



Full Eagle Day

A Scenario for Games Masters and Judges

The **JUDGE DREDD**

Roleplaying Game





Full Eagle Day

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Introduction

Full Eagle Day marks the final challenge for cadet judges. They have survived years of arduous training and now been granted the helmet and half eagle badge of a rookie. Their final street test beckons; should the rookies pass this test, they will finally have made the rank of street judge - the Full Eagle!

Full Eagle Day is designed as an introductory scenario for the Judge Dredd Roleplaying Game and is intended for four to six rookie (2nd level) judges. Games Masters should supervise their players in creating street and psi-judges, and then immediately award them 1,000 experience points in order to raise them to 2nd level. It is suggested that no more than half the rookies are psi-judges.

Preparation Notes for the Games Master

Read carefully through *Full Eagle Day* before you start play. Preparation is very important and you should know the general layout of the scenario before play begins.

Make sure you have scratch paper and a couple of pens, plenty of dice and snacks at hand. If you are planning to use models or maps you will need a large kitchen table or vacant area of floor space. Some music can also help set the mood for the game. The soundtrack of the Judge Dredd movie or those of other science fiction films can help players get a feel for the game ahead.

As you read, imagine how your players will react to the scenario you are about to present and plan accordingly. Players will usually manage to do something completely unexpected, but sometimes their ideas can take the adventure off in new and interesting directions. If you feel that you can improvise and travel with your players beyond the confines of *Full Eagle Day*, feel free to enjoy yourself - that is what role playing is all about!

A copy of *The Rookie's Guide to the Justice Department* will also be useful, though not essential, to provide additional background material for the Justice Department in general and the Academy of Law specifically.

Adventure Background

Having completed fifteen years in the toughest school on Earth, the spectre of the Final Street Test (FST) hangs over the cadets. The FST is the summit of their cadet lives, the opportunity to prove their worth for if they pass the FST, they can finally join the ranks of the street judges. Rookies who fail the FST are expelled from the Justice Department and must return to the Academy of Law to hand in their uniforms, weaponry and other possessions before being sent to a rehabilitation facility where they will be prepared to spend the rest of their lives as law-abiding citizens of Mega-City One.

Times have been hard on the Justice Department; various disasters have taken their toll on the numbers of judge and modifications to basic Academy procedures are now being considered in several sectors. In one such revision, the examining judge will not always be present at the FST, instead using streetcams belonging to the Public Surveillance Unit (PSU) to monitor the rookies' performance. A senior judge will study the recorded footage and pass or fail the rookies based on the strength of their performance. In addition, rookie judges sometimes work in teams rather than being paired with a single senior judge.

The rookies in *Full Eagle Day* will pit their wits against Gemini, a small criminal organisation led by sisters Candelabra and Moche Capoosh who specialise in organ legging and drug dealing. The Capoosh Sisters are directors of the Fiddlefit Centre, a private hospital in Sector 58. For several years, Gemini provided the Mega-City Frendz (once Mega-City One's largest criminal empire) with free membership to private health clinics that offered designer drugs and state of the art medicare - patching up gunshot wounds, hiding garrotte scars and performing organ transplants. Gemini has stepped up its drugs operations to meet the demand from a fresh wave of new and unusual subscribers to Fiddlefit Hospicare called the Odd Men. The Odd Men are a group of flesh-eating mutants who have illegally entered into Mega-City One from the Cursed Earth. They have brought with them a strong sense of self-preservation and raddland savvy that once made the Odd Men into one of the east raddlands' most powerful mutant groups. Now they seek to open new markets in Mega-City One and are courting

the Capoosh Sisters as potential business partners. In turn, Gemini is providing the Odd Men with fleshy delicacies fresh from Resyk, body parts containing a special extra filling: illegal drugs. Gemini's operation has been running smoothly until now and the Odd Men are on their way to offering the Capoosh Sisters a deal. Unfortunately, both Gemini and the Odd Men are about to come face to face with a team of rookies out on their Final Street Test...

Synopsis

The cadets begin the scenario in the Academy of Law, nervously awaiting the call to begin their FST. Their test commences with a visit to a Resyk recycling plant in Sector 44 where some irregularities have been reported. The bodies of gang members - the Razors and the Demons - have had their organs removed. The rookies head off to the gangs' home base, Sweeny Block, where they confront an ex-rookie judge called Rocky Chong and the corrupt head of local security firm SafeCo, Chief Speans, who is in Gemini's pocket.

The rookies get enough information from these sources to trace the organ-snatching operation to a pair of med-techs called Brigit Garda and Harry White. After a dramatic

chase, the rookies learn that Sweeny Block inhabitants are being murdered to provide bodies for Assistant Chief Overseer Plumber, yet another Gemini agent, to extract organs and send them by jugger and hoverclaw to the King Of Cool freezer plant where drugs are added to the organs' interior cavities. After combating a band of Gemini blitz agents and bribed King Of Cool workers, the rookies finally learn of Gemini's involvement in the plot. The rookies head to Fiddlefit Hospicare for a showdown with the Capoosh Sisters and the Odd Men.

Rookies who successfully make it to the end of *Full Eagle Day* will graduate with full honours and become street judges. The others are summarily expelled from the Academy in disgrace.

The Final Street Test is a make or break situation. The rookies will automatically fail if they make bad judgement calls during any point of their investigation. Judge Dredd himself will be making the final adjudication. Guidelines to help Games Masters decide which of their players should be removed from game play are scattered throughout the scenario. Gaming groups with fewer than three players may not have the manpower to make it to scenario's end; in this instance, the Games Master is free to lessen the consequences of bad judgement calls if it will prolong the game and the players' enjoyment of it.



Prog One: The First Day of the Rest of Your Life

The Academy of Law has been the cadet judges' home for fifteen long years. Fifteen years of strenuous training and painfully strict discipline. It can transform an innocent child into a fully-fledged street judge, an expert in law enforcement, firearms, driving, detection, observation, survival and hand-to-hand combat. The Academy of Law trains the toughest judges on Earth; the rookies have a lot to live up to. For more details about the workings of the Academy of Law, refer to p51 of *The Rookie's Guide to the Justice Department*.

Scene 1: The Academy of Law - Reveille

Read the following out aloud to the players.

0600 hrs. You awaken alongside your fellow cadets as the dormitory alarm bell snatches you from an uneasy slumber. As you blink against the bright strip lights and wipe the sleep from your eyes, you suddenly remember that your Final Street Test is due today, your last assessment and the end of all your training. This is the moment that you have been preparing for since you passed through the gigantic Academy doors fifteen years ago.

You shuffle off into the communal shower room for your regulation clean up, spraying on the depil foam, washing yourself down quickly and efficiently. You return to the dormitory and pull on your bodysuit and armour, and then you wait with your white cadet's helmet under your arm, standing to attention as Judge-Tutor Heston arrives to inspect you. Heston enters, accompanied by two station judges. The servos in Heston's cybernetic legs make whirring noises as he walks down the line of cadets, subjecting each of you to a penetrating stare, his walking cane tapping a regular rhythm against the hard plascrete floor. Usually, Heston can be expected to hand out a few reprimands but today his mood is more sombre and reflective. He taps his walking cane hard against the floor for your attention. 'I've seen many cadets pass through here. You're not the worst and you're not the best. You have made it this far, passed many field assessments and survived the Hotdog Run. All of that is nothing compared to the test that now lies before you. Today, a senior judge will take you out onto the streets of Mega-City One and judge whether you are fit to join the ranks of the full eagles. Many of you will fail, some may even die.' Heston pauses to examine a slug reader. 'I will now call out your assignments. When called, make your way to the bike pool where you will meet with your examining judge. Smith, you will be going with Judge Lore-' The roll call goes on and on, until you are the only cadets left



in the room. Heston deactivates his slug reader and gestures towards you. 'You are on special assignment. Follow me.'

You line up in Heston's office. He seats himself behind a highly polished desk. 'As you are doubtless aware, the Justice Department is spread thin these days. The Council of Five wants to try a new tactic to retard casualties until a new generation is ready to hit the streets. They believe that judges working in teams will prevent casualties and require back up less often. However, given the failure rate of previous programs, the Council requires respected senior judges to field-test this new idea. You will be one of these experimental teams; your examiner will be Judge Dredd.' Heston pauses to let the news sink in. 'Judge Dredd will fail you on the slightest slip, so watch yourselves. In a change to standard procedure, Judge Dredd will not be present for your entire FST. Your progress will be closely monitored by PSU streetcams and studied by Dredd. Get yourselves prepared and meet Judge Dredd in the bike pool stat; it won't do to keep him waiting.'

The cadets are now officially rookie judges. They collect their new white helmets and half eagle badges, and make their way down to the ground vehicle garage.

Prog Two: Resyk in Pieces

Scene 1: Waste Not Want Not

Read the following out aloud to the players.

You mount your Lawmasters and exit the Academy's garage into the great wide open of Mega-City One. Blocks tower above your heads in every direction, criss-crossed with overzooms, pedways and skedways. Skysurfers dart through the sky, while ground cars hurtle to and fro. Hover pods weave around each other in a never-ending circus act, kept in check by floating beacons and watchful H-Wagons.

Scene 2: Meeting a legend

Read the following out aloud to the players.

The ground vehicle garage contains Lawmaster bikes, med-wagons, meat wagons and catch wagons, all emblazoned with the Academy of Law's white eagle crest. You watch another team of rookie judges leave with their examining judge. A solitary figure strides into view - Judge Dredd! The legend, the scar tissue, the jaw and the bionic eyes; the perfect judge. You are awed to be in the presence of one of the greats, but Dredd's gruff manner soon takes the polish off. 'You're the ones up for this experiment? Before we set off, let me make something clear; I don't care how short we are on helmets. I won't allow anybody less than an entirely capable judge on the streets of my city. Any questions?'

After questions are asked and answered (brusquely), Judge Dredd speaks to the rookies. Read the following out aloud to the players.

'There have been some irregularities at Resyk 44. Stiffs have been turning up with organs missing. Your assignment is to discover what is happening down there. I will accompany you for the first part of your inquiry. Let's ride!'

You notice that the citizens you pass are respectful and well behaved. 'They're on their best behaviour because there's so many of us around here,' Judge Dredd explains by way of his helmet radio. 'Believe me, every citizen harbours a guilty secret. They all have something worth a fine or a prison sentence.' Judge Dredd rides ahead of you, roaring away down Skedway 88/44 with practised ease and speed. You have difficulty keeping up with him.

You leave the skedway off-ramp and travel between rows of small factories and warehouses. Looming over all is Resyk 44, an organic waste-disposal substation. A



constant flow of refrigerated trucks and meat wagons leave and enter. You park your Lawmasters by the main entrance and refer to a large digimap set into the foyer wall to find your way around.

Resyk 44 vibrates with the perpetual rumble of conveyor belts and the crunch of body parts being removed by robotic arms. Judge Dredd stands well back, allowing you to proceed with your investigation. Standing at the edge of the observation deck, you can see thousands of dead bodies emptied from input tubes onto the conveyor belts. The corpses disappear into a vast dissemination factory that breaks them down into their base components to be shipped out for industrial exploitation. In the city of the future, nothing goes to waste.

The rookies need to locate the plant overseer, a man called Drake. Drake is overblown with his own sense of importance and prestige as being one of the few humans to actually have gainful employment. Assistant Chief Overseer Plumber points the way to Drake's office, overlooking the main conveyor belt. As the rookies enter, Drake meets them. Read the following out aloud to the players.

'There you are, I was told you'd be earlier. I've got bodies backing up from the area you people told me to hold off on. Want to tell me why you're messing up my quota?'

In reality, all that Drake actually does is watch the conveyors all day and call for help if they malfunction. In answer to the rookies' questions, Drake tells them that the bodies all came in from the Holmes district in this

sector. A new employee found the abnormalities that attracted the Justice Department's attention. Drake has put the bodies aside so the rookies may examine them.

Read the following out aloud to the players.

Drake cranks open the freezer doors, presenting you with a mountainous tangle of broken, icy corpses. The bodies will require defrosting before you can make anything other than a cursory examination. 'I can't spare the equipment to help you,' Drake states, 'our schedule can't wait any longer. With that, he strolls away.'

The rookies should order Drake to assist them in any way they see fit. If they let him order them about, Judge Dredd – who has been listening in on the conversation through the rookies' helmet radios – contacts them and cautions them on their lack of authority. The rookies are quite within their rights to haul Drake back and have him drag the bodies out on their behalf. Whatever the method, the bodies are eventually all exposed and thawed. Have the players make a Spot check (DC 15). A successful result reveals the bodies all have similar clothing and their exposed skin marked by tattoos. Should the rookies make an Intelligence check (DC 12), they know the bodies are those of gang members. A Spot check (DC 15) reveals that there are two gang factions present. A Resyk worker watching close by – the same man who first noticed the corpses' irregularities – steps in and identifies the gangs as the Demons and the Razors from Sweeny Block where his sister lives. They have been fighting each other for years.

Drake or the worker (whomever the rookies called on to help remove the bodies) points out incisions made in one of the bodies. He pushes his hand into the cavity and wriggles it about. 'Whatever was in here, it isn't now!'

If the rookies summon a med-squad to perform an autopsy, the medics discover the bodies have all had various organs surgically removed including livers, kidneys, eyeballs, spleen and intestines. In addition, the med-judges find traces of a poison called Cattalex in some of the victims. It was introduced into their bloodstream through a tiny hole in their necks.

Cattalex

Cattalex is a neurotoxin derived from the venom sacs of the Rad-Wasp. After contact, Cattalex totally paralyses the victim's muscles within 1d4 minutes but allows vital bodily functions to remain active. The poison's effects wear off in 15+2d20 minutes per dose, reduced by one minute per point of the victim's Constitution. Cattalex is a rare commodity and eagerly sought after by assassins and assailants as a favoured weapon of choice.

Type: Injected DC 20

Damage: Total paralysis

Cost: 7,500 credits per dose

Judge Dredd leaves the rookies to their task, informing them that he will continue to follow their FST by tuning into streetcams and their helmet radios. The rookies' next port of call should be Sweeny Block to find out what happened to the Razors and the Demons.

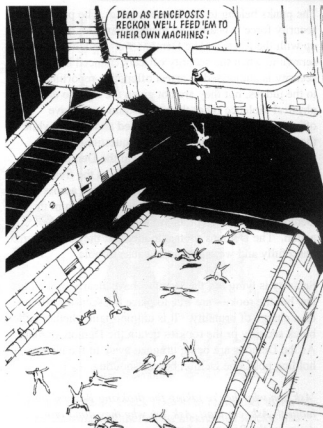
Prog Three: Turf Wars

Scene 1: Razors Edge

Read the following out aloud to the players.

Sweeny Block is only fifteen minutes away from Resyk 44. Moments before you are due to arrive, Judge Dredd's voice grates over the helmet radios. 'I'll leave you to your duties. Proceed with your investigation. Call Sector Control if you need me.' Dredd rides away. PSU cameras continue to monitor your performance while Sweeny Block fast approaches. You park your Lawmasters in the block underpark and head for the elevators, only to find they are broken. You instead make your way outside and walk towards the main entrance via a disused park now devoid of greenery, defaced by brightly painted graffiti in the colours of the Razors and the Demons.

As the players enter the block, have them make a Spot check (DC 12). A successful roll reveals that judging from the extent of their wall scrawlings, the Razors now control most of Sweeny Block. Most of the Demons'



wall markings have been overwritten by Razors' sigils. It seems that the Demons are losing ground to the Razors in a big way.

Scene 2: Security Crackdown

Read the following out aloud to the players.

As you make your way down the corridor, citizens move out of your way or try to be extra nonchalant, eager not to attract your attention. Off the main corridor, you enter a narrow passage. You hear grunts and the sound of something struck hard. As you increase your pace, anticipating a tap gang, you emerge into a small public square populated by the local security officers. Some blocks can afford to hire private security, strictly controlled and largely ineffective, but legal. However, what you now see them doing - beating punks with batons - is definitely not!

The punks belong to the Demons gang. The private security force is beating on them as part of a deal struck up with the Razors. The Demons were caught wall scrawling when the security officers chanced by. Block security is authorised to arrest offenders, reporting them to the judges, but they are not given the right to employ physical violence other than to restrain aggressive offenders. The Demons are bloodied and beaten while the security officers are unhurt. If questioned by the rookies, the guards claim they found the Demons defacing the wall. This is indeed true, as the freshly vandalised wall and the spray cans scattered across the floor testify. However, the security officers claim the Demons drew knives on them, forcing them to take action. The Demons protest loudly that they surrendered peacefully and were not out to cause trouble.

Security is lying but the Demons have clearly broken the law but the rookies are free to place the security officers on a charge of brutality. It is unimportant whether either block security or the rookies detain the Demon vandals. As the Demons are being dragged away to the nearest holding post, one Demon begins shouting.

'Ask 'em why they're taking the drokking Razors' side, kid judges! Ask 'em that! Ask 'em why they don't crack down on the Razors so hard!'

If the rookies question the security officers about the Demons' claims, they offer the following reply.

'It's the chief's idea. The Demons used to be the top gang around here; it's always been them or the Razors, fighting each other and causing all sorts of problems.'

Now we hit one gang harder, let the other finish them off, then we only have one gang to watch. Pretty slick huh?'

The security officers are being sincere. If the rookies ask them more questions, the security officers refer them to Security Chief Speans, located on Level 119. The Demons deserve a sentence of one year for vandalism and shouting, plus a year for resisting arrest. The security officers should receive approximately twelve months for GBH.

Scene 2: Rock and a Hard Place

Read the following aloud to the players.

As you come up to one of the main elevators, you sight three Razors gang members spraying a huge tag across the elevator doors. Across the corridor, two SafeCo security officers have either not yet noticed the Razors or are choosing to ignore them. They are instead paying far more attention to a pretty, young woman and her heavy grocery bag.

SafeCo security is deliberately ignoring the Razors. The rookies could sentence the security officers to ten years for criminal negligence. If the rookies confront the Razors, they are met with open hostility. There are as many Razors as there are rookies.

SOON, JUDGE DREDD ARRIVED AT THE GRADUATION CEREMONY...





The Razors

Citizen 1; HD 1d6+3 (6); Init +1 (+1 Dex); Spd 30 ft.; DV 11 (+1 Reflex); Attack +1 melee, or +1 ranged; Fort +0, Ref +1, Will +0; Str 12, Dex 12, Con 11, Int 10, Wis 10, Cha 11.

Prior Life: Punk.

Skills and Feats: Bluff +3, Computer Use +3, Drive +3, Escape Artist +3, Hide +4, Intimidate +4, Move Silently +4, Pick Pocket +4, Search +4, Spot +4, Streetwise +4; Alertness, Endurance, Skill Focus (streetwise), Toughness.

Possessions: Club 1d8/0, knife 1d6/2, pad armour (DR 4).

The rookies should easily be able to defeat the Razors with fists or daysticks. During the fight, make certain that one of the Razors has the opportunity to blurt out the following dialogue.

'Reckon ya tough, baby judge? Think again. There are drekloads of us in this block and they'll find ya for this and null your fannies! Ya know why? Our leader used to be a judge, just like you. 'e quit the Academy and came here to make the Razors great. Rocky's gonna kick your ass, ya little drokkers!'

A suggested prison sentence for the Razors would be ten years for assaulting a judge and one year for scrawling. When faced with the name 'Rocky', the rookies must

make a Knowledge check (DC 8) to remember that a former classmate of theirs was nicknamed Rocky, but they new him better as Cadet Chonq. A request to Sector Control for a profile produces the data below. Rocky presents a disturbing image of what might lie in store for the rookies should any of them fail the FST.

Rocky Chonq

Age: 20.

Birthdate: 5-4-2104.

Hair: Brown.

Eyes: Brown.

Build: Strong.

Distinguishing Features: Scar on shoulder, removed Justice Department tattoo.

Address: Apartment 113/F, Sweeny Block, Sector 44.

Affiliations: Razors (gang).

Marital Status: Single.

Employment Status: Unemployed.

Criminal Record: Suspected of illegalities, but all allegations unproven.

Supplemental Notes: Rocky Chonq is a former cadet judge, expelled for excessive aggression and poor judgement. He was released into the care of his parents Candy and Chonqy Chonq, and remains in their care.

Scene 3: Mister Nakamura

The rookies enter an elevator to go to the SafeCo offices on Level 119. Unfortunately, the elevator breaks down between Levels 102 and 103. The rookies must climb up out through the emergency hatch based in the ceiling (Climb check at DC 10) and prise open the elevator shaft doors to get onto Level 103. They must now locate a functional elevator. As the rookies travel down a corridor, they notice Justice Department J-Section sensors, put into place to warn citizens to keep away, surrounding one of the apartment doors. The apartment door suddenly opens, revealing a Japanese male by the name of Mister Nakamura. He regards the rookies with cool suspicion.

'What do you want here? It is too late to do anything to save us. I am packing to return home. I do not need your interference. Please, kindly leave.'

Mister Nakamura is hurt and upset. If the rookies press him for information, Nakamura will allow himself to be interviewed. Mister Nakamura lets the rookies into his apartment, a clean and tidy dwelling filled with Hondo City technologies. Mister Nakamura is an employee of the New Osaka Corporation, a Hondo City business concern with a branch in Mega-City One. Nakamura tells

the rookies that he had always dreamed of living in an American Mega-City so that he might experience an alien culture. He now deeply regrets his ambition.

Mister Nakamura reveals that his only daughter Miko was recently found dead nearby and suspects she was murdered. The block med-techs informed Mister Nakamura that Miko died from an embolism, but Mister Nakamura is highly suspicious because Miko was a very healthy and lively girl. He tells the rookies that there have been an alarming number of deaths in Sweeney Block, all with supposedly natural causes. When friends and relatives of the deceased have made inquiries, they have come up against a wall of silence. Mister Nakamura was told by block security that the judges would soon arrive to begin an investigation but they never did. Nakamura was surprised to see block security place the J-Section around his apartment door because he thought that only the Justice Department had the authority to do so (he is correct).

The rookies now have two ports of call: Chief Speans and Rocky Chonq. If they choose to meet Chief Speans, go to Prog Five. If they head after Rocky Chonq, carry on with Prog Four.

Prog Four: The Hunt For Rocky Chonq

Scene 1: Parental Responsibility

Following directions provided by Sector Control, the rookies locate Apartment 113/F, Rocky Chonq's dwelling. If the rookies knock on the door, they get no response. The Chonqs are registered fatties and are, in fact, doing their best to get to the door. Candy Chonq is wedged into the hallway, struggling to squeeze her considerable bulk towards the front door. She will not be able to get to the door before the rookies decide to take action to open it. The obvious means is to use an override card on the door lock. The lock is mechanical and requires a Technical check (DC 8) to open (do not

forget that the override card grants a +2 circumstantial bonus to such Technical checks). If the rookies choose instead to smash the door open, it will take two rookies with a Strength of 12 or more one round to smash the lock.

When the door swings open, the rookies look down a narrow corridor at the end of which, wedged between the two walls is Candy Chonq, looking apologetic. She is dressed in what appears to be a surplus rad-tent. 'I'm terribly sorry,' Candy apologises, 'I tried to get to you. We don't have many visitors and Rocky normally gets the door. Please can you help me? I'm afraid I'm stuck!' Only a concerted effort by the rookies can free Candy Chonq. Empty mega-pizza boxes litter the floor. Once

Candy is freed, she wobbles into the living room. The room is piled high with garbage, mainly empty food containers covered in mould. The Chonqs are ripe for sentencing on health and safety grounds.

When the rookies enter the Chonqs' living room they meet Chonqy Chonq, Candys husband, whose obesity dwarves even that of his wife, his bulk completely swallowing up the sofa he sits upon. Chonqy struggles to turn his head to face the rookies. 'How can we help you?' Chonqy pushes dippie snacks into his mouth as he speaks, spitting crumbs out. The Chonqs have reasonably pleasant personalities. They both snack constantly and offer the rookies a box of Krispy Snake-Rings. The Chonqs are happy to tell the rookies where their son Rocky can be found, ashamed as they are of his criminal ways. Rocky is usually located at the Bloodlust Vircade on Level 96 around this time of day.

If the rookies perform a crime swoop on the Chonqs' apartment, a Search check (DC 15) reveals a large bag of sugar hidden behind the Tri-D entertainment centre. The Chonqs confess that Rocky procures the sugar for them. Beyond the living room, the rookies find nothing else of an incriminating nature. In Rocky Chonq's bedroom, they find a set of weightlifting equipment and a case containing neatly folded Razors gang colours. Other than these items and the single bed, the room is sparse - reminiscent of a rookie judge's personal space back at the Academy of Law.

The Chonqs are eligible for a prison sentence of up to five years apiece for sugar possession and six months for breaching health and safety regulations. They could also do with enforced dieting, though the latter sentence is entirely at the rookies' discretion.

Scene 2: Gangland

Read the following aloud to the players.

You have to take the emergency stairs to reach the Bloodlust Vircade. You walk out into a corridor completely choked by Razors' graffiti. The level is dominated by small businesses catering to leisure pursuits: bars, animatic tattoo parlours and powerboard stores. The citizens you pass are either Razors, or affiliated to the Razors by threat of violence.

Throw the following encounters at the rookies while they search for the Bloodlust Vircade.

1. Several Razors, equal in number to the rookies plus one, surround them, taunting and trying to grab their badges as trophies. Use the Razors' characteristics from p9.

2. A few Razors, both male and female, try to distract rookies of the opposite sex, testing their vow of celibacy. Any rookie who succumbs to temptation automatically fails the FST and is ordered by Judge Dredd via radio contact to immediately stand down.

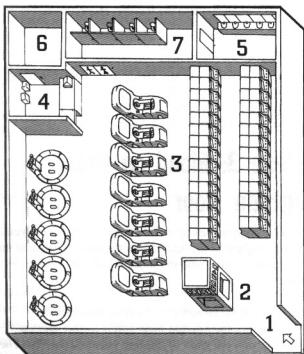
Scene 3: Blood on the Vircade Floor

Rocky Chonq is present in the vircade and he is protected by the toughest of the Razors. As the rookies arrive at the Bloodlust Vircade, read the following aloud to the players.

You stand at the entrance to the Bloodlust Vircade. Razors crowd the interior, their synthi-leather clothes splashed with the glare of flashing vircade consoles. The Razors all turn towards you as they become aware of your presence. Rocky Chonq makes his presence known by continuing to play with a console while all about him fall silent. 'I've been expecting you,' Rocky says, without bothering to turn away from his vircade game. 'It's time for a little payback from the Justice Department, don't you think?' Rocky looks closely at you. 'Hey, don't I... That's right! My dorm pals! Hey, sorry it has to be this way, but the Academy screwed with the wrong guy!' Rocky reaches into his jacket, pulling out a sawn off stump gun. The Razors all produce handguns.

There are three times as many Razors in the Bloodlust Vircade as there are rookies and Rocky is determined to prove he is superior to his former peers. He is highly aggressive, headstrong and assured of his own invincibility. The Razors themselves have no plan other than to blow the rookies' heads off. They are ignorant enough to not know the rookies' Lawgivers have self-destruct charges built into their handgrips. Should any of the rookies lose their weapons, the Razors will try to steal and use them against the rookies - with predictable consequences. It is important that Rocky survives the battle, though the rookies may have to injure him to prevent his escape, so he can be interrogated afterwards.

Bloodlust Vircade



- 1: Main entrance
- 2: Credit vendor
- 3: Vircade console
- 4: Credit exchange/refreshments
- 5: Bathroom
- 6: Office
- 7: Lavatory

Rocky's Punks

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

Prior Life: Punk.

Skills and Feats: Bluff +5, Computer Use +4, Drive +5, Escape Artist +4, Hide +6, Intimidate +6, Move Silently +6, Pick Pocket +6, Search +6, Spot +6, Streetwise +6; Alertness, Lightning Reflexes, Skill Focus (streetwise), Toughness.

Possessions: Club 1d8/0, handgun 3d6/4, knife 1d6/2, pad armour (DR 4).

Rocky Chong

Citizen 5; HD 5d6+13 (30); Init +1 (+1 Dex); Spd 30 ft.; DV 12 (+2 Reflex); Attack +6 melee, or +5 ranged; Fort +3, Ref +2, Will +1; Str 14, Dex 13, Con 15, Int 10, Wis 11, Cha 15.

Prior Life: Failed Cadet.

Skills and Feats: Appraise +5, Computer Use +5, Drive +6, Escape Artist +6, Intimidate +7, Move Silently +4, Ride +6, Search +6, Sense Motive +6, Streetwise +6, Tumble +6; Nerves of Steel, Toughness, Weapon Focus (sawn-off stump gun).

Possessions: Club 1d8/0, sawn-off stump gun 2d6/2, sports armour (DR 5).

The Games Master, at his option, add the following elements to this deadly battle;

Vircade Machines: These can explode in a spectacular fashion whenever a shot strays from its target, showering glass and electrocuting anybody unfortunate to be standing close by with flailing power cables (2d4 points of subdual damage). The functioning vircade machines project holograms, confusing the combatants as spectral images from popular fantasy fiction suddenly appear and disappear around them. Vircade machines (DR 4, 20 hit points) can provide half cover in the firefight.

Sprinklers: If more than two Vircade machines are destroyed, a fire breaks out, setting off the sprinklers and affecting overall visibility. All ranged attack rolls will suffer a -1 circumstance penalty.

Fire Extinguishers: If any of the Vircade's fire foam canisters are hit by stray gunfire, they explode, releasing pressurised fire foam five metres in every direction. Anybody caught within that distance is effectively incapacitated for a full turn as they struggle to clean the foam from their bodies and out of their guns.

The correct sentence to give Rocky and the Razors is approximately twenty years each for the attempted murder of a judge. As an ex-judge cadet, Rocky will serve his time in one of the Cursed Earth work camps.

If the rookies wish to interrogate Rocky they must make an Intimidate check (DC 15). When Rocky finally begins to talk, read the following out aloud to the players.

'Security wanted to cut us a deal, so I talked to Chief Speans. He agreed to take our side against the Demons if we'd do him a little favour. He asked us to look out for loners; nice, fit loners. I don't know what he wants them for; all I know is that he took our side in the gang war and got us where we are. Oh yeah, Speans pays for dead Razors and Demons too, s'long as they are in one piece. Nobody bothers to report a dead ganger because nobody cares around here. I just bag them up and hand them over to SafeCo. You want to know more? You ask Speans. So, like, do I get anything off my sentence for co-operation?'

Prog Five: Another Piece Of the Pie

Scene 1: Delaying Tactics

The SafeCo Security Company runs Sweeny Block under contract. Read the following out aloud to the players.

You enter the small SafeCo reception area, a bland rectangle featuring three visitors' chairs, an animated klegghound company trademark snapping its jaws at you and a semi-circular desk where a secretary files her obscenely long nails. Beyond the secretary are three sets of doors. The secretary notices you and smiles. 'Good day. How can SafeCo help you?'

If any of the players make a Spot check (DC 10), they notice security cameras, one at each corner of the foyer, tracking their every move. Chief Speans has seen the rookies arrive and suspects they are on to him. Speans orders the secretary through her earpiece to delay the rookies in any way possible while he packs his valuables ready to make a quick getaway. The secretary smiles inanely at the rookies while she taps a button just beneath the rim of her desk. Another Spot check (DC 15) alerts the rookies to her actions. They must now clear their way through half a dozen intentionally awkward staff members who materialise from a side room.

Troublesome Staff

The secretary and other staff have a variety of pre-planned methods to delay anyone Speans does not wish to meet. The rookies will be subjected to the full weight of their arsenal.

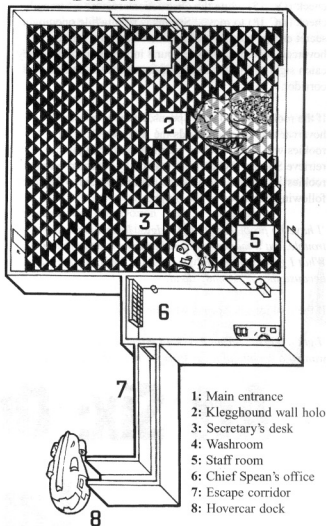
'I'm sorry sir, you'll have to speak up'

The secretary will pretend to be slightly deaf, not hearing the rookies' questions. Despite Chief Speans office clearly labelled on the door behind her, the secretary tries to direct the rookies into the staff bathroom next door.

'Hey, you're doing a great job!'

A group of security guards accost the rookies,

SafeCo Offices



- 1: Main entrance
- 2: Klegghound wall holo
- 3: Secretary's desk
- 4: Washroom
- 5: Staff room
- 6: Chief Spean's office
- 7: Escape corridor
- 8: Hovercar dock

backslapping them and congratulating them on their success at making the grade of rookie judge.

C.H.U.K. the robo-janitor

A battered old robo-janitor inconveniently decides to block the corridor leading to the Chief's office with his work cart. C.H.U.K. states that he will only take a moment to complete his work, but he does not make any

sign of moving soon. It is an easy matter for the rookies to push C.H.U.K. out of the way.

The SafeCo staff should receive a twelve-month sentence for obstructing the course of justice.

Scene 2: One More Step and its Knee Popping Time!

Chief Speans has locked his door and piled all his office furniture against it. Picking the lock requires a Technical check (DC 15) while the obstructions require a Strength check (DC 18) to move. Speans is meanwhile opening a secret escape corridor linking his office to a waiting hovercar. When the rookies burst into Speans office, they catch sight of Speans disappearing down the escape corridor.

If the rookies fail to stop Speans, he dives into the hovercar and speeds towards the Atlantic Wall. The rookies will likely need to summon an H-Wagon to retrieve Speans. When he is eventually returned into the rookies' custody, he is quick to confess his sins. Read the following out aloud to the players.

'I have no problem with the judges, I don't want any trouble, but a man's got to make himself a tidy living, eh? What I get up to, it's only a sideline. Nobody gets hurt because they're already dead!'

If the rookies ask Speans what he means, he continues.

'I got a message from Resyk 44 a few weeks back. They wanted a sample of local stiff for research purposes – all

quite legitimate, so I was told. Why should I doubt them? Resyk is as big as the Justice Department, right? Anyway, Resyk wants a steady supply of corpses, so I rounded up the Razors and made a deal with them. Now I'm killing two birds with one stone; the Razors don't bother my men as part of the deal and they help me get to the stiff quickly. It all works out great because the gang war generates a skip-full of stiff. More stiff, more moolah.'

If the rookies ask Speans what then happens to the corpses, read the following aloud to them.

'Resyk want the bodies for special research so they don't send the usual coffin trucks. I was told to send them down to the med-techs in the underblock and leave the rest to them. I assume they handle the travel arrangements. When the stiff get to Resyk, I get the money and it all starts again. Now you know what it's all about, you can see that I'm just an honest businessman. While you're here, do you know if the Chief Judge wants to contract out for Sector House security? SafeCo rates are very competitive. Would you care for a brochure slug?'

Chief Speans is guilty of associating with miscreants (the Razors) and funding their operations. He is also indirectly responsible for the deaths of Sweeny Block's innocent tenants, victims of Razors out to make a few extra credits by killing them. Speans deserves nothing less than 25-50 years imprisonment.

The rookies' next step will either be to confront the med-techs (Prog Six) or head back to Resyk (Prog Seven).

Act Six: Only When I Laugh

Scene 1: Pedal to the Metal

As the rookies make their way down to the underblock, they notice the block plaza is crowded with citizens. If the rookies make inquiries, they are shown the crushed bodies of a group of suicide leapers who were making a

protest about the poor standards of Sweeny Block's interior decor. As the rookies prepare to move on, possibly after summoning a meat wagon to remove the splattered corpses, they watch as an ambulance arrives on the scene. Two med-techs, a man and woman, climb out

with medipacks in their hands. As they spot the rookies, both med-techs turn about and rush back inside the ambulance. They scream away towards the closest skedway and the rookies will have to give chase on their Lawmasters. If they instead try to summon back up to intercept the ambulance, they are told that none is currently available, but Judge Dredd is en route for an update on the rookies' FST. Dredd will rendezvous with the rookies as they pursue the ambulance.

The two med-techs are Brigit Garda and Harry White. Both are new to Sweeney Block, replacing the previous two med-techs after they suffered an... accident, courtesy of Gemini blitzers. Both Garda and White are experienced organ leggers and can remove valuable body parts with surgical precision within minutes. They try to lose the rookies and hide in Old New York.

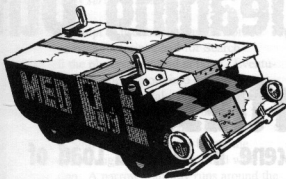
Brigit Garda

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

Prior Life: Med-tech.

Nikiro Ambulance

Size: Large; **Defence Value:** 9; **Damage Reduction:** 10; **Hit Points:** 150; **Speed:** 250 (wheeled); **Weapons:** None; **Crew:** 1; **Passengers:** 3; **Cargo:** 1 ton.



The Nikiro ambulance is sturdy and reliable but obsolete in Hondo City, the place where the Nikiro series was constructed. Hondo sold surplus Nikiros to Mega-City One at a knockdown price. The Nikiro has six wheels, space for two in the cab, two beds in the rear compartment and a storage cubicle for a medical robot.

Skills and Feats: Appraise +6, Bluff +6, Computer Use +6, Drive +6, Forgery +6, Hide +6, Medical +6, Move Silently +6, Streetwise +6, Technical +6; Dodge, Improved Initiative, Resist Arrest, Skill Focus (medical).
Possessions: Handgun 3d6/4, las-knife 1d6/10.

Harry White

Citizen 3; HD 3d6+3 (13); Init +0; Spd 30 ft.; DV 11 (+1 Reflex); Attack +3 melee, or +3 ranged; Fort +2, Ref +1, Will +2; Str 13, Dex 10, Con 12, Int 13, Wis 12, Cha 14.

Prior Life: Med-tech.

Skills and Feats: Appraise +6, Bluff +6, Computer Use +6, Concentration +6, Drive +5, Forgery +5, Hide +6, Medical +6, Move Silently +6, Streetwise +6, Technical +2; Dodge, Improved Resist Arrest, Resist Arrest, Skill Focus (medical).

Possessions: Handgun 3d6/4.

Call-Me-Dorian

Revired SurgiServices Mk III Robodoc; Medium-size; HD 3d12 (19); Init +3; Spd 15 ft.; DV 13 (+3 Dex); DR 4; Attack +8 melee; Str 10, Dex 17.

Weapons: Four Las-Knives 1d6/10.

Software Packages: (32) Attack +8, Computer Use +1, Medical +8, Technical +2.

Special: Call-Me-Dorian is fully capable of using each of his four las-knives on the same target each round without penalty. This robot is also equipped with a standard medipack that has 12 uses and will attempt to administer medical treatment to either Brigit or Harry should they be injured.



The med-techs flee into a lane of high-speed traffic, weaving around or sideswiping any vehicle that gets in their way. They will attempt to sideswipe any rookie who rides too close. The driving rules on pages 81-89 of the *Judge Dredd Rulebook* provide all the information necessary to run this chase.

The ambulance's back doors are not properly shut, swinging open and closed repeatedly. Should a rookie try to jump onto the ambulance and gain access to the rear compartment (Jump check at DC 20), Call-Me-Dorian will automatically activate and attack with all four las-knives. If the rookies destroy Call-Me-Dorian, Brigit Garda is waiting, blasting at them with a PPK II handgun. If the rookies return fire, Brigit will dive behind a bank of medical equipment (half cover). Harry White is driving the ambulance, his handgun tucked between his thighs. If any of the rookies drive up alongside the cab, Harry opens fire on them, breaking the side window glass as he fires wildly.

Harry is not going to surrender to the rookies. At the first sign that he might be losing the battle, Harry throws the ambulance into a series of hard turns until he loses control. Once this happens, a colossal size juggler will crash headlong into the ambulance, crushing it utterly – use the normal rules for collisions if any rookies are inside the ambulance at this time. The other traffic slowly a grinds to a halt, leaving the rookies to deal with two lanes of bad-tempered drivers and a wrecked ambulance to clear up. They should call for clean up squads to move the wreckage. At this moment, Judge Dredd arrives. Read the following out aloud to the players.

Judge Dredd rides up beside you. He grimaces as he spots the ambulance debris and the huge traffic jam. 'What the hell happened here?'

Prog Seven: Cleaning Out the Dirties

The rookies will need to locate Plumber. If they ask the Resyk workers where Plumber can be found, they have no idea, 'but he was acting kind of agitated,' they tell the rookies. The next and best person to ask is Plant Overseer Drake who can be found on a walkway overlooking the main conveyor belt. When the rookies tell Drake about their mission, he toggles the intercom on the wall and summons Plumber to Overlook 1. Drake hesitates and then curses. He tells the rookies that Plumber has been sighted running towards the sewage outflow pipes.

After the rookies explain the situation to Dredd, he offers to handle the traffic, waving his daystick warningly at them. The surviving rookies, if injured, should seek immediate medical treatment at the hands of a med-squad, though minor injuries can be treated by medipacks. The rookies may then think about searching the ambulance wreckage for any information that may help them in their investigations. A Search check (DC 10) reveals a slug reader suctioned to the warped dashboard. When activated, the slug reader reveals encoded text. The rookies will need to run the text through their bike computers in order to decrypt it. Once done, the message is revealed to be a communiqué from somebody called Plumber, requesting that the med-techs have their next delivery sent to him by 1530hrs. If the rookies make an Intelligence check (DC 10) they recall that Plumber was the name of Resyk 44's Assistant Chief Overseer. If the rookies fail the roll, Judge Dredd points it out to them. Dredd lets the rookies make their way to Resyk 44 on their own. Read the following out aloud to the players.

Judge Dredd climbs back onto his Lawmaster. 'I've three miles of tailback to clear. Go on ahead without me. I've been watching your progress very closely. You're halfway to the finishing line, but don't let that lull you into complacency. Watch yourselves.'

The rookies' next destination can only be Resyk 44.

Scene 1: What a Load of Offal

The rookies will need to give chase or lose Plumber. If they order Drake to close off the pipes, he informs the rookies that the system is under repair and as such, the gates are offline. The rookies will have to hunt Plumber down themselves. Read the following out aloud to the players.

Electro-Rifle

Resyk workers and Pest Control operatives use electro-rifles to deter animal nuisances without killing them. The rifle can project a focused blast of electricity up to 15 feet, inflicting 4d8 points of subdual damage. Electro-rifles are charged by a medium power pack that can supply 20 shots. Electro-rifle users normally carry a couple of reserve power packs.

Cost: 1,600 cr.

Black Market Cost: 6,800 cr.

Damage	Armour Piercing	Area of Effect	Critical	Rapid Fire	Ammunition	Range Increment	Size	Weight	Type
4d8*	-	-	-	1	20	15 ft. max.	Large	4 lb.	Energy

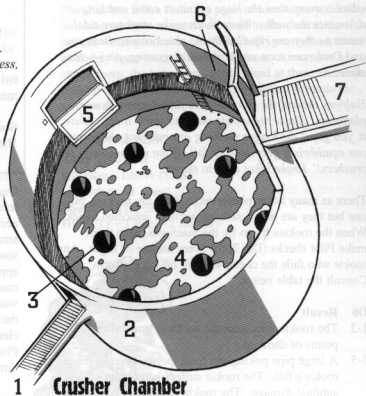
Drake puts out a hand to restrain you. 'Whoa there! You're not going down there without a guide; if you get lost you'll never find your way out. Your bodies might clog up the system!' Drake leads you down an elevator, over to a rack of equipment and issues you with flashlights. Drake equips himself with a flashlight and an electro-rifle. 'The sewers are alive with creeps and crawlies,' he informs you. 'Your visit couldn't come at a better time; they could do with a clean out.'

Drake takes you down beneath the main conveyor belt and points out a square tunnel cut out of the rockcrete. Resyk workers watch as you enter into the semi-darkness, lit only by faint eternity bulbs. The tunnel is set one metre below the level of the corridor. One third of that metre is filled with excess effluence, but mercifully, it does not stink. 'We use deodorising bacteria,' Drake explains, 'otherwise we'd be upchucking all day instead of digging in.' Drake leads you through a seemingly endless series of tunnels.

If the rookies attempt to use their infrared visors to search for Plumber's footprints, call for Search checks but tell the players they find nothing. Eventually, the tunnels end, opening out into a large chamber with a high roof. Nine metal cylinders, several metres in diameter are suspended from the roof. Directly beneath each cylinder is a hole of equal diameter, flush with a floor six metres below the rookies' tunnel opening. The holes are filled with a pink-yellow slop. A narrow walkway runs around the holes, connected to the ledge at the tunnel's end. If the players ask Drake what the cylinders and holes are for, read the following out aloud to the players.

'The tunnels we've just come through are normally head-height full with waste materials,' Drake explains proudly. 'Notice the tunnels are all angled downwards? The waste drains down into this chamber – or others like it – into

the wells. The crushers come down into the wells and WHAMMO! They compress the slop into wafer thin pancakes. They're easier to handle that way. All the moisture is squeezed out, leaving the solid disks that we hand out to DP's to burn for fuel.' Drake points up at the cylinders. 'If those babies were chomping, we wouldn't be standing here. The shockwaves can cause permanent damage.'



Crusher Chamber

- 1: Tunnel entrance (rookie start point)
- 2: Walkways
- 3: Crusher column
- 4: Offal soup
- 5: Hover platform pool
- 6: Hover platform dock
- 7: Control centre

No sooner has Drake spoken than a humming noise catches the rookies' attention. If they look upwards, they can see a one-man hover platform darting about the upper reaches of the cylinders. The platform soon vanishes behind the crushers. Seconds later, a deafening roar shakes the chamber. All nine of the crushers begin descending! Drake moans. 'Well, that's that then. I'm not going any further!' If the rookies press Drake for a reason, he tells them that he would be breaching health and safety regulations if he passed through an active crusher chamber. The rookies, however, have the authority to override these regulations. If they do so, Drake will protest and refuse to aid them further. If the rookies threaten Drake with a prison sentence for refusing to help them, he swears loudly but finally agrees to comply. Read the following out aloud to the players.

'If that's the way you want it,' Drake moans. 'Okay, that be Plumber up there. To start up the crushers he needs to get at the local control centre.' Drake points up. 'We need to get some plats of our own. Come with me.' Drake follows the walkway around the crushers. The ground vibrates every time the huge cylinders come crashing down into the wells. Waste fluids make miniature tidal waves as they are repelled by the shockwaves. Both you and Drake are soon covered with disgusting, pink-yellow slime.

Halfway around the chamber you find a row of hover platforms. Drake steps onto one and starts it up. 'Move it, you guys; the longer we hang around here, the worse our equilibrium gets until we fall off the walkway into the crushers!' Drake takes off into the air.

There are as many hover platforms as there are rookies, plus one but they are notoriously unstable in unskilled hands. When the rookies try to fly the machines, have them make Pilot checks (DC 7) for every minute of flight. Any rookie who fails the check will fall off his platform. Consult the table below.

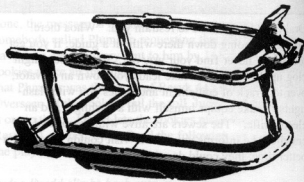
D6 Result

- 1-2 The rookie falls onto the walkway and suffers 2d6 points of damage.
- 3-5 A large pipe poking out from the wall breaks the rookie's fall. The rookie suffers 1d6 points of subdual damage. The rookie must then make a Reflex save (DC 10) to catch hold of the pipe, or fall onto the walkway below to sustain 1d6 points of damage.
- 6 The rookie has fallen into the effluent. He must make a Swim check (DC 10) or be sucked into the nearest well and crushed to death.

For every minute the rookies remain exposed to the crushers' terrible vibrations, they must succeed in a Fortitude save (DC 15) or lose one point of Dexterity. This loss is temporary and will be restored after the rookies leave the crushers.

Hover Platform

Hover platforms - or 'plats' as they are commonly known - are light industrial hovercraft designed to convey



workers around multilevel facilities. Plats are very twitchy in operation and some find them difficult to master because of their responsiveness.

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

Once the rookies are airborne, Drake leads them up to the local control centre, a room built into the chamber wall, accessible from this side only by hover platforms. A small portal is visible two metres from the centre's soundproofed window. As Drake slows to enter, Plumber appears, blocking his way. Plumber opens fire on Drake, causing him to tumble from his platform down into the waste slop. Drake's body is promptly sucked into one of the wells. Plumber opens fire on the rookies with an electro-rifle - the rookies' only options are to either evade Plumber and hide behind the crushers, or try to disarm him.

Assistant Chief Overseer Plumber

Citizen 5; HD 5d6+3 (20); Init +1 (+1 Dex); Spd 30 ft.; DV 14 (+4 Reflex); Attack +4 melee, or +4 ranged; Fort +1, Ref +4, Will +2; Str 12, Dex 13, Con 11, Int 12, Wis 12, Cha 11.

Prior Life: Goon.

Skills and Feats: Balance +4, Bluff +5, Climb +3,

Computer use +4, Drive +1, Hide +2, Knowledge (Resyk)+8, Pilot +4, Profession (Resyk)+6, Search +4, Spot +4, Streetwise +4, Technical +5; Lightning Reflexes, Resist Arrest, Run, Toughness.
Possessions: Electro-rifle 4d8/-.

Plumber is not the best shot in the world, but he has the advantage over the rookies. He can duck behind the walls surrounding the portal when the going gets tough and still fire back (half cover). If the rookies are able to hit Plumber, a loss of 8 hit points will prompt him to flee back into the control room and then escape deeper into the outflow system. Should any of the rookies lose control of their hover platforms, roll a d6 and check the result against the table below.

When the rookies finally defeat Plumber, they are able to land their hover platforms inside the local control centre, parking in a small bay very much like the one where the hover platforms were docked on the ground. Rookies who fell from their platforms can now be picked up.

The local control centre can deactivate the crushers. The rookies may wish to deactivate them to search for Drake or missing comrades, though they will now certainly be squashed flat and buried under metres of gunk. Have the rookies make a Technical check (DC 8). Success results in them learning that the control centre offers camera views of the rest of the outflow system. Activating the camera linkup lights up a side control board filled with vidcreens. If Plumber has not been captured at this point, he can be seen running down a tunnel marked as Pipe 25. If the rookies captured Plumber, the cameras show a way out of the outflow system leading to an elevator that takes the rookies back up to the main conveyor belt.

If Plumber has escaped, go to Scene 2. If he has been captured and is still alive, go to Scene 3. Should Plumber have died from the rookies' counterattack, a search of his office (Search check, DC 15) reveals a data slug, on which are cargo manifests for a fleet of juggers. See Scene 3 for details.

Scene 2: Cack-Handed

The rookies pursue Plumber down tunnels very similar to those that they first entered prior to the crusher chamber. If any of the rookies plan to use the hover platforms to

speed up the chase, they will find the tunnel ceilings too low to allow them to get up to any speed without constantly banging their heads. Now that Plumber is on foot, the rookies can track the heat traces from his footprints through their infrared visors. The floor is dry and free from the usual knee-level effluence, though made uneven by dried, accumulated grime. If Plumber was injured during the earlier fight, his cooling blood can be seen splashed against the tunnel walls (Spot check, DC 15).

A dozen corridors further into the outflow system, the rookies finally locate Plumber. Read the following aloud to the players.

You hear a scream up ahead, around a sharp bend. When you turn the corner, your flashlights reveal the sight of Plumber being attacked by a number of slimy, brown creatures of a species you have never encountered before. Plumber falls backwards under the weight of his assailants. 'Help me! Grud in Heaven, somebody help me!'

Plumber has fallen foul of a pack of nine one-eyed kaks, omnivorous little monsters adapted to the delicacies of human waste products. The kaks will ignore the rookies until they have eaten Plumber. If the rookies move to attack them, the kaks spray acidic fluid at them and then leap up onto the tunnel walls. They slither towards the rookies at an incredible rate.

One-Eyed Kak

Tiny Animal

Hit Dice: 1d8 -1 (3 hp).

Initiative: -1 (Dex).

Speed: 30 ft., climb 20 ft.

DV: 13 (+2 size, +1 Reflex).



Damage Reduction: 0.

Attacks: Bite +1 melee, venom spray +1 ranged.

Damage: Bite 1d4-1/2, venom spray 2d4/6.

Face/Reach: 2 ½ ft. by 2 ½ ft./0 ft.

Saves: Fort +1, Ref +1, Will +1.

Abilities: Str 8, Dex 8, Con 8, Int 2, Wis 12, Cha 5.

Skills: Climb +6, Jump +4.

Climate/Terrain: Sewer systems, the Undercity.

Organisation: Pack (7-12).

Venom Spray: The one-eyed kak's venom spray has a maximum range of 10 ft. A Reflex save (DC 10) may be made to take half damage from this attack.

If the rookies get to Plumber in time, they will need to move him back 'upstairs' for medical treatment. He will be in no fit state to talk until he has been attended to.

Scene 3: Stool Pigeon

Plumber will require medical care, either because of the One-Eyed Kak attack or the rookies' counterattack. The next scene takes place in the Resyk med-bay. The resident med-tech treats Plumber's injuries while the rookies wait. If any of the rookies have themselves been injured, an assistant med-tech will take care of them. When both parties are ready to continue, the rookies will no doubt want to question Plumber about his connection to Chief Speans and the Sweeny Block organ-legging racket. Have the rookie who is charged with the interrogation make an Intimidate check (DC 15). Alternatively, the rookies may decide to search Plumber's locker where they will find damning evidence of his involvement in Gemini's schemes. When Plumber finally begins talking, read the following out aloud to the players.

'What Speans told you was right, but I don't know who's at the end of the chain any more than you do. I rip the organs and hide them among the outgoing cargo pods. I get paid job in hand. That means the juggger taking the gear delivers my payment from the last job. The driver doesn't know anything about it. The money is hidden inside one of the rear storage shells. Ask me again and I'll tell you the same because I don't know any more.'

Plumber is telling the truth. Plumber has committed the following crimes: Receiving illegal funds (1-3 years), participating in an organ legging operation (15-30 years), resisting arrest (5-8 years), and attacking judges (10-20 years). Add judge murder (life) to the offences if any of the rookies died in the crusher chamber.

Scene 4: Bover With a Hovver

The rookies now know that bodies from Sweeny Block have been made available to Plumber by illicit means as the result of a deal with Chief Speans. Before the corpses are sent through to Resyk for dissemination, Plumber removes some of their body parts. A juggger then transports the stolen organs to an unknown destination. These are the basic facts but questions remain that, if answered, would shed further light on the investigation. Is Plumber the sole bent Resyk worker, or does he have associates? Surely, one man alone cannot secretly deal with so many hidden corpses. Plumber stated that the juggger drivers know nothing of the illegal cargo they carry; how can this be? Finally, exactly who is in receivership of the organs and what will their ultimate use be?

If the rookies ask Plumber about possible associates within Resyk, he will only tell them if they can promise him protection against any recrimination. He will subsequently identify six other Resyk workers. If the rookies mount a search for the criminals, they find that they have all fled the building. The rookies should put out an APB on the fugitives but they will not find them within the time duration of this scenario; the associates are not important to the rest of *Full Eagle Day*.

The rookies now need to trace the jugggers back to their destination. Studying the cargo manifests provided by temporary Plant Overseer Carson reveals that there are as many destinations as there are jugggers. The rookies will need to find out from Plumber exactly which inbound juggger is due to transport the organs. He tells them that he has the information in his quarters. Plumber either takes the rookies there and produces the information, or the rookies can go by themselves, making a Search check (DC 8). The rookies will find a hardcopy featuring a series of numbers and dates. There are three sets of numbers, eleven digits each and one date corresponding. If Plumber is not present, the rookies need to make an Intelligence check (DC 8) to know that the numbers are vehicle registrations. An Intelligence check (DC 15) reveals that they are juggger registrations corresponding to transports travelling along the east-west cross-sector Meg-Ways, knowledge imparted to the rookies by regular transport recognition classes at the Academy.

The rookies may decide to run the registrations through Sector Control to discover their destinations. They learn

SUDDENLY—



that all three juggers are multiloader models carrying numerous cargoes, one of which is destined for the Grand Hall of Justice's main substation! The juggers are thoroughly searched prior to being allowed to enter a justice facility. If they inquire if the substation is the juggers' first port of call, Sector Control informs them that this is indeed the case. There are now two possible courses of investigation to take.

One: Trail the juggers and find out if they make any stop-offs before arriving at the substation.

Two: Begin an investigation into possible corruption within the Justice Department.

If the rookies decide on the latter, have Judge Dredd speak to them at the earliest opportunity, either in person or by radio as the rookies make a request to search the substation, possibly intending to bring in the Special Judicial Squad, the judges' anti-corruption force. If Dredd's intervention is necessary, read the following out aloud to the players.

Judge Dredd demands an update on your findings and you tell him of your suspicions about bent judges. Dredd takes a disapproving tone. 'Learn to prioritise your investigations along the order of probability. It's far more likely that the organs are being collected en route to the substation than misdemeanours within the Justice Department. Unless you have very good reason to suspect otherwise, never bring criminal charges against a judge; exhaust all other avenues first. That way, you'll save yourself from looking a fool and having the SJS investigating you instead.'

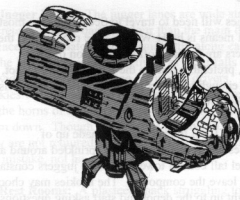
With that, Judge Dredd signs off. The Rookies must now consider their tactics. They may decide to pursue any of the following most likely courses of action.

1. **Tailing the Juggers.** The rookies may decide to choose just one vehicle, or split up and tail all three.

Juggers one and two go straight for the Justice substation and enter without incident. Juggers three follows the same course, but if the rookies make a Spot check (DC 10),

Hoverclaw, JCD 211

Hoverclaws are small, flight-capable utility craft with a crew of two and a rear bay dominated by a mechanical assembly that manipulates a single large grapple for attaching to and lifting all manner of objects from one place to another. While the pilot manoeuvres the vehicle into position, the second crew member controls the hoverclaw's grapple, clamping around the target with four blunt steel fingers backed up by a magnetic disk set in the hoverclaw's 'palm' to assist the conveyance of particularly awkwardly-shaped objects. To line the hoverclaw up over a moving target, the pilot needs to make a Pilot check (DC 10). Next, the grapple operator must make a Dexterity check (DC 15) to attach the grapple. This task is not an easy one as failure will result in damage to the target (3d10/8) while in the process of trying to grip it.



Size: Large; **Defence Value:** 6; **Damage Reduction:** 10; **Hit Points:** 80; **Speed:** 125 (fly); **Weapons:** None; **Crew:** 2; **Passengers:** None; **Cargo:** 3,000 lbs.

they notice a small hoverclaw swooping down over it and extending a claw. Moments later, with the juggler still in motion, the hoverclaw lifts off with a cargo pod.

2. The rookies may choose instead to arrange close surveillance of the jugglers using S-Wagons or PSU streetcams. This option will produce the same results as if the rookies did the job themselves. The rookies can arrange the surveillance via Sector Control and will be told to wait for results back at the Academy of Law while the surveillance teams track the jugglers. Real-time images are transmitted straight back to the rookies. If the rookies make a Spot check (DC 10), they notice the hoverclaw, performing the same action as detailed above.

If the rookies are tailing the juggler on their Lawmasters, they must make a Drive check (DC 20) to keep up with the hoverclaw or lose it. Alternatively, they can order H-Wagon or S-Wagon pursuit. If the rookies are watching the hoverclaw from the Academy of Law, they are automatically able to follow the hoverclaw all the way to its destination without having to make any skill checks, testament to the abilities of the highly trained personnel of the Justice Department Sky Patrol. The same result goes for air support radioed in to assist the rookies if they are on their Lawmasters.

Prog Eight: Freeze, Punk!

Scene 1: King Of Cool Freezer Plant

The rookies will need to travel to Sector 58 - the most expedient means is by H-Wagon. The rookies and their Lawmasters are dropped off at a location of their choosing, preferably near to the King Of Cool Depot, but not close enough to attract premature attention and risk alerting the hoverclaw crew.

The King Of Cool freezer depot is made up of warehouses and refuelling stations sprinkled around a thirty-level tall control tower. Massive juggers constantly enter and leave the compound. The rookies may choose to ride right up to the depot and start asking questions, or they may try a more subtle approach and sneak in without detection. The latter they will subsequently find impossible because of the depot's security cameras. Whichever option the rookies choose to take, they will soon come face to face with depot workers who happily

It is important that the rookies do not try to intercept the hoverclaw or the pilot will flee and the investigation will be ruined. If the rookies decide to do such a thing, either have Judge Dredd arrive if the rookies are on their Lawmasters and warn them against the error of their ways or, if the rookies are based in the Academy of Law, have Judge Tutor Heston, who has been quietly watching the rookies' progress nearby, perform the same dissuasive role.

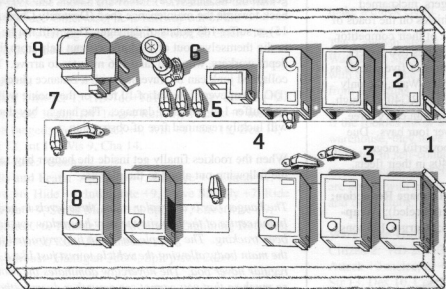
The hoverclaw travels three sectors west into Sector 58, to the King Of Cool freezer depot. The rookies have the option of confronting the hoverclaw at its base, or mounting a full assault on the freezer depot with a fully equipped team of judges, perhaps Heavy Weapons or Riot Squads. The senior judge in attendance, either Judge Dredd or Judge-Tutor Heston, will frown upon the latter option, informing the rookies that the King Of Cool Depot may not be the hoverclaw's final port of call. Until sufficient evidence can be accumulated to warrant a crime bust, the rookies must play it safe and keep their presence to a minimum.

answer any questions as they go about basic depot procedures. If the rookies ask the workers what exactly is stored within the warehouses, they are told industrial components and chemicals that must be kept refrigerated until put into use. The workers inform the rookies that they will need to ask the depot manager if they want more information. He can be found in the control tower.

The following information is keyed to the map of the freezer depot. Do not give the players any of the text information until they physically tour the depot and go to Scene 2 if the players choose to question the depot manager. If the rookies are searching for the hoverclaw, they will head for the maintenance shed (Location 7) as detailed by streetcam surveillance mounted during the hoverclaw pursuit. Otherwise, make use of the source material below in whatever order the players choose to visit the various locations.

1. Main entrance.

King Of Cool freezer depot



- 1: Main entrance
- 2: Warehouse
- 3: Jigger
- 4: Jigger lane
- 5: Rest rooms
- 6: Control tower
- 7: Maintenance shed
- 8: Warehouse Six
- 9: Security fence

2. Warehouses: The warehouses are divided into three sections: the primary store, secondary store and freezer power generators. The primary store is the large room connected to the main entrance. It is filled with cargo pods and is very cold. Cryo-elements span the room from wall to wall, ceiling to floor. The workers within wear insulated bodysuits and hi-traction boots to prevent them from slipping on the frost-laden floor. The rookies' own boots already offer this resistance, but their uniforms are useless in cold weather situations. For every ten minutes that the rookies spend within the primary store, they must make Fortitude save (DC 15) or sustain 1d4 points of subdual damage.

A steel door (DR 15, 55 hit points) bars the secondary store, accessible only by a special key carried by the workers. The rookies' override card cannot open the door because the lock mechanism is entirely mechanical and too large to force without dedicated equipment. Inside the secondary store are smaller cargo pods that do not require refrigeration. The freezer power generator in the third room is noisy and gives off terrific vibrations, but performs its function reliably. A couple of workers trained in generator tech are charged with its occasional maintenance. If the rookies make a Spot check (DC 20), they notice that the generator valves are loose. Water drips readily onto the floor, pooling around loosened power cables. This violates health and safety regulations and the depot manager needs to be notified of it as soon as possible.

3. Juggers: The juggers vary in size from the common two-laners (as depicted on page 93 of the *Judge Dredd Rulebook*) to the four-laner bulk haulers. Stationary juggers are offloading, awaiting fresh cargo or requiring repair and maintenance. Joint crews of humans and robots attend to these duties, the human contingent sourced from the jigger drivers themselves to save on overheads. If the rookies look closer at the juggers, they see that cargo is shipped from the warehouse by conveyor belts. Arriving at the juggers, the cargo is lifted by robo-hoist and deposited in the storage compartments where workers manoeuvre the cargo pods into their travel stations.

4. Jigger Lanes: The jigger lanes are wide strips of tarcrete, a slightly darker colour than the main depot surface. Illuminators set intermittently along each length of the lanes automatically activate as night falls to provide additional guidance for jigger drivers. If the rookies wander onto one of these lanes, they are blasted by the horns of an angry jigger driver who nearly runs them down. Though the driver is abusive to the rookies, they are not required to charge him - after all, they made the mistake, not he.

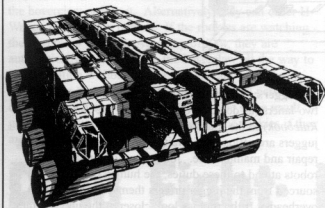
5. Rest Rooms: A plasteen shack struggling to perform duties as a public toilet, communal shower, med-bay, entertainment lounge and canteen.

6. Control Tower: Go to Scene 2: Donner Und Blitzen!

Jugger, Toncca RG40

The mighty, ten-wheeled RG40 juggers, nicknamed roadnauts, are among the largest vehicles on the roads of Mega-City One, being twice the size of their competitor, the popular JCD 939. The RG40 requires two drivers, one to monitor each of the two columns of five wheels as the massive vehicle lumbers along Meg-Ways, the only roads large enough to accommodate the RG40. Though slower than the JCD 939, the roadnaut can carry three times as many cargo pods spread over four bays. Due their sheer expense, only the most powerful mega corporations can afford to have RG40s in their fleets.

Size: Colossal; **Defence Value:** 0; **Damage Reduction:** 20; **Hit points:** 1,000; **Speed:** 200 (wheeled); **Weapons:** None; **Crew:** 2; **Passengers:** 6; **Cargo:** 125 tons.



7. Maintenance Shed: There is only one maintenance shed, a storehouse for all the tools necessary to make repairs on juggers. The hoverclaw landed in the hangar bay to the rear, separated from the shed by a small yard filled with metal junk, the remains of past repair and salvage jobs. The hangar is only accessible via the shed. The shed itself is uninhabited. Both the front and rear doors are locked with the same mechanisms as the warehouse doors and the shed contains workbenches, stacks of tools and a bay of shut down labour robots.

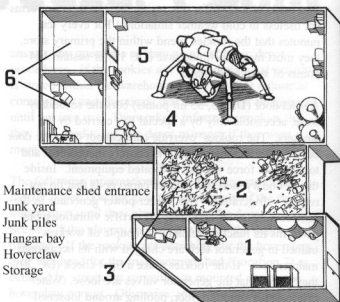
A door at the rear opens out into the junkyard and a narrow corridor works its way between two towering piles of wreckage towards the hangar bay. A closed but unlocked door is the only ground entrance as there are no windows or other external portals. If the rookies try to climb up the junkpiles to get on top of the hangar bay (Climb check, DC 20), they find that the vehicle entrance has been sealed. Climbing the junk pile risks triggering a collapse, burying the rookies under tons of metal. If a rookie fails his Climb check, the pile that he is scaling shudders and begins to crumble. The rookies will need to

get inside the hangar bay (Dexterity check, DC 10) or run back towards the maintenance shed (Dexterity Check, DC 15) or suffer 1d8 points of damage. They will not be able to dig themselves out of the junk without help from the depot workers, who will take 1d6 minutes to arrive. The collapsed junk can be traversed with a Balance check (DC 15) at every interval of 10 feet, or the rookie will slip and suffer 1d4 points of damage. The hangar bay door will luckily remained free of obstruction.

When the rookies finally get inside the hangar bay, read the following out aloud to the players.

The hangar bay is a circular room, three levels in height. In the centre of the bay sits the very hoverclaw you have been tracking. The grapple has been fully retracted into the main body, allowing the vehicle to rest just like a regular hover pod. The hoverclaw dominates the room, so much so that you cannot see any other doors without moving further into the bay.

Have the players make a Listen check (DC 15). If they succeed, they hear a noise from atop the hoverclaw. The rookies will have to either make a circuit around the vehicle or climb up on top of it (Climb check, DC 12) to locate the source. If they decide to do either, they fall under attack. A blitz agent is waiting for them, alerted to



- 1: Maintenance shed entrance
- 2: Junk yard
- 3: Junk piles
- 4: Hangar bay
- 5: Hoverclaw
- 6: Storage

Maintenance Shed

their presence should the rookies have caused the junk pile to slide. Otherwise, he is halfway out of the hoverclaw's ceiling hatch when the rookies enter. The blitzer is armed with a spit pistol.

Blitzer #1

Citizen 7/Blitzer 1; HD 7d6+1d10+10 (39); Init +2 (+2 Dex); Spd 30 ft.; DV 14 (+4 Reflex); Attack +9 melee, or +8 ranged; Fort +5, Ref +4, Will +1; Str 16, Dex 14, Con 12, Int 10, Wis 9, Cha 14.

Prior Life: Goon.

Skills and Feats: Appraise +7, Balance +7, Climb +7, Drive +6, Hide +6, Intimidate +9, Move Silently +7, Ride +6, Pilot +9, Sense Motive +6, Spot +7, Streetwise +9, Technical +6, Tumble +6; Alertness, Lightning Reflexes, Resist Arrest, Run, Toughness.

Possessions: Handgun 3d6/4, Spit pistol 2d6/6.

The blitzer fires madly at the rookies. If they get too close he will try to get back inside the hoverclaw and escape by remote-activating the hangar bay's launch gates. The gates open within seconds and the hoverclaw escapes unless the rookies think to blast the external gate controls (DR 4, 6 hit points), jamming them midway. If the rookies manage to overpower the blitzer, they may decide to examine the hoverclaw's interior. The bodies they find belong to the hoverclaw's crew, murdered by a single shot to the head courtesy of the blitzer's handgun. If the rookies search the hoverclaw, they find two small cargo cubes containing frozen organs. One box contains eighty-seven fingers and four hearts, the other contains twelve kidneys, three squashed lungs and eleven eyeballs.

While the rookies are present in the hangar bay, an intercom clamours for their attention. If the rookies answer it, they hear the following words.

'Blakely, that you? Look, we're running behind schedule with that merchandise. Bring it over to Warehouse Six pronto. Blakely? You there? Hey - who is this?'

No matter what the rookies may say in reply, the message is cut off at the other end of the line. If the rookies head for Warehouse Six, refer to the entry below.

8) Warehouse Six: Warehouse Six is laid out just like any other freezer storage facility, but this time it is filled with armed workers lying in wait for the rookies. As the rookies approach, they are fired upon through the main door. This is not an especially good tactic for the workers who would be better served waiting until the rookies

entered the warehouse and then trapping them in a crossfire, but the workers are merely simple gumps out to make a quick credit.

The Capoosh Sisters have sub-contracted the workers of Warehouse Six to receive frozen organs and load them with drugs. The shots fired from Warehouse Six come from handguns. The rookies can either retreat, allowing the workers to escape, or charge through the main doors. If the rookies throw Stumm gas grenades into the warehouse, they have no effect on the workers who are all kitted in self-contained eskimo-suits. There are four times as many workers as there are rookies, but only half are armed with handguns. The remainder carry crowbars and other clubs.

Warehouse Gumps

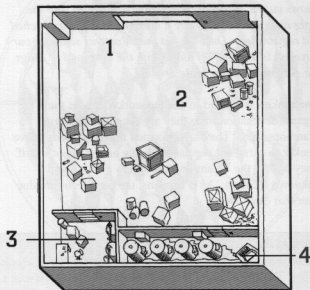
Citizen 2; HD 2d6+3 (10); Init +0; Spd 30 ft.; DV 10; Attack +2 melee, or +1 ranged; Fort +0, Ref +0, Will -1; Str 13, Dex 10, Con 11, Int 8, Wis 9, Cha 9.

Prior Life: None.

Skills and Feats: Balance +5, Climb +4, Drive +4, Hide +3, Intimidate +2, Jump +3, Knowledge (warehouse) +5, Profession (labourer) +5, Search +3, Spot +2, Swim +2; Toughness.

Possessions: Crowbar 1d8/0, eskimo-suit (DR 1), handgun 3d6/4.

Warehouse 6



- 1: Main entrance
- 2: Cargo pods
- 3: Secondary store (drug-lab)
- 4: Freezer power generators

The workers are not killers by nature and most would rather surrender to the rookies than risk losing their lives. If the rookies decide to make an Arrest check (see page 127 of the *Judge Dredd Rulebook*), they gain a +4 circumstance bonus. The rookies who fight on will use the cargo pods as cover (the pods vary in size, granting between quarter to full cover).

When the fighting is over, the workers will show the rookies the operation they are running in the secondary store. If the rookies make a Streetwise check (DC 15), they recognise that the store has been transformed into a pint-sized drug-lab. If the rookies ask one of the workers to explain what they are doing with the drug-lab equipment, read the following out aloud to the players.

The worker is keen to assist you in any way possible. He points out the equipment as he explains his illegal job profile. 'We get the organs, defreeze them and open them up. When the drugs come in, we bag 'em and push them inside the organs, then we seal the organs and refreeze them for shipment.'

If the rookies ask the workers about the drugs, they shrug. Read the following out aloud to the players.

'We get a weekly drop on the Radcliffe wastegrounds. A few of us go out and pick it up. We even have to pack heat in case some sub-humes show up. I don't know where it comes from and I don't think anybody else here knows either. We were offered double wage to ship the drug and organ combos by a domodroid with a scratched out registration. Once we get the shipments sent out, our payment is dropped off along with the next load of drugs. We get paycards, no loose credits.'

The rookies will need to ask the workers about the organs' destination once they are despatched from Warehouse Six. They are informed that med-techs arrive weekly to carry out regular medicals on the depot's staff. They collect the organs and take them away to an unknown location. As it happens, the med-techs are due later that day...

Paycards

These are credit card-sized chips that store a value of credits in electronic form. When slotted into a bank or vendor reader, the paycards can be credited or debited. A standard paycard can store as little as one credit or as much as 5,000. Gold paycards are issued to wealthier citizens and can hold up to a million credits though their minimum credit facility can be no lower than 100,000 credits. Larger sums of money are usually transferred directly from one account to another to avoid theft. Paycards can be forged with great difficulty (Technical check, DC 40) and the right equipment. 'Official' forgery kits, extremely difficult to obtain, have built-in robot brains that add +10 to a forger's Technical check. The Justice Department's Accounts Division has a special unit dedicated to investigating and exposing paycard fraud.

The warehouse gumps have committed the following crimes and should be sentenced accordingly: Assault of a judge (if any of the rookies have been injured, 10-20 years), Assault with a deadly weapon (6 mths - 2 years), organ legging (15-30 years), obstruction (3 mths-3 years), possession of illegal substances with intent to trade (5-30 years), smuggling (8-20 years), illegal or unlicensed firearm (6 mths-3 years) and resisting arrest (5-8 years).

9) Security Fence.

Scene 2: Donner Und Blitzen!

The central control tower is thirty-levels tall, topped by a control room outwardly resembling an old lighthouse lamp room. Communication arrays stick out from the control room in all directions like a crown of metal thorns. The only entrance is a set of automatic doors at ground level. A small private ground car park nearby is reserved for the depot manager and guests. Four vehicles are currently parked - two Foord Stratos, a TD-4 street bike and a Nirvana roadster. Two places remain vacant, enough for the rookies to park their Lawmasters.

An elevator waits, large enough to accommodate all the rookies. The floor is covered with grease and dust from the boots of workers. The elevator control panel has a single button to take passengers to the control room. When the rookies arrive, the elevator door slides open and a sudden blast of electrostatic energy blows the dirt from their boots. Read the following out aloud to the players.

The lift doors rattle open. You can smell gunsmoke and burning meat. Your eyes lock on to the depot manager, clearly identifiable by his bright orange jump suit. He is sprawled in his chair. His skull and brains decorate the tinted windows nearby.

Have the rookies make a Spot check (DC 20). If they succeed, they notice a shadow flickering near a control

column. No sooner have they noticed the shadow than a blitzer rounds the column and opens fire on the rookies with two handguns. The rookies can dive for cover behind other control columns. If the rookies capture or wound the blitzer, he blows himself up with the charge implanted in his brain but if he gets a break, he runs into the elevator and then flees in the roadster at ground level. The rookies will be too far behind to apprehend him. Blowing out the elevator's control panel will not halt its descent.

Blitzer #2

Citizen 7/Blitzer 1; HD 7d6+1d10+17 (46); Init +2 (+2 Dex); Spd 30 ft.; DV 14 (+4 Reflex); Attack +9 melee, or +8 ranged; Fort +6, Ref +2, Will +2; Str 16, Dex 15, Con 14, Int 10, Wis 11, Cha 12.

Prior Life: Goon.

Skills and Feats: Appraise +7, Balance +7, Climb +7, Drive +6, Hide +6, Intimidate +9, Move Silently +7, Ride +6, Pilot +9, Sense Motive +6, Spot +7, Streetwise +9, Technical +6, Tumble +6; Ambidexterity, Improved Resist Arrest, Resist Arrest, Toughness, Two Weapon Fighting.

Possessions: 2 Handguns 3d6/4, respirator.

There is nothing more that the rookies can learn from the control room or the dead depot manager, other than having Central Records check his identity: Herman Soulfop. Herman has up until now led a life free of incident and had no criminal record. In truth, Soulfop was affiliated with Gemini and was overseeing the drug smuggling operations at the King Of Cool depot, though none of his employees knew this – including the crooked workers of Warehouse Six. Herman became ambitious and tried to stash some of the drugs himself, bribing the med-techs as they left the depot with the freshly packed contraband. Unlike Herman, the med-techs are not stupid enough to risk screwing Gemini. They narked on Soulfop, hence the blitz agent visit. The Capoosh Sisters have decided to close down the King Of Cool operation, aware that its integrity has been compromised. A second blitzer was sent in to kill the hoverclaw crew and later that night the whole depot will explode. Tek-squads will blame the disaster on faulty freezer power generators.

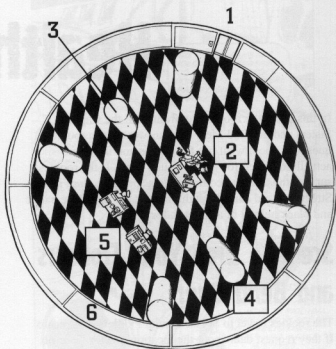
Whatever chain of events the rookies have worked through in the King Of Cool freezer depot, they should eventually be ready to face off with another batch of med-techs. This time, however, the med-techs are unarmed and no match for the might of the rookies. Two ambulances arrive four hours after the rookies have defeated the Warehouse Six workers. Presuming that the

rookies are still on-site, they should be prepared to receive the med-techs. If the rookies have left the premises and returned to the Academy of Law, Judge-Tutor Heston orders them back to the freezer depot.

Scene 3: The Health Service is a Disgrace!

The med-tech ambulances are identical to those featured on p15. Each ambulance has two crew, a driver and an orderly. Both are qualified med-techs and are as crooked as an elder's spinal column. The ambulances arrive at the rest rooms, their crews disembarking with medikits in hand. The rookies will have no trouble capturing the med-techs and will not have to resort to gunplay to detain

Control Tower



- 1: Elevator
- 2: Dead depot manager
- 3: Control column
- 4: Blitzer hiding place
- 5: Secondary control consoles
- 6: Windows

them, as they will instantly surrender. When the med-techs are captured and interrogated (Intimidate check, DC 11), read the following aloud to the players. The quotes below are arranged according to the questions the rookies are most likely to ask them.

Question: *Where are you taking the organs?*

Answer: *The Fiddlefit Hospicare, Boeing District Westside, this sector.*

Question: *Do you know that the organs contain drugs?*

Answer: *Yes, but we didn't need to know it to do our job. It's just something that we heard on the grapevine.*

Question: *Who do you work for?*

Answer: *The Fiddlefit management. We've all been staff med-techs at the hospicare for years. They offered us this*

courier work as a reward for all our hard work in the past. They said we're way better than any robodoc!

The med-techs have committed the following crimes: Organ legging (15-30 years) and possession of illegal substance with intent to trade (5-30 years). If the rookies ask Sector Control for background checks on the med-techs they learn that they are all fully qualified medical personnel trained at Med-Tech, the city's most prestigious hospital training college.

The rookies should now handcuff the med-techs and summon catch wagons to collect both the med-techs and the warehouse gumps if they have not already done so. The final phase of the investigation is about to commence.

Prog Nine: Private Health Care

In this prog, the rookies confront both the Capoosh Sisters and the Odd Men. The answers to the rookies' questions about what use the organs and drugs are actually destined for will be found here. If the rookies survive the ultimate confrontation, they pass the Final Street Test and earn the right to wear the full eagle badge and black helmet of a street judge.

Scene 1: Drop Your Trousers and Bend Over

The rookies travel to Sector 58 and Fiddlefit Hospicare. If they request data about the location, Sector Control provides the following snippets:

† Fiddlefit Hospicare is a private medical centre catering only to wealthy clientele. The minimum annual medical insurance cover stands at 50,000 credits.

† The Capoosh Trust, established by sisters Candela-bra and Moche Capoosh in 2116, owns Fiddlefit.

† Hi-grade robots built in the East European Enclaves staff Fiddlefit.

† Fiddlefit Hospicare was built on the site of an old asylum in what was once known as the Gotham district.

The rookies may choose to ride to Sector 58 or summon an H-Wagon airlift. When they finally arrive, they come up against a plasteen wall ten metres high, decorated with colourful flower arrangements. As the rookies approach the only entrance – a set of solid plasteen gates gilded in gold – a defence cannon pops up from the top of the wall and tracks them. It does not fire, but hums menacingly. Moments later, a hidden speaker sounds. The voice is a woman's. 'If you are an exclusive member of Fiddlefit Hospicare, please spell out your twenty to thirty letter

password. If you are not a member, please state your business or vacate the gate area immediately. Thank you!

The rookies obviously cannot provide the necessary password. Whether they are diplomatic or forceful with their response, the plasteen gates silently part, revealing a straight road made from marble bricks, lined on either side by real (!) trees, beyond which fields of freshly mown grass roll for acres. Sprinkler robots hover over the gardens, spraying fine streams of water from their metal orifices and in the distance stands Fiddlefit Hospicare, a series of white, concentric towers broken by many oval windows. The main road leads directly to a driveway adjacent to the main doors. Hover cars and extremely expensive ground vehicles are parked off to one side, attended to by human chauffeurs awaiting the return of their employers. Attendants point the rookies towards vacant parking spaces. If the rookies choose to ignore the indications, the attendants can protest but do nothing about the situation. The rookies will wish to speak to the Capoosh Sisters, the Fiddlefit Hospicare management. They may either barge into the hospicare and begin looking for the sisters, or ask the attendants for a guide. In answer, the attendants press a button on their tunics and then gesture that the rookies enter the foyer. No sooner have the rookies entered than a slim young man appears from a side door to greet them, smiling as he approaches. Read the following out aloud to the players.

The man is dressed in a white suit and carries himself gracefully. He stops a respectful distance from you. 'How may I be of assistance to Sirs?'

If the rookies ask to see the Capoosh Sisters, the man smiles and gestures towards an antigravity chute. 'Please follow me.' If the rookies suspect that the AGC could be booby-trapped, they have the option of using the ornate stairs, but their journey will obviously be a much longer one, having to ascend many flights. Eventually they reach the eleventh level. The aide leads the rookies to a large door comprised of translucent panels. 'Please wait here and I will announce your presence,' the aide requests. He enters. Less than a minute later, he returns. 'The management are pleased to speak with you.' The aide remains outside the door as the rookies enter. Alternatively, the rookies may decide to smash through the doors or open them for themselves. The aide does not put up any opposition to any of these acts.

The room beyond is an office. It is hexagonal in shape with a polished glassed floor and a ceiling lit by a ring of pink lights. The walls are transparent, revealing alcoves where exotic plants grow under artificial sunlight. A large desk forms the centrepiece of the room, behind which are seated two women in large chairs more akin to thrones. The women are young, perhaps in their late thirties, and look exactly alike in every way, from their hairstyles to their business suits. 'How can we help Mega-City One's next generation of peacekeepers?' Moche Capoosh asks the rookies. She remains seated.

The rookies will want information regarding allegations of the Capoosh Sisters' involvement in the organ legging operation and may use lie detectors on the sisters to



determine the truth of their answers. They may instead decide to arrest the sisters first and then have them interrogated. Alternatively, the rookies may simply advance on the sisters with handcuffs ready to detain them. Whatever the rookies decide to do, the Capoosh Sisters are not having any of it. 'Apologies children,' Candelabra begins, pressing her palm against the desk in front of her, 'but Mummy's got some housecleaning to do.' Suddenly, waves of electricity arc across the office, catching the rookies. The beams are intense enough to blow the rookies off their feet. Have the rookies make Fortitude saves (DC 10) or be shocked unconscious. Any rookies who remain awake are incapacitated, but alert enough to watch as the Capoosh Sisters stand and walk around the desk. Read the following out aloud to the players.

The sisters look down at your flailing bodies and grin. 'It looks like our most esteemed business partners will have a feast after all,' Moche says. She looks at her sister. 'Shall we join them?'

Candelabra shakes her head. She prods at you with the toe of her boot, finding your discomfort intriguing. 'Not today... I am supposed to be a vegetarian you know. You go on ahead and eat for two.' Candelabra turns away and leaves. Moche stares at her departing sister, hands on her hips. 'You bitch!' Moche returns to the desk. 'Estelle; send for the disposal men.'

Hulking hospital orderlies carry the rookies into an elevator. Moments later they leave and walk down a long corridor to another elevator. Finally, the rookies are deposited in a cell with three walls and a set of bars. The orderlies remove the rookies' utility belts and Lawgivers and start to unsheathe boot knives too, until the head orderly stops them. 'Leave them be. The Odd Men like a challenge... just not too much of one!' The orderlies leave and the cell door slides closed.

Not long after the orderlies have left, the rookies regain control of their bodily functions. Some will have had 'accidents', but will doubtless not let their colleagues know about it! The cell is solid concrete except for the steel doors, built from a mesh of horizontal and vertical bars. Have the players make an Intelligence check (DC 15). Success indicates they surmise that they are somewhere within the ruins of the old asylum because the walls are fashioned from a more primitive material than the Fiddlefit building. The rookies can look beyond the door, but poor lighting restricts their vision unless they activate their infrared visors. The visors reveal a large chamber with a ceiling vaulted ten feet above the ground.

Numerous ruined walls standing at various intervals prevent the rookies from viewing the furthest edge of the chamber.

Without fanfare, the cell door rumbles open. The outer chamber remains quiet, as if couched in anticipation of the rookies' actions. As yet unknown to the rookies, the Odd Men – vicious mutant gangsters – are lurking in the shadows, hungry for rookies' flesh. The Odd Men became cannibals to survive in the Cursed Earth and when eventual power, prestige and wealth negated their need to live off human flesh, the Odd Men chose to retain their perversion as a purely pleasurable pastime. Most of the Odd Men are armed with knives, though a few have natural weapons such as claws or fangs. There are twice as many Odd Men as there are rookies. The Odd Men only eat flesh they have personally killed, which is why they use edged weapons rather than guns; the prey's body suffers fewer traumas that way, making for a finer feast.

Use the characteristics below for the Odd Men, choosing one set of weapons (knife, claw or fang) as preferred for each Odd Man. If the Games Master is feeling more adventurous, he can roll up mutations for the Odd Men using the rules for mutants in the Creeps Chapter on pages 215-218 of the *Judge Dredd Rulebook*, but he must balance the mutations against the rookies' own skills and abilities. The Games Master needs to make the Odd Men challenging but not lethal unless the players make some bad tactical decisions or fall victim to poor dice rolls.

Odd Men

Citizen 6; HD 6d6+9 (30); Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; DV 14 (+4 Reflex); Attack +7 melee, or +6 ranged; Fort +3, Ref +4, Will +2; Str 16, Dex 15, Con 12, Int 10, Wis 11, Cha 12.

Prior Life: Wall Hopper.

Skills and Feats: Balance, Bluff, Climb, Concentration, Drive, Hide, Intimidate, Jump, Knowledge, Listen, Move Silently, Ride, Search, Spot, Streetwise; Improved Initiative, Improved Resist Arrest, Skill Focus (wilderness lore); Resist Arrest, Toughness, Weapon Focus (appropriate weapon).

Damage Reduction: 3 (natural armour).

Possessions: Claw 1d6/4, fang 1d4/8, knife 1d6/2.

As the Odd Men pursue the rookies, they snarl and taunt them, stressing with evil glee that they are the hunters, the rookies their prey, soon to be their food. Use any of the following Odd Man quotes during the fight.

'I can smell you, little norm! Your sweet scent fills my nostrils with pleasure. How much sweeter you will taste!'

'Do not try to run; stand and fight! Food tastes so much better when marinated in fear and blood sauce!'

'Your body armour cannot protect you now. Your enemy is the master of the Cursed Earth!'

The Odd Men will fight like berserkers (+2 circumstance bonus to attack rolls) if they lose half of their hit points in one round, but are not stupid and will retreat if their hit points drop below 5.

At the far side of the room is a door, the entrance used by the Odd Men. The door is camouflaged, but the rookies' infrared visors (Spot check, DC 15) will pick out heat traces generated by electronics within the door's opening mechanism. The rookies will not be able to open the door unless they take a key from one of the Odd Men - which mutant shall carry the key is left to the Games Master. They will have to first defeat the Odd Man key-holder and then make a Search check (DC 10) to locate the key. When the key is pushed into the lock, the wall slides up revealing a metal staircase. The light suddenly breaking into the chamber is blinding, even more so if the rookies still have their infrared visors engaged.

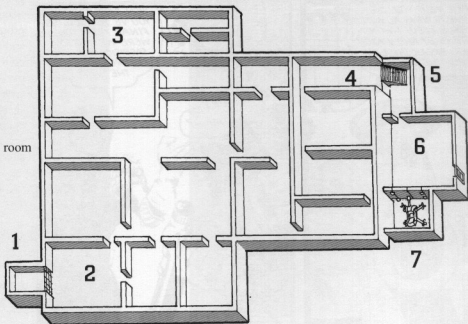
At the top of the stairs is a room bathed in pale, yellow light. A door is set into the right wall. If the rookies make a move to the door, the wall directly opposite suddenly becomes transparent. Candelabra Capoosh is on the other side, sat in a mount aside a heavy laser cannon! Read the following out aloud to the players.

You can't quite believe what you are seeing but as the transparent wall begins to slowly rise into its ceiling drawer, revealing Candelabra Capoosh and one of the largest laser cannons you have ever encountered, the awful reality of your situation begins to dawn on you. There is no escape; you are going to die. Candelabra laughs wickedly. 'I bought my little toy to put the Odd Men in their place should they plan to double-cross me. What better time to wipe them out than when they return, gorged and tired, from a hunt?' Candelabra arms the laser cannon with a remote control unit. She crosses her long legs, rubbing her thighs together in sensuous anticipation of the moment. 'Say cheese!'

Candelabra presses the fire trigger... there is a loud bang. Candelabra slumps forwards, sliding from her mount out of sight. A judge drops down into the gunnery room behind her, holding up a smoking Lawgiver. He walks out towards you. 'I've seen worse, but not by much,' he says. The gritty, coarse voice can only be Judge Dredd's. 'When I found out where you were

Mutant Range

- 1: Cell
- 2: Ruined asylum
- 3: Key-holder Odd Man
- 4: Hidden door
- 5: Stairs
- 6: Empty room
- 7: Candelabra Capoosh's gunnery room



headed, I decided to follow up. Good work rookies; we've been waiting to nail the Capooosh Sisters and their Gemini organisation for quite some time. We finally have the evidence to shut them and their organ legging network down for good. Moche Capooosh has escaped, but now we've broken Gemini's back, she won't get very far. Your Final Street Test is over. Get yourselves patched up; a med-wagon is waiting by the foyer. I'm satisfied that you are fit to wear the full eagles of street judges. Congratulations. Find yourself new uniforms and collect your badges from the Grand Hall of Justice.'

Within the hour you are dressed in the uniform of street judges. In a ceremony presided over by Chief Judge Hershey, Judge Dredd and Judge-Tutor Heston, you walk through a line of judges firing their raised Lawgivers in tribute. 'Hail judges! May your Lawgivers always fire true!' You walk under the curtain of lead towards the bike pool where your Lawmasters await and your new lives begin.

Experience points

The rookies who graduate automatically receive 2,000 experience points, enough to take them to 3rd level. In addition, the Games Master may wish to reward players who have displayed excellent roleplaying, investigative or problem solving virtues with additional experience points. Refer to page 230 of the *Judge Dredd Rulebook* for experience point guidelines.

Further Missions

The newly promoted judges will no doubt be eager to hit the streets to dispense instant justice on the population of Mega-City One without a senior judge constantly watching them. What happens from this point is up to you, the Games Master. However, we would recommend that the new judges be immediately stationed in Sector House 190 (see *The Rookie's Guide to the Justice Department*), a hot bed of crime and political instability.

All further scenarios from Mongoose Publishing will be based in this exciting sector, starting with *The Sleeping Kin*, the start of a desperate investigation to halt the insidious plans of Sov-Block, intent on conquering Mega-City life once more. . .

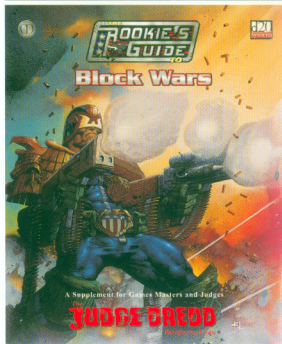
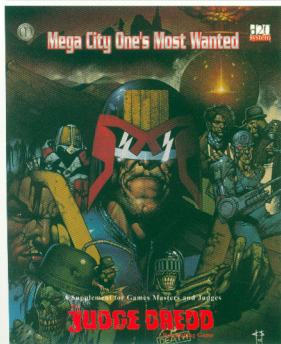
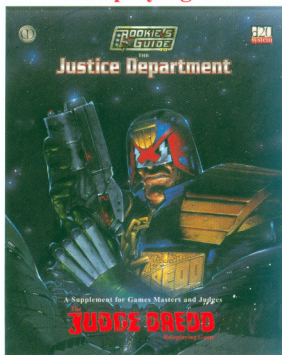
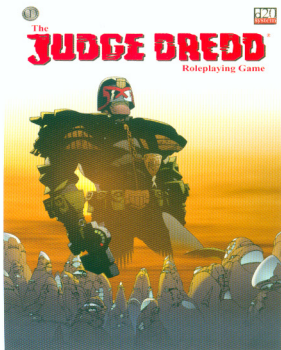
Alternatively, you may be happy to let your judges perform a few regular patrols to get used to the feeling of being full-badge judges, empowered to protect the citizens of Mega-City One and sentence those who would bring civil disobedience. This will allow your players to become more comfortable with their characters, equipment and sector before throwing them in at the deep end. Personally though, I say life in Mega-City One should never be that easy.

See you on the streets. . .



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Judge Dredd. . .

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

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