



THE ROOKIE'S GUIDE TO

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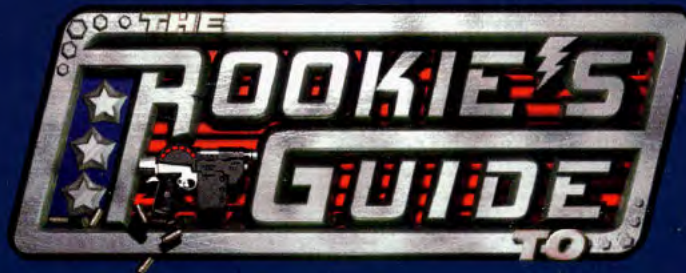
Atlantis & the Black Atlantic

A Supplement for Games Masters and Judges

The

JUDGE DREDD

Roleplaying Game



Atlantis & the Black Atlantic

Atlantis is a word that conjures up mystery and intrigue. Like the fabled city of legend, the way station of Atlantis acts as a magnet for explorers, vagabonds and tourists alike. Located in the middle of the Black Atlantic Ocean and protected by only a handful of judges, Atlantis is a port of call for ships, subs and a focal hub of the amazing Trans-Atlantic Tunnel that connects Mega-City One to Brit-Cit. Pirates are always only a broadside away and boardroom dealings and politics work to drain every ounce of willpower from the citizens employed to make sure the station runs properly. Atlantis is a place where the rich and famous stand above the common man and where it is as simple to drop out of sight as it is to board the Zip monorail.

Within these pages you will find details of the citizens who live and work on the station, as well as the worst dregs of humanity that prey upon them. Games Masters will find details on the pirates who operate in the Black Atlantic, running pirate campaigns and one-off adventures. The judges of Sea Watch are the last line of defence in Atlantis. They work tirelessly to keep the populace under control and stamp down hard on crime. Choose from a number of new judge Prestige Classes from the members of Sea Watch to Harbour and Ocean Patrol to the investigative Immigration Control Judge.

So whether you plan on partaking in a game of Aquaball in the Seaview Park, diving at the Jacques Cousteau Underwater Training Centre, or just waiting for the connection to Brit-Cit, *The Rookie's Guide to Atlantis and the Black Atlantic* offers you all this and much, much more.

Inside You Will Find:

The Full History of Atlantis – its Creation, Development and Current Politics

A Detailed Tour of Atlantis and its Sister Plexes underneath the Black Atlantic

Denizens of the Deep – New Critters

New Prior Lives and Citizen Prestige Classes

The Law of the Sea – New Judge Prestige Classes and Piracy Rules

New Technology – Equipment ranging from Aquapacks to the Wetbike Lawmaster

Entertainment in Atlantis

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JUDGE DREDD
Roleplaying Game

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The Rookie's Guide to Atlantis and the Black Atlantic

Marc Farrimond

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Introduction

Atlantis is a word that conjures up mystery and intrigue. Like the fabled city of legend, the way station of Atlantis acts as a magnet for explorers, vagabonds and tourists alike. Located in the middle of the Black Atlantic Ocean and protected by only a handful of judges, Atlantis is a port of call for ships, subs and a focal hub of the amazing Trans-Atlantic Tunnel that connects Mega-City One to Brit-Cit. Pirates are always only a broadside away and boardroom dealings and politics work to drain every ounce of willpower from the citizens employed to make sure the station runs properly. Atlantis is a place where the rich and famous stand above the common man and where it is as simple to drop out of sight as it is to board the Zip monorail.

The Rookie's Guide to Atlantis and the Black Atlantic

This book is a detailed guide to the amazing ocean based station of Atlantis, its occupants and everyday life in one of the harshest environments on Earth. Games Masters will find a wealth of background information that can be used in either a citizen or judge campaign, including new feats, skills, prestige classes and equipment, as well as a whole host of other information to whet the appetite of both Games Master and Player alike.

You will find details of the citizens who live and work on the station, as well as the worst dregs of humanity that prey

upon them. Smuggling and piracy are commonplace and Games Masters will find details on running pirate campaigns and one-off adventures. The judges of Sea Watch are the last line of defence on Atlantis. It is these brave men and women who work tirelessly to keep the populace under control and stamp down hard on crime. Players can now choose from a number of new judge Prestige Classes from the members of Sea Watch to Harbour and Ocean Patrol, or investigate illegal aliens as an Immigration Control Judge. A wealth of information is provided for the Games Master to seed adventure ideas or run an entire campaign located on Atlantis, and details of the station, the Trans-Atlantic Tunnel and the Justice Department's underwater facility Poseidon are provided.

This book also provides details on piracy and the pirates who operate in the Black Atlantic and some of the other oceans of the world as well as providing details on some of the strange and fearsome creatures found in the darkest depths of the Black Atlantic.

So whether you plan on partaking in a game of Aquaball in the Seaview Park, diving at the Jacques Cousteau Underwater Training centre, or just waiting for the connection to Brit-Cit, *The Rookie's Guide to Atlantis and the Black Atlantic* offers you all this and much more.

Atlantis is your kind of port!

Ideal for the day-tripper to get out and see the sights, or dine in the exquisite restaurants in the French quarter! Check out Eden, the hottest club on Earth, or visit the museum of Natural Oddities, before spending the night in the exclusive Ganges Hotel! Atlantis has it all!

(Information handout issued by the Atlantis Department of Tourism, 2124)



Welcome to Atlantis

Mega-City One and its closest ally Brit-Cit are separated by the vast gulf of the Black Atlantic, once a mighty ocean now a seething mass of pollution. Crossing the ocean is a dangerous affair. Shipping falls prey to the hostile weather conditions that sweep across the waters like a plague, or runs afoul of attacks from bloodthirsty pirates, cutthroats who think little of life. Every year millions of citizens make the journey from Mega-City One to Brit-Cit, crossing over the Black Atlantic by boat or the Trans-Atlantic Tunnel, often stopping at one of the six service plexes along the route.

Nestled in the middle of the Black Atlantic lies the service plex of Atlantis, a staging post for travellers and commercial vessels the world-over and home to over nine million citizens. Atlantis is seen by most as the gateway to Mega-City One and each day thousands of travellers arrive seeking entrance into the busy metropolis, causing problems for the immigration control judges in the plex as they try to cope with the influx of illegal aliens.

Atlantis has its origins back in the closing years of the 20th century, with the successful creation of the Channel Tunnel that linked England to France. The Channel Tunnel took almost a hundred years from its inception to the very moment the first of its high speed trains crossed under the sea and out into another country. This link between England and France meant for the first time it was possible to drive from England to mainland Europe without having to make use of a boat or aeroplane. Following the construction of the Channel Tunnel it was theorised that utilising the same technology a tunnel could be laid on the seafloor and reach deep out into the Atlantic ocean and eventually reach out to North America, linking the continent to England and making it possible for the first time to traverse the ocean without the need for a boat or aircraft. Many scoffed at the idea, stating that it was a ridiculous notion and was more akin to something from a bad science fiction tale than an actual architectural undertaking but oceanographic images were taken and

the best possible route for a tunnel worked out down to the nearest yard. Trans-Corp was formed, a company that was responsible for the research and eventually laying the foundations for the tunnel itself.

Pocket wars broke out in Europe during the early years of the 21st century, causing many projects to be shelved or put on hold. Tensions grew between France and Britain following the tragic events of September 11th 2001. The war against terrorism was taken to new heights when Britain and America joined forces to launch an attack against Iraq and topple its ruling dictator, despite objections from the United Nations. The war in Iraq was a short lived affair and was over almost before it had begun. Although casualties were still heavy on both sides of the conflict, it was the accidental destruction of a French mission on the outskirts of Kuwait by British troops that would cause tensions to flare. A recon into Iraqi held territory had revealed to British Intelligence that a secret chemical weapons plant was housed in a run down sector of Kuwait and troops were sent in to pacify any resistance. In one of the worst mistakes in the history of the British armed forces, the coordinates were misread and instead of attacking the chemical weapons plant, friendly fire claimed the lives of some two hundred French missionaries and support staff.

Despite desperate apologies from the British government to the French people, tensions ran high and the matter came to a head in 2004 when a French activist successfully smuggled an explosive device aboard Le Shuttle bound for England from France. The device exploded midway between the two countries and took out a large section of both inbound and outbound tunnels instantly flooding them with billions of tons of water – instantly killing the occupants of the shuttle. While rescue attempts from both sides of the Channel tried in vain to search for survivors, a group calling itself La Main Sanglante, or the Bloody Hand, claimed responsibility for the attack and over the next few months many more attacks on British soil were carried out.

In 2010 a new miracle wonder food began to surface in the form of beefana (a genetically modified meat substitute) that could transform the poorer parts of the world and end world hunger. For many years beefana was the staple diet of most of the world. This forerunner to muncie was much sought after. Grown in vast farms in the wetter climate of Europe, this humble meatfruit would be the death of the European Union. Prices of stocks escalated to the point that the Euro became unstable and collapsed, taking with it most of the little wealth left in Europe. A bitter trade embargo began between America and Europe and for almost four years almost no products from America crossed into the European Union. The trade embargo began to take its toll and the Union completely dissolved as war began to ravage the continent. With Europe in tatters many of its citizens sought shelter in Britain and America, fleeing from certain death at the hands of would-be dictators.

For almost a decade Europe was little more than a vast war zone, torn apart from the inside. But by 2020 the economic and political climate had changed again and began to settle down with the advent of the East European Enclaves and once again trade between America and Europe began. Space exploration had begun again the year before and plans were being drawn up for the first manned Moon base. With the rekindling of interest in Europe, Trans-Corp set about the task of planning the huge undertaking of constructing the longest tunnel in history and following years of planning and research into new technologies the first sections of the tunnel were struck on April 24th 2020.

The Trans-Atlantic Tunnel was the largest undertaking ever made and pushed its creators to their limits as they sought ways around the problems of solving pressure leaks, designing new and stronger materials and laying the tunnel itself, deep on the seafloor of the Atlantic. The tunnel would span some 3,000 miles from England to America and six small service plexes were built along the route to act as way stations for those using the tunnel, house emergency services and each would contain the basics needed such as food and washrooms. The tunnel was designed by Trans-Corp with expansion in mind and though originally designed to take high-speed passenger and freight trains, there was room to expand and allow domestic vehicles to drive the length of the tunnel.

Elsewhere in the world the first of the mega-cities was being built over the state of New York. This vast metropolis would take over many of the resources being used for the construction of the tunnel and work was placed on hold

until 2026, when Trans-Corp had finished laying major parts of Mega-City One. It took over two years and cost over 400 billion dollars but finally on June 6th 2028 the Trans-Atlantic Tunnel was opened for the first time.

When it was first opened the Trans-Atlantic Tunnel was seen as one of the modern wonders of the world and trade between Mega-City One and the EEE began to soar. As more and more traffic began to use the tunnel the need for expansion was realised and plans began to be drawn up to fit two extra lines for rail traffic and the addition of two lanes for road vehicles. With the extra traffic, the service plexes along the route found they had more than they could handle and refits were on the table, when disaster struck.

After almost fifty years of use the tunnel had become a danger and in some sections it seemed that only faith was keeping billions of tons of water from crashing into the tunnel, despite constant repair. Before the Trans-Atlantic Tunnel could get its much-needed refit and upgrade, the entire world went to hell when American President Robert L Booth started the worst war in the history of the planet. The Great Atom War devastated the vast majority of the world, leaving many areas little more than radioactive wastelands and a strike from a Minuteman tactical nuke fell far short of its target in the newly created East Meg One, destroying a large section of the tunnel.

The effects of the war took their toll on the sea and the Atlantic began to change due to the toxins and pollutants in its waters in addition to the radioactive fallout. The tunnel was forgotten as mankind tried to struggle back to his feet and it would not be until 2090 that the tunnel was refitted and its service plexes rebuilt. The new tunnel was almost four times as wide as its predecessor and had six lanes of traffic and four high speed train lines, cutting the duration of the journey from Mega-City One to the now renamed Brit-Cit dramatically.

The largest of the service plexes was rebuilt and expanded to incorporate hotels, entertainment facilities and other amenities and was staffed by a joint force of judges from Mega-City One and Brit-Cit. The service plex was christened Atlantis and soon word of mouth got out and the station became a popular tourist attraction.

By the turn of the century the need for the station to expand was all too obvious and a secondary deck was added. Sitting moored on the surface of the ocean, connected by access tunnels and elevators, this would

become the main attraction for many and would eventually go on to house over 9 million citizens.

The station began to grow at an alarming rate, attracting big business and soon docks and ports opened and shipbuilders began to expand their businesses to include Atlantis.

The protection of the station was paramount and following the Apocalypse War against the Sov controlled state of East-Meg One, a lower tier of the station was built, to house the Justice Department's wet launch facilities and subs.

Since the upper deck of the station was built it has become a haven for holidaymakers and tourists from all over the world. It has the largest number of clubs and bars for its size anywhere in the world, making it an ideal attraction for the young juves who want to party hard and cut loose.

The Last Continent

By 2126, Atlantis is considered by many as the last continent, a melting pot of cultures and ideals and what Mega-City One should have turned out to be. The station is now at the highest peak it has ever been and, despite the harsh environment of the Black Atlantic, tourism is at an all time high. The station has grown dramatically since its inception and continues to do so; an ever-increasing problem for the judges and every day brings a new challenge – from smugglers to piracy and illegal aliens. Every measure is taken to protect the station from attack, sabotage and the elements, and the judges work vigilantly despite their small numbers.

Like the legendary city that vanished beneath the waves, the station of Atlantis is an enigmatic place, filled with mystery and fraught with danger. The pirates that raid the waters around the station are only a tiny problem compared with the hidden dangers that lie in and around the station. Organised crime is one of the largest problems facing the judges of Sea Watch and many of the large crime syndicates in Mega-City One and Brit Cit are coming to realise that Atlantis is a synthi-plum ripe for the picking – the exploitation of the citizens who work so hard for their credits is more than a temptation for most crime bosses. The waters just outside of the station are dangerous and contain some of the most lethal creatures on the face of the planet and occasionally a tour boat steers off course, never to be heard from again.

In recent years a strange and dangerous underground cult has sprung up on the station, causing new problems for the judges and menacing the citizens. The Sons of the Kraken now has its fingers in most walks of everyday life aboard Atlantis – despite the best efforts of the Justice Department and even private investigations conducted by Hampson & Hampson and Haynes Industries, the leaders of this cult are still unknown, giving much cause for concern.

Disputed Waters

The shipping lanes that span the Black Atlantic are often in dispute and it seems that every week some trade company has an axe to grind with another, often resulting in bloodshed – even sometimes going as far as sinking rival vessels. The majority of disputes over shipping lanes are normally resolved on the floor of the Board, where



points for and against are discussed and sallied back and forth until the problem is resolved.

For the vast majority of the time, trade and shipping disputes are settled by the Board with relatively few problems. On the occasions when talks are deadlocked and no resolution is in sight, the Justice Department, or more often Watch Commander Waldon, will step in carrying the veto vote, acting as arbitrator and mediator. It is only rarely that the gunboats of Ocean Patrol are called in to quell a potential 'situation' before it arises, but from time to time this does happen and when it does the Justice Department will show its hand and ruthlessly subdue any hostilities against it or the station.

During the latter part of 2124 a trade dispute broke out between Hampson & Hampson and their rivals Okinawa-Pacific. Thanks to Watch Commander Waldon stepping in to quell matters, both companies called off their own gunboats, saving hundreds of lives in the process.

The behind-the-scenes politics of the Board are strange to many who live on the station. The main newsvid of the station, The Gazetteer, devotes much of its space to the behind-the-scenes action. Depending on who is in control of the board of directors on the paper, its opinion sways from one mega-corp to another. Currently the Gazetteer is backed by Okinawa-Pacific, who bought the controlling stock interest in the company, forcing Hampson & Hampson to look elsewhere for its coverage and publicity, again adding fuel to the fires of mistrust and hatred that are smouldering between the two mega-companies.

Other Service Plexes

The Trans-Atlantic Tunnel sees millions of visitors every year passing deep below the poisoned waters of the Black Atlantic, crossing from Mega-City One's Pat Duffy Terminal to Brit-Cit's Lady Di Station. Weary travellers will often need to stop and rest in one of the service plexes that line the tunnel. The best known of all these plexes is Atlantis, a thriving community and valued asset to the mega-cities industries who sponsor its progress. But Atlantis is not the only service plex on the Trans-Atlantic Tunnel, though she is by far the largest. Atlantis has five other sister plexes, each located some five hundred miles from the last. Each plex is at least a half a mile square, although Britannia and Ulysses occupy almost a mile square.

Britannia

The second largest plex on the tunnel following Atlantis is Britannia, roughly half the size of Atlantis and located almost a thousand miles from the coast of Brit-Cit. It is often the first stop for drivers of transports coming from the Lady Di Station in Brit-Cit to Mega-City One and is well known for its food services. Britannia serves up some of the greasiest food outside of Brit-Cit and offers such delights as tater pie n' synthi-chips, grease burgers in lard, lard burgers in grease – and the infamous Salford doorstep, a sandwich as big as a trucker's head and twice as empty. Britannia is home to four hotels and over a dozen greasy spoon truck stops, known locally as pie stops.

Neptune

Next in line from Britannia is Neptune, a service plex that is little more than a vast empty station, with no amenities to offer other than room to park (for a fee of 15 credits) your vehicle for the night and rest if needed. The lack of public amenities in the Neptune plex often means that it is little more than one massive urinal and most seasoned travellers will hold on till they reach either Britannia or the next plex along the line; Triton.

Triton

During the Apocalypse War, East-Meg forces, using Lenin class hunter-killer subs, attacked the service plex of Triton. Despite the valiant attempts of the small staff to fight off the invaders, the plex fell and was breached – flooding billions of gallons of water into the station, drowning everyone trapped inside. Following the war, the plex was rebuilt and reopened for use. A plaque commemorating those who died in defence of Mega-City One is to be found outside of Triton's largest hotel; the Eurybia. The next plex along from Triton is Atlantis – the largest and most famous of all the service plexes, which in turn is followed by Tethys.

Tethys

A grey, reinforced rockcrete monstrosity that nestles like a drab crab beneath the waves of the Black Atlantic, Tethys is probably one of the ugliest structures ever built by man. Huge and monolithic but squat, angular and insectoid in appearance, it is perhaps fortunate that it is built on the bottom of the ocean where few people ever see it. The station is extremely functional, consisting of little more than a refuelling station, a huge vehicle park and basic

recreational facilities alongside a small collection of cafes that offer basic (but extremely expensive) food for passing travellers. The majority of the Tethys plex consists of a colossal shopplex, designed to house more than five thousand individual shops within its cavernous interior. Unfortunately, the interior of the building is almost as unappealing as the exterior – every wall is covered in decorated metal panels, depicting strange creatures said to dwell beneath the waves, although many who have seen them say that they seem to hail more from the deranged mind of a rambling madman. Furthermore, the lighting is totally inadequate, leaving almost everywhere dim and murky. Nearly every store is empty and boarded up – not even the shoppaholics of Mega-City One are prepared to travel several hundred miles to visit a *really ugly* shopping mall!

Ulysses

The closest plex to Mega-City One is Ulysses. It is a welcome sign that travellers are finally near to the lights of the mega-city at the end of the tunnel. Ulysses is slightly larger than most of the other service plexes, second only to Atlantis and Britannia and is often used as an unloading spot for those who are attempting to smuggle goods into the mega-city. On Ulysses many would-be smugglers lose their nerve and will dump the goods they are trying to get into the city, in the vain hope that they will not be caught. Unknown to the majority of

citizens who travel through the plex, Ulysses has more spy cam arrays and security scanners connected directly to the Justice Department's PSU than any other plex, bar Atlantis and often those who dump their contraband goods are caught on cam and will spend time in the Iso Cubes. From Ulysses it is only a short journey to Mega-City One, with the Pat Duffy terminal a mere five hundred miles away.

Emergency Escape Plexes

Located every one hundred miles along the entire length of the Trans-Atlantic Tunnel are the Emergency Escape Plexes, more commonly known as EEPs. Each acts like a miniature service plex but without the amenities found on the larger stations. The EEP are used by vehicles that are experiencing trouble and each can hold up to 100 mopad sized vehicles, while they wait for roadside rescue by the closest Tunnel Rat. Tunnel Rats are mechanics, employed to answer emergency requests for aid from the EEP posts and dispatch a recovery vehicle, fixing the stricken vehicle if possible, or towing it to the closest service plex if repair not an option, all at the cost of the vehicle's owner. Tunnel Rats are notoriously stubborn people and often take hours to arrive at the scene of a call-out, milking every moment they can – as they are paid by the hour. The EEP posts also act as an emergency meeting place. In the event of a breach in the walls of the tunnel, fourteen feet thick plasteel doors will slide into place blocking off both ends of the tunnel, while the survivors await rescue. Although the EEPs are little more than a vehicle park, they attract fugitives and displaced people from both sides of the Black Atlantic – desperate wanderers who make the cavernous chamber their new home. Living in an EEP is harsh and many who do so will often end up with muscular wasting diseases or nitrogen narcosis due to the immense pressure of the water above them, but they still arrive in their hundreds every year and many will work for scraps of food and fresh water from those stranded in the EEP, often cleaning windows on mopads and other menial tasks – whether the stranded motorist wants the chore done or not. Each EEP also has two caretaker robots that maintain the seals and watch for breaches. Many of the caretaker robots will use the homeless living in the EEP to do their work, providing them with requisitioned food and water.

Service Plexes of the Trans-Atlantic Tunnel

Brit-Cit: Sector 56. Lady Di Station

—
Britannia

—
Neptune

—
Triton

—
Atlantis

—
Tethys

—
Ulysses

Mega-City One: Sector 80. Pat Duffy Terminal

Visiting Atlantis

There are a number of ways that a citizen can visit the station of Atlantis. Each is not without their own problems

or dangers – most mega-cities will often issue a warning to citizens who wish to make the journey to the station, strongly advising against such a trip.

The main method, and perhaps one of the fastest, to reach Atlantis is to hop aboard the Zoom in either Mega-City One or Brit-Cit and travel along the length of the Trans-Atlantic Tunnel until the one-hour stopover in the station. Often citizens who are travelling from Mega-City One to Brit-Cit will arrange for a stay-over in one of the many hotels or hostleries on the upper deck. Here they can take in the nightlife in one of the hundreds of clubs that dot the island like a case of the Terelian flu, or take in the sights of the station, its people and some of its historic landmarks. Then – usually following a full inspection by immigration judges – the citizens will continue to their destination.

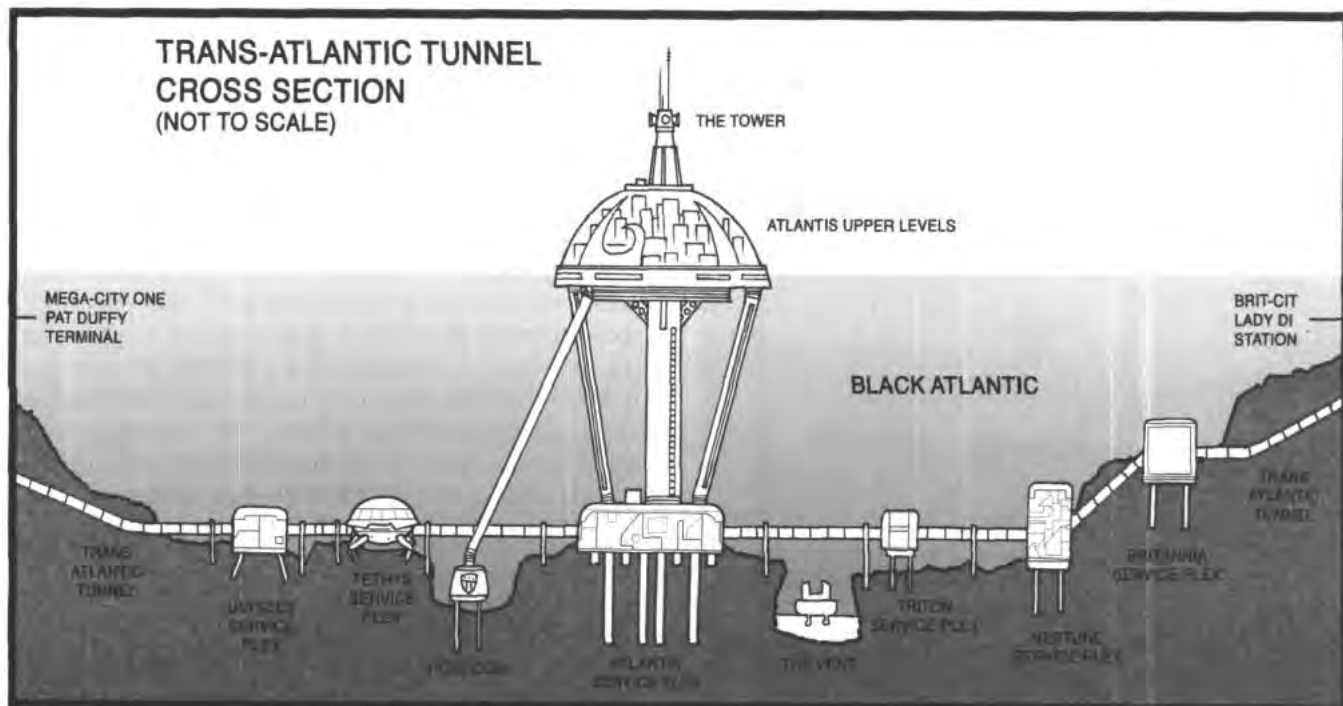
The Zoom takes a full fifteen hours to travel from Mega-City One to Brit Cit, not including any stopovers at Atlantis or one of its five other sister plexes. The Zip trains travel at immense speeds, cutting down the journey time for the passenger. A Zoom leaves either mega-city at one minute past the hour every other hour from 3am until 11pm, seven days a week – at least in theory.

Atlantis also has a very busy air terminal located in its central section, the Core, and from here strat-bat flights

to anywhere in the world are available. For those who are rich enough, shuttles leave for Luna-1 twice a day.

Many passenger vessels call into Atlantis via the Black Atlantic, with the station being a very popular stopover port of call for ocean going luxliners and pleasure cruisers. Tourism is one of the largest industries on Atlantis, bringing in millions of credits in revenue each year, swelling the coffers of those who run the stations many hotels and clubs – and also attracting those to the station that prey on the weak willed and the gullible.

The drive from Mega-City One to Atlantis takes 20 hours – if the driver is on autodrive, cutting down the need to rest at one of the plexes. Undertaking the journey by vehicle is not for the faint of heart and the long trip is more than enough to try the patience of even the most saintly of citizens. Trapped in a mo-pad for hours on end deep under the Black Atlantic is not everyone's idea of fun and every week at least one traveller cracks under the strain, succumbing to a variation of Future Shock Syndrome that the Justice Department's Med Division are calling 'tunneller's cramps', as often the first sign of onset is the loss of sensation in the extremities and a severe, cramp-like feeling. This often leads to violent outbursts, with the victim succumbing to the worst ravages of tunneller's cramp and trying to escape from their vehicle by any means possible.



A Tour of Atlantis

Between Mega-City One and Brit-Cit lie six service plexes, the largest of which is Atlantis, a staging point for both commercial and passenger transports from the European mainland to the American mega-cities. Atlantis is home to nine million citizens, workers and support staff and a hive for black market smugglers and racketeers who profit from the hapless law-abiding population. A small cadre of judges from Mega-City One and Brit-Cit keep the peace. Like the mythical city from which it took its name, Atlantis is a place of mystery and intrigue where anything can happen and the unexpected is just around the corner.

Geography

Atlantis is a way station, lay-by and staging point for goods bound from the European city-states to Mega-City One and beyond. It is located 715 nautical miles from Brit-Cit and 2300 nautical miles from Mega-City One. The Trans-Atlantic tunnel that spans the Black Atlantic and connects both mega-cities passes directly through Atlantis. The service plex is a three-tier construction. The largest tier stands just above sea level before sinking to the ocean bed a mile below the surface of the Black Atlantic. The upper deck area of Atlantis is home to nine million citizens. It is divided along the four compass points, with each section known as a 'Quarter'. The four Quarters surround a central hub called the Core. A ten-foot thick, transperene Viro-dome protects both the Core and the Quarters from the worst ravages of undersea weather. Access tunnels run from the Quarters and the Core and to the other service plexes below. Atlantis is secured to the Central Station by twenty-foot thick plasteen guidelines and anchored by thirty-five in-shore bore threads descending straight to the ocean floor. The Trans-Atlantic Tunnel rises from the seabed where it connects to Atlantis. Hotels, shops, docks, sub-pens and theatres surround the tunnel, in addition to a small Justice Department holding post.

A perimeter wall runs around the entire circumference of Atlantis. Aqua cannons, the station's first line of defence, are mounted every one hundred feet. If the station is threatened by devastation, Hammerhead missile silos

are ready to take action, manned by genetically modified chimpanzees. If Atlantis should suffer extensive damage and is in danger of disintegrating, the upper deck can be freed from its moorings, emptying its ballast tanks to float up to the surface where the inhabitants can be evacuated.

Atlantis Core

Population: 3 million

Famous Landmarks: The Bell, Grange Hotel, Iso-Containment Facility 303, Hampson & Hampson Plaza, The Heights, Money Mile, Justice Department Service Station, The Tower, Trans-Atlantic Tunnel Control.

Brief: The Core, permitting access to the deep-sea research centre, Justice Department sub-pens and the Tower, the largest communications array found outside of Mega-City One. Access to the main station for the Trans-Atlantic Tunnel is also to be found here.

Atlantis North

Population: 1.5 million

Famous Landmarks: Church of the Holy Lewis, Hotel Calypso, Jacques Cousteau Underwater Training Facility and Roulade's Hotties.

Brief: Known as the French Quarter, but home to citizens from other European city-states. A great deal of animosity exists between the French Quarter and Atlantis South, the latter a Brit-Cit preserve.

Atlantis South

Population: 2 million

Famous Landmarks: Little Ben, The Green, White Chapel, Mrs Miggin's Pie Emporium, Wilson's Kelp, The Museum of Unnatural Oddities, Browning's University and New Gretna.

Brief: The Brit-Cit quarter of the station and home to some of Brit-Cit's largest export companies.

Atlantis East

Population: 2.5 million

Famous Landmarks: Justice Department Shipyards, Haynes Industries Research Labs, Lover's Leap, The Promenade and Rod Taylor Centre.

Brief: Justice Department vessels are built and maintained in the shipyards. The Rod Taylor Centre deals with quarantine and disease control issues affecting Atlantis.

Atlantis West

Population: 0.5 million

Famous Landmarks: Pier 67, The Port, Sea Pen 4 and Seaview Aquaball Park.

Brief: Sea Pen 4 is a Justice Department seadock. Pier 67 is a haunt of criminals. The Port harbours civilian and industrial vessels.

Atlantis Station

Population: None

Famous Landmarks: Justice Department Holding Post and The Trans-Atlantic Tunnel.

Brief: The undersea section of Atlantis, connected to the Trans-Atlantic Tunnel. Contains krillcatcher docks and two hotels.

Government

Atlantis is a free-trade port of call for citizens the world over, jointly governed by Mega-City One and Brit-Cit, with commercial investment from the Euro-City government. The Trade Consortium, a business confederation comprised of Hampson & Hampson of Brit-Cit and Haynes Industries of Mega-City One, have controlling interest in the station's day-to-day affairs.

Political Process

Due to the nature of the station and the way it is governed by large corporations, there is very little in the way of political process and agenda aboard Atlantis. All of the major decisions are made in the boardrooms of Hampson & Hampson and Haynes Industries, working together as the Trade Consortium. Ultimately the day-to-day running of the station, its maintenance and safety, are the responsibility of a collection of directors known

as the Board. They work in tandem with the Justice Departments of both Brit-Cit and Mega-City One to maintain the smooth running of Atlantis.

The Judges

Although there are over eight million citizens and workers on Atlantis and thousands pouring through its terminals every single day, the station only has a very small group of on-site judges. Following a break out attempt in early 2124, which resulted in the deaths of all eight present duty judges and an increase in drug smuggling between Mega-City One and Brit-Cit, the complement of judges was increased to fifty.

These fifty permanent duty judges are known as Sea Watch. All justice personnel undertake a tour between six months and two years. Members of Sea Watch are trained in areas their street counterparts are not, including the detection of suspicious packages and anti-terrorist countermeasures, dealing with trade disputes and policing international waters. Many members of Sea Watch are judges with a natural flare for diplomacy and negotiation. When their tour of duty is completed, judges wishing to return to the mainland go on to become high-ranking Sector House staff, or work in public relations departments.

The Justice Department Service Station

The Justice Department Service Station is Sea Watch's permanent base of operations. From here communications with both Mega-City One and Brit-Cit are maintained, warrants received and executed, and other legal issues dealt with. The Service Station is located in the Core, just a few hundred yards from the Central Station entrance. Though not as grand as a Sector House, the Service Station contains its own emergency services and backup facilities and is manned by fifty duty judges and a further two hundred civilian auxiliaries. Refer to the Law of the Sea chapter for more information regarding the Service Station.

Currency

The main form of currency aboard Atlantis is the Mega-City One credit, though credit X-change facilities are

available for transferring one currency to another, for example to the credit, to the pound, or to the euro-credit. Currently the pound is riding higher on the exchange and is worth 1.75 to 1.00 credit.

Habitats

Atlantis is a working station and most of the population stationed there are support crew and their families. The station is also home to kelp farmers, miners and deep-sea aquanauts. Out of economic necessity, Atlantis is built to a smaller scale than the surface mega-cities. The Zip, a monorail system connects the Quarters to the Core, supplemented by a meagre, two-lane road network.

Work Blocks

The majority of Atlantis citizens are housed in scaled-down versions of cityblocks called work blocks, each averaging thirty levels in height and housing a population of approximately eight thousand. Work blocks have every amenity that one would come to expect, including a med-bay and a mini-shoplex. Unlike Mega-City One, unemployment in Atlantis is at an all-time low, with over eighty percent of the populace actively employed in the

running of the station. Prospective Atlantis inhabitants have a two-year waiting list in front of them and must pass a wide range of tests before they can even be considered for resettling.

Portside Blocks

Those with talents to offer but little wealth behind them will be housed in the portside blocks attached to the dock areas. The portside blocks are noticeably smaller than the work blocks and can only support five thousand occupants at any one time.

The Promenade

The Promenade is a haven for local crime and better known for the slabwalkers that strut its length than its huge observation portals offering an impressive, if dingy, view of the Black Atlantic. Easy money is to be made from lonely, sex-starved sailors and the regular slabwalker contingent know most of the solar tanker and submersible crews on a first name basis. Sea Watch makes an effort to patrol the Promenade, but has bigger fish to fry than filling the iso-cubes with sex workers and industrial workers that provide much needed 'tourism' income to Atlantis.



The Heights

Surrounding the Core is a ring of luxury buildings known as the Heights, a ring of thirty Luxi Habs surrounding the Core. The Heights houses five thousand of the wealthiest and most influential Atlantis citizens, including company directors, financiers and managers.

The Trench

Though the vast majority of citizens who live and work on Atlantis do so legally, a large number of illegal immigrants clog sections of the station, seeking new lives in Mega-City One or Brit-Cit. They often arrive as stowaways aboard vast hyper-tankers calling into Atlantis to refuel. The stowaways risk more than deportation when they chance illicit travel aboard such vessels, risking contact with toxic goods and drinking stale, polluted ballast when thirst drives them to extremes. Many immigrants are naïve to the ways of the larger mega-cities and are easy prey to gangs of organ-leggers, slavers and racketeers. For some, the trauma of their journey to Atlantis is simply too much to bear – they choose to hide in the station's lower levels rather than press on to the mainland. Thousands survive by eating stolen kelp and sea slugs and soon become a constant thorn in Sea Watch's side.

Landmarks and Locations

Atlantia

Swimming is one of the most popular pastimes on Atlantis and over 95% of the population can swim and regularly take a dip in one of the station's hundreds of pools and public baths. The largest and most popular of all is Atlantia, located in the southern quarter of the station and capable of holding over a thousand swimmers at a time. Swimming in the luxuriant warm waters of the Atlantia pool can be a relaxing way to spend the day, but gangs of taps and dunks often work the unisex changing areas.

Atlantis Maritime Museum

A popular attraction with many tourists is the Atlantis Maritime Museum, an impressive building located in the west quarter. Tourists can learn about Atlantis' history and view some of the famous vessels built in its shipyards. The Maritime Museum is home to the Denizens of the Deep exhibition, where for a small entrance fee of five credits, visitors can view stuffed exhibits of some of the mutated creatures that can be found in the depths of the Black Atlantic from the humble toe nobbler to the colossal behemoth.

The Bell

The Atlantis Oceanarium – better known as the Bell – is the best place to witness the strange and wonderful ocean dwelling life forms in their own environment. For ten credits, visitors get a one-hour tour around the underside of Atlantis in a protected observation bathysphere. Tours take place every hour between 7 am and 9 pm. Citizens can thrill to the sight of the majestic shoals of hunting ichthyosaurs, the majestic coral rays, or watch krillcatchers set out on an expedition. On rare occasions, a behemoth will come close to the station before the defences kick in and ward it off, a battle that attracts the largest number of voyeurs.

Boat of the Year Show

Held in New Olympia in Atlantis' east quarter, the Boat of the Year show attracts traders and foreign visitors alike. The latest in ocean-going vessels are on show, their sellers on hand to take orders in advance of the vessels' mass manufacture the following year.

Calypso Hotel

The Calypso chain of hotels are famous throughout the western world – naturally, Atlantis has a branch on its watery doorstep, overlooking the Champ du Point Plaza. Forty-five storeys high, the Calypso boasts excellent amenities and exquisite cuisine. With five thousand guest rooms, staterooms and penthouse suites, swimming pools, park and an aviary, the Calypso is a tourist attraction in its own right. Even though it is extremely expensive, the Calypso is often fully booked, particularly during the ichthyosaur-mating season as tourists flock to the station to view these majestic creatures (June-August).

Church of the Holy Lewis

One of the most ornate of Atlantis' buildings is the Church of the Holy Lewis in the French Quarter, dedicated to Euro-City's patron saint, Jerry Lee Lewis. The Euro-City faithful flock to come and worship at the Altar of Comedy, or bathe in the rejuvenating waters of Mont Pisse-ante, believed blessed by Lewis himself back in 2001. Sacred trinkets such as a genuine piece of the one true hairpiece, or even that all-important vial of Bud-EE love potion, are available for purchase. The mural of Lewis depicting his defeating the mighty Deano dominates the west wall, stretching four hundred feet in length, depicting the Holy Lewis's lifelong struggle to bring humour to the Americas. Admission is twenty-five credits, with all proceeds going to the Holy Smoke restoration fund.

Eden

The largest night spot on Atlantis and one of the most popular nightclubs in the world. Eden is THE place to be for would be clubbers and vacationers and many will queue for hours to get a ticket to get in, weeks later. If your name is not on the guest list for the more exclusive parties, then you will never get in.

De Caprio's

Home to some of the biggest parties to hit Atlantis and the place where more movies are premiered than anywhere else in the world. De Caprio's is the place to rub shoulders with the rich and famous, dine with the powerful or just bathe in the glory of those more famous than you. Many citizens will stand outside of De Caprio's for hours, hoping to get a glimpse of their heroes.

The Ganges Hotel

The Ganges has managed to pip the Calypso hotel to the position of most expensive residence aboard Atlantis. A fleet of bell-bots race about the Ganges' vast corridors, doing the bidding of their clients. Many celebrities from the worlds of fashion, Tri-D and sport frequent the Ganges including the late king of ugly, Otto Sump, and former World Supersurf Champion Jug Mackenzie.

The Green

The Green is the largest expanse of virtua-grass and synthi-trees on Atlantis, located in the Brit-Cit quarter. Visitors can enjoy a game of spiff, or relax under the shade of a large synthi-oak while sipping a cool muncce beer. The Green's gardens are home to a large variety of flowers imported directly from Brit-Cit's Arborea aircon. The Broadmoor Maze sits at the Green's centre, complete with fully licensed flashers who leap out from behind bushes to startle and embarrass passers-by. The Green is free to enjoy, though the public houses serving warm kelp beer charge as normal.

Haynes Industries Research Labs

Haynes Industries, located in the East Quarter, is one of the largest businesses based on Atlantis. Two thousand scientists work at converting seawater into a fuel source, medical research, oceanic mining, ore processing and deep-sea exploration. Haynes Industries' foundations travel six-hundred feet beneath Atlantis where its true nature is revealed: Haynes is a cover for the Hussain Mob, a weapons manufacturer and arms dealer smuggling its wares aboard research vessels. The illicit cargo is jettisoned along the seabed at pre-designated coordinates, later collected by the Mob's customers.

The Inferno

A notorious night spot, infamous for the St Valentine's Day slumber party, in which some twenty of Mega-City One's crime lords were slaughtered by a posse of young female juves dressed as cheerleaders for the Southern Jets. The real culprits were never caught but Justice Department investigations hint towards a hit co-ordinated by the Hussain mob of Mega-City One's Sector 190.

Jimmy's Museum of Unnatural Oddities

Jimmy's Museum of Unnatural Oddities presents some of the many bizarre and wonderful oddities from around the world and beyond, recreated by the finest robo-artisans. Monsters from the ocean depths like the megladon thrash about in all their robotic glory, while

Robo-Warden

Large Robot

Hit Dice: 16d10 (88 hp)

Initiative: +5 (+5 Dex)

Speed: 30 ft.

DV: 18

Damage Reduction: 20

Attacks: Tazer baton +20 melee

Damage: Tazer baton 1d10/- melee

Face/Reach: 10 ft. by 10 ft./10 ft.

Abilities: Str 30, Dex 20

Software Capacity: 224

Software Packages: Base Attack Bonus +10, Computer Use +10, Concentration +10, Drive +5, Intimidate +10, Knowledge (law)+8, Listen +10, Pilot +5, Read Lips +5, Ride +5, Search +5, Sense Motive +10, Streetwise +10, Stealth +4, Technical +10; Data Access, Improved Strike, Weapon Focus (tazer baton), Weapon Specialisation (tazer baton).

Klegg robots snap their huge jaws and gesture obscenely at passers-by. Admission is fifteen credits.

Purgatory

Purgatory – real name Iso-Block Alpha – is to date Atlantis' only prison facility, capable of holding thirty prisoners at any one time until they can be transferred to permanent Mega-City One or Brit-Cit facilities. Robo-warders are Purgatory's sole administrators, re-fitted mechanismo units armed with tazer batons. Purgatory is located at the rear of the Justice Department Service Station.

La Petite Tour

La Petite Tour – or the Little Tower – is located in the French Quarter. The metal framework statue, forty storeys tall, is a testament to those French who perished during the Great Atom War. A revolving restaurant tops the Tower.

New Gretna

New Gretna's waterfalls and limpid pools attract lovers wishing to elope and tie the knot in a charmingly archaic romantic contract called marriage. For 45 credits, anybody over the age of fifteen can be married in one

of the licensed chapels, walking had in hand down a red carpet into the presence of a Minister of Grud who performs the ceremony.

Justice Department Holding Post

The Holding Post is a modest facility whose purpose is only apparent from the golden eagle sitting atop the main entrance. In early 2124, a botched attempt to free convicted organ-legger Felonious 'The Surgeon' Sturgis and his chief enforcer Max Clatter resulted in the deaths of all the resident duty judges. The Holding Post's complement has been increased to eight judges and a bomb hound nicknamed Rusty, in addition to twenty immigration judges stationed in Customs.

Wiffim's Kelp

Owned by Yimmy Wiffim, this small kelp store is a little delight, offering kelp 'n' chippies, served piping hot and wrapped in a photocopied Brit-Cit Times news sheet. The Brit-Cit judges visit Wiffim's Kelp on their patrols, grateful of a chance to savour the taste of home.

Trans-Atlantic Tunnel Control

Beneath the Tower, Trans-Atlantic Tunnel Control is responsible for the smooth flow of traffic between Mega-City One and Brit-Cit. Operational twenty-four hours a day, Tunnel Control can quickly deal with any emergency, despatching crisis teams to traffic accidents and zoom derailments. If the Trans-Atlantic Tunnel should be breached, Tunnel Control can seal off the offending section before floodwaters can cause further damage along the tunnel's length.

Pier 67

Located in the western Quarter, Pier 67 gained notoriety in early 2120 following the crash of the hyper-liner *Quasar*. The sea vessel crashed into Pier 67, causing the largest disaster Atlantis has ever faced. Over 11,000 passengers lost their lives in addition to 3,000 Atlantis natives.



The Tower

The Tower is Atlantis' tallest structure, piercing the protective Dome. It is lined with dozens of mega-band transceivers and satellite communication arrays. Four 20,000-terawatt argon lamps project a constant beam along the cardinal compass points to warn shipping of Atlantis's presence. The Tower is completely automated, though human staff will be summoned should a malfunction develop.

The Money Mile

The Money Mile contains along its length the largest of Atlantis's corporations, including Rooters, Pear Computing, Hampson & Hampson and Sump Industries.

Mrs. Muggin's Pie Emporium

Mrs. Muggin's Pie Emporium was shipped brick by brick from Brit-Cit across the Black Atlantic and lovingly established in its new home on Atlantis where it serves the best pies and cakes in the Quarter. Items on the menu include Stench Eel and Trotters and the fearsome Wigan Waste Kebabs. The secret ingredient behind Mrs. Muggin's success is human offal, purchased on Brit-Cit organ leggers and smuggled into Atlantis alongside innocent cake ingredients. The hugely popular Steak and Kidney pie contains real human kidneys, torn from the corpses of Brit-Cit DPs executed by Community Care agents.

Roulade's Hotties

Roulade's was established in Euro-City over four decades ago and is now world famous for its extra greasy, garlic mustard hotties. Roulade's is presently shut down whilst being investigated for breaking hygiene laws but is expected to re-open very shortly.

The Vent

The Vent is an underwater volcano located four miles from Atlantis. It is an aquatic power tower delivering geo-thermal energy to Atlantis to provide almost unlimited heat and electrical power. The Vent is completely automatic and robot controlled, requiring little human intervention.

The Viro-Dome

The Viro-Dome protects Atlantis from the worst of Black Atlantic weather. The Viro-Dome completely covers the station, only broken by the spire of the Tower. Built to withstand a force-ten hurricane, the Viro-Dome is constantly maintained by both robot and human workers, known laughingly as VDs to their fellow citizens, much to their annoyance.

Lover's Leap

Leaping season happens in Atlantis every March when lovers from many of the world's mega-cities gather together to leap to their deaths in what is one of the most bizarre sights the station sees. Euthanasia and suicide are both legal practices in many of the mega-cities and

as long as a citizen has signed the right paperwork in triplicate they are free to end their life in any way they see fit – as long as it will not harm other citizens or cause damage to civil and Justice Department property. Each year thousands of depressed citizens make their way across the ocean to Atlantis and take part in mass-suicides, by throwing themselves from one of the largest buildings on Atlantis into the dark and dangerous waters of the Black Atlantic almost a quarter of a mile below. If the fall from such a great height does not kill the citizen, they need not worry as the pollution in the septic ocean more than likely will, or failing that they will meet a very grisly demise at the mercy of one of the many megladons that gather each year in shoals to feed on the leapers. Many citizens take their deaths very seriously and dress for the occasion, some sporting sponsorship deals from the corporate world, leaving a tidy sum for their loved ones. Others wear fancy dress, often mimicking a well-known Tri-D star of the time such as Benny from 'The Blockers', or popular sports stars. Every Sunday during March is given over to lovers who wish to take the plunge. It is not unknown for brides and grooms who have just been married, in an area of the Leap known as the Chapel, to jump hand in hand into the blackness, often followed by many of their wedding guests, all being cheered on by the hundreds of spectators who turn up to watch. Seeing a bride and groom cheerfully wave to the crowd, still dressed in their wedding regalia and then throwing themselves into the abyss is very popular and often gets the spectators eager for more.

The Port

Located in Atlantis' west quarter, the Port is the largest of all docking facilities, able to berth over a hundred vessels at a time. It is a point of call for all major commercial water traffic crossing the Black Atlantic. Passenger liners are directed to one of the many smaller docks around the station. The Port is large enough that many criminal activities can take place completely undetected, such as gangland executions and smuggling of contraband and illegal immigrants. Only recently has the Justice Department installed Wally Squad agents to begin the long awaited crackdown on Port crime.

Seaview Aquaball Park

One of the best-loved pastimes in Atlantis is Aquaball, a sport played by two teams. Aquaball parks are to be found in all quarters of the station but it is to Seaview that

thousands of loyal sports fans flock each week to watch their heroes in action. Two teams of athletes compete against each other in a water tank, their objective to get the ball from one side of the arena to the other, slamming it into a suction net. The current aquaball record holders are the Southern Jets, who beat the reigning champions Le Pettie Cardinals in the 2125 league.

Silo 4

Silo 4, an Atlantis missile defence station, nearly spelt doom for the locale back in 2122 when the augmented chimpanzees charged with maintaining the facility accidentally set off four Hellblazer micro-nukes that were still locked down. If not for the actions of a brave chimp called Little Albert who saw the incoming threat and countermanded it by launching a pre-emptive strike, Atlantis would have suffered cataclysmic damage. Political activists and animal rights campaigners have long vied for Silo 4 to either be dismantled or re-staffed with robots.

Queequeg Ship Builders

Queequeg's has a reputation for producing high quality, luxury-ocean going vessels at competitive prices and has won many awards over the past decade for excellence. Queequeg was initially based in Atlantis but its fame has now led to yards opening in Megaheim and Oz. Queequeg ships are easily recognisable by the double Q emblazoned on their hulls.

Robert Williams Hydro-port

The Robert Williams Hydro-port is the main way station for marine passenger transportation making its way across the Black Atlantic. Forty hydro-cruisers can be docked at the port at any time, alongside smaller economy vessels. The hydro-port is busiest during the summer months, when the ocean pollutants are at their lowest ebb. Dunks and taps are just as common as passengers, earning a healthy living from stolen goods.

Channel A1

Channel A1 is Atlantis' only local Tri-D broadcaster, sited in the northern quarter. Local news and events are broadcast around the clock to the citizens of Atlantis, spearheaded by the popular news, sports and entertainment programme Pharos.

Johnny Wiesmuller Hoverport

The main concourse for air traffic destined for Atlantis and further afield, located in Atlantis South. The Johnny Wiesmuller hoverport has recently been redeveloped and re-fitted to allow for more traffic flying in and out from the mega-cities. Overnight visitors can pay for lodgings in the Marc Spitz Plaza.

Jacques Cousteau Sea School

The Jacques Cousteau Sea School offers crash courses for citizens and tourists who wish to learn how to operate Atlantis' many undersea exploration vehicles from the Dutchman-class submersibles to simple re-breathers, taught by the local Aquanauts. Deep-sea miners must all undergo a quarterly refresher course at the sea school or face deportation.

St Maria's Hospital

The largest hospital on Atlantis but is more like a massive Accident and Emergency department, offering little in the way of long term care. St Maria's is paid for and maintained by both Haynes Industries and Hampson & Hampson, offering free medical care for the citizens of the station who are prepared to wait.

The Rod Taylor Centre for Disease Control

The Rod Taylor Centre for Disease control researches and seeks to treat or cure the many contagions that evolve in the chemical soup that is the 'water' of the Black Atlantic. The centre's laboratories contain sufficient deadly viruses and bacterium to decimate Atlantis ten times over. Access to these areas is strictly regulated and controlled.

Society

Atlantis citizens can be split into three distinct social groups – Mega-City One citizens, Brit-Citters and Euro-City natives. Most of Atlantis' population are designated as lower class, living in the many portside blocks. Their working lives are monotonous but reasonably comfortable. If any Atlantis citizen should fall into unemployment for longer than sixteen weeks, their citizenship will come up for review – if they do not

show promise of re-employment, they will be deported back to their home city.

The following characters (prior lives and prestige classes) are found among the Atlantis lower classes: *amateur detective, agitator, aquaball player, aqua-def soldier, Aquanaut, bat burglar, blagger, blitzer, block champion, bodyguard, buoy racer, candy girl, crusading journalist, demolitionist, dunk, drone, fall guy, fatty, fixer, forger, goon, hawk, jimp, jugger driver, judge spotter, kelp farmer, little sister, loan shark, lowstreet doc, miner, med-tech, meg-wayman, mo-pad driver, muscle, perp runner, pest control officer, private investigator, punk, scrawler, ship hand, shuggy hall owner, shuggy hustler, skysurfer, smuggler, spotter, technician, tour operator, trainer, umpty bagger, VD, verminator and veteran smuggler.*

A middle class of citizen works to administrate Atlantis. They live in apartments equivalent to the quality of mainland con-apts. Their employers typically provide this accommodation, though some middle class are affluent enough to own their own home and will opt instead for a Lux-apt. Many of the middle classes can afford to send their children to Atlantis' private school, where they are taught management, economics and social etiquette skills by human tutors.

The following characters (prior lives and prestige classes) are found among the Atlantis middle classes: *actor, aquaball coach, biz-cit, bureaucrat, creative accountant, dandy, family advisor, fixer, inventor, jetball player, pest control commander, pro aquaball player, recreational chemist, sleazy lawyer, sports champion and supersurf champion*

The ruling class comprises those who excel at business and high finance, or just simply have the money to relocate to the station and live in luxury. These individuals typically work among the upper echelons of the Mega-Corps. The vast majority of the upper class is found dwelling in the Heights district in the Core. Life is relatively easy and extremely comfortable, by day attending board meeting and playing the world's stock markets, and by evening partying in the most exclusive clubs, networking with Atlantis high life.

The following characters (prior lives and prestige classes) are to be found among the Atlantis upper classes: *aristocrat, blueblood, corporate executive and gentleman thief.*

A class exists generally unrecognised by mainstream Atlantis society, known as the bottom feeders, frequenting the Trench. These poor souls have little food or money and will take on work of any nature to avoid detection by the judges. Many bottom feeders are illegal aliens, social pariahs or wanted criminals. Life in the Trench is short and dangerous – many die from starvation and lack of water, their bodies thrown over the portsides as fish feed. The survivors huddle together inside freighter containers re-fitted into makeshift homes.

The following characters (prior lives and prestige classes) are found among the Atlantis bottom feeders: *DP, bite fighter, lurker, pirate, pirate captain, pirate king, wharf bum* and *wall hopper*.

Unlike characters from Brit-Cit, those ex-patriots living on Atlantis do not gain any bonus for their social standing when interacting with others. The aristocracy means little below the Black Atlantic.

Crime

Like the mega-cities that spawned its construction, Atlantis is blighted by crime. Its location makes Atlantis a prime centre for smuggling all manner of goods from non-GM tropical fruits to weapons, drugs and alien technologies. The port and dock warehouses offer many hiding holes for contraband, while the more daring smugglers attach their wares to the underside of buoys, awaiting a hasty pickup from their customers. All confiscated substances and materials are held in the Vault, a high security wing of the Justice Department's Poseidon complex, to be analysed or destroyed in large incinerators.

One of the most common narcotics on Atlantis is Purple Haze, manufactured secretly in the labs of Haynes Industries. Purple Haze has travelled as far east as Mega-City One where it has claimed the lives of over a million citizens. Chump-dumping operations flourish in the Atlantis ports, the bodies of gullible citizens hoping for a new life elsewhere lured into airlocks where they are ejected out into the Black Atlantis and devoured by the sea monsters waiting outside.

Atlantis is a major port and as such attracts thousands of sailors from all over the world. One of the biggest problems facing the judges of Sea Watch is that of prostitution and the candy girls who work the many clubs and bars of the station often bring with them other problems. Sugar dealing and running is rampant in many of the clubs and the snowmen that solicit the candy girls also supply them with their sugar and push the sweet forbidden substance onto clubbers and vacationers. Other crimes, such as petty theft, go hand in hand with prostitution and the judges will often be lenient on the candy girls, aiming instead to capture bigger fish such as the snowmen, although they are often little more than disposable pawns for organised crime syndicates.

Away from Atlantis, piracy and attacks on shipping lanes are a regular drain on the Justice Department's Black Sky and Ocean Patrol forces. Sea pirates operate from hidden sea-fortresses or submersibles where they can make swift and deadly attacks upon the slow moving hydro- and solar-tankers before disappearing into the black depths to share the booty. Among the most notorious of all sea pirates are the corsairs of the Black Caribbean, totally immoral, perpetually greedy and opportunistic.



Transportation

Atlantis' main method of transportation is the Zip, an overhead monorail linking the Quarters to the Core. Similar in design to the mega-city sky-rail, the Zip charges five credits regardless of the distance of the journey. Business commuters make regular trips aboard the Zip, as do tourists eager for a scenic jaunt around the station. Tap gangs, dunks and rowdy juves are a problem aboard some zip lines, aware that the judges do not have enough personnel to police them effectively. Security cameras are the only deterrent, one for each zip carriage. The footage is relayed through the Atlantis telecom network directly to Poseidon for analysis. The judges use two main forms of transport – the standard-issue Lawmaster and the Wetbike Lawmaster, which is effectively a modified Lawmaster whose wheels can slide inside its chassis at the touch of a button and are replaced with a ski. The Wetbikes have the capability to dive fifty feet beneath the water surface, contain re-breathing apparatus and oxy scrubbers for the judge driving them and are armed with the Tempest Las Cannon, which does not suffer from diffraction when fired underwater. Hydrofoils and hoverpads are common civilian transports around the Atlantis perimeter. The pedestrians prefer to walk, or make haste by stepping aboard a slidewalk.

Entertainment

Many of the pastime activities found in both Mega-City One and Brit-Cit are common in Atlantis, though the water-based are naturally the most popular. Fishing is extremely popular among the older generations, though they can only safely pursue their hobby through an armoured portal, using exo-arms to cast the line. Swimming is promoted both as a great pastime and a route to physical fitness. Atlantis has several hundred pools, ranging in size to suit personal taste and credit rating. The pool water is taken from the sea bottom, where the Black Atlantic pollution has yet to penetrate.

Some popular pastimes and sports from the mega-cities are banned completely on Atlantis due to their dangerous nature in enclosed spaces. Anybody caught skysurfing, boinging, or jetpacking face the strictest of sentences, double those enforced on the mainland. Scum surfing has become a very popular pastime with the younger

Atlanteans and is now becoming a fringe pastime on the outer edges of Mega-City One. Juves wear industrial enviro-suits and brave the Black Atlantic atop a corrosion proof surfboard. Traditional Brit-Cit pastimes such as Spiff have a healthy following, the largest games being played on the Green. Aquaball is perhaps the most popular Atlantis sport, followed by forty percent of the population. Match highlights are regularly replayed on Channel A1.

Clubs

There are literally hundreds of clubs on Atlantis, many open around the clock, making the station a haven for dancers and clubbers from all over the world. Every kind of music is catered from happy-hip, scum rock, pap to dumm. Venues such as the Rock of Ages have live acts performing daily and some of the larger venues book world famous music acts on their world tours. Many clubbers partake of narcotics and stimulants to make their nights more fun, favouring Zapp, Purple Haze and Chowder, while others prefer the old-school delights of Caribbean Zone tobacco and cocaine. The largest concentration of clubs surrounds the Core, with entrance fees ranging from twenty to fifty credits a head.

Crazes & Fashions

Atlantis follows global fashion trends and even manages to invent some of its own. The humble kneepad has been overtaken in popularity by dill-domes, large codpieces worn by both sexes to emphasise their genitalia. Local crazes that experience rapid boom and busts include the Spugle-kid, a child replicant that was unfortunately discovered to possess psychotic tendencies, and the octoweed, a household plant that rapidly grew unmanageable and had to be burnt. Octoweed colonies thrive in the lower ports, favouring the dark and damp climes.

Scum Surfing (Dex)

Scum Surfing is a fast growing pastime in Atlantis and many juves are now taking to the waves of the Black Atlantic to hone their abilities. Scum surfing is similar to the ancient sport of water-based surfing, save the surfer must wear a protective bodysuit and ride a corrosion

proof surfboard. The threat of being attacked by sea monsters adds an extra thrill to the proceedings.

Rail Hopping (Dex)

A recent craze among juves is rail hopping. Daring youngsters ride the roofs of Zips, or jump from one Zip to another as it passes. A successful Craze (rail hopping) check (DC 20) (a character with 5 or more ranks in Jump gains a +2 synergy bonus to the check) is needed to make the leap from one train to another. Failure to make the roll means the character must make a Reflex save (DC 25) to grab hold of their Zip's roof or fall off the Zip. Those that fall must make a d20 roll. On a result of 1-15, the character falls onto the tracks (2d10/10 damage). A 16-20 result means he has instead tumbled into the path of an oncoming Zip and is instantly rammed (8d10 damage).

Fishing (Wis)

One of the most popular pastimes on Atlantis is fishing. Most anglers prefer to fish from the safety of Atlantis, directing a rod and line via exo-arms from behind a portal. Others cannot resist the lure of the sea and take to hydrofoils, sailing miles out from the station to meet with their prospective catches face to face. Such anglers are armed with electro-harpoons or cannons to keep the larger creatures at bay, though these weapons are no match for the terrifying behemoth or other monsters of similar scale. A character must make a successful Craze (fishing) check (DC 15) per hour of fishing to land creatures from the ocean – this may be increased by the Games Master to reflect larger fish or creatures.

Buoy Racing (Dex)

Though there is little traffic on the station itself, the waters around Atlantis are very popular with both fishermen and those who like to take a boat out from one of the many hire companies for a jaunt on a Sunday afternoon. One pastime that has recently become a real headache for the judges of Sea Watch is that of Buoy Racing, where juves pilot jetskiffs and boats from one buoy to another at high speeds, regardless of who or what gets in their way. The buoy racers consider themselves to be among the elite of the station and pride themselves on their appearance and the condition of their ride. The character must make a series of opposed Craze (bouy racing) checks in order to stay one step ahead of their closest opponent.

Pimping (Cha)

Not to be confused with the solicitation of prostitutes for gain, pimping is a new dress craze that is sweeping the clubs of Atlantis. Potential pimps will strut their stuff wearing outlandish clothing, striking the pose down at their favourite haunts and impressing the guys and girls with their dandy dress. The more outrageous a pimper is the more attention they will receive from their audiences. Pimpers wear garish clothing, with outlandish hairstyles that just scream pimp out loud. Pimpers with 5 or more ranks in Craze (pimping) will gain a +3 competence bonus with any Charisma checks with member of the opposite sex, but suffer a -3 Charisma modifier with members of their own sex.

Other Activities

Skinny Dunking

Attempted by only the brave or foolhardy, skinny dunking involves jumping into the Black Atlantic naked and trusting in one's strength and constitution to survive. A Fortitude save (DC 18) must be made for every minute during the first five minutes a character is exposed to the Black Atlantic. Regardless of his stamina, the character will suffer 1d4 points of subdual damage every minute he remains in the water. A character that remains in the water for longer than five minutes must make a further Fortitude save (DC 25) every minute thereafter, or will suffer 2d10 points of real damage per minute.

Skanking

A recent craze that has made its way from Euro-City to Atlantis is skanking, a fashion statement in which citizens wear their clothing as low as they possibly can revealing their underwear. Skanking is a major hit in most clubs where citizens dance the night away, with their underoos exposed for all to see. This fashion fad has its own band of dedicated watchers, skankspotters, who get cheap thrills from skank.

Food & Drink

One of the most popular foods on Atlantis is kelp, a form of seaweed processed in kelp farms along the

seabed that can be turned into a wide variety of dishes and low-grade industrial materials. Kelpburgers are tasty and contain the necessary requirements a body needs to keep fit, strong and healthy. Kelp is also made into a variety of soft drinks and beers, such as Foamy Brew and Kelpa Kelpo™. One of the other main food sources found on Atlantis is krill, microscopic plankton life forms harvested to make a soup of amino acids and proteins. Both krill and kelp can be shaped into a variety of desired styles and made to look almost like any meat or vegetable.

Organisations

F.I.S.T.

The majority of ocean bound vessels and freighters docking in Atlantis are members of F.I.S.T., the Federation of International Shipping and Transport. In the 22nd century, the shipping unions are little more than a verbose talking shop with no real authority. F.I.S.T. is one of the most powerful left, with the ability to create considerable difficulties for the mega-cities if their demands are not met. Most Atlantis shipyard workers will have a brush with F.I.S.T. at some time or other. In recent years, F.I.S.T. has held blockades across the Black Atlantic in protest against provision standards, crippling the small South-Am fleets.

Free Edwina

Free Edwina is a feminist political activist group demanding the release of the detained would-be pirate queen One-eyed Edwina, scourge of the Black Atlantic – for an entire week. Edwina has become a symbol of repressed girl power. To publicise their support, Free Edwina have taken to wearing pirate clothing and painting skulls and crossbones symbols on any free area of wall space they can find, much to the annoyance of the judges. The movement regularly get drunk and provoke fights with male clubbers before bedding them and infecting them with a spray-on sexual disease.

Hampson & Hampson

One of the largest companies in the world and major financial backer of Atlantis, Hampson & Hampson can trace its roots back to the late Eighteenth Century when it began life as a firm of solicitors. Since its inception,

the company has branched into almost every market, from weapons research to healthcare and finance. The current CEO is James W. Wilsrab, a shrewd businessman with a razor mind that belies his years. Wilsrab is also one of the members of the Board that governs much of Atlantis.

Haynes Industries

There is not a single habitat in any of the major mega-cities that has not got at least one product manufactured by Haynes Industries, or one of its myriad of subsidiaries. Everything from foodstuffs to clothing and even the fabrication of the Atlantis Dome has been co-developed by Haynes. A generous fundraiser for the Mega-City One Justice Department and the Brit-Cit Houses of Parliament, Haynes Industries employs thousands of Atlantean workers alongside Hampson & Hampson. Unknown to the world at large, Haynes is actually the legitimate front for the Hussain Mob, one of the world's most powerful criminal organisations. C. J. Cogdapper is CEO of Haynes Industries and leader of the Hussain Mob.

Sons of the Kraken

There is a secret cult hidden in almost every walk of life on Atlantis and one that is growing by the day. The Sons of the Kraken worship one of the oldest creatures on the face of the planet and live to cause chaos among the general population. The Justice Department has been trying to infiltrate this dangerous cult since its rise some four years ago but every attempt to plant a Wally Squad judge in its ranks has resulted in their death, often very gruesome and public. The Sons of the Kraken use terror tactics to keep citizens in constant fear, striking without warning and only leaving behind their symbol, a red squid on a black background.

Diseases

There are a vast variety of diseases and environmental dangers in and around the Black Atlantic. These extremely polluted waters are ideal breeding grounds for bacteria, carcinogens and toxins. The largest threat to Atlantis is the weather, stoked up into hellish extremes by the global turmoil created by the Atom War. Cyclones are common in the summer months, battering shipping with one hundred mile per hour winds. Pollution is a

very serious problem and over two centuries of damage to the planet have begun to take their toll on the sea. Between the months of September to November, firestorms wash over the Black Atlantic, walls of flame lapping at Atlantis, frying basking sea creatures and fishermen alike.

Black Fever

Working in wet conditions for long periods of time can be a difficult task in itself, but when those conditions are tainted by the amount of toxins in the waters around Atlantis it becomes ever more dangerous. Black Fever is an affliction that affects the majority of those who work in and around the docks of Atlantis at sometime in their lives, a contagion for which there is no known cure. Symptoms include violent stomach pains, profuse sweating and painful muscle spasms.

Infection: Ingested
Fortitude DC: 17
Incubation: 1d10 days
Damage: 1d4 Constitution

Blistering Barnacles

A constant threat to those who live so close to the edges of the station are Blistering Barnacles, a sporadic infection, invisible to the human eye. Once inhaled, the life form attaches itself to cell walls and begins to grow, causing excruciating pain. Main symptoms include swollen vascular membranes, constriction of the airways and eventually death by asphyxiation.

Infection: Inhaled
Fortitude DC: 14
Incubation: 1 day
Damage: 1d6 Constitution

Cook's Ciguatera

Named after a famous 18th century explorer, Cook's Ciguatera is a very dangerous infection that one can catch from eating fish and some forms of shellfish. These microscopic bacteria attack the body and have debilitating effects on the poor unfortunate victim. Common signs and symptoms of ciguatera poisonings occur two to 12 hours following ingestion and may include: stomach upset, nausea, vomiting and diarrhoea, tingling or numbness, itching and hot-cold sensory

reversal, where hot objects feel cold and cold objects feel hot. Characters who ingest food that is contaminated by Cook's Ciguatera will suffer a -4 penalty on all melee and ranged attacks and skills that require concentration. The effects will pass with a simple antibiotics course within a week.

Infection: Ingested
Fortitude DC: 14
Incubation: 12 hours
Damage: 1d3 Constitution per day, -4 penalty on all melee, ranged attacks and skills that require concentration

Davy Jones' Lament

A parasitic creature living inside shellfish, Davy Jones's Lament, if not treated before the host shellfish is digested by Atlanteans, will cause stomach cramps and a temporary loss of control of bodily functions. The victim will start to feel the effects within 1d3 hours of ingestion. Davy Jones's Lament is very common among the bottom feeder classes, a good number of who die from dehydration caused by chronic diarrhoea.

Infection: Ingested
Fortitude DC: 15
Incubation: 1d3 hours
Damage: 1d8 Constitution

Screaming Ahabs

The worst form of stomach bug that one can catch on Atlantis is the dreaded Screaming Ahabs. Occasionally, the station's drinking water will fail to be fully purified, leaving those who consume it open to infection. Screaming Ahabs causes dizziness, loss of motor coordination and violent shaking fits. The symptoms endure for up to three weeks; the victim must remain bed-ridden for much of this time.

Infection: Ingested
Fortitude DC: 14
Incubation: 4 hours
Damage: 1d3 Constitution per day

Water Fleas

Like their landlocked cousin the rad flea, water fleas can be extremely dangerous if left unchecked. These tiny

creatures live in damp conditions, existing just below the surface of the water, where they wait for a suitable host to attach themselves to. Water fleas are excellent swimmers and, like normal fleas, have great strength, able to jump many times their own height. Once they make contact with a warm-bodied host, the water flea begins to suck his blood – not for the blood itself, but instead for the salt contained within it. The stagnant and polluted waters of the Black Atlantic have no ill effects on water fleas but their blood swims with deadly toxins that can debilitate the most hardy of souls. Symptoms of water flea infestation include, itching, violent red blotches and loss of appetite. If left untreated, the water flea will render its host a shadow of his former self. A simple de-con spray is enough to kill water fleas.

Infection: Contact

Fortitude DC: 18

Incubation: n/a

Damage: 1d4 Constitution per day

ships stink of effluent, making respirators a necessity for the ship's engineers. Methane and other inflammable gases add to the danger, igniting at the slightest spark, causing 1d10+8/8 damage to anybody inside the bilge tank.

Granny Greenfingers

A constant hazard to fishermen, surfers and swimmers is the stagnant weed known as Granny Greenfingers, mutant kelp that floats on the surface of the water to trap anybody unlucky enough to cross its path. Granny Greenfingers secretes a viscous, sticky fluid, entangling the unfortunate victim unless they make a successful Reflex save (DC 20). Entangled victims cannot move, and suffer a -2 penalty to attack rolls and a -4 penalty to Dexterity. Characters who find themselves caught will be pulled under the surface of the water. They must make a Swim check (DC 25) each turn to stay afloat or begin to drown (see *Core Rulebook II*). Victims can free themselves from the kelp by making a successful Strength check (DC 15), or an Escape Artist check (DC 20).

Environmental Dangers

Atlantis Blight

Atlantis Blight is a corrosive reaction that can occur when Black Atlantic salt is exposed to plasteen. The blight eats through the plasteen, creating a toxic gas as a by-product. Anybody who breathes in the blight suffers 1d6 points of subdual damage unless he can make a Fortitude save (DC 18).

Bilge Gas

Ocean going vessels use water from the ocean to help keep them afloat. Bilge is unavoidable even in the 22nd century. The bilge tanks of



Characters of Atlantis

Atlantis is as diverse a place as any on the face of the Earth, with millions of citizens and workers all living and working together in a relatively confined space. A large majority of the workforce live and work most of their daily lives under the dark waters of the Black Atlantic, providing food, power and protection for those around them and supplying an ever-hungry world.

The Trade Consortium

Trade and commerce are the main synthi-bread and butter of Atlantis and every worker and citizen on the station will find their lives touched on a daily basis by some aspect of trade agreements made behind closed doors. Atlantis is not governed by a localised parliament or government as are many of the world's mega-cities are, but by a collection of corporate executives in boardrooms known collectively as the Trade Consortium. Every single aspect of daily life is decided by the members of the Board (the chief leaders of the Trade Consortium) and each day nine million citizens are at the mercy of stocks and share prices and those who control them.

The Board

The true power behind Atlantis lies with the eight members of the Board, as it is they who are responsible for every aspect of the Atlantians' daily lives. The Board convenes every Wednesday to discuss matters that have arisen during the past week, new business and settle any trade disputes that may have come to light. The Board will also be in close talks with Watch Commander Waldon or another senior member of Sea Watch, about the way in which the station is policed and how improvements in key areas can be made. Although the judges are the real law on the station it is widely rumoured that many policies regarding the running of the station are decided by the Board, as long as they do not hamper public safety or violate any laws. The Board is made up from a single representative of the eight key

members, each has a casting vote in matters that concern the station, though in case of a tie the Justice Department representative has the deciding vote. Of the eight members of the Board, three are actually made up from local businesses rather than a mega-corp, with each being responsible for a key sector of public life or safety. The decisions made around the octagonal table are supposed to be in the best interests of every citizen on the station, no matter how rich or poor they are, though many of the station's homeless would disagree strongly.

Aquatech

Aquatech is the provider of the majority of Mega-City One's ocean going vessels and submersibles. It is based on Atlantis and possesses one of the largest shipyards on the station. Aquatech provides the judges of Sea Watch with the latest in aquatic vessels and oceanic defences, from the modified Lawmaster variant of the Wetbike to the huge Minotaur-class warship and much more. Following Okinawa-Pacific, Aquatech is the newest member of the Board, having only joined its ranks in 2121, but its membership is important, as is its say in the way the waters of the station are patrolled. The current CEO of Aquatech is Sonny Landau, a self-made billionaire who bought into Aquatech after the Apocalypse War. Landau has crossed swords on a few occasions with Monty Snrub of the DWPA, a man he finds contemptible.

The Board of the Trade Consortium

Aquatech
Atlantis Global
Department of Public Services
Department of Shipping
Department of Water, Power and Agriculture
Hampson & Hampson
Haynes Industries
Okinawa-Pacific

Atlantis Global

Atlantis Global is largest commercial transportation company in the world, as well as being one of the companies that set the currency rate for the world's stocks and shares. Atlantis Global is responsible for the majority of the world's passenger vessels. It has many subsidiaries located around the globe including the recent acquisition of Queequeg shipbuilders. Currently there is no member of Atlantis Global serving on the Board, following the recent assassination of Mary Tassenburger. The company is still in shock over the murder of one of its most loved and trusted members and a new representative has yet to be selected.

The Department of Public Services

Touching every aspect of the citizens of Atlantis daily lives is the Department of Public Services, or the DPS, as it is more commonly known. The DPS is responsible for the safety and protection of all Atlantians, maintaining the dome that covers the station, the access tunnels that lead to the station plex on the ocean bed and making sure that the Zips are maintained and run to schedule. The DPS is also responsible for the protection of Atlantis citizens, via programs such as Aqua-Def and Atlantis Sea-Corps, paying for the training of those men and women who volunteer to protect the city from attack and act as an emergency service. A major factor of the DPS is the provision of housing to citizens and potential citizens in any of the quarters of the station. All those wishing to become an Atlantian citizen must first apply to the DPS before any consideration can be made. Paula Gizzard is the current CEO of the DPS and a member of the Board.

The Department of Shipping

The Department of Shipping is another major employer on Atlantis, providing safe passage through international waters for both trade and passenger vessels, sending out pilots to guide stricken vessels safely into one of the station's many ports and simply making sure that vessels have a clear path as they cross the Black Atlantic and do not run into one another more often than is absolutely necessary. The Department of Shipping is located in the Core section of Atlantis station and is linked directly to

the Tower, keeping it in constant communication with all shipping crossing the Black Atlantic. The current CEO of the Department of shipping is J.R. Snodgrass, a shrewd businessman from Texas City, and a man not to be slighted. Snodgrass is rumoured to be behind the recent assassination of Atlantis Global CEO Mary Tassenburger but as of yet the judges of Sea Watch have been unable to prove anything.

The Department of Water, Power and Agriculture

The Department of Water, Power and Agriculture, or DWPA as it is also known, is the core backbone of Atlantis. Without its efforts many of the citizens on the station would simply freeze to death, or die from dehydration. The DWPA employs almost a million citizens and is the biggest employer on the station, closely followed by Haynes Industries. Every item of food that is harvested from the seas around the station, water that is processed in one of the many desalination plants and each erg of energy that is drawn from the Vent is controlled by the DWPA. Every household pays a levy to the DWPA income linked, so that the richer pay more than the poorer citizens. This provides heat and fresh water but also goes towards the decon process of many food products that are harvested around the stations waters. Monty Snrub is the current CEO of the DWPA, a particularly ancient eldster who is not known for his sense of humour and has a terrible habit of forgetting who he is talking to.

Hampson & Hampson

The name of Hampson & Hampson has become synonymous with excellence since the company's illustrious beginnings back in the late 17th Century. Originally a firm of solicitors, Hampson & Hampson now has vested interests in almost a quarter of the world's trade and industry and a major holding in Atlantis. With branches all over the world and in other parts of the Solar System, the company was more than happy to help stump the bill for the refurbishment of the Trans-Atlantic Tunnel and, alongside its rival Haynes Industries, the company poured billions of credits into the construction of the upper deck of Atlantis and the defence of the station. Hampson & Hampson is not a mega-corp entirely without enemies, and relations

between the company and Okinawa-Pacific have always been rocky to say the least. Many members of the Board see Hampson & Hampson as a dinosaur, about to become extinct, and are eagerly waiting the moment when they can fill its shoes and take control of its vast assets. Jack W. Warner is the current CEO of Hampson & Hampson, a position that he has held for over two decades. Despite his age, Warner still has a razor-sharp mind and is one of the toughest negotiators alive. Warner has undergone several rejuvenations in the past forty years and looks in his late sixties, when he is actually closer to 114 years old. Warner is also the current Chairman of the Board, having been voted to the position eighteen years ago – and has subsequently survived over a hundred attempts on his life.

Haynes Industries

The representatives of Haynes Industries are the voice of reason on the Board and one of the largest employers on Atlantis, bringing work to millions of citizens, not only aboard the station but also in Mega-City One and Brit-Cit. Haynes makes a vast array of products and almost every home in Mega-City One will have at least one Haynes product somewhere. The company is the parent of over thirty subsidiaries, all answerable to the company's current CEO C. J. Cogdapper, one of the most respected men on Atlantis and a charitable, charismatic and extremely likeable individual. Many feel that Cogdapper will take over the position of Chairman when Warner finally retires from his post but few know that Cogdapper is actually the leader of the Hussain Mob, one of the most notorious criminal organisations in Mega-City One. Haynes Industries maintains a very careful veil over its criminal activities and those who do find out the truth about what really goes on when Cogdapper closes the impressive solid oak doors of his office rarely live to tell the tale. Mary Tassenburger, former CEO of Atlantis Global, made the fatal mistake of crossing Cogdapper and her body was found two days later, washed up on pier 27.

Okinawa-Pacific

A recent addition to the ranks of the Trade Consortium is Okinawa-Pacific – one of the world's largest freight transportation companies, shipping some seventy billion credits of goods worldwide

and off-planet annually. Okinawa-Pacific is a jointly run venture between Okinawa Oceantech of Hondo City and Oz Pacific of Oz, two of the largest shipping and exports companies in the world, who merged to form one mega-corp in 2120, buying a major presence in the Trade Consortium. Over ninety percent of all the freight and transportation that passes through the station is owned or controlled by Okinawa-Pacific, giving them almost total global domination. Relations with Brit-Cit and more importantly Hampson & Hampson have been touchy since the merger of the two companies, almost leading to an all out trade war in 2121, which was only narrowly averted by negotiations between the two companies with Watch Commander Waldon acting as an intermediary. Okinawa-Pacific is run from a headquarters in Oz with branches in Sino-Cit and Atlantis and offices all over the world. Jason Minogue is the current CEO of Okinawa-Pacific and is often found travelling between his base in Oz and Atlantis. Minogue is a member of the Board, though his presence is strongly resented by Jack W. Warner of Hampson & Hampson.



Prior Lives

Using existing prior lives in Atlantis: All of the prior lives found in *The Judge Dredd Roleplaying Game*, *The Rookie's Guide to Block Wars*, *The Rookie's Guide to Brit-Cit*, and *The Rookie's Guide to Crazes* may be used without modification in Atlantis, due to the very fact that both Mega-City One and Brit-Cit citizens live and work on Atlantis.

Presented here are all new prior lives and prestige classes to be found on Atlantis.

Algae Processor

Working in an Algae Processing Facility is a tedious and boring job, but as they say, someone has to do it. Robots and algae just do not seem to get along that well and it requires the human touch to extract all the useful ingredients from algae and process them into foodstuffs, clothing and building materials. Long hours in wet conditions make algae processing a very tiring job, but one that is well paid.

- † Algae processor characters are used to working long hours in wet and cold conditions and as such tend to have a higher tolerance to the elements than most other citizens. The character gains a +1 bonus to their initial Constitution score.
- † Algae processors must be highly skilled at their job. The character gains Skill Focus (Profession – algae processor) as a bonus feat.
- † Though their job is tedious and boring, it is also one that is well paid. The character starts the game with 2,000 x 1d4 credits.

Aquaball Player

The most popular sport on all of Atlantis is that of aquaball, a cross between American Football, basketball and hockey which is played in a large pool, with the competitors equipped with aqua jet packs that allow them to move with great speed underwater, or leap high into the air. Many citizens love to play aquaball, dreaming of the riches and fame it can often bring if they can make it into the major leagues.

- † The aquaball character is a keen sportsman and loves aquaball with a passion; they train long and hard on their favoured pastime and as such often have skills that others may not possess. The character begins the game with Skill Focus (Craze – aquaball) and Skill Focus (Swim) as bonus feats.

- † Aquaball players can earn big money if they get recruited into a team and will often go on to endorse products and even get their own action figures and clothing lines. But as an amateur player the character is still unknown to the officials and not yet made a name for himself. The character begins the game with 1d6 x 1,000 credits in savings.

Aquanaut

Swimming is very popular on Atlantis and (unlike many of the mega-cities around the world) most of the population on Atlantis can swim. There are hundreds of pools in every quarter of the station and many of the crazes and sports events will often revolve around swimming in some way or another. More adventurous citizens will long to delve the depths of the Black Atlantic herself and learn what mysteries she has to offer. Aquanauts are citizens who dedicate their spare time, and in some case their lives, to exploring the sea. The Aquanaut uses the very latest in re-breathing technology and wet gear to explore the depths of the ocean around the station. Some just stay in the hobby for the fun and exhilaration of it, others move on and offer their services to employers, working aboard ships as undersea repairmen.

- † The character is well used to using underwater technology and begins the game with Skill Focus (Swim) as a bonus feat.
- † Aquanauts learn to fire underwater weapons such as the nautilus pistol in order to defend themselves from predators. The character gains Exotic Weapon Proficiency (nautilus pistol) as a bonus feat.
- † The character begins the game with 2,000 credits, a wetrig and a fully licensed nautilus pistol.

Aqua-Def Soldiers

There are over nine million citizens who live and work on Atlantis and only a small number of judges to protect them. As with the mega-cities, Atlantis utilises a vast number of everyday citizens to maintain the daily defence and safety of the station. Like Cit-Def units found in Mega-City One, the men and women of Aqua-Def are trained to handle emergency situations, such as floods or fire and also are in place to help the Justice Department protect the station in case of attack. However, unlike the Cit-Def units of the Big Meg, the members of Aqua-Def receive a payment from the station itself, with many of its members on permanent alert for danger and emergency. The Aqua-Def character is trained in a wide variety of techniques in much the same way as his Cit-Def counterpart but will undergo further advanced training to reflect the difficulties of being out at sea. Many citizens who show a flare for Aqua-Def soldiers will often go onto join the Atlantis Sea-Corps, protecting the seas around the station and responding to Justice Department requests.

- † The Aqua-Def soldier is trained in the use of most weapons such as rifles and heavy weapons. The Aqua-Def soldier begins the game proficient in all weapons except those listed as exotic.
- † The Aqua-Def soldier is taught basic first aid and triage and begins the game with Skill Focus (Medical) as a bonus feat.
- † The Aqua-Def soldier begins the game with 1d6 x 1,000 credits.

Buoy Racer

The station is a small place when all is considered and there is very little traffic on the upper deck but the waters around the station are a different matter. Every few hundred yards around the perimeter are locator buoys, used to monitor traffic in and around the station, acting as an early warning system and aiding navigation. Some citizens find that using fast speedboats or jetskiffs to zip from one of these buoys to another is fun, if illegal, and the craze of buoy racing was born.

- † Buoy racers are very comfortable around water-based vehicles and can handle them at great speeds with a great deal of skill and control.

The character gains a permanent +2 competence bonus to pilot all types of manually controlled watercraft.

- † Buoy racers tend to spend a lot of their time working on their rigs, getting them honed to perfection and ready for that all-important face off. The character begins the game with a jetskiff or small boat, but only 1d4 x 250 credits.

Cabin Boy

Most ocean going vessels will have a cabin boy working on board, from small cruise ships and tugs to the massive hyper-tankers and Lux-liners that travel the oceans. It is the job of the cabin boy to see to every whim of their captain before they realise they need something and provide not only the captain's food, clean their clothing and keep their billet tidy, but also act as a friendly ear on long voyages and act as a liaison with the crew. Even the feared pirate ships and subs have a cabin boy working on them, often quite young but well travelled and liked by the captain.

- † The cabin boy is privy to information that most other crewmembers on their vessel would be unable to learn or access. The cabin boy always has one ear to the ground, listening to the crew and sensing disdain or upset and can often diffuse a situation before it begins. The character begins the game with Skill Focus (Listen) as a bonus feat.
- † Cabin boys will often be very friendly with both the crew of the vessel and the captain and will communicate between the two. The character begins the game with the trust of both the crew and their captain and as such will gain a +4 bonus to all Charisma related ability and skill checks when dealing with either party.
- † A wise captain knows that a good cabin boy is hard to find and as such they will often bestow gifts on the cabin boy. The character begins the game with a handgun and 2d12 x 300 credits.

Castaway

There are those who find living in the mega-cities or on the station itself difficult, not fitting in with the rest of

society and feeling as if something is missing from their meagre lives. While many will turn to crime, some will seek other measures to escape and the castaway aims to get away from society itself and resorts to marooning himself on islands (if possible) or if not (as is the norm) spending his days drifting on the waters of the ocean in small boats known as 'Crusoes'.

- † The castaways are hardy people and can live on little food or water when needed. The character gains Skill Focus (Wilderness Lore) as a bonus feat and begins the game with a permanent +2 bonus to their initial Constitution score.
- † Castaways care very little for the trappings of life and find that money breeds the very contempt they are trying to escape. Though they try to escape from society by any means possible, many castaways still cling to some of the old ideals of their normal life. The castaway character begins the game with the clothes on their back, a Crusoe and one month rations of food and water.

Clubber

Atlantis is a club goer's heaven with the largest number of nightclubs for its size anywhere on Earth. There are so many clubs on the station that it would take even the most hardy clubber weeks to visit them all, even if they went to four a night. Clubs are open 24-hours, everyday, and some are so expensive to gain entry that one needs to be on a guest list months in advance. Clubbers live only for dancing, whether it is to rock, grunge, hip-hop or one of the other flavours of the month. Most clubbers are the offspring of extremely wealthy parents and live on an allowance, spending their every waking hour in clubland, dancing, eating, drinking and often taking illegal substances. Many clubbers fall victim to the snowmen that operate the clubs with their candy girls, offering both sexual excitement and total addiction to sugar – which is banned on Atlantis as it is in Mega-City One.

- † The clubber thinks little of reality and prefers to live their life in the fantasylands of the station's nightclubs. Most clubbers will spend every waking hour in their favourite clubs and as such their face will become known to other clubbers and club owners. The character gains a +3 bonus

to all Charisma related skill checks when dealing with other clubbers and club owners.

- † Many of the clubbers party 24 hours a day and will often take illegal substances to keep on top of their party life. As such a clubber character will often come into contact with nefarious low lives such as snowmen that can supply them with illegal substances and, for a price, information. The character begins the game with Skill Focus (Streetwise) as a bonus feat.
- † The idle rich with nothing better to do with their parents' money than have a good time. The character begins the game with 1d6 x 2,000 credits and has their own pad, often in the more exclusive area of the station.

Docker

With billions of tons of goods passing across the Black Atlantic each year and making their way through the Atlantis station, there is a real need for workers on the many docks and ports that surround the station. Working in the docks is strenuous work that often lasts for long hours and always in wet conditions, but the dockers keep the station ticking over.

- † Dockers do very strenuous work and tend to be of very strong stock. The character gains a +1 bonus to their initial Strength score.
- † Dockers must be highly skilled at their jobs. The character gains Skill Focus (Profession – docker) as a bonus feat.
- † The dockers are well paid for their work and the character begins the game with 1d8 x 1,500 credits.

Kelp Farmer

Every year millions of tons of kelp are harvested from the ocean bed surrounding Atlantis. It is the chief export of the station and employs thousands of farmers who work deep beneath the waves. Kelp farming is not an easy career and involves spending many days at a time deep beneath the ocean, working in freezing waters and using a re-breather to farm the vast fields of kelp. The kelp



farmers are among the best-paid citizens in the world and their families who remain topside will want for little.

- † Kelp farmers work long hard hours under very stressful circumstances and are trained to use a variety of heavy machinery to aid them in their day-to-day work. The character begins the game with Skill Focus (Profession – kelp farmer) as a bonus feat.
- † Kelp farmers work at the bottom of the ocean and require special protective equipment to survive at these incredible depths. The character begins the game equipped with a suit of pressure armour.
- † The kelp farmers are well paid for their work and the character will begin the game with 1d8 x 1,500 credits.

Miner

The waters around Atlantis are a rich source of mineral wealth and many of the mega-corps have a major vested interest in delving into the depths of the ocean to exploit the untapped deposits of gold, silver and petrochemicals. The mega-corps employ thousands of miners to work on their fields and the majority of these hardy individuals will stay below the water for months on end, using sleep machines to help them work for longer – often only coming up to the surface when forced to by their bosses to take a vacation.

- † Miners are very skilled men and women who work in some of the harshest conditions on the planet for extremely long hours. They are often expected to use heavy equipment for long hours at a time and as such they tend to be stronger and more resilient than normal citizens. The miner character gains a +2 bonus to their initial Constitution score.
- † The miner character is trained to operate some of the heaviest equipment and machinery around and begins the game with Skill Focus (Profession – miner) as a bonus feat.
- † Trawling the bottom of the ocean requires special protective equipment just to avoid being squashed flat by the pressure. The character begins the game equipped with a suit of pressure armour.
- † Miners are extremely well paid by their employers and often spend months at a time on the ocean floor working for that bit extra. The character begins the game with 1d10 x 2,500 credits.

Ranch Hand

Each kelp farm employs hundreds, sometimes thousands, of workers to till the fields of kelp and as such there is a need to have workers who can act as a go-between and work not only with the management but also the workforce itself. These ranch hands are responsible for up to a hundred workers and will work out shifts, sleeping arrangements and every other aspect that needs to be taken into consideration when you are two miles down below the surface of the sea. The ranch hands are the only ones on the kelp farms who are armed and it is they who will be called upon if an attack takes place.

- † The ranch hand is trained to use the nautilus pistol. The character begins the game with Exotic Weapon Proficiency (nautilus pistol) as a bonus feat.
- † Ranch hands work at the very bottom of the ocean and therefore require special protective equipment just to live at such an amazing pressure. The ranch hand begins the game equipped with a suit of pressure armour.
- † Ranch hands are trusted with vital information about the running of the farms and as such are paid accordingly. The character begins the game with 1d12 x 2,000 credits and is armed with a nautilus pistol.

Ship Hand

Ship hands work to ensure that the many vessels that visit Atlantis are in perfect condition and well maintained, keeping their engines working, bilges cleared and hulls intact. Ship hands are well respected for their talents and ability to make even the most stubborn vessel seaworthy and they are well paid – and spending months at a time at sea they have accumulated large savings to blow on a good time when they reach a port. Most ship hands will spend their free time looking for fun with a candy girl and will often end up the poor victim of their nimble fingers.

- † Ship hands are used to working in terrible conditions in the depths of the Black Atlantic and they need to be quick on their feet. The character begins the game with +1 bonus to their initial Dexterity score.
- † Ship hands must be skilled mechanics and engineers. The character begins the game with Skill Focus (Technical) as a bonus feat.
- † Ship hands are well known for hoarding cash and putting a little aside for a rainy day, or to spend on candy girls. The character begins the game with 1d8 x 1,200 credits in savings.

Tour Operator

Tourism brings vast numbers of visitors each year to Atlantis and many millions of credits into the station's

coffers. The tour operator knows every aspect of the station and the surrounding Black Atlantic and offers the best value excursions for tourists and locals alike. There are many tour operators based on Atlantis, each offering tours of the station's more famous sights and locations, noting spots of infamy and areas of historical and cultural importance.

- † The tour operator knows the station like the back of their hand and there is not a sector, building or location in or around Atlantis that they do not know. The tour operators often charter boats and ferry tourists out into the Black Atlantic or show them around the more infamous spots of the station. The character starts the game with Skill Focus (Knowledge – sector) as a bonus feat.
- † Some tour operators work for crime lords back in one of the mega-cities and will launder dirty credits to their clients. The character gains a +6 circumstance bonus when attempting to spot forged documents or credits.
- † Most tour operators are self employed, working for very little, dreaming of that big day when they will meet someone really famous who will whisk them into the limelight. The character begins the game with 1,000 credits.

Tunnel Rat

Given the vast amount of traffic that flows through the Trans-Atlantic Tunnel each day, it is not surprising that many vehicles break down and need to be repaired or towed safely to one of the service plexes every day. Tunnel rats are the mechanics that operate the towing service; rescuing stranded motorists with the aid of powerful emergency recovery trucks – for a price, naturally. Tunnel rats are despised by most but are a necessary evil.

- † The tunnel rats are skilled mechanics but many will prefer to just take the money and run from an abandoned citizen rather than knuckle down and do some real work. Of course there are those who are honest and will do their very best to ensure that the travellers can continue on their journey as quickly as possible. The character gains Skill Focus (Technical) as a bonus feat.

- † Tunnel rats are sometimes employed by criminal organisations to carry goods from one plex to another as they tend not to be pulled over for *inspection*. A character may opt to work for a criminal organisation and will gain an extra 1d10 x 1,000 credits on their starting income for past services. Characters who do wish to take this option will often find that the organisation they worked for will require them to work again for free from time to time, or meet with the consequences.
- † Tunnel Rats often do not last long in their chosen profession and as such they tend to put as much cash away as they can as quickly as they can. The character begins the game with 1d4 x 1,500 credits in savings and a vehicle of their own.

VD

The station's upper deck is covered by a vast transparent plasteen dome, known to the residents as the Viro-Dome. The Viro-Dome protects the station from the worst of the weather that the Black Atlantic can throw at it and keeps the citizens relatively safe from the elements. The dome is maintained by a team of Viro-Dome Engineers, commonly known as VDs by the locals and also the butt of many jokes about their sexual practices. The VDs keep the station's dome in a state of repair and act as maintenance crew, working with the repair robots on both the inside and outside of the dome and often hanging upside down while operating heavy tools and machinery.

- † VDs are highly skilled men and women who dedicate their daily lives to keeping the Viro-Dome in a constant state of repair. They often hang upside down on the outside of the dome using very heavy equipment to repair a fault. The character gains Skill Focus (Balance) as a bonus feat.
- † VD's must be highly skilled engineers in their never-ending quest to maintain the dome from the ravages of the Black Atlantic weather. The character begins the game with Skill Focus (Technical) as a bonus feat.
- † VDs must be highly skilled at their never-ending task of maintaining the dome. The character gains

Skill Focus (Profession – viro-dome engineer) as a bonus feat.

- † VDs are well paid for their services and start the game with 1d4 x 2,000 credits in savings.

Wharf Bum

There are many citizens on Atlantis that have no real place in society and are homeless, living on scraps – or whatever they can get their hands on. The wharfs and docks of the station are an ideal attraction for the homeless and each year the number seems to grow. On a station where thousands disappear each year, wharf bums are part and parcel of the make up of the station and are often just ignored by the citizens who see them as little more than vermin. The wharf bums hang around the docks and try to scavenge what they can to live on, often eating from contaminated algae or kelp in the process.

- † The wharf bum knows his way around the station and knows when it is best to keep his head down and nose clean. The character knows the station well and begins the game with the Skill Focus (Knowledge – Atlantis) as a bonus feat.
- † The wharf bum has little in the way of savings. While scavenging through the waste bins and containers around the docks, the character has managed to find 1d6 x 100 credits.

Prestige Classes

Using existing prestige classes in Atlantis: Any prestige class that is available in either Mega-City One or Brit-Cit is also available in Atlantis with the exception of the following: *psychic master*, *psi-warlord*, *snake head*, *teledominant* and *trans-dime*.

Atlantis Sea-Corps Mariner

While the patrolling of the world's oceans is left to the judges and the elite of Ocean Patrol, the Black Atlantic is such a vast body of water that judges cannot possibly be everywhere at once. The judges of Ocean Patrol rely on the members of the Atlantis Sea-Corps to provide them with support and in some cases back-up firepower deep in the heart of the ocean. Composed of handpicked

civilians who have served for many years as part of Atlantis' own Aqua-Def forces, Sea-Corps mariners are among the most experienced sailors on the oceans and are taught to handle a wide variety of emergencies ranging from fires on hyper-tankers to rescuing passengers from sinking luxliners. Unlike the members of Aqua-Def, all members of the Sea-Corps are also trained to operate underwater in the submersible craft they are issued by the Justice Department. Travelling the ocean is never without risk and these mariners are expected to throw themselves into danger to rescue others at a moments notice. Sea-Corps mariners are trained to operate underwater equipment and weaponry, to fight fires at sea and in rescue techniques. More information on the Atlantis Sea-Corp can be found in the Law of the Sea chapter of this book.

Hit Die: d8.

Requirements

To qualify as an Atlantis Sea-Corps mariner, a citizen must fulfil all the following criteria.

Skills: Balance 4 ranks, Climb 4 ranks, Jump 3 ranks, Knowledge (tactics) 4 ranks, Medical 3 ranks, Search 3 ranks, Streetwise 4 ranks and Swim 8 ranks.

Feats: Combat Reflexes, Dodge, Endurance and Exotic Weapon Proficiency (any aquatic weapon).

Class Skills

The sea-corps mariners class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Jump (Str), Knowledge (ships procedures) (Int), Listen (Wis), Medical (Wis), Pilot (Ship) (Dex), Spot (Wis), Technical (Int) and Tumble (Dex).

Skill Points At Each Level: 3 + Int modifier.

The Atlantis Sea-Corps Mariner

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Emergency Procedures
2	+2	+3	+0	+0	Bonus Feat
3	+3	+3	+1	+1	Sea Legs
4	+4	+4	+1	+1	Bonus Feat
5	+5	+4	+1	+1	Seasoned, Promotion to Atlantis Sea-Corps Sub Commander

Class Features

All of the following are class features of the Atlantis Sea-Corps mariner prestige class.

Emergency Procedures: The judges of Sea Watch will often call upon the Sea-Corps to help out in emergencies and every member of the Atlantis Sea Corps is taught to handle themselves during an emergency, not to allow panic to set in and keep a cool and level head. The character gains a +3 on any Will saves they need to make to avoid panic.

Bonus Feat: At 2nd and 4th level the character gains a bonus feat, which they are free to choose from the following list: Alertness, Great Fortitude, Improved Recovery and Toughness. The character must meet the prerequisites of the feat as normal.

Sea Legs: The weather on the Black Atlantic is some of the worst in the world, and often the ocean itself seems to reel and seethe with a life of its own. Swells can reach almost forty feet in height, causing even the patrol boats to become unsafe to walk on. The Sea-Corps mariner will often learn the hard way to keep their balance and avoid losing their last meal, making them hardy sailors who are more at home on the water than on dry land. The character never need make a Balance check to remain on their feet when out at sea.

Seasoned: At 5th level the character has seen it all, from ships on fire off the pirate belt, to the sheer carnage of total war. The character has grown hard to the harsh realities of life and finds that very little shocks them anymore. They gain a +4 bonus to any Will save against fear, terror or any other psychological effects they may confront in a stressful situation.

Promotion to Atlantis Sea Corps Sub Commander: Only those members of the Atlantis Sea-Corps who have served loyally for years are chosen to become a sub commander, in charge of thirty officers and mariners aboard

submersible vessels that cost millions of credits. Sub commanders are intelligent men and women who are totally dedicated to their chosen profession, they have a knack of getting the best of those under their command. The character has been promoted to the rank of Sub Commander and has been taught in the operation and command of a submersible vessel and all the procedures that entails. The character gains Advanced Leadership as a bonus feat.

Black Marketeer

The words 'black market' often bring to mind nefarious rendezvous in dark alleyways with sinister cloaked figures, or deals struck in the dead of night far from the eyes of the judges. Of course, this is in many senses very apt and a true depiction of the world of the black market, but the majority of citizens in the world's megacities could be stood next to a black marketeer and never even realise it. There is a huge demand for goods that are banned for whatever reason and each year billions of credits exchange hands between the public at large and the black marketeers who sell goods, often at a fraction of their normal price. Most black marketeers work for a much larger criminal organisation, which supply them with their goods, outlets and storage, and pay the marketeers a fee for every item they sell or every order for goods they receive. Most black marketeers work in spacious offices, under the guise of legitimate businesses and are unremarkable people. The single best ability of the successful black marketeer is that they can convince almost anyone to part with credits for goods and can meet that demand. With contacts in every walk of life and what appears to all as a laid-back attitude to life, the black marketeer is everyone's friend, especially if they want to get something that is restricted. Most black marketeers in another life would have made excellent negotiators or diplomats but now they are just content to make a few credits where they can and retire early before the judges catch up with them.

Hit Die: d4.

The Black Marketeer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Meet the Demand
2	+1	+0	+0	+3	Middleman
3	+2	+1	+1	+3	Invest
4	+3	+1	+1	+4	Catch Me If You Can
5	+3	+1	+1	+4	Fingers In Every Pie

Requirements

To qualify as a black marketeer, a citizen must fulfil all the following criteria.

Skills: Appraise 8 ranks, Bluff 6 ranks, Intimidate 6 ranks, Listen 3 ranks, Spot 3 ranks and Streetwise 10 ranks.

Feats: Alertness and Fool Birdie.

Class Skills

The black marketeer's class skills (and the key ability for each skill) are Bluff (Cha), Drive (Dex), Escape Artist (Dex), Intimidate (Cha), Listen (Wis), Knowledge (trade) (Int), Sense Motive (Wis) and Streetwise (Wis).

Skill Points At Each Level: 5 + Int modifier.

Class Features

All of the following are class features of the black marketeer prestige class.

Meet the Demand: The first rule for a good black marketeer is to be able to meet any demands that his clients may make, no matter how bizarre the request. The character knows that to say that they cannot get their hands on the goods will show them in bad light and they must deliver no matter what. The character must make a successful Streetwise check (DC 20) to be able to find the items they are looking for.

Middleman: The good black marketeer will often employ a middleman to do all the running around and leg work for them, pointing them in the right direction and trusting that the middleman will not double cross them. At 2nd level the character has gained a trusted middleman who will act on information provided by the character and will fetch and deliver goods, arrange for pickups and drops and aspires to become a black marketeer themselves one day. The middleman is more than willing to take a fall for their employer, as they know they will be compensated well. The middleman is half

the current level of the character and may be generated by the Player.

Invest: Wise black marketeers know that the real way to make vast amounts of credits is to pump the illegal credits they earn back into a legal venture such as a business or by purchasing stocks on the trade exchange. The character has 1d20 x 1,000 credits worth of stocks invested in one or more major companies, all legitimately. The character may buy further shares at a cost of 200 credits per share but they will take time to mature. The character can sell their shares and receive the credits by making a simple Streetwise check (DC 15). If successful the character gains the current price for their shares, but a failure means that they have caught the market on a bad day and will lose 1d4 - 1,000 credits on their investment.

Catch Me If You Can: By the time the character has reached 4th level they are so apt at covering their tracks from the law, setting up businesses legitimately to launder the ill gotten gains and using others to do their work that the judges will often be at a complete loss as to pin anything on the character, allowing them to carry on using their contacts in all walks of life to gain the goods they seek. The character gains a +4 circumstance bonus to all Charisma checks when dealing with the public and a +2 bonus when dealing with the judges.

Fingers In Every Pie: By the time the black marketeer character reaches 5th level they are so adept at finding goods for clients that they can get their hands on almost anything no matter how difficult the request may seem. The character must make a difficult Streetwise check (DC 25) to gain the items their client wishes, this may be increased by the Games Master to represent the harder to access goods. From real fruit to weapons grade plutonium that character knows just where to gain the goods.

The Candy Girl

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	Seduction
2	+1	+0	+3	+3	Filch
3	+2	+1	+3	+3	Street Savvy
4	+3	+1	+4	+4	Quick On Your Feet
5	+3	+1	+4	+4	Sweet Talk

Candy Girl

Each year millions of visitors pour into Atlantis, either passing through the station on their way to other ports of call, or visiting as tourists, taking in the many wonderful sights. The station attracts thousands of vessels and their crews over the course of the year and the majority of these vessels are crewed by men who have more money than sense and months at sea leave them with a taste for sweeter meats than the re-processed foods they are used to. Prostitution is a very real problem on Atlantis, one that the judges of Sea Watch know only too well and try as best as possible to stem this, the oldest profession, and the crimes that go hand in hand with it. Prostitution is a thorn in the side of the Justice Department but they have come to realise that to stamp it out completely will only cause major problems. The docks and wharfs of Atlantis are frequented daily by slabwalkers of both sexes looking for their next trick, many with little scruples and most are willing to do anything for a fistful of credits. Nicknamed candy girls by many of their regulars, these men and women are also known sugar addicts, one of the many common substances that has found its way onto the Justice Department's list of contraband and as such the judges of Sea Watch will often just let the minor crimes of solicitation pass by, in the hopes of catching the bigger fish, the snowmen who supply them with the banned sugar and push them into a life of solicitation and crime.

Hit Die: d6.

Requirements

To qualify as a candy girl, a citizen must fulfil all the following criteria.

Skills: Appraise 5 ranks, Bluff 5 ranks, Climb 2 ranks, Computer Use 4 ranks, Pick Pocket 6 ranks and Streetwise 4 ranks.

Feats: Dodge, Fool Birdie, Run.

Class Skills

The candy girl's class skills (and the key ability for each skill) are Bluff (Cha), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Listen (Wis), Pick Pocket (Dex), Streetwise (Wis) and Swim (Str).

Skill Points At Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the candy girl prestige class.

Seduction: The art of love is not lost in the 22nd century and there are still those who will master it and use it for their own ends and means. To twist sexual politics so you are the dominant partner is a skill that most prostitutes' master with ease from an early stage on the slabs but the real knack is to give the partner what they desire most while still remaining in total control of the situation. The candy girl is skilled in the art of using her natural talents to gain exactly what she wants from another by using body language, gestures and as a final resort – their bodies. Sex is not the end product of seduction, merely something that may happen and it is a clever slabwalker who can manipulate a client into parting with their credits, without resorting to sexual contact. The character gains a +6 circumstance bonus on all Charisma checks they need make when dealing with another citizen – judges however are trained to resist the temptations of the flesh and will easily recognise when a candy girl is trying to seduce them. As such the candy girl suffers a –6 penalty to all Charisma based checks when dealing with judges.

Filch: Many candy girls will resort to petty theft and crime in order to supplement what they make from their clients, lifting a wallet and disappearing off into the night, or palming a few credits when the client is not looking. The character is skilled at picking pockets and will gain a +4 circumstance bonus to any Pick Pocket check.

Street Savvy: You do not live and work on the slab without learning a thing or two, such as what areas to avoid at night, or which clients are best avoided. The smart slabwalker can not only recognise a potential troublesome client but can also judge when a situation is about to get out of hand and as such make a fast exit before the arrival of the judges. The character gains a +4 bonus on all Streetwise checks and will often be able to

spot when trouble is going to erupt giving them an almost sixth sense like ability. On a successful Streetwise check (DC 20) the character will feel that they need to leave the area they currently are in as trouble is brewing.

Quick On Your Feet: Sometimes it is not only the judges a candy girl needs to keep an eye out for, other girls from rival patches will often try to poach clients from a candy girl's turf and many are not akin to using violence to threaten and scare the slabwalker off. The candy girl knows their turf well and can use alleys, buildings and freight containers to make a dash for safety. The character can add their Charisma bonus to any check that involves avoiding combat, such as Hide, Move Silently or Tumble.

Sweet Talk: Candy girls can be very manipulative of those they encounter in their daily work, often able to twist a client round their finger and get what they desire. By the time the candy girl has reached 5th level she is so competent at manipulation that she can sweet-talk almost anyone into doing something for her. By clever use of body language, dress and voice the character can attempt to sweet talk another into doing a task such as giving her a place to stay, a new vehicle, credits, etc. The character needs to pass an opposed Charisma check in order to successfully manipulate a client and will gain what they desire, at the discretion of the Games Master.

Merchant Captain

Atlantis is a port of call for ships from all over the world. Both trade and commercial vessels put into the station to refuel make repairs or allow their passengers to stretch their legs for a while. Every vessel that puts into Atlantis, from the small passenger jetty, to the vast hyper-tankers that need to be moored outside of the station itself, are all controlled and run by a captain who is the ultimate responsibility on the vessel. Being a captain of a sea fairing vessel in the 22nd century is much the same as it has been for thousands of years before – but now the added dangers of toxins and pollution in the worlds seas, increased pirate activity and very strict shipping laws, make the job that much harder.

Hit Die: d6.

Requirements

To qualify as a merchant captain, a citizen must fulfil all the following criteria.



Skills: Computer Use 8 ranks, Concentration 8 ranks, Knowledge (shipping) 8 ranks, Pilot (ship) 7 ranks, Profession (sailor) 5 ranks, Swim 8 ranks and Technical 8 ranks.

Feats: Control Crash, Emergency Stop, Leadership and Skill Focus (Pilot).

Class Skills

The merchant captain's class skills (and the key ability for each skill) are Appraise (Int), Computer Use (Int), Concentration (Con), Knowledge (shipping) (Int), Knowledge (shipping lanes) (Int), Medical (Wis), Pilot (ship) (Dex), Profession (sailor) (Wis), Spot (Wis), Swim (Str) and Technical (Int).

Skill Points At Each Level: 5 + Int modifier.

Class Features

All of the following are class features of the merchant captain prestige class.

Charter Vessel: Though the captain works primarily for a commercial company or mega-corp, they sometimes offer their services to those who wish to charter a ship, often no questions asked. A merchant captain can make a large amount of credits by hiring out their ship, though most of the companies they work for would frown on this practice and see it as little more than theft. At 1st level the character can hire out his vessel and his crew

for short jaunts and journeys. The character gains 2d20 x 3,000 credits for this transaction but 10% of the credits must go to the crew and a further 30% must go for fuel expenses.

Navigate Waters: The waters of the Black Atlantic are littered with debris left over from the Great Atom War and other conflicts of recent decades. At 2nd level the character is very familiar with these pockets of debris that dot the ocean and can successfully navigate them. The character gains a +4 competence bonus to all Pilot (ship) checks when attempting to dock or moor a vessel in a port that they are familiar with and a +2 competence bonus for an unfamiliar port or dock.

Read the Lanes: The oceans of the world are teeming with vessels, both commercial and passenger ships and if it was not for the razor sharp instincts of the captains of these vessels, disaster could well happen on a daily basis. The character can analyse the information from their vessel's radar and sonar and as such will be forewarned of any other shipping within a 1-mile radius. This can also act as an early warning against attacks or ambush by pirate vessels. The character must make a successful Pilot check (DC 20) to read the weight displacement of any vessel in a one-mile radius and act accordingly.

Advanced Leadership: The character has actually studied hard to learn what makes a good leader and,

The Merchant Captain

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Charter Vessel
2	+1	+0	+0	+3	Navigate Waters
3	+2	+1	+1	+3	Read the Lanes
4	+3	+1	+1	+4	Advanced Leadership
5	+3	+1	+1	+4	All Stop

in conjunction with his sheer force of personality, can command large forces in battle. Having this feat allows a character to command an entire force, comprising several different units, simultaneously, as described in Chapter 3 of *The Rookie's Guide to Block Wars*. In addition, if he is the leader of a street gang, he will gain double the normal number of gang members indicated on page 151 of *The Judge Dredd Roleplaying Game*.

All Stop: There are times when a captain must make decisions that can put their vessel in a desperate situation. The character has an excellent rapport with his crew and they will act on his every word without hesitation, having learned long since to trust his instincts. The character gains a +4 competency bonus on all Emergency Stop, Avoid Collision and Control Crash checks they ever need to make for their vessel.

Son of the Kraken

Members of a secret cult that has emerged aboard Atlantis within the last few years, the Sons of the Kraken worship the gigantic black kraken, said to be one of the oldest species to inhabit the planet Earth. Inspired by the insane mutant pirate, Captain Skank, who believed that he was the son of a particularly mutated black kraken, the Sons of the Kraken have begun a reign of terror over the inhabitants of the station and are even beginning to make strikes in Brit-Cit and Mega-City One, much to the concern of the judges in both locations. Claiming to be followers of chaos, the organisation has made several strikes against a great diversity of targets. Unfortunately, their strikes seem to follow no particular rhyme or reason and appear to be selected almost entirely at random, which makes anticipating their attacks rather awkward, to say the least. No one is even sure of their ultimate aim, if they even have one, but many aboard Atlantis have come to fear their symbol of a blood red squid against a black background.

Hit Die: d8.

The Son of the Kraken

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Exotic Weapon Proficiency, Specialist Equipment
2	+2	+3	+0	+0	Pollution Hardened
3	+3	+3	+1	+1	Weapon Focus
4	+4	+4	+1	+1	Place Explosives
5	+5	+4	+1	+1	Weapon Specialisation

Requirements

To qualify to become a son of the kraken, a citizen must fulfil all the following criteria.

Base Attack Bonus: +5

Skills: Intimidate 8 ranks, Streetwise 8 ranks, Swim 6 ranks.

Feats: Endurance, Toughness.

Special: Must be invited to join by an existing son of the kraken.

Class Skills

The son of the kraken's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Computer Use (Int), Concentration (Con), Disguise (Cha), Drive (Dex), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Medical (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Streetwise (Wis), Swim (Str), Technical (Int) and Tumble (Dex).

Skill Points At Each Level: 2 + Int modifier.

Class Features

All the following are class features of the son of the kraken prestige class.

Specialist Equipment: As soon as they are recruited into the Sons of the Kraken, the character is issued with the trademark equipment of the organisation. A scarlet synthi-leather wetrig covers his body and his face is hidden beneath a featureless black rebreather mask, both serving to completely conceal his identity. Each Son of the Kraken is also given a Kraken's Wake, a deadly but unpredictable sonic blaster.

Exotic Weapon Proficiency: The trademark weapon of the Sons of the Kraken is the notorious Kraken's Wake, a sonic blaster that is almost as unpredictable as the Sons' themselves. At 1st level, the Son of the Kraken has been taught all the secrets of the Kraken's Wake and

is capable of using it in combat without penalty. The character gains Exotic Weapon Proficiency (kraken's wake) as a bonus feat.

Pollution Hardened: The Sons of the Kraken meet in the deepest, darkest corners of the Atlantis station, where the lethal waters seep in corrupting the environment. By the time the character has reached 2nd level, he has spent some considerable time dwelling in filth and has become highly resilient to the toxins and poison of the Black Atlantic. The character gains a +2 racial bonus to all Fortitude saves against poison and disease.

Place Explosives: The Sons of the Kraken are a dedicated terrorist organisation. One of their favourite tactics is to detonate explosive devices so that they cause the most chaos and confusion aboard the Atlantis station and elsewhere. By the time the character reaches 4th level, he is able to almost instinctively spot the perfect location to place an explosive where it will cause the most amount of damage. When placing explosives, the character is able to cause *either* an additional die of damage (for example, a hand bomb normally causes 2d8 damage, but when placed by a Son of the Kraken it can cause 3d8 damage in its blast area) *or* add an additional two points of Armour Piercing (for example, a hand bomb would be AP 12 rather than AP 10). Note that this ability only applies to placed explosive devices and not thrown grenades.

Weapon Focus: By the time the character reaches 3rd level, he has made extensive practice in the Kraken's Wake. The character gains Weapon Focus (kraken's wake) as a bonus feat.

Weapon Specialisation: Only the strongest and most adaptable Son of the Kraken has risen to 5th level. By this time, he has had a great deal of practice using the deadly Kraken's Wake in combat and has become highly adept in its uses, as well as adapting to the unpredictable weapon's dangerous nature. The character gains the judge feat Weapon Specialisation (kraken's wake) as a bonus feat, and is no longer affected by the sympathetic vibration that the weapon produces. Note that the Son of the Kraken cannot choose the Weapon Specialisation feat in other weapons.

Snowman

Every year thousands of young men and women are attracted to Atlantis station, many come for the clubs and party lifestyle of one of the world's leading party capitals, others will merely be passing through to one of the mega-cities looking for excitement and adventure. Though the majority of these travellers will find *nothing* out of the ordinary on the station, there are those who appear weak willed or gullible and these poor souls will often be the target of the snowmen, men and women who will approach in friendship offering sweet temptations of the illicit 'white stuff' – but will expect much in return. Snowmen will prey on the weak and push them into a life of prostitution after almost always getting the slabwalker addicted to sugar. The snowmen are a constant problem for the judges of Sea Watch, they often have contacts in major crime organisations who supply them with their sugar supply and sleazy lawyers who can get them free from the judges and a whole stable of men and women who they will solicit to work the slabs for them.

Hit Die: d6.

Requirements

To qualify as a snowman, a citizen must fulfil all the following criteria.

Skills: Bluff 8 ranks, Disguise 4 ranks, Drive 3 ranks, Escape Artist 4 ranks, Hide 4 ranks, Intimidate 6 ranks, Listen 3 ranks, Pick Pocket 4 ranks, Spot 3 ranks and Streetwise 8 ranks.

Feats: Alertness, Dodge and Fool Birdie.

Class Skills

The snowman's class skills (and the key ability for each skill) are Bluff (Cha), Drive (Dex), Escape Artist (Dex), Intimidate (Cha), Listen (Wis), Sense Motive (Wis) and Streetwise (Wis).

Skill Points At Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the snowman prestige class.

Underworld Contacts: Every snowman worth their salt knows that crime is big business and that a wise man can learn much from those in the know. The snowman has many contacts in the underworld, keeping them one

The Snowman

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+2	Underworld Contacts
2	+2	+0	+3	+3	Sleazy Lawyer
3	+3	+1	+3	+3	Stable
4	+4	+1	+4	+4	Cast Iron Alibi
5	+5	+1	+4	+4	Secrets and Lies

step ahead of the judges, supplying them with grade A sugar, to ply on the weak willed in the many clubs. At 1st level the character knows a minor underworld contact that will supply them with the drugs and sugar they sell, this contact is a small time felon but has contacts within higher circles in the underworld. The character can gain 1d6 x his Charisma modifier in pounds worth of illegal substances to peddle to their punters. Of course, if caught with these substances the character will face the full weight of the law. It is via these contacts that the character gains a foot hold into the world of organised crime, and from there will offer them work, that they cant refuse.

Weapon Proficiency (exotic): At 1st level the snowman learns how to fire and load the hold-out pistol, an exotic weapon that although small and compact can deliver a deadly blow.

Sleazy Lawyer: For every snowman that is caught by the judges, there are dozens of lawyers who will use the law to turn against itself and get their client released. The criminal organisations and mobs know that a good lawyer is worth his weight in credits and will often employ dozens to get their subordinates off with a lesser rap or completely free. The character has a sleazy lawyer contact, provided to them by a major criminal organisation. Details of the sleazy lawyer can be found page 38 of *The Rookie's Guide to Criminal Organisations*.

Stable: There are always those attracted by the bright lights of the big city and eager to make their fame and fortune, often thinking little of obstacles that may stand in their way. Only a few will make it and thousands who arrive at one of the mega-cities or Atlantis looking for the easy way to fame will find that life is far harder than they ever realised and most end up derelict and on the streets. When you are at your lowest ebb and your defences are down, it often seems that the whole world is conspiring against you and standing in your way. Enter the snowman! Approaching weak willed men and

women and recruiting them for their stables, providing them with clothing and food and shelter, in return for their complete obedience and total dedication and forcing them to work the slabs selling their bodies for credits. The character has a stable of 1d8 x Charisma modifier candy girls working for him and gains an income of 1d3 x 200 credits per day from each slabwalker. Out of this income a third must be taken for the crime organisation that the character works for and a further third goes for the upkeep of the candy girls themselves. Any monies left over go to the character.

Cast Iron Alibi: Given the nature of their occupation, the snowmen need to stay one step ahead of the law at all times and having an alibi for your actions is essential. The snowman has, via bribes or threats, coerced a citizen of high standing, often a client of one of their candy girls, into giving them an alibi. The alibi is so scared of the threats made to them by the snowman that they will gain a +6 on all checks made under interrogation and a +4 circumstance bonus to fool a birdie lie detector.

Secrets and Lies: At 5th level the snowman has gained a reputation on the streets as being a fierce and territorial character and one not to be messed with. The character learns to use their candy girls to their best, gaining information on all aspects of life and selling on this information at a price. The character has information that they can use to blackmail 1d10 x his Charisma modifier citizens of high status and can call upon each for a favour at some point by passing an opposed Intimidate check. The actions are determined at the Games Master's discretion.

Technician

Atlantis is a bustling station and has all the problems that come with overcrowding. Every day the station suffers the ravages of the worst weather on the planet, from gale-force winds, to firestorms and the constant erosion of the station by the elements of the polluted ocean. Technicians are often all that stand in the way

of the station simply falling apart and without them the vast dome that covers the station, the service corridors and passenger terminals, the station perimeter wall, even the struts that support the station itself would simply cease to work and fall into total disarray, endangering the lives of all aboard. Technicians are highly sought after on Atlantis and the major companies charged with the maintenance of the busy plexes will seek out the best technicians they can find and hang on to them as if they were made from solid gold.

Hit Die: d6.

Requirements

To qualify as a technician, a citizen must fulfil all the following criteria.

Skills: Balance 6 ranks, Climb 6 ranks, Computer Use 5 ranks, Listen 3 ranks, Profession (viro-dome engineer) 4 ranks, Search 5 ranks, Spot 3 ranks, Swim 3 ranks and Technical 6 ranks.

Feats: Run and Skill Focus (Technical).

Class Skills

The technician's class skills (and the key ability for each skill) are Computer Use (Int), Knowledge (Atlantis) (Int), Knowledge (Atlantis subsystems) (Int), Listen (Wis), Medical (Wis), Profession (viro-dome engineer) (Wis), Search (Int), Spot (Wis) and Technical (Int).

Skill Points At Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the technician prestige class.

Jury Rig: The technicians often have to work wonders with very little and are able to make almost anything work on not much more than a prayer to Grud and crossed fingers. The character can attempt to use what equipment and tools they have to hand in order to make

repairs needed. The character must make a successful Technical check (DC 20) to make a temporary repair, regardless of what equipment they have to hand. If successful the temporary repairs will last for 1d4 days x the character's level before they break down again.

Jack of All Trades: Technicians come in many forms and while some will be trained to fix and repair electrical units, others will have a grounding in the daily maintenance and running of a space station or submarine. A good technician has an all-round knowledge of all forms of repair and can use this knowledge to fix something that is not normally in their field of expertise. The character has the ability to repair almost anything and will not suffer any penalties for a system or technology they are not familiar with.

Bonus Feat: At 3rd and 5th level the technician character gains a bonus feat that can be chosen from the following: Alertness, Endurance, Great Fortitude, Iron Will, Lightening Reflexes and Luck of Grud.

Advanced Jury Rig: At 4th level the character has gained a reputation as someone who can work wonders with almost any old bit of rubbish that they find lying around the tech shop. The character has learned to refine their craft and by making a difficult Technical check (DC 30) they can turn one piece of equipment into a simulation of another. A normal object such as a kelp boogler could be turned into a timer for an explosive device, or a belly wheel could be altered to make a gyro stabiliser for an anti-grav motor. The character must come up with a feasible change that could work in theory, so he may not turn a kneepad into a thermo nuclear weapon, but he could turn the said kneepad into a rope by stripping it down. The Player should consult with the Games Master on what can and cannot be achieved with this ability.

Miracle Worker: By the time the technician character has reached 5th level they are extremely competent at fixing just about anything they come across and have

The Technician

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Jury Rig
2	+1	+0	+0	+3	Jack of All Trades
3	+2	+1	+1	+3	Bonus Feat
4	+3	+1	+1	+4	Advanced Jury Rig
5	+3	+1	+1	+4	Miracle Worker, Bonus Feat

an uncanny ability of often making things work better than they originally did. The character gains a +4 circumstance bonus on all Technical checks to repair, jury rig or analyse equipment, and if a character jury rigs an item it will remain stable for 1d4 weeks x the character's level before it breaks again.

Verminator

Vermin in all its forms is a huge problem for the mega-cities and Atlantis is no exception. With the amount of traffic coming into the station from the world's many ports and mega-cities, it stands to reason that they will bring with them a multitude of unwanted guests – and rats, fleas and other pests cost the station millions of credits in damages. The station employs pest control to see to the majority of these pests but sometimes there are pests that are beyond the control of the pest control officers and that is when the Verminators are called in. Hand picked from pest control, mostly for their flagrant disregard of authority, Verminators are only used during real emergencies and are expected to handle any situation from mutated creatures from the depths of the ocean or alien viruses that threaten to destroy the world. Verminators work in teams of eight squadies and are led by a commander; each member of the squad is trained in the use of special weapons, equipment and vehicles to destroy the vermin threat wherever and whenever it rears its ugly head. Verminators are also called in when a serious problem occurs, such as an escaped creature from a zoo or more recently an alien infestation found in Mega-City One. They have the tools and the talent to cope with any situation. The majority of Verminator squads are all employed by Vermi-con, a large mega-corp that is based in Mega-City One and with branches all over the globe, including Atlantis.

Hit Die: d8.

The Verminator

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Specialist Equipment, Perimeter Search
2	+2	+3	+3	+0	Bonus Feat
3	+3	+3	+3	+1	Operate Skyrig
4	+4	+4	+4	+1	Bonus Feat, Drive Decon Rig
5	+5	+4	+4	+1	Squad Commander



Requirements

To qualify as a verminator, a citizen must fulfil all the following criteria.

Skills: Balance 5 ranks, Climb 5 ranks, Computer Use 7 ranks, Concentration 4 ranks, Craze (jetpacking) 4 ranks, Jump 5 ranks, Profession (pest control) 4 ranks, Search 7 ranks, Spot 5 ranks, Streetwise 5 ranks and Technical 6 ranks.

Feats: Alertness, Combat Reflexes, Iron Will and Skill Focus (Technical).

Class Skills

The verminators class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Computer Use (Int), Drive (Dex), Jump (Dex), Knowledge (pest control) (Int), Listen (Wis), Medical (Wis), Pilot (Dex), Profession (pest control) (Wis), Ride (Dex) Search (Int), Streetwise (Wis) and Technical (Int).

Skill Points At Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the verminator prestige class.

Specialist Equipment: All verminators are equipped with a Hudson X-4 hardsuit and a skyrig as standard.

Perimeter Search: Verminators are often only called in as a last resort, when a dangerous creature has escaped from a zoo, or an infestation has taken place in a block. The verminators learn to establish a secure perimeter and perform a thorough sweep at 1st level. The character gains a +4 circumstance to all Spot and Search checks when sweeping an area in this way.

Bonus Feat: At 2nd and 4th levels the verminator is free to choose a bonus feat from the following list: Great Fortitude, Improved Recovery, Luck of Grud, Toughness and Weapon Focus. The character must meet the prerequisites for this feat as normal.

Operate Skyrig: At 3rd level the verminator learns to operate the Haynes Industries Skyrig, a flight harness that attaches to the backpack of the Hudson X-4 hardsuit and grants the user the ability to fly. The harness contains two high tensile lines that can be attached to fellow squad members, allowing for up to three verminators to travel on the same rig. The rig is not designed to fly over long distances, but rather to reach areas that would otherwise be inaccessible. The character must make a successful Craze (jetpacking) check (DC 15) each time they use a sky rig and this is increased by a further +5 on the difficulty for each additional squad member being transported.

Drive Decon rig: At 4th level the character is trained to drive and operate a decon rig, one of the huge vehicles that act as a forward command post for the squad as well as containing decontamination equipment. The decon rig is a large, cumbersome vehicle that takes a great deal of skill to master and the character has learned how to handle this vehicle with comparative ease. The character gains a +4 bonus to all Drive checks when driving a Decon rig.

Squad Commander: By the time the character has reached 5th level they are ready to receive their own squad of verminators, issue orders and have them carried out to the letter. The character gains Advanced Leadership as a bonus feat.

Sample Characters of Atlantis

Algae Processor

Citizen 2; HD 2d6 + 7 (16); Init +0; Spd 30 ft.; DV 10; Attack +1 melee, or +1 ranged; Fort +2, Ref +0, Will +4; Str 11, Dex 11, Con 15, Int 13, Wis 14, Cha 11.

Prior Life: Algae Processor.

Skills and Feats: Balance +2, Computer Use +4, Concentration +5, Jump +1, Listen +7, Medical +2, Move Silently +5, Pilot +2, Profession (algae processor) +8, Ride +1, Search +6, Sense Motive +7, Spot +7, Streetwise +5, Swim +2, Technical +5; Iron Will, Skill Focus (Profession – algae processor), Toughness.

Atlantis Sea-Corps Mariner

Citizen 5/Atlantis Sea-Corps Mariner 3; HD 5d6 + 3d8 + 16 (49); Init +2 (+2 Dex); Spd 30 ft.; DV 14 (+4 Reflex); Attack +6/+1 melee, or +8/+3 ranged; Fort +6, Ref +4, Will +4; Str 11, Dex 15, Con 15, Int 13, Wis 14, Cha 11.

Prior Life: Aqua-Def Soldier.

Skills and Feats: Balance +6, Climb +4, Computer Use +4, Jump +4, Knowledge (tactics) +5, Listen +7, Medical +5, Move Silently +5, Pilot +6, Search +7, Sense Motive +8, Spot +5, Streetwise +8, Swim +11, Technical +12; Combat Reflexes, Dodge, Endurance, Skill Focus (Medical).

Aquaball Player

Citizen 3; HD 3d6 + 9 (22); Init +2 (+2 Dex); Spd 30 ft.; DV 13 (+3 Reflex); Attack +2 melee, or +4 ranged; Fort +3, Ref +3, Will +5; Str 11, Dex 15, Con 15, Int 13, Wis 14, Cha 11.

Prior Life: Aquaball Player.

Skills and Feats: Balance +4, Computer Use +4, Craze (aquaball) +8, Jump +4, Knowledge (aquaball) +6, Listen +7, Medical +2, Move Silently +5, Pilot +3, Ride +3, Search +7, Sense Motive +8, Spot +7, Streetwise +5, Swim +6, Technical +5; Alertness, Iron Will, Skill Focus (Craze – aquaball), Skill Focus (Swim), Toughness.

Aquanaut

Citizen 5; HD 5d6 + 8 (28); Init -1 (-1 Dex); Spd 30 ft.; DV 12 (+2 Reflex); Attack +3 melee, or +2 ranged; Fort +2, Ref +2, Will +2; Str 10, Dex 9, Con 13, Int 14, Wis 13, Cha 11.

Prior Life: Aquanaut.

Skills and Feats: Computer Use +7, Hide +4, Knowledge (Atlantis ocean floor) +8, Medical +8, Move Silently +5, Pilot +2, Ride +1, Search +9, Sense Motive +8, Spot +6, Streetwise +5, Swim +10, Technical +8; Alertness, Exotic Weapon Proficiency (nautilus pistol), Lightning Reflexes, Skill Focus (Swim), Toughness.

Aqua-Def Soldier

Citizen 3; HD 3d6 + 6 (19); Init +2 (+2 Dex); Spd 30 ft.; DV 13 (+3 Reflex); Attack +2 melee, or +4 ranged; Fort +3, Ref +3, Will +1; Str 11, Dex 15, Con 15, Int 13, Wis 11, Cha 11.

Prior Life: Aqua-Def Soldier.

Skills and Feats: Bluff +5, Climb +6, Computer Use +2, Drive +5, Jump +4, Knowledge (Atlantis) +5, Listen +4, Medical +4, Move Silently +5, Pilot +3, Ride +3, Sense Motive +8, Spot +7, Streetwise +5, Swim +4, Technical +2; Alertness, Combat Reflexes, Dodge, Skill Focus (Medical).

Black Marketeer

Citizen 7/Black Marketeer 3; HD 7d6 + 3d4 + 15 (46); Init +2 (+2 Dex); Spd 30 ft.; DV 14 (+4 Reflex); Attack +7/+2 melee, or +9/+4 ranged; Fort +3, Ref +3, Will +5; Str 11, Dex 15, Con 15, Int 13, Wis 14, Cha 11.

Prior Life: Goon.

Skills and Feats: Balance +4, Bluff +11, Computer Use +6, Jump +4, Knowledge (Atlantis) +9, Listen +7, Medical +3, Move Silently +5, Pilot +5, Ride +3, Search +7, Sense Motive +8, Spot +7, Streetwise +13, Swim +6, Technical +5; Alertness, Contacts, Fool Birdie, Skill Focus (Bluff), Skill Focus (Knowledge - Atlantis), Toughness.

Buoy Racer

Citizen 6; HD 6d6 + 6 (30); Init +3 (+3 Dex); Spd 30 ft.; DV 17 (+7 Reflex); Attack +4 melee, or +7 ranged; Fort +3, Ref +7, Will +2; Str 11, Dex 16, Con 13, Int 10, Wis 10, Cha 17.

Prior Life: Buoy Racer.

Skills and Feats: Balance +4, Computer Use +4, Craze (buoy racing) +10, Hide +5, Knowledge (buoys) +6, Knowledge (Atlantis perimeter) +6, Listen +7, Move Silently +5, Pilot (jetskiff) +12, Ride +1, Search +7, Sense Motive +8, Spot +7, Streetwise +5, Swim +6, Technical +5; Control Crash, Emergency Stop, Lightning Reflexes, Skill Focus (Pilot).

Cabin Boy

Citizen 3; HD 3d6 - 3 (10); Init +2 (+2 Dex); Spd 30 ft.; DV 13 (+3 Reflex); Attack +2 melee, or +4 ranged; Fort +0, Ref +3, Will +5; Str 11, Dex 15, Con 9, Int 13, Wis 14, Cha 11.

Prior Life: Cabin Boy.

Skills and Feats: Balance +6, Bluff +6, Climb +7, Computer Use +4, Jump +4, Knowledge (ship procedures) +5, Knowledge (captain's tastes) +9, Listen +7, Medical +2, Move Silently +5, Pilot +4, Search +7, Sense Motive +8, Spot +7, Swim +6, Technical +5; Alertness, Iron Will, Skill Focus (Knowledge - captain's tastes), Skill Focus (Listen).

Candy Girl

Citizen 3/Candy Girl 4; HD 3d6 + 4d6 + 10 (37); Init +3 (+3 Dex); Spd 30 ft.; DV 18 (+8 Reflex); Attack +6 melee, or +8 ranged; Fort +3, Ref +8, Will +9; Str 12, Dex 17, Con 13, Int 13, Wis 14, Cha 18.

Prior Life: Dunk.

Skills and Feats: Balance +4, Bluff +8, Computer Use +4, Concentration +5, Hide +8, Jump +4, Knowledge (Atlantis) +6, Listen +7, Medical +2, Move Silently +5, Pick Pocket +10, Search +9, Sense Motive +8, Spot +10, Streetwise +12, Swim +6, Wilderness Lore +9; Dodge, Fool Birdie, Iron Will, Resist Arrest, Run, Skill Focus (Pick Pocket).

Castaway

Citizen 5; HD 5d6 + 23 (43); Init +0; Spd 30 ft.; DV 11 (+1 Reflex); Attack +3 melee, or +3 ranged; Fort +5, Ref +1, Will +5; Str 11, Dex 11, Con 18, Int 13, Wis 14, Cha 11.

Prior Life: Castaway.

Skills and Feats: Balance +4, Computer Use +4, Jump +4, Knowledge (the Black Atlantic) +9, Listen +7, Medical +5, Pilot +4, Search +7, Spot +7, Swim +8, Wilderness Lore +9; Alertness, Iron Will, Skill Focus (Wilderness Lore), Toughness.

Clubber

Citizen 3; HD 3d6 +3 (16); Init +2 (+2 Dex); Spd 30 ft.; DV 13 (+3 Reflex); Attack +1 melee, or +4 ranged; Fort +2, Ref +3, Will +3; Str 9, Dex 15, Con 13, Int 13, Wis 10, Cha 16.

Prior Life: Clubber.

Skills and Feats: Bluff +6, Disguise +5, Concentration +4, Knowledge (Atlantis clubs) +7, Perform (dance) +6, Read Lips +7, Spot +7, Streetwise +9; Alertness, Contacts (underworld), Fool Birdie, Resist Arrest, Skill Focus (Streetwise).

Docker

Citizen 3; HD 3d6 +12 (25); Init +1 (+1 Dex); Spd 30 ft.; DV 12 (+2 Reflex); Attack +6 melee, or +3 ranged; Fort +6, Ref +2, Will +1; Str 18, Dex 12, Con 17, Int 10, Wis 10, Cha 9.

Prior Life: Docker.

Skills and Feats: Climb +4, Drive +7, Intimidate +6, Jump +6, Move Silently +6, Profession (docker) +5, Search +5, Spot +6, Streetwise +6, Technical: Operate Heavy Machinery +6; Ambidexterity, Great Fortitude, Skill Focus (Profession – docker), Toughness.

Kelp Farmer

Citizen 2; HD 2d6 +4 (13); Init +2 (+2 Dex); Spd 30 ft.; DV 14 (+4 Reflex); Attack +4 melee, or +3 ranged; Fort +2, Ref +4, Will +3; Str 16, Dex 15, Con 15, Int 13, Wis 16, Cha 11.

Prior Life: Kelp Farmer.

Skills and Feats: Computer Use +6, Hide +7, Knowledge (hardsuit operation) +6, Listen +6, Profession (kelp farmer) +6, Read Lips +6, Swim +6, Technical: Operate Heavy Machinery +6, Wilderness Lore +8; Alertness, Lightning Reflexes, Skill Focus (Profession – kelp farmer).

Miner

Citizen 7; HD 7d6 +31 (58); Init +0; Spd 30 ft.; DV 12 (+2 Reflex); Attack +9 melee, or +5 ranged; Fort +6, Ref +2, Will +3; Str 18, Dex 10, Con 18, Int 13, Wis 13, Cha 12.

Prior Life: Miner.

Skills and Feats: Computer Use +6, Hide +5, Knowledge (hardsuit operation) +9, Listen +4, Profession (miner) +5, Streetwise +8, Swim +6, Technical: Operate Heavy

Machinery +7, Wilderness Lore +7; Blind-Fight, Combat Reflexes, Endurance, Skill Focus (Profession – miner), Toughness.

Merchant Captain

Citizen 7/Merchant Captain 2; HD 7d6 +2d6 +18 (52); Init +0 (+0 Dex); Spd 30 ft.; DV 14 (+4 Reflex); Attack +5 melee, or +5 ranged; Fort +4, Ref +4, Will +5; Str 11, Dex 10, Con 15, Int 17, Wis 12, Cha 11.

Prior Life: Kelp Farmer.

Skills and Feats: Computer Use +12, Concentration +11, Hide +9, Knowledge (hardsuit operation) +12, Knowledge (shipping) +12, Listen +12, Profession (kelp farmer) +5, Profession (sailor) +8, Pilot (ship) +13, Read Lips +6, Swim +8, Technical: Operate Heavy Machinery +12, Wilderness Lore +8; Leadership, Lightning Reflexes, Skill Focus (Pilot), Control Crash, Emergency Stop.

Ranch Hand

Citizen 7; HD 7d6 +17 (44); Init +1 (+1 Dex); Spd 30 ft.; DV 13 (+3 Reflex); Attack +5 melee, or +6 ranged; Fort +4, Ref +3, Will +5; Str 11, Dex 12, Con 14, Int 12, Wis 12, Cha 17.

Prior Life: Ranch Hand.

Skills and Feats: Computer Use +6, Hide +9, Knowledge (hardsuit operation instruction) +9, Knowledge (hardsuit operation) +9, Listen +9, Profession (kelp farmer) +10, Read Lips +9, Swim +9, Technical: Operate Heavy Machinery +11, Wilderness Lore +8; Alertness, Exotic Weapon Proficiency (nautilus pistol), Iron Will, Leadership, Toughness.

Ship Hand

Citizen 5; HD 5d6 +8 (28); Init +1 (+1 Dex); Spd 30 ft.; DV 12 (+2 Reflex); Attack +3 melee, or +4 ranged; Fort +2, Ref +2, Will +4; Str 10, Dex 12, Con 12, Int 12, Wis 12, Cha 12.

Prior Life: Ship Hand.

Skills and Feats: Balance +4, Climb +7, Computer Use +4, Jump +4, Knowledge (ship procedures) +6, Listen +7, Pilot +8, Search +6, Sense Motive +8, Spot +7, Streetwise +9, Swim +9, Wilderness Lore +8; Alertness, Iron Will, Skill Focus (Streetwise), Skill Focus (Technical), Toughness.

Son of the Kraken

Citizen 7/Son of the Kraken 2: HD 7d6 + 2d8 + 21 (57); Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; DV 13 (+3 Reflex); Attack +9/+4 melee, or +8/+3 ranged; Fort +7, Ref +3, Will +3; Str 15, Dex 13, Con 14, Int 10, Wis 8, Cha 12.

Prior Life: Goon.

Skills and Feats: Balance +5, Bluff +5, Climb +6, Computer Use +4, Concentration +8, Disguise +5, Drive +5, Hide +7, Intimidate +13, Jump +8, Listen +3, Move Silently +7, Pilot +5, Ride +5, Search +4, Streetwise +11, Swim +10; Dodge, Endurance, Improved Initiative, Iron Will, Resist Arrest, Toughness, Exotic Weapon Proficiency (kraken's wake).

Snowman

Citizen 5/Snowman 5; HD 5d6 + 5d6 + 13 (78); Init +3 (+3 Dex); Spd 30 ft.; DV 18 (+8 Reflex); Attack +10/+5 melee, or +11/+6 ranged; Fort +3, Ref +8, Will +9; Str 14, Dex 17, Con 12, Int 14, Wis 14, Cha 18.

Prior Life: Punk.

Skills and Feats: Bluff +10, Computer Use +5, Concentration +12, Hide +9, Intimidate +12, Knowledge (Atlantis night spots) +14, Listen +7, Move Silently +5, Pilot +4, Ride +4, Search +7, Sense Motive +8, Spot +7, Streetwise +5, Swim +6, Technical +5; Alertness, Dodge, Fool Birdie, Iron Will, Skill Focus (knowledge - Atlantis), Skill Focus (streetwise), Toughness, Weapon Focus (hold out pistol).

Tour Operator

Citizen 4; HD 4d6 + 4 (20); Init +2 (+2 Dex); Spd 30 ft.; DV 13 (+3 Reflex); Attack +2 melee, or +5 ranged; Fort +2, Ref +3, Will +5; Str 9, Dex 15, Con 12, Int 15, Wis 14, Cha 15.

Prior Life: Tour Operator.

Skills and Feats: Bluff +9, Computer Use +9, Forgery +10, Knowledge (Atlantis) +10, Spot +7, Streetwise +10, Swim +6; Contacts (Entertainment), Dodge, Skill Focus (Streetwise), Skill Focus (Knowledge - Atlantis).

Tunnel Rat

Citizen 4; HD 4d6 + 11 (27); Init +2 (+2 Dex); Spd 30 ft.; DV 13 (+3 Reflex); Attack +3 melee, or +5 ranged; Fort +3, Ref +3, Will +5; Str 11, Dex 15, Con 15, Int 12, Wis 14, Cha 8.

Prior Life: Tunnel Rat.

Skills and Feats: Bluff +6, Computer Use +4, Drive +8, Jump +4, Knowledge (Trans-Atlantic Tunnel) +6, Listen +8, Search +6, Sense Motive +8, Spot +7, Streetwise +9, Swim +4, Technical +8; Alertness, Iron Will, Skill Focus (technical), Toughness.

VD

Citizen 5; HD 5d6 + 23 (43); Init +2 (+2 Dex); Spd 30 ft.; DV 13 (+3 Reflex); Attack +7 melee, or +5 ranged; Fort +5, Ref +3, Will +1; Str 18, Dex 15, Con 18, Int 13, Wis 10, Cha 10.

Prior Life: VD.

Skills and Feats: Balance +4, Computer Use +6, Hide +5, Knowledge (hardsuit operation) +9, Listen +4, Profession (miner) +5, Streetwise +8, Swim +6, Technical: Operate Heavy Machinery +9, Technical +10, Wilderness Lore +7; Blind-Fight, Combat Reflexes, Skill Focus (balance), Skill Focus (technical) and Skill Focus (profession - virodome engineer), Toughness.

Verminator

Citizen 4/Verminator 3; HD 4d6 + 3d8 + 31 (61); Init +2 (+2 Dex); Spd 30 ft.; DV 16 (+6 Reflex); Attack +8/+3 melee, or +8/+3 ranged; Fort +8, Ref +6, Will +7; Str 15, Dex 14, Con 18, Int 13, Wis 17, Cha 11.

Prior Life: VD.

Skills and Feats: Balance +9, Climb +11, Computer Use +9, Craze (jetpacking) +8, Hide +11, Jump +5, Knowledge (hardsuit operation) +9, Listen +7, Profession (verminator) +10, Search +8, Spot +8, Streetwise +10, Swim +9, Technical: Operate Heavy Machinery +10, Technical +10, Wilderness Lore +7; Alertness, Blind-Fight, Combat Reflexes, Endurance, Iron Will, Skill Focus (Balance), Skill Focus (Technical) and Skill Focus (Profession - virodome engineer).

Wharf Bum

Citizen 3; HD 3d6 + 9 (22); Init +4 (+4 Dex); Spd 30 ft.; DV 15 (+5 Reflex); Attack +1 melee, or +6 ranged; Fort +4, Ref +5, Will +2; Str 9, Dex 18, Con 17, Int 13, Wis 13, Cha 7.

Prior Life: Wharf Bum.

Skills and Feats: Bluff +4, Climb +7, Hide +10, Jump +5, Knowledge (Atlantis wharfs and docks) +10, Listen +7, Move Silently +7, Spot +9, Wilderness Lore +7; Alertness, Dodge, Mobility.

The Law of the Sea

Mega-City One and Brit-Cit

Both Mega-City One and Brit-Cit have a vested interest in the running of Atlantis and its position as one of the major ports of call for trade and commerce from all over the world. Each year the station brings billions of credits in revenue into the coffers of both mega-cities from commercial and trade ventures and this source of income obviously needs to be protected if it is to carry on being profitable. The law enforcement of the station is paramount too, seeing that it runs smoothly and that crime is kept to a bare minimum, leaving the investors of the station safe to do their job of running it for a profit and generating cash for the mega-cities back home.

From the very outset of the station's creation it was deemed that it should have its very own police force, but due to the location in international waters, exactly who ran the station was something that was hotly debated. Members from the Brit-Cit House of Commons and Mega-City One's Justice Department argued back and forth for many months during the long construction of the station, until it was finally agreed upon that a joint task-force, mounted from both mega-cities should be the governing police mandate and each mega-city was to supply a cadre of duty judges who would be stationed on Atlantis on a rotation basis. Law enforcement in Brit-Cit differs in many ways to Mega-City One and as such any judges who were to be stationed on Atlantis would have to work to a set of guidelines for operation in the international waters of the Black Atlantic.

Not only would the judges have to contend with the usual run of the mill daily crimes that would no-doubt take place on the station but they would also have to have diplomatic skills to negotiate settlements in international

waters, deal with shipping problems, maintain the peace between rival companies, all while trying to remain neutral. The Black Book was written by senior judges from both mega-cities and contains every aspect of sea faring and station policy that would be needed. Each judge who is stationed on Atlantis must be completely familiar with every aspect of the Black Book and how it applies to the letter of the law. Before embarking on a rotation to Atlantis all judges must spend a minimum of six weeks learning the ins and outs of the station and the laws as laid down in the Black Book. The majority of these laws are common throughout both mega-cities, but some are complex and involve international shipping and freight, maritime law and immigration.

Atlantic Division

The majority of duty judges stationed on Atlantis, be they from Sea Watch or one of the other sections such as Poseidon, are made up from judges in sectors that boarder the Black Atlantic itself, rather than more centralised sectors of the city. Atlantic Division is responsible for the Mega-City One's rotation of judges to Atlantis, as well as operating Harbour Patrol to police the boarders and waters of the city itself, Ocean Patrol to police international waters outside of the main jurisdiction of Mega-City One and Black Sky Patrol who police the airspace above and around Mega-City One, all the way out to the Atlantis station and as far down as the edge of the Caribbean. Though there are not as many judges involved in policing the world's oceans as its mega-cities, there are enough to keep pirates, smugglers and racketeers on their toes.

Mega-City One's Atlantic Division has its home based on the coast of Sector 13, looking out over the Black Atlantic itself. Here all its judges are trained in the use of aquatic weaponry such as the Aqua cannon and the nautilus pistol. Each requires skill to operate underwater,

compensating for the recoil effects of the ocean itself. Judges are trained in the operation of the many craft that work the Black Atlantic, from the A-Wagon to the Wetbike Lawmaster and the many submersibles that are at the disposal of the Justice Department on patrol and stationed in and around Atlantis itself.

Brit-Cit has its own training facilities and judges who are chosen for a tour on Atlantis must undergo the same six week course at Hendon Judge Training College, where they will be expected to be as competent as their American colleagues. Although there is no real animosity between the members of either Mega-City while serving on Atlantis, there is certainly a great deal of competition and rivalry, often resulting in long discussions in the Houses of Parliament and the Grand Hall of Justice.

Due to the recent changes in policy by both Mega-City One and Brit-Cit governing the way that Atlantis is policed, judges are now expected to take a minimum tour on Atlantis station for six months, extended up to two years or more.

Atlantis Sea-Corps

A secondary line of defence for the station of Atlantis and often used to aid the ships and vessels of the Justice Department is Atlantis Sea-Corps, a small fleet of lightly armed vessels and submersibles crewed by civilians who work under the jurisdiction of the Justice Department and are governed by Atlantic Division. Made up from citizens who have worked long and hard in the Aqua-Def program, the Atlantis Sea Corps are ready to respond to calls for back up from the Justice Department, helping to stem fires and search for survivors deep at sea. The Atlantis Sea-Corps is a dual delegated organisation and is co-run by Judge Fairchild from his office on the eastern quarter of the station and Commander Miles Armstrong, a long serving and decorated member of both Aqua-Def and Atlantis Sea-Corps. Atlantis Sea-Corps has its headquarters based in the eastern quarter of the station. The men and women who serve Sea-Corps are trained in the use of aquatic weaponry, emergency equipment and even submersible vessels. The Atlantis Sea-Corps currently has at its disposal eight ex-Harbour Patrol Heron-class patrol boats, one Dolphin-class submersible and a number of tugs and ferries to help in rescue operations.



Bahamas and Fangland

There is a disputed region of waters around the southern tip of Mega-City One, which has caused more than its fair share of problems for Atlantic Division over the years. Every year millions of illegal immigrants from the Bahamas and Fangland will try to gain entry into the city via the Black Atlantic. Impoverished citizens from these poor states will pay entire life savings to gain entry into what they see as a golden Mecca, spending weeks aboard cramped cargo freighters and transporters in order to seek a better life. Immigration control has its hands full trying to deal with the thousands of legal applicants to the city every day and the added weight of those

Atlantic Division Organisation

Justice Department

Atlantic Division

Immigration Control – Black Sky Patrol
– Ocean Patrol – Sea Watch

Atlantis Sea Corps

trying to gain entry from the sea pushes it to breaking point. An Harbour Patrol gunboat is most likely the first and last sight that illegal immigrants are likely to see of Mega-City One, as the majority of vessels do not make it past the routine patrols and the judges have the right to stop and board any vessel they deem fit to do so, without question. Running immigrants is a very serious crime and one that is punishable by life in the Iso Cubes if caught but many freighter captains take the risk due to the millions of credits they can make in fares each year.

The Bermuda Triangle

For as long as there has been shipping coming to and from the Americas there have been reports of strange lights, disappearing vessels and other bizarre occurrences taking place some thirty miles off the coast of Bermuda. Many have put the strange occurrences down to fisherman's tales, or wild hearsay, but there is something that is not quite right off the coast of Bermuda and it even has the top minds in Mega-City One stumped for an answer. Over the past decade more than a dozen ships ranging from small schooners to hyper-tankers filled with millions of tons of goods have disappeared without a trace while making their way to Mega-City One crossing the stretch of sea that is known as the Triangle. Mega-City One's Justice Department launched its own

investigation into the mysterious disappearances in 2116 but after an extensive search of the area, from the air and deep below the sea, nothing out of the ordinary was noted. Psi-Division's top empathic judges were employed to investigate and came up with a blank, leaving the Justice Department with yet another unsolved mystery on its hands. It has been noted that there are a large number of gigantic sea creatures around the edges of the Triangle and certain theorists among the Justice Department believe that there could well be an oceanic life form that has yet to be discovered that could be in part responsible for some of the disappearances.

The Caribbean Zone

In the warm and lesser-polluted waters of the Caribbean Zone lie thousands of tiny islands, some natural, others created as a result of tectonic shifts following the Great Atom War. Here in this myriad of uncharted islands lie the hidden fortresses and sea bases of hundreds of pirate captains and would-be pirate kings. They strike without warning and leave no witnesses alive to tell the tale, taking whatever they can gather, from passenger ships and freighters alike. Most pirate captains dream of being elevated to the status of pirate king, a master of the sea and scourge of men everywhere. Pirate kings rule fleets of pirate vessels, from ships to submersibles and fighter craft and will always have a huge Sea-fortress, filled with thousands of cutthroats and vagabonds, all eager to share in the bounties of plundered vessels. Pirates think little of life and most pirate captains only become so by killing their way up the ranks, removing every step in their way till they reach their ultimate goal. Pirate kings think even less of any life other than their own and will often pay handsomely for bodyguards to protect them from assassination attempts and would-be mutinies. Many of the pirates of the Caribbean are mutants, outcasts from normal society that find a home on the high seas, with riches and wealth but a heartbeat away. One of the most infamous of all pirate kings was known as Captain Skank who attacked hundreds of vessels off the coast of Mega-City One during 2103. Captain Skank was ultimately brought to justice by Judge Dredd, who revealed the vile mutant to actually be a puppet of East-Meg spies – but not before the deranged cyborg had destroyed an entire Sector of Mega-City One in a nuclear strike.

Atlantic Ports, Cities and Plexes

Mega-City One and Brit-Cit are not the only points of call in and around the Black Atlantic. There are many plexes and way stations that are far smaller than Atlantis but are just as important and many major ports of call for passenger ships, lux-liners and freighters carrying goods. From Megaheim to Cuidad Barranquilla, Chowderville to Bruja City, the major mega-cities of the world use the Black Atlantic for trade and transport, sending billions of tons of goods across the polluted waters every year, bringing in much needed revenue. Wherever there are sailors and ports there will always be the crimes and activities that go hand in hand with them. Every port, plex and stopover that a vessel can call into has problems with drink, drugs, prostitution and smuggling, making these areas hot spots for crime and criminal activity.

Life in many of these ports, such as Cuidad Barranquilla and Bruja City, is cheap, and most wish to escape from the drug barons and crime lords who rule these cities with terror, often buying the local police forces, who are corrupt and little better than criminals themselves.

Project Fathom

Genetically modifying soldiers for combat is not a new thing in the 22nd century and most of the world's mega-cities have at some point used genetically augmented citizens and soldiers for their own means. There are strict laws set in force to govern the use of such modifications, but sometimes these laws are seen as a restriction and mega-corps and even mega-cities will break the guidelines in order to advance their means. Many mega-corps have their own corporate armies, who they will rely upon during trade-wars, fighting against other mega-corps forces, while their faceless backers sit in boardrooms. Haynes Industries, like many of the mega-corps, has its own secret R&D scientists and developers, working to advance the company by any means, legal or illicit. In 2120 a top secret and highly illegal genetic modification program was begun in their research facility on Atlantis. Project Fathom had the aim of making a genetic super soldier that could survive in the harshest environments in the world, able to sustain themselves for weeks with little food and go without sleep for weeks. Project Fathom took the genetic basis that had already been developed (and banned) by scientists from Euro-City and modified them by splicing shark DNA with the human genome, giving rise to a super-soldier that could survive the deadly waters of the Black Atlantic, freezing conditions and the ability to breath in shallow waters. In recent years the Justice Departments of both Mega-City One and Brit-Cit have been investigating a number of



strange deaths that defy most known conventions and point to the interaction of a genetically modified assassin but as to date the whereabouts or controllers of these killers remains a mystery.

Project Fathom Super-soldier Template

Hit Dice: Increase to d12. Another 2 Hit Dice are immediately gained.

Speed: A Project Fathom Super-Soldier gains the ability to swim at the rate of 60 ft. in addition to any other method of movement that they already possessed.

Damage Reduction: The Super-Soldier immediately gains natural armour granting him Damage Reduction 4.

Attacks: The character gains two claw attacks that do not provoke attacks of opportunity and a bite attack that does not provoke attacks of opportunity.

Damage: Claw 1d6/4, Bite 1d4/6.

Special Qualities: Water Breathing, Immunity to Disease, Blood Frenzy.

Saves: A Super-Soldier gains a +2 racial bonus to Fortitude saves.

Abilities: A Super-Soldier gains +4 Strength, +4 Constitution and +2 Dexterity, but suffers a -4 penalty to both Intelligence and Charisma.

Skills: The character gains Move Silently +4, Listen +4, Spot +4 and Swim +8 in addition to the skills that they possessed before the template was applied.

Feats: As base character, plus Improved Initiative.

Climate/Terrain: Atlantis, Coastal Areas, the Black Atlantic.

Organisation: Solitary.

Advancement: By Class.

Combat

The Project Fathom Super-soldier operates solely under the instruction of Haynes Industries, going where they are needed and eliminating any foe that stands in the way of the company. Highly trained mercenaries are hand picked and then genetically altered to operate in the worst conditions on the planet. The Project Fathom Super-soldier is trained in the use of all weapons and demolitions and will disappear as quickly as they attack, into the depths of the ocean. Haynes Industries ensured that its creations would remain loyal to them and each

was genetically modified with a renal virus that can be activated if the soldier is captured or breaks the trust of the company, turning their DNA back to its base elements and killing them instantly, leaving nothing but a pool of seawater.

Blood Frenzy: When the soldier sheds blood or is injured in combat, they must make a Will save against a target equal to the amount of damage they have inflicted or taken. If the soldier fails the save, they enter a blood frenzy and immediately gain +4 bonus to Strength and Constitution and a +2 morale bonus on Will saves, but suffer a -2 penalty to DV and cannot willingly withdraw from combat. While frenzied the soldier cannot use skills or abilities that require concentration, such as Move Silently. Once the combat is over the soldier reverts back to their original state.

Immunity to Disease: The soldier has been given an immunity to any disease or toxin known to man, allowing them to operate in the most polluted waters on Earth; The Black Atlantic. The soldier is immune to all natural diseases and poisons – although new diseases evolve in the septic waters of the Black Atlantic almost on a weekly basis.

Water Breathing: The Project Fathom Super-soldiers were modified using genetically spliced human and shark DNA, changing the genome of the soldier forever. The soldier can breath in water to a depth of 20 ft but due to the shark DNA they must keep in motion constantly when underwater or sink and drown. The soldier can breathe underwater for 1d10 x his Constitution modifier in minutes before they must surface and take a natural breath.

Black Sky Patrol

The airspace over Mega-City One and Atlantis is watched over by Black Sky Patrol, using fast, sleek vessels with awesome firepower. The judges who make up Black Sky Patrol are among the best pilots and navigators in the world, able to push any vessel to its extreme and then make it beg for more. Many pilots of Black Sky Patrol are simply too hot-headed for the streets, they are individuals rather than team players and have a love of high speed, which often leads to disciplinary action by their Sector Chief. Those who can cut the grain are transferred to Black Sky Patrol, often as a last

ditch measure, here they will be given a last chance to redeem themselves under conditions harder than any they have faced before – even the Academy of Law is not this tough. Judges are always transferred to Black Sky rather than volunteered, giving them everything to work for in order to remain a part of the Justice Department or face the Long Walk – or worse. Black Sky is under the strict control of Judge Andrew Morgan, a former washout himself but now one of the most respected judges in Mega-City One. Morgan was a former street judge in Sector 79, but despite his excellent arrest record, his love of high speeds often landed him in trouble with Sector Chief Krail. Morgan was transferred to Black Sky under Justice Department order JR-12zX-4, giving him a final make-or-break opportunity – or face taking the long walk. Trained under the strictest conditions by Judge Ironsides, Morgan excelled as a pilot, controlling the ultra fast Kestrel attack craft and he was soon a valued member of Black Sky. Morgan took over the training of probates following the death of Ironsides in 2119 and if anything is even stricter, but living proof that with re-training even an out-of-control judge can be pulled back from the brink.

Black Sky operates above Mega-City One, down towards the Caribbean, up towards the Canadian Wastes and out over the Black Atlantic over Atlantis and its surrounding waters. Any aircraft that flies into these sections of airspace must have clearance from Mega-City One's Air Traffic Control or is deemed hostile. Kestrels, Hawks and, if needed, A-Wagons will be despatched in moments, taking any action necessary. Black Sky Patrol is based at Atlantic Division HQ in Sector 13, in a large impressive hanger that houses all of the division's main craft. Further hangers, smaller in size are located in various Sectors of Mega-City One and a similar hanger is located on Atlantis station. Black Sky is made up entirely of mega-city judges, with Brit-Cit having its own airspace patrol. Judges attached to Black Sky are given a state of the art tech uniform that offers the same protection as a judge's basic uniform but can withstand extreme temperature changes and can offer vascular protection against high 'G' manoeuvres.

Black Sky Patrol Judge

Once a washout and burden to the judges of Mega-City One, these judges are now numbered among the elite of the Justice Department and the last line of defence against airborne attack. Having proved themselves

worthy of this second chance, judges of Black Sky Patrol are dedicated protectors of the City, willing to do anything to maintain its safety.

Hit Die: d10.

Requirements

To qualify to become a black sky patrol judge, a street judge must fulfil all the following criteria.

Skills: Balance 3 ranks, Computer Use 6 ranks, Pilot 8 ranks and Technical 4 ranks.

Feats: Alertness and Lightning Reflexes.

Class Skills

The black sky patrol judge's class skills (and the key ability for each skill) are Balance (Dex), Computer Use (Int), Concentration (Con), Drive (Dex), Intimidate (Cha), Jump (Str), Knowledge (law), Listen (Wis), Medical (Wis), Pilot (Dex), Search (Int), Spot (Wis), Streetwise (Wis), Swim (Str), (Dex), Technical (Int) and Tumble (Dex).

Skill Points At Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the Black Sky Patrol judge prestige class.

Jink: There are many tricks and skills that separate a good pilot from an excellent one, and the ability to avoid incoming ballistic fire while travelling at Mach 4 is an added bonus. The judge has learned to anticipate incoming fire and can bank and jinx their craft to allow missiles to pass harmlessly by. Jink allows the judge to tilt and turn at the last moment and gives the character a +4 on all Pilot checks against incoming missile fire.

Powerclimb/dive: At 2nd level the Black Sky judge learns to push their craft into a powerclimb or dive, a talent that can often mean the difference between life and becoming a red smear far below. Pushing the craft into a dive or climb, the judge can shake off pursuing craft and, in turn, gain a tactical advantage and lock on to the vulnerable rear of an enemy craft. The judge must make a successful Pilot check (DC 20) in order to make a power dive or climb, this will allow the judge a +2 competence bonus on all ranged combat attacks or a +2 on any jink roll.

The Black Sky Patrol Judge

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+2	Jink
2	+2	+3	+3	+3	Powerclimb/Dive
3	+3	+3	+3	+3	Bonus Feat
4	+4	+4	+4	+4	Expert Shot
5	+5	+4	+4	+4	
6	+6/+1	+5	+5	+5	Bonus Feat
7	+7/+2	+5	+5	+5	Expert Pilot
8	+8/+3	+6	+6	+6	
9	+9/+4	+6	+6	+6	Bonus Feat
10	+10/+5	+7	+7	+7	Danger Zone

Bonus Feat: At 3rd, 6th and 9th level the Black Sky judge gains an extra bonus feat that may be taken from the following list: Combat Reflexes, Iron Will, Luck of Grud, Skill Focus, Toughness, Weapon Focus and Weapon Specialisation. The Black Sky judge must meet the prerequisites for the feat as normal.

Expert Shot: The Black Sky judges spend many hours working with their aircraft, often giving them pet names. When push comes to shove they know just how to get the best from their craft. By 4th level the judge knows how to gain a tactical advantage on an opponent and maximise damage to vital areas. The judge gains a +4 bonus on all ranged attacks with their own, named craft and inflicts an extra +2 points of damage as they fire at exposed or weak spots. If their craft is ever lost or destroyed, it will take 1d6 months before the pilot is sufficiently 'connected' to his new craft and is able to use this ability again. This limitation also applies to the Expert Pilot and Danger Zone abilities.

Expert Pilot: Black Sky judges spend hundreds of hours in the air each month and when not flying are expected to train in one of the Atlantic Division sky-sims. Their talent as pilots is second to none and at 7th level the judge will gain a +4 bonus on all pilot checks when flying his own craft.

Danger Zone: Certain judges gain notoriety among both their peers and adversaries alike as a pilot to be both feared and respected. By the time a Black Sky judge reaches 10th level they are well known, have learned almost every trick that there is to know, gaining tactical advantages from their craft, weather and even gravity. The pilot can fly at far faster speeds than most without risking blacking out, can pull off an high-g dive or climb

(DC 25) and minimise the silhouette of their craft against incoming fire and invasive scans (DC 30) giving them a -6 on all damage taken when flying his own craft.

Harbour Patrol

Policing the waters around Mega-City One are the judges of Harbour Patrol, dedicated to keeping the waters safe and bringing the law to the immediate vicinity of Mega-City One. Illegal aliens are one of the biggest causes for concern for the Justice Department, costing billions of credits every year and resulting in a vast array of criminal activities. The Harbour Patrol operates out of Atlantic Division's headquarters in Sector 13, under the watchful eye of Harbour Master Will Slavicsek, one of the Justice Department's best-known mariners. Slavicsek spent over two decades serving Ocean Patrol and policed international waters, taking part in many engagements and earning numerous citations for bravery. During the Apocalypse War Slavicsek manned the guns on a patrol boat when a Sov Strato-V killed the gunner and most of the judges on the vessel. Slavicsek shot down a nuke bound for Sector 19 saving millions of lives (at least until the second wave of missiles twenty minutes later) and brought down the Sov aircraft in a hail of fire. Slavicsek has been the Harbour Master, a station akin to Sector Chief, for almost seven years now and has implemented many changes in the way his judges police the waters in and around Mega-City One, from the commission of the new Osprey-class gunboat that is fast replacing the older Heron-class.

Judges from Immigration Division often fill the ranks of Harbour Patrol and many will rotate on a year on / year off basis between the two branches of the Justice

Department. Those with good people skills make ideal Harbour Patrol judges, an invaluable asset given the contact with the many illegals they come across each day. Judges attached to Harbour Patrol will spend most of their working day aboard the vessel they are assigned too and will patrol either the waters around the city, the canal and berths where ships are docked, or further out to sea on a route that can take them down to the Caribbean Zone or as far up as Greenland. The majority of judges on Harbour Patrol will rarely spend a night on land and the vessels they are assigned too have their own sleeping quarters, galleys and ranges for the judges who are out on long duty patrol. Every judge on board a Harbour Patrol vessel is trained in every aspect of the operation of the craft, from manning its Peacekeeper anti-aircraft guns, to fixing the Hudson XIV Turbo-combine engines if a fault occurs.

The Harbour Patrol Judge

During any given day the judges of Harbour Patrol will expect to see a number of vessels crossing into and out of Mega-City One's waters and have the power to stop and search any ship they deem necessary, in much the same way that judges can enter a citizen's home under Section 59 of the Criminal Code. The Harbour Patrol judges are trained to handle any situation, from smuggling and gun running, to chump dumping and illegal fishing, bringing justice to the sea and those who use it and reinforcing the fact that Mega-City One's Justice Department frowns heavily on crime in all its forms. In keeping with maritime tradition, judges from Harbour Patrol wear the traditional judge's helm, but their bodysuit is white rather than black and is insulated to protect from the harsh environments found out in the polluted Atlantic Ocean. The bodysuit also contains flotation and homing devices in case the judge is washed out to sea and the respirator on the helmet contains a re-breather that filters out the majority of most pollutants.

Hit Die: d8.

The Harbour Patrol Judge

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+2	Boarding Action
2	+2	+3	+3	+3	Anticipate Next Move
3	+3	+3	+3	+3	Sea Legs
4	+4	+4	+4	+4	Navigate Waters
5	+5	+4	+4	+4	Ship Procedures

Requirements

To qualify to become a harbour patrol judge, a street judge must fulfil all the following criteria.

Skills: Balance 6 ranks, Computer Use 5 ranks, Concentration 8 ranks, Jump 3 ranks, Search 6 ranks, Spot 5 ranks and Technical 6 ranks.

Feats: Alertness, Data Access and Menacing Presence.

Class Skills

The harbour patrol judge's class skills (and the key ability for each skill) are Balance (Dex), Computer Use (Int), Concentration (Con), Intimidate (Cha), Jump (Str), Knowledge (law) (Int), Listen (Wis), Pilot (Dex), Search (Int), Spot (Wis), Streetwise (Wis), Swim (Str), Technical (Int) and Wilderness Lore (Wis).

Skill Points At Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the harbour patrol judge prestige class.

Boarding Action: Harbour patrol judges spend a great deal of their working day on the ocean, patrolling the waters around Mega-City One and keeping an eye out for smugglers and others flouting the law. One of the first things a harbour patrol judge is taught how to do is board another vessel, in the harsh environment of the Black Atlantic and often while both vessels are moving. It takes great skill and co-ordination to move from one vessel to another, often while under fire, but to a harbour patrol judge it is second nature. The character gains a +6 competence to any Jump check when moving from one stationary vessel to another, and a +4 bonus if either vessel is moving.

Anticipate Next Move: Often when harbour judges come into contact with another vessel, the occupants

of that vessel will try almost anything to avoid being boarded, from opening fire, to attempting to ram the Justice Department patrol boat. The character has learned to watch for the telltale signs of a vessels approach and can tell if they are about to open fire, move, etc. The character gains a +4 circumstance bonus to Spot checks when at sea.

Sea Legs: The weather on the Black Atlantic is some of the worst in the world and often the ocean itself seems to reel and seethe with a life of its own. Swells can reach almost forty feet in height, causing even the patrol boats to become unsafe to walk on. The judges learn the hard way to keep their balance and avoid losing their last meal, making them hardy sailors who are more at home on the water than on dry land. The character never need make a Balance check to stay on their feet when out at sea.

Navigate Waters: The waters of the Black Atlantic are littered with debris left over from the Great Atom War and other conflicts of recent decades. At 4th level the character is very familiar with these pockets of debris that dot the ocean and can successfully navigate them. The character gains a +4 competence bonus to any Pilot (boat) check when attempting to dock or moor a vessel in a port that they are familiar with and a +2 competence bonus for an unfamiliar port or dock.

Ship Procedures: At 5th level the character knows just about all there is to know about life on the oceans of the world and can handle any situation that arises. The character gains a +4 competence bonus on all checks they need make in the day-to-day running of the vessel.

Ocean Patrol

Black Sky polices the skies, Harbour Patrol the immediate sea around Mega-City One, but it is Ocean Patrol that helps put all the pieces together and keep Mega-City One protected from its enemies. Ocean Patrol relies on its fleet of fast attack craft, gunboats and warships to police international waters, sometimes close to the city and Atlantis but more often on the other side of the world, far from home. The judges on Ocean Patrol often have to act for months on end without being able to put back into a port for repair and they must be self sufficient, with each vessel having its own tech judges, med judges and in some cases a Psi judge. In keeping with maritime tradition the crew of judges

onboard Justice Department vessels call the senior judge in charge of the craft captain, rather than by their rank, and each captain is responsible to a fleet admiral rather than sector chief – although no one is quite sure why this tradition has been maintained.

Ocean Patrol vessels are some of the most powerful on the seas, with each being capable of handling any duties it is assigned. Massive Hercules X2 engines are the driving force behind many of the Justice Department's vessels, giving them great speed and manoeuvrability in the water and leaving the vessels of other mega-cities in the shade. From the humble Centaur gunboat to the mighty Minotaur-class warships, all are built and maintained in the Justice Departments own docks based on the eastern quarter of Atlantis. Here vessels are serviced and refitted with the latest weapons against ocean crime and judges are trained in the use of the latest equipment and new tactical data.

The vessels of the Justice Department are also some of the most heavily armed afloat, giving a superior fire power on a fast moving platform that can bring a massive amount of damage to a target with pin-point accuracy. All Ocean Patrol vessels are armed with Aqua Cannons and Street Cannons but it is the firepower that the larger ships can bring to bear that makes them a dangerous opponent to face. Satyr cruisers and the much larger Minotaur-class warship are armed with TAG-Assault Nukes, capable of bringing a terrifying rain of death down upon an opponent, often making them think twice before attacking – although they are only ever used as a last resort.

Ocean Patrol is the heavy hitter for the Justice Department and it is the presence of its vessels that keep the pirate and smuggling problems down. Ocean Patrol works very closely with Black Sky Patrol as they monitor the oceans for possible signs of trouble and each vessel is able to call for back up from Black Sky, who will give chase if needed to would be perpetrators. This co-ordination also works in reverse and Black Sky relies heavily on Ocean Patrol and the combination will work in a pincer movement, closing the net tight around smugglers, pirates and vessels that break the law.

It is not just the law that Ocean Patrol protects. Many of Ocean Patrols vessels are fitted with emergency rescue facilities to give aid wherever and whenever needed. During the spring of 2120 the lux-liner Ocean Princess

was attacked in the dark depths of the Black Atlantic, a mayday distress signal was sent out and the Ocean Patrol vessel Mozart was on the scene within thirty minutes. The Ocean Princess' onboard weapons had driven off the attacking pirates but the ship was listing badly and many of its wealthy passengers had lost their lives. The Mozart successfully put out the raging inferno that had crippled the vessel and rescued the crew and passengers who had survived. It was later learned that the attack was an insurance scam by the Ocean Princess' owners and many arrests were made. Ocean Patrol has at its disposal 8 Minotaur-class warships, 20 Satyr-class cruisers and 150 Centaur-class gunboats, as well as a wide variety of submersible craft.

Ocean Patrol Judge

As with Harbour Patrol, the judges of Ocean Patrol are issued with the pristine white bodysuit but their helmet has a longer re-breather capacity than standard and a flotation device is hidden underneath each shoulder pad.

Hit Die: d10.

Requirements

To qualify to become an ocean patrol judge, a street judge must fulfil all the following criteria.

Skills: Balance 6 ranks, Concentration 5 ranks, Pilot 6 ranks, Search 8 ranks and Swim 6 ranks.

Feats: Blind-Fight, Combat Reflexes, Dodge, Far Shot and Point Blank Shot.

Class Skills

The ocean patrol judge's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Computer Use (Int), Concentration (Con), Intimidate (Cha), Jump (Str), Knowledge (law), Listen (Wis), Move Silently (Dex), Pilot (Dex), Search (Int), Sense Motive (Wis)

Spot (Wis), Swim (Str), (Dex), Technical (Int) and Wilderness Lore (Wis).

Skill Points At Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the ocean patrol judge prestige class.

Sea Legs: The weather on the Black Atlantic is some of the worst in the world and often the ocean itself seems to reel and seethe with a life of its own. Swells can reach almost 40 feet in height, causing even the patrol boats to become unsafe to walk on. The judges learn the hard way to keep their balance and avoid losing their last meal, making them hardy sailors who are more at home on the water than on dry land. The character never need make a Balance check to stay on their feet when out at sea.

Iron Constitution: The Black Atlantic is not a nice place to work and has some of the worst weather on the face of the Earth. The waves can cause major havoc with the health of even the most hardy of souls and exposure to the pollutants as well as the elements can easily take its toll. The character has an inborn ability to resist the worst of that the sea can throw at them and gains a +2 inherent bonus to his Constitution score.

Bonus Feat: The ocean patrol judge undergo constant revision and refresher courses throughout their careers. At 3rd level, the ocean patrol judge receives a bonus General or Judge feat of his choice from the list in *The Judge Dredd Roleplaying Game*. The judge must meet the prerequisites for this feat as normal.

Foul Weather Sense: When you spend as much time out in the depths of the sea as the judges of Ocean Patrol do, you tend to gain an almost supernatural ability to tell when the weather is about to change. Bones ache, fingers tingle, scalps get itchy, whatever the precursor – you can feel that the weather is about to take a turn

The Ocean Patrol Judge

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+2	Sea Legs
2	+2	+3	+3	+3	Iron Constitution
3	+3	+3	+3	+3	Bonus Feat
4	+4	+4	+4	+4	Foul Weather Sense
5	+5	+4	+4	+4	Iron Lungs

for the worst. At 4th level the character can tell when the weather is about to change and take shelter or act accordingly. The character must make a Wilderness Lore check (DC 20) to predict if the weather is about to change. If successful they will feel an ache in an old broken bone or some other portent that warns them that the weather is about to change.

Iron Lungs: By the time the ocean patrol judge reaches 5th level he has been thrown overboard of his vessel many times and often will have to rely on more than just his helmet and rebreather to survive. The character gains an extra 2 minutes per Constitution modifier of the amount they can hold their breath, without drowning, having taught themselves to relax and wait for help to arrive.

Immigration Control

Immigration Division is one of the busiest branches of Justice Department and governs many aspects of daily life in the densely populated city on Earth, spending every single hour processing applications for citizenship, deportation orders and co-ordinating off-world investigations with Space Corps. Many street judges see immigration control as a needed part of the system but will often find its judges lacking the backbone to take to the streets and fight crime face-to-face, preferring to use diplomatic law instead of a Lawgiver as its weapon of choice.

Every year citizens from the poorer cities on earth, and some alien worlds, will seek asylum in Mega-City One, hoping for a better lifestyle and way of living. To become a citizen of Mega-City One an applicant will have to fill in many forms, stand in many long queues for hours on end in one of the cities immigration centres located at each port, plex and spaceport, and wait for a decision from the Justice Department. If a visitor to the city enters without the correct visas they must go through immigration control and follow all the same procedures as a prospective immigrant and often a tourist who has lost their travel documents will find that a two week vacation in Mega-City One will result in them never straying outside of the immigration control centre. Each centre has food and rest facilities, that are charged to those detained, along with washrooms and toilets, a needed commodity when you have hundreds of people waiting often for days on end. Each centre also has its own Justice Department holding pen, where those who

cause trouble for staff such as answering back, refusing to give information at all, or are caught scrawling, a very common offence; are held until they can be transferred to an Iso-Cube.

Judges from Immigration Division make up the largest part of Harbour Patrol, and many will be stationed on Atlantis as part of Sea Watch. Though often seen as nothing more than button pushers, immigration control judges do a very difficult job, equally as dangerous as any street judge and they are trained to deal with the same situations and more. Negotiation is the key to being an immigration control judge, that and being able to understand and communicate with a citizen. Whereas a street judge may shoot first and ask questions later, a member of immigration control will keep a more level head, trying to verbally defuse the situation, using their talents with people as a building block, rather than relying on firepower. Of course if talk fails the immigration control judges are just as capable of defending themselves and the public from harm and use deadly force as they deem fit.



As well as being skilled in the arts of diplomacy and negotiation, immigration control judges are also trained in anti-terrorist precautions, international trade laws and customs and, in the case of the judges of Sea Watch, bomb disposal and hostage negotiations. Though their crusade is often a paper one, they are still a very valuable asset in the protection of the city and the upholding of its laws.

Immigration Control Judge

Hand picked while at the Academy of Law, judges who gain their full eagle status and have good people skills will go on to join the ranks of Immigration Control. Though they are more bureaucratic than a normal street judge, they are still a judge and must undergo the same stringent conditions and guidelines that apply to all judges. Immigration control judges have to pass monthly fitness tests and spend time on the ranges to keep their edge.

Hit Die: d6.

Requirements

To qualify to become an immigration control judge, a street judge must fulfil all the following criteria.

Skills: Computer Use 4 ranks, Intimidate 8 ranks, Search 8 ranks, Sense Motive 8 ranks, Spot 4 ranks and Streetwise 8 ranks.

Feats: Alertness, Improved Interrogation and Menacing Presence.

Class Skills

The immigration control judge's class skills (and the key ability for each skill) are Bluff (Cha), Computer Use (Int), Concentration (Con), Drive (Dex), Intimidate (Cha), Knowledge (law), Listen (Wis), Medical (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Streetwise (Wis) and Technical (Int).

Skill Points At Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the immigration control judge prestige class.

Detect Illegal Alien: Every year millions of citizens try to gain entry to the mega-cities, from climbing over

or tunnelling under the massive Cursed Earth wall, to crossing the border from Texas City and Mex-Cit, or smuggling aboard a passenger or freighter vessel bound for the Mega-City One. The judges of immigration control must learn to spot those who attempt to jump the cities borders and stamp down on them hard. Some illegal aliens are simple to spot (hailing from another world is usually a dead giveaway) but there are those who are harder to detect. The judge has become adapt at spotting those who try to gain entry to the city by illegal means, watching for the tell tale signs of body language and gesture that give the perp away as an illegal. The character can attempt to detect an illegal alien with a successful Streetwise check (DC 20) and act accordingly.

Spatial Acuity: Smugglers will try anything to get illegals into a mega-city, often resorting to hiding them in the tiniest of compartments to get through customs checks. Many vessels that run immigrants or illegals have secret holds and compartments for just this purpose, often masked to avoid the sensors of the Justice Department's sweeps. The judge has long since learned that to rely entirely on technology means that you may miss out on something that your own eyesight would not. A vessel or object may look slightly odd, large bulky hulls on a small vessel or boxes in freight containers that seem out of place. The character has an in-built sense of spatial acuity, knowing instinctively when something seems out of place or not quite right. The character gains a +6 bonus on all Search and Spot checks they need to make when examining a crime scene.

Fear of Grud: A judge's helmet is one of the best weapons at his disposal, masking the eyes of the judge and striking fear in the hearts of those who are unfortunate enough to cross the Justice Department. Of course it is just a piece of equipment but in the hands of the right judge can be as effective as a Lawgiver. The judge has learned to use the helmet as an extension of their personality; their eyes covered from sight with only their mouth visible and by the correct use of body language the judge can simply just sit and watch a perp shift uneasily. The character gains a +5 circumstance bonus on all Sense Motive checks when interrogating a suspect.

Bonus Feat: Despite their sheltered choice of career, the judges of Immigration Control are still expected to keep up with the latest developments in law enforcement. At

The Immigration Control Judge

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+2	Detect Illegal Alien
2	+1	+3	+3	+3	Spatial acuity
3	+2	+3	+3	+3	Fear of Grud
4	+3	+4	+4	+4	Bonus Feat
5	+3	+4	+4	+4	Diplomacy

4th level, the judge gains a bonus General or Judge feat of his choice. The character must meet the prerequisites for this feat as normal.

Diplomacy: Sometimes the best weapon the judges have at their disposal is the art of diplomacy, defusing a situation before it becomes out of control. The judges of immigration control and Sea Watch are trained to act as go-betweens, settling trade disputes and avoiding international incidents before they arise. The character gains a +4 circumstance bonus on Charisma when attempting to defuse a situation before it happens.

Sea Watch

The main Justice Department presence on Atlantis, guardians of the citizens who both live and work on the station and the thousands of visitors and tourists who pass through it daily, are the men and women of Sea Watch. A cadre of fifty duty judges made up from both Mega-City One and Brit-Cit judges, who spend between six months and two-year tours of duty on Atlantis. Policing over 9 million citizens and a vast area of water is not an easy task made that more difficult given the small number of judges stationed on Atlantis, but Sea Watch are relentless in their duties and ever vigilant against crime and wrongdoers. All judges of Sea Watch are made up from either members of Atlantic Division or Brit-Cit and must undergo an intensive training course before beginning their tour of duty. There are fifty duty judges of Sea Watch stationed on the Atlantis station, located in the Justice Department Service Station on the upper deck and along with twenty immigration judges they man the Justice Department holding post down below the oceans surface in the actual station itself.

Judges based on Atlantis are answerable to the Watch Commander who acts as a Sector Chief, for the cadre of judges based on the station. The current Watch Commander is Judge Anna Waldon, a former Sector

Chief in Sector 13 and long time serving member of Atlantic Division. Waldon runs a tight ship and will not suffer fools lightly; she is stern and expects her duty judges to behave befitting their station and looks down on those who turn up for duty tardy. It is Waldon who is the ultimate liaison between Mega-City One, Brit-Cit and the commercial enterprises backing the station and her task is made that much more difficult by a constant trade dispute between Euro-City and South-Am that refuses to be resolved. A veteran of the Apocalypse War and highly decorated, Waldon is notable for her bionic left arm and leg. She still walks with the aid of a stick but her mind is razor sharp. She is one of the best negotiators in the entire Mega-City One Justice Department and her diplomacy skills are second to none.

Sea Watch Judge

Taken from Atlantic Division and the Brit-Cit Justice Department, Sea Watch judges are easily recognisable by their distinctive dark green body suits and black elbow, shoulder and kneepads. The members of Sea Watch are answerable to the Watch Commander of the station and are expected to police the waters around Atlantis as well as the upper deck and the Trans-Atlantic Tunnel station. They are trained in areas their street counterparts are not, including the detection of suspicious packages and anti-terrorist countermeasures, dealing with trade disputes and policing international waters and are taught to handle specialist equipment such as the Wetbike Lawmaster and the Aqua Cannon.

Hit Die: d8.

Requirements

To qualify to become a sea watch judge, a street judge must fulfil all the following criteria.

Skills: Intimidate 6 ranks, Sense Motive 8 ranks and Spot 4 ranks.

Feats: Alertness, Endurance and Lightning Reflexes.

Sea Watch Judge

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+2	Skill Focus (Ride), Exotic Weapon Proficiency (aquatic weaponry)
2	+2	+3	+3	+3	Negotiation
3	+3	+3	+3	+3	Bonus Feat
4	+4	+4	+4	+4	
5	+5	+4	+4	+4	Advanced Sector Knowledge, Bonus Feat
6	+6/+1	+5	+5	+5	Spot Concealed Package
7	+7/+2	+5	+5	+5	Intuit Perp, Bonus Feat
8	+8/+3	+6	+6	+6	
9	+9/+4	+6	+6	+6	
10	+10/+5	+7	+7	+7	Bonus Feat

Class Skills

The sea watch judge's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Computer Use (Int), Concentration (Con), Intimidate (Cha), Knowledge (law) (Int), Knowledge (atlantis) (Wis), Listen (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Streetwise (Wis), Technical (Int) and Wilderness Lore (Wis).

Skill Points At Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the sea watch judge prestige class.

Skill Focus: All judges of Sea Watch are trained to ride the Wetbike Lawmaster and in the full use of its weapon systems. The character gains Skill Focus (ride) as a bonus feat.

Bonus Feat: The character gains a bonus feat at 3rd, 5th, 7th and 10th level and may chose from the following: Alien Anatomy, Blind-Fight, Combat Reflexes, Control Crash, Improved Initiative, Iron Will, Leadership, Luck of Grud, Menacing Presence, Nerves of Steel, Sixth Sense Skill Focus, Toughness, Two-weapon fighting, Weapon Focus and Weapon Specialisation.

Weapon Proficiency: At 1st level the Sea Watch character is taught to fire a wide range of aquatic weaponry that is otherwise classed as exotic. The character gains the Exotic Weapon Proficiency (aquatic weaponry).

Negotiation: The judges of Sea Watch are highly skilled in the art of diplomacy and negotiation and can defuse a situation often before it begins. The judge gains a +4 circumstance bonus on all negotiation checks.

Advanced Sector Knowledge: Atlantis is for all intents and purposes the equivalent to a small sector in one of the mega-cities and is home to millions of citizens and workers. Judges are expected to learn by rote the streets, blocks and industrial zones of a sector and Atlantis is no exception to the rule. Judges who spend a tour of duty on the station will get to know every bolthole, hideaway, alley and possible line of escape that a perp may take. They learn the worst areas where crime is most likely to occur, giving them an advantage when pursuing a criminal. At 5th level the character has learned almost every nook and cranny aboard the station. The character gains a +6 competence bonus on all sector knowledge checks they are required to make on the station.

Spot Concealed Package: Millions of citizens pass through Atlantis and each is a potential perp and the judges of Sea Watch must be ever vigilant for those carrying illegal goods, smuggled items or even explosives. The character is trained to look for suspicious items in their daily work, and gains a +4 bonus to any Spot check to notice hidden items concealed on an individual's body.

Intuit Perp: As the character patrols the docks, wharfs and ports of Atlantis they begin to gain a sixth sense of when a perp is in the vicinity and by turning their attentions to the citizens they can attempt to find a perp within 30 feet. The character needs to make a Spot check opposed to the Hide check of the nearest perp. The character must have a clear line of sight to any such perp and this feat does not grant the character knowledge of the perp's misdeeds, just that he has an aura of guilt that indicates he has done something wrong.

The Justice Department Service Station

The main home of justice on Atlantis station is to be found in its central Core. The Justice Department Service Station is the permanent base of operations for the Justice Department on the station and it is from here that all investigations into criminal activity, trade disputes and patrols are co-ordinated. Acting like a micro Sector House, the Service Station has every facility that the judges of Sea Watch need, including 30 Wetbike Lawmasters, nine Law Pods, six Pat-Wagons, two catch wagons and one refitted A-Wagon. The Service Station is also home to two hundred civilian auxiliaries who handle the non-law related running of the department and give much needed support to the members of Sea Watch. The judges of Sea Watch operate in three eight-hour shifts – A, B and C.

Height: 15 Levels

Armament: 4 Aqua Cannons, 6 Autocannons, 1 Peterson Fast-Action Heavy Laser Cannon

Population: 300

Sea Watch Judge Complement: 50

Immigration Control Judge Complement: 20

Support Complement: 179

Judge Auxiliary Complement: 21

Vehicle Complement: 4 H-Wagons, 30 Wetbike Lawmasters, 9 Law Pods, 6 Pat-Wagons (including 2 Catch, 2 Meat, 1 Med and 1 Tek), 1 A-Wagon.

The Service Station was constructed in 2119, replacing the redundant Service Pen that had been in place since the creation of Atlantis station back in 2079. The building is smaller in size to an average Sector House found on Mega-City One but is modelled on similar designs, utilising the same construction materials modified for use at sea. The walls are constructed from ten feet thick rockcrete, treated with seavap anti-corrosion fluid to protect against the possible ravages of the harsh weather. Mounted in the four cardinal compass points, protecting the Service Station from all angles are four X13 Aqua cannons, with six autocannons and one Peterson Fast-Action Heavy Laser mounted below the communications array on the roof of the building, offering protection from aerial attack. Service tunnels run from several locations in the Service Station to the main terminal of Atlantis or Poseidon deep below the ocean.

Entrance: The ground level of the station is given over to public administration and immigration control, with two holding pens for use in case of emergency and a small med-bay. Part of the level is given over to the two large conference rooms, where trade disputes and corporate liaisons with the Watch Commander take place. Watch Commander Waldon has her formal office located on the ground level, protected from attack by a three feet thick transperene wall. An emergency access



chute is located behind the statue of the Roman god Neptune that sits in Watch Commander Waldon's office and leads directly to the Justice Department's wet area, Poseidon.

Communications Centre: Located on Level 2 is the chief communication centre for the Service Station. Here is a direct uplink to the Tower and from there the rest of the world. All data and information gathered from PSU spy-sats and cams on the station are also relayed here and is analysed by the support staff. Emergency calls are routed from here directly to the judges on patrol and a constant link with Ocean Patrol's deep-sea vessels and other craft is maintained.

Dormitories: Located on Level 3 are the bunks and dormitories of the duty judges stationed on Atlantis. In typical keeping with the majority of Justice Department Sector Houses, these billets are sparse with no personalisation allowed. The dormitories also contain access to shower facilities and four banks of five sleep machines that are used every other day. Given the small number of judges stationed on Atlantis the Volt Mandatory 8 rule has often been surpassed, but judges are expected to take eight hours normal sleep twice a week.

Mess Hall: Found on Level 4 is the mess hall that not only caters for the judges of Sea Watch, but also the civilian auxiliaries, judges from Ocean Patrol and Black Sky Patrol who may be visiting the station. Here four human chiefs under the charge of irritating robo-chef JmE-Ovr work in shifts to prepare and serve food to the judges and staff.

Firing Range: Level 5 is given over to the firing ranges and judges from Sea Watch are required to meet to the same standards as their street based colleagues. The firing range is also used to test out and learn new aquatic weaponry and simulate undersea combat.

Quartermaster's Store: On Level 6 is the Quartermaster's store, maintained by Judge Harris, a meticulous man with a memory that defies belief. Harris issues out new equipment and weaponry, for the required chit, and is often seen shouting almost incoherently at the two robotic warehousemen who are constantly on the move. It is widely rumoured among Sea Watch staff that Harris is in fact an advanced android, as he never seems to leave the store, eat or sleep.

Main Briefing Room: Located on Level 7 is the main briefing room for the judges of Sea Watch and immigration control. Here, daily duty roosters are posted and given out, judges are briefed of the incidents of the shift before and immigration control is kept up to date with the latest procedures.

Med-Bay: When judges are injured while on duty it is to the main med-bay on Level 8 that they will end up. Here, all the facilities that are found in a full size Sector House's med-bay are on hand to treat wounds and if needed perform surgery. As with a full sized Sector House on the mainland, Moderna Mk IX robodocs are used to treat injured judges, under the scrutiny of resident med-chief Judge Fairhead.

Upper Levels: From Levels 9 to 14 are the general stores, armouries and tech research facilities for the Service Station. Level 13 is the secondary tech research laboratory, with the main lab being located deep beneath the ocean in Poseidon.

Hangerbay: Level 15 is the Service Station hangerbay, and from here any aerial craft visiting the station can land on the large pad and make their way to maintenance hangers via the large elevator that takes the craft directly to the basement areas and garages.

Garages: Located below the ground level of the Service Station, the four garages allow for instant access via ramps to the streets above, for the Wetbike Lawmasters in terrain mode. Tech judge Sparks, who constantly tinkers with them, upgrading their firepower and capabilities, maintains these amphibious vehicles.

Justice Department Holding Post

The main terminal for the Trans-Atlantic Tunnel is policed by the duty judges of Sea Watch and a contingent of 20 judges from immigration control. Located on the ocean bed, far below the station above and accessed by a number of tunnels and chutes, the Justice Department holding post is the first and last stop for some tourists wishing to enter either of the mega-cities. Eight members of Sea Watch are on duty at all times, with backup only moments away. The immigration control judges work the customs area, checking baggage and freight for

suspicious items and detaining visitors to the station if needed. A bomb hound named Rusty works tirelessly in pursuit of drugs and contraband and is regarded with great affection by the majority of Sea Watch who look upon the aging robot as a valued member of the force. There is an emergency med-bay in the rear of the holding post, with a single robodoc unit on call twenty-four hours a day.

Poseidon

Crouched like a giant spider on the ocean floor, Poseidon is Mega-City One's Undersea Defence Facility, designed to act as a command and control centre of all of the Justice Department's submarine activities. Introduced into service after the Apocalypse War, the Poseidon station co-ordinates the robotic MONK stations (see page 46 of *The Rookie's Guide to the Justice Department*). Indeed, the station is itself very similar to a MONK, although it is considerably larger and is capable of holding over a thousand individuals within its cavernous interior. Although it was initially intended that it should possess only a tactical role, the station has in recent years been home to a Tek Division research and development team, charged with carrying out dangerous (or secret) experiments at a safe distance from the Mega-City. Poseidon usually works closely with Atlantis – the two facilities are often linked together with a gigantic boarding umbilical.

Although it seems to be a gigantic building, Poseidon is actually a vast walking vehicle – although it rarely moves, usually remaining in position close to the Atlantis station. Following the relative ease with which the old SKUNK facilities were located and destroyed in the Apocalypse War, Poseidon was designed with stealth in mind. It is covered in sonar and radar defusing panels, which give it an angular, insectoid appearance. Like some species of crab, when danger threatens it will bury itself in the soft silt at the bottom of the ocean until the danger is past, leaving nothing but a few scanning pods visible on the surface – although it is more than capable of defending itself.

Size: Colossal; **Defence Value:** 2; **Damage Reduction:** 40; **Hit Points:** 6,000; **Speed:** 5 (walk); **Weapons:** 4 Aqua Cannons 4d12/16 (Fr, Lt, Rt, Rr, FC +4), twenty five Hi-Ex Missile Launchers 3d12/20 (10 Ft, 5 Lt, 5 Rt,

The Unwritten Law

While the Justice Departments of Brit-Cit and Mega-City One wage a tireless campaign on the Black Atlantic, bringing criminals to justice, there remains another law of the sea, one that is not found in any law-book, but is handed down by word of mouth, generation after generation. The unwritten law governs the mighty oceans of the world and the cutthroats and pirates who scour its waters. Honour among thieves is an ancient saying, but on the dark waters of the Black Atlantic it has true meaning. Though they may often be cannibals and are capable of the worst atrocities imaginable, pirates and smugglers are bound by certain rules of behaviour that if they break, will often result in their untimely death.

- † Water is life on the ocean and no pirate can take water from another without his permission, unless they are dead. Many pirates who break this law will find that their peers will shun them and that they will be cut out of booty from captured vessels.
- † The sea is majesty and all those who sail on her waters must be humble before her or face the consequences.
- † Another man's wealth is his own until it is liberated. Once a vessel has been plundered it is the captain of the ship who will be first to take any booty, and then his lieutenant, all others will wait their turn before taking their share. Any man found breaking this law will be hobbled (ankles and shins broken with a hammer and nail) and thrown overboard for the fishes.
- † Respect your foe. If an opponent shows good grace during a fight and gives as good as they get, then show them respect, allow them to live to fight another day.

The pirates and smugglers who operate on the Black Atlantic are a law unto themselves and they see themselves as the true masters of the ocean, with everything that sails on its seas fair game for their own needs.

5 Rr, FC +2), Four Blockbuster Cannon 10d10/20 (Tt, FC +4); Crew: 50; Passengers: 950.

Vehicle Complement: 5 A-Wagons, 20 Wetbike Lawmasters, 1 Barracuda, 4 Minnow Inspection craft.

Docking Bay: The wet launch tubes for the Poseidon's A-Wagons and Barracuda submersibles are found here, along with docking facilities for up to twenty Ocean Patrol submersibles. The Barracudas are manned by Sea Watch judges when needed and are used to patrol the ocean bed, checking the Vent and keeping a vigilant eye on the seabed.

Research Facility: Poseidon's aqua-research facility is where many of the stations defences are created and maintained. Here, dedicated scientists and technicians work with tech judges and repair robots to keep Atlantis one-step ahead of any competition in ocean research, exploration and defence.

The Vault: A maximum-security area of the Poseidon base is the Vault. Here, contraband is analysed and destroyed, using the two powerful Hydro-dyne incinerators. Every day millions of credits worth of illegal goods are destroyed in the Vault, making it a tempting target for pirates, but to date nobody has successfully attacked Poseidon and lived to tell the tale.

Berths: The majority of staff down in Poseidon will remain below the surface, often for months at a time and the upper level of the centre is dedicated to the dormitories, mess halls and communications areas for the civilian staff and duty judges.

Pirates of the Black Atlantic

The single biggest threat to the safety of those using the Black Atlantic and its waters is piracy. Every year millions of credits worth of goods are heisted by buccaneers and pirates launching sneak attacks and killing the crews of ocean going vessels, before disappearing back to count their booty in hidden bases. Passenger vessels are at extreme risk from attack by these cutthroats who will murder everyone they encounter,



leaving no evidence and covering their escape. The judges of Atlantic Division stamp down hard on piracy and anyone caught committing an act of piracy is subject to the death penalty, carried out immediately. In this ever-escalating war against piracy, the Justice Department is constantly developing new methods and techniques to bring the pirates to justice, but it is a war that it is slowly losing. Many of the pirates who operate on the waters of the Black Atlantic are stooges for massive criminal organisations, who supply them with weapons and craft in order to disrupt shipping lines and cause havoc for rivals.

Many of the pirates who operate in the Black Atlantic do so in sleek craft that employ hit and run tactics against larger foes. Flotillas of pirate ships and semi-submersibles will often act together under the banner of a pirate king, carving out a swathe of terror wherever they go, leaving nothing but death in their wake.

Some of the most notorious pirates will operate from huge fortresses deep in the ocean. These structures are armed to the teeth with every weapon imaginable and can be home to thousands of cutthroat pirates, mutant marauders and criminals all under the banner of a pirate king.

Nobody knows exactly how many pirate kings are operating in the world's oceans. It could be as little as a dozen or as many as a hundred, but each is a dangerous foe to face in battle, having gained the title of pirate king the hard way – killing their way up the pirate social ladder and removing any obstacle in their path. Many

pirates are mutants, outcast from their own society and thrown onto the scrap heap of life; they seek out others of their kind and often turn to crime against those who would ostracise them. Banding together in the worst climates on the planet, these mutants have an intense hatred for normal humans and think little of killing innocents who get in their way.

In the old days, pirates used to sneak alongside a ship and open fire with a volley from their cannons. This practice still remains much the same in the 22nd century. Las-cannons and automatic weapons are used to cripple a vessel, along with splinter mines, torpedoes and torque guided harpoons will snare the hapless vessel so it can be boarded. The modern day pirate will use everything they can get their hands on to strike terror into their victims, from chainsaws and powerswords to spit-guns and hand-held howitzers, for terror cripples a foe making them easier to kill and the ship easier to plunder. Many pirates will undergo surgery to make them more terrifying, having lethal tusks implanted in their mouths or bionic augmentations to enhance their strength and agility. Robo-parrots are a common sight among pirate boarding parties and act not only as a companion to the pirate, but are also programmed to watch the pirates back from attack from would-be victims and other pirates. These small robotic birds are also sometimes programmed to fly up into the cabins of vessels and drop grenades to incapacitate an enemy crew before boarding commences.

Pirates operate all over the planet and each of the major oceans is at risk from attacks. Wherever there are shipping lines or passenger transports, there will be pirates not too far away, planning their attacks and already counting the booty they expect to get. Some pirates are slow to learn from the mistakes of others and will often fall into traps laid for them by the Justice Department, but some are very cunning and will lure other pirate kings into obvious traps, to not only let them take the fall, but eliminate a potential enemy in the process.

Perhaps the deadliest pirates on the ocean come from the Caribbean Zone, who extend their attacks almost as far eastwards as Brit-Cit. These cutthroats are made up from the worst dregs of humanity and think nothing of killing innocents for sheer pleasure as well as profit. After many attacks on passenger ships and lux-liners the pirates of the Caribbean love nothing more than

making the poor souls they capture in their raids walk the plank into shark infested waters, taking bets on how many pieces the sharks will tear their victims into before they finally succumb and die. Many of the pirates will capture females and take them back to their base where they will be used as breeding stock and to entertain the pirates on long winter's nights, until they grow tired of them and slit their throats.

Many pirates like to take trophies from those they kill and the more strings of teeth, ears and fingers a pirate has slung around his neck the more respect he will command from his fellow buccaneers. Some go to the extremes of scalping a victim or disembowelling them for fun, watching them slowly die under the harsh sun of the Black Atlantic.

The judges of Ocean Patrol and Black Sky Patrol scour the seas looking for signs of pirate activity and come down hard on those they find. Vessels are destroyed and the crews often executed to protect the safe transport of people and goods across the vast ocean. In recent years members of Mega-City One's undercover squad have begun to infiltrate pirate society and have learned that many of the pirate kings are pawns and puppets of much larger criminal organisations. Attempts to bring down the beast from within are in place but as with all plans of this magnitude it is a matter of time and timing.

Global Piracy

Piracy is not only a problem in the Black Atlantic. Wherever there are seas and oceans, there will always be those who traverse them to bring as much death, suffering and destruction as they can, stealing whatever they can get their hands on and killing anyone who gets in their way.

Oz

The waters around Oz are some of the warmest and cleanest left on Earth, spared from the worst ravages of the Great Atomic War and protected by the huge barrier reef that runs almost the length of its coastline. Oz is a shining beacon to tourists, and its relaxed laid-back attitude makes it an ideal place to escape. The waters around Oz teem with a myriad of species of fish and mammals, many of which cannot be found anywhere else on the planet. Tourists flock to the city to relax

and bathe in the warm waters and this attracts shoals of pirates coming down from the north and preying on shipping. The pirates who scour the seas around Oz are some of the nicest blokes a bruce could ever meet. Many are weekenders, citizens of Oz who take to the seas with likeminded individuals and then attack tourists and their vessels. The weekenders often see piracy as little more than a laugh and something to do when bored, not wishing to kill or really hurt anyone and maybe get drunk and make a buck or two in the process. The Oz Justice Department has many files on weekenders and it is even rumoured that some of its own judges are in fact weekenders themselves. Tour guides will give out friendly warnings to their clients about weekenders, telling them not to worry and just hand over whatever beer they have on their vessels and maybe a credit or two and they will sail off and look for someone else to prey on.

The true pirates that operate around Oz never attack the small passenger vessels that mill around the city's ports, preferring to go for richer quarry, the hyper-tankers that travel the lanes from Oz and Antarctica City to Mega-City One and beyond. These vessels are filled with tons of freight, ranging from food goods to petrochemicals and more. Many of the hyper-tankers are crewed by a small skeleton staff, with the majority of work being carried out by robots, and whenever the pirates attack the crews are always killed, often tortured in the most horrible ways before they are sent into the sea to become food for the fishes. The pirates are intelligent and cunning and will use every means they can to gain the upper hand on the freighters, often having contacts working on the inside of the corporations, providing them with schedules and destinations.

Judges from Oz have begun to run sting operations in recent years to trap the pirates and bring them to justice, but the pirates always seem one step ahead of them, avoiding the traps despite the best plans of the judges. An obvious leak exists in the Oz Justice Department; one that is a great cause for concern and an undercover operation run jointly by Oz and Brit-Cit is investigating the problem.

Europe

Piracy around the cold waters of Europe and the European mega-cities is still as much a problem as it is in the deepest reaches of the Black Atlantic. Marauders

from Megaheim launch raids on the coastlines of many of the mega-cities around the Ruhr Conurb, terrorising the locals into parting with their credits, food and anything else they can get their hands on, before slaughtering anyone in their path. Some of these marauders have taken on the traits of the Vikings of old and dress in furs that protect from the harsh weather and also terrify victims; many of these will also think little of raiding for credits and will live for the thrill of killing alone.

The marauders use ultra-fast longboats, bedecked with iconography of old, dragons and sea serpents. These vessels are capable of outrunning even the fastest ships of the Justice Department. The longboats will work in teams of four or five and attack a ship on its way to or from Mega-City One and will show the crew little mercy, if any. Passenger ships and lux-liners are prime targets for the marauders, who will often take their pick of the females (or males in some cases) that they capture, killing everyone else and stripping the ships of every scrap of technology that can be used. The judges of Megaheim have an elite corps of all female judges known as Valkyries who are trained in the use of jetpacks and soar over the seas looking for trouble, swooping down and causing as much damage to the pirates as possible.

Mutiny

Many pirates will flock to the banner of a pirate captain, or in some cases pirate king, the dreams of wealth and a steady stream of concubines to mate with is very enticing. However, even the most bloodthirsty pirate can find life on the high seas gets to them at times and they get restless. Pirates are a fickle bunch and power struggles often take place on board vessels, with the pirates more than willing to stab each other in the back to advance up in the ranks and gain a larger share of booty. But there comes a time in the life of every pirate when the atmosphere on board their ship and the lack of plunder becomes all too apparent and every pirate will at some point experience a mutiny. Mutinies can be a dangerous affair. Choose the wrong side and you are fish food, fail in your coup and your captain and his loyal compatriots will throw you to the sharks – after of course torturing you for what seems like an eternity. Pirate captains and kings can attempt to quell a mutiny before it happens, saving them valuable time, lives and grief. The captain or king must make a successful Leadership check (DC25) and offer their crew a bonus

of 1d10 percent of any booty they have stashed away to placate the crew. If the captain or king does nothing to quell the unrest then his crew will mutiny and attack the officers, with a 90% chance that all the crew will rebel. The bleached bones of many pirate captains and kings litter the ocean floor of the Black Atlantic.

Morale

Each pirate vessel has its own morale rating that can fluctuate during the course of play. The morale of the vessel is worked out as follows:

Base Morale: 6

Extra Crew: +2 per 10 crewmembers

Lieutenant: +4

Rack: +4

Electro plank: +4

Galley: +2

Cabin Boy: +2

The captain of the vessel(s) must make a morale check when asked to by the Games Master. Listed as follows are some of the modifiers to work against morale of a pirate vessel and may be expanded by the Games Master as he deems fit.

Presence of Justice Department Vessel: -6 per vessel

Presence of Atlantis Sea-Corps Vessel: -4 per vessel

Weeks without plundering a vessel: -2 per week

Days without food: -4 per day

Days without water: -6 per day

The character may add his Charisma modifier to any morale modifiers for equipment and must make a Morale check DC 20 to pass. Failure will result in the crew attempting mutiny.

The Sea and Thirst

Water surrounds the vessels but none of it is safe to drink unless purified and even then only one gallon will be safe for every hundred processed. Each pirate captain or king knows that water is life and will make sure that his crew have an ample supply, often augmented by rum or other alcoholic drink. Crews that go without water will not only run the risk of mutiny, but also are at terrible risk of dying in one of the most horrible fashions known to man.

For every day without water out in the Black Atlantic or on one of the other oceans of the world each pirate and character will lose 2 hit points per day, increasing to 4 hit points lost on the third day and 6 hit points lost every day thereafter. There is no saving throw for thirst. If a character or pirate gains access to water they will regain lost hit points at a rate of 1 hit point per day, as the dehydrating effects take time to counter.

New Prior Life

Pirate

Like a scene from a Tri-D movie, they appear and strike terror into the hearts of all who see them. Pirates are the true masters of the seas and for them life is short and dirty, but why not make as many credits as they can along the way and if someone gets in your way, well just simply eliminate them. It is the dream of every pirate who has ever sailed out on the black waters of the Atlantic or the warm waters around Oz, to aspire to the dizzy heights of a pirate king one day, lording it over other cutthroats and mutants and having vast amounts of treasure.

† The pirate is a wanted felon and if caught in the act of piracy by judges faces immediate execution. The character is wanted in many ports and officials may well know his face as a pirate. When dealing with judges on any of the major mega-cities or plexes such as Atlantis, the character suffers a -6 penalty to any Charisma based checks they must make.

† Pirates know the best way to put the fear of Grud into a person and as such a character with the pirate prior life begins the game with Skill Focus (Intimidate) as a bonus feat.

† Many pirates are mutants, outcasts from normal society and forced to roam the seven seas in search of plunder. If the Player wishes, a pirate character may apply the Mutant template (found on page 215 of *The Judge Dredd Roleplaying Game*), immediately gaining 1d6 mutations.

† Pirates are natural hoarders and will always put away a little stolen booty for a rainy day. A character with the pirate prior life begins the game with 1d10 x 4,000 credits in stolen goods.

New Prestige Classes

Pirate Captain

Once a pirate has gained their sea legs they learn quite quickly that only the best survive. It is often a dog-eat-dog world (literally, as many pirates are also cannibals) and that if they act with kindness towards others they are most likely to find themselves taking a long walk from a very short plank, into the ocean at shark feeding time. Backstabbing and gaining one over your fellow pirates is the only way to advance up the ladder of pirate life, that and putting away some booty you manage to scrape off the top of others' share of loot. Once you have enough to get your own ship, or bribe other pirates into following you, it is time to set forth and earn your infamy and with the luck of Davey Jones become a dreaded pirate king and rule like a god.

Hit Die: d10.

Requirements

To qualify to become a pirate captain, a citizen must fulfil all the following criteria.

Prior Life: Pirate.

Skills: Appraise 6 ranks, Balance 4 ranks, Bluff 6 ranks, Climb 4 ranks, Intimidate 8 ranks, Knowledge (Black Atlantic) 6 ranks, Swim 4 ranks and Wilderness Lore 6 ranks.

Feats: Iron Will and Leadership.

Class Skills

The pirate captain's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Intimidate (Cha), Jump (Str), Knowledge (Black Atlantic) (Int), Listen (Wis), Pilot (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Streetwise (Wis), Swim (Str), (Dex), Technical (Int) and Wilderness Lore (Wis).

Skill Points At Each Level: 4 + Int modifier.

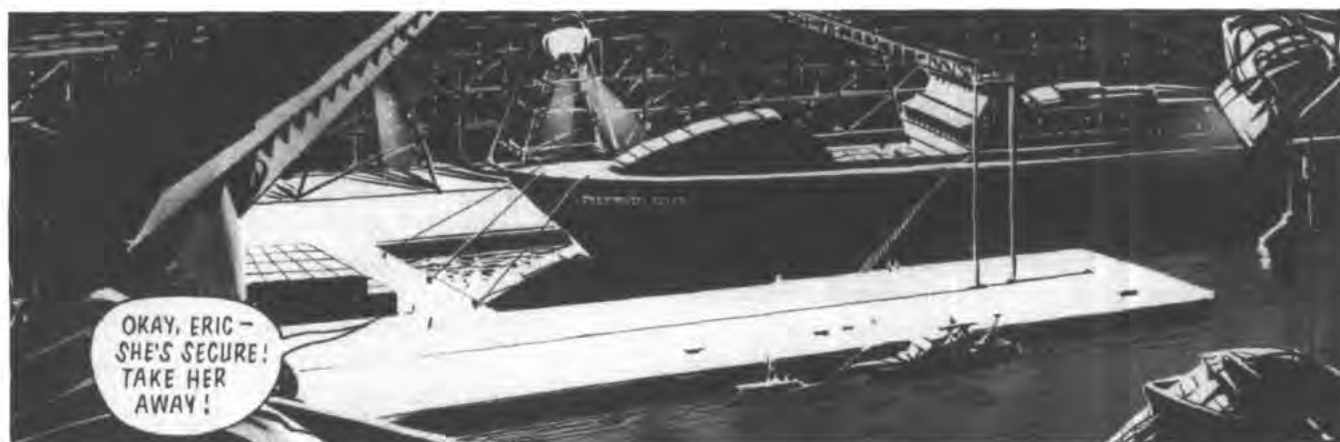
Class Features

All of the following are class features of the pirate captain prestige class.

Pirate Vessel: Either by means of saving their own money or through killing their way along, the pirate captain has managed to gain his own vessel. Sometimes captured vessels are bestowed on trusted lieutenants for loyal service, allowing the lieutenant to take the first steps to becoming a pirate captain in their own right. The vessel is small, but fast and has enough firepower to cause fear among shipping lines. The captain only needs to crew his ship, and of that there is little shortage.

Random pirate vessel: Pirate captain characters should roll on the Random Ship Generator table to determine the abilities of their new craft, or choose at the discretion of the Games Master. Costs for the vessels upgrades are included for those who wish to purchase the upgrades via looted credits, as are the maintenance costs, and a sample pirate vessel is included at the end of this chapter. A base vessel consists of the following:

Size: Gargantuan; **Defence Value:** 4; **Damage Reduction:** 16; **Hit Points:** 150; **Speed:** 100 (boat); **Weapons:** 1d4 Li'l Bess cannons; **Crew:** d20 x the pirate captain's Cha mod (minimum x1); **Passengers:** 10; **Cargo:** 2,000 tons.



Random Ship Generator

Random	Item	Cost	Maintenance	Benefits
01-06	Armoured Hull	10,000 cr.	2,000 cr.	Gives the vessel an additional DV 4 and increases Damage Reduction to 17. HP increased by 150. Allows for an extra 1d20 pirates + Charisma modifier. Increase vessels size to Colossal.
07-10	Armoured Deck	4,000 cr.	500 cr.	Grants the vessel +1 Damage Reduction. Hit points are increased by 150.
11-15	Armoured Hold	11,000 cr.	3,000 cr.	Grants the vessel +2 Damage Reduction. Increases the cargo capacity of the vessel by 3 tons. Hit points are increased by 150.
16-25	Extra Hull	4,000 cr.	1,000 cr.	Reduces the vessel's DV by 2 but increases Damage Reduction by +4. Hit points are increased by 100. Allows for an extra 1d20 pirates + Charisma modifier.
26-30	Galley	1,500 cr.	500 cr.	Increases the morale of the crew by +2. May only be taken once!
31-38	Hold	7,000 cr.	2,000 cr.	Increases the cargo capacity of the vessel by 2 tons. Hit points are increased by 75.
39-49	Aqua Cannon	20,000 cr.	—	The vessel is armed with a stolen Aqua Cannon. The cannon is turret mounted (Tt).
50-55	'Lil Bess Cannon	5,000 cr. per cannon	—	The vessel is armed with an additional 1d6 Li'l Bess cannons.
56-60	Ahab Harpoon	10,000 cr.	—	The vessel is armed with a front (Fr) mounted Ahab Harpoon. For an extra 1,000 credits this may be turret (Tt) mounted instead.
61-65	Petard	2,000 cr. per petard	—	The vessel is armed with 1d4 petards.
66-70	Boarding Arm	3,000 cr.	—	The vessel is armed with a swing mounted boarding arm. The arm is fitted with a magna grapple for boarding actions.
71-78	Extra Armour	3,000 cr.	1,000 cr.	The vessel is fitted with extra armour plating increasing its Damage Reduction by +2.
79-81	Extra Engine	10,000 cr.	3,000 cr.	The vessels standard engine has been augmented by the addition of an extra engine, increasing its base speed from 150 to 200. Each extra engine increases the base speed by 20.
82-85	Star Cannons	5,000 cr. per cannon	—	The vessel is fitted with 1d10 star cannons.
86-89	Turbo Engine	20,000 cr.	5,000 cr.	The vessel is fitted with an experimental turbo engine that increases its base speed from 150 to 300, but has a chance of overheating and shutting down (19-20 on d20). May only be taken once!
90-93	Electro Plank	2,000 cr.	—	The vessel is fitted with an electro plank increasing the morale factor of the crew by +4. May only be taken once!
94-96	The Rack	2,000 cr.	—	The vessel is fitted with a rack increasing the morale factor of the crew by +4. May only be taken once!
97-98	Low Profile	30,000 cr.	15,000 cr.	The vessel is fitted with electronic countermeasures, reducing its profile on both sonar and radar. May only be taken once!
99	Submersible	100,000 cr.	45,000 cr.	The vessel is submersible and can travel under the water. The vessel follows the rules given for submersibles in the Technology chapter of this book. May only be taken once!
00	Roll Again Twice			

The Pirate Captain

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Pirate Vessel
2	+2	+3	+0	+0	Lieutenant
3	+3	+3	+1	+1	Upgrade Vessel
4	+4	+4	+1	+1	Treasure Map
5	+5	+4	+1	+1	Notoriety

The character gains 1d4 rolls per level on the Random Ship Generator table and, unless stated otherwise, all benefits are cumulative.

Lieutenant: Every would-be pirate captain needs a second in command, a trusty right-hand man and a confidant who is privy to all their secret dreams and goals. It is the job of a good lieutenant to make sure that their captain is kept out of harm's way, thwarting plots by would-be assassins and other pirate captains on the life of their leader, quelling uprisings among the crew and just sitting back and biding their time, until they themselves can rise to the rank of captain. The lieutenant acts as a bodyguard Non-Player Character for the pirate captain and allows the captain access to the crew. The presence of a lieutenant gives the pirate captain a +4 circumstance bonus on any rolls to avoid mutiny.

Upgrade vessel: As the captain becomes more and more experienced they will ultimately find the need to upgrade their ship by adding more weapons and equipment, or simply modifying it to be faster in the water than others around. At 3rd level the pirate captain character gains an upgrade to their vessel chosen from the list above.

Treasure Map: Every pirate captain has a habit of hoarding their stolen booty and many tales of their great hidden wealth will be spread across the oceans, drawing pirates from all seven seas to seek out the captain and offer their services. The character gains a +8 bonus to his crew's morale.

Notoriety: By the time the pirate captain has reached 5th level they have gained a reputation and notoriety as being one of the most feared scourges of the seas and grown men will tremble at the mere mention of their name. The pirate captain gains a +8 competence bonus on one single Charisma check they need to make during a single session. They are so infamous that they gain the attention of other pirates who will flock to their banner in the hopes of fast credits and an easy life and the character gains a +10 bonus to his crews' morale. Note that this bonus is not cumulative with the bonus received by the Treasure Map ability.

The Pirate King

Most pirates' dream of becoming a pirate king, living the life of royalty and having more wealth and riches than any man could spend in a single lifetime. These cutthroats are among the most ruthless beings on the planet and have the power to say if someone lives or dies and can strike terror in their enemies with a single glance. Pirate kings have vast flotillas of vessels that operate from a sea-fortress, adding more riches to their already inflated wealth.

Hit Die: d10.

Requirements

To qualify to become a pirate king, a citizen must fulfil all the following criteria.

Skills: Appraise 10 ranks, Balance 8 ranks, Bluff 10 ranks, Climb 8 ranks, Intimidate 13 ranks, Knowledge (Black Atlantic) 10 ranks, Swim 10 ranks and Wilderness Lore 10 ranks.

Feats: Iron Will, Leadership, Lightning Reflexes, Toughness and Weapon Focus (any firearm).

Special: Must have attained 5 levels in Pirate Captain prestige class.

Class Skills

The pirate king's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Intimidate (Cha), Jump (Str), Knowledge (Black Atlantic) (Int), Pilot (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Streetwise (Wis), Swim (Str), Technical (Int) and Wilderness Lore (Wis).

Skill Points At Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the pirate king prestige class.

Flotilla: The pirate king has a large fleet of vessels and men at his disposal and can call upon them to do his bidding at a moment's notice. Vessels are among the fastest on

The Pirate King

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+2	Flotilla
2	+2	+3	+3	+3	Advanced Leadership
3	+3	+3	+3	+3	Tactical Advantage
4	+4	+4	+4	+4	Infamous
5	+5	+4	+4	+4	Shangri-La

the ocean, salvaged from wrecks and previous conquests, all flying the dread banner of the pirate king. The pirate king can muster 1d6+3 ships of randomly generated size at first level and generates an extra 1d6 ships every level thereafter. Use the ship generation table above to generate the vessels.

Advanced Leadership: It takes a certain kind of man to become a pirate king; standing on the backs of others (often breaking them in the process) and a man does not become a pirate king by sitting on his backside and doing nothing. Pirate kings command those around them with fear and discipline and can get the most out of any pirate under their command with a single word. Pirate kings gain the Advanced Leadership feat at 2nd level, as found in *The Rookie's Guide to Block Wars*, repeated here for convenience. The character is the leader of the pirates and having this feat allows a character to command an entire force, comprising several different units, simultaneously. In addition, the pirate king will gain double the normal number of gang members indicated on page 151 of *The Judge Dredd Roleplaying Game*.

Tactical Advantage: Though some pirate kings manage to make their way to the top of the food chain by sheer luck, the vast majority of them are excellent leaders and tacticians and learn well from the mistakes of others, watching and using every single movement, attack and countermove that other pirates and their enemies make. Pirate kings gain a +6 circumstance bonus when making any decisions that involve the movement and attack of vessels and men under their command.

Infamous: Many tales about the pirate king have been told over the years and often exaggerated to the point of myth and legend. The pirate king is so revered that many pirates will flock to their banner just to have the prestige of having served with him, and they will come from far and wide to join him. The pirate king character can muster a force of 1d12 x 20 pirates per level of experience and have them join his flotilla, serving on one of their vessels and gains a +8 morale bonus on his crew's competency.

Shangri-La: The pirate king's wealth is legendary among those who sail the oceans and many will try find out its secret location, and will often die trying. At 5th level the pirate king will gain the true wealth and power of the ocean; Shangri-La to some, the crock of gold at the end of a rainbow to others, but to the pirate king it is a secret sea-fortress where their vessels can be repaired and re-fitted and where their true wealth lies. The pirate king gains a sea-fortress randomly generated from the table found in the Technology Chapter of this book.

Smuggling

Piracy is perhaps the most dangerous problem to shipping and passenger lanes of the oceans, but it is the smuggling of goods, both legal and illicit, that causes the Justice Departments of the world the most concern. Every year millions of tons of drugs, sugar, tea, coffee and other banned substances are smuggled into the world's mega-cities, meeting with the huge black market and feeding the habits of millions of citizens' worldwide. If there is a need for a product then it will be smuggled in one way or another, sometimes by a single entrepreneur, working out of the ports of the world and sneaking in goods to supplement their income, but more often than not it will be a large criminal organisation who will smuggle millions of tons of goods into the mega-cities, often right under the noses of the judges.

The war against smuggling is fought tirelessly and thousands of man-hours are spent each year tracking down smuggling rings, developing new countermeasures and bringing justice to those who would flaunt the law. The criminal organisations make millions of credits on the backs of those they employ to bring goods into the mega-cities, using intermediaries and keeping their real identities secret.

Mega-City One is often seen as the city of vice and it is true that the vast majority of smuggled goods will make their way onto the mega-city's black market, bringing with them all the problems of attached crime. Drugs and banned substances, such as sugar and coffee, are among the chief goods smuggled into the Big Meg, feeding the addictions

of millions of citizens who run the risk of spending years in the cubes if caught in possession. Coffee and sugar find their ways up from Cuidad Puerto and Cuidad Barranquilla, ending up in the slop-houses and café bars of Mega-City One – a constant thorn in the side of the Justice Department, who tires endlessly to stamp out coffee and sugar addiction. From Euro-City, fine wines and food that are deemed bad for citizens make their way across the Black Atlantic, often in specially designed ships and freighters.

Smuggler

The men and women who risk long spells in the cubes for smuggling are often troubled souls, in deep debt to mob bosses or crime lords, undertaking the job of a smuggler to pay back a borrowed debt or avoid finding themselves in rockcrete boots at the bottom of the Black Atlantic. The smuggler is often eased into the business very slowly at first, with small amounts of banned and illegal goods that are slowly increased, forcing the smuggler to employ others to help them, slowly turning citizens, by inches, into smugglers themselves. Many smugglers will skim small amounts off the illegal goods they transport and sell them on to clients that they encounter, running great personal risk if they are caught by the judges and death if the mobs catch on to their betrayal. Wise smugglers will only take a small amount off the top of the goods they deliver, but some get too greedy and will risk taking more and more, often openly in a brazen attack on those who have pushed and bullied them onto the path in the first place.

Of course, there are many who smuggle for the sheer rush of adrenaline it brings, running the risk of long spells incarcerated in an Iso Cube. The thrill seeker smuggler will often only last a short time before being caught by the judges, slipping up and becoming careless with their actions.

Hit Die: d10.

Requirements

To qualify to become a smuggler, a citizen must fulfil all the following criteria.

Skills: Bluff 7 ranks, Climb 4 ranks, Disguise 6 ranks, Forgery 7 ranks, Knowledge (sector) 8 ranks, Pilot (any) 6 ranks, Spot 8 ranks and Streetwise 6 ranks.

Feats: Alertness, Combat Reflexes, Endurance and Iron Will.

Class Skills

The smuggler's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Knowledge (law) (Int), Knowledge (sector) (Int), Listen (Wis), Move Silently (Wis), Pilot (Dex), Search (Int), Spot (Wis), Streetwise (Wis), Swim (Str) and Technical (Int).

Skill Points At Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the smuggler prestige class.

Contacts: During the course of their nefarious dealings the smuggler learns a great many new skills and talents that they will use to avoid capture. The smuggler will earn the trust of many of the people they come into contact with and will soon gain a small number of people they can rely upon for information. For a price, the smuggler can use one of their contacts in the underworld and learn information that may help them. The character must offer 1d8 x 1,000 credits to buy information from their contact – although this price may vary and is to be determined by the Games Master.

Area Knowledge: Crossing the oceans of the world, or travelling from one Mega-City to another with illegal goods can put even the most experienced smuggler on edge and many get caught and spend years in the Iso Cubes. The smart smuggler will learn everything that there is to know about the area in which they are about to smuggle goods and will go to great lengths to cover their tracks, using lesser known shipping lanes or sewer entrances to a Sector to their best advantage. The smuggler gains a +6 bonus on all Sector or area Knowledge checks they take, finding the best route from one point to another that avoids detection by the judges.

Dodge Patrol: Justice Department patrols are ever vigilant in their pursuit of smugglers and every entrance into the mega-cities by land, sea and air will be monitored and covered by regular patrols and inspections. For a price, the smuggler can buy the information they need to dodge the patrols of the Justice Department and thus avoiding a spell in the Iso Cubes. After a while however, the smuggler gains an uncanny knack of knowing just where and when a Justice Department patrol will pass through and will hold back to avoid them. The character gains a +4 stealth bonus when trying to avoid detection.

Fence: A good smuggler will know exactly where to unload their contraband goods and many know fences and black

The Smuggler

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	Contacts
2	+2	+0	+3	+0	Area Knowledge, Dodge Patrol
3	+3	+1	+3	+1	Fence
4	+4	+1	+4	+1	Hidden Compartments
5	+5	+1	+4	+1	Countermeasures

marketers who are willing to sell goods on for them for a share. Once a smuggler has been around for a while, they tend to develop their own contacts in the underworld to which they can pass on illegal or banned goods and make a profit. The character must make a Streetwise check (DC 20) to pass on their goods.

Hidden Compartments: Smugglers will go to any lengths to get their goods into the mega-cities and goods are taken in by land, sea and air, even on foot if needed. Ships will have double hulls and hidden holds, vehicles will have false bottoms where banned substances can be hidden, some extreme smugglers will even go as far as having their bodies modified to smuggle items inside secret compartments in their chest or abdomen. The character can elect to have their own body modified to conceal items they are smuggling, at a cost of 15,000 credits per area modified. For 25,000 credits the character's vessel can be modified to contain 1d4 + the smuggler's Wis bonus in secret compartments. Each hidden compartment can contain up to six pounds of smuggled material.

Countermeasures: The criminal organisations that often are attached to smugglers will sometimes provide them with electronic countermeasures to avoid detection by scanning equipment. These countermeasures come in many forms, but most will simply reflect scans back to their source target, rendering the hidden places invisible to machines and the naked eye. Any vessel or vehicle that is fitted with countermeasures will gain a +4 on all stealth checks to remain hidden by the human eye and a +6 against machines.

Sample Atlantis Division Characters

The following Justice Department personnel supplement those given in the main rulebook and are provided for Games Masters to avoid the need of constantly creating new characters in the middle of a game. Games Masters are also welcome to use these characters as a base for their own judges, altering levels, feats and skills to come up with some truly unique and memorable personalities.

Black Sky Patrol Judge

Street Judge 5/Black Sky Patrol 4: HD 5d12 + 4d10 + 9 (68); Init +4 (+4 Improved Initiative); Spd 30 ft.; DV 20 (+10 Reflex); Attack +8/+3 melee, or +9/+4 ranged; Fort +11, Ref +10, Will +12; Str 9, Dex 11, Con 12, Int 15, Wis 15, Cha 12.

Skills and Feats: Balance + 7, Computer Use + 12, Concentration +8, Drive +7, Intimidate +9, Jump +10, Knowledge (law) +11, Listen +7, Medical +4, Pilot +14, Search +8, Spot +8, Streetwise +7, Swim + 6, Technical + 7, Tumble +5; Alertness, Control Crash, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Nerves of Steel, Skill Focus (Pilot), Weapon Focus (Sparrow Assault Cannon).

Harbour Patrol Judge

Street Judge 5/Harbour Patrol 3: HD 5d12 + 3d8 + 16 (68); Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; DV 21 (+11 Reflex); Attack +8/+3 melee, or +10/+5 ranged; Fort +9, Ref +11, Will +8; Str 10, Dex 15, Con 15, Int 13, Wis 13, Cha 13.

Skills and Feats: Balance +10, Climb +10, Computer Use + 9, Concentration +10, Jump +9, Knowledge (Atlantis) +9, Knowledge (the Black Atlantic) +10, Search +10, Spot +10, Technical + 10; Alertness, Data Access, Dodge, Improved Initiative, Lightning Reflexes, Menacing Presence, Nerves of Steel.

Ocean Patrol Judge

Street Judge 6/Ocean Patrol 2: HD 6d12 + 2d10 + 32 (88); Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; DV 19 (+9 Reflex); Attack +8/+3 melee, or +9/+4 ranged; Fort +12, Ref +9, Will +10; Str 11, Dex 13, Con 18, Int 12, Wis 11, Cha 14.

Skills and Feats: Balance +7, Climb +5, Computer Use +3, Concentration +13, Intimidate +8, Knowledge (law) +5, Medical +4, Move Silently +7, Pilot +7, Ride +7, Search +9, Sense Motive +5, Swim +6, Technical +3; Blind-Fight, Combat Reflexes, Dodge, Far Shot, Improved Initiative, Iron Will, Nerves of Steel, Point Blank Shot.

Immigration Control Judge

Street Judge 5/Immigration Control 1: HD 5d12 + 1d6 + 3 (45); Init +1 (+1 Dex); Spd 30 ft.; DV 18 (+8 Reflex); Attack +4 melee, or +6 ranged; Fort +6, Ref +7, Will +7; Str 9, Dex 11, Con 10, Int 14, Wis 12, Cha 13.

Skills and Feats: Bluff +6, Computer Use +11, Intimidate +9, Knowledge (law) +8, Listen +7, Medical +5, Ride +3, Search +11, Sense Motive +9, Spot +11, Streetwise +9; Alertness, Improved Interrogation, Iron Will, Lightning Reflexes, Luck of Grud, Menacing Presence, Toughness.

Sea Watch Judge

Street Judge 7/Sea Watch 2: HD 7d12 + 2d8 + 30 (90); Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; DV 23 (+13 Reflex); Attack +9/+4 melee, or +12/+7 ranged; Fort +13, Ref +13, Will +8; Str 11, Dex 16, Con 17, Int 12, Wis 11, Cha 13.

Skills and Feats: Balance +9, Climb +4, Computer Use +5, Drive +7, Intimidate +11, Jump +6, Knowledge (law) +5, Listen +8, Medical +4, Pilot +10, Ride +9, Sense Motive +12, Spot +6, Technical +3; Alertness, Dodge, Endurance, Great Fortitude, Improved Initiative, Improved Recovery, Lightning Reflexes, Skill Focus (Pilot), Toughness.

Sample Pirate Characters

Pirate

Citizen 2; HD 2d6 + 4 (13); Init +2 (+2 Dex); Spd 30 ft.; DV 14 (+4 Reflex); Attack +1 melee, or +3 ranged; Fort +2, Ref +4, Will +0; Str 10, Dex 15, Con 15, Int 13, Wis 11, Cha 12.

Prior Life: Pirate.

Skills and Feats: Appraise +6, Bluff +3, Climb +3, Hide +5, Intimidate +8, Jump +5, Move Silently +5, Perform (heartly nautical singing) +6, Pick Pocket +6, Pilot +6, Swim +4, Tumble +6, Wilderness Lore (Black Atlantic) +2; Alertness, Lightning Reflexes, Skill Focus (Intimidate).

Pirate Captain

Citizen 6/Pirate Captain 3; HD 6d6 + 3d10 + 21 (61); Init +4 (+4 Dex); Spd 30 ft.; DV 19 (+9 Reflex); Attack +10/+5



melee, or +12/+7 ranged; Fort +7, Ref +9, Will +5; Str 16, Dex 18, Con 14, Int 11, Wis 11, Cha 13.

Prior Life: Pirate.

Skills and Feats: Appraise +9, Balance +15, Bluff +10, Climb +12, Concentration +7, Escape Artist +9, Intimidate +15, Knowledge (Black Atlantic) +9, Listen +5, Search +5, Spot +4, Swim +9, Wilderness Lore (Black Atlantic) +9; Iron Will, Leadership, Lightning Reflexes, Toughness, Skill Focus (Intimidate), Weapon Focus (hand gun).

Pirate King

Citizen 9/Pirate Captain 5/Pirate King 2; HD 9d6 + 5d10 + 2d10 + 67 (140); Init +4 (+4 Dex); Spd 30 ft.; DV 24 (+14 Reflex); Attack +18/+13/+8/+3 melee, or +21/+16/+11/+6 ranged; Fort +15, Ref +14, Will +10; Str 14, Dex 18, Con 19, Int 11, Wis 11, Cha 15.

Prior Life: Pirate.

Prestige Class: Pirate Captain.

Skills and Feats: Appraise +14, Balance +14, Bluff +12, Climb +10, Escape Artist +10, Hide +12, Intimidate +23, Jump +12, Knowledge (Black Atlantic) +15, Move Silently +8, Search +4, Swim +12, Tumble +6, Wilderness Lore (Black Atlantic) +10; Combat Reflexes, Dodge, Iron Will, Leadership, Lightning Reflexes, Skill Focus (Intimidate), Toughness, Weapon Focus (spit gun).

Smuggler

Citizen 5/Smuggler 2; HD 5d6 + 2d10 (31); Init +0; Spd 30 ft.; DV 14 (+4 Reflex); Attack +6 melee, or +5 ranged; Fort +1, Ref +4, Will +3; Str 12, Dex 10, Con 11, Int 12, Wis 11, Cha 15.

Prior Life: Blogger.

Skills and Feats: Appraise +9, Bluff +11, Climb +5, Computer Use +5, Concentration +6, Disguise +10, Drive +4, Forgery +8, Hide +4, Intimidate +8, Jump +5, Listen +6, Medical +4, Move Silently +6, Pick Pocket +4, Pilot +8, Spot +10, Streetwise +6; Alertness, Iron Will, Run, Skill Focus (Appraise), Skill Focus (Bluff).

Technology

The following chapter details some of the weapons, equipment, vehicles and robots to be found aboard Atlantis. The prices for all these items are given in Mega-City One credits. This chapter also covers ships, boats and submersibles. There is a thriving black market on Atlantis and all weapons and equipment that are found in other lists for black market goods in *The Judge Dredd Roleplaying Game* and other *Rookie's Guides* are increased by 5% on the station.

Weaponry

Ahab Harpoon: Many pirate vessels prefer to get up close and personal with a target as quickly as possible, keeping them out of the range of heavier weapons – which are often useless at close range. The Ahab harpoon is a one shot weapon that fires a titanium headed harpoon, fitted with an electro-magnetic mine. The harpoon punches a hole into the hull of a vessel, the powerful fragmentation mine explodes, killing anyone unfortunate enough to be caught in the initial blast before powerful winches on board the pirate ship drag the vessels closer together allowing the crew to board.

Aqua Cannon: The mainstream defence of Atlantis is the Aqua Cannon, a weapon that fires plasma charged ions at a target with unearthly accuracy. The Aqua Cannon is a water-cooled weapon and must be mounted to a static mount such as a defence platform or heavy weapons platform. Although it fires charged ions, it is referred to as an Aqua Cannon by most citizens on the station due to the vast amounts of water needed to cool the reactor chamber.

Cyber-Hook: Many pirates will bear the scars of their battles like trophies to be proud of. A severe disability such as losing a limb will not deter them from the job in hand. Often, if a pirate loses a hand in combat they will elect for their ship's sawbones to fit them with a cyber-hook, mimicking the pirates of yesteryear, with a 22nd century twist. The cyber-hook is actually more a claw than a hook, comprising of two or three powerful tendrils that are linked directly to the central nervous system of the pirate. The hook is capable of exerting tremendous amounts of pressure and can crush a man's skull as easily as a normal person can crush an egg.

Electro-Trident: Many of the workers who spend their days on the seabed will become familiar with the electro-trident, a three-pronged spear that delivers a nasty shock to anything it touches. These weapons are used by the workers on kelp farms to protect themselves from sharks, cryptoclidus and other predators that swim along the ocean bed looking for a meal. The electro-trident delivers a powerful charge of electricity through the prongs, via conductors that run the length of the pole, and are capable of discharging four times before they need recharging. When used on the sea bed the electro-tridents charge is double the strength when it is used on dry land and many kelp farmers in their homesteads will often jury rig electro-tridents so they can entertain themselves with crude trident style pit fights, non-lethal but still highly dangerous and with many credits riding on the outcome. The electro-trident delivers electrical subdual damage.

Hammerhead Missile: The standard missile defence deterrent of the station is the Hammerhead Ballistic Missile System. These are low yield tactical nuclear warheads with a much shorter range than an average missile, but they give a devastating blow to any area the equivalent of a city block. Hammerheads are used as Atlantis' last line of defence and are housed in one of the eight silos that ring the station, manned by genetically modified chimpanzees, which are trained to fire and maintain the missiles on a command from the Watch Commander. The chimps are treated as second-class citizens by most on the station so they prefer to stay in their silos rather than mingle with the general populace. Anything caught within the blast of a Hammerhead Missile is automatically destroyed with no saving throw.

Hellblazer Micro Nukes: Smaller than a Hammerhead nuke but extremely powerful, the hellblazer is the standard ordinance weapon found on board the Goodman-class cruiser and capable of taking down even the largest foe. Anything caught within the blast of a Hellblazer Micro Nuke is destroyed with no saving throw.

Hold-out pistol: When a citizen needs to carry a weapon, the best thing to do is try to hide it and none are better than the hold-out pistol, a tiny one shot weapon that is launched into the palm of the owner's hand from a device hidden in the sleeve. The pistol only has one round in its chamber but is ideal to blow away even the largest foe. Accuracy and rate of fire are sacrificed for stopping power and the hold-out pistol is often the weapon of choice for the snowman in a hurry.

Monkhouse Glu Gun: The Janus glu gun is used in emergency conditions where seals in bulkheads or breaches in a vessel's hull may compromise the vessel. The Janus is a tool that must be operated with both hands due to its excessive weight, only the strong really ever manage to come to grips with it. A rifle-like stock houses the heating induction coils that superheat the glu pellets to 130 degrees F. The liquid glu then flows down the barrel under pressure where gaskets direct the angle and velocity it is released. The Janus has a variety of settings from delicate work to heavy duty and can cover from less than an inch to up too a foot in width. Like the Monkhouse, the Janus takes specialist training and handling and many find their way onto the black market. The Monkhouse Glu Gun is an exotic weapon.

A glu gun fills an area with lethal, red-hot glu, scorching targets and potentially setting them on fire. A glu blast inflicts 2d10 damage, although a character that makes a successful Reflex save (DC 10) has avoided the brunt of the blast and will only suffer half damage. A character that fails this save will be set alight and continue to burn for 1d6 rounds, taking a further 1d6 damage each round until extinguished. Alternatively, a glu gun blast can be used to automatically start a medium sized fire (see page 195 of *The Judge Dredd Roleplaying Game*).

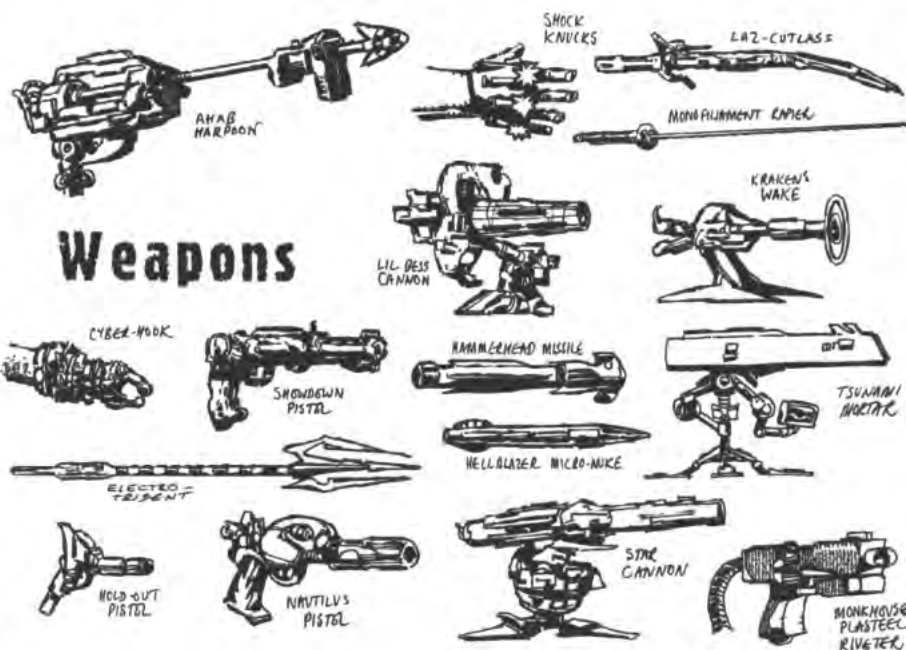
Kraken's Wake: Members of the Sons of the Kraken have been seen using this strange weapon by the judges of Sea Watch. The Kraken's Wake is a sonic weapon that matches the natural resonance of an object and vibrates the

molecules, agitating them so much that they simply fall apart. Although this is a dangerous weapon, it has a very short range and its recharge time is slow, but if it manages to hit a target, then the poor soul will find out first hand how powerful the god of chaos really is. Unfortunately, the sonic vibrations are also dangerous to the user. Every time a Kraken's Wake is fired, the user must make an immediate Fortitude save (DC 15) or they will suffer 1d6 subdual damage, as the sympathetic vibrations jolt their skeletal structure. A Kraken's Wake requires a heavy power pack for ammunition, which provides enough energy for 30 shots.

Li'l Bess Cannon: The standard weapon on most pirate vessels is the Li'l Bess cannon, capable of punching a very large hole in even the most armoured hull, but cheap enough to maintain. Many pirate vessels have batteries of these cannons on either side of their hull, allowing them to deliver a powerful broadside to an opponent who underestimates their size.

Laz Cutlass: Pirates often have a flair for the dramatic and long for the days of old when they ruled the waves with fear. Many pirates use cutlasses when fighting in melee combats, saying it gives them more swash for their buckle. Pirate captains often go a step further and utilise the laz cutlass, a standard-looking cutlass but one that contains a small powerful laser running down the centre of the blade. When activated, the laz cutlass can slice through almost anything with ease, making short work of an opponent's armour, or cutting into a locked bulkhead as if it were made from synthi-butter.

Manta Claw: Used by construction workers in the docks and shipyards of Atlantis, the manta claw is a harness used to enhance the strength of the worker and aid in carrying heavy loads such as girders and plates of plasteel. The harness goes over the spine of the wearer and is operated via two control levers on each arm, allowing the wearer to lift up to fifteen times their own body weight, and as such there is a thriving black market for them. Converted manta claws often crop up in extreme pit fights and can hold their own against even the most heavily armoured foe. The Manta claw is an exotic weapon.



Monkhouse Plasteel Riveter: Used by the dome bots and workers to maintain the huge dome that covers the station to keep out the worst of the harsh Atlantic elements, the Monkhouse is a chunky, pistol-like device that is connected to a large back pack via an umbilical and fires plasteel rivets at high velocity. The riveter is capable of punching a bolt into plasteel four inches thick and can take a variety of sizes of bolt, depending on the work being carried out. Naturally these tools often end up on the black market where they are sold to those who modify them, stripping off all safety features so they can be used as a weapon.

Monofilament Rapier: Just as pirate captains like to brandish their laz cutlass, those who have fought their way up through the ranks to the dizzying heights of a pirate king prefer to use a monofilament rapier, a wonderful piece of technology that hails from Hondo City. This three-foot long weapon uses a monofilament edge, less than a thousandth of an inch thick and capable of cutting through almost anything. The monofilament rapier is a very dangerous weapon in the wrong hands and in the right hands, even more lethal. Any critical hit scored when using a monofilament rapier is automatically successful, so every threat is a critical hit.

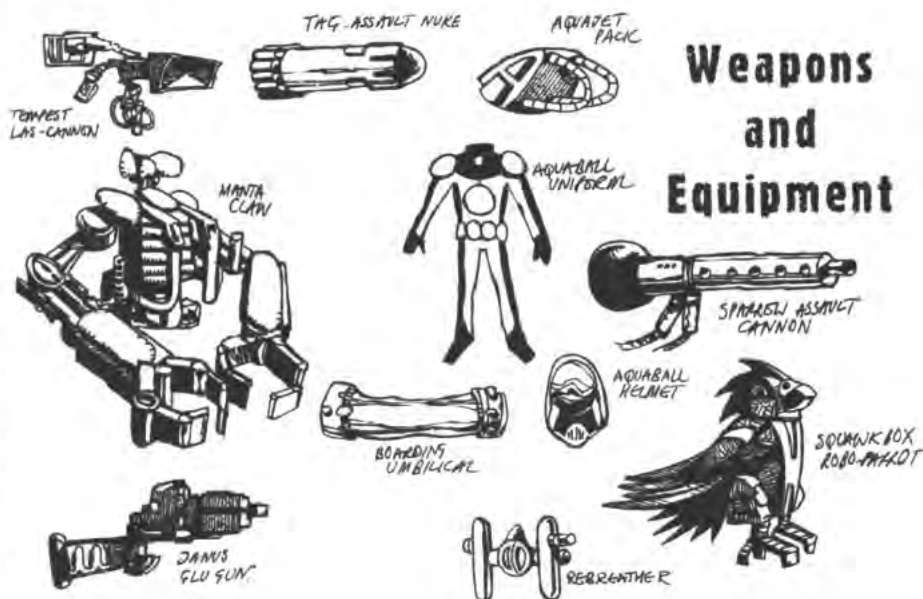
Nautilus pistol: Most weapons do not work very well underwater. The combination of pollution and salt, added to the very nature of water itself, tends to clog pistols and rifles, causing them to jam or misfire, and those that do fire underwater will find their range halved or their sights tending to veer off at an angle. The nautilus is a pistol designed for underwater combat; it is lightweight but balanced to avoid misfires and its internal workings are designed to keep water from rusting or corroding the components. The nautilus is issued to kelp farm ranch hands, as a last resort for situations when the electro-trident is not effective.

Petard: Many pirate captains choose to outfit their vessels with petards due to the fact they can fire almost anything, from mortar rounds to debris and even human body parts. Standard petard ammunition consists of small plasti-metal pellets, which are blasted out when the weapon is fired to give a stump gun-like blast pattern, potentially hitting several targets simultaneously.

Shock Knucks: A favoured weapon of choice of the taps working the clubs and bars of the station are shock knucks, a small and easily concealable device that simply slides over the wearers hand like a set of regular knuckledusters, but is powered by a miniature polarised gravitic device similar to those used in anti-grav units such as powerboards, but on a far smaller scale. When the device comes into contact with flesh and bone, the polarised impeller acts like two same poles of a magnet being forced together and gives out a powerful shock blast that is capable of rendering the hardest person unconscious. Due to the nature of shock knucks, anyone found in possession of a set will face a hefty spell in the Iso Cubes. Shock knucks deliver subdual damage, except on a critical hit, when real damage is dealt.

Showdown Pistols: Pirates are often a romantic bunch who see themselves more as modern day reincarnations of heroic figures of yesteryear, rather than bloodthirsty buccaneers who are only interested in themselves and the acquisition of wealth. Duels among pirates are very common and are often used to settle arguments, normally with deadly consequences. Showdown pistols are very popular and often the pirate will get the ship's armourer to customise the handles of their pistols with the thighbones of their fallen rivals.

Sparrow Assault Cannon: The standard weapon for many of the vessels of Black Sky Patrol, a 30mm calibre cannon that has a rapid rate of fire, capable of inflicting great damage.



Weapons and Equipment

Weapons

Weapon	Cost	Black Market Cost	Damage	Armour Piercing	Area of Effect	Critical	Rapid Fire	Ammo	Range Increment	Weight	Type
<i>Melee Weapons</i>											
<i>Tiny</i>											
Shock Knucks	1,250 cr.	2,500 cr.	2d8*	2	—	—	—	—	—	1 lb.	Energy
<i>Medium</i>											
Cyber-Hook	1,000 cr.	9,000 cr.	1d10	0	—	x2	—	—	—	1 lb.	Bludgeoning
Laz Cutlass	750 cr.	4,000 cr.	1d12	4	—	18 – 20 / x2	—	—	—	4 lb.	Energy / Slashing
Monofilament Rapier	2,000 cr.	7,000 cr.	1d10	6	—	18 – 20 / x2	—	—	—	3 lb.	Energy / Slashing
<i>Large</i>											
Electro-Trident	950 cr.	12,000 cr.	3d10*	—	—	—	1	—	10 ft.	20 lb.	Energy
<i>Pistol Weapons</i>											
<i>Small</i>											
Showdown Pistol	1,500 cr.	26,000 cr.	2d8	2	—	x3	—	4	50 ft.	3 lb.	Projectile
<i>Rifle Weapons</i>											
<i>Large</i>											
Janus Glu Gun	8,000 cr.	10,000 cr.	2d10	*	10ft.	—	—	30	20 ft. max.	25 lb.	Energy
<i>Heavy Weapons</i>											
<i>Large</i>											
Hellblazer Micro Nukes	17,000 cr.	80,000 cr.	*	*	60 ft.	*	1	1	600 ft.	30 lb.	Projectile
Li'l Bess Cannon	1,500 cr.	8,000 cr.	2d8	16	—	x3	1	6	50 ft.	400 lb.	Projectile
Petard	250 cr.	3,000 cr.	1d6	2	30 ft.	19 – 20 / x2	1	1	20 ft.	70 lb.	Projectile
Sparrow Assault Cannon	12,000 cr.	60,000 cr.	2d10	8	—	19 – 20 / x2	3/6/9	400	500 ft.	200 lb.	Projectile
Star Cannon	2,500 cr.	10,000 cr.	2d10	6	10 ft.	x2	—	150	150 ft.	50 lb.	Projectile
Tempest Las Cannon	*	*	3d12	20	—	18 – 20 / x2	1	*	200 ft.	90 lb.	Energy
Tsunami Mortar	7,000 cr.	11,000 cr.	3d8	14	20 ft.	19–20 x2	—	10	450 ft.	45 lb.	Projectile
<i>Gargantuan</i>											
TAG-Assault Nuke	*	*	*	*	100 ft.	*	1	1	*	120,000 lb.	Projectile
Hammerhead Missile	15,000 cr.	80,000 cr.	*	*	1,000 ft.	*	1	1	1,250 ft.	30 lb.	Projectile

* Special rules apply

Ammunition

Ammunition Type	Cost	Black Market Cost	Weight
Hold-out Pistol round (1)	10 cr.	30 cr.	—
Janus Glu Gun canister (30)	250 cr.	750 cr.	5 lb.
Nautilus Pistol magazine (40)	300 cr.	2,500 cr.	1 lb.
Showdown Pistol rounds (4)	25 cr.	200 cr.	—
Monkhouse Plasteel Riveter rivets (100)	300 cr.	—	3 lb.

Weapons (Continued)

Weapon	Cost	Black Market Cost	Damage	Armour Piercing	Area of Effect	Critical	Rapid Fire	Ammo	Range Increment	Weight	Type
<i>Exotic Weapons</i>											
<i>Small</i>											
Hold-out Pistol	750 cr.	3,000 cr.	2d10	6	-	x2	1	1	10 ft. max.	1 lb.	Projectile
Nautilus Pistol	10,000 cr.	28,000 cr.	2d6	4	-	19-20 / x2	2/4/6	40	30 ft.	4 lb.	Projectile
<i>Large</i>											
Kraken's Wake	2,750 cr.	12,000 cr.	4d12	-	-	18-20 / x3	1	30	10 ft.	8 lb.	Energy
Manta Claw	8,000 cr.	19,000 cr.	1d12	8	-	x2	-	-	-	250 lb.	Bludgeoning
Monkhouse Plasteel Riveter	10,000 cr.	22,000 cr.	1d10	4	-	x2	1	100	10 ft.	16 lb.	Projectile
<i>Huge</i>											
Ahab Harpoon	2,500 cr.	10,000 cr.	1d10	8	20 ft.	x3	1	1	50 ft. max.	350 lb.	Projectile

* Special rules apply

Star Cannons: A heavier version of the Li'l Bess cannon found on pirate vessels, the star cannon fires a high velocity round that causes a large amount of damage to any vessel it hits.

TAG-Assault Nuke: Fitted on only the largest vessels such as the Minotaur-class warship, the TAG-Assault nuke is one of the most devastating weapons in the arsenal of the Justice Department. With a range of over 300 miles and enough power to destroy a city block in a single shot, the TAG-Assault nuke makes any foe think twice. The TAG-Assault nuke has been designed with multiple roles in mind and can fire from almost any platform, on the surface, submerged or even at high altitude.

Tempest Laser Cannon: Replacing the Cyclops laser cannon on the Wetbike Lawmaster is the Tempest cannon, an extensively modified weapon that includes a special

focusing system that compensates for the light diffracting effects of the Black Atlantic, allowing the weapon to be fired underwater without penalty. The Tempest is otherwise identical to the Cyclops laser (see page 52 of *The Judge Dredd Roleplaying Game*).

Tsunami Mortar: The men and women of Aqua-Def are trained in the use of similar weapons as their counterparts in Mega-City One. Likewise, some of the members of Aqua-Def squads are trained in the art of demolition and the use of ordinance weaponry and one of the most devastating found in the Atlantis arsenal is the Tsunami mortar. The weapon needs two people to operate it, one to aim and fire and the second to load the weapon. Tsunami mortars are often deployed in siege or hostage situations or to prevent a boarding action and can fire a variety of rounds, including Hi-Ex and Stumm gas.



General Equipment

Item	Cost	Black Market Cost	Weight
Aquajet Pack	1,750 cr.	—	12 lb.
Boarding Umbilical	18,000 cr.	45,000 cr.	900 lb.
Rebreather Mask	4,000 cr.	—	40 lb.
Suck-U-Padz	1,500 cr.	4,000 cr.	10 lb.

General Equipment

Aquajet Pack: Without aquajet packs, the game of aquaball would be pretty much dead in the water. The game relies on the use of these powerful aqua jets to propel the players through the water like a speeding bullet and even force them up into the air so they can score or defend their goal. A character equipped with an aquajet pack gains a swim rate of 50 feet.

Boarding Umbilical: Most submersibles are fitted with a boarding umbilical that allows the vessel to attach itself to another and for the crew to safely pass from vessel to vessel. The boarding umbilical needs to attach to a docking ring to allow for a successful mating of both vessels, though some pirate vessels have modified their umbilical to carry magnetic charges which attach to a vessel and blow away part of the hull, allowing for boarding actions to take place.

Rebreather Mask: A rebreather is an artificial gill-system that fits over the mouth and nose. It works by filtering oxygen from the water and feeding it directly to the wearer, allowing them to breathe underwater for an indefinite period. When you are taking a lesson with an Aquanaut, it is always advisable that you learn how to operate your rebreather as it is all that stands between you and a horrific death by drowning. The rebreathers come in a variety of shapes, sizes and weights but all have inbuilt oxy-scrubbers to filter out the worst of the pollution. The Justice Department has its own version of the rebreather mask called the aqua-respirator. This consists of a transparent bubble-mask that clips onto the front of the judge's helmet. Unlike the standard rebreather, the aqua-respirator is not intended for extended use and is only good for two or three hours before the filters become clogged and cease to work.

Suck-U-Padz: No Viro-Dome Engineer would be seen without their Suck-U-Padz, the wonder devices that allow the engineer to hang upside down and work without giving it a second thought. Suck-U-Padz are equipped with safety

wires that allow the wearer to leave the suction section of the padz securely attached to the Viro-Dome, while they lower themselves down the dome for up to 100 feet. A quick touch on the control pad on the belt of the wearer and they are slowly winched back up. A character equipped with Suck-U-Padz gains a Climb movement rate of 20 feet and grants a +2 circumstance bonus to any Climb check.

Armour and Clothing

Aquaball Uniform: Available in a myriad of colours for the dozens of teams that play in both amateur and professional leagues, the aquaball uniform is a streamlined wetsuit that gives the wearer protection against the water and the effect that moving at high speeds can have on the human frame, as well as keeping him completely dry. The aquaball uniform is quite sturdy, as the game of aquaball is incredibly violent, and is made of synthi-rubber, which offers some degree of protection against electrical attack. The aquaball uniform has DR 3 and Electrical Resistance 6.

Aquaball Helmet: Fitted with highly sophisticated Heads-Up Display (HUD) and a communicator. The aquaball helmet passes play information on to the player, giving details of where his team mates are, who has the ball, and other factors such as speed and angle of trajectory. The built-in communicator has a 2-mile range, but is preset to receive only a single frequency. Most of the aquaball sportswear and equipment is manufactured and distributed by A-Tech, a subsidiary of Haynes Industries.

Cudas Scum Surfer Wear: Cudas is the station's premier surf shack selling every kind of surf gear that a scum surfer could ever wish to buy. Cudas is home to the famous skiddmarx body suit, insulated to keep out the coldest ravages of the Black Atlantic. Scum surf wear is extremely sturdy, providing protection equal to DR 4, Electrical Resistance 4 and DR 12 against any chemical attack.

Pressure Armour: Man has yet to completely conquer the bottom of the ocean, but he has successfully developed many technologies that allow him to at least try. The seabed is an extremely hostile environment, not least because of the millions of tons of seawater is more than capable of crushing an unprotected human like an egg. Pressure armour is a bulky environment suit worn by those brave few who try to make a living farming and working on the bottom of

Armour and Clothing

Item	Cost	Black Market Cost	Weight	DR
Aquaball Helmet	750 cr.	—	1 lb.	—
Aquaball Uniform	1,050 cr.	—	3 lb.	3
Pressure Armour	7,000 cr.	—	20 lb.	10
Scum Surfer Wear	2,500 cr.	—	5 lb.	4
Hardsuit	22,000 cr.	85,000 cr.	25 lb.	12
Wetrig	3,000 cr.	—	8 lb.	2

the sea. Each suit resembles a cross between an ancient diving suit and a suit of medieval armour – a bulky, bulbous helmet resting atop a heavy, inflexible suit of interlocking plastimetal plates. The suit is awkward and inflexible on land, but beneath the waves it is surprisingly manoeuvrable. The suit is sealed, rendering the wearer completely immune to any gas attack and it is fitted with a rebreather mask as standard, as well as a 24-hour emergency oxygen supply carried in a bulky backpack. A complicated system of jets grants the wearer a swim rate of 40 feet, but the suit is all but useless on dry land – the character's maximum move rate is reduced to 10 feet and running is impossible. In addition, the suit reduces the character's Dexterity by -4 while it is worn. Pressure armour offers a great deal of protection – as well as the DR 10, it is also specially earthed against electrical attack with Electrical Resistance 12 and proofed against the corrosive water of the Black Atlantic, offering DR 20 against any chemical based attack.

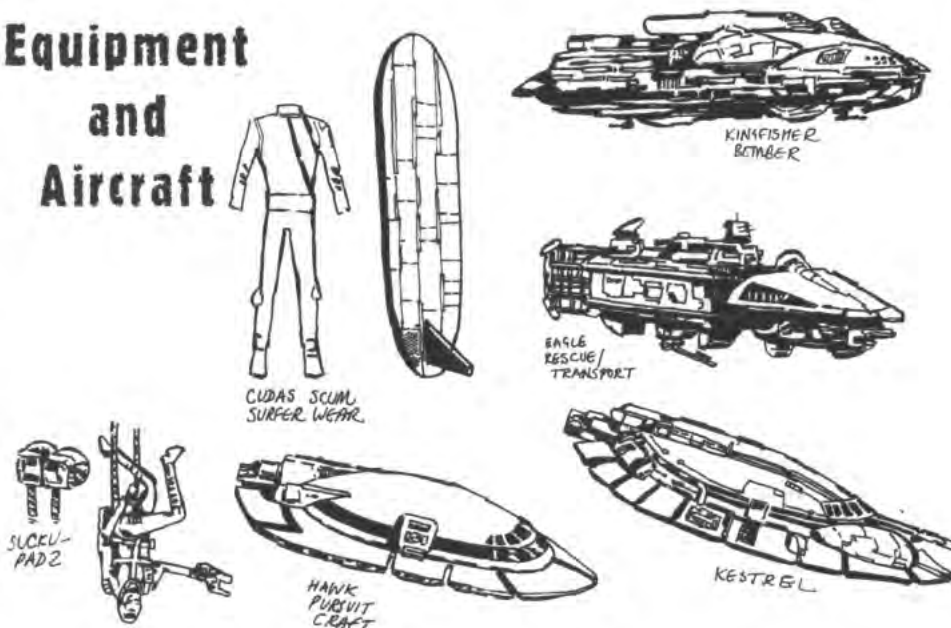
Hardsuit: The Hudson X4 Hardsuit is a suit of all encompassing body armour worn by the elite pest controllers, the verminators. Originally, pest controllers were equipped with special uniforms called pest proof suits, sealed environment suits that were regarded as more than enough to cope with any potential pest. Unfortunately, they proved to be less than adequate against the first outbreak of the so-called 'superflea' in 2104 – the rad fleas encountered no

problem whatsoever in penetrating the pest controllers' pest proof suits. The pest control community determined that a new and improved suit was needed and the Hudson X4 Hardsuit was designed. It proved to be invulnerable to all but the most dangerous and determined pest – in fact, it was bullet proof too! The Hardsuit is regarded as among the best body armour that money can buy and its use has spread onto the streets of Mega-City One and Brit-Cit via the black market.

The Hardsuit is a completely sealed suit that includes a built-in respirator and 12-hour oxygen supply. It also includes a HUD (Heads Up Display), rebreathers and oxy-scrubbers. Special exo-gear increases the users Strength by +4, but the servomechanisms must follow the movements of the wearer so their Dexterity score is reduced by -2. It is also rather slow moving, reducing the character's base move rate to 20 feet. Each suit is also equipped with two-way communication devices with a 2-mile range, built-in motion detectors and two powerful 1,000-watt searchlights. The HUD allows the wearer to see in normal vision, thermal and infrared. A Hardsuit grants the user a +4 competence bonus to any Listen, Spot and Search checks. A Hardsuit has DR 12 and Electrical Resistance 20.

Wetrig: A wetrig is an evolved version of the 21st century wetsuit – a sealed suit designed to keep the wearer reasonably warm and dry when submerged in water. The wetrig is designed to offer a great deal of protection against the toxic effects of the Black Atlantic and is far tougher than any modern wet suit. The wetrig has DR

Equipment and Aircraft



2 and Electrical Resistance 4. It is also chem proofed, offering DR 12 against any chemical based attack. The wetrig is not completely sealed as it is designed to be worn in conjunction with a rebreather mask.

Vehicles

Aircraft

Hawk Interceptor: The Hawk is a fast attack/pursuit craft used by the judges of Black Sky Patrol for reconnaissance over the Black Atlantic and the skies of Mega-City One. Its sleek body has a low, sloping profile and gives the vessel the look of a bird of prey, hence the name. The tradition of naming aircraft after birds has been passed on to the other craft of Black Sky Patrol. Due to its role, the Hawk has no room for passengers and is incapable of transporting cargo. The Hawk has VTOL (Vertical Take Off/Landing) capabilities like most other craft of Black Sky Patrol.

Size: Huge; **Defence Value:** 6; **Damage Reduction:** 9; **Hit Points:** 90; **Speed:** 2,000 (fly); **Weapons:** Sparrow Assault Cannon 2d10/8 (Bs, FC +1); **Crew:** 1; **Passengers:** None; **Cargo:** None; **Cost:** 4,500,000 cr.; **Black Market Cost:** 19,000,000 cr.

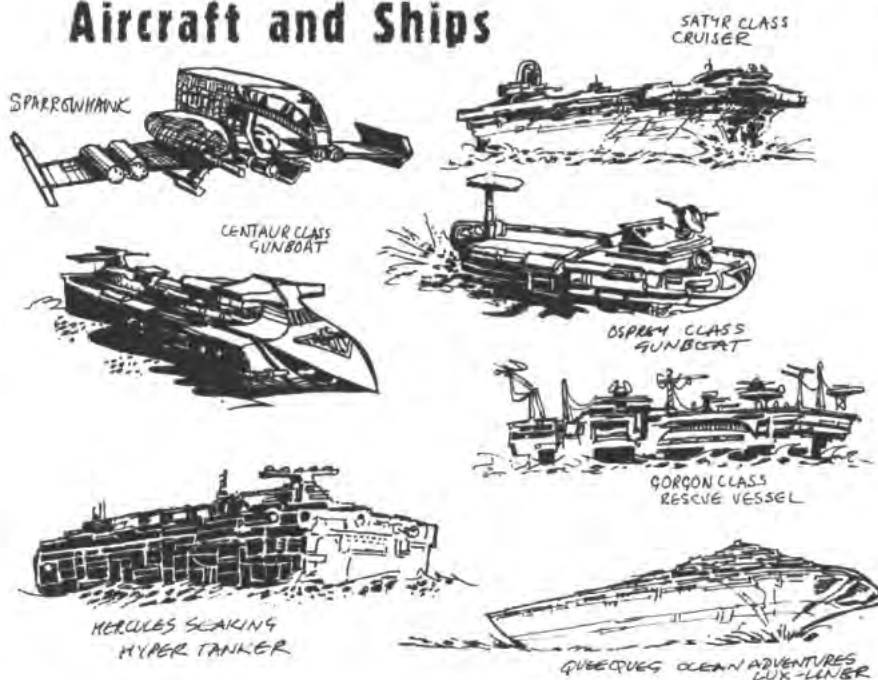
Kestrel: A standard Black Sky Patrol vessel used for a multitude of roles, from reconnaissance missions, giving support to the lightly armoured Hawks, to the pursuit of pirate vessels across the Black Atlantic. The Kestrel is slightly larger than the Hawk and capable of taking more damage in a combat situation and can be fitted to carry a wide range of armaments from its standard Cyclops laser cannons to the hi-ex missile racks.

Size: Gargantuan; **Defence Value:** 4; **Damage Reduction:** 12; **Hit Points:** 150; **Speed:** 1,500 (fly); **Weapons:** Cyclops Laser Cannon 4d10/20 (Bs, FC +2), Twin-linked Hi-Ex Missile Launcher 3d12/20 (Fr, FC +3); **Crew:** 3; **Passengers:** 2; **Cargo:** 1 ton; **Cost:** 7,000,000 cr.; **Black Market Cost:** 25,000,000 cr.

Eagle Rescue Transport: The real workhorse of Black Sky Patrol is the Eagle, designed with multi-role versatility in mind. The craft is slower than most others of Black Sky Patrol, but without its unique place in Atlantis Division, many souls who have been rescued from the Black Atlantic or stricken vessels would be food for the fishes. The craft is fitted with a single turret-mounted sparrow assault cannon on the belly of the craft, but is often refitted to carry missile launchers or Cyclops laser cannons. The Eagle's primary use is for rescue and most are fitted with lifting and cutting gear, fire fighting equipment and rescue winches.

Size: Gargantuan; **Defence Value:** 3; **Damage Reduction:** 15; **Hit Points:** 300; **Speed:** 900 (fly); **Weapons:** Sparrow Assault Cannon 2d10/8 (Tt, FC +1); **Crew:** 8; **Passengers:** 40; **Cargo:** 11 tons; **Cost:** 5,000,000 cr.; **Black Market Cost:** 21,000,000 cr.

Aircraft and Ships



Kingfisher Bomber: The largest vessel that Black Sky utilises is the Kingfisher, designed to deliver a payload with deadly accuracy to a target. The Kingfisher is a high altitude bomber that relies on its sophisticated precision targeting systems to seek out an enemy vessel and take action, often using the smaller Hawk as its eyes and ears, relying on transmitted coordinates. The Kingfisher carries a formidable payload of ten Cluster Bombs, four Fuel Air Bombs and a pair of Urban Nukes. It is also fitted with a twin linked Sparrow assault cannon mounted on a turret lintel on the belly of the craft. Cluster Bombs and Urban Nukes are detailed in *The*

Rookie's Guide to the Justice Department; Fuel Air Bombs can be found in *The Rookie's Guide to Brit-Cit*.

Size: Colossal; **Defence Value:** 2; **Damage Reduction:** 20; **Hit Points:** 180; **Speed:** 1,000 (fly); **Weapons:** Twin-linked Sparrow Assault Cannon 2d10/8 (Tt, Fc +2), 10 Cluster Bombs 3d10/12 (Bs, Fc +1), 4 Fuel Air Bombs (Bs, Fc +1), 2 Urban Nukes (Bs, Fc +1); **Crew:** 3; **Passengers:** None; **Cargo:** None; **Cost:** 16,500,000 cr.; **Black Market Cost:** 50,000,000 cr.

Sparrowhawk Superiority Fighter: When it comes to air-to-air combat, there are few vessels around that are as fast and powerful as the Sparrowhawk, the main jet fighter of Black Sky Patrol. Sparrowhawks' sacrifice armour for speed and manoeuvrability and they are capable of turning on a credit even at incredible velocity. Armed with its twin Sparrow Assault Cannon and a Cyclops Laser Cannon, the Sparrowhawk is more than capable of meeting any foe and emerging victorious.

Size: Huge; **Defence Value:** 6; **Damage Reduction:** 8; **Hit Points:** 90; **Speed:** 3,000 (fly); **Weapons:** Two Sparrow Assault Cannon 2d10/8 (Bs, Fc +2), one Cyclops Laser Cannon 4d10/20 (Bs, Fc +2); **Crew:** 1; **Passengers:** None; **Cargo:** None; **Cost:** 8,000,000 cr.; **Black Market Cost:** 17,500,000 cr.

Ships and Boats

Anti-Pollution Ship: In the years before the Apocalypse War, East-Meg One made several of these vast ships, claiming they were designed to slowly travel about the Black Atlantic, scrubbing the water clean of the toxic pollution and filth caused by ten thousand years of human civilisation. However, even though they were actually capable of such a task, even these Con-Apt sized boats stood little or no chance of making any impression on the terrible pollution – everyone knew that the ships were really designed for spying. These gigantic, double-hulled ships were quite a common sight along the coasts of Europe and America in the first few years of the 22nd century, but following Judge Dredd's dramatic arrest of an entire Anti-Pollution ship – including 12,000 crew – in 2101, the great ships became far more reclusive and were rarely seen. Following the destruction of East-Meg One during the Apocalypse War, the Anti-Pollution ships became havens for the dispossessed East-Meg judges and surviving civilians, transformed into floating refugee settlements and shanty towns, although a few have been appropriated by pirates to act as bases for their forces. In order to match their 'peaceful' original purpose, these vessels are lightly armed and armoured for

their size but many have added ablative plating and extra weapon systems over the years, either in defence against raiders, or to act as a pirate themselves.

Size: Colossal; **Defence Value:** 2; **Damage Reduction:** 18; **Hit Points:** 4,000; **Speed:** 100 (boat); **Weapons:** Eight twin-linked heavy spit guns 3d6/8 (Ft, Lt, Rt, Rr, Fc +1), Hi-Ex Missile Launcher 3d12/20 (Tt, Fc +2); **Crew:** 200; **Passengers:** 2,000; **Cargo:** 250,000 tons; **Cost:** 7,000,000 cr.; **Black Market Cost:** 45,000,000 cr.

Blackbeard Assault Gunboat: A pirate vessel that tends to vary wildly in design but is always more or less identical in use, the Blackbeard is a small, lightly armoured but comparatively heavily armed attack boat. This boat is intended to make quick but devastating hit and run attacks against larger vessels, charging forwards blazing away with its twin-linked heavy spit gun and missile launcher, before pulling away before its target has a chance to react, only to begin the process again from another angle. Blackbeards are usually carried aboard much larger ships and a standard pirate tactic is to launch swarms of these boats against an enemy vessel as soon as it is sighted, tying up any automated weapon systems as it larger pirate vessel closes in to launch a more determined attack. The Blackbeards and their crew are generally regarded as expendable, but this does not usually deter to bloodthirsty pirates from attacking in them!

Size: Large; **Defence Value:** 8; **Damage Reduction:** 6; **Hit Points:** 75; **Speed:** 225 (boat); **Weapons:** Twin-linked Heavy Spit Guns 3d6/6 (Tt, Fc +1), Hi-Ex Missile Launcher 3d12/20 (Bs, Fc +1); **Crew:** 2; **Passengers:** 3; **Cargo:** 500 lb.; **Cost:** 45,000 cr.; **Black Market Cost:** 120,000 cr.

Centaur-class Gunboat: The Centaur-class gunboat is the backbone of Ocean Patrol, combining both speed and armour, with powerful weapons and precision targeting systems. The Centaur is a formidable vessel to face in battle and can use its manoeuvrability and speed to place it in the best tactical position.

Size: Huge; **Defence Value:** 6; **Damage Reduction:** 14; **Hit Points:** 190; **Speed:** 250 (boat); **Weapons:** Two Street Cannons 2d10/8 (Tt, Fc +1), two Cyclops Laser Cannon 4d10/20 (Ft, Fc +2); **Crew:** 20; **Passengers:** 10; **Cargo:** None; **Cost:** 3,000,000 cr.; **Black Market Cost:** 12,000,000 cr.

Crusoe: Extremely simplistic in design and operation, the small boats known as 'Crusoes' can often be spotted drifting near to the coasts of Mega-City One and Brit-Cit.

Crusoes are little more than large rafts fitted with primitive sails. They are often used by refugees fleeing from the brutality of their homeland (particularly the increasingly harsh Bruja City) but are also used by dropouts hailing from the mega-cities. These castaways often take to the seas, seeking a more peaceful life than the chaos of the great megatropolises of the 22nd century. Most do not survive for long in the toxic waters of the Black Atlantic.

Size: Huge; **Defence Value:** 6; **Damage Reduction:** 4; **Hit Points:** 25; **Speed:** 50 (boat); **Weapons:** None; **Crew:** 1; **Passengers:** 5; **Cargo:** 250 lb.; **Cost:** 4,750 cr.; **Black Market Cost:** -.

Gorgon-class Rescue Vessel: The judges of Ocean Patrol face many ordeals in their daily duty, and deal with everything from smugglers to fires at sea. The Gorgon-class rescue vessel was commissioned in 2120 to handle fires and emergencies out in the Black Atlantic, responding to calls for help and capable of fighting the worst fires imaginable. The Gorgon is fitted with an emergency triage facility, capable of treating up to 300 victims at a time.

Size: Colossal; **Defence Value:** 2; **Damage Reduction:** 18; **Hit Points:** 400; **Speed:** 150; **Weapons:** 16 Fire Foam Jets (Tt); **Crew:** 40; **Passengers:** 300; **Cargo:** 3 tons; **Cost:** 4,500,000 cr.; **Black Market Cost:** 18,000,000 cr.

Harpy-class Fast Attack Gunboat: The most recent addition to the ranks of Harbour Patrol is the Harpy-class fast attack gunboat. Considerably faster than the Osprey and fitted with electro-magnetic chaff dispersers that mask its profile, the Harpy has only been in service since late 2124 and is already making a difference in the war against smuggling.

Size: Huge; **Defence Value:** 6; **Damage Reduction:** 12; **Hit Points:** 170; **Speed:** 300 (boat); **Weapons:** Four Street Cannon 2d10/8 (Tt, FC+2), two Cyclops Laser Cannon 4d10/20 (Ft, FC +2); **Crew:** 20; **Passengers:** None; **Cargo:** 1 ton; **Cost:** 4,000,000 cr.; **Black Market Cost:** 16,000,000 cr.

Hercules Sea King Hyper Tanker: By far the largest vessels afloat on the face of the planet, measuring hundreds of feet in length and weighing thousands of tons. Hercules Sea Kings are the mainstay of Atlantis Global and each year, hundreds of these vessels are built in the shipyards of Atlantis, going on to carry the world's goods to their destinations. Many of the illegal aliens who sneak into Atlantis do so in cargo holds of these leviathans.

Size: Colossal; **Defence Value:** 2; **Damage Reduction:** 20; **Hit Points:** 9,000; **Speed:** 90 (boat); **Weapons:** None; **Crew:** 9; **Passengers:** none; **Cargo:** 250,000 tons; **Cost:** 20,000,000 cr.; **Black Market Cost:** 53,000,000 cr.

Hudson XXV Hydrofoil: The fastest way to cross the ocean from Brit-Cit to Mega-City One is via the Hudson XXV Hydro Foil, a vessel that can cross the Atlantic in less than four days giving its passengers the smoothest ride on the sea – or their money back. Powered by massive Hudson Corp Mercury engines the vessel rises up above the water on its huge hydrofoils and moves swiftly and silently.

Size: Colossal; **Defence Value:** 2; **Damage Reduction:** 10; **Hit Points:** 250; **Speed:** 300 (boat); **Weapons:** none; **Crew:** 120; **Passengers:** 2,000; **Cargo:** 4 tons; **Cost:** 3,500,000 cr.; **Black Market Cost:** 7,800,000 cr.

Hulk: Relics left behind from before the Atomic Wars, these great vessels tend to vary enormously in design and appearance, as long ago they all had very different functions, but their modern application is always more or less the same. Whether it originally served as a civilian supertanker or as a military aircraft carrier, these leviathans now act as seagoing shanty-towns, a dwelling place for the dispossessed and unwanted. Others have been taken by pirates and operate as mobile bases and capital ships. Whatever power originally moved a hulk, this will have long since fallen into disrepair, replaced with the likes of sails or oars, or simply allowed to drift in whatever direction the tides take them.

Size: Colossal; **Defence Value:** 2; **Damage Reduction:** 25; **Hit Points:** 2,500; **Speed:** 25 (boat); **Weapons:** none; **Crew:** 50; **Passengers:** 5,000; **Cargo:** 25,000 tons; **Cost:** 5,000,000 cr.; **Black Market Cost:** 25,000,000 cr.

Jetskiff: Popular with the juves and punks who enjoy buoy racing, the jetskiff is very similar to a sea-going motorcycle. Built for speed at the expense of safety, a standard jetskiff consists of a streamlined chassis with mounted skis, propelled through the water by a powerful engine. Jetskiffs look impressive, but are deceptively difficult to control. Many amateur buoy racers have found this out the hard way and have paid the ultimate penalty.

Size: Large; **Defence Value:** 8; **Damage Reduction:** 4; **Hit Points:** 15; **Speed:** 300 (boat); **Weapons:** None; **Crew:** 1; **Passengers:** 1; **Cargo:** 25 lb.; **Cost:** 2,000 cr.; **Black Market Cost:** -.

Minotaur-class Warship: The largest ocean going vessel in the ranks of the Justice Department is the Minotaur, built

for one thing only – WAR! Each Minotaur carries a vast arsenal of weaponry and is heavily armoured and capable of withstanding vast amounts of punishment. The Minotaur has seen many engagements since the commission of the first Minotaur back in 2089 and is often victorious, although it is extremely slow and not very manoeuvrable.

Size: Colossal; **Defence Value:** 2; **Damage Reduction:** 22; **Hit Points:** 5,000; **Speed:** 200 (boat); **Weapons:** Ten Street Cannon 2d10/8 (Tt, FC+1); Two Cyclops Laser Cannon (rotating model) 4d10/20 (Tt, FC+2); two Cyclops Laser Cannon 4d10/20 (Ft, FC+2), fourteen TAG-Assault nukes 5d12/20, four Aqua Cannon 4d12/16 (Fr, Lt, Rt, Rr, FC+1), two Blockbuster Cannon 10d10/20 (Fr, Rr, FC+3); **Crew:** 220; **Passengers:** 100; **Cargo:** 7,500 tons; **Cost:** 50,000,000 cr.; **Black Market Cost:** 1,000,000,000 cr.

Osprey-class Gunboat: The judges of Harbour Patrol depend daily on the Osprey and swear by its speed and low profile, giving this versatile hovercraft an advantage when approaching an unsuspecting smuggler or chump dumper. The Osprey is a recent addition to the arsenal of Atlantic Division, replacing the older Heron-class, which have now been re-fitted and handed over to the Atlantis Sea-Corps.

Size: Huge; **Defence Value:** 6; **Damage Reduction:** 14; **Hit Points:** 220; **Speed:** 250 (grav); **Weapons:** Two Street Cannon 2d10/8 (Tt, FC+2), two Cyclops Laser Cannon 4d10/20 (Ft, FC+2), four Hi-Ex Missile Launchers 3d12/20 (Fr, FC+2); **Crew:** 20; **Passengers:** 10; **Cargo:** 500 lb.; **Cost:** 2,500,000 cr.; **Black Market Cost:** 10,000,000 cr.

Queequeg Ocean Adventuress Luxiliner: The only way to cross the Black Atlantic is to book passage on one of Queequeg's Ocean Adventuress Luxiliners. Each Luxiliner has every form of entertainment that a happy partygoer would ever wish to find, from pools and bars, to clubs and water sport events. Luxiliners are always easy prey for pirate vessels and each year many of Queequeg's vessels fall victim, forcing the company to rethink its shipboard security.

Size: Colossal; **Defence Value:** 2; **Damage Reduction:** 20; **Hit Points:** 4,000; **Speed:** 150 (boat); **Weapons:** none; **Crew:** 120; **Passengers:** 4,000; **Cargo:** 8,000 tons; **Cost:** 25,000,000 cr.; **Black Market Cost:** 67,000,000 cr.

Satyr-class Cruiser: The Satyr-class cruiser can often defuse a situation without firing a single shot, as its very presence is enough to make most pirate vessels turn tail and head back the way they came and it is a match for even the mighty Shogun class Hondo City warship.

Size: Gargantuan; **Defence Value:** 4; **Damage Reduction:** 18; **Hit Points:** 350; **Speed:** 170 (boat); **Weapons:** Four Street Cannon 2d10/8 (Tt, FC+1), six Cyclops Laser Cannon 4d10/20 (Fr, Lt, Rt, Rr, FC+3), four Hi-Ex Missile Launchers 3d12/20 (Fr, FC+5); **Crew:** 60; **Passengers:** 80; **Cargo:** 8 tons; **Cost:** 18,000,000 cr.; **Black Market Cost:** 50,000,000 cr.

Scum Surfboard: Every day, hundreds of surfers take to the polluted waters of the Black Atlantic to catch the waves

SEA
FORTRESS

MINOTAUR CLASS WARSHIP



BARACUDA



KUAN-TI



HUDSON XXV HYDROFOIL

GUPPY
PLEASURE
SUBHARPY CLASS
FAST ATTACK
GUNBOAT

Ships and Submersibles

WETBIKE
LAWMASTER

JETSKIIF



MINNEN



KRILLCATCHER



and surf the scum. A scum surfboard resembles in most ways a standard surfboard, but is made from toughened, lightweight plasteel to resist the corrosive effects of the deadly sea.

Size: Small; **Defence Value:** 12; **Damage Reduction:** 0; **Hit Points:** 4; **Speed:** 50 (Craze – scum surfing); **Weapons:** none; **Crew:** 1; **Passengers:** None; **Cargo:** None; **Cost:** 2,000 cr.; **Black Market Cost:** -.

Vodyanoi-class Torpedo Boat : A small, one-man missile-shaped boat that was originally used by the East-Meg One navy, the Vodyanoi is a scouting and infiltration craft built with one thing in mind – speed. The streamlined shape ensures that it can be propelled by its powerful engine at great velocities, but the addition of a pair of rocket boosters mounted at the rear ensures that it is capable of outrunning almost any other vehicle to be found in the seven seas, although it is not terribly manoeuvrable and rather fragile. The pilot is offered some degree of protection by a bullet proof transparene screen that covers the cockpit. The rocket boosters are treated as Rocket Packs (see page 100 of *The Judge Dredd Roleplaying Game*).

Size: Medium; **Defence Value:** 10; **Damage Reduction:** 14; **Hit Points:** 25; **Speed:** 500 (boat); **Weapons:** none; **Crew:** 1; **Passengers:** None; **Cargo:** None; **Cost:** 125,000 cr.; **Black Market Cost:** 500,000 cr.

Submersibles

Barracuda: The Barracuda is the largest of the Justice Department's submersibles and carries a deadly payload of forty TAG-Assault nukes. It is armed with four Tempest Las Cannons to deal out swift and instant justice. Each Barracuda is also fitted with wetlaunch bays for Wetbike Lawmasters and the 4 Minnow inspection craft it carries.

Size: Colossal; **Defence Value:** 2; **Damage Reduction:** 18; **Hit Points:** 3,000; **Speed:** 200 submerged, 90 surface (boat); **Weapons:** Four Tempest Las Cannon 4d10/20 (Ft,

Fr, Rr, Rb, FC +5), forty TAG – Assault nukes 5d12/20 (Ft); **Crew:** 30; **Passengers:** None; **Cargo:** 8 tons; **Cost:** 20,000,000 cr.; **Black Market Cost:** 80,000,000 cr.

Guppy Pleasure Bathysphere: A must for every visitor to the station is a trip around the perimeter in one of the many Guppy pleasure subs. Here you will be guided through the waters to see the majestic creatures around, and all for a mere 30 creds. Trips on these small craft last between one and two hours.

Size: Huge; **Defence Value:** 6; **Damage Reduction:** 2; **Hit Points:** 50; **Speed:** 50 submerged (boat); **Weapons:** None; **Crew:** 4; **Passengers:** 40; **Cargo:** 500 lb; **Cost:** 15,000 cr.; **Black Market Cost:** -.

Killer Shark Fast Attack Sub: Relics from before the Atomic Wars, the Killer Shark is a small assault submarine. Similar in appearance to a torpedo, but fitted with four large fins and a cockpit, the Killer Shark is intended to be launched in swarms against much larger targets. A powerful engine is fitted to the rear, which allows the vessel to travel at great speeds either on the surface, beneath the waves, or even to launch itself into the air, like a dolphin or killer whale – a manoeuvre that is typically used to board vessels, leaping from beneath the seas and straight onto a freighter's deck in order to disgorge attackers directly onto an enemy vessel. Killer Sharks were most famously used by the forces of Captain Skank in the early years of the century, but, perhaps fortunately, there are only a few remaining examples still in operation.

Size: Large; **Defence Value:** 8; **Damage Reduction:** 16; **Hit Points:** 150; **Speed:** 200 submerged, 250 surface (boat); **Weapons:** Heavy Spit Gun 3d6/8 (Bs, FC +1); **Crew:** 1; **Passengers:** None; **Cargo:** None; **Cost:** 300,000 cr.; **Black Market Cost:** 1,250,000 cr.

Krill Catchers: These mighty vessels sweep the waters around Atlantis, picking up billions of tons of krill each year to be turned into foodstuff and many other products. With



the disappearance of the last whales, the krill that teem in the waters of the oceans were beginning to upset the already damaged eco-system and the krill catchers were born.

Size: Colossal; **Defence Value:** 2; **Damage Reduction:** 30; **Hit Points:** 6,000; **Speed:** 50 submerged (boat); **Weapons:** None; **Crew:** 3; **Passengers:** None; **Cargo:** 3,000 tons; **Cost:** 8,000,000 cr.; **Black Market Cost:** 21,000,000 cr.

Kuan-ti: The Kuan-ti subs were designed to gain information about an enemy power and then relay that information back to their base in Sino-City. Each sub is fitted with a ramming prow that it has no hesitation in using, as well as a bank of two forward firing hi-ex missile launchers. Kuan-ti subs are designed with stealth in mind and each is fitted with electronic countermeasures to block out intrusive scans and keep the vessels profile unseen. The front end of the vessel is packed with micro nukes that in the event of capture its captain will fire, blowing the vessel and any around it to kingdom come with the force of an Urban Nuke.

Size: Gargantuan; **Defence Value:** 4; **Damage Reduction:** 16; **Hit Points:** 300; **Speed:** 250 submerged, 120 surface (boat); **Weapons:** Ramming prow 1d20/20, 2 Hi-Ex Missile Launchers 3d12/20 (Ft); **Crew:** 30; **Passengers:** None; **Cargo:** 2 tons; **Cost:** 7,500,000 cr.; **Black Market Cost:** 16,000,000 cr.

Minnow Inspection Craft: Used by the judges of Ocean Patrol, the Minnow is a small, four-man utility craft with no weaponry aboard, often used as a tug or a shuttle and – in the event of an emergency – an escape vessel.

Size: Large; **Defence Value:** 8; **Damage Reduction:** 6; **Hit Points:** 80; **Speed:** 100 submerged (boat); **Weapons:** None; **Crew:** 4; **Passengers:** 4; **Cargo:** 250 lb.; **Cost:** 9,000 cr.; **Black Market Cost:** 16,000 cr.

Robots

Squawkbox Robo-Parrot: No good pirate worth his ration of rum would be without a trusty robo-parrot, a companion on those cold nights on watch out at sea and something to watch his back. Squawkbox is a small company based on Ross' Island, a floating pile of junk that travels the seas on its own accord with little control of its direction. Pirates wishing a robo-parrot must first undertake an epic quest to find Ross' Island and then part with their hard gained creds. The robo-parrot is not only a companion to the pirate but also fitted with excellent peripherals such as night vision,

vocal activated command and flight, but perhaps best of all they can be fitted with micro shock grenades which they can drop on unsuspecting foes. Many pirate captains and kings owe their status to their robo-parrot, and will often trust the robot more than their closest lieutenant.

Small Robot

Hit Dice: 1d12 (7 hp).

Initiative: +3 (+3 Dex).

Speed: 40 ft. (fly).

DV: 15.

Damage Reduction: 4.

Attacks: Peck +1 melee or hand bomb +6 ranged.

Damage: Peck 1d4–2/0 melee or hand bomb 2d8/10 ranged.

Face/Reach: 1 ft. by 1 ft./1 ft.

Abilities: Str 6, Dex 16.

Software Capacity: 16.

Software Packages: Base Attack Bonus +3, Listen +4, Spot +4.

Special: Law-breaker module.

Cost: See text.

Black Market Cost: See text.

Public Transportation

The Zip: The main form of transport from one area of Atlantis to another is locally known as the Zip, a monorail system that runs the entire length of the upper mezzanine and operates frequently. Every journey on the Zip costs a standard five credits regardless of the length of the journey and many visitors who come to the station will often spend hours on the Zip just sitting and relaxing, watching the majestic panorama of Atlantis pass by below.

The Trans-Atlantic Tunnel: An incredible feat of engineering, the Trans-Atlantic Tunnel is one of the largest constructions every undertaken by man and connects Mega-City One to Brit-Cit. The Trans-Atlantic Tunnel consists of four tracks for the high-speed Zoom trains that travel between the mega-cities, two outward, two inward. Also the tunnel has 8 lanes of motor traffic in each direction, with the outer lane being reserved for judges and the Justice Department.

Tour boats: There are hundreds of tour operators on the station and each will offer a jaunt around the waters for a fee. Tours last on average two hours and cost between thirty and seventy credits dependant on the operator.

Justice Department Issue Vehicles and Equipment

Black Sky Patrol Uniform: The basic judge's body suit does not meet the needs of the mavericks of Black Sky Patrol and a newer and better design was called for. The new uniform is fitted with small capillaries that send tiny amounts of liquid through the suits extremities, protecting the wearer from deep vein thrombosis and other vascular ailments. The uniform is black in colour and each contains a standard locator beacon with a five hundred mile range in case of emergency.

Harbour/Ocean Patrol Uniform: The uniforms of both harbour and Ocean Patrol are different to a standard street judge's; the body suit is white rather than black or dark blue and is insulated to keep out the worst of the harsh weather. Each suit is also fitted with a locator beacon with a five hundred mile range in case of emergency and the two shoulder pads have an emergency flotation device built in.

Sea Watch Uniform: The Judges of Sea Watch wear a similar bodysuit to those found in Mega-City One and Brit-Cit, but their uniform is a deep green in colour with black pads and as with the judges of Harbour Patrol and Ocean Patrol, flotation devices are found in the shoulder pads, replacing the standard eagle/lion pad on the left shoulder.

Wetbike Lawmaster: All the judges of Sea Watch and those who serve in Poseidon are trained in the use of the Wetbike Lawmaster, a standard Lawmaster that has been modified to allow access to shallow depths of water. The wheels on the vehicle are slightly smaller than a standard Lawmaster and as the vehicle approaches water, a command from the judge riding the bike, or a touch of a button on the control panel, will activate the transformation into an aquatic vehicle. The wheels will slide back into the chassis of the craft and once the cowlings are down in place, skis will slide from their compartment under the body and allow the craft to move on the surface of any body of water as if it were on land. The Wetbike Lawmaster is also a semi-submersible craft and is capable of taking its rider down to a depth of fifty feet below the surface and remaining underwater for up to an hour at a time, with the rider using a rebreather and oxy-scrubber fitted to the vehicle. The Wetbike Lawmaster, fitted with the standard bike cannons

and is also armed with a Tempest Laser Cannon, replacing the Cyclops as its standard armament, working just as well on dry land, and not suffering from any diffraction underwater.

Size: Large; **Defence Value:** 12; **Damage Reduction:** 15; **Hit Points:** 20; **Speed:** 250 on land (bike), 150 on water (boat); **Weapons:** Twin Linked Bike Cannon (2d10/8 (Bs), Tempest Laser Cannon 3d12/20 (Bs); **Crew:** 1; **Passengers:** 1; **Cargo:** 50 lb.

Sea-Fortresses

The pirate kings rule with terror and play on the superstitious nature of the pirates beneath them. Each pirate king will have their own flotilla of vessels, plundering the seas under their banner, bringing death and destruction to any who stand in their way, and leaving in their wake little more than debris and feeding sharks. Once a pirate king reaches 5th level they gain their true power, a mighty sea-fortress, allowing them to repair, refit and house their fleet, and many of these monstrous vessels will have the capability to submerge under the waves, vanishing from sight and foes alike. Each sea-fortress is home to thousands of pirates and has its own rules to govern the pirate society, those who do not follow these codes will find themselves walking an electro plank into the Black Atlantic.

The sea-fortresses are gigantic vessels, almost as tall as a city block at times and being able to house dozens of vessels at a time.

Random Sea-Fortress

Pirate king characters should roll on the Random Sea-Fortress table to determine the abilities of their sea-fortress, or chose at the discretion of the Games Master. Costs for the upgrades are included for those who wish to purchase the upgrades via looted credits, as are the maintenance costs. A base sea-fortress consists of the following:

Size: Colossal

Hull: DV 2

Damage Reduction: 30

Hit points: Base hit points 20,000

Engine: Base Speed 70, 50 submerged (boat)

Weapons: 1d20 + 20 Li'l Bess cannons, 2d12 star cannons, 1d4 Aqua Cannons

Pirate Vessels: 1d6 x Charisma modifier randomly generated pirate vessels, including crew and captains

Crew: 5d20 pirates x Charisma modifier

The sea-fortress can move above the water as well as below the waves, but will be far slower when it is on the surface. Once under the water any vessels left inside the sea-fortress will remain there until it surfaces, unless the sea-fortress is equipped with sub pens. The only weapons a sea-fortress can fire while underwater are its aqua cannons.

Underwater Combat

For the majority of the time, a submersible craft will act exactly the same as a surface craft when it comes to combat underwater and as such will suffer no penalties when firing at an opponent due to the arrays of tracking equipment that most subs have. However, characters involved in combat underwater are a different matter. An untrained character that gets involved in a melee fight underwater will have their Dexterity score halved, as they are unused to fighting in such environments. Trained characters suffer no penalties for fighting in melee underwater.

Characters wishing to engage in ranged combat underwater will find it difficult to fire weapons with any great deal of accuracy unless they are trained in the use of such exotic weapons. Characters with the feat Weapon Proficiency (exotic) will suffer no penalties when making a ranged attack underwater, as they are trained to compensate for the way that water will slow down a projectile or diffract a laser shot.

Going Under

Without the use of a respirator, a character may hold their breath for a number of rounds equal to twice their Constitution score. After this time, a Constitution check at DC 10 must be made every round. The DC of this check increases by 1 every round.

When this Constitution check is failed, the character will begin to drown. In the first round, they will fall unconscious and be reduced to 0 hit points. In the second round, their hit points drop to -1 and in the third they drown.

Random Sea-Fortress Table

Random	Item	Cost	Maintenance	Benefits
01-08	Early Warning System	100,000 cr.	20,000 cr.	Gives the pirate king a +8 on all Ambush checks they need make.
09-11	Extra Armour	20,000 cr.	15,000 cr.	Increases base hit points by 3,000, Damage reduction increased by +10.
12-14	Docking Bays	30,000 cr.	25,000 cr.	Allows for an extra 1d6 x 2 pirate vessels to be safely moored in the base.
15-16	Stolen Tech	1,000,000 cr.	500,000 cr.	The pirate king has received some stolen technology from one of the mega-cities. Roll a d4: 1-2: Stolen Prototype shielding increase Damage Reduction by 20. 3: Stolen propulsion system. Increase speed of vessel by 90. 4: Stolen weapons system. The base is now armed with a Patterson High Intensity Laser Cannon or equivalent.
17-18	Torture Room	20,000 cr.	—	The pirate king has had a torture room installed in the base, often in a prominent location. The screams of those being tortured warn the pirates who is really in charge. The pirate king gains a +11 morale bonus on any check made.
19	Treasury	20,000 cr.	15,000 cr.	The pirate has a vast horde of treasure and attracts an extra 1d6 x 40 pirates to their banner.
20	Sub-pens	200,000 cr.	100,000 cr.	The sea-fortress is equipped with sub-pens and can launch any submersibles inside the craft at no penalty and without surfacing.

Trade and Commerce

Every major mega-city on the face of the Earth needs both trade and commerce to survive, importing goods from cities that they cannot grow or produce and exporting their own special talents and goods in return. The vast majority of trade between the mega-cities is carried out over the oceans of the Earth, with a large percentage of that passing between Brit-Cit and the Euro-Cities to Mega-City One and beyond. Every day, thousands of tons of food, clothing, and other goods make their way across the vast openness of the Black Atlantic. Each carries with it the risk of being waylaid by pirates, attacked from below by mutated sea creatures or trying to survive the harsh climate of the polluted sea.

Imports and Exports

There are so many goods that cross over the Black Atlantic that they defy classification in general, but the majority of trade objects imported or exported will be foodstuffs or raw materials. Every major mega-city has something to offer in trade with its neighbours, no matter how distant they may be and it is in the boardrooms of the mega-corps that deals to buy and sell goods are struck up, fortunes made and lost and the fate of entire populations can rest.

Mega-City One is one of the chief importers and exporters in the world, buying in some 100 billion tons of food stocks and over 300 billion tons of raw materials used in the construction and maintenance of the vast metropolis. Brit-Cit, as an island state, needs to rely on importing goods that it cannot manufacture and it relies heavily on Mega-City One for many of the food materials it cannot produce itself.

Some mega-cities rely entirely on imported goods and Luna-1 relies on trade with the cities of Earth for almost everything that is used on the colony, giving back precious metals such as gold and silver, and heavy metals such as plutonium and uranium.

Some materials are only found in a small number of parts of the world, due to over mining and farming during the last four centuries. Gold and silver are becoming more difficult to find each year, with Antarctica City being one of the last untapped resources for many minerals and precious metals. Uranium and other heavy metals are used by the majority of the world's mega-cities to power their fusion reactors and this means heavier mining in Uranium City and more recently Antarctica City to meet with demands.

Munce

The wonder product of the 22nd century, munce is a fruit with extraordinary versatility and many products are made from this turnip-like growth. Munce can be shaped and made to taste and look like a vast majority of foodstuffs, in much the same way soya was used during the twentieth century. Munce is used as a binding agent and its fibres are spun out to make clothing. It can be cooked in any number of ways and even synthesised into alcoholic beverages and fuel. The chief manufacturer of munce is Mega-City One, where the miracle plant is grown in huge farms on the outskirts of the city.

Products include: Food, clothing, plastics and binding agents.

Kelp

Like munce before it, kelp has many properties that make it a valuable commodity worldwide. A seaweed life form that is very similar in nature to grass but is very strong and makes an ideal binding agent for most materials. Kelp can be eaten raw, processed on similar lines to munce or treated to extract many differing properties from it. Kelp is an ideal source of vitamins and minerals and most dietary supplements, freezy whips and confections are made from kelp or at least have kelp as a major ingredient. The chief exporter of kelp is Atlantis, where millions of tons of raw kelp are harvested from the Black Atlantic every day and processed in the huge plants on the station. Oz is also a major exporter of kelp, with many millions of tons being farmed from its warm seas. The majority of kelp that finds its way into the food

Import Tables

Goods	Market Value Per Ton	Black Market Value Per Ton	Major Importers	Major Exporters
Munce	1,000 cr.	3,000 cr. though often infested with munce weevils	Brit-Cit, Oz, Euro-City, Ruhr Conurb, Luna-1	Mega-City One
Kelp	300 cr.	1,000 cr.	Mega-City One, Brit-Cit, Ruhr Conurb, East-Meg Two, Hondo City, Luna-1	Atlantis, Oz
Steel	4,000 cr.	10,000 cr.	Luna-1, Mega-City One	Brit-Cit, Ruhr Conurb, Ciudad Puerto
Petrochemicals	16,000 cr.	21,000 cr.	Mega-City One, Brit-Cit, Ruhr Conurb, East-Meg Two, Hondo City	Antarctica City, Luna-1
Plasticrete	5,000 cr.	8,000 cr.	Mega-City One, Brit-Cit, Ruhr Conurb, East-Meg Two, Hondo City, Luna-1	Ciudad Puerto
Plutonium, Uranium	200,000 cr.	350,000 cr.	Mega-City One, Brit-Cit, Euro-City, Oz, East-Meg Two, Hondo-City, Sino-City Two.	Uranium City, Antarctica City, Luna-1
Wool	200 cr.	500 cr.	Mega-City One	Cal-Hab, Oz
Cotton	250 cr.	750 cr.	Euro-City, East-Meg Two, Hondo-City, Sino-Cit.	Oz, Brit-Cit, Mega-City One, Simba-City
Silver	150,000 cr.	500,000 cr. though often radioactive	Brit-Cit, Mega-City One, Euro-City, Oz, East-Meg Two, Hondo-City, Sino-City Two.	Antarctica City, Luna-1, Simba-City
Gold	250,000 cr.	400,000 cr.	Atlantis	Mega-City One, Luna-1, Brit-Cit, Oz
Fish	4,000 cr.	4,500 cr., though often contaminated with radiation	Atlantis, Oz, Brit-Cit, Luna-1	Mega-City One,
Lamb	11,000 cr.	16, 000 cr.	Oz	Brit-Cit
Beef	14,000 cr.	18, 000 cr.	Oz, Ruhr Conurb	Brit-Cit, Mega-City One, East-Meg Two
Pork	14,000 cr.	20,000 cr.	Brit-Cit, Ruhr Conurb	Mega-City One, Oz
Electrical Components	22,000 cr.	30,000 cr. though often many items fail to work	Luna-1	Sino-City Two, Fuji Territories, Mega-City One
Alcohol	8,000 cr.	10,000 cr.	Cal-Hab, Emerald Isle, Ruhr Conurb	Oz, Brit-Cit, Atlantis, East-Meg Two
Oil	22,000 cr.	35,000 cr.	Brit-Cit, Simba-City	Texas City, Antarctica City
Fruit	5,000 cr.	15,000 cr. though often infested with mites, ticks and insects	Ciudad Barranquilla, Ciudad Espana, Luna-1	Mega-City One, Brit-Cit,
Water	500 cr.	1,000 cr.	Indo City, Oz, Texas City, Luna-1	Antarctica City, Brit-Cit, Euro-City
Manufactured Goods	20,000 cr.	30,000 cr.	Brit-Cit, Texas City, Ciudad Espana, Ciudad Barranquilla, Oz, Antarctica City, Luna-1	Mega-City One, Sino-Cit Two

chains of the mega-cities is from Atlantis, as this tends to be far better to process for consumption.

Products include: Food, clothing, ice creams, plastics, binding agents and medicines.

Steel

Even in the 22nd century the need for old building materials is still present and iron and steel are always in demand to build ships, buildings and a whole spectrum of other things. Iron ore is mined on the moon and shipped, via the vast Apollo Spaceport in Luna-1's south, to Earth where it is processed and smelted in factories in Brit-Cit, the Ruhr Conurb and Cuidad Puerto, before being shipped around the world. Cuidad Puerto is one of the chief manufacturers of steel from the few natural resources left on earth; here millions of workers toll away daily to mine the metals from the earth before they can be smelted down and shipped.

Products include: Building materials, girders, plating, rivets and armoured hulls.

Petrochemicals

The majority of the world's supply of petrochemicals began to dry up by the mid 21st century, leading to fuel wars across the globe. Natural fossil fuels such as gas and oil were all but drained, with the major exception of Texas City and in more recent years the exploitation of Antarctica has led to the construction of Antarctica City. Fossil fuels are a very valued commodity and a tempting bounty for those who wish to pillage the seas, with oil and gas bringing a tidy sum on the black markets of the world.

Products include: Natural gases, noble gases, crude oil, petroleum and coal.

Plasticrete

The majority of the world's plasticrete is churned out in factories found in Cuidad Puerto under terrible conditions. Plasticrete is the world's leading building material and can be utilised into many forms that make up the huge mega-cities' tallest buildings and roads, to domes that protect from the elements and transparent panes used as windows. Plasticrete is only made in Cuidad Puerto, though some other mega-cities have their own versions of this building material.

Products include: Raw materials for building.

Plutonium/Uranium

Heavy metals such as plutonium and uranium are used to power the vast fusion reactors of ships and mega-cities alike, and to build weapons of mass destruction. Plutonium is found in small pockets all over the earth, but the major exporters of this radioactive material are Luna-1, the penal colony of Titan and Plutonium City. Every mega-city on the planet relies on plutonium for one reason or another and it is in high demand. Due to the nature of this radioactive metal, it is shipped with the utmost care in triple hulled hyper-tankers, but these slow vessels are easy prey for pirates, who sell the looted plutonium on the black market, to terrorists states, saboteurs and anyone who will buy it.

Products include: Raw materials for powering cities, fuelling ships and spacecraft and creating weapons for defence.

Precious metals

Silver, gold and platinum are highly sought after precious metals, used for a vast range of products and goods that find their way into the markets of the mega-cities. Silver is used to make everything from jewellery, to components



used in the voice recognition systems in the Mega-City One Lawgiver. Gold and platinum are something that still have a certain attraction to them and shipments of all precious metals are protected by patrols of gunboats as they cross the Black Atlantic to ward off the threat of pirates. As with a large number of natural materials and resources, most precious metals on Earth have been exhausted due to intensive mining. Chowderville and Antarctica City hold the last deposits of mineral wealth on the planet and the majority of exports are from these cities or Luna-1, where precious metals are very common.

Food

Every mega-city and state has its own problems with food. Due to the lack of natural grazing land, the rearing of farm animals is extremely difficult, making foods such as beef, pork and lamb a commodity that only the extremely wealthy can afford. The majority of the world's food supplies are made up from muncie and kelp, though fish is still very popular all over the world and is one of the main sources of natural meat. Every mega-city will export its own foodstuff to the rest of the world and Luna-1, while importing food from other cities has become a standard way of life. Atlantis is one of the world's major fish farmers, Oz produces some of the last beef and lamb found naturally on the planet and Hondo City, Sino-City Two and Indo City are major producers and exporters of rice.

Products include: Rice, meat, beef, pork, lamb and fish.

Alcohol

While many mega-cities have deemed alcohol as a burden on their populace and banned it entirely, some still maintain old links with the product and manufacture it in vast quantities. The chief exporters of alcohol are Brit-Cit and Oz, where millions of gallons of beer and spirits are distilled every year and shipped across the world and to the colonies. Though it is illegal to drink spirits and real beer in many cities across the world, it is a simple fact that the public like to get drunk and there exists a thriving black market for alcoholic beverages of any type.

Products include: Thunderchunder beer, whiskey, vodka and gin, rotgut and real ale.

Fruit

Due to climatic changes in the Earth's environment following the Great Atomic War, fruits and vegetables do not grow as readily as before, leaving only small pockets of unpolluted land around the world to exploit. Most of the world's fruit and vegetables come from Ciudad Barranquilla, Ciudad Espana and Ciudad Puerto and are shipped to the wealthiest citizens in the mega-cities for extortionate prices. Fruit cargo ships also carry with them tropical insects and creatures that cause the deaths of over a million citizens world-wide each year and the black market price for fresh fruit is almost as high as lamb or beef, making fruit cargos a likely target for pirates.

Products include: Mangos, star fruits, apples, oranges, limes, figs and dates.

Electrical components

The Fuji Territories is the largest producer of components that will find their way into electrical goods the world over. Here, citizens slave in factories with little light, to make circuit boards, switches and other goods that will eventually be incorporated into any number of products, from toys to weapons defence platforms. To the right person, basic electrical components can be as deadly as a mini-nuke and as such stolen goods often fetch a high price on the black market.

Products include: Circuit boards, silicon chips and transistors.

Water

Though every mega-city has its own water supplies, there are only a few places left on earth where un-tainted water is still to be found. Antarctica City, Brit-Cit and Euro-City supply most of the world's drinking water. Euro-City is the chief exporter of water to the Luna-1 colony.

Products include: Drinking water, bottled water and coolant agents.

Manufactured Goods

The need for consumer goods is great around the world and nobody makes more goods than Mega-City One. Using components from around the world, automated factories in Mega-City One churn out product after

product for its own greedy population and soon these products become the 'must have' items in mega-cities across the world. Everything from kneepads to the belliwheel, batglider rigs to Boing®, and much, much more.

Products include: Powerboards, batglider rigs, Boing®, belliwheels, mo-pads, ammunitions and much, much more.

Kelp Farms

Deep below the surface of the Black Atlantic lie thousands of miles of kelp farms, producing billions of tons of kelp each year for consumption and for industry. Kelp farms are vast places, employing many thousands of workers who till the fields of kelp and process it in the many plants that are dotted around the ocean bed or found on Atlantis itself. Some of the larger kelp farms have their own farmsteads where the workers live a life permanently under the sea, spending months if not years deep below the waters of the Black Atlantic and only rarely coming to the surface due to the problems of decompression. Kelp farmers are well paid for their task but work extremely long hours in the icy cold conditions of the depths of the ocean. Every farmer is issued their own suit of pressure armour, which contains its own air supply, heat regulators and communications devices to keep in contact with other workers and their employers. All kelp is farmed by humans, as robots and seawater do not mix well and the only automated machines to be found on kelp farms are the processing vats themselves.

The absence of night and day so far below the surface of the ocean needed to be addressed and as such the day was spilt into two twelve-hour segments back in 2100, a standard for all ocean floor workers. Workers rise at 5am and will work the fields until after mid-day (around 4pm), when they will return to the homestead to eat. Workers will not only harvest the kelp, they will also plant new seeds in the nurseries to be harvested when ready. Following their mid-day meal and a short respite, the workers will then make their way back to work and continue till mid evening (around 11pm) before making their way back to their billets for their supper and rest for the day.

Most of the more famous farmsteads such as Wiburd's and Kuppling's Kelp will have every amenity to offer

to their workers, giving them little reason to leave the base and return to the surface. The latest in Tri-D entertainment, games and pastimes are taken care of as well as top rate food, processed right there on the farm itself. Living conditions are cramped but no more so than are to be found in many of the world's mega-cities and many homesteads will act as a surrogate home to thousands of workers.

Of course, living so far below the sea can sometimes have bizarre effects on the human mind and body. Many citizens who work under the ocean will only last a short time before they suffer from an ailment such as Gilroy's Syndrome or Deep-Water Narcosis and have to give up their careers. But those who do stay the course as a kelp farmer can retire within ten years, having made enough money to live for the rest of their lives in relative luxury.

Undersea Exploration

The sea is one of the last vestiges of undiscovered riches left on Earth. Over two thirds of the surface of the planet is covered by oceans and they still remain a source of mystery to mankind with only a small percentage of the oceans depths charted. Deep below the surface of the Black Atlantic is another world where nature is the ultimate power and force, with mankind just a visitor. Less than a mile below the surface of the Black Atlantic, the terrible pollution that sticks to the upper reaches like a canker dissipates and gives way to clear yet dark waters, home to millions of life forms of sea-creatures, lost mineral wealth and hidden dangers. Many scientists realise that the oceans of Earth hold many answers to questions about our origins and the future of our world. Research vessels and stations are littered around the ocean floor and hundreds of dedicated scientists and workers toil away in attempts to uncover hidden secrets and new technologies.

Deep-sea research vessels from Okinawa-Pacific and Haynes Industries are a common sight to the kelp farmers as they pass through the Atlantis boundaries and head out into deeper waters, often for months at a time. These huge vessels work to unravel the mysteries of the ocean and exploit it for their employers.



Scientists who sign up for deep-sea study can expect very long hours and hard work, but at the end of it all, they will have more knowledge of the ocean, plus a hefty bonus from their employers thrown in for good measure. Some deep-sea study vessels are small with only a tiny crew of scientists and mariners who maintain the smooth running of the ship, but those that are sponsored by the mega-corps are often huge, lavish affairs with their own docking pens and smaller submersibles at their disposable, making them miniature stations in their own right. These leviathans are totally self-sufficient and are capable of remaining submerged for anything up to a year at a time if needed, as the scientists probe the ocean beds looking for new life and mineral deposits.

In recent years scientists have discovered many new life forms existing deep down where the sun's rays never reach. These creatures range from tiny plankton and bacterium, to colossal beasts hundreds of feet long. All findings are reported back to the company headquarters using the latest in aqua-communications technology.

Hondo City recently began its own exploration of the Black Atlantic waters surrounding Atlantis and sparked off a major trade war with Haynes Industries and Hampson & Hampson. Korowai-Corp is one of the largest tech-research companies in Hondo City and their crossing into Atlantis waters came close to sparking an international incident. The situation was made even more intense when underwater surveillance cameras of the PSU discovered that two of the four subs that had crossed the boundary and into Atlantis controlled waters were actually hunter-killer Kuan-ti class submersibles, vessels that are often used to sink floating stations.

After tense negotiations presided over by Watch Commander Waldon, the situation was defused and the Hondo City delegation went back into less hostile waters.

Mining

As noted, the seas are perhaps the last untapped resource left on the planet and many companies and mega-corps from around the world set up their own mining and drilling platforms deep in the heart of the Black Atlantic. Natural gas, oil and coal are buried miles down and must be drilled out using deep-sea mining equipment. Like the kelp farmers, many miners live on rigs deep in the ocean for months at a time, working in dangerous and very hostile conditions to garner those thick paycheques. For most miners, life is spent working the fields and rigs, eating and sleeping and dreaming of relaxing in the arms of a slabwalker when they get back on Atlantis. Most

Drilling Platform

Drilling platforms are home to around 70 workers and staff who work in the deepest and darkest depths of the oceans of the world to bring fuels and minerals back to the insatiable mega-cities. Life on a drilling platform is never easy but the financial rewards are too great to be scoffed at.

Size: Colossal; **Defence Value:** 2; **Damage reduction:** 15; **Hit points:** 6,000; **Speed:** 0 (Anchored to ocean bed); **Weapons:** None; **Crew:** 60; **Passengers:** 10; **Cargo:** 25,000 tons; **Cost:** 1,500,000,000 cr.; **Black Market Cost:** —.

miners earn more in a month than the average worker tends to do in a year, so they are not akin to splashing around their wealth when they are topside. The candy girls see them for what they are and though some will actually befriend miners and get to know them on a first name basis, most will just take them for a ride, out to fleece every credit they can for themselves and their snowmen.

Drilling for mineral wealth is nothing new, but the technologies that are used in 2126 are state of the art and leave no stone unturned in the search for new minerals and gases. Seismic scanners read the ocean floor, predicting where volcanic eruptions and earthquakes are likely to take place, exposing deep seams of minerals that are then opened to exploitation by the miners. Miners wear similar pressure armour to that worn by kelp farmers, but these suits are built to withstand even greater pressures and are equipped with mining tools, such as power claws, axes and rebreathers, allowing the miners to stay out in the ocean for longer periods. Due to the pressure that is exerted on the miners each shift, they must go through a decompression chamber before they can return to their bunks for the night. Miners are paid for every hour they work and in recent years it has become somewhat a common practice for miners to spend ten minutes in a sleep accelerator, similar to the ones used by the Justice Departments of the mega-cities, in their lunch break, giving them a full nights sleep in moments. This allows for most miners to be on the ocean floor working for days at a time, before they are forced by regulations to return to the decompression chamber and finally back to their billet on the mining station.

Drilling rigs and platforms tend to be housed deep below the surface of the Black Atlantic, nestled on the ocean bed, avoiding the worst ravages of the terrible weather and pollution topside. Here, rig operators tend to work shorter shifts than their mining cousins but work just as hard, drilling deep into veins of magma, oil and gas for extraction. The station of Atlantis is powered by a tapped magma core vent some two miles from the station, channelled into a man-made lava conduit, and then on to the station itself to provide an almost inexhaustible supply of inexpensive, non-polluting energy. This would not have been possible if it were not for the drilling rigs and power platforms.

Robotic Exploration

There are, of course, areas of the sea where no human could possibly cope with the pressure. Down some ten miles below the surface of the Black Atlantic and some hundred and thirty miles away from Atlantis station is Ocean Eleven, a robotic research facility that samples the waters of the ocean in order to find a cure for the pollution problems. Here, fifty modified general-purpose robots toil away twenty-four hours a day, without rest, searching for ways to stem pollution and prolong the life of the sea. No human ever visits Ocean Eleven as the pressure would squash them flat in a heartbeat, but a Justice Department Barracuda passes by each month as part of its routine patrol to check on the station.

Robotic exploration is still in its infancy, with Ocean Eleven being only one of fifteen such bases in the Black Atlantic. As with the majority of life topside, submariners fear that it is only a matter of time before robots will do their jobs, forcing them into unemployment.

Ocean Eleven

Crewed entirely by robots, Ocean Eleven is one of the more famous of the robotic exploration vessels, thanks in part to the actions of the robots coming to the aid of a stricken vessel, the *Luciana*, after she was attacked deep in the Black Atlantic by pirate kings, the Barbarossa twins. The sight of the vessel rising from the depths like a leviathan was enough to scare off the superstitious pirates, who beat a hasty retreat, leaving the robotic crew of *Ocean Eleven* to rescue the forty survivors and remain at the scene until a Justice Department Ocean Patrol vessel arrived some nine hours later. The robotic crew of *Ocean Eleven* were given the freedom of Atlantis but due to the nature of their work, reluctantly declined.

Size: Colossal; **Defence Value:** 2; **Damage Reduction:** 50; **Hit points:** 25,000; **Speed:** 50 (submersible); **Weapons:** None; **Crew:** 50; **Passengers:** None; **Cargo:** 2,500 tons; **Cost:** 25,000,000,000 cr.

Denizens of the Deep

The Black Atlantic is a vast and mysterious place; miles deep in some sections and years of war and pollution have taken their toll on its creatures and the very sea itself. Nature is the greatest force known to mankind and when man pushes and mistreats her, she often hits back in the only way she knows how. Presented here are some of the creatures and denizens of the deep Black Atlantic. Some of these creatures are found only in the polluted waters that split Brit-Cit from Mega-City One, but others can be found in the warmer and less polluted waters off the coast of Oz, or the ice cold Bering Straights.

The Black Atlantic

One of the deepest and largest oceans on the face of the planet is the mighty Black Atlantic, once a majestic sea, now one of the most deadly environments known to mankind. With an average area of 31,815,000 sq. miles and a depth of almost 13,000 feet in places, the Atlantic Ocean has been a mystery to mankind for centuries and though its waters are all but charted, its depths remain an enigma waiting to be solved. For over two and a half thousand years, the Atlantic has been used to transport goods across the face of the world, from one country to another, and for many centuries it was the only link between continents, taking weeks or months to cross its treacherous span under sail. By the late 19th century man had entered a phase known as the Industrial Revolution and new areas of science and technology were being realised for the first time. With this technical leap forward also came the first of many assaults on the world's oceans and by the end of the 20th century, just over a hundred years since the arrival of the Industrial Revolution, the once mighty ocean was now polluted and her resources stripped for the benefits of man.

A mighty tunnel was built linking, for the first time, the Americas to mainland Europe at a cost of billions of dollars. The Trans-Atlantic Tunnel was a marvel of modern technology and through which the journey to and from America could be completed in a matter of hours. Although highly successful at first, the tunnel began to lose popularity after a few short years and went into decline.

Tankers ran aground off the coast of Spain and Canada, spilling millions of tons of raw sewage and crude oil, having devastating effects on the carefully balanced ecosystem, killing hundreds of species. Industrial plants in North America began to pump toxic waste directly into the sea in an attempt to avoid paying for its disposal, leaving the problem of pollution to future generations. All the while, the mighty ocean rolled back and forth as it had done since the birth of the planet, but worse was yet to come.

By the middle of the 21st century, mankind's exploitation of the ocean was reaching dangerous levels. Many species of fish that were once so common place, such as cod and mackerel were farmed to extinction, the largest living creatures left on the planet, the whales, were hunted for profit and the death knell of the last blue whale is rumoured by ecologists to have been the herald of a dark new era. On July 4th 2070, the worst war in the history of the planet began, taking its toll on every man, woman and child on the Earth and bringing destruction on a scale never before imagined. As the skies above the world's cities became ashen with nuclear fallout during the early days of the Great Atom War, the people of the world had other concerns on their minds than the oceans, but bombs fell short of their targets and landed in the deepest parts of the Atlantic, exploding miles below the surface and triggering shifts in the tectonic plates that North America rests upon. These shifts resulted in a whole chain of islands appearing and others, that had been around for thousands of years, sinking back into the dark waters from which they had been formed. Volcanic rifts sent billions of gallons of magma up to the surface of the waters, causing the very ocean to steam and boil, killing off anything in its wake and leaving an exposed trench almost two hundred miles long in the seabed. The bombs still carried on their assault, as the war raged and more and more fell short of their targets landing in the ocean or the planes carrying them shot down into the sea. The effects of nuclear and biological weapons of mass destruction on the waters of the Atlantic were catastrophic to say the least and years of neglect and pollution, mixed in with the powerful toxins and heavy metals, began to cause a deadly chain reaction.

Reports of exact events are sketchy due to the loss of most records during the Great Atom War, but what is known is that the radioactive fallout, chemical and biological weapons and the opening of volcanic vents long shut, caused a chemical reaction in the waters of the ocean and Mother Nature began to fight back.

The first sign was one that would haunt those who saw it forever. The natural phosphates found in the Atlantic began to undergo a catalyst with the introduction of the new and deadly pollutants and caused the surface of the ocean to catch fire, burning with an intensity that could melt steel in moments. The sea boiled and bubbled and the flames swept outwards from the east coasts of Great Britain towards the Americas in the west, consuming anything that was in their way.

As the flames lapped across the ocean, the chemicals reacted with other already present pollutants and began to turn the upper reaches of the once mighty sea into a chemical soup, resembling the strange primordial ooze from which life had first sprang. This layer of pollution was almost half a mile deep and covered nearly the entire length of the ocean's surface, killing all life it encountered and leaving the upper waters stagnant and dead. Relatively few areas of the ocean escaped the ravages of the wrath of the sea – if the poisons in the water did not kill everything, then the waves of fire would.

Following the end of the war, mankind began to struggle to find his feet again, slowly rising back up to take his place as the dominant life form on the face of the planet. The problems with the world's oceans were insignificant in comparison to the billions of people who had died

during the war and as the survivors struggled to rebuild civilisation, they thought little of the environmental consequences of their actions, leaving the follies behind and out of sight.

The war, however, had brought with it new dangers and terrors, and fallout and chemical wastes began to take their toll on many areas of the world. The central segment of North America was turned slowly into a radioactive wasteland, all but void of life, barren and taciturn. Canada had suffered badly during the bombings and much of this once fertile land was now little more than a radioactive marsh, bubbling with toxic gases. No one country survived completely unscathed by the Great Atom War and it took years for the survivors to return to a semblance of normality, by which time the damage was done and it was too late.

The Atlantic Ocean was now a sheathing mass of boiling madness, hazardous to cross by ship and almost impossible to fly over due to the large amounts of electromagnetic flashes that hung high above the waters. The ocean still raged against the damage dealt to it by the hand of man, its waters still aflame and all but the most hardy of life dead or dying. The very waters of the ocean changed colour to an almost obsidian black as the chemical soup below began to rearrange the sea.

But man is a resourceful creature and despite the dangers of crossing the open sea, ways were found to travel over both sea and air, via pockets and corridors of lesser pollutants and radioactive dangers. During the early days after the war, crossing over the Atlantic was foolhardy and anyone who did so was considered insane, but some found long neglected paths and routes that seemed to be relatively safe to cross and trade between the cities of the world began once again.

It took many years for life to start to slowly adapt to the changes in the ecosystem of the ocean, but natural selection slowly began to weed out the weak life and replace it with stronger, sturdier creatures. The radioactive soup began to act strangely on all lifeforms exposed to it on the planet and within the space of ten years following the end of the war the first mutants began to appear. Horribly deformed and mutated humans began to be born in the worst affected areas, quickly becoming outcasts from society and forced to seek shelter deeper into the radioactive hell. In the oceans, the creatures began to change too. Some grew to enormous sizes,



while others shrank to survive, once timid and docile creatures became hunters and predators of the deep and new and bizarre plant-life began to grow on the surface of the dark waters, becoming home to millions of strange and wonderful creatures.

The pollution had other effects on the waters of the Atlantic. The temperature began to drop due to the amounts of heavy metals and minerals that were left over from the war and in places an oily substance that glowed with an eerie green tinge at night began to appear, masking the changes deep below the surface. The firestorms subsided but did not disappear entirely and in some areas of the ocean became a part of the seasons, bringing with them terrible flames that nothing can seemingly douse.

Some sixty odd years following the Great Atom War, man was well on his way back to his rightful place at the top of the food chain, but as he has shown throughout his history, man did not learn from his mistakes. The Justice Department tried desperately to curb the amount of pollution that is put into the seas and recycles what it can from waste before disposing of it safely, however there are those who still break the law and continue the practice of dumping waste into the ocean, and those are always punished heavily when found.

The toll of pollution on the sea life of the oceans has been astronomical and many species were completely wiped off the face of the planet, whereas others simply had to mutate to adapt. Creatures that would normally take millions of years to evolve have done so in mere decades and the once mighty creatures such as the whale and the shark now have newer and even more deadly rivals in the seas to contend with.

The Great Atom War not only accelerated the evolution of many species under the waves, but also had the effects of changing the very structure of the planet itself, making new islands and drowning others forever. The weather patterns began to slowly regain a sense of normality following the Great Atom War, but due to climatic changes and the increase of fallout and other pollutants in the air, the weather became as dangerous as the seas themselves. Winds that could rip apart the sturdiest of vessels moved across the vast open expanses of the seas, often at speeds in excess of 200 miles per hour, causing constant damage to coastline buildings and killing anyone foolhardy enough to get caught in their path.

Along with the winds, other aspects of the world's weather system were changed due to the amount of radiation in the air. The nuclear winter that had been predicted by scientists in the late 20th century turned out to be not as bad as was expected, but still had its toll on the fragile planet, already reeling from centuries of neglect. The polar regions began to warm slightly and vast sheets of ice, miles across, began to float out to sea, causing violent explosions when the cold ice came into contact with the firestorms. Cyclones and hurricanes ravaged much of the open areas of the world and those who could not seek protection were at the mercy of these killer winds. The lack of ozone let powerful gamma and delta rays to radiate in from outer space, raising the temperature in some areas of the world, while dropping it to far below zero in others.

As the tides and eddies began to suffer from the worst ravages of the climatic changes, the ocean became a seething mass, as warm waters hit cold waters and winds assaulted the seas. Whirlpools began to appear across many of the world's oceans, dragging anything that was unfortunate enough to cross their path down into the depths of the inky blackness, before disappearing

Random Weather Chart

Die Roll	Event	Duration	Effect
01-06	Firestorm	1d6 x 10 minutes	A firestorm is sweeping the area, damaging anything that gets in its path. Any exposed vessel, craft or person will suffer 10d12 x 30 points of structure damage, due to the terrible heat of walls of flame.
07-15	High Winds	1d6 x 20 minutes	Winds can often reach speeds of over 200 mph out in the Black Atlantic, a real danger to anyone not in safe shelter. Any vessel or craft caught in high winds will suffer 8d8 x 20 points of structural damage.
16-20	Whirlpool	1d4 x 10 minutes	Whirlpools are common out in the Black Atlantic, but impossible to predict. The captain of any vessel caught in a whirlpool must make a difficult Pilot check (DC 25) or have their vessel pulled under the waves.



without a trace. Since the Great Atom War, the Justice Department has tried in vain to predict just where and when these giant whirlpools will appear; an impossible task but thanks to Ocean Eleven and other robotic exploration units of the deepest seas, it is one step closer to being a mystery solved.

When the tectonic plates shifted during the Great Atom War, so too did the ocean bed, rising in many places and falling as deep as twenty miles down in other places. With the shift came the increased activity of both dormant and active volcanoes, some of which still spew out millions of tons of magma a day, ideal to power geo-thermal equipment, providing energy for stations such as Atlantis and even helping to power the vast mega-cities.

As with the weather system, the climatic changes on the Black Atlantic have led to the ocean itself following seasonal changes. Each year between the months of August and October the pollution that covers the surface of the Black Atlantic begins to thin slightly and in some areas has recently begun to dissipate almost entirely. During this time of year, the Black Atlantic becomes slightly safer and shoals of fish and other sea life break the surface for the first time in almost a year.

Denizens of the Deep

For as long as mankind has sailed the vast oceans of the world, there have been reports and tales of colossal creatures and monsters attacking vessels, dragging ships and their crew to a watery grave. For the most part, these unexplained events were nothing more than old wives' tales, told to scare children into sleeping on a cold winter night, but there are countless reports of strange

creatures out at sea, bizarre lights that dance with a life of their own over the waves and undersea cities. As the effects of the Great Atom War began to take their toll on the ocean, the life that once teemed in its waters began to mutate at an incredible rate, allowing it to adapt and survive in the hellish environment.

Oceanographic studies of the Black Atlantic in the early 22nd century revealed that the vast layer of pollution that sat on the surface of the ocean and extended down almost half a mile has acted like a mutagenic compound on all the life it has come into contact with. This strange substance is very similar to the primordial soup from which life first sprang, causing the wildlife that it comes into contact with to mutate and evolve at a remarkably advanced rate.

Though the pollution and after effects of the war took a deadly toll on many of the ocean's lifeforms, there were those that took to the changes and actually thrived and multiplied, right in the heart of the worst pockets of pollution.

The lower waters of the oceans remained relatively free of the deadly pollutants and life down on the ocean beds remains much the same as it has since the world was formed. Creatures that exist deep below the surface of the Black Atlantic are some of the strangest known to man, often growing to great size, and living in constant darkness, where they have adapted to the lack of light, hunting, breeding and dying in a world untouched by sunlight.

On the ocean bed fish create their own bioluminescence, attracting other fish to bask in their light, while predators hunt with senses a thousand times more powerful than just vision alone. Down this deep, miles from the surface, the creatures are a part of a vast eco-system, feeding on each other and in turn being fed upon. Some creatures are plant eaters, feeding on the giant kelp that grows in

vast forests; others swim through the living coral that resembles an alien landscape, balancing out the food chain. Then there are the predators of the deep; these creatures are often massive beasts, with huge hideous mouths filled with row upon row of razor sharp teeth that can shred even one of the mighty Justice Department submersibles.

Midway between the pollution zone and the ocean floor lies a section of clear water that is relatively warm and acts as home to almost two dozen species of prehistoric creatures, cloned from fossils during the mid 21st century for the amusement of the public. These majestic creatures were created to be exhibits in some of the world's theme parks, stocked with a myriad of cloned dinosaurs. Like their land-based counterparts, the oceanic theme parks all fell victim to the worst effects of the war and many of the famous attractions died of starvation as their keepers failed to turn up to feed them, but some escaped their pens and swam out deep into the sea where they survived, breeding and multiplying and once more taking their rightful place among the world's oceans. Many of the genetically breed dinosaurs swam out to warmer waters of the Pacific and Indian Oceans, but some thrived in the blackness of the Atlantic, where they still live today.

Schools of ichthyosaurs swim in the shallower waters of the Black Atlantic feeding on the shoals of fish that swim a few hundred feet below the surface. These creatures are peaceful and majestic and each year, when the pollution levels drop, they are a common sight breaking the surface for air, attracting millions of tourists to the Atlantis station. Not all of the aquatic dinosaurs are as tame or friendly as the ichthyosaurs; the plesiosaurs such as *cryptoclidus* hunt down the ichthyosaurs, able to snap one of these graceful creatures in two with a single bite. In turn, the plesiosaurs are hunted by one of the most dangerous creatures ever to grace the planet – the colossal *liopleurodon*.

There are also smaller creatures that inhabit the depths of the Black Atlantic, every bit as dangerous as the huge dinosaurs and other sea monsters. Each year, millions of jellyfish wash up on the docks and ports of Atlantis station, bringing with them one of the deadliest toxins known to man. All workers on the docks are warned never to approach jellyfish that may float close to the surface as to do so could well mean a very slow and painful death.

Smaller creatures such as the minnow-carp cause problems by descending on kelp farms as they feed in almost a frenzy on the mutated kelp. These creatures are tiny with each measuring only an inch from head to tail, but they are capable of eating four times their own body weight per day, a real nuisance for kelp farmers. Mutated creatures such as the salt-water piranha are a constant problem to the judges of Sea Watch and Ocean Patrol and can often be found feasting on survivors of shipping disasters or pirate attacks.

Creatures of The Black Atlantic

Black Kraken

Colossal Beast

Hit Dice: 20d10 + 180 (290 hp)

Initiative: +4 (+4 Improved Initiative)

Speed: Swim 20 ft.

DV: 14 (-8 size, +12 Reflex)

Damage Reduction: 10 (natural armour)

Attacks: 2 tentacle rakes +18 melee, 6 arms +13 melee, bite +13 melee

Damage: Tentacle rake 2d8+10/4, arm 1d6+5/2, bite 4d6+5/6

Face/Reach: 40 ft. by 40 ft. / 20 ft. (200 ft. with tentacle)

Special Attacks: Improved Grab, Constrict 2d8+10/4 or 1d6+5/2

Special Qualities: Jet, Ink Cloud

Saves: Fort +21, Ref +12, Will +7

Abilities: Str 30, Dex 10, Con 29, Int 6, Wis 12, Cha 4

Skills: Listen +15, Search +15, Spot +15

Feats: Improved Initiative, Multiattack

Climate/Terrain: The Black Atlantic

Organisation: Solitary

Advancement: 21 – 60 HD (colossal)

Like a beast from a Tri-D horror vid, it sits waiting at the bottom of the deepest sections of the Black Atlantic. The black kraken is a hazard to anything that comes across its path and is the perfect hunter, breed for one thing only, to kill. Black krakens live in very deep water, preferring the

cold darkness to shallow waters. These killing machines can often grow up to 200 feet in length and are more than capable of pulling even the largest vessel from the surface and down to a watery grave in the depths. The black kraken have been around for millions of years and are indeed the creatures that once dragged poor sailors to their deaths before the age of steam. Colossal beasts with eyes that show an unnatural intelligence, these creatures are members of the squid family with bodies the size of a mo-pad and tentacles over 200 feet in length. Rows and rows of barbed suckers run the entire length of each tentacle and it is these terrible barbs that can slice through even the toughest plastisteel in seconds. The razor sharp barbs are some nine inches long and each is also coated with a mucus-like poison that is so powerful a single scratch is enough to send a human sized creature into a coma. The black kraken is not only a large beast, but is one of the fastest creatures on the face of the planet, taking in water through a small vent on their dorsal side and then expelling it via a concentric ring of muscles above the tentacles, allowing the creature to move in much the same way a jetfighter does, reaching incredible speeds over short distances.

The mouth of the black kraken has a large parrot-like beak some six feet across and is capable of slicing most creatures in two with a single bite. If that is not strong enough, the mouth also contains two rows of inwardly barbed teeth, covered in the same poison as the tentacle barbs, that constrict prey downwards into the creature's vast gullet, where it is digested alive.

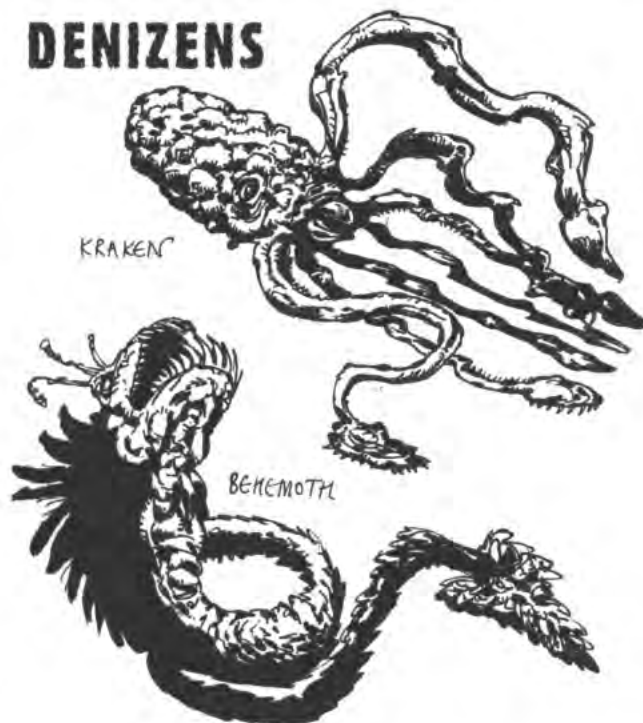
The black kraken has a vast reservoir of a dark ink-like substance inside its body that it uses for ballast. It can spray this ink out at high speed, not only covering a victim and often obscuring their vision, but also capable of knocking even a large creature senseless and disorientating it momentarily. Despite its vast size, the black kraken is still a member of the squid family and is capable of distorting its entire body to fit into spaces that seem impossibly small for such a huge creature. Black kraken have been known to lie in wait inside of sunken vessels, only attacking when the moment of surprise is perfect.

Justice Department subs have encountered these huge creatures on a number of occasions and have learned from the mistakes of the past. Normal weapons fire seems only to irritate the creatures to the point of a frenzied attack, but weapons that use sonic vibrations

or an electrical discharge are well suited to drive the beasts away. Thankfully, these huge creatures are quite rare and always seem solitary in nature, hunting alone and being very territorial towards other black krakens that may accidentally swim into another's territory.

Pirate captains and hunters will often go deep into the ocean in search of a black kraken, trying to best the creature and bring its huge head in as a trophy. A number of museums around the world still offer a large cash reward for dead black kraken and that can be tripled if the creature is still alive. In 2105, the Mustiamia Aquarium in Sino-City paid hunter Karloff Marchman of the Rhur Conurb a record 1.5 million Nu-Yen for the capture of a live infant black kraken. The beast was almost 80 feet in length and was housed in a specially built exhibit for public display and attracted millions of visitors in its first year of being exhibited. But the Mustimaia Aquarium staff were not prepared for the speed at which the infant would grow and less than a year after its original capture, the creature escaped while being transferred to a much larger pen, in the process killing over a dozen scientists and aquarium staff. The beast, now almost 150 feet long, managed to slide its entire body into a sewerage outlet less than five feet wide and from there make its way to the open sea. The creature was never caught, but reports of attacks on vessels in the area began to increase following

DENIZENS



its escape. Recently, on Atlantis station, a bizarre cult has sprung up whose members regard the black kraken as a deity and the one true master of the planet. The Sons of the Kraken are dedicated to these strange beasts and are not akin to using violence to meet their ends, often muscling in on organised crime syndicates and taking over them in a bloody coup. For more information on the Sons of the Kraken please refer to the Tour of Atlantis chapter of this book.

Combat

From the deepest regions of the ocean it strikes, without warning and moving with a speed that defies a creature so immensely large. The black kraken uses its highly evolved senses to home in on its prey, acting like radar they detect the slightest ripple in the water and are extremely accurate. The black kraken will often lie motionless for days on end, until it senses a potential meal. Waiting until the last possible moment it will expel air from its body and move like a jet in for the attack.

Improved Grab: To use this ability, the black kraken must hit with an arm or tentacle attack. If it gets a hold, it can constrict.

Constrict: A black kraken deals automatic arm or tentacle damage with a successful grapple check against Gargantuan or smaller victims.

Jet: A black kraken can jet backward once per round as a double move action, at a speed of 360 feet.

Ink Cloud: A black kraken can emit a cloud of jet-black ink 120 feet high by 160 feet long once per minute as a free action. The cloud provides total concealment, which the black kraken normally uses to escape a losing fight.

Behemoth

Colossal Beast

Hit Dice: 33d12 + 198 (413 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: Swim 60 ft.

DV: 15 (-8 size, +13 Reflex)

Damage Reduction: 12 (natural armour)

Attacks: Bite +22 melee

Damage: Bite 6d10+9/16

Face/Reach: 20 ft. by 20 ft. / 80 ft.

Special Attacks: Constrict 4d12+6/8, Improved Grab, Swallow Whole

Saves: Fort +24, Ref +13, Will +10

Abilities: Str 23, Dex 14, Con 22, Int 20, Wis 10, Cha 2

Skills: Listen +8, Spot +8

Feats: Improved Initiative

Climate/Terrain: The Black Atlantic

Organisation: Solitary

Advancement: 34 – 60 HD (Colossal)

Tales of sea serpents attacking vessels are as old as mankind and although the majority of them are little more than folktales told to keep children in check, there is a truth to some claims of vessels being sunk, before the age of steam, by giant sea serpents. When mankind reached the Industrial Revolution and made crossing the vast openness of the ocean a matter of weeks rather than months, the reports of attacks by these mysterious creatures began to wane and disappear, until by the mid- twentieth century they were all but folk tales and the subject of fantasy. Following the Great Atom War, however, things began to change as beasts, millions of years old, were woken from an ancient slumber, eager to take their place once more as the true rulers of the planet.

The behemoth is a creature that evolution forgot. Hiding down in the deepest trenches of the oceans, these creatures are the descendants of the dinosaurs, powerful, dangerous and extremely intelligent. When the dinosaurs vanished from the face of the planet some 68 million years ago, the behemoth went into a torpor-like state in the cold waters of the Atlantic ocean, their bodies all but frozen, awaiting a time when they could again rise and take control of the seas. No one really understands just how these creatures managed to lay dormant for so long, but it is estimated that during the early part of mankind's journeys across the world's oceans, these creatures sensed that the time to awaken was right and began to attack ships and vessels.

The coming of the steam ship, brought with it a new change in the way vessels act and move at sea and it is highly regarded by marine biologists that the behemoth saw these new ships as a threat to its survival and simply went back into their torpor to await a new era.

Following the Great Atom War, the mighty creatures stirred restlessly in their deep domains on the bottom of

the ocean. Awakened once more and ravenously hungry they began to search for their favoured food – man!

The behemoth is a huge creature, growing over 500 feet in length, with a large head and a mouth that is filled with row after row of razor sharp teeth. Behemoths look like gigantic snakes, their long serpentine bodies undulate as they swim at remarkable speeds, attacking ships and submersibles without warning, coiling their elongated bodies around the hapless vessel and dragging it to their lair on the ocean floor. Behemoths live in the deepest areas of the sea, making their homes far away from the advances of man, but due to recent developments in robotic undersea exploration, these lairs have become under threat. The creatures are extremely long lived, perhaps living longer than any other species on the face of the planet, and have the ability to hibernate for millennia at a time if needed, their bodies all but dead as they wait for some signal to rise.

The most remarkable thing about the behemoth is its ability to vanish from sight almost at will. Radar and sonar find it extremely difficult to detect a behemoth, but if this is a side effect of some mutation following the Great Atom War or not is still unknown. In recent years the number of attacks by these creatures on shipping has increased from once or twice a year to almost fifty attacks a year, forcing the mega-cities to take action and paving the way for research grants for oceanographers and marine biologists the world over.

The largest behemoth yet encountered was off the coast of Simba City, a colossal beast that plagued shipping lines from the Africa's to Mega-City One for months. The creature was finally destroyed when it bit off more than it could chew and its jaws clamped down around the reactor of a passenger vessel, blowing the ship and the head of the creature to pieces. The body of the behemoth surfaced on the coast of Simba City some four days later, partly eaten by other predators and scavengers of the sea, but still impressive at over 800 feet in length, minus its head. Scientists at the Simba City Doktor Zoo believe that the creature may have been as long as 1,000 feet in length and its age was impossible to determine.

Combat

The behemoth is an immense creature that uses its snake-like body to entangle an opponent and crush it to death using its unearthly strength. A behemoth is capable of crushing any opponent or vessel it can coil its body around.

Constrict: The behemoth must make a successful grapple check against a creature of a gargantuan or smaller size. Once the behemoth grapples an opponent, it can drag it back to its lair or crush it, automatically inflicting 4d12+6/8 points of damage every round that the hold is maintained.

Improved Grab: To use this ability, the behemoth must hit with its bite attack. If it gets a hold, it can constrict or swallow whole.

Swallow Whole: Upon making a successful grapple attack, a behemoth can swallow any object of Huge size or smaller. Swallowed victims take 3d6+6/14 points of crushing damage, plus 12/20 points of stomach acid damage every round while inside the behemoth. A swallowed creature can attempt to cut its way out if armed with claws or a small or tiny slashing or piercing weapon. 25 points of damage must be dealt to the inside of the behemoth (DV 10, DR 0) in order to create a hole large enough to escape through. The behemoth can swallow 2 Huge size, 8 Medium size or 16 smaller sized objects every day.

Spiny Neon Turbot

Diminutive Animal

Hit Dice: 1d8 (4 hp)

Initiative: +2 (+2 Dex)

Speed: Swim 40 ft.

DV: 18 (+2 size, +4 Reflex)

Damage Reduction: 0

Attacks: Bite +3 melee

Damage: Bite 1d6-1/0

Face/Reach: 1 ft. by 1 ft./0 ft.

Special Qualities: Natural Phosphorescence

Saves: Fort +0, Ref +4, Will +0

Abilities: Str 8, Dex 14, Con 10, Int 1, Wis 10, Cha 2

Skills: Hide +5, Move Silently +3

Climate/Terrain: The Black Atlantic, Pacific Ocean and the Indian Ocean

Organisation: Shoal (10-60)

Advancement: 2-3 HD (Tiny) 4-5 HD (Small)

A remarkable creature that lives in the upper layers of the seas around Atlantis station and, despite the poison, remains all but unaffected. Spiny neon turbot do not tend to grow much bigger than ten inches in length, but can often be found in huge shoals of hundreds of the creatures, swimming around the scum that breaks the

surface of the Black Atlantic. A phosphorescent strip runs down the sides of the fish, giving them a strange neon-like glow and when they are in a shoal together the light given off is so intense that one could read a vid-slug by it quite comfortably. Despite its name the spiny neon turbot is a passive creature and the neon properties of its flesh remain for up to two days following its death. Fishing for neon turbots has now become a growing enterprise, for when treated with the right chemicals to combat the effects of the polluted ocean, they make excellent glow in the dark necklaces and pendants, ideal for the club scene. Due to the short time they retain this ability after death, demand by clubbers is always high.

Combat

The spiny neon turbot is a naturally defensive creature and will avoid combat at all times.

Natural Phosphorescence: The spiny neon turbot gives off a non-radioactive glow on the phosphorescent strip that runs down the sides of its body. The body of a spiny neon turbot will continue to emit light for 1d4 days following its death, and can illuminate a radius of 5 feet with a very dim glow.

Duck Billed Rakfish

Small Animal

Hit Dice: 2d4 (5 hp)

Initiative: +3 (+3 Dex)

Speed: Swim 40 ft, Fly 10 ft.

DV: 14 (+1 size, +3 Reflex)

Damage Reduction: 0

Attacks: Bite +1 melee

Damage: Bite 1d6-1/0

Face/Reach: 5 ft. by 5 ft./5 ft.

Saves: Fort +3, Ref +3, Will +0

Abilities: Str 9, Dex 16, Con 10, Int 1, Wis 10, Cha 2

Skills: Hide +5, Move Silently +3

Climate/Terrain: The Black Atlantic, the Pacific Ocean, the Indian Ocean and the Antarctic Ocean

Organisation: Solitary or flock (3 – 30)

Advancement: 3 – 5 HD (Small), 6 HD (Medium)

The duck billed rakfish is a new visitor to Atlantis, having only been spotted in its waters for the past two years or so. These fish are actually a cross mutation of a flying fish and an aquatic bird and are valued for their flesh

which is sold in some of the most expensive restaurants in the world.

Combat

The duck billed rakfish is a naturally defensive creature, highly valued for its meat and will avoid combat at all times.

Poisonous Spider Star

Tiny Animal

Hit Dice: 2d6 (7 hp)

Initiative: +1 (+1 Dex)

Speed: Swim 10 ft.

DV: 16 (+2 size, +4 Reflex)

Damage Reduction: 0

Attacks: Spines +3 melee

Damage: Spines 1d6/1

Face/Reach: 2½ ft. by 2½ ft./0 ft.

Special Qualities: Poisonous Spines

Saves: Fort +3, Ref +4, Will +0

Abilities: Str 10, Dex 12, Con 10, Int 7, Wis 8, Cha 8

Skills: Hide +5, Move Silently +3

Climate/Terrain: The Black Atlantic

Organisation: Solitary

Advancement: 3 – 4 HD (Tiny), 5 – 6 HD (Small)

Like the jellyfish that are often found floating near the piers and docks of the station, the spider star is a highly dangerous creature that can kill instantly if touched. Measuring over twelve inches across and covered in thousands of tiny spines, the spider star is a semi-aquatic creature that hunts small fish and birds, then shoots out its spines paralysing the creature before it drags it off to its lair to devour later. Spider stars are a mutated relation to the fiddler crab and are only found in shallow waters such as docks and along the coastal ports of the Black Atlantic. The creature's poison is highly effective and, much like the Gila Munja of the Cursed Earth, the venom remains lethal even after death. Assassins pay handsomely for the spines and there is a thriving black market for them.

Combat

The spider star is a slow moving creature, relying on its poison to incapacitate its prey.

Poisonous Spines: The multitudes of spines that cover the spider star are coated with an extremely potent

contact poison that can quickly overwhelm any living enemy. Spider star poison is considered to be contact DC 14, initial damage 2d6 temporary Constitution, secondary damage 1d6 temporary Strength.

Coral Ray

Colossal Beast

Hit Dice: 40d10 + 200 (420 hp)

Initiative: +0

Speed: Swim 100 ft.

DV: 24 (-8 size, +22 Ref)

Damage Reduction: 20 (natural armour)

Attacks: Bite +42 melee

Damage: Bite 6d10+15/16

Face/Reach: 20 ft. by 20 ft. / 60 ft.

Special Qualities: Improved Grab, Swallow Whole

Saves: Fort +27, Ref +22, Will +13

Abilities: Str 30, Dex 10, Con 20, Int 6, Wis 10, Cha 6

Climate/Terrain: The Black Atlantic

Organisation: Solitary or shoal (2 – 6)

Advancement: 40 – 70 HD (Colossal)

One of the most majestic creatures of the sea and a guaranteed tourist attraction is the coral ray. These beautiful and graceful creatures glide effortlessly through the waters of the Black Atlantic and are among the largest beasts left alive on the planet. The most impressive thing about this titanic ray is perhaps the beds of coral that grow on the creature's body, themselves home to dozens of species of plant and fish life, swimming around and living, breeding and dying on the backs of the giant ray. Coral rays pass by Atlantis every summer when the pollution is at its lowest and bring with them millions of tourists attracted to see one of the last truly serene creatures on Earth.

Combat

The coral ray has very few enemies under the waves other than, of course, man. These creatures are so large that even a

hungry pack of megladons will think twice before they close in for an attack on one and even if they are attacked, the creature's natural body armour can shrug off most damage inflicted. Coral rays rarely attack, preferring to eat plankton and krill to flesh.

Improved Grab: To use this ability, the coral ray must hit with its bite attack. If it gets a hold, it can swallow whole.

Swallow Whole: Upon making a successful grapple attack, a coral ray can swallow any object of Huge size or smaller. Swallowed victims take 3d6+10/14 points of crushing damage, plus 12/20 points of stomach acid damage every round while inside the coral ray. A swallowed creature can attempt to cut its way out if armed with claws or a small or tiny slashing or piercing weapon. 25 points of damage must be dealt to the inside of the coral ray (DV 10, DR 0) in order to create a hole large enough to escape through. The coral ray can swallow 2 Huge size, 8 Medium size or 16 smaller sized objects every day.

Sentient Sludge

Large Beast

Hit Dice: 8d8 + 8 (44 hp)

Initiative: +1 (+1 Dex)

Speed: Swim 10 ft.



Denizens

DV: 12 (-1 Size, +3 Reflex)

Damage Reduction: 10 (natural armour)

Attacks: Pseudopodium +5 melee

Damage: Pseudopodium 4d4/4

Face/Reach: 10 ft. by 10 ft./10 ft.

Special Qualities: Siren Call

Saves: Fort +3, Ref +3, Will +2

Abilities: Str 10, Dex 12, Con 12, Int 4, Wis 10, Cha 4

Climate/Terrain: The Black Atlantic

Organisation: Solitary or slick (4-20)

Advancement: 9 - 12 HD (Large), 13 - 15 HD (Huge)

Much of the life that is left in the Black Atlantic seems to visit Atlantis in seasonal droves, with only a few creatures being present all year round. When the pollution cycle is at its worst in the months of January to April each year, the winds from the east blow huge herds of sentient sludge towards the station from their normal resting place deep in the ocean. This bizarre life form sits like a malevolent black oil slick on the surface of the waters, having no real body and many a sailor has met his demise after encountering these strange creatures. The sludge has a rudimentary intelligence and can emit sounds that sound like a child in distress, crying for help, which it uses to attract prey towards it, then it will attempt to drag the prey down under the surface so it can digest it. Though this is a recent mutation, first appearing some time after the Great Atom War, many marine biologists believe that it is perhaps a genetic throwback to a creature that lived thousands of years ago and gave rise to the legends of the sirens, luring ancient mariners to their deaths.

Combat

The sentient sludge is a strange creature that possesses a very rudimentary intelligence. It relies on its ability to mimic a child-like voice, drawing a victim close before it swamps over the victim and drags it under the waves to digest it. The creatures grasp their targets with prehensile, globular extrusions from their very body, battering any unfortunate victim that falls into their grasp to death before submerging with the corpse, which is digested at leisure.

Siren Call: A sentient sludge is semi-intelligent and is capable of mimicking the human voice. One of its favourite tactics is to mimic the sound of a small child

in distress, luring foolish humans within range of its lethal, clubbing extrusions. The cry seems to be semi-hypnotic, luring even hardened seamen into an obvious trap. Any character hearing the cry of the sentient sludge must make an immediate Will save (DC 15). Those that fail must immediately move towards the sludge at their maximum possible movement rate.

Meglodon

Huge Beast

Hit Dice: 9d12 + 36 (95 hp)

Initiative: +1 (+1 Dex)

Speed: 40 ft. (swim)

DV: 13 (-4 size, +7 Reflex)

Damage Reduction: 15 (natural armour)

Attacks: Bite +10 melee

Damage: Bite 3d10+12/6

Face/Reach: 15 ft. by 15 ft./10 ft.

Special Qualities: Chameleon

Saves: Fort +10, Ref +7, Will +5

Abilities: Str 27, Dex 12, Con 19, Int 10, Wis 9, Cha 6

Skills: Listen +6, Spot +6

Climate/Terrain: The Black Atlantic, oceans of the planet Hardonia

Organisation: Solitary or pack (2 - 8)

Advancement: 10 - 12 HD (Gargantuan) 13 - 15 HD (Colossal)

The meglodon is a recent addition to the waters of the Black Atlantic, having escaped from the Ste Spielberg oceanarium on Atlantis some five years ago. The creatures are native to the water world of Hardonia in the Harcon system and were brought to Earth for study and the entertainment of the masses in the huge pens they were to be housed. Unfortunately, scientists never really got the chance to study the pair as both creatures escaped from their containers and fled to the open vastness of the deep sea. Megladons are very prolific creatures and a breeding pair can produce over a thousand offspring in under a decade. The creatures are often mistaken for genetically created dinosaurs given their reptilian looks, a long slender body covered in dark green scales which react with light and make the creature to appear almost invisible and a mouth filled with rows of razor sharp teeth. Megladons are vicious predators and will attack almost anything that moves and often hunt in packs. The creatures are very

intelligent and can even solve problems, making them difficult to deal with. Currently there is an open bounty on any megladons captured either dead or alive of 20,000 credits, but most of the hunters who have tried to hunt down the vicious aliens have failed and ended up as the creatures' next meal.

Combat

The megladon is a true master of the hunt, preferring to round its prey up, giving off pheromones to stir the prey into frenzy before going in for the final attack. These pack hunters will work together to bring down much larger creatures such as the massive behemoths or on occasion an injured black kraken, using their chameleonic abilities to hide until the final moment before they strike.

Chameleon: The megladon's skin constantly shifts colour to match its immediate surroundings. The creature gains a +10 natural bonus to all Hide checks.

Shark

Large Beast

Hit Dice: 7d8+7 (38 hp)

Initiative: +2 (+2 Dex)

Speed: Swim 60 ft.

DV: 15 (-2 size, +7 Reflex)

Damage Reduction: 4 (natural armour)

Attacks: Bite +7 melee

Damage: Bite 1d8+4

Face/Reach: 5 ft. by 10 ft./5 ft.

Special Qualities: Keen scent

Saves: Fort +6, Ref +7, Will +3

Abilities: Str 17, Dex 15, Con 13, Int 1, Wis 12, Cha 2

Skills: Listen +7, Spot +7

Climate/Terrain: Any sea

Organisation: Solitary, Shoal (2 – 5) or Pack (6 – 11)

Advancement: 8 – 10 HD (large), 11 – 17 HD (huge)

Even in 2126, the shark is still regarded as the true ruler of the sea. Fierce, territorial and known for a viciousness that makes even behemoths think twice before attacking, decades of toxic pollution has had little impact on the lifestyle of this lethal predator, even though it is becoming quite rare to spot a specimen that does not display some sort of mutation (see the Mutant template

on pages 215–218 of *The Judge Dredd Roleplaying Game*). Those stranded in the Black Atlantic still feel a tingle of dread when a shoal of triangular shaped fins are spotted approaching their position.

Combat

Sharks are vicious, unrelenting predators, noted for their lethal tenacity, never backing down from a battle even if it means the shark's own destruction. Sharks will attack almost anything that it spots in its territory, even ships or robots, without thought.

Keen Scent: A shark will notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Dinosaurs

Once man was not the ruler of our planet and for millions of years, giant creatures held sway on the land, in the air and seas of Earth, the dinosaurs where the true masters of the world and their reign lasted for millions of years, until they suddenly died out due to a catastrophe of epic proportions. Even in 2126 scientist still hotly debate just how and why the dinosaurs died out. Some believe it was due to the impact from a rogue asteroid that crashed into the Atlantic, others believe that a climatic change took place due to the birth of our moon and some even go as far to postulate that it was man himself who killed off the dinosaurs, travelling back in time from the far future to use them as a source of food! No matter how they died however, these prehistoric creatures have long held sway over the imaginations of people the world over.

When cloning techniques were pioneered during the early days of the 21st century, it was hypothesised that using the new methods it would be possible to bring these long extinct creatures back to life for scientific study. Using DNA extracted from the fossils of the creatures, a cloning process was begun. Within the space of a year over two hundred different species of dinosaur had been cloned successfully and a research centre was purpose built on the shores of North America's coast to house the creatures. The scientist also found the not only could they study what they had recreated, but could make the creatures self funding by opening them up as a zoological exhibition to the general public and soon the Dinosaur Park was attracting millions of visitors every year.

Disaster struck when the Great Atom War began and many of the hundreds of creatures were left to die of starvation as their keepers either died or sheltered from the radiation. Some of the larger beasts broke down the once electrified pens, now deactivated, and made their way inland in search of food and likewise the larger of the sea creatures bit, pushed and destroyed the barrier that stood between them and the open sea.

Now over sixty years since the end of the Great Atom War, these long-lived creatures and their offspring still roam the Earth. Dinosaurs often attack Helltrekkers as they make their way across the harsh environment of the Cursed Earth and in the seas, shoals of ichthyosaurs swim playfully around the waters of Atlantis station, while deeper down below the surface plesiosaurs hunt their prey.

Plesiosaur

Colossal Beast

Hit Dice: 16d12 + 96 (200 hp)

Initiative: +1 (+1 Dex)

Speed: Swim 40 ft.

DV: 13 (-8 size, +11 Reflex)

Damage Reduction: 6 (natural armour)

Attacks: Bite +11 melee

Damage: Bite 2d12+10/8

Face/Reach: 20 ft. by 20 ft. / 60 ft.

Saves: Fort +16, Ref +11, Will +10

Abilities: Str 24, Dex 12, Con 22, Int 4, Wis 10, Cha 1

Climate/Terrain: The Black Atlantic

Organisation: Solitary or Shoal (2 – 20)

Advancement: 17 – 25 HD (Colossal)

One of the most graceful creatures to ever swim in the waters of the oceans, the plesiosaur is a predatory dinosaur that swims in the lower depths of the Black Atlantic, only coming to the surface to feed, preferring to live in the darkest regions of the seas. The staple diet of the plesiosaur is the ichthyosaurs that swim in shoals near the surface, a common sight around Atlantis, and occasionally they attack vessels that they mistake for their usual prey.

Combat

The plesiosaurs use their speed to catch their prey, preferring to run them down to exhaustion and then use their powerful jaws to crush and grind a victim.

Ichthyosaurs are the natural diet of the plesiosaur and though they are creatures that lurk in the deepest reaches of the Black Atlantic, they will often rise to the surface to feed on the shoals of ichthyosaurs that are often attracted by the presence of fishing vessels.

Cryptoclidus

Gargantuan Beast

Hit Dice: 12d8 + 84 (138 hp)

Initiative: +3 (+3 Dex)

Speed: Swim 60 ft.

DV: 15 (-6 size, +11 Reflex)

Damage Reduction: 16 (natural armour)

Attacks: Bite +12 melee

Damage: Bite 4d8+13/12

Face/Reach: 20 ft. by 40 ft. / 20 ft.

Saves: Fort +15, Ref +11, Will +8

Abilities: Str 28, Dex 17, Con 24, Int 1, Wis 10, Cha 2

Skills: +16 Listen, +16 Spot

Climate/Terrain: The Black Atlantic

Organisation: Solitary or pair

Advancement: 13 – 14 HD (Gargantuan), 15 – 20 HD (Colossal)

The cryptoclidus is the forerunner of the crocodile and one of the deadliest predators on the planet. These creatures are some eighty feet long and are capable of biting through the hull of a submersible with ease. The cryptoclidus and its larger cousin, the liopleurodon, both are seen as a challenge to the big game hunters and each year dozens die trying to master the beasts.

Combat

Cryptoclidus attack using their speed and strength to overpower a victim and will bite and tear at a victim till it is helpless or dead.

Liopleurodon

Colossal Beast

Hit Dice: 24d8 + 240 (360 hp)

Initiative: +5 (+5 Dex)

Speed: Swim 80 ft.

DV: 21 (-8 size, +19 Reflex)

Damage Reduction: 24 (natural armour)

Attacks: Bite +21 melee

Damage: Bite 4d12+16/16

Face/Reach: 40 ft. by 80 ft. / 40 ft.
Saves: Fort +24, Ref +19, Will +15
Abilities: Str 33, Dex 21, Con 30, Int 2, Wis 12, Cha 2

Climate/Terrain: The Black Atlantic
Organisation: Solitary
Advancement: 25 – 30 HD (Colossal)

The liopleurodon is perhaps the most deadly killing machine on the planet, a threat even to the mighty black kraken or behemoth. These creatures are colossal, with an adult measuring over 150 feet in length and weighing many hundreds of tons. They coast the waters of the Black Atlantic constantly looking for food, spending their entire lives eating, sleeping and mating while moving. Like the shark, the liopleurodon has no air bladder meaning that the creatures must constantly keep moving, never resting for a moment.

Combat

The liopleurodon attacks silently and swiftly, using its immense strength to make an initial attack on its victim before locking its gigantic jaws around and pulling the victim into the depths of the Black Atlantic.

Ichthyosaurs

Large Beast
Hit Dice: 6d10 + 30 (63 hp)
Initiative: +10 (+10 Dex)
Speed: Swim 60 ft.
DV: 24 (-1 size, +15 Reflex)
Damage Reduction: 10 (natural armour)
Attacks: Bite +8 melee
Damage: Bite 2d10+7/6
Face/Reach: 5 ft. by 10 ft./5 ft.
Saves: Fort +10, Ref +15, Will +2
Abilities: Str 20, Dex 30, Con 20, Int 10, Wis 10, Cha 14
Skills: Hide +5, Move Silently +3

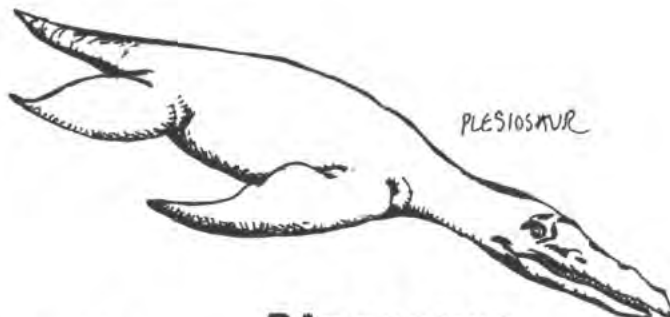
Climate/Terrain: The Black Atlantic
Organisation: School (3–12)
Advancement: 7 – 8 (Large); 9 – 10 HD (Huge)

Ichthyosaurs are a common sight around the waters of Atlantis, drawing many crowds of tourists each year who flock to the station to watch these majestic creatures swimming and leaping around the waters

close to the station. Ichthyosaurs are the forerunners of the dolphins and are very intelligent, feeding only on fish and scraps of food that are dumped from vessels as they cross the Black Atlantic. It has been known for an injured ichthyosaur to attack a citizen who has fallen into the polluted waters of the Black Atlantic, but this is a very rare occurrence.

Combat

Ichthyosaurs are peaceful creatures living mostly on a diet of fish that they hunt down in the dark waters of the Black Atlantic. They glide majestically through the dark polluted waters in shoals, a truly amazing sight to watch, but when the need arises they can become a vicious pack and can summon up a devastating charge attack. The ichthyosaurs will use their densely armoured foreheads to ram an opponent then swim away at high speed, only to repeat the process.



Dinosaurs



Entertainment

To many citizens, Atlantis is nothing more than one big holiday, a vacation away from the mundane life in the mega-cities and somewhere to cut loose and have fun. Often regarded as one of the entertainment capitals of the world, Atlantis has more than its fair share of nightlife and attractions to keep the busiest tourist happy for the entirety of their visit.

Clubs and Clubbing

Atlantis is a 24-hour party zone and, for many, a Mecca to flock to each summer and dance in the station's myriad of clubs and boogie bars from sun up to sundown. Here, shock jocks spin the latest hip-hop, grunge, dance, techno-boogie and every other genre of music imaginable, all for the entertainment of the masses. The majority of clubs stay open 24 hours a day with the staff and shock jocks working in shifts to keep the crowds entertained and it is quite possible that a barman can arrive for work at the start of his shift and see faces that have been there since the end of his last shift some 8 hours previous.

Clubs do attract a great deal of crime and criminal elements, but most of the clubs will try their very best to stamp out these bad seeds and provide the clubbers what they really want, a place to dance and have fun. Of course this is a pipe dream and no matter how much the owners try, there is always some criminals that will slip through the security net. Many of the clubs have their own robo-bouncers programmed to throw out any unwelcome punters. Their photo-recognition programming allows them to spot the difference between regular clubbers and those who have been asked to leave before.

There are literally dozens of nightclubs and spots on Atlantis but the most famous (and infamous!) are described below:

Eden

Eden is the largest club on the station and by far the most popular. Eden is the brainchild of superstar S.J.

Wilbert D. Burdock, or Gran'pap-ee D as he is known to the clubbing world. Burdock first came to Atlantis while travelling to a gig in Oz from Brit-Cit. He and his entourage had only stopped off at the station for an overnight stay, after a busy and hectic set of dates in Euro-City, but Burdock fell in love with the station and used his vast wealth to buy himself a home in the Heights and soon he set about making plans for a new club venue to rival all others. Eden was opened some six weeks later and has since become one of the most popular nightspots and clubs in the world. Burdock occasionally puts on a session of his own remixes of pap music. When he plays, ticket touts have a field day, as door charges are in excess of 300 credits a head. Eden is split into four levels with each playing a different style of music.

- † **Ground Level:** As the punters enter through the vast marbled doors of the club, after being frisked down by one of the clubs robo-bouncers, they will be hit by a wall of sound coming from the happy-hip dance floor. Here resident shock jocks Carlo, Jimbo, Timbo and Lord Nathaniel Pontefract-Kake spin the latest tunes from Oz superstars and Cuidad Barranquilla.
- † **First Level:** Spug rockers Marty and Maxx play the oldies from the turn of the century and play such hits as Sid Spug's 'My Little Nark' and the Spugglies 'Tri-D Ate My Brian!'; an ode to former Spugglies lead Brian T. Nelchub.
- † **Second Level:** The largest of the dance floors, capable of holding up to 3,000 clubbers at a time. Here, Slim Tin Bob, the only robot shock jock in the club, spins pap music 24-hours a day, only replaced when Gran'pap-ee D takes over himself. Slim Tin Bob's sessions have become almost as famous as the club owner's and his remixes of such classics as 'What the Drokk is that Thing in the Window?' and 'If you don't like my face I will eat your spleen!' are now considered to be masterpieces.
- † **Third Level:** After partying for hours on end, many seasoned clubbers will make their way to the chill out zone on the third level to sit quietly

and relax, recharging their batteries so they can bop till they drop again. Muzak is piped directly into the ambient atmosphere of the room and the punters can chill. The blue room, as its know for its décor, is also the most likely room for snowmen to ply their trade and deal sugar to the relaxing clubbers.

- † **Fourth Level:** This area is an invite-only private floor, with only the elite of the club circuit ever being on the guest list. All the music is by request only and the shock jocks Tony T and Marcy will bend over backwards to satisfy the patrons – in the hopes of a large tip.

Eden is exclusive and if your name is not on the guest list it is difficult to get in. The robo-bouncers who work the door have strict orders from the management not to allow anyone in who is not on the list or is not dressed to excess.

Open: 24-hours daily

Admission: 70 credits standard per person. 250 credits private party per person

Club D V 8

If Eden is the peak of club life on Atlantis then Club D V 8 is the cancer that eats away at the scene. Currently on its fourth incarnation and once again under new management, Club D V 8 is located in the west quarter of the station and is often frequented by off duty dockers and VDs wanting to unwind after a hard days graft. The club plays a mixture of hip-bop, spug rock and grunge and is open Mondays, Wednesdays and Fridays playing the tunes on a week on, week off basis. The following week the club is open on alternate nights and clubbers must try and remember which night they are turning up for as confusion is the least of their worries, fights between rival music fans are common place and many will often end up spending time in the Iso Cubes for public affray.

Open: 6pm–8am alternating nights

Admission: 15 credits. No refunds

Mr M's

Widely regarded as one of the best venues for classical music anywhere in the world, Mr M's is nestled away

behind Eden and caters for the more discerning musical aficionados. Its resident shock jocks; 'H' and 'Sensible' Arthur Sensible spin out some of the best loved classical ballads and ditties, keeping the dance floor filled at all times. The club is far smaller than Eden but gets very packed on weekends, with clubbers queuing around the block to get in. Unlike Eden, Mr M's is open from 9 pm until 4 am every weeknight and till 6 am at weekends. Music is from such classically trained musicians as Motorhead, Napalm Deth and the ever-popular Giant Electric Penguin.

Open: 9pm–4 am weeknights. 9pm–6am weekends

Admission: 30 credits. Air guitar rental 10 credits per minute

Dizzy Ducks

The ideal place to strut and pose down is at Dizzy Ducks, a disco that plays non-stop superboogie music and attracts posers from all over the station. Dizzy Ducks is infamous for the showdown that took place between the Stu Francis 'Ardboys and the Dale Winton posse. Many egos where bruised that night as a pose off between the leaders of both gangs was interrupted by members of the Babs Windsor Five, who caused much hairspray and lacquer to be used. Posers from all over the station come here, not so much for the music but to show off how good they look in their designer labelled clothing, making Dizzy Ducks an ideal hang out for dunks and taps who will often mug the clubbers and relieve them of the terrible weight of their hard earned cash – often selling them back their own clothing.

Open: 24-hours daily

Admission: 20 credits. Hairspray extra

The Wall

A new craze is beginning to sweep Atlantis like a tsunami and most clubbers are now getting involved in the latest dance sensation – staring. Here, the clubbers stand for hours at time, completely motionless and rivet their attention on a single point staying as still as possible. Staring is not a new craze, having been very popular in Mega-City One back as far as 2100 (it is even an Olympic sport) but now that it has been added to music, more and more clubbers are jumping in on the act. The Wall is the major spot for clubbers who wish to be seen staring

and is fitted with a special stare cam that sweeps around the dance floor projecting the images of the faces of the starers up onto a massive wall screen for all to see.

Open: 5pm–5am daily

Admission: 40 credits

Skinny Billy Bob's

Playing the latest bayou sounds to hit the turntables is Skinny Billy Bob in his own club. Here clubbers can dance away to such tunes as 'Ah'd like ya'll t'meet ma wife and sister. Her name is Betty Sue.' and 'Have ya'll seen my washrag?' Quite a popular club and some of the tunes are really catching on now, but problems with rednecks in the past have tarnished its reputation. Located in the north quarter of the station and one of the cheapest entrance fees on the station.

Open: 24-hours daily

Admission: 15 credits. Banjo duelling and flatin' strictly forbidden except by arrangement with the management

De Caprio's

A retro themed club dedicated to a long dead movie star and his films. De Caprio's is a very exclusive club and most of the Tri-D movie premieres on Atlantis will take place here, along with celebrity parties. The music tends to follow whatever is popular at the moment, with the current trend in rehashed muzak being the most asked for. The current shock jocks, Jimmy Sloan and Marty P, are among the highest paid on Atlantis and among the most popular.

Open: 24-hours daily

Admission: 40 credits. Gala nights invite only

The Inferno

A club that plays 24-hour death rock and is a hang out for low lives from the station's poorer sections. Many deals are struck in the locked pleasure booths and more than one contract has been signed in the dark and dank rooms of the Inferno. The judges of Sea Watch are no strangers to the Inferno and the club has been raided almost weekly since its opening back in 2120. Manny Vito is the current in a long line of managers of the

Haynes Industries Big Frank-series Robo-Bouncer

The majority of clubs on Atlantis rely on robo-bouncers to keep the clubbers in check and deal with any problems of security that may arise. The robo-bouncer stands some seven-foot tall and almost as wide. Its body chassis is moulded to resemble a traditional dinner jacket. Robo-bouncers are not known for their friendliness and although they are capable of full articulate speech, they often prefer to grunt or speak in few syllables. Their photo recognition software allows the robo-bouncer to keep a check on those they have thrown out of the club before, giving them an instant match and stopping the troublemaker from entering the club. The robo-bouncer's massive fists are designed to deliver subdual damage to the target, but will instead deliver real damage on any strike that results in a critical hit.

Large Robot

Hit Dice: 5d12 (33hp)

Initiative: +2 (+2 Dex)

Speed: 40 ft.

DV: 15

Damage Reduction: 8

Attacks: Thump +9 melee

Damage: Thump 2d4+4/4

Face/Reach: 10ft. by 10ft./10ft.

Abilities: Str 17, Dex 15

Software Capacity: 80

Software Packages: Base Attack Bonus +7

Inferno and a trusted lieutenant in the Corlioni mob back in Mega-City One. Manny was sent to Atlantis to discover the extent of the Hussain mob's connection there with Haynes Industries.

Open: 24-hours daily

Admission: 15 credits

The Paradise Club

Set up as a rival to Eden is the Paradise Club, open only to the elite that lives in the Heights and one of the most expensive clubs on Atlantis. The music tends to vary from pap music to techno naff and the club is

often packed to the rafters with traders from the killing floor eager to unwind. The Paradise is slightly smaller than Eden but is seen as a real contender for the title of hottest club on Atlantis. Run by Brit-Cit ex pats Don and Les Watts, the club holds a no-nonsense policy and anyone found breaking the rules is often taken outside and given 'a seeing to'. The owners are not without an aversion to bending the law to their own needs and Don is well known to the judges of Sea Watch as a reformed Brit-Cit heavy, while younger brother Les did a stretch for robbery back in 2103.

- † Ground level: The entrance to the club and its first dance floor that vibrates to the strains of grunge and spug rock.
- † First level: The most popular floor playing some of the best tunes around. The largest feature of this floor is its highly impressive Zero Gee dance floor, where clubbers can enjoy the freedom of weightless dancing.
- † Second level: Like Eden, the Paradise has a chill out zone and again attracts snowmen to ply their goods on the punters.

The Paradise is not as laid back as Eden and anyone found pushing drugs or sugar on the clubbers is dealt with by the robo-bouncers in a very rough manner.

Open: 24-hours daily

Admission: 60 credits or by invitation

Crime and Clubbing

Crime and clubbing seems to go hand in hand, from prostitution and petty theft, to drug pushing and protection rackets. Almost every single club on the station has problems with some criminal element. Most will stamp down hard on these to protect their image and interests – and, of course, to keep the owner from going to the cubes.

Prostitution: One of the biggest problems on the station is the solicitation of prostitutes for sex. Candy girls and boys work the many clubs looking for their next trick and will take the client back for an agreed fee and earn their money. Many clubs have a no entry policy for known slabwalkers and will prefer for them to keep

out of the club, but they have no powers to stop them from soliciting outside of the club, picking up punters in the queues that form outside. Petty theft by candy girls is one of the most common problems facing club management and sometimes the girls will work in pairs or teams, marking those they have stolen from with a candy kiss, make up that is all but invisible to the naked eye but shows up when viewed with special glasses, this stops the girls from approaching a mark who has already been robbed. The majority of the candy girls will be working for their snowman, who will more than likely be on another section of the club selling sugar or drugs.

Drugs: A major problem for Sea Watch judges is the vast amount of illegal drugs and substances that come into the station on an almost hourly basis. Grade A sugar from Mex-City and Cuidad Barranquilla comes into the station via hypertankers and cargo transports and is picked up by the snowmen who will then distribute the sweet banned substance in the clubs and bars. The majority of snowmen work for larger criminal organisations in one of the mega-cities. They are just middlemen and it is via these that the judges of Sea Watch make the big busts each year. But for every snowman that is brought to justice, another five will spring up and fight for his turf. It is not only the snowmen who push illegal substances on clubbers, many of the harder substances such as Zzip and Scrag will be brought into the clubs by the clubbers themselves, eager to make back the high entry fees and a profit into the bargain. These drugs are often of very low quality and have serious side effects that can sometimes prove fatal. Most drug pushers who ply their goods in clubs will be escorted off the premises by a back door and beaten senseless by the clubs bouncers, often finding themselves being thrown off the nearest pier into the dark and dangerous waters of the Black Atlantic to become food for the fishes.



Protection: Crime lords know only too well that protection rackets pay big dividends for very little outlay and almost every club on Atlantis station has some form of protection, mostly from security companies licensed by the Justice Department, but many are under the protection of major criminal organisations that extort millions of credits every year from the wealthy club owners. Many clubs who refuse to pay protection will only last for a few weeks before they are either burnt to the ground or some mysterious accident forces them to close their doors forever.

New Skills

Perform (club dancing) (Dex)

Dancing is one of the oldest forms of expression known to man and in 2126 it is still as popular as it was hundreds of years ago. The clubs and bars that allow dancing often find their floors filled to capacity with those eager to show that they are the best and many clubbers will often spend hours on end learning new routines and styles before showing them off in their favourite haunt. If the character has rehearsed their dance routine before hand they gain a +4 on their skill check and can suitably impress those around them. The character may also add their Charisma modifier to their club dancing check.

Craze (posing) (Cha)

Though not a dance form itself, posing is often attached to the dance scene and many clubbers will get into the posing craze at some time. Posing is a new dress craze that is sweeping the clubs of Atlantis. Potential posers will strut their stuff wearing outlandish clothing, striking the pose down at their favourite haunts and impressing the guys and girls with their dandy gear. The more outrageous a poser is, the more attention they will receive from their audiences. Posers often wear garish clothing, with outlandish hairstyles that just scream 'look at me'. All posers will gain a +3 competence bonus with any Charisma checks with member of the opposite sex, but suffer a -3 Charisma modifier with members of their own sex.

Other Fish to Fry

Other forms of entertainment are popular on Atlantis, not just its clubs and nightlife. The station is a haven for tourists with some of the most wonderful vistas available anywhere in the world. The station is littered with hundreds of tour operators who offer guided tours around or out into the waters surrounding the perimeter, showing-off such sights as the wreckage of the Strato-V shot down during the Apocalypse War and the shoals of ichthyosaurs who swim close to the station in search of food.

Tours

Some tour operators work for larger companies and offer excursions into the depths of the ocean below the station, so tourists can see the wonders of the deep. Sub tours are very popular and one of the most popular companies offering these undersea extravaganzas is Undersea Adventure Tours, working out of the French quarter of the station and a must see for tourists. Every weekday the company offers guided tours of the ocean floor and the strange creatures that live deep under the sea. Tourists get to see first-hand the kelp farmers working the fields or watch the majestic krill catchers as they move silently across the ocean floor, helping to keep the ecosystem in balance now that the whales have all but vanished. Tours are not without their own dangers and more than once a tour sub has found itself the victim of a pirates or run into trouble by an enraged megladon defending its territory.

Tours Run: Varies but normally week days 9am-5pm

Prices: Varies but on average 40 credits per person

Swimming

One of the most popular pastimes on Atlantis is swimming, something that is taught to every native child on the station from a very early age. There are public swimming baths in every quarter of Atlantis and each day, thousands of citizens both young and old take to the baths for a quick dip, to practice aquaball or just to relax and have fun. The waters deep below the layer of pollution in the Black Atlantic provide the station with an almost endless supply of swimming water, that is desalinated and purified before being pumped into the many baths and private pools. The baths and pools are

also used to train Aqua-Def soldiers to handle emergency situations keeping them ready for action and in the peak of condition.

Atlantia

The largest public pool on Atlantis is simply known as Atlantia, found in the southern quarter of the station and capable of holding over a thousand swimmers at a time. Atlantia has two pools that range from a depth of four feet to forty-five feet, ten diving boards of varying heights and over forty water chutes and flumes that are always very popular with the younger citizens.

Opening Times: 9am–9pm Mon–Fri. Sat 9am–10pm.
Closed Sundays

Admission: 5 credits all-inclusive

Deep-Sea Fishing

Often a way to get out of doing the dishes or avoiding one's spouse, many citizens on the station take to deep-sea fishing and all the pleasures it can bring. Though every fish that is caught must go through a decon process before being allowed aboard the station, the rewards are still there and many fishermen will eat their catch, preferring its taste to the same fish that could have been purchased very easily from one of the stations many fish markets.

Deep-sea fishing is not without its problems and dangers and many fishermen have been lost to pirates, mutant sea creatures and the harsh weather. Every wise fisherman knows that it is in their best interest to log their actions with harbour control on Atlantis and give an estimated time of their return. There are, of course, those who will not file their details with harbour control as they use deep-sea fishing as a cover to pick up drugs or sugar, dropped off by smugglers and hidden under navigation buoys.

Boat Rental: 30 credits per hour

Aquaball

If clubbing is the favourite pastime of the young, then aquaball has to be the pastime of the masses. Every weekend, thousands of spectators gather to watch this fast growing sport in one of the many aquaball parks that are dotted over the station and they are treated to thrills, spills and high action adrenaline.

Aquaball was the brainchild of Thomas Günter, an inventor and sports fanatic who worked in the research and development section of Haynes Industries. Günter was well paid and had his own pool in his home in the Heights and one lazy afternoon he was cleaning out his den and found an old jet pack. Being the mind he was, he pulled out of thin air a new sport that, if it took off, could be big money. Günter approached the Board with his idea and seeing the potential of this new sport and the revenue it could generate, permission was given to turn one of the larger swimming pools into a test park and aquaball was born.

Günter went on to become a very, very rich man and the sport of aquaball has become a staple diet of almost the entire station.

Aquaball is best described as a cross between American Football and basketball, played in a large pool with the competitors wearing jetpacks. The aim of the game is to score more goals than your opponent and in many respects, aquaball reflects an older sport of the 21st century – aeroball. The teams are made up of a captain and four attackers, two defenders and a goalkeeper. The object is to travel the ball through the water of the pool and score a goal in your opponents' endzone. The jetpacks have no flight capabilities but underwater they can move their wearer at terrific speeds, covering the length of the pool in a matter of seconds. Once a player has the ball in the other teams endzone they must try to score, by leaping up out of the water, propelled by their aquajet pack and throwing the ball into the hoop.

The majority of action takes place in the water and as such, the pools are lined with dozens of cameras that feed every moment of action to the massive screens that are hung from the ceiling of the arena. Popular players will have their own aquacam fitted to their helmet, giving the spectators a close up of the action they are involved in.

Both men and women play Aquaball and this adrenalin packed sport is watched by over 40% of the population of Atlantis, with many making their way to the parks each Sunday to follow their favourite teams. Those who cannot make the match will often watch the highlights on Channel A1, very popular aquaball show 'Sunday WetMatch!'

Like many sports in the 22nd century, a great deal of money can be made from sponsorship deals and those

who become professional aquaball players will often become very rich, with their own clothing lines, action figures and when they get too old to play, most will go on to present sports programs dedicated to aquaball. The sport began on Atlantis but is now a global experience and is played in most mega-cities around the world, but it is Atlantis that has the best teams in the world, closely followed by Oz and the league finals are always held on Atlantis in the Sea View aquaball park.

New Prestige Classes

Pro Aquaball Player

Thousands of citizens enjoy the game of Aquaball and is rapidly becoming one of the most popular competitive sports in both Mega-City One and Brit-Cit. Many citizens have taken up the sport as a hobby, spending hours practicing their throws and rushes, dreaming of beating the legendary sportsmen who rule the pool pitches of Atlantis. A few, the most skilled, or possibly the luckiest, catch the eye of Aquaball coaches and managers and are recruited into the major leagues of the sport. Finally, they have the chance to catch their dreams and become rich, influential and famous. Unfortunately, most pro Aquaball players have very short career expectancy – the game is extremely violent and it is not unusual for a star player to suffer a crippling injury or even death during a game. Others become seduced by their decadent lifestyle, preferring to spend their spare time clubbing and living the high life rather than training. Allowing yourself to get out of shape can be a fatal mistake in the cutthroat world of professional Aquaball. The lucky ones are dropped by their coaches and managers before the game – the unlucky ones are kept on the team and often do not stand a chance against their opponents!

Hit Die: d10.

Requirements

To qualify as a pro aquaball player, a citizen must fulfil all the following criteria.



Skills: Craze (aquaball) 10 ranks, Intimidate 9 ranks, Jump 8 ranks, Streetwise 10 ranks and Swim 12 ranks.

Feats: Alertness, Endurance, Improved Bull Rush and Lightning Reflexes.

Class Skills

The pro aquaball player's class skills (and the key ability for each skill) are Craze (aquaball) (Dex), Drive (Dex), Intimidate (Cha), Listen (Wis), Profession (pro aquaball player) (Wis), Streetwise (Wis), and Technical (Int).

Skill Points At Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the pro aquaball player prestige class.

Bring 'em Down: Aquaball is a very fast and often very rough sport. The men and women who play it are at the peak of their physical perfection and their bodies are honed to take the abuse that the other players can dish out. At 1st level, the pro player has learned that a good

The Pro Aquaball Player

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+1	Bring 'em Down
2	+1	+2	+3	+1	Bonus Feat, Follow the Play
3	+2	+3	+3	+1	Spike the Ball
4	+3	+4	+3	+1	Bonus Feat
5	+3	+4	+3	+2	Living Legend

attack is as valuable as a good defence and will bring the game to the opposite team, pushing through lines of defence so he or his teammates can score a goal. The character has learned to use the aquajet pack to their advantage and can make a special bull rush attack on an opposing player. If successful the opposing player will be momentarily dazed allowing for an opening in the defence lines.

Bonus Feat: At 2nd and 4th level the character gains a free bonus feat to represent all the hard training they undertake during the season, and skills they pick up while in play. The player is free to choose from any of the following feats: Great Fortitude, Iron Will, Luck of Grud, Mobility, Sure Grip and Toughness. The character must meet the prerequisites for the feat as normal.

Follow the Play: At 2nd level, the pro aquaball player has long since learned to follow their coach and listen to the calls that are made in their helmet, separating that from the background chatter of their teammates. The coach will spot weaknesses in the defence of the opposing team and will yell out tactics for his team to obey. The character gains a +2 bonus on all Craze (aquaball) checks made during the game.

Spike the Ball: Sometimes winning is not the only option open to a team and causing as much damage to an opposing team's star player, taking him out of the action is quite common. The player gains a +6 damage bonus when they use the ball against an opponent and on a Craze (aquaball) check (DC 25), they will notice a weak spot in the armour of the opponent and maximise the damage from the ball.

Living Legend: By the time the character has reached 5th level, they are deemed a living legend in the sport. His face is recognised everywhere he goes and he is the subject of documentaries and biopics and on the cover of sports magazines everywhere. The character finds doors opening for them that they never dreamed of before. The character gains a +4 circumstance bonus to any Charisma

check when dealing with members of the public and a new apartment in the Heights overlooking the station, all expenses paid by their team.

The Aquaball Coach

The Aquaball coach is absolutely dedicated to his team, determined to ensure that 'his boys' are better, faster and braver than any other. It is the coach who ensures that his players are training as much as possible and that the best players are on his team – and no other. Most coaches are determined to be on the winning side, at all costs. To some – admittedly few – this involves recruiting the best players and training them until they are the best Aquaball team in the world. Most others are not quite so benevolent and are prepared to do almost anything to beat their opponents. These individuals are prepared to break almost any law in order to get ahead, ranging from breaking the rules of the game to illicitly feeding their players performance-enhancing drugs to attempting to disable, or even murder, their rivals.

Hit Die: d6.

Requirements

To qualify as an aquaball coach, a citizen must fulfil all the following criteria.

Skills: Bluff 10 ranks, Craze (aquaball) 10 ranks and Knowledge (aquaball tactics) 10 ranks.

Feats: Great Fortitude and Toughness.

Skill Points At Each Level: 6 + Int modifier.

Class Skills

The aquaball coach's class skills (and the key ability for each skill) are Craze (aquaball) (Dex), Drive (Dex), Intimidate (Cha), Knowledge (aquaball) (Int), Knowledge (aquaball tactics) (Int), Listen (Wis), Profession (pro aquaball player) (Wis), Streetwise (Wis) and Technical (Int).

Class Features

All of the following are class features of the aquaball coach prestige class.

Scout: The coach knows the sport well. He can find the best upcoming players still in the amateur leagues and give them their big break in the pro league. The coach knows talent when they see it and are paid a retainer by the owner of the team to procure new talent. The character gains 1d10 x 5,000 credits per discovery they make. The player must make a successful Knowledge (aquaball) check (DC 15) at the discretion of the Games Master in order to use this ability.

False Play: It is a wise coach who can spot a weakness in the defence of the opposing team and act on it and it is an even wiser one who can anticipate the moves of an opposing coach before they call them to their players. At 2nd level, the character has learned to watch for the tell tale signs of an opposing coach's next moves; the way they sit, or their body language gives away a lot to the coach. The coach must make a successful opposed Knowledge (aquaball tactics) check to watch his opponent for potential signs of change of play. Then, the coach can signal these observations as the forms of play to his team giving them a +4 for the turn on all Craze (aquaball) checks they need make.

New Play: Just as the coach can read the body language of a rival, the character has learned to mask their movements and give off false body language to throw off a rival coach. The coach must make a successful opposed Knowledge (aquaball tactics) check and will trick the opposing coach into reading the signs wrong, leaving them wide open to attack. Also, on a successful check the coach character can change his play to confuse the opposing coach with much the same effects.

Advanced Medical Training: Although the larger teams in the league have their own trainers, medics and publicist, the coach often fills all of these capacities

and is always the first on hand should an injury occur to one of their star players. The coach has an in-depth knowledge of human anatomy and physiology that would rival even a doctor. The character gains a +10 bonus on all medical checks they need to make when dealing with breaks, sprains and concussions but when it goes beyond simple injury, they too must rely on the proper medics for help.

Motivation: By the time the character reaches 5th level, he is an expert at motivating his team into a frenzy and can often get them to succeed where others could not. The character gains a once-per-game chance to deliver a speech to his team to rouse their spirits and stir them to win. The character must make a successful Charisma check (DC 20) and then the team will gain a +10 circumstance bonus on any Craze (aquaball) check they need to make during the next turn.

Aquaball Rules

Aquaball is a simple game to play but difficult to master and only the best players ever get selected for the pro teams. The game pits two teams against one another in a pool measuring 250 feet square and 45 feet deep. The pool is lined with cameras to capture the action as it occurs. Above the two opposing ends is a goal, standing some twenty feet above the pool, one red for home team, the other blue for the visiting team.

The players are equipped with a Haynes Industries Aquajet pack, which is used to propel them through the pool at high speeds, while dodging opposing team members or making attacks. The aquajet pack is controlled by the Heads Up Display (HUD) in the player's helmet, using an optical relay that links directly to the pack's engines controlling vector and velocity, so that by simply looking at the right command, the player can operate the pack.

The Aquaball Coach

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Scout
2	+1	+0	+0	+2	False Play
3	+1	+1	+1	+3	New Play
4	+2	+1	+1	+3	Advanced Medical Training
5	+2	+2	+2	+4	Motivation

The pack is very similar in design to a standard jetpack, but rather than giving off combustible gases to fly, the pack uses a design similar to the propulsion of a squid and fires high velocity bursts of water behind it. The pack allows the player to leave the water for short periods of up to four seconds and reach a height of around thirty feet, allowing the player to score in the raised goal.

The teams are made up of the following:

Captain: Issues orders to his players, and interprets the commands of the coach.

Attackers: Four players assume the attack position making a run on the goal of the opposing team. Attackers tend to forego thick body armour to gain that extra momentum.

Defenders: Four players assume the defensive position around their own goal, blocking anyone who makes an attempt to push through and score. These players wear thicker body armour to absorb impact from blows of attackers.

Goalkeeper: One player is in constant defence of the goal area and is the last line of defence for his team. The goalkeeper is the most heavily armoured of all the players.

The ball is a foot across and shaped like a regular American Football. It is made of a hard durable plastic that can withstand vast amounts of punishment. When thrown against an opponent the ball can cause blackouts and render the target unconscious, but is non-lethal in normal use.

The Play

The teams take their prospective sides in the pool until the start siren signals the beginning of the match. Each player on the team may choose to do one of the following:

Attack: The player may choose to attack one of the opposing teams attackers, defenders or even the goalkeeper. To make a successful attack, the player needs to make an opposed Craze (aquaball) check. If successful, the attacked player is unable to act for the remainder of that turn; if the attack fails, the opposing player may make a counter attack, which if successful will result in the player losing their next turn.

Defend: The player may choose to defend his goal, his goalkeeper and keep the opposing team from closing in on the goal. To make a successful defence the player must make an opposed Craze (aquaball) check. If successful the player is able to block any attack for that turn, if unsuccessful it will result in the player losing their next turn.

Pass: The attacker or defender may attempt to pass the ball to another member of their team, setting them up for a shot on goal. The player making the pass must make a successful Craze (aquaball) check (DC 20). If successful, the target player catches the ball and may move on goal or pass to another player. If the pass was unsuccessful, the player drops the ball and may attempt to pick it up before a rival team member gets the chance.

Shot on goal: Once a player has the ball, he may attempt a shot on goal. The player must make a successful opposed Craze (aquaball) check against the opposing goalkeeper in order to score. A successful goal gives the scoring team 10 points.

The game continues until either team reaches 100 points, at which time the game ends.

