

The material presented above and below that describes the gulag and its inhabitants is presented in the manner of a toolkit, for the Games Master to work with as his game dictates. This author has no knowledge of how many – if any – of the players' judges were sentenced to hard labour. Rather than waste pages and slow the pace of the game by attempting to write up every possible eventuality, the Games Master is encouraged to use his judgement to determine the fate of the judges both within and outside the gulag. Use the non-player characters to assist, oppose and torment the judges, making their stay in the gulag a memorable, if unpleasant experience. Three plot dynamics are however essential to the overall storyline:

Firstly, the judges captive in the gulag must be allowed to escape into the tunnel system, but make it as difficult as possible for them to do so. Do not refrain from allowing the occasional player-judges to die in the attempt. Secondly, the judges attempting to free their incarcerated comrades must be allowed to break into the gulag and be given the opportunity to escape into the tunnels, even if they ultimately fail to do so. Lastly, the Kommisar carries vital information that the judges will use to defeat the sleeper menace in Sector 190. It is therefore important that the Kommisar be taken along with the judges as they leave the gulag, or, if the judges not captured by the sleepers stage a successful break in, have the Kommisar surrender to them, but not after a violent struggle. Judge Roland, who leads the attack, states that the Kommisar is to be taken to the judges' new headquarters at the Cheryl Ladd Con-apts.

Scene 5: Sector 190 – Gulag

If the judges have been transported to the gulag by the sleeper agents, read the following aloud to the players:

The sky truk lands with a bump and you are quickly ushered out of the vehicle at gunpoint. You look around and presume you have landed on City Bottom. Twilight is the only illumination, any street lighting having been long since vandalised and never replaced. The mammoth bulk of the surrounding cityblocks almost totally blocks out the sun. Nevertheless, citizens continue to live down here, pitiful wretches who inhabit the cardboard cities.

You are marched towards a building with an imposing façade. It is an old Ecom unit, a warehouse. A large neon lit sign reads 'Wacher Enterprises' – you know that Southside Sid Wacher runs many of the local rackets. This must be one of his legitimate businesses. You are led through the huge, double doors into a vast room, crammed full of machinery and ancient conveyor belts. Armed guards within the room watch your every move. You then notice the prisoners, a collection of oddballs. You recognise a few familiar faces – known troublemakers, mobsters, juve gang leaders. You hypothesise that Kazan clones have been capturing anybody capable of putting up a fight. Are you to be hostages, or have you been brought here for a more sinister purpose?

The prisoners are part of a standard 'humiliation of the enemy' plan. The ecom unit has hastily been converted from a storage area into an improvised munitions factory. The captives have been set to work building armoured cars for the East Meg forces. The Sovs have failed to take into account the uncooperative nature of the average mega-citizen. The original idea was perfectly straightforward – each prisoner would be assigned a task in the production process and armoured cars would soon be rolling off the conveyor belts. Production began at 0900hrs exactly and proceeded smoothly – for about three minutes. At that point, things began to go wrong. The average citizen was not used to performing any task more complex than watching Tri-D game shows. Threats of violence allowed production to begin again at 0917hrs and continued for almost ten minutes before one particular citizen demanded a break so that they could all watch 'Sunset Hab-zone' on Channel 56, due to start at 0930hrs.

Slightly bewildered, the sleepers changed tack. One of the prisoners was immediately shot and killed as an example. Despite the odd mutter, the prisoners were intimidated enough to return to work. Half an hour later, the first armoured car rolls off the production line.

Unfortunately, a general lack of hand eye co-ordination coupled with a lack of experience in manual labour has produced a shoddily built death trap. Into this tense atmosphere of barely controlled chaos, the judges arrive.

Read the following aloud to the players.

Things look tense. Two uniformed Kazan clones are in the process of dragging the corpse of a middle-aged man, shot in the chest, towards the rear of the room. Other citizens stand and sit at the machines, part of a horrendous production line. Crates containing vehicle parts can be seen on the far side of the workshop. On top of the crates, three Kazan clones man a tripod mounted heavy spit gun that swings to cover you. A Kazan clone clad in a heavy greatcoat is the Kommisar. He stands in the centre of the room, hands on hips, yelling at the citizens. It seems that he is none too happy with the result of the captive citizens' attempts at forced labour.

He swings round to face you, wild eyed. 'At last - prisoners with some self-discipline! Things will change from now on! You will work unceasingly,' he growls at you, 'or one of these citizens you are sworn to protect will be executed every hour!'

Another Kazan clone arrives and mutters something into the leader's ear. Whatever the news is, it seems to make him even more furious – his eyes practically bulge from his head in rage. He storms out towards the rear of the warehouse, but still has some parting words. 'Escape is impossible!' he yells over his shoulder, activating a small device in his hand. The huge doors begin to grind slowly open and two hulking forms lumber through the door. You recognise the huge and intimidating robots immediately – a pair of Justice Department issue NIX-1 war droids. They take up position on either side of the entranceway, their street cannons turning to cover the cowering group of citizens. 'Your own weapons have been turned against you!' he laughs as he exits through the rear door.

If the judges ask Judge Lande how the NIX-1 war droids came to fall into the sleepers' possession, read the following out loud to them.

'I was expecting this,' Judge Lande mutters, 'I was in Tek Labs when I was captured. They had some sort of chip that over-rode the Sector House security system and turned the autoguns against us. The strange thing is, the chip looked like it has some degree of sentience; it kept talking back at the sleepers – or more like shouting at them!' Before Lande can speak further, one of the

sleepers abruptly silences him with a swift blow to the head. Lande falls to the ground, blood streaming from his nose. As he falls, he presses a small object into your hand.

One of the other guards grins. 'It is no secret, comrade. Our glorious East Meg forces have captured a powerful piece of technology and are even now turning every piece of decadent Mega City technology against their corrupt judges!' he laughs. 'The Bulgarin Avatar serves us now!'

Judge Lande has been reduced to -1 hit point and will gradually bleed to death over the next few minutes unless he is stabilised (remember that he has a chance of automatically stabilising because he has the *Improved Recovery* feat). If any of the judges attempt to help Lande, the sleepers train their rifle butts on them. Unbeknown to the guards, Judge Lande has managed to pass on the late Chief Judge Barker's red card (see below), which he was entrusted to guard as soon as the emergency began.

Red Card

The red card is a security device given to Sector Chiefs, Regional and Divisional Commanders, the Council of Five and the Chief Judge. The red card is a wafer thin piece of plastisteel impregnated with a complex circuit that opens security doors and grants access to restricted or top secret information. Each red card is hardwired for a specific security clearance, known as an atomic level. The various levels are ranked as such:

- Atomic 1:** Sector Chief
- Atomic 2:** Regional Commander
- Atomic 3:** Divisional Chief
- Atomic 4:** Council of Five, Chief Judge

Each red card can access the maximum atomic level according to its circuit design and any of a lower security level. Red cards are practically impossible to counterfeit; the alternative for criminals interested in cracking a Justice Department security system is to steal a red card from a judge and use it before news of the theft is reported and a lock out signal transmitted to the red card, rendering it permanently useless.

The judges are then separated from each other, stripped of their uniforms, equipment and weapons and dressed in simple, grey coveralls. They are then each assigned a different machine to operate. They are still forbidden from talking, but once production begins again a certain

amount of communication is necessary in order for them to be able to perform their tasks. The judges will only be able to speak to the citizen next to them – any attempt to communicate with another judge will swiftly be curtailed by the guards. Twenty Kazan clones guard the gulag, in addition to the Kommisar, a genetically modified clone that possesses greater Strength and Intelligence. The sleeper guards are armed with SMS assault rifles. There is also a couple of tripod mounted heavy spit guns, one mounted on a pile of crates to cover the prisoners, the other placed on the mezzanine floor to cover the main entrance. The two NIX-1's are standard models, their control systems overridden by the Bulgarin Avatar. They have been ordered use lethal force to prevent any prisoner from entering or leaving via the main entrance and defend against any attacks to the best of their ability.

The Kommisar

Citizen 9; HD 9d6+39 (66); Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; DV 17 (+7 Reflex); Attack +8/+3 melee, or +8/+3 ranged; Fort +9, Ref +7, Will +6; Str 16, Dex 15, Con 18*, Int 15, Wis 12, Cha 13.

Prior Life: Goon.

Skills and Feats: Balance +8, Bluff +7, Climb +9, Computer Use +12, Concentration +16, Drive +9, Hide +7, Intimidate +11, Jump +9, Listen +7, Medical +5, Pilot +9, Ride +9, Search +8, Sense Motive +11, Spot +5, Technical +10; Great Fortitude, Improved Initiative, Iron Will, Leadership, Lightning Reflexes, Toughness.

Possessions: Klavich Mk 3 (4d8/6), armoured greatcoat (DR 3).

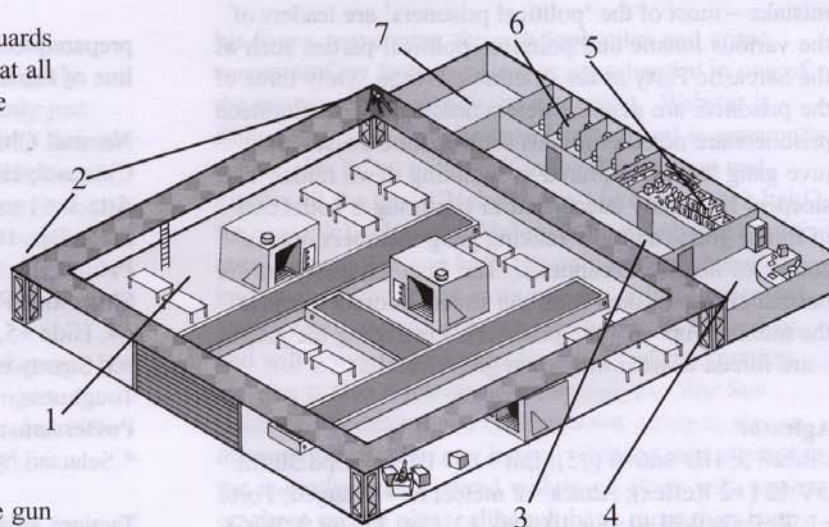
***Special Qualities:** Enhanced metabolism and cardiorespiratory system, (+4 bonus to Constitution).

Tactics: The Kommisar is only interested in maintaining a steady production rate and keeping his prisoners subdued. Mentally and physically, he closely resembles the original Kazan – he is ruthless and efficient, but has a very short temper. As long as he gets his own way, the Kommisar will react with lethal force to any threats to his power and authority. If attacked, he will ensure that the other Kazan clones or the NIX-1s defend him at all costs, taking up a defensive position in the production office and co-ordinating his troops from there. The war droids' command receptors are coded specifically to the Kommisar's voice and will only obey his orders.

The following locations are keyed to the gulag map.

1 Main Warehouse: The main warehouse is a huge, 500 ft. square room converted into an improvised workshop to produce armoured cars. The judges and all

the prisoners are held in here. At least five guards will be present at various points of the room at all times. Most of the area is taken up with huge conveyor belts and assembly machines operated by the prisoners. Two NIX-1 war droids will cover the main doors, 20ft. by 20 ft. reinforced plastisteel units (DR 20, 60 hit points).



1 Before it was commandeered by the Sov forces, the warehouse acted as a storage space; various crates and storage containers have been shoved into a corner, acting as an improvised firing platform for a heavy spit gun with three guards in constant attendance. In theory, the gun can cover the whole of the inside of the room, but any character near to the production line is able to use it as 3/4 cover. The crates contain nothing of interest or value. A smaller door at the rear of the room leads to the connecting corridor.

2 Gantry and Mezzanine: The mezzanine occupies two thirds of the upper floor. It is a large, plastisteel platform added recently. It is supported by six scaffolding towers to the ground floor (DR 10, 45 hit points) and supported by a web of cables connected to the ceiling. The mezzanine is highly unstable – destroying two or more of the towers will result in the entire platform crashing to the ground, crushing everyone beneath. A narrow gantry encircles the room. The sleepers have placed a heavy spit gun atop the gantry to cover the main door.

3 Connecting Corridor: A fifty-foot long corridor leads out of the warehouse. There are four doors placed at regular intervals, leading into the various offices.

4 Production office: The largest office, a twenty-foot square room containing a desk and computer terminal. A large window in the southern wall allows the occupant to view the interior of the main warehouse. The Kommisar has commandeered the production office and coordinates all operations from there.

5 Maintenance Office: The 15ft. x 20 ft. maintenance office is cluttered with tools and containers. The recent discovery of three corpses shut into one of the larger shipping cartons has been the cause of some confusion to the occupying forces. The corpses' expressions suggest they died of terror. They came from an adrenaline factory (Locale 8) and were awaiting disposal when the ecom unit was commandeered.

6 Admin Office: A tiny, dark 10 ft. square room divided into six cubicles, each with its own desk and computer terminal. A secret door is concealed beneath one of the desks (Spot check, DC 30) that leads down into the adrenaline factory.

7 Canteen: A small and poorly stocked kitchen/eating area used by the human staff of the warehouse.

Adrenaline Factory: Unknown to anyone currently occupying the building, the warehouse is merely a cover for an underworld adrenaline factory. Human adrenaline is a key ingredient for the illegal drug Zzap. Victims are shackled into tiny cubicles and subjected to terrifying VR simulations while their chemical reaction to fear (adrenalin) is harvested. The factory is carved into the rockcrete city's foundations, a massive, 500ft. square, roughly hewn cavern. A large control console occupies one corner of the room. One hundred cubicles exist, sixty-seven of these are occupied. The guards and attendants fled when the main building was occupied, leaving the terror simulations running. Fifty-eight of the prisoners have died of heart failure. There are two exits to this room, one leading into the admin office, the second into a laundry across the street. This is the only point of escape for the captive judges, other than the hope of their comrades still at liberty breaking in and freeing them.

There are forty-eight citizens held captive in the gulag. Twenty are minor political agitators, political leaders brought to the prison, leaving their followers confused and disorientated. Once again, the sleepers' lack of understanding of Mega-City One culture has led to a

mistake – most of the ‘political prisoners’ are leaders of the various lunatic and pointless political parties such as the Sarcastic Party or the Apathetic Fringe. Only three of the prisoners are genuine democratic agitators. Eighteen prisoners are noted criminals such as mob bosses and juve gang leaders captured in lightning dawn raids. The sleepers have only succeeded in capturing a collection of minor goons and low ranking gang members, with a couple of notable exceptions. The final ten prisoners are normal citizens, taken from the streets in order to make the numbers up. All the prisoners – including the judges – are forced to wear utilitarian grey overalls.

Agitator

Citizen 3; HD 3d6+3 (15); Init +1 (+1 Dex); Spd 30 ft.; DV 12 (+2 Reflex); Attack +2 melee, or +3 ranged; Fort +1, Ref +2, Will +1; Str 10, Dex 12, Con 11, Int 9, Wis 8, Cha 12.

Prior Life: Agitator

Skills and Feats: Bluff +4, Computer Use +2, Intimidate +4, Knowledge (politics) +6, Listen +2, Profession (*) +3, Search +2, Spot +4, Streetwise +4, Technical +2; Alertness, Skill Focus (knowledge – politics), Toughness.

Possessions: None

* Selected by the Games Master.

Tactics: The agitators will avoid combat if possible. If attacked, they will generally hide or attempt to run away until the danger has passed. Most lack any kind of common sense and will be happy to protest about the brutality of the Justice Department to anyone who is

prepared to listen, even if this involves standing in the line of fire in order to get the message across.

Normal Citizen

Citizen 2; HD 2d6+5 (13); Init +0; Spd 30 ft.; DV 10; Attack +1 melee, or +1 ranged; Fort +1, Ref +0, Will +0; Str 9, Dex 10, Con 13, Int 8, Wis 8, Cha 11.

Prior Life: None

Skills and Feats: Bluff +4, Computer Use +3, Craze (*) +4, Hide +5, Knowledge (*) +4, Profession (*) +3, Spot +3, Streetwise +3, Technical +3; Skill Focus (craze), Toughness.

Possessions: None

* Selected by the Games Master.

Tactics: Like the agitators, the normal citizens will avoid combat. They are rather more co-operative than their politically minded counterparts and will obey any orders to the best of their ability.

Minor Perp

Citizen 5; HD 5d6+8 (28); Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; DV 12 (+2 Reflex); Attack +4 melee or +4 ranged; Fort +4, Ref +2, Will +1; Str 12, Dex 13, Con 13, Int 9, Wis 10, Cha 12.

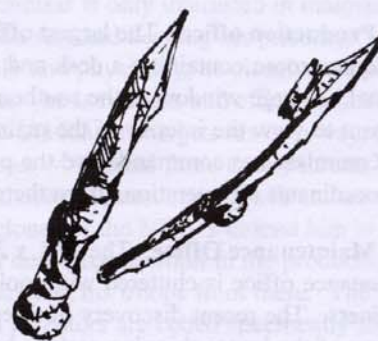
Prior Life: Goon

Skills and Feats: Balance +6, Bluff +6, Climb +6, Computer Use +1, Concentration +3, Drive +5, Hide +5, Intimidate +7, Jump +6, Listen +4, Move Silently +3, Pilot +3, Ride +3, Search +4, Spot +6, Streetwise +8, Technical +3; Alertness, Great Fortitude, Improved Initiative, Toughness.

Possessions: 80% chance none, 20% chance shiv (1d4/1).

Shiv

An improvised weapon valued only for its ease of manufacture, the shiv is a small, easily concealed knife. Usually consisting of a four or five inch blade formed by laboriously sharpening a shard of plexiglass or plastisteel to a razor sharp edge, the humble shiv is the most common weapon confiscated from violent criminals in the iso-blocks. The shiv is deadly but prone to unexpectedly shattering at inconvenient moments. On an attack roll resulting in a natural ‘1’, the shiv’s blade will shatter, rendering it useless. Any character can fashion a shiv if they have access the correct raw materials. A Technical check (DC 12) and an hour of carving will produce the correct sharpness of blade. If the check fails, the blade breaks and is of no further use.



Damage	Armour	Area of		Rapid		Range		Size	Weight	Type
1d4	Piercing	Effect	Critical	Fire	Ammunition	Increment		Tiny	-	Piercing
	1	-	19-20/x2	-	-	-				

Tactics: The minor perps consist of smalltime taps, pongos and other minor criminals. They are slightly more disciplined than the gang bangers, but only just. The minor perps are prepared to fight in order to defend themselves, grabbing weapons from fallen enemies. They will only be concerned with their own survival and will be prepared to attack anyone (including the judges and each other) in order to survive.

Gang Bangers

The gang bangers come from several different gangs, but have the same stats as the Bleeding Heart Gangers detailed on page 8. Most have no equipment, but 30% will have armed themselves with shivs (1d4/1).

Tactics: The gang bangers are bored and itching for a fight. Bringing members of several rival gangs together in a confined area is a recipe for disaster, but the sleepers are well aware of the potential problem and are attempting to keep the various factions as separate as possible, though their actions have not been entirely successful. Several brawls have already broken out, and a major confrontation is brewing. The gang bangers have no self-discipline and they will attack anybody in their vicinity in a typical bloodthirsty rage.

Hebster Webster

Citizen 7; HD 7d6+21 (49); Init +0; Spd 30 ft.; DV 12 (+2 Reflex); Attack +5 melee or +5 ranged; Fort +7, Ref +2, Will +3; Str 11, Dex 10, Con 16, Int 11, Wis 13, Cha 10.

Prior Life: Lurker.

Skills and Feats: Appraise +12, Bluff +6, Concentration +4, Escape Artist +4, Hide +10, Knowledge (Sector 190) +10, Listen +8, Move Silently +6, Pick Pocket +6, Search +6, Spot +7, Streetwise +9, Technical +4; Alertness, Endurance, Great Fortitude, Skill Focus (appraise), Skill Focus (hide) and Track.

Possessions: Shiv (1d4/1)

Tactics: Hebster avoids combat wherever possible, but is quite prepared to attempt to kill any guards that he can get away with – or indeed anyone who tries to get in the way of his attempts to escape. He is single minded and determined. He possesses a form of low cunning and insane unpredictability that can make him quite a dangerous adversary.

One of the citizens brought in off the street in order to make the numbers add up, Webster is a lurker who makes

his living scavenging through junk piles and crime scenes on City Bottom. He was apprehended in one of the narrow alleys outside the ecom unit. Webster is filthy, possesses an unbelievable smell and is apparently insane. He refers to himself in the third person and giggles all the time ('Hebster don't like that – heh heh!', for example). However, Hebster's knowledge of the local area is unrivalled and he is the only citizen present who knows about the secret exits into the gulag's basement. Hebster will end up working next to one of the judges and will prove to be a valuable source of information. Hebster is also a veteran of an Apocalypse War Sov gulag and is determined that he is not going to stay in this new incarnation any longer. Hebster will attempt to get the judges he is paired with to go along with various crackpot escape plans, although he is more than happy to follow a more sensible plan the judges may come up with.

Polly Violence

Citizen 6; HD 6d6+3 (27); Init +2 (+2 Dex); Spd 30 ft.; DV 14 (+2 Reflex); Attack +5 melee, or +6 ranged; Fort +2, Ref +4, Will +2; Str 13, Dex 15, Con 11, Int 10, Wis 11, Cha 14.

Prior Life: Punk

Skills and Feats: Balance +7, Bluff +7, Climb +6, Computer Use +5, Craze (jetpacking) +7, Drive +4, Hide +6, Intimidate +8, Jump +6, Knowledge (fashion) +11, Move Silently +7, Spot +4, Streetwise +8, Technical +4; Alertness, Resist Arrest, Skill Focus (knowledge – fashion), Toughness, Weapon Focus (handgun).

Possessions: Shiv (1d4/1)

Tactics: Polly's primary motivation is to change clothes into something moderately more fashionable – even one of the guards' uniforms will do. She is prepared to go to any lengths in order to achieve this end – even murder.

One of the higher profile prisoners, Polly is a high-ranking punk with a reputation for extreme brutality and a slavish dedication to the latest fashion trends.

Abducted from her hideout at gunpoint, forced into such totally un-glam garms and expected to work for, like, all day has left Polly in a particularly surly mood. She was the only member of her gang to have been abducted and is feeling vulnerable and confused.

Mervyn Knitz

Citizen 2; HD 2d12*+6 (18); Init +0; Spd 30 ft.; DV 10; Attack +3 melee, or +1 ranged; Fort +3, Ref +0, Will -1; Str 15*, Dex 11, Con 16*, Int 7, Wis 8, Cha 9.

Prior Life: None

Skills and Feats: Bluff +2, Computer Use +3, Hide +3, Knowledge (sector 190) +3, Knowledge (soap operas) +7, Listen +5, Spot +5; Luck of Grud, Skill Focus (knowledge – soap operas).

Possessions: Club (1d8/0).

Tactics: Knitz is only concerned with killing as many people as possible. If he can acquire better weapons in order to do this, he will attempt to do so.

Knitz is the chairman of the ERFC League (Equal Rights for Fictional Characters), a fringe organisation that believes certain members of society are being unfairly discriminated against for the mere fact that they do not actually exist. Knitz is a registered soap opera addict and is almost completely unable to relate to real life. Forced to come to a strange, dark building in the middle of the night, Knitz has already missed several of his favourite soaps and his captors are being completely unreasonable about his polite requests to be allowed to watch Sunset Hab-zone. Knitz is rapidly becoming a stew of resentment and furious rage. As soon as he realises that he will be forced to miss The Shooters (the everyday story of Mega-City folk), Knitz will go berserk, grabbing the first blunt object that comes to hand, embarking on a killing spree, attacking friend and foe alike with the fury that only a victim of Future Shock Syndrome can possess.

The judges who have escaped from, or defeated the gulag sleepers, now face their greatest challenge. As they rendezvous with Judge Roland and the Sector 190 Justice Department remnants in the foyer of the not yet completed Cheryl Ladd Con-apts, the terrible truth of their crisis becomes all too apparent – save for half a dozen others, they are the only judges left in Sector 190. Fortunately, Med-Judge Hillbrim is on hand to deal with any of the judges' injuries, assisted by a robodoc (p104, Judge Dredd Rulebook), which has been carefully transported across from EmoB-G.

If any judges have been killed during the game to date, now is a perfect time to have the players concerned roll up new characters, taking on the roles of the other, surviving judges. The Games Master is free to jump start these new judges off at a higher level than 3rd, taking into account the survivors' toughness and experience that has helped keep them alive this long.

Once the judges are ready to resume their defence of the sector, Judge Roland delivers their new mission briefing.

Prog Three: The Big Sleep

Scene 1: Sector 190 — Cheryl Ladd Con-apt

Judge Roland rolls out the schematics of a large building, instantly recognisable to the judges – the sector's Nukco nuclear power station. The Nukco station's main locations are detailed further into the scene and may be related through Judge Roland to the players, though the Games Master should not detail the involvement of hiding places of the East Meg sleeper agents hiding among the station's lower levels.

Sections of the power station can be slid out of alignment with their adjoining components on huge tracks. This allows the easy installation or removal of mechanical or electrical equipment. Naturally, as the station has no power, the judges cannot make use of these access points. Most sectors have a Nukco power station in their midst – especially large stations can power half a dozen sectors at a time. The famed Power Tower supplies geothermal power to the city's big industries, most of which are located in MegSouth.

Read the following out loud to the players.



Judge Roland shows you the Kommisar's battered body, clearly dead. 'He broke under interrogation, though we had to pump him with enough truth serum to get Judge Death talking! The sleepers have another card up their sleeve, human bombs similar to our blitz agents, but packing micro-nuclear implants. Alone, a single sleeper bomb cannot detonate, but when united with at least six of his number, a biological trigger activates, detonating the combined micro-nukes. The Sovs are planning to target all the city's Nukco plants to raze it to the ground where the nuclear strike failed!'

'You have two objectives. First, locate and disarm the sleeper bombs, using the multi-jammer packs devised by Tek Division. Secondly, restore power to the Nukco reactor in Lulo District. The plant's main circuit breaker has tripped in response to the power surge required for the laser defence system. They also believe the back-up generator has failed, preventing the reactor from feeding the stored energies into the sector grid. You must first reset the circuit breaker and then see what can be done to fix the back-up generator. You will use one of the skydocks as your entrance point. An H-Wagon will be your transport.'

'Lulo has five gangs of note. You will be flying to Nukco and so can discount four of them. The last of them – the Bleeding Hearts – occupy the area surrounding and including Nukco. They number around forty, made up of pug uglies led by eighteen-year old Oslo Nim and twenty-year old Treese, Nim's former girlfriend. The Bleeding Hearts face dissolution, Nim taking half the gang one way, Treese the other, but for now, they are trouble enough. Wally Squad reports they have plentiful firearms and a store of body armour. Their primary modes of transport are motorbikes, stolen block buggies and jet packs. It makes sense for us to enter Nukco by the upper levels and avoid ground contact, but stay sharp – the Bleeding Hearts have hovercars.'

Judge Roland names the senior among the player-judges as their Tac Group Leader, their commanding officer. Once the plan is drawn up, the judges can equip themselves, choosing weapons and equipment from the salvaged supplies brought across from EmoB-G (see below). The judges do not have to make use of additional weaponry if they feel their Lawgiver, stumm gas rounds and boot knife are adequate to the task. The judges can choose from the following weapons in addition to those they carry as standard. Note that each judge may carry no more than one rifle and/or two grenades. No judge may carry more than one plasteen

hi-ex charge for safety concerns. One of the judges will be charged with operating the multi-jammer and so cannot carry any other weapon or item of equipment other than his standard issue. The judge with the highest Technical skill rank is the best qualified for this position.

Additional Weaponry

Cling Net
Concussion Grenade
Daggercloud Assault Rifle (x 120 rounds)
Pacifier Riot Gun (x 6 rounds)
Plasteen Hi-Ex Charge
Scattergun (x 12 cartridges)
Smoke Bomb
Stumm Gas Grenades
Widowmaker (x 1 magazine)

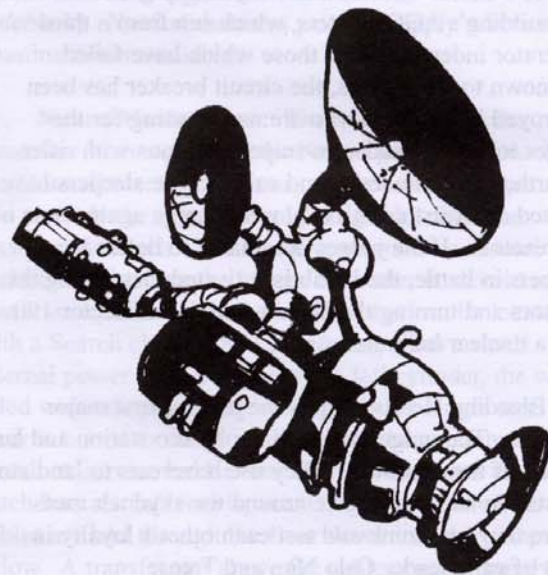
Additional Equipment

The following may be made available to the judges and must be divided up amongst them.

Advanced medipack (x 2)
Flashlights (x 1 each)
Toolkit, Advanced (x 1)
Toolkit, Mechanical (x 1)

Multi-Jammer

This device, pioneered during the Second Robot War, broadcasts a variable frequency wave that can interfere with the workings of most unshielded electrical items in a manner comparable to an electromagnetic pulse. The multi-jammer does not actually emit EMP, but a



powerful and unusual broadband jamming field, exploiting the so-called Gilmore Field, a new family of energy patterns discovered by Tek-Judge Simone Gilmore. All unshielded devices will suffer an instant -5 modifier to their game-related abilities, or will cease working altogether in the case of vehicles and computers. The multi-jammer is prone to total burn out if used continuously, for the Brufen Field is too powerful for even the jammer to contain for long. Every time the multi-jammer is used, roll a d20. On a result of 15-20, the device starts to burn internally, gradually igniting into flame. From the moment the roll is made, the multi-jammer ceases to function and cannot be repaired. Months after the Kazan Gambit crisis, Tek-Division continues to study the multi-jammer's possibilities as a sustainable, all purpose counter electronic weapon.

H-Wagon

Size: Gargantuan; **Defence Value:** 4; **Damage Reduction:** 15; **Hit Points:** 290; **Speed:** 1,250 (fly); **Weapons:** Twin-linked Hi-Ex Missile Launcher 3d12/20 (Fr, FC+3), three Cyclops Laser Cannon 4d10/20 (Bs, Fr, FC+2); **Crew:** 3; **Passengers:** 12; **Cargo:** 6 tons.

Scene 2: Sector 190 — Nukco Power Station

The judges will arrive at Nukco unmolested by the Bleeding Hearts, but once they enter the building, the gangers begin to move in, sensing the judges have official business in there. The judges will have to enter Nukco through one of the docking bays and make their way to Nuclear Control and the back-up generator using the building's AGC clusters, which run from a third generator independent of those which have failed. Unknown to the players, the circuit breaker has been destroyed by sleepers who are now waiting for the judges to arrive, hidden in sniper positions with rifles unearthed from underground caches. The sleepers have planted a powerful high explosive charge against one of the reactors. If the judges are unable to defeat the sleepers in battle, the bomb is activated, destroying the reactors and turning the Nukco station and Sector 190 into a nuclear hellhole!

The Bleeding Hearts gang is the judges' first major obstacle. The judges arrive at the Nukco station and land on one of the skydocks. They use hovercars to land atop the station and congregate around the skydock roofs where they get drunk and test each other's loyalty in front of gang leader Oslo Nim and Treese.

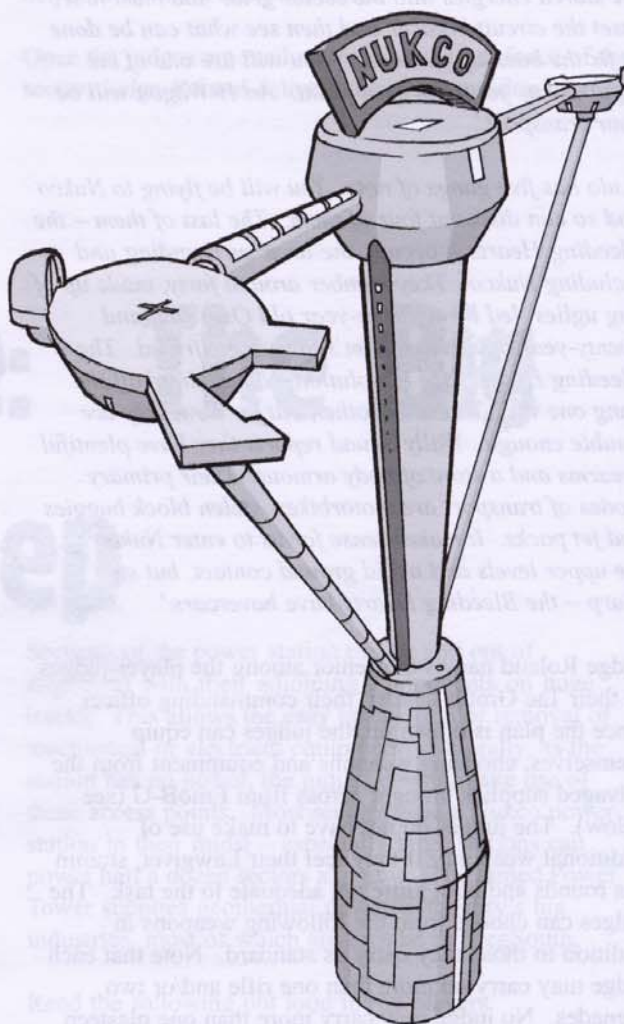
The information below is given over to the Games Master to do with what he will. The Games Master can position the Bleeding Hearts anywhere around, on or over the Nukco power station where they can pose the greatest annoyance to the judges. The Bleeding Hearts will take little notice of the judges until they dock. From that moment on, the gangers want to know what the judges are doing on their turf, and will take violent measures to remove them.

Bleeding Heart Ganger

Citizen 2; HD 2d6+3 (12); Init +0 (+0 Dex); Spd 30 ft.; DV10 (+0 Reflex); Attack +2 melee, or +1 ranged; Fort +0, Ref +0, Will -2; Str 12, Dex 11, Con 11, Int 8, Wis 7, Cha 12.

Prior Life: Punk

Skills and Feats: Balance +3, Climb +4, Computer Use +1, Concentration +2, Craze (ugly) +1, Drive +2,



Intimidate +4, Jump +3, Knowledge +1, Listen +2, Pilot +1, Ride +2, Search +2, Spot +2, Streetwise (Lulo District) +3, Swim +1, Technical +1; Alertness, Combat Reflexes, Toughness.

Possessions: PPK II pistol (3d6/4).

Tactics: The gangers subordinate to Oslo Nim and Treese have little collective intelligence, instead relying on their uglification disfigurement to frighten other citizens. They have taken up arms to defend against encroaching rival gangs, but are barely competent with their firearms. The gangers are however, veterans of many street fights and will not go down without giving as good as they get. The gangers will do exactly what either Oslo or Treese order them to do, depending which gang leader they have sided with. For the purposes of this scenario, there are six times as many gangers as there are judges.

Oslo Nim

Citizen 7; HD 7d6+10 (39); Init +2 (+2 Dex); Spd 30 ft.; DV 14 (+4 Reflex); Attack +7/+2, or +7/+2 ranged; Fort +3, Ref +4, Will +3; Str 14, Dex 15, Con 12, Int 11, Wis 12, Cha 14.

Prior Life: Punk

Skills and Feats: Appraise +7, Balance +5, Bluff +5, Climb +4, Computer Use +3, Concentration +6, Craze (ugly) +9, Drive +6, Hide +6, Intimidate +10, Jump +4, Knowledge +4, Listen +7, Pick Pocket +6, Pilot +4, Ride +5, Search +6, Spot +8, Streetwise (Lulo District) +11, Swim +3, Technical +4; Combat Reflexes, Improved Bull Rush, Leadership, Resist Arrest, Toughness.

Possessions: Fire bomb (2d8/10), spit gun (2d6/6), sports armour (DR 5).

Tactics: Oslo Nim was the first true leader of the Bleeding Hearts and the first to make his gang distinctive by undertaking uglification treatment using stolen credits. Oslo has been imprisoned several times for minor felonies but has to date escaped justice for his recent acts of violence, namely because the judges have failed to catch him. Oslo is psychotic, violent and assertive, a perfect gang leader. He will attack the judges, attempting to kill them and then raid their H-Wagon to steal what he can.

Treese

Citizen 6; HD 6d6+9 (34); Init +1 (+1 Dex); Spd 30 ft.; DV 13 (+3 Reflex); Attack +4 melee, or +5 ranged; Fort +3, Ref +3, Will +2; Str 11, Dex 13, Con 12, Int 10, Wis 11, Cha 14.

Prior Life: Punk

Skills and Feats: Balance +4, Bluff +5, Climb +4, Computer Use +4, Concentration +9, Craze (ugly) +7, Drive +3, Hide +5, Intimidate +8, Jump +2, Knowledge +4, Listen +6, Pilot +3, Ride +3, Search +5, Spot +7, Streetwise (Lulo District) +8, Swim +2, Technical +3; (2) Dodge, Point Blank Shot, Resist Arrest, Toughness, Weapon Focus (PPK II).

Possessions: PPK II (3d6/4), las-knife (1d6/10), smoke bomb.

Tactics: Treese, another pug ugly, is just as malicious as her former boyfriend Oslo, but not as rash. She intends to follow the judges into the Nukco station and discover what their objective is, to gauge its potential worth to her. Treese's gangers will hold back as Oslo's agents attack the judges, but if Oslo is attacked and wounded or killed, Treese will lose her calm and launch an attack. Treese arrives at Nukco in a Maxwell Tigre (p23 of *Mega-City One's Most Wanted*). She will remain aloft until the situation calls for her personal intervention. Treese's minions (the Games Master decides on their total number) fly about in hovercars (use the Foord *Giah* statistics – p92 of the *Judge Dredd Rulebook*). Each hovercar can accommodate 4 passengers.

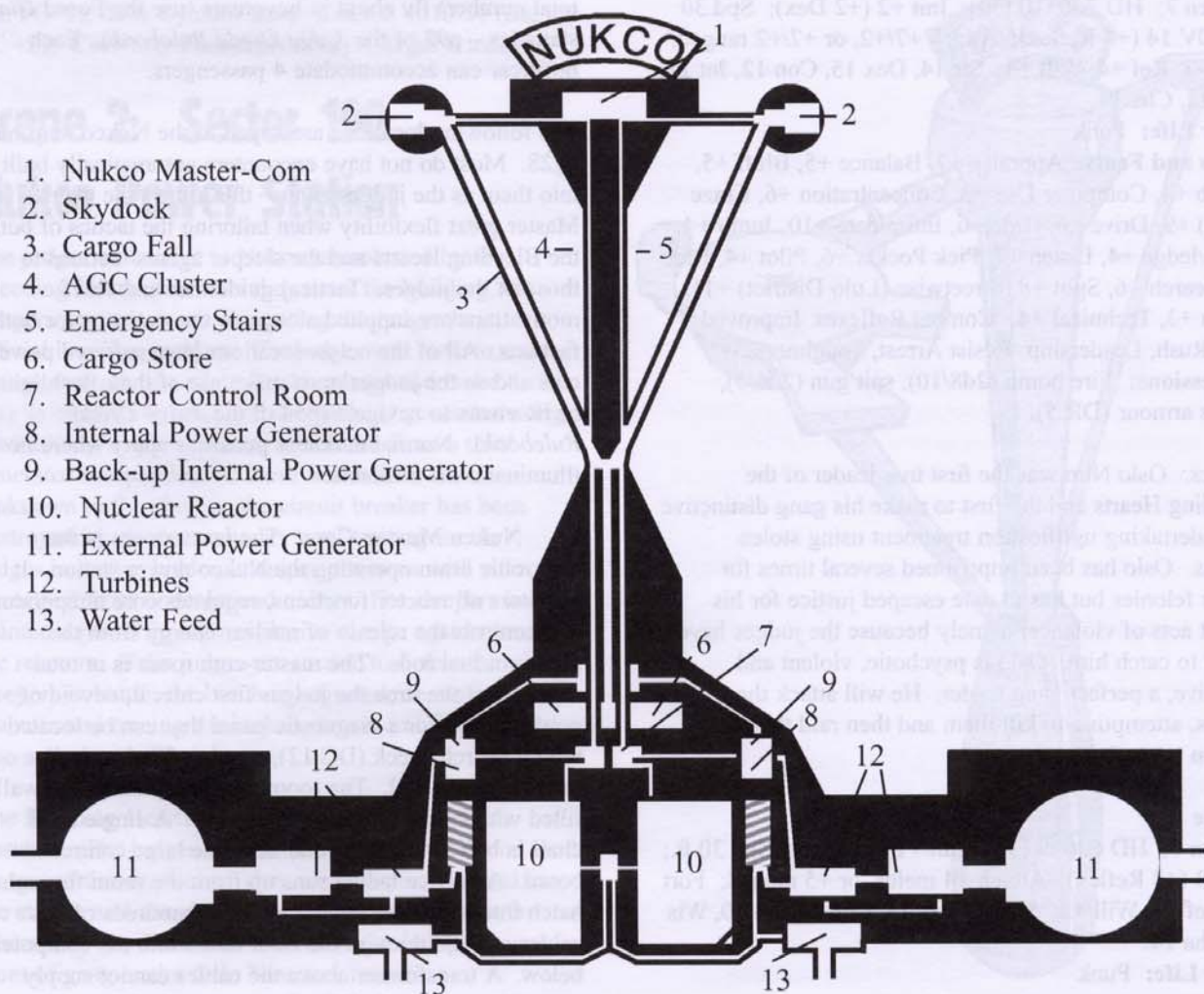
The following locations are keyed to the Nukco map on pg28. Most do not have encounters automatically built into them as the judges enter – this allows the Games Master great flexibility when tailoring the tactics of both the Bleeding Hearts and the sleeper agents' actions to those of the judges. Tactical guidelines and chief motivations are supplied alongside the statistics for both factions. All of the below locations have suffered power cuts and so the judges must make use of their flashlights or IR visors to navigate (p54 of the *Judge Dredd Rulebook*). Normal darkness penalties apply where no illumination is available.

1 Nukco Master-Com: The master-com is the electronic brain operating the Nukco power station. It monitors all reactor functions, regulates core temperature and controls the release of nuclear energy from the clasnium fuel rods. The master-com room is in total darkness at the time the judges first enter it, devoid of power except for a diagnostic panel that can be located with a Search check (DC 12), running from a small internal power cell. The room is a tall cylinder, the walls filled with computers and vid-screens. A single steel chair is bolted to the ground near one large control board. A service ladder runs up from the room through a hatch into a small crawlspace where hundreds of bus cables are laid through the floor down into the computers below. A transformer above the cables cannot supply power because the building's generator is down. The

master-com is completely self-governed and cannot communicate with the judges, though a Computer Use check (DC 15) will access the power station's diagnostics. The readouts state that a power surge has shut down the reactor. It also lists both the internal power generator and back-up generator as having malfunctioned and shut down. If the judges manage to restore power, the master-com will resume normal functions, first alerting Nukco to the breakdown, requesting an engineer visit.

2 Skydock: The Nukco station has two skydocks, the only official entrances to the station. Hovertankers delivering machinery and other necessities mate with one of the skydocks, unloading their cargo onto conveyor belts. Dock bots collect the cargo and send it to the cargo elevator. The skydocks are the Nukco station's main entry point. Judge Lane suggests this is the point by which the judges enter, to avoid interference from the Bleeding Hearts. The judges will land on one of the

auxiliary landing pads attached to a skydock and then enter through an adjoining door. The door controls are electronic and thus shut down owing to the power cut. The judges will need to make a Technical check (DC 20) to get the door open. The door is resistant to hand weapons fire. If the judges cannot open the door, they must climb down a service ladder against the night winds (Climb check, DC 12) and try to open a service hatch (Technical check, DC 15). If the judges fail the climb check, they fall from the ladder and hit a ledge further down (2d4 sub dual damage). They can get back onto the ladder and try to climb back up to the previous level (Climb check, DC 12). Failing the roll again will see them fall to their deaths. As with the opening of the service hatch, a Reflex save (DC 10) must be made for every round the judges are exposed. If they fail, the winds blow them off their feet into one of the ledges mentioned above.



The skydock is simple in design. It has two official entrances (hovertanker/conveyor belt and the smaller auxiliary door). The service hatch is the other external portal. Inside, the conveyor belt runs the length of the one hundred metre large ball. Dock bots stand on each side of the conveyor belt like a silent, motionless army. They are controlled by master-com and so remain inactive as long as the station lacks power. When power is re-established, the dock bots will remain still until the main doors open, anticipating a hovertanker delivery. The dock bots are fourteen feet tall with six arms and treadmills for locomotion. At present, the conveyor belt carries no cargo pods. The conveyor belt bleeds into a hole in the far wall, at which point the conveyor drops ninety degrees and continues right down to the cargo store. The cargo pods are magnetised to the conveyor, allowing them to proceed smoothly over the edge of the conveyor and remain in place until they are dislocated at their final destination. An internal door connects the skydocks to a three hundred feet long corridor connecting it to the Nukco master-com through a locked door (Technical check, DC 20 to open, DR 10, 45 hit points). Two hover platforms are located next to the cargo fall entrance.

Hover Platform

Size: Large; **Defence Value:** 8; **Damage Reduction:** 6; **Hit Points:** 9; **Speed:** 20 (fly); **Weapons:** None; **Crew:** 1; **Passengers:** None; **Cargo:** 200 lbs.

3 Cargo Fall: This twelve hundred foot deep chute connects both the skydocks to the cargo store below. The only way to get into the cargo fall is by using a hover platform to fly down alongside the conveyor belt, landing in the cargo store.

4 AGC Cluster: Located next to the cargo fall. The cluster can admit three persons at once. The AGC cluster connects the master-com to the cargo store, travelling through into the reactor control room. The Nukco station has two AGC clusters, each accessible from a different skydock. Both follow the same course. All the clusters have safety doors at top and bottom, automatically sliding upwards when they sense new arrivals and departees.

5 Emergency Stairs: Not for the faint hearted, the emergency stairs are fourteen hundred feet in height and run continuously from the master-com to the reactor control room. Fire doors admitting persons into the staircase are locked by default, opened automatically by the master-com when the AGC cluster fails. In this

instance, the fire doors remain locked. The judges can attempt to open the fire doors (Technical check, DC 10). The fire doors have a Damage Resistance of 20 and have 60 hit points.

6 Cargo Store: The cargo fall, AGC clusters and the emergency stairs all meet in the cargo store, a large, square room one hundred feet in length, eighty feet wide. The cargo store looks very similar to the skydock, the conveyor belt leaving the cargo fall and running half the length of the store. Dock bots are arranged on either side of the conveyor to collect cargo pods and then attach them to grasper arms along the store walls. These arms are attached to vertical and horizontal tracks, allowing each grasper to carry the cargo pod to any storage cache in the room. All functions are suspended while the Nukco station's power is off. The cargo fall exit is blocked by cargo pods which have fallen from a higher point along the descending conveyor belt when the power was cut. The pods and their contents – machinery and robot parts – are smashed into scrap along the bottom of the conveyor. If the judges are using hover platforms to travel down the cargo fall and wish to enter the cargo store the same way, they must make a Pilot check (DC 20) to squeeze through the gaps in the fallen cargo pods, or will be forced to proceed on foot, leaving their hover platforms behind. The AGC cluster and emergency stairs continue down past the cargo store into the reactor control room.

7 Reactor Control Room: The reactor control room is a nearly exact replica of the master-com (see location 1) except that it has three steel chairs, a large vid-screen used to monitor both the station's reactors in great-detail and three reactor robots shut down nearby – they will not reactivate until all power is restored to the master-com. The control room has no power other than select control boards illuminated by small power cells. Apart from the two entrances from the AGC cluster and the emergency stairs (the latter barred by a fire door – see location 5 for statistics), two further doors link the control room to the two nuclear reactors and the internal power generator. A security door (DR 20, 200 hit points) bars the fifty-foot access corridor to the generator at both ends. The station's circuit breaker controls are located in the reactor control room. A Technical check (DC 18) will reset the breaker, bringing light and power back to the Nukco station. The judges will hear the sound of the turbines beginning to spin up nearby. With the resumption of power, the control room's control boards all reboot. A Technical check (DC 10) reveals that the internal back-up power generator is not functioning, and an unknown power fluctuation in the west nuclear reactor, flagged by a blinking 'WARNING' light. The three reactor robots

can perform the necessary checks if the judges fail to do so. They are of little further use than for monitoring the reactors and opening the two blast doors between the room and the two nuclear reactors by remote control.

8 Internal Power Generator: The access corridor from location 7 leads through a security door into a chamber forty feet wide, sixty feet high. A mass of steel tubes surround a huge cylinder reaching up to the top of the chamber. A thin cylinder runs from the top and bottom to connect the generator with the back-up internal generator (top) and a series of turbines (below) powered by one of the reactors. Both areas are accessible by a hatch opened by turning a locking wheel (Strength check, DC 12). The hatches lift and slide sideways when opened. A control board is mounted along a wall, once more offline. It will spark into life when power is restored.

9 Back-up Internal Power Generator: A Kazan Clone is waiting behind the top hatch of Location 8. As the judges pass in the room below, he kicks the hatch open and opens fire with a Thistle sniper rifle. The sleeper will fight to the death. The back-up internal generator has failed because the sleeper has destroyed vital components with explosives. The judges will notice the damage, but will need to make Streetwise checks (DC 12) to correctly identify the damage as symptomatic of explosive charges.

East Meg One Sleeper Agent

Citizen 7; HD 7d6+31 (58); Init +2 (+2 Dex); Spd 30 ft.; DV 14 (+4 Reflex); Attack +6, or +7 ranged; Fort +6, Ref +4, Will +3; Str 12, Dex 15, Con 18*, Int 11,

Wis 12, Cha 13.

Prior Life: Goon.

Skills and Feats: Balance +5, Bluff +4, Climb +5, Computer Use +4, Concentration +10, Disguise +4, Drive +6, Hide +7, Intimidate +9, Jump +4, Knowledge (Mega-City One) +6, Listen +9, Move Silently +7, Pilot +6, Ride +5, Search +5, Spot +10, Streetwise +5, Technical +4, Tumble +5; Alertness, Improved Arrest, Resist Arrest, Run, Toughness.

Possessions: Klasvich Mk 3 (4d8/6), or thistle sniper rifle (3d6/6), plus knife (1d6/2), grappling hook.

10 Nuclear Reactors: The nuclear reactors are only accessible by a corridor connected to the reactor control room. A blast door (DR 20, 400 hit points) bars the access corridor where it connects to the reactor control room and the reactor rooms. The reactor is a cylinder measuring fifty feet high and twenty feet in diameter. It sits in a cylindrical chamber with a four foot wide gantry running around it at two levels – the first at ground level, the second forty feet above, linked to the first gantry by a small, door-less, one-man (or robot) elevator. If the judges enter the access corridor linking the reactors to the control room, a sleeper agent, armed with a KG-8 rifle, attacks them. Beyond the corridor, in the western reactor, two more sleepers wait in ambush, armed with Klasvich Mk3 pistols. Beyond are seven sleeper bombs, positioned equidistantly around the reactor. The sleeper bombs are unarmed and cannot act against the judges, afraid to disrupt the circle and null the impending detonation. The judges must kill at least two of the sleeper bombs to break the circle, which should be easy

Sniper Rifle, Vk-31 'Thistle'

The Thistle sniper rifle is a modified version of the long obsolete V-31, enhanced with greater range and accuracy and a specially commissioned 10-round magazine, a vast improvement on the old 6-round. When East Meg One annexed Volga, it took possession of the local weapon assembly plants and funnelled the Volgan military creativity into the betterment of the Sov-judge armoury. The Vk-31k came into use during the Apocalypse War. Though the Vk-31 is no longer in production, the occasional weapon will come up for auction in one of Mega-City one's black market 'antique fairs.'



Damage	Armour Piercing	Area of Effect	Critical	Rapid Fire	Ammunition	Range Increment	Size	Weight	Type
3d6	6	-	18-20/x2	1	10	550 ft.	Large	10 lb.	Projectile

– provided they can defeat the guardian sleepers. If the judges are routed or defeated by the armed sleepers, they can only watch in horror as the sleeper bombs raise their hands before they detonate, destroying the Nukco station and Sector 190 with it!

If the judges manage to defeat the sleeper bombs, they then discover that a countermeasure has been installed on the other side of the reactor – a bomb attached to the reactor wall! Although the bomb will only trigger a reactor meltdown and at best the destruction of half the sector, the judges' lives are once more at stake. A large, red light set into the bomb begins to blink ever more rapidly – the countdown has begun. The judges have eight actions to disarm it. The bomb must be disarmed via three stages:

1. Opening the bombshell:

Technical check (DC 12)

2. Disarming the booby trap:

Technical check (DC 18). Failing this check inflicts 4d6 electrical damage against the judge concerned.

3. Cutting the correct cables:

Technical check (DC 25)

If the judges fail to disarm the mole bomb in eight actions, it activates, drilling into the reactor, sending a high explosive pellet into the core. The reactor explodes, causing a chain reaction that detonates the eastern reactor. The judges, the Nukco power station and half of Sector 190 are vaporised.

11 External Power Generator:

The Nukco station has two external power generators that convert steam pressure sent through the turbines into electrical power, distributed through the sector's main grid. A hatch connects the external power generator to the turbines. The power generator is the outer edge of the Nukco station and so has no exits. The generator is comprised of six sets of large metal, dumbbell-shaped objects set parallel to the floor. Inside, rotors powered by steam

pressure are spun faster by magnetic attraction until the preset power outage is achieved.

12 Turbines: The turbines receive pressurised steam from the nuclear reactors. Powerful turbines accelerate the steam's speed, whereby it can be fired continuously into the external or internal power generators, providing sufficient force to generate electrical power for the Nukco station and Sector 190. *Games Masters Note:* The turbines are not important to the scenario and so an access point to this location is intentionally not included in the game text.

13 Water Feed: These tunnels provide continuous water piped from the distant Atlantic Seawater Plant to be heated until converted into steam inside one of the blazing hot nuclear reactors, heated by the clasium rods. *Games Masters Note:* The water feed is not



important to the scenario and so an access point to this location is intentionally not included in the game text.

If victorious over the sleepers, the judges will at some point leave Nukco. Read the following out loud to the players.

The sector you left in darkness now shimmers like a multicoloured mountain range. Sector 190 now has complete power restoration. In the distance, the horizon lights up as though the sun has crashed into the planet. You realise that not all the bomb teams have been

successful in preventing their own local disasters. Suddenly, your helmet radios activate – the Justice Telecom Network has been restored! A voice, loud and coarse, that like of a judge-tutor drill instructor booms forth. ‘This is Dredd! The sleeper bombs have been defeated! Justice Department forces are driving the Sovs towards MegCentral with the help of Texas City reinforcements. The crisis is averted, but stay alert for Sov fugitives, citizen sympathisers and copycat terrorists – shoot to kill! Get judging, people!’

Epilogue

The Kazan Gambit has failed, though pockets of resistance still need to be dealt with. The judges who have survived the trilogy intact are awarded 3,500 experience points and, in a ceremony held at the Grand Hall of Justice, receive Grade A Commendations from Chief Judge Hershey herself, heralded by a two hundred Lawgiver salute led by Judge Dredd, who later personally congratulates the judges.

The judges return to Sector 190 to begin the big clean up, restoring law and order to the masses, hunting for the few sleepers remaining and helping dozens of judges who have been transferred into Sector 190 to adapt the Sector House ranks into their patrol routines. Deputy Sector Chief Cooksey is forced to resign due to his injuries and allowed to take the long Walk into the Undercity. Judge Roland is made Sector Chief – his new command as follows:

Sector 190 West

Sector Chief: Taylor Roland

Deputy Sector Chief: Shermi Lane (former Tac Group Leader)

A-Watch Commander: Alexander Matalore.

B-Watch Commander: Bernard Stand.

C-Watch Commander: Elaine Juniper.

The remainder of the command hierarchy are identical to the details given on page 61-64 of The Rookies Guide to the Justice Department.

The End

New Prior Lives

Lurker

Lurkers are a common sight on Mega-City One's back streets and down among the refuse in City Bottom. The lurker makes his living salvaging items that his more prosperous neighbours have left behind. Lurkers can often be spotted in dingy alleyways, sorting through piles of rubbish in search of some neglected prize such as warm clothing, mislaid credits, or half eaten food. The city's many crime scenes offer the best pickings for a lurker, rich in jewellery prised from freshly dead bodies, weapons and a myriad of other valuables that the lurker can sell on to black market fences for a small but tidy sum. The lurker is well adjusted to the twilight and the filth of City Bottom and is a master of urban survival. The average citizens consider the lurker to be nothing more than a stinking, disease-carrying eyesore.

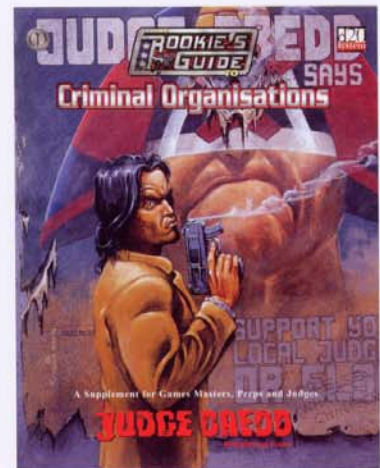
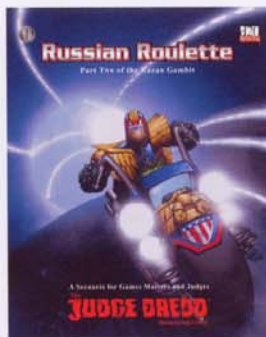
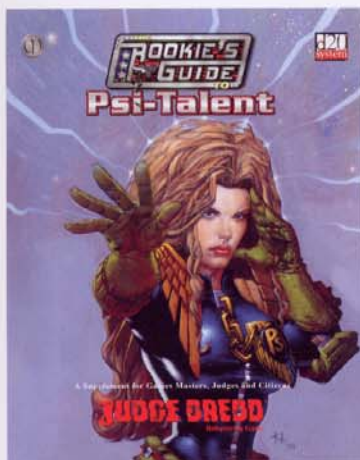
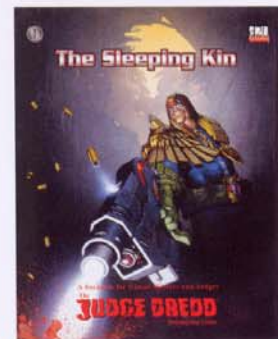
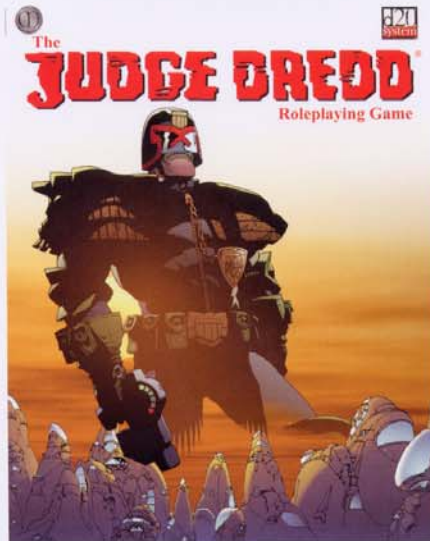
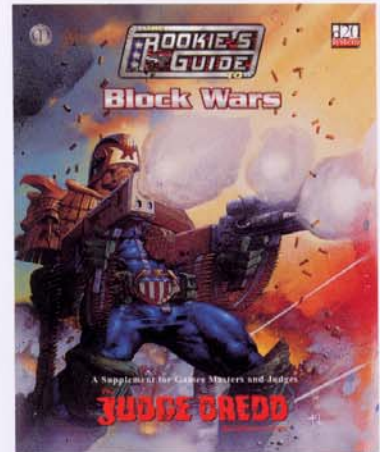
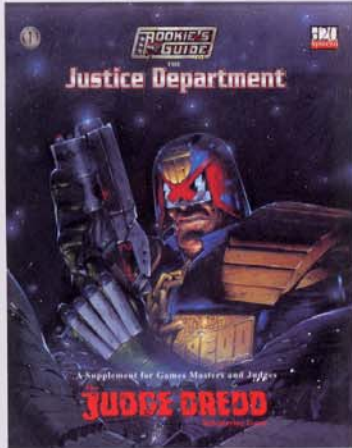
† The lurker has developed the uncanny ability to tell the value of an item at a glance. He gains Skill Focus (appraise) as a bonus feat.

† Avoiding notice by tap gangs and street robbers while they go about their grisly business soon becomes second nature to a lurker. He gains Skill Focus (hide) as a bonus feat.

† All lurkers dream of finding the mythical abandoned case full of credits, but rarely have much money. The lurker begins the game with 1d6 x 250 credits.

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Part Three of the Kazan Gambit

For 5th to 6th level judges

The third and final Judge Dredd scenario in the Kazan Gambit trilogy completes the story of the greatest threat Mega-City One has seen in many years, as judges continue to track down evil Sov-block agents before they bring the Justice Department to its knees.

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Requires the use of the Dungeons & Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast®

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