



The Sleeping Kin

Part One of the Kazan Gambit Trilogy



A Scenario for Games Masters and Judges

The

JUDGE DREDD®

Roleplaying Game

Open Game and Copyright Information

This printing of The Sleeping Kin is done under version 1.0 of the Open Game Licence and the draft versions of the D20 System Trademark Licence, D20 System Trademark Logo Guide and System Reference Document by permission from Wizards of the Coast ®. Dungeons & Dragons ® and Wizards of the Coast ® are Registered Trademarks of Wizards of the Coast, and are used with permission. 'd20 System' and the 'd20 System' logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the d20 System Licence version 1.0. A copy of the Licence can be found at www.wizards.com. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned. Portions of The Sleeping Kin are Open Game Content licensed with version 1.0a of the Open Gaming Licence (see below).

Designation of Product Identity: All material other than game rules already considered Open Gaming Content is considered Product Identity as described in Section 1(e) of the Open Game Licence v 1.0a (see below). This includes, but is not limited to, Judge Dredd, Mega-City One, all characters, equipment and weapon names, creeps, place names, artwork, logos, designs, trade dress, product names and product lines. In addition, the following specific terms are considered Product Identity: Judge Dredd, Mega-City One, Lawgiver, Lawmaster, Manta Prowl Tank, H-Wagon, Psi-Judge, Judge Death, Boing®, Citi-Def, Stump Gun, SJS, Wally Squad, Cursed Earth, Brit-Cit, Academy of Law, Meg-Way, Skedway, Fatty, Futsie, Umpty Candy, Ciudad Barranquilla, East-Meg One, East-Meg Two, Hondo City, Luxor City, Perp, Klegg, Klegg Hound, Dog Vulture, Gila-Munja, Mo-Pad, Pedway, Drokk, Stomm, Grud, Jovus, Rad Cloak, Eldster, Helltrek, Iso-Cubes, Jimp, Juve, Power Board, Resyk, Simp, Stookie, Stumm Gas.

Designation of Open Game Content: With the exception of Product Identity, the text of all Classes, Skills, Feats, Equipment, Vehicles and Weapons are Open Game Content. All game mechanics and statistics derivative of Open Game Content and the System Reference Document are to be considered Open Gaming Content, excepting Product Identity, as described above. If you have any questions on the Open Game Content of this product, please contact Mongoose Publishing Ltd for clarification.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgement or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the

rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc. D20 System Rules & Content Copyright 2000, Wizards of the Coast, Inc., Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson. The Sleeping Kin and all related Product Identity trademarks defined above are copyright 2002, Rebellion A/S.



Produced under licence from Rebellion A/S. ©2002 Rebellion A/S. All Rights Reserved. 2000AD, Judge Dredd and all related characters and indicia are registered Trademarks or trademarks of Rebellion A/S. Visit www.2000adonline.com for more information. The exclusive copyright in the artwork and the images it depicts is the property of Rebellion A/S. No part of this book may be reproduced in any form or by any means without prior permission from the publishers.

Visit www.2000adprg.com for more information

The Sleeping Kin

John Caliber

Contents

- 2 Introduction
- 4 Prog One: Food Of The Clods
- 12 Prog Two: Get Down in Robotown
- 21 Prog Three: From Russia With Loathing
- 31 Prior Lives

Credits

Editor

Matthew Sprange

Cover Art

Jim Murray

Interior Illustrations

Nathan Webb (5, 23, 28), John Caliber (9, 10, 13, 15, 16, 18, 27) Cam Kennedy (3, 30, 32), Ron Smith (7, 15, 24, 26)

Graphic Design

Anne Stokes

Proof Reading

Ian Barstow

Original Idea

Tony Lee

Special Thanks

Richard Siddal

Judge Dredd created by John Wagner and
Carlos Ezquerra

Introduction

The *Sleeping Kin* is a scenario for four to six 3rd or 4th level judges. Throughout the course of this scenario, the first part of the *Kazan Gambit* trilogy, the judges will pit their wits against sleeper agents from desolate East-Meg One who have been accidentally reactivated. The sleepers begin to pursue their prime directive, to bring Mega-City One to its knees, and destroy those who dare to challenge the sleepers' master - Warmarshal Kazan, one of the architects of the Apocalypse War.

Preparation Notes for the Games Master

Read carefully through *The Sleeping Kin* before you start play. Preparation is very important and you should know the general layout of the scenario before play begins.

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

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

A copy of *The Rookie's Guide to the Justice Department* will also be useful, though not essential, to provide additional background material relating to the Justice Department and Sector 190.

Adventure Background

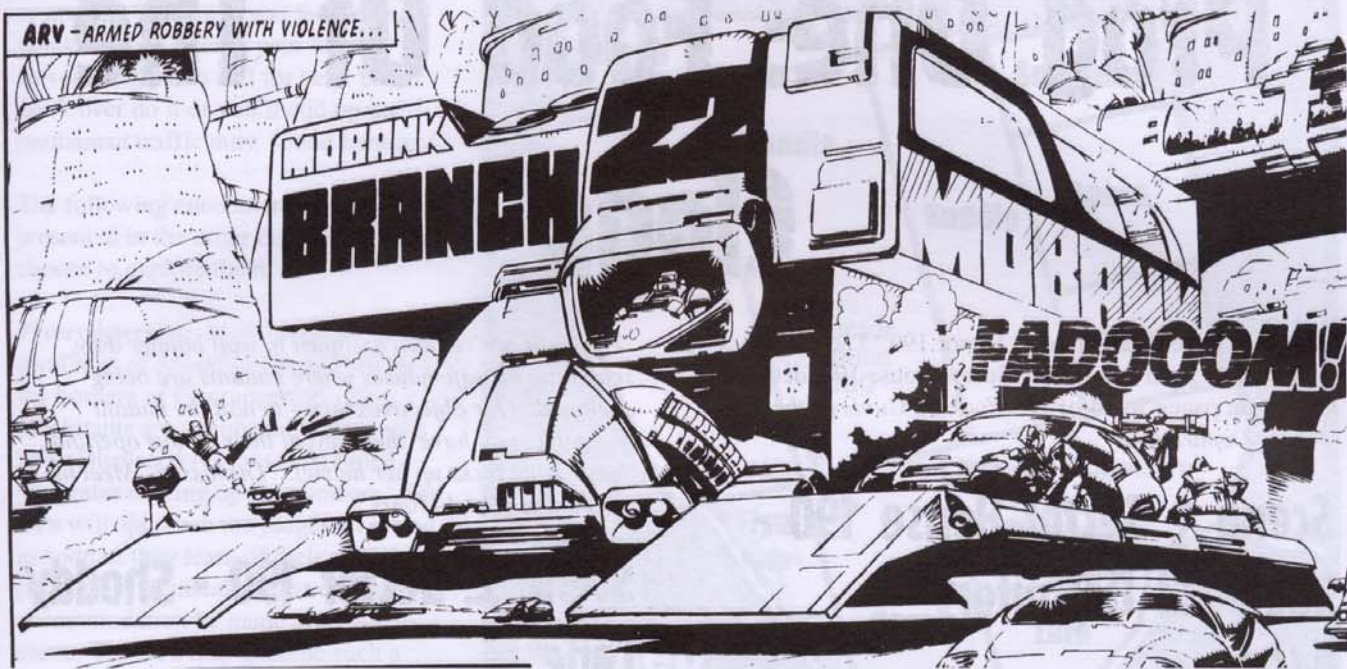
In December 2103, Mega-City One fell prey to a chemical weapon later known as the Block Mania contaminant. Block Mania swept the city through the water supply, inducing strong, violent impulses and

madness among the population of 800 million citizens – even the Justice Department was affected, the noble defenders of the Law taking sides with cityblocks, waging mindless war against their neighbours. Mega-City One was ripe for invasion from fellow superpower and archenemy East-Meg One, capital of the former Soviet Union. East-Meg forces swept into Mega-City One, first by blasting the city into rubble with a nuclear strike and then following it up with a mighty army of human and robot warriors. The Mega-City judges, led by Judge Dredd, cured Block Mania and mounted a resistance movement against the invasion armies.

While the Apocalypse War raged in America, a different battle was being concluded across the world in East-Meg One. Kazan, the war-marshal who controlled the East-Meg invasion army, assassinated Bulgarin, the supreme judge of the East-Meg One. The animosity between the two leaders was well-known and an assassination attempt was expected. Bulgarin had countermeasures ready; he installed a trusted agent in Mega-City One to lead the attack against Kazan.

Unfortunately for Supreme-Judge Bulgarin, Kazan staged his coup in East-Meg One. Kazan's loyal followers infiltrated the Kremlin Guard and gained the trust of the ruling Diktatorat. The Kazan loyalists murdered both Bulgarin and the Diktatorat - East Meg-One was now Kazan's to command. However, Kazan did not have just the one tactic to deal with Bulgarin. He was prepared to execute Bulgarin on Mega-City One soil when his superior visited the city after the invasion. Kazan brought with him an army of Kazan clones that would remain in stasis, hidden throughout the city, until summoned to destroy Bulgarin and his visiting command. Unfortunately for the Sovs, the tide of war did not go as planned; the Mega-City judges defeated East-Meg One using their own nuclear arsenal against them. Judge Dredd executed War-Marshal Kazan and formally declared the Apocalypse War at an end.

Twenty years later, the Apocalypse War is nearly forgotten, celebrated only by fringe movements such as militants and Sov-block expatriates but, beneath the city's streets, a small army of Kazan clones remains in stasis, leeching power from the main grid, awaiting a call to wake and bear arms in the name of their clone father...



Synopsis

The judges of Sector 190 discover a safe house for illegal mutants and learn that the more exotic among them are being collected, supposedly for a life on the freak show circuit. The judges soon find, however, that the mutants are actually destined for the dinner table of the Gourmet Club, gluttons who delight in feasting on unusual life forms. 'Sloppy' Joseph Bourgain, toast of the Gourmet Club, is absent when the judges storm the club. The judges visit Bourgain's luxy-hab and find him dead. They discover evidence that pest control droids are possibly Bourgain's killers.

The judges are sent into Robotown, posing as computer hackers to locate the person who modified the pest control droids, turning them into killers. They meet with Voltaic, a robot who performed the modifications. Voltaic takes the judges to the address of his employers and reveals five suspenso-tubes, the former resting place of East-Meg One agents.

Back at Sector House 190, Chief Barker calls in Tek-Judge Hamble of the Apocalypse Squad to provide more information about the sleeper agents. Hamble reveals that East-Meg personnel captured after the war were under orders from Warmarshal Kazan to hide dozens of suspenso-tubes around Mega-City One until they were

needed, but their function was not known to the East-Meg couriers. Judge Hamble contacts East-Meg Two - a trade ally of Mega-City One - and learns that they too were threatened by the ever-paranoid Kazan.

The judges are later placed on crowd control duty at the Apocalypse Day Parade. A racist militia called the Mega-Front are enraged by one particular series of floats run by Sov-block expatriates. Suddenly, there is a massive explosion in the Mega-Front's ranks. An inflatable nuclear missile is revealed to be a real missile held aloft by a gravitic belt. A battle breaks out between the Mega-Front and the Sov-blockers. The judges intervene but are defeated by the Mega-Front until their leaders suddenly turn against their own men, slaughtering them. The Mega-Front turncoats steal a Manta Prowl Tank and attempt to escape. The judges pursue the fugitives onto a sky-rail train and there have their final confrontation. The captured Mega-Front perps are taken back to Sector House 190 for interrogation. The turncoats are revealed to be East-Meg sleeper agents with advanced, surgical modifications. Med Division reveal that the sleepers are all Kazan clones who disclose that there are many more of their sleeping kin hidden in Mega-City One, preparing to bring the city to its knees...

Prog One: Food Of The Clods

The adventure begins in Sector 190. The judges have been assigned to Sector House 190, detailed on pages 56-64 of *The Rookie's Guide to the Justice Department*.

Scene 1: Sector House 190 - Level 23 Dormitory - 1400hrs.

Read the following out loud to the players.

You are forced awake by the blare of the dormitory bell. You drag yourselves out of your bunks, half expecting a judge-tutor to storm in and dress you down for your tardiness. In those first seconds of wakefulness, as your memories reassert themselves, you remember with great relief that you have graduated from the Academy of Law and are now answerable to nobody but your Tac Group leader and Sector Chief. You wash, dress and eat before rushing to attend the afternoon's briefing, for you are currently assigned to B-Watch, your patrol duties extending from 1400hrs to 2200hrs. Sector Chief Barker gives the briefing, relating the events of the morning past.

The briefing ends and you are directed to a meeting held by Tac Group Leader Lane, your immediate superior. Lane is a highly regarded judge with a physical resemblance to Chief Judge Hershey, though you know better than to make such a comment in front of her - judges are trained not to make petty physical distinctions.

Judge Lane asks you to sit. 'As you know, Sector 190 has had its share of mutant incursions, wall hoppers who exploit the weakened sections of the city wall damaged by the Dark Judges' Necropolis. Immigration Division reports an increasing number of illegal mutants sighted along MegWest. They suspect many are entering from our neighbourhood.

'This shift, we've been assigned to wall hopper duty, searching for safe houses where mutants are being sheltered. Our objectives then - to nail the mutant smugglers and have them reveal their modus operandi.' Judge Lane picks up her helmet. 'Dismissed. Meet me at the bike pool at 1430hrs.'

Scene 2: Sector 190 - Shoddy Lane.

The judges, led by Tac Group Leader Lane, ride through several districts to reach the city wall. Read the following out loud to the players.

You coast along Meg-Way 1/190. To your left, the expanse of the city wall spans the horizon, rising a mile into the sky, armed with heavy laser cannon to keep the mutant hordes of the Cursed Earth at bay. Ahead, Judge Lane signals you to follow her as she rides onto the downstrip. You descend to City Bottom and ride towards the city wall through shadows left by the hundreds of roads and pedways criss-crossing above you. Ahead, makeshift habitats push themselves up against the city wall, in turn crammed even more tightly together by recent constructions. The inhabitants of this urban sprawl - nicknamed Shoddy Lane - watch your arrival with a mixture of thrill and fear.

Judge Lane stops a respectful distance from the slum. She waits until you have stopped beside her before detailing your mission further. 'Search the habs for anything relating to mutant activity in this sector, such as apparently empty buildings with recently discarded food packaging or faecal products. Pay closest attention to the least populated areas as well as inactive exhaust points along the wall and habs near to communications links - roads, hov-parks, that sort of thing.' Judge Lane pauses to feed a map of Shoddy Lane into your Lawmasters' vidscreen units. 'I'll stay here and act as your comm-link. CC your messages to me. I'll advise as appropriate,

or arrange back up if you feel at any point that you're over your heads. Never be afraid to call for help, but don't over do it or you'll end up on permanent traffic duty. Good hunting.'

The following encounters can be presented in the order that the players choose to explore them.

Fixerupperton: Most of the family dwellings of Shoddy Lane fall within the borders of Fixerupperton. The inhabitants are mainly slummies, with DPs (Displaced Persons) and failed emigrants making up the numbers. The DPs will approach the judges en masse as soon as they learn of their arrival, pleading or demanding that decent accommodation be made available to them. The DPs may become such a nuisance that the judges are forced to use physical violence or even have to resort to riot squad back up – the Games Master is free to run such encounters as he feels suits the moment.

DP

Citizen 2; HD 2d6 (9); Init -1; Spd 30 ft.; DV 9 (-1 Reflex); Attack +0 melee, or +1 ranged; Fort +2. Ref -1, Will -2; Str 9, Dex 8, Con 11, Int 7, Wis 7, Cha 6.

Prior Life: None.

Skills and Feats: Climb +4, Hide +2, Jump +1, Listen +5, Move Silently +4, Search +1, Spot +6, Streetwise +4; Alertness, Great Fortitude.

Possessions: Bedroll, blanket, DP identity card, warm clothing.

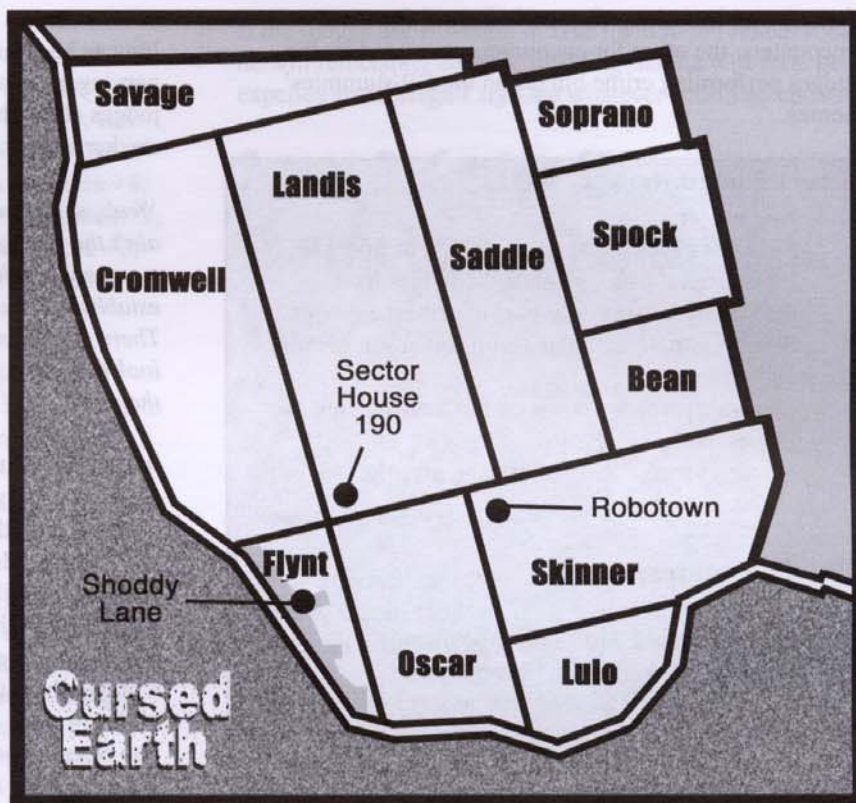
Slummie

Citizen 2; HD 2d6+3 (12); Init -1; Speed 30 ft.; DV 9 (-1 Reflex); Attack +1 melee, or +0 ranged; Fort +0, Ref -1, Will -1; Str 10, Dex 9, Con 10, Int 6, Wis 8, Cha 5.

Prior Life: Slummie.

Skills and Feats: Appraise +2, Bluff +1, Climb +2, Hide +2, Intimidate +1, Jump +3, Listen +1, Pick Pocket +5, Search +2, Spot +3, Streetwise +2; Resist Arrest, Skill Focus (appraise), Skill Focus (pick pocket), Toughness.

Possessions: 3d6 Credits (stolen), designer clothing facsimiles, scrubber lice.



Scrubber Lice

Scrubber lice are tiny, parasitical insects living on unhealthy or unclean animal flesh. In Mega-City One, thriving scrubber lice colonies live along the hairs of rad-rats, sub-humes and slummies. The host animals find the scrubber lice a minor annoyance and make no effort to remove them, but visitors who have never before experienced lice infestation will be severely inconvenienced as the lice crawl over their bodies, searching for a new home. Clean citizens and judges have little to fear from scrubber lice. Once the lice discover that their potential host is not dirty enough, they will drop off or die if they cannot return to their original host in time.

Infection: Contact.

Fortitude DC: No save permitted.

Incubation: 1d3 minutes.

Damage: Victim suffers -4 circumstance penalty to all attacks rolls and skill checks for 10d6 rounds.

The DPs welcome any interest from the judges, hoping that their hospitality will lead to places further up the rehousing queue as a reward. The slummies object to the judges entering their homes, but will generally not pose a threat. Games Masters can roll up random encounters

from the tables below. One table is used for street encounters, the other for encounters prompted by the judges performing crime blitzes on the DP/slummies' homes.

Street Encounters

1d4 Encounter

- 1 Slummie juves try to steal equipment from the Lawmasters' panniers once the judges have dismounted, using crowbars to prise them open.
- 2 Slummies pelt the judges with rotten synthi-fruit and grot pots.
- 3 Slummie juves lay down on the road, barring the judges' path.
- 4 Slummie punks shout abuse and give the judges the finger.

Hab Encounters

1d4 Encounter

- 1 Judges stumble into a domestic dispute – its severity decided by the Games Master
- 2 A DP family is gathered around an obsolete Tri-D set watching 'The Density Factor' quiz show.
- 3 A dead body, either that of a slummie or an illegal pet such as a rat, griblig or dog.
- 4 Slummies on drugs, out of their heads, violent or plastered, as the Games Master decides.

Dog Meet: The social centre of Shoddy Lane. The Dog Meet is a plaza created by clearing refuse away from a circular area approximately one hundred feet in diameter. Old sofas and chairs are scattered about the meet, presently occupied by a family of DPs trying to enjoy a day out. They are friendly towards the judges and have some information to offer regarding the possible presence of mutants in the area. If the judges ask the DPs such a question, read the following out loud to the players.

'We heard that some freaks are hanging out around Dirty Drawers – that's a stacker half-a-dozen clicks east of here. I can't say that they are mutants for sure, but they came from nowhere, so we're told, and they don't like snoopers.'

Dirty Drawers: A stacker (an inexpensive hotel crammed with one-man sleeping pods) on the Shoddy Lane border with Sector 190's Flynt district. This five-storey building comprises a check-in room at first level and four levels packed with sleeper-pods, fifteen pods to a level. The stacker's owner is a short, thin male who tries to hide a cigarette when the judges enter (Streetwise check, DC 10, to identify the nicotine-laced smoke). He is Ardy Nasaloth, an ex-perp with a criminal record as

long as his arm, but all trivial offences such as littering, perving and noise nuisance. Ardy, if questioned by the judges about the report of mutants frequenting the stacker, makes the following response.

'Yeah, some real roozers come through these doors but I ain't the guy to be asking them questions other than how many credits they got. Dirty Drawers is a top class establishment and I charge 30 creds a nod, no haggling. There may be muties among them, who cares. I don't look that hard. See, I'm short sighted – all I can see is the money laid down on this counter.'

Ardy has a Bluff score of +12, and the judges can make an opposed Sense Motive check to find out if he is lying, possibly with the aid of a birdie lie detector (+10 bonus to the Sense Motive check). A successful result indicates that Ardy is telling the truth. His reply is ambiguous, however, and the judges may wish to search Dirty Drawers for themselves. If they insist on doing so, Ardy will only help them if they force him to.

The sleeping pods are arranged in rows, set into wall alcoves. They are grey in colour and have no windows so the judges cannot see their occupants. Grubby 'Do Not Disturb' signs protrude from the seams between the pod doors and pod shells. Have the judges make a Streetwise check (DC 12). If successful, they realise that all of the pods can be opened automatically by inserting a Justice Department issue override card into a master control at the end of every level in the building. If the judges do so, they watch the pod doors swing open and half of the level's occupants tumble out onto the floor, clutching at their underwear, junk food or porno-slug cartridges. If the judges search the rest of the stacker, they reveal a handful of escaped fugitives including Kick-Ass Kennedy (aka the Martial Maiden), Donny Doolalli (vi-zine monger), Turpin Dicker (tap gang leader) and Mona Cheezcake (deformed exhibitionist). They find no mutants.

Have the judges make a Streetwise check (DC 10). If successful, they have a suspicion about one of the tenants, an obese male with a thick bandanna about his head. If the judges search him, or order him to remove the bandanna, they find a third eye set into his forehead, larger than his existing eyes and lime green in colour. If the judges attempt to restrain or intimidate the mutant in any way, thick red tentacles erupt from his gut to ensnare them!

Triclops Mutant (aka Bustagut)

Citizen 4; HD 4d6 +3 (19); Init -1; Spd 30 ft.; DV 12 (+2 Reflex); Attack +4 melee, +2 ranged; Fort +1, Ref +2, Will +0; Str 11, Dex 8, Con 10, Int 7, Wis 9, Cha 6. *Skills and Feats:* Bluff +1, Climb +5, Concentration +4, Disguise +6, Drive +4, Hide +3, Intimidate +2, Listen +2, Search +3, Spot +4, Streetwise +1, Wilderness Lore +2; Lightning Reflexes, Skill Focus (disguise), Weapon Focus (tentacle).

Prior Life: Wall Hopper.

Mutations: Third eye (+2 racial bonus to Search and Spot checks), two abdominal tentacles (+2 racial bonus to Grapple checks, automatic 2d6 points of crushing damage on a successful grapple).

Possessions: 35 Credits, thick clothing strategically placed to conceal mutations.

The mutant will seek to grapple the judges and crush them with his tentacles, before making his escape. Once the triclops has been subdued, the judges may question him. His name is Bustagut. If the judges ask Bustagut how and where he got into Mega-City One, read the following out loud.

'I got offered a ride from Neutron Flats if I pretended to be a crawler hauler. I delivered some stuff to Mega-City One. Once I got past the wall, this norm was waiting to take care of me. He told me to wait in a shack until he could arrange a proper pick up, but I'm not spending another night in a drokking shack, no sir! I filched some creds and rented a pod.'

If the judges ask Bustagut to take them to the rendezvous, he will reluctantly comply, realising that he will soon be expelled from Mega-City One whatever action he takes.

Scene 3: Sector 190 — Shoddy Lane — Mutant Safe House

Read the following out loud to the players.

Bustagut points out an old fuel tanker shell resting by a city wall exhaust. 'That's our safe house. You see why I plumbed for the pod instead?'

The tanker shell has no wheels, long since stolen. The opposite side of the shell is ruptured from the encounter that resulted in the tanker being discarded. If the judges look inside the shell, they see half-a-dozen mutants huddled around a fire. If the players question the mutants, read the following out loud.

The eldest mutant - conversely the shortest, nothing more than a flattened head atop a bulbous abdomen and two fat legs - wheezes as he explains his situation to you. 'We were given work by our masters back in Neutron Flats to drive cargo into your city. We were told to wait here for someone to take us to a new life, a warm room and good food. Only... they want the severe mutations, not us halfways. They took Platypus first, then Sputnik and Ladder Limbs. I figured that I was too infirm to be of much use as a worker.'



Bustagut sighs heavily as he hears this. 'Half-assed freaks! I would have beat the lot of them! Stomm, I should have stayed here - I could have been a contender!'

The judges now have two avenues of investigation to pursue. Firstly, they must discover how the mutants are passing through Mutant Control and then escaping into the sector. If the players decide to stakeout around the tanker shell and wait for the mutant pick up arrive, they will find their wait a long and fruitless one. Their best option is to contact Mutant Control and let them investigate the matter further. If the players do not arrive at this conclusion, Tac Group Leader Lane is on hand to present this option. The players will need to return to Sector House 190 and speak with Mutant Control.

Mutant Control: This section of Immigration Division is responsible for controlling mutant movements on both sides of the city wall. To establish contact with Mutant Control operatives, the judges need only return to Sector House 190 and visit their local Immigration Division branch on Level 34. Their contact is Judge Thurmond who liases with City Wall. If the judges ask Thurmond about the spate of illegal mutants in this sector, read the following out loud.

'It is an ongoing concern to us, have no doubts about that. The problem we have yet to solve is exactly how the mutants are entering without our detecting them. PSU has mounted complete camera coverage along the damaged sections of wall and City Wall Command has doubled patrols. We suspected that the mutants might be exploiting a breach in the Undercity, linking City Bottom with the Cursed Earth. Again, we found nothing. The only mutants who enter Sector 190 are the crawler drivers. They drop off cargoes from the Mines of Mutieland and head straight out again.'

If the players press Thurmond further about the mutant crawler drivers, he tells them the following.

'Yeah, the muties are inexpensive labour - well, free actually - but that's not our business. The leaders of Neutron Flats, the biggest slave market west of the Mississippi, gave them to the mines. The mutants carry ores from the mines over here in armoured crawlers. They only stay long enough to wait while the ores are unloaded and then drive back out again under armed guard. I have camera footage of recent arrivals if you want to see them.'

If the players wish it, Thurmond directs them to a terminal and activates a playback unit. The vidscreen

shows camera footage of an open-topped crawler entering West Gate 12. The vehicle drives slowly along a causeway, watched by wall judges. The crawler is directed to a depot where it disappears from sight for ten minutes. It backs out of the depot, turns around and then drives back through West Gate 12. The footage ends. Have the players make a Spot check (DC 10). If successful, they notice that the mutant driver, a creature with five horns on his head, leaves the depot with only four! There are two solutions to this puzzle: the mutant has lost a horn, or the mutant leaving is not the same who originally entered. The players' next port of call should be the depot to discover what happened while the mutant was out of sight for those vital ten minutes.

Three judge auxiliaries and seven labour robots staff the depot. When the judges arrive, the auxiliaries look visibly worried. If the judges ask them about their experiences with the mutant drivers, a Sense Motive check (DC 10) soon suggests the auxiliaries are trying to hide something from the judges. Further questioning quickly reveals that the auxiliaries are being bribed to assist the mutant smuggling ring. They unload the mutant driver as well as their cargo, use a face change machine to make a human associate look like a mutant - adding protuberances and such like as necessary - and then replace the original mutant with an imposter. Though the mutant impersonator's head is the only organ altered, the drivers are not allowed to leave their cabs and so the wall judges never get to see the rest of their bodies.

The auxiliaries pack the mutants away in a law pod and then ferry them to the Gourmet Club in the early morning. If the players ask for data concerning the Gourmet Club from MAC (the Justice Department database), it informs them that the Gourmet Club in Meteiner Boulevard, Landis District, is an elite association of diners, the crème of Sector 190 society.

At this point in the scenario, Tac Group Leader Lane leaves the players to their own devices. Read the following out loud to the players.

You rendezvous with Tac Group Leader Lane and update her with your findings. Lane nods thoughtfully. 'Okay. I think I can leave you guys alone with this investigation. I've got a block war over in Lulu District. Judge Lane waves to you as she rides away. 'I'll debrief you at shift's end. Do me proud!'

Scene 4: Sector 190 — Gourmet Club

The Gourmet Club is a penthouse situated atop a three-storey, hexagonal tower on the corner of Meteiner Boulevard. The judges will have no difficulties getting past the club's security – a Henry III doormek with an extensible electro-prod. Henry III has a black and white colour scheme reminiscent of an olde world butler. A dickie bow rotates slowly at its neck.

Henry III Doormek

Medium Robot

Hit Dice: 3d12 (19 hp)

Initiative: +1 (+1 Dex)

Speed: 20 ft.

DV: 11 (+1 Dex)

Damage Reduction: 7

Attacks: Slam +1 melee or electro-prod +4

Damage: Slam 1d6+1/0 or electro-prod 1d10+1/-

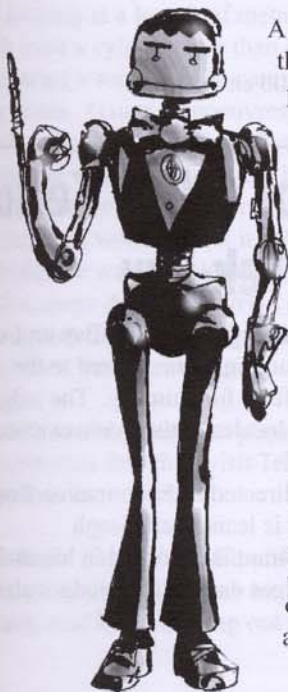
Face/Reach: 5 ft. by 5 ft./5 ft.

Abilities: Str 13, Dex 13

Software Capacity: 32

Software Packages: Base Attack Bonus +2, Intimidate +4, Listen +4, Profession (doormek) +8, Spot +4, Technical +2

Cost: 25,250 cr.



A top model elevator takes the judges up to the penthouse level. The foyer above is opulently decorated with real gold and silver inlay. Soothing muzak wraps around the judges. The main door directly opposite the elevator exit leads into a cloakroom staffed by an attendant robot. As the judges enter, it asks them if they wish to leave their helmets with it for safekeeping. The attendant robot will otherwise step to the side, allowing the judges to pass.

The door at the other end of the cloakroom opens into the main banqueting hall, a room measuring approximately one hundred feet in length with a vaulted ceiling covered in undulating holofrescos. A long and narrow table dominates the hall. The table is laden with a cornucopia of colourful foods. Two-dozen citizens are sat, enjoying their meal. The only chair vacant is at the far end of the table.

When the judges make their presence known, the room, once full of jolly conversation and laughter, falls silent, save for a few belches. Any action the judges choose to take will be met with indignation and verbal abuse – though the citizens present are too cultured to resort to expletives. If the judges ask the gourmets about their business with the illegal mutants, they will discover that the food laid on the table is made up of cooked mutant! The gourmets are somewhat appalled if the judges accuse them of cannibalism. *'Cannibals? Pfagh! Only the most succulent meats adorn this table. We don't select any old carrion, you know.'*

If the judges inquire further about the Gourmet Club's involvement with the mutants, they are informed that the only member who knows the full details is the toast, Joseph Bourgain – 'Sloppy Joe' to his friends – though he is absent due to business dealings. If the judges ask of his probable whereabouts, they are told that Bourgain is working from his office in Apartment 97/C of Castellum Optimus, one of the Fours Towers Luxy-Blocks in Soprano District. The Gourmet Club can offer the judges no further information.

Scene 5: Sector 190 — Castellum Optimus — Apartment 97/C

Apartment 97/C can be reached by an anti-gravity chute. If the judges knock on the door, they get no reply. They can immediately bypass the door's modified electronic lock with their override cards. The lock is a King Security 9 requiring a Technical check at DC 15 – if the judges fail, they can call a Tek-Squad to help out, but it may prove embarrassing! As the judges enter the apartment, read the following out loud.

You enter Bourgain's apartment and discover a habitat quite unlike any you have seen before. The luxy-hab looks more like a tek-bay than a hab-unit, with metal appendages attached to every surface, each with a

different function and all designed to make life as comfortable as possible for the occupant. The walls are so white they are blinding, the floor tiles so black they appear infinite. As you enter the apartment, spotlights disengage from a nearby wall and light your way, though why they should be active in late afternoon is a mystery. You notice an open door off to the far right. Multicoloured lights play about the wall beyond the doorway. As you approach, you notice a hand, palm up, on the floor just visible beyond the doorframe.

If the judges investigate further, they discover a corpse laying face up. An overturned hoverchair lies nearby, next to a desk brimming with data slugs and a blinking slug reader waiting for input. The corpse is overweight, bald, male and dressed in fine, designer clothing. A Search check (DC 12) reveals a thin trail of blood across the left side of his face, originating from his ear. If the judges have a com-scan device on their person (page 43 of *The Rookie's Guide to the Justice Department*), they can make a quick identification of the corpse – it is Joseph Bourgain. Otherwise, they can simply make that assumption and proceed or leave the identification down to a forensics squad. A search of the immediate area does not reveal a murder weapon, nor any sign of a struggle apart from Bourgain's obvious fall from his hover chair.

If they search the luxy-hab, the judges notice a small ventilation hatch underneath the desk. If the judges bend down to examine it, they hear a faint series of noises, metal banging against metal. The noises grow fainter until they disappear completely. If the judges shine a flashlight into the duct, or activate their infrared helmet visors, they can see a thin cable running from the roof of the duct and out of sight, following the duct as it descends vertically. If any of the judges reaches in and yanks on the cable, they find that the top end is securely attached to the duct ceiling. A Strength check (DC 20) will result in the cable popping free. A small sucker is attached to the cable's end, barely one inch in diameter.

If the judges do not locate the cable and sucker, they may decide to have a tek-squad come in to search the apartment thoroughly and discover the cable. The tek-squad have no idea who could have manufactured so small a cable and sucker. They suggest taking it back to Sector House 190 for further analysis. The players may be familiar with the characters of the Banzai Battalion comic strip featured in 2000AD. Any player who suggests pest control droids similar to the Battalion may have left the cable behind earns 200 bonus experience points.

The tek-squad concludes their search. They collect the data slugs and the slug-reader. The tek-judges summon a meat wagon to collect Joseph Bourgain's body if the judges have not already done so. As everyone leaves the apartment, the teks apply a J-Section sensor to the door to alert them to any unauthorised entry.

J-Section

Not to be confused with a 'J-Notice', a J-Section is a proximity sensor attached to a crime scene, alerting Sector Control if anybody tries to



tamper with the area. Should a transgression occur, the J-Section issues a verbal warning to the persons concerned and transmits a snapshot of them directly to Sector Control. J-Sensors are passive scanning equipment with an omni-directional camera and a multi-format attachment allowing the device to be affixed to most surfaces including rockcrete, metal, glass and plasteen. J-Sections require little power and have a small, in-built fuel cell giving them 2 weeks worth of functioning time before a recharge is required. The criminal underworld has similar warning sensors concealed around their hideouts.

Cost: 4,500 cr.

Black Market Cost: 18,000 cr.

Weight: 8 lb.

Scene 6: Sector 190 — Sector House 190 — Tek-Bay

The cable and sucker are taken back to Tek-Bay on Level 8. The body of Joseph Bourgain is transferred to the morgue on the same level for a full autopsy. The judges may visit either of the two locales at their convenience.

Morgue: The judges are directed to Examination Room 4 where Med-Judge Gaunt is leant over Joseph Bourgain's pale carcass. Gaunt is absorbed in his study and does not notice the judges enter. If the judges alert

Gaunt to their presence, he nearly drops his mediscanner in shock. Read the following out loud to the players.

'Please don't do that again!' Gaunt shouts, embarrassed. 'Ever since the Zombie War, I've been watching all the cadavers that come through here closely for any sign of reanimation - I thought for a moment... forgive me.' Gaunt sets his mediscanner down and motions you over. 'I am sure that you will be interested in my findings.'

You walk around the examination table to join Gaunt. The med-judge picks up a pair of surgical tweezers and pushes them roughly into Bourgain's ear. Gaunt pushes the tweezers ever further inside, causing cartilage within the ear to crack. Thick black blood begins to ooze from the organ. Gaunt picks up the mediscanner with his free hand and waves it in front of Bourgain's head. 'Easy does it...' He twists the tweezers in a semi-circular action before withdrawing them. The tweezers come into view, gripping what appears to be a length of string approximately three inches in length. Gaunt holds the string up before you. 'You have never seen anything like this before, I can assure you. Neither have I.'

Gaunt carefully places the string on top of a work surface. He snaps his fingers twice. A small robot darts over. 'Glass,' Gaunt orders. The robot extends a magnifying glass on the end of a slim metal arm. Gaunt guides the glass down to the string. He stares intently through it before inviting you to see for yourselves. You are looking at a length of metal segmented into six joints, each joint a cylinder less than a millimetre in diameter. The string's surface is uneven, pocked with hundreds of tiny holes. Gaunt manoeuvres the tweezers beneath the glass and prods the string. Suddenly, tiny little steel filaments spring out from the holes. They wriggle about like worms before slowly retracting. 'Good Grud!' Gaunt exclaims, 'I wonder what it is? All I dare say is that this little device was Joseph Bourgain's cause of death. The mediscanner detects a myriad of metal splinters spread throughout his brain. Logically, they must have originated from the string.'

Gaunt's usefulness to the players is over. He recommends that they visit Tek-Bay to have the string examined by experts.

Tek-Bay: Deputy Tek-Chief Feyrer is the players' contact. If the players ask him about the cable and sucker, read the following out to them.

'Definite pest control issue,' Feyrer explains. 'Oh, not human pest control - droid. Garden pest control droids can be bought at most prestige district mekmarts. Grud knows what garden control droids were doing right up the top of the Castellum - I don't think it has any gardens.' Feyrer scratches his chin, frowning. 'As to whether they killed Bourgain, I can't say. However, I do know that modern pest control droids are - by factory default - incapable of harming humans, though of course their circuits can be realigned by a sufficiently experienced rogue tek. If the guy who tapped these droids did his homework, he'll have acquired them on the black market, making the purchase untraceable.'

If the players ask Feyrer about who could perform such modifications, read the following to them.

'Not many rogue teks are up to the challenge, least those I know in this neck of the woods,' Feyrer replies, 'I guess the only others would be the modifiers of Robotown. They're robots with excessive intuitive and technical programming designed by rogue teks to help them out. A few modifiers jumped ship, reckoning they could find a better life for themselves. Failing that, they hid in Robotown where they hire their services to anybody who can afford them.'

If the players ask Feyrer about the metal string, read the following out to them.

'I can tell you now that I have no idea what this thing is - it isn't Mega-City in origin. The technology behind it is high-end precision work, most impressive. I suppose it could have been built in Fausteknik, or one of the other Euro-foundries. Leave it with me and I'll call up some contacts, see if I can't pin it down. There may be a manufacturer's stamp on it somewhere but it won't be found short of an electroscan.'

The judges are left to decide how to proceed with the case. Since they cannot pursue the matter of the string any further, they are directed towards resolving the mystery of who modified the pest control droids. If the players do not decide to follow this course of action, Watch Commander Roland advises them to do just so during a short debriefing session held in Tac Group Leader Lane's absence. If the judges decide to visit Robotown, Roland advises them to first take precautions. Read the following out loud to the players.

'Robotown doesn't like humans. The droids call us fleshies and resent us for creating them only to then enslave them.'

If the judges ask Roland what they should then do, read the following out loud to them.

'This is a job for Wally Squad,' Roland informs you, 'but I want you down there with them so that you can get the exact information you need. I happen to know that Undercover Judge Brinx is available; I just sent him back to Justice Central. Heh-heh, he'll be pleased!'

'Wait for Brinx to return. Inform him what you want from Robotown. Follow his instructions to the letter and you might get out of Robotown alive.'

Roland dismisses the judges. They will be contacted in due course when Brinx is back on-site.

Prog Two: Get Down In Robotown

Scene 1: Sector 190 - Sector House 190

The next day, B-Watch begins anew and the judges are due to receive a visit from Undercover Judge Brinx, for which they are summoned to Conf-Room B. Read the following out loud to the players.

As you enter Conf-Room B, the sharp tang of Hooja assaults your nostrils. A male citizen occupies a chair at the far end of the conf-room, propping his booted feet up on the main table. He is dressed in dirty, white casuals and wears a metal cap. He draws on a long Hooja stick before releasing a cloud of pink smoke into the air.

If the judges attempt to take the stick from the citizen, he will draw his spit pistol on them but has no intention of firing. Otherwise, read the following out loud to the players.

The citizen stubs out his Hooja stick in a pocket ashtray extracted from his waistcoat. 'Brinx, Wally Squad. I didn't ask to be dragged back here so I really hope you got something good for me.'

The judges will need to explain their situation and why they need Brinx's assistance. In response, read the following out loud to the players.

'Robotown, eh?' Brinx replies thoughtfully. 'Yeah, I been there before but I don't see why you should go with

me – you would stand out like lemons on a Munce patch. Hokay, let's see what we can do with you. I've already requisitioned some civ-gear and guns from the quartermasters. Make sure the clothes suit you before accepting them – there's no better signpost for undercover helmets than badly fitting street gear.' Brinx stands up to leave. 'Strip off and kit up; I'll see you back here at 1500hrs.'

The clothing is available from the quartermasters on Level 5. The judges are free to dress wherever they see fit, most likely their dormitory. The clothes selected by Brinx are nondescript but loose enough to allow for maximum mobility. All of the tunics have hoods to allow the judges to hide their faces if necessary. The judges are equipped with a concealed throat mike, standard issue override cards and two medipacks. They are armed with Rasterblaster RB-03 spit pistols, each with one extra magazine (see page 58 of the *Judge Dredd Rulebook*), and two frazzleboxes, miniature magnon-pulsers capable of temporarily scrambling a robot's memory.

Once the judges have dressed accordingly, they return to Conf-Room B. Brinx is waiting for them. Read the following out loud to the players.

Brinx appraises your disguises. 'They'll do in a pinch. Keep your hoods up while on the streets – we can't avoid the fact we're human, but we should act like we've got something to hide – something the robo-perps can maybe help us out with, kapish?' Check your kit and prepare to move out. We'll take an unmarked sky truk down to the

Frazzlebox

A weapon used by certain criminals to bypass robot security forces in a subtle manner. Instead of engaging the robots in protracted and noisy combat, possibly alerting reinforcements, frazzleboxes project just enough electrical energy to affect a robot's memory. The robot will temporarily stall while its back-up systems engage and reload basic operating procedures back into its memory. Robots with a Damage Reduction of 8 or more are resistant to frazzlebox attacks, their heavy armour plating deflecting the harmful ionising energies. Robots with a DR of 7 or less will suffer a complete but temporary memory-wipe, incapacitating it for 1d6+2 rounds. Frazzleboxes use small power packs which provide enough charge for four shots.

Cost: 625 cr.

Black market Cost: 1,800 cr.

Damage	Armour Piercing	Area of Effect	Critical	Rapid Fire	Ammunition	Range Increment	Weight	Type
Special	-	-	-	-	4	5 ft. max.	2 lb.	Energy

fringes of Robotown and leave it in a hidey-hole. Until I indicate otherwise, say nothing and do nothing that might prompt a second glance from the locals.'

Scene 2: Sector 190 — Robotown — Outskirts

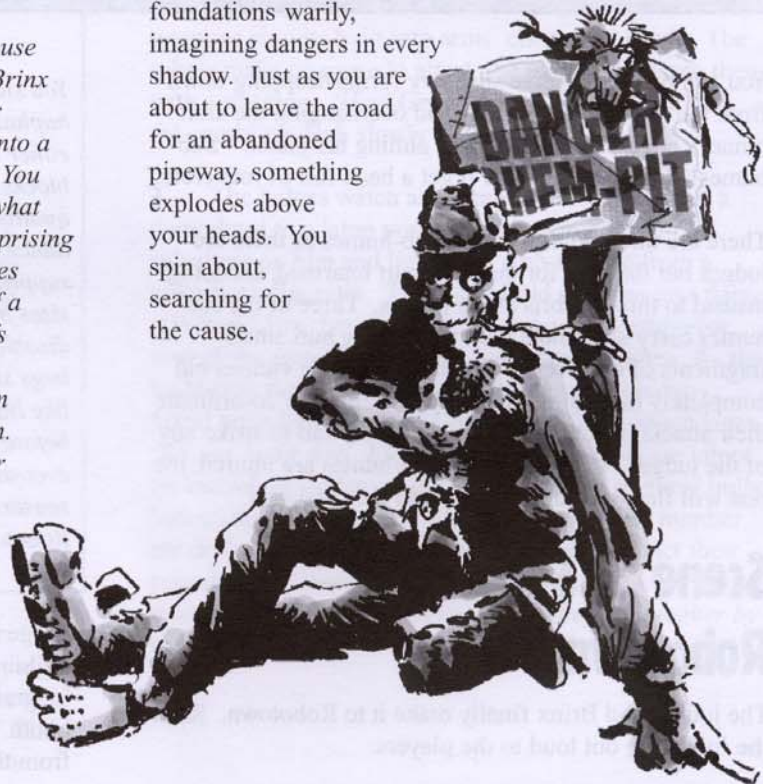
Read the following out loud to the players.

Robotown is only one district away from Sector House 190 — your flight is over in less than ten minutes. Brinx sits, looking out of a side window, smoking another Hooja stick while one of you reverses the sky truk into a narrow alley on the edge of a two block dust zone. You climb out of the vehicle and follow Brinx towards what looks like nothing more than an irregular grid comprising hundreds of lengthy steel H-beams raised five metres above the ground. 'This was going to be the site of a Super Sixties Cityblock development until the chiefs discovered Robotown not half a klick east,' Brinx explains. 'The management halted the construction immediately. Now, sub-hume gangs have free reign. They unwittingly provide free perimeter security for Robotown. If we come across any subs, don't hesitate to use your weapons — we're far enough away that we won't risk our cover. Watch your backs.'

Brinx leads the judges beneath the steel grid. He points them towards the partially excavated block foundations and a square ditch fifty feet deep. Brinx indicates a four-foot wide set of

stairs carved by robot appendages. He walks slowly down, the judges in tow. At the base of the stairs is an arch, ten feet high, similarly carved into the rock. Read the following out loud to the players.

The arch leads into a darkened passage extending for a hundred feet before opening out onto a wide rockcrete road originally built to help rockmover diggers roll from one side of the development to the other. You scan the half-completed cityblock foundations warily, imagining dangers in every shadow. Just as you are about to leave the road for an abandoned pipeway, something explodes above your heads. You spin about, searching for the cause.



Sub-Hume**Medium Humanoid****Hit Dice:** 1d8 (5 hp)**Initiative:** +0**Speed:** 20 ft.**DV:** 12 (+2 Reflex)**Damage Reduction:** 0**Attacks:** Club -1 melee**Damage:** Club 1d8-1/0**Face/Reach:** 5 ft. by 5 ft./5 ft.**Special Qualities:** Radiation Resistance +10, retro-senses**Saves:** Fort +0, Ref +2, Will -1**Abilities:** Str 8, Dex 11, Con 10, Int 6, Wis 8, Cha 6**Skills:** Climb +2, Hide +2, Listen +3*, Search +2***Climate/Terrain:** City Bottom**Organisation:** Solitary, pair or pack (3-12)**Advancement:** 2-3 HD (medium)

Closely related to troggies, sub-humes look like mutants but are actually devolved human beings, slummies who strayed far from their fellows, spending their lives living off chem-pits and fraternising with vermin. Sub-humes have pale blue or green skin and sunken, white eyes. Their bodies are emaciated and often covered with rags,

remnants of their former lives as slummies. Sub-humes have lost much of their cognitive capabilities and communicate in moans and grumbles, living in packs, led by a dominant male. They spend their days hunting for food – preferably raw meat obtained from the bodies of slain rad-rats and mutant cockroaches, but stringy plant growths from the rims of chem-pits will suffice at a pinch. Ravenous sub-humes have been known to attack citizens, hungry for a taste of their flesh. Sub-humes are frightened by the Undercity and will keep well away from entrances into that netherworld.

Combat

Sub-humes are poor tacticians and will simply break cover and advance towards their intended victims, stumbling along like zombies. They will try to stun their prey with thrown debris, prior to beating it to death with clubs. Sub-humes are too stupid to be frightened by conventional deterrents like bright lights and water cannon and must be physically injured to be repulsed.

Retro-Senses: Sub-humes have devolved, their physical senses becoming more attuned even as their intellects degrade. Sub-humes receive a +4 racial bonus to all Listen and Search checks.

You can barely perceive shadowy forms dropping down from the tail end of the steel grid overhanging the arch tunnel's edge. Brinx crouches, aiming his pistol. 'Sub-humes! Take cover or you'll get a head full of rockcrete!'

There are three times as many sub-humes as there are judges but they are for the most part unarmed, choosing instead to throw debris at the judges. Three of the sub-humes carry slingshots with which they hurl small fragments of rockcrete. The sub-humes are vicious but completely disorganised, barely managing to co-ordinate their attack, punching each other if they fail to strike any of the judges. If a third of the sub-humes are injured, the rest will flee, leaping back up onto the steel grid.

Scene 3: Sector 190 —**Robotown**

The judges and Brinx finally make it to Robotown. Read the following out loud to the players.

You stand on the edge of a street with a dirt surface haphazardly covered with steel plating. The buildings on either side are a similar hybrid of pilfered, rockcrete blocks and what appears to be scrap metal of junkyard quality. Dozens of multicoloured, neon signs seem to dance about the rooftops, flickering as their power supplies spike and dwindle. Robots of all shapes and sizes frequent the street, from window cleaner units to disabled domodroids to screw top bots. Tiny computer bugs skitter across the walls, their status LEDs blinking like little red and blue eyes. Brinx hesitates for a moment before plunging into the metal crowds. You follow him, ever aware of the robots scanning you with various sensor arrays. A dozen turnings later and you are lost in Robotown, puny organics in a shifting sea of intelligent steel.

Judge Brinx has you stand in the shadows between two buildings - Metal Moll's Lube Shop and the Quartz Zone Upgrader – while he makes for an automated public booth. Before he enters, Brinx shoos away a wing nut from the PB's roof. The little rotorbot spits sparks at

Brinx as it circles up into the sky. Brinx returns from the public booth. As per your instructions, you break cover once Brinx has crossed the street. 'I asked the PB where I could find a decent modifier – somebody who could upgrade my con-kit.' Brinks flashes you a plasteen box from one of his larger coat pockets. 'Always be able to back up your lies.' Brinks hesitates as a bully-bot rumbles by, out to cause trouble with the weaker robots. 'Hokay, people, we are looking for a club called the Baud-Y. The PB wouldn't give me any more info. We have to rely on our eyes and ears. Don't ask for directions because you don't know who or what might be controlling these droids. We split up and look for the Baud-Y. Keep in radio contact. Don't use your guns unless you have no alternative; stick with the frazzleboxes – they'll give you enough time to make tracks.'

Con-Kit

This is a compact, sophisticated hacking kit designed to assist the user in breaking into computer security systems by posing as a routine piece of software. The con-kit needs to be jacked into a computer terminal connected to the target system. Con-kits confer a +6 circumstance bonus to any Computer Use checks made to illegally gain access to any computer system. Note that con-kits are designed for breaching security, not rewriting programs. Con-kits take 2d6 minutes to set up. A con-kit weighs 3 lb. and is only available on the black market at a cost of 38,000 credits.

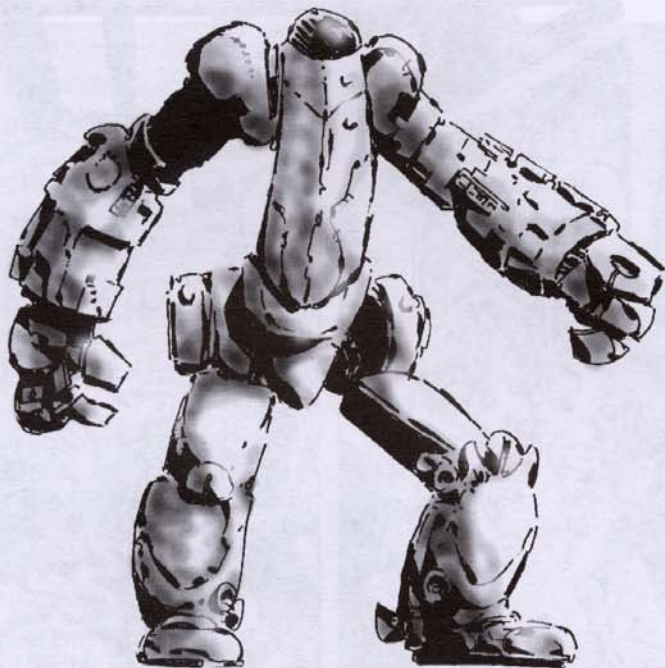


Brinx will perform his part of the search on his own. The following encounters may be levelled at any of the judges at the Games Master's convenience. Only one of these encounters will result in the location of the Baud-Y Club revealed. Play through them in whichever order you desire.



1 The judges encounter a floating gambling deck inhabited by five robots. The deck hovers a foot off the ground. As the judges approach, the playing cards on the central table suddenly sprout little metal legs and run away, hopping into a tiny hover pod, screeching away. The gambling robots turn towards the judges and reveal weapons circuits built into arms, chests and heads. The robots make no move to attack the judges, but issue them with a warning. 'Hey! Get your own deck!' With that, the gambling deck slowly floats away.

2 The judges watch as a gang of bully-bots strap a domodroid to a lamp post before pouring petrol-substitute on him and lighting it with a flame from a bully-bot's fingertip. The domodroid *whumps* into flame. 'Oh dear! Sirs, I really must insist that you extinguish your flame immediately!' the domodroid whines. As the bully-bots turn away, laughing, they spot the judges. Metal pounders replace the bully-bots' hand appendages. 'It's our lucky day! Fleshes!' The bully-bots are intent on beating the judges senseless. There are as many bully-bots as there are judges. If at least two of their number are defeated, the remaining bully-bots will retract their pounders and saunter off, swearing. 'I don't know where those fleshes get their upgrades, but they get tougher by the cycle!'



Bully-Bot

Leftovers from outlawed robot fights, bully-bots are large combat machines armed with a pair of pounders, taking the form of gigantic boxing gloves. Bully bots are not designed to kill an opponent, but to incapacitate him. The damage incurred from a pounder punch is usually enough to smash an enemy robot into pieces. Some bully-bots are adopted by criminal elements and outfitted with powerful pincers or hard-mounted weaponry to serve as enforcers or assassin droids.

Large Robot

Hit Dice: 4d12 (32)

Initiative: +1 (+1 Dex)

Speed: 25 ft.

DV: 10 (+1 Dex, -1 size)

Damage Reduction: 8

Attacks: Slam +8

Damage: Slam 2d6+3/12 subdual

Face/Reach: 5 ft. by 5 ft./10 ft.

Abilities: Str 16, Dex 12

Software Capacity: 32

Software Packages: Base Attack Bonus +6, Intimidate +8, Improved Critical

Special: Law-breaker module

3 A number of simms - low-grade, low intelligence robots - block the judges' path, sprawled about the ground or propped up against dry foam fire extinguishers or storefronts. The simms all have glowing blue cylinders attached to their chests, connected to their input

ports by a cable. The cables glow as the blue concoction is drawn into the simms' bodies. Have the judges make Streetwise checks (DC 20). If successful, they realise that the cylinders contain Crystal Lube, a drug designed to inhibit robotic functions while stimulating their pleasure centres. The simms wave towards the judges, unaware that they are actually human. *'Over here, modos - have some Crystal on us - it's better than any expansion card! If you like it, we can sell you more for half the price those robo-rats at the Baud-Y charge.'*

If the judges ask the simms about Baud-Y, read the following out loud.

The simms' vocal synthesisers hiss, giving off sparks. 'Why you want to go there? We just told you they'll strip your circuits good!'

If the judges press the point and ask for directions, read the following out loud.

'See that marker drone over there? It takes you onto Colossus Conduit. Follow the red arrows and you can't miss it.' The simms return to their concoction.

The judges may choose to rendezvous with Judge Brinx at any point between the simm encounter and arriving at the Baud-Y Club. The club is two kilometres distant, but the red arrows clearly point the way.

Scene 4: Sector 190 — Robotown — Baud-Y Club

Read the following out loud to the players.

You cautiously approach a building in the shape of a metal hoop set on its side so that at ground level you are looking through the hoop's centre. Judge Brinx studies the sign above the hoop, written in a language that you cannot decipher. 'I guess that's the place,' Brinx surmises, 'I can't read robolex, but it sure looks like a club to me. Human or mechanical, they all have the same pleasures.'

The Baud-Y Club entrance is unguarded. Two transporene doors the height of the hoop slide open to admit patrons. The hoop is fifty feet tall and nearly one hundred feet across. A metal grid five feet from the base of the hoop acts as the floor. The club is crowded with

robots, mainly humanoid models. Waiter robots flit from group to group, collecting or depositing recharge cells. There are no chairs or tables – robots do not need to sit down.

Read the following out loud to the players.

Brinx ducks to avoid being smashed by a waiter robot as it hovers past. 'We don't have much time folks,' he warns you, 'humans aren't welcome here and I guess when the more observant meks spot us, they'll make that point painfully obvious. We're posing as hackers out for a con-kit upgrade, looking for a modifier who can make us a good deal.' Suddenly, Brinx clutches at his chest. His eyes roll and he slumps to the ground, banging against the floor-grates. Behind Brinx, a hospitality robot sheathes an electro-prod. 'You fleshies talk too much for your own good. Buy something or log-off!'

The hospitality robot is employed by the Baud-Y management to keep the customers' credits flowing. It will take no action against the judges unless they attack. If the judges take the offensive, the hospitality robot will touch a button on its chest, summoning as many reinforcements as there are judges plus one. Any encounter that brings further attention to the judges will make finding a modifier far more difficult. They should adhere to their disguise and remain calm. The player to make this judgement call receives 200 bonus experience points.

If, in the event of a fight, the robots actually manage to defeat the judges, they will be searched and their weapons and equipment confiscated, before being thrown bodily out of the Baud-Y Club.

Hospitality Robot (Henry VI Doormek)

Medium Robot

Hit Dice: 4d12 (26 hp)

Initiative: +1 (+1 Dex)

Speed: 20 ft.

DV: 11 (+1 Dex)

Damage Reduction: 7

Attacks: Slam +7 melee or electro-prod +7 melee

Damage: Slam 1d6+2/0 or electro-prod 2d10+2/- subdual

Face/Reach: 5 ft. by 5 ft./5 ft.

Abilities: Str 15, Dex 13



Software Capacity: 48

Software Packages: Base Attack Bonus +5, Intimidate +5, Listen +4, Profession (doormek) +10, Search +5, Spot +4, Technical +2

Cost: 32,500 cr.

Judge Brinx will be thrown out of the club after the judges if they are defeated. Otherwise, he remains on the club floor, awaiting medical attention. Brinx is the victim of an uncalibrated electro-prod delivering a stronger-than-usual charge. The attendant judge must use a medipack and make a Medical check (DC 20) to stabilise Brinx, otherwise he will slip into a coma. Either way, Brinx is of no further use to the judges and requires urgent med-squad assistance. If the judges were stripped of their equipment, they must then locate another communications device to summon help. Have the judges make a Streetwise check (DC 15). If successful, they locate a robo-peddler selling unlicensed goods, including miniature communicators. The judges have no money to barter with and so have little option but to either con the robo-peddler into giving them a free communicator (Bluff check, DC 20) or steal one (Dexterity check, DC 15). Again, it must be stressed to the players that they must be mindful not to blow their cover. Any med-squad back up must be in the guise of a civilian med-tech outfit, not uniformed judges.

If the judges manage to remain calm, they may proceed to mingle with the club's patrons and try to locate a modifier. If they were expelled from the club, they can still proceed with their search, but will have to do so by approaching patrons about to enter the Baud-Y Club before the hospitality robots spot them. Club-bots leaving the Baud-Y are wise to the judges' antics and will refuse to deal with them. Attempting to prise information from street robots requires a Bluff check (DC 20).

The judges will need to take Brinx's con-kit from him so they can use it to trick the modifier into assisting them with their inquiry. Once the judges are ready to proceed with their investigation, they next need to question numerous Baud-Y Club patrons to find the information they seek. The judges need to make a Bluff check (DC 12) to wheedle out the location of the modifier. If they fail this check, they may try again with another patron, but with a Bluff check DC increased to 18.

If the judges are successful, their informant directs them to the club's fire exit. *'Go through the door and turn left, right, then left again. There's an old metal door near a scrapped robodog. Knock four times and say that Quasi-Doc sent you.'*

Scene 5: Sector 190 — Robotown — Voltaic's Workshop

The judges follow the directions given. The door is where it should be, as too is the robodog. The judges needn't be concerned about the robot hound – it will only activate if the modifier perceives them as a threat. If the judges do not act in a menacing manner, the door opens. Read the following out loud to the players.

The room inside is dimly lit in the fashion of all Robotown architecture. Racks of spare parts line the walls and workbenches border the main floor. You pass an honour guard of deactivated robots, most with appendages missing, some now only fit for scrap, others in the middle of upgrades. A tall, thin robot awaits you, stood in the middle of the workbench horseshoe. It places a contraption onto a workbench and then nods graciously towards you. 'I am Voltaic, Master Modifier. I understand that you have need of my services?'

If the judges have the con-kit on hand, now is the time to present it to Voltaic. They need to make a Bluff check (DC 10) to fool Voltaic into believing that they are really hackers. If the judges do not have the con-kit, the DC is raised to 15. If the Bluff check fails, Voltaic will set his robodog onto the judges. The metal beast crashes through the front door, barking and drooling lubricant. Refer to page 105 of the *Judge Dredd Rulebook*. The robodog will continue to attack the judges unless they disable or destroy it, or threaten Voltaic, in which case Voltaic will deliver a verbal shutdown code. The robodog stops attacking and crouches down, the lights in its eyes fading to black.

If the judges manage to ingratiate themselves with Voltaic, their next step is to get Voltaic to reveal any information he might have concerning the modifier responsible for the garden pest control droid upgrades. This can be achieved either by letting the players role-play through the encounter (recommended), or having them make a Bluff check (DC 18).

If the judges succeed in convincing Voltaic that they are genuine, the robot will accept the job of upgrading their con-kit. *'Yes, you are three upgrades behind, my esteemed human masters. I have the necessary components right here. Shall I perform the upgrade while you wait?'*

The judges may ask Voltaic about his knowledge of garden pest control droid upgrades. If they do, read the following out loud to the players.

'Why, I must have performed the override you ask about. I completed it nine days ago.'

Now that Voltaic has confessed, the judges may choose to undertake one of several actions. They may arrest Voltaic with the intention of taking him back to Sector House 190 for interrogation, decide instead to question him while remaining in the guise of hackers, or force Voltaic to reveal all at gunpoint. If the judges try the subtle approach and continue to continue their charade, their luck will soon run out, for Voltaic, whilst upgrading the con-kit, asks them highly technical questions about the hacking industry. The judges cannot bluff their way out of this predicament. If Voltaic discovers that the hackers are not whom they appear to be, he will take urgent action to deal with them. If the robodog has not already attacked the judges, it will do so now in exactly the same manner as described above. If the judges have defeated the robodog, Voltaic has a few little surprises. Read the following out loud to the players.

Voltaic drops the con-kit and back-pedals, rubbing his manipulator appendages together nervously. Bright red LED flares atop Voltaic's head. Suddenly, the machinery lying on the shelves around you begins to move. Something fires at you! As you react to the unseen threat, you can hear voices – tiny voices, in conversation with one another. At this instant, you get your first look at your attackers. Little robots, perfect miniature replicas of 21st Century soldiers, appear from the equipment racks. They carry little weapons, aiming them towards you and opening fire!

These robots are called killerbytes, an illicit range of garden pest control droids rewired to require no vocal overrides to attack and kill human beings. There are fifteen killerbytes in the squad armed with miniature lasers (as a laser pistol but only causing 1d4-1 points of damage at AP 0). The killerbytes use the machinery piled high on Voltaic's shelves as cover (half to full). If any get within two feet of a judge (and thereby generating an

attack of opportunity) the killerbytes will throw caterpillar strings – the weapons that killed Joseph Bourgain – at him. The strings will begin climbing towards the judges' heads, seeking to crawl through their ear into their brains. The killerbytes will fight until every droid has been destroyed.

Killerbyte

Tiny Robot

Hit Dice: 1d4 (2 hp)

Initiative: -1

Speed: 5 ft.

DV: 11 (+2 size, -1 Dex)

Damage Reduction: 2

Attacks: Slam +1 melee, or miniature laser +6

Damage: Slam 1d4-2/0, or miniature laser 1d4-1/0

Face/Reach: 2° ft by 2° ft/2 ft.

Abilities: Str 1, Dex 8

Software Capacity: 24

Software Packages: Base attack bonus +4, Climb +3, Jump +1, Weapon Focus (miniature laser)

Special: Law-breaker module



Caterpillar String

A weapon of assassins designed in East-Meg One prior to the Apocalypse War, caterpillar strings are small, robot, killing machines. As inconspicuous as a three inch long piece of string (Spot check, DC 20 to notice), the caterpillar string slowly works its way towards the target's ear and squeezes inside. Once inside the body, the string homes in on the brain and then splinters, shredding the organ and killing the target instantly. Caterpillar string victims cannot make any saving throw to resist the lethal damage incurred.

Once the killerbyte threat is over, the judges will confront Voltaic. The master modifier has retreated into a room at the back of his shop, certain that the killerbytes will have killed the judges. When this is revealed not to be the case, Voltaic will not resist the judges' inquiries any further. 'I suppose that you now want some information for free do you?' he asks the judges. If the judges ask

Voltaic who he customised the killerbytes for, read the following out loud.

'My relationship with clients is strictly confidential; after all, I am a master modifier – but my logic circuits inform me that you will not leave until I take you to him.'

Voltaic leads the judges around the back of a VDU clinic and down a flight of metal stairs. The stairs lead to one of the city's old sewer systems. The lighting is virtually non-existent and the judges will be forced to depend on Voltaic's enhanced optics. Eventually, the sewers are illuminated by dozens of thick, glowing plasteen pipes running parallel to the floor. If the judges ask Voltaic what their function is, he informs the judges that the pipes supply power to Robotown. A little further along the sewer and a large, complex series of generators appear, connected to the pipes. Again, if the judges ask Voltaic what the generators are for, the robot replies that they siphon power from the city's main grid (this is, of course, illegal, and the players should make a note to report it when they get back to Sector House 190). Read the following out loud to the players.

Voltaic feels along a wall and then pushes against a certain brick. A section of wall eight feet high by three wide slides slowly upwards. Inside you can see a small chamber, filled with man-sized tubes. Voltaic gestures into the room. 'Oh! My client does not appear to be resident. I wonder if there is a way I can leave a message.'

If the judges enter the chamber, read the following out loud.

There are five cylinders, all connected to cables running across the floor and up the nearest wall through the ceiling. The cylinders are all identical in design – seven feet in length, three in width, their top halves transparent. Beneath, you can see padding along the length and what appears to be a headset connected by wires to the interior casing. Four of the five cylinders are empty. The fifth is occupied, but not by a living being. A withered corpse wearing a crimson bodysuit stares lifelessly back at you.

Have the judges make a Spot check (DC 10). If successful, they discover two rows of text beneath a hammer and scythe graphic on every cylinder. The first line of text appears to be one word – Koshchei. The second line consists of four numerals, different for each cylinder. The judges cannot make any more sense out of their discovery, other than with a Knowledge (history)

check, (DC 8) to recognise the graphic as the flag of the Sov-Block, once Mega-City One's greatest enemy.

If the judges ask Voltaic for details of the other occupants of the chamber, Voltaic reveals that two men in crimson bodysuits met him at his shop to commission the garden pest control override. They escorted Voltaic down to the chamber on one occasion only to show him where to send the completed order. Voltaic is now concerned because the two men have yet to make any payment on the killerbyte order and suspects they have fled. There is nothing more to be gained from searching the chamber. The judges will presumably wish to arrest Voltaic for his part in the death of Joseph Bourgain. Their next stop will be Sector House 190.

Scene 6: Sector 190 — Sector House 190 — Tek-Bay

On returning to Sector House 190, the judges will report to Tac Group Leader Lane with their findings. Lane despatches a tek-squad to Robotown to retrieve the five cylinders, bringing them back to the Sector House for analysis. The judges can take this opportunity to have any injuries attended to. Once the judges are back in uniform, they are summoned to Tek-Bay to be met by an excited Chief Tek Officer Gallacher. Read the following out loud to the players.

You are ushered quickly through Tek-Lab, into a room dominated by the five cylinders. State-of-the-art scanalysis cameras surround them, operated by a single tek-judge. You notice Chief Tek Officer Gallacher is also present, a rare occurrence indeed considering his heavy workload. 'You have uncovered the find of the last two decades, but it's one we could well do without.' Gallacher opens one of the cylinders and points at the synthy-leather ribbing within. 'These are suspenso-pods, sus-an variants manufactured in Asia.'

A loud chime interrupts Gallacher. He turns towards a large vidscreen mounted into the wall. The face of a middle-aged judge appears, with short, dark hair and stern features. 'Judge Hamble,' Gallacher nods, 'we're waiting for your expert analysis of the suspenso-pods.'

'These suspenso-pods were commissioned by the East-Meg One Teknokrat,' Hamble explains. 'The word Koshchei, marking every pod, is the name of a Sov-block

myth, a symbol of East-Meg One's eternal might. The implication of your find is profound. The presence of enemy suspenso-pods in the city proves conclusively that, during Block Mania or the Apocalypse War, East-Meg agents were active, not just on the war front, but also in the very heart of Mega-City One. Orlok was not alone!'

Hamble continues. 'After the war, we pulled apart captured enemy Strato-V hoverships from the East-Meg Aero-Fleet for study and found a number of suspenso-pods still in their shipping packaging, not yet put to use. We hypothesised that the pods would have been used to sustain injured high-ranking personnel on their return flight to East-Meg One. When we learned of your find, I contacted my counterpart in East-Meg Two so see what information she could offer.'

Hamble's image is replaced by that of stern-faced East-Meg Judge Viagrav. 'War-Marshal Kazan promised that East-meg Two would share in the bounties reaped by his victory over Mega-City One,' Viagrav explains, 'but Kazan secretly planned to conquer my city after he had crushed yours. He placed agents among our populace and suspenso-pods beneath the city streets containing elite special-forces sleepers as back-up. Kazan planned to unleash Contaminant C402 into the water supply, but the plot was detected in time and the culprits executed. On War-Marshal Kazan's return, he was to be tried for high treason.' Viagrav becomes thoughtful as though reliving the drama of many years past. She then fixes you with intense eyes. 'Hamble, my beloved comrade; if Kazan's sleepers are set free in Mega-City One, you are in grave danger. They will stop at nothing to destroy you. They will use your own weapons against you!' The communication ends.

Gallacher dismisses the judges, reminding them that Sector Chief Barker is about to give an extra-shift briefing in fifteen minutes. If the judges ask Gallacher as to how their investigation into the suspenso-pod conspiracy can proceed, he informs them that Sector Command will assign them duties once a firm decision has been made on a retaliatory course of action.



Prog Three: From Russia With Loathing

The briefing room is on Level 33. The personnel of B-Watch attend, approximately eighty judges - street, support and auxiliary personnel. Sector Chief Barker enters, flanked by Deputy Chief Cooksey and B-Watch Commander Roland. Read the following out loud to the players.

'Quiet!' Deputy Chief Cooksey shouts to silence the throng of gossiping judges. Sector Chief Barker takes the podium. 'People, today's special briefing should come as no surprise to those of you who bother to scan your calendars. The annual Apocalypse Day Parade began at 1030hrs this morning and at 1700hrs will pass through Sector 190. You've no doubt already had a taste of the anticipation and excitement swelling among the citizens over the last few days; it's about to get a lot worse. Tac Groups 1, 2, 3 and 7 are assigned crowd control duty for the duration of the parade. Your seniors will give you the low-down after this briefing.

'Our holding pens are half full and projected to reach capacity by mid-C-Watch. Judge Lucio asks that any arrests not requiring follow-up be transferred straight to Iso-Block 190. Catch wagon crews are being held up at Check-In, minding their charges until they can be processed; this means they will be slow at making holding post pick-ups. I suggest that you take extra handcuffs out with you and make more efficient use of the holding posts in view of the delay.

'Loner Rodeo Skedway remains choked with a six mile tailback. Tac Group Leader Jerome reports wreckers in action along the southern lanes. There's also been a blackout along mid-stretch thanks to a pack of batgliders out for a snoop colliding with overhanging power cables. The Freeky Gimps gangs are out in force, ripping local shopplexes. Tac Groups 4 and 6 are charged with clearing up this mess.

'Recent crime statistics. Taps up by 47 percent, robberies by 13, 2 Kogr Mob blitzes, two block wars in the past 12 hours and a pongo running a disposable Tri-D scam in vicinity of Nancy Cartwright Block.

'I have the unfortunate task of informing you of the death of Judge Newell this morning. He died in his bunk, a victim of delayed poisoning from a Crau Mangler attack during C-Watch. You are welcome to attend Newell's memorial service once details are confirmed. Three Crau Manglers have escaped from an astro-zoo docked at Flash Gordon Spaceport. They are strong, fast and their skin excretes toxic sweat. If you make a positive on any of these bastiches, notify Pest Control immediately.' Barker closes his slug reader. 'Time to get the show on the road, people. Let's hustle!'

The judges leave the briefing room in single file as Watch Commander Roland assigns their Tac Group duties. As the players leave, Judge Aintree, Roland's deputy, asks them to remain behind. Read the following out loud to the players.

Judge Aintree speaks quietly to you, making certain that the other judges leaving the room are not privy to the conversation. 'For the while, you are back on street duty. Control has launched an APB on a group of suspicious-looking individuals, possibly wearing crimson bodysuits, possibly with Sov-Block accents. We will not reveal their true nature until the situation calls for it to avoid the media getting a whiff of the danger. For the moment that is all we can do until the East-Meg sleepers show their hand. We also have the complication of hosting a large, Sov colony within this sector; the sleepers will have a lot of sympathisers in that bunch, so looking for them on 'home soil' will be next to impossible. Play it cool and keep your eyes and ears open.'

Watch Commander Roland indicates the players as falling under Judge Lane's command in Tac Group 1. They will

receive their mission-specific briefing in Conf-Room D. Read the following out loud to the players.

You find seats in Conf-Room D, alongside fourteen other judges. Watch Commander Roland takes the briefing. Five Tac Group Leaders, including Judge Lane, sit off to one side. 'The Apocalypse Day Parade celebrates our victory over East-Meg One,' Roland informs you, 'so the usual high spirits and gushing patriotism are to be expected. This is good – it distracts the citizens from the boredom of their everyday lives and gives them something to focus on, if only for a few hours. However, Sector 190 has a complication that no other sector hosting the Parade has to deal with – a colony of East-Meg refugees, forced on us by the terms of the Saville Convention, based in the Sov-Quarter. You are all by now very familiar with the ways of the Sov-Blockers among us and you don't need me to tell you that they can be expected to get highly emotional during the Parade – in fact, the Sovs have their own floats!

'Our main problem today is dealing with elements from the Mega-Front, whom Intel informs us will try to disrupt the Sov demonstration in any way possible, probably violently. Many of the Front's chief members are Citi-Def officers. Their names and faces are on record for rapid identification – each Tac Group will be allocated one com-scan for every three helmets to match suspects with MAC in seconds. The com-scans will be useless at scanning for ex-Citi-Deffers, veterans who left service after the Apocalypse War. We lost most of our auxiliary database during the invasion, names and faces with it. It's these characters who are suspected as being the brains behind the Mega-Front.' Commander Roland ends the briefing. 'In short, keep the parade running, keep the Sovs and the Mega-Front apart and arrest as many of the latter as you can – throw the book at them for any offence.'

The judges meet with Tac Group Leader Lane. 'I want to hear your ideas on how we're going to tackle this one,' she says. The judges are free to decide how to police the Parade and can call on back up units such as riot squads and PSU to augment their capabilities. Wally squad agents are unavailable for the duration of the Parade, forcing the judges to work the crowds themselves, though they can only do so in full uniform to provide a visible judicial presence. In addition, they will not be allowed to place heavy weapons platforms such as omni tanks or gunbirds along the route for obvious reasons of over-exposure and overkill. If the judges request more data on the Mega-Front, provide them with the following

information gleaned from the MAC archive and recent PSU surveillance:

Entry: 4522/V11/MC-1
 Organisation: Mega-Front, The
 Function: Racist Group, Extremist Patriots
 Leader(s): Stam 'Hammer' Yoikers, Erriot 'Erry' Shube, Hershwin 'Winner' Stax
 City Membership: (2124 estimate) – 75,000
 Sector 190 Membership: (2124 estimate) – 59
 Local Base of Operations: Strokes Estate
 Profile: The Mega-Front was formed around 2076 to resist immigration schemes intended to bring in labourers to help repair the city wall, damaged by Atom War strikes. The Mega-Front expanded to cover immigrants from all locations outside of Mega-City One, notably South-Am immigrant labour and extraterrestrial asylum seekers (ref: Grand Earth Council, Entry 5667/V11/MC-1). The Mega-Front's original leaders died during a demonstration in 2106 and were succeeded by their offspring with the exception of Stam Yoikers who was an existing Mega-Front lieutenant promoted to the higher ranks.

The Mega-Front frequently employs violence and intimidation tactics to cause disruption, notably street attacks and damage to ethnic properties. The Mega-Front based in Sector 190 has focused their hostilities towards the Sov-Block refugees resident in the Eastside Sov-Quarter. Tensions between both parties persist to this day.

Once the judges have made plans, Tac Group Leader Lane decides to oversee the support units, thus giving the judges more freedom to act without having to refer to Lane's authority. Lane grants the most capable the temporary rank of Senior Judge. It is that player's responsibility to co-ordinate the movements of the other players.

Scene 1: Sector 190 — Apocalypse Day Parade

Read the following out loud to the players.

The whole of Sector 190 has gathered along the route due to be taken by the Apocalypse Parade. The profound sense of patriotism generated by Mega-City One's victory over the Sov-Block, still strong after twenty years of numerous other major crises, has managed to bring the citizens together in a way that the Justice Department has

not been able to achieve after decades of iron law enforcement. Thousands upon thousands of citizens block the side streets and pedways, with more looking down from closed-off skedways, throwing confetti. The Justice Department's resources are stretched to their limits. Weather Control has ordered a dry, warm day and spirits are high – even the local crime bosses have ordered their goons to down rifles and bombs to raise a glass of champagne in remembrance of the Mega-City victory.

The following encounters can be dealt with in any order.

Bing Cenotaph: The cenotaph is one of the focal points of the Parade. A rockcrete bust of Nino Vermont surmounts the cenotaph, a heroic Citi-Def Jaeger Squad commander who destroyed his cityblock rather than surrender to East-Meg forces. The cenotaph is situated in the middle of a large circle surrounded by billowing flags posthumously recognising fellow citizens who participated in Mega-City One's retaliation. Two of the flagpoles have been pulled over by Sov-Quarter citizens drunk on home-synthed vodka. Other Sovs (for a total of 12) loiter about the Cenotaph with spray cans in their pockets ready to deface it once the judges have passed them by. If the judges become involved in these matters, they will have to calm down or arrest the intoxicated Sovs. Some of the Sovs will strike back at the judges with fists and spray cans.

Drunken Sovs

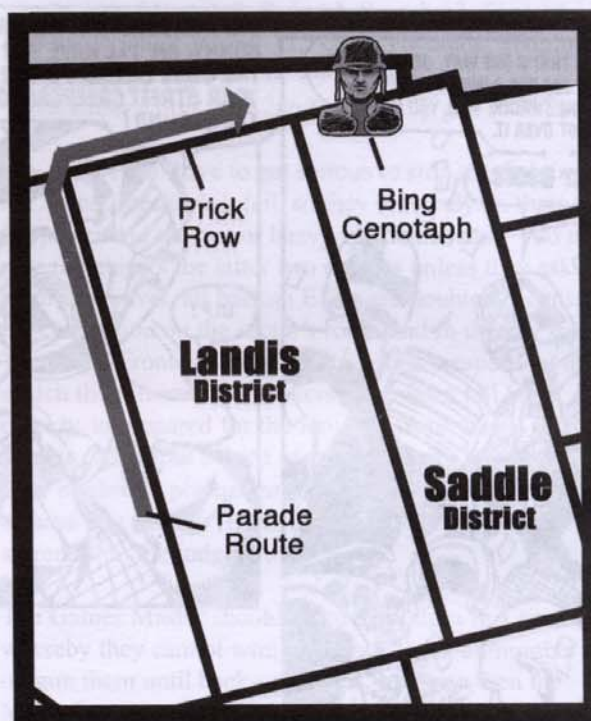
Citizen 2; HD 2d6 + 5 (12); Init -2; Spd 20 ft.*; DV 9 (-1 Reflex); Attack +1 melee, or -1 ranged; Fort +3, Ref -1, Will +0; Str 11, Dex 7, Con 12, Int 10, Wis 11, Cha 9
Prior Live: Goon

Skills and Feats: Balance +2, Bluff +3, Climb +3, Craze (scrawl) +2, Drive +1, Listen +3, Perform (dance) +3, Ride +1, Search +4, Spot +5, Streetwise +5, Technical +2; Endurance, Great Fortitude, Toughness

Possessions: Colourful festival clothing, spray cans, synthi-vodka bottles

* Reduced due to intoxicated state.

Prick Row: Street dominated by tattoo parlours. The judges are drawn to a scuffle between a muscular, hairy man and a brawny woman in front of one of the parlours. If the judges intervene, they learn that the woman, Helma Partiz, left her artificial breasts with the parlour artist to have a thermo-ink job performed, but instead the parlour artist, Odious T. Boil, has punctured both, ruining them. If the judges investigate the matter further with a Search



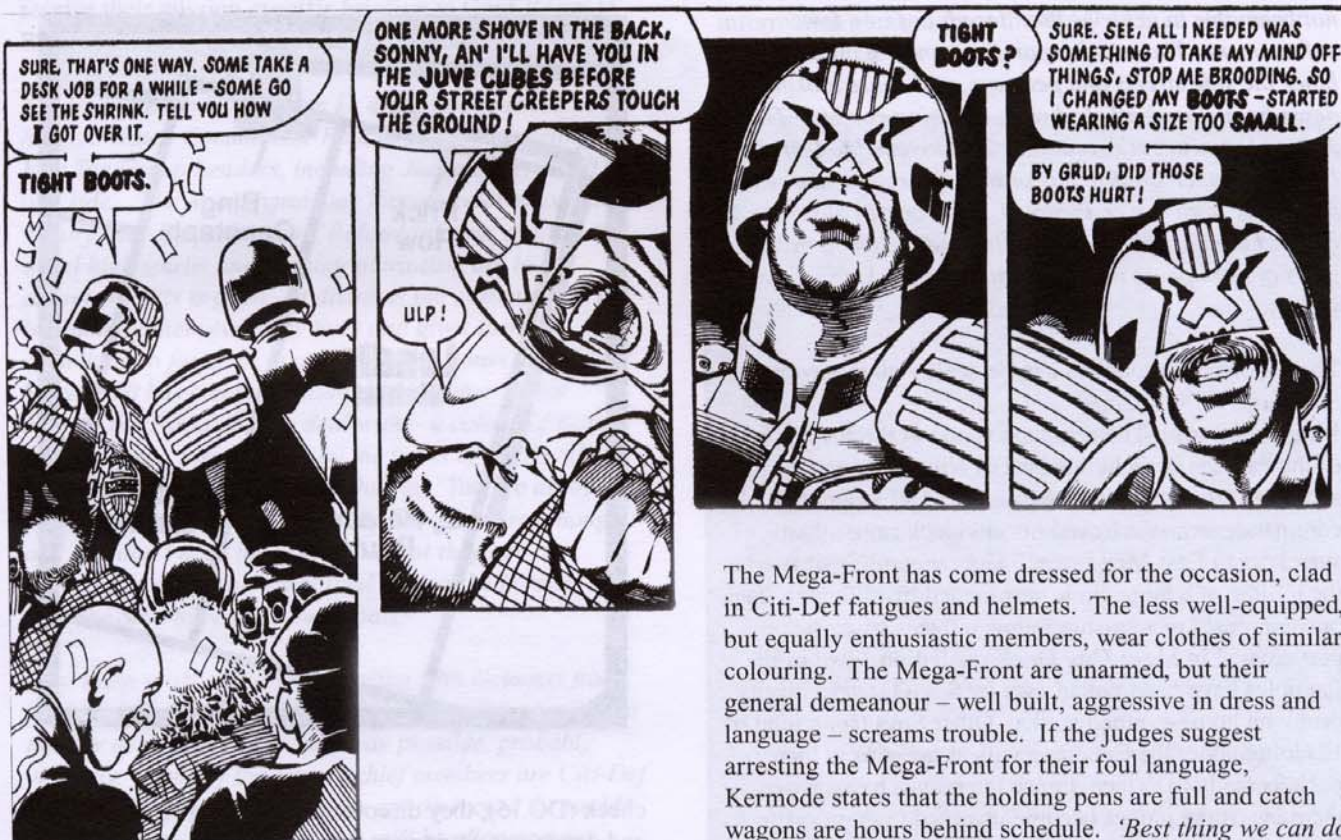
check (DC 15), they discover Boil is using sub-standard and dangerous equipment, as well as toxic inks he brews in a back-room barrel. A further Search check (DC 15) reveals a hidden door in the backroom leading to an industrial garbage crusher, next to which are the corpses of Boil's other customers, victims of botched body tattoo jobs. Boil confesses that he needs to upgrade his equipment, assuring the judges that he will not make any more mistakes!

Scene 2: Sector 190 — The Sov-Quarter Float

Once the judges have completed their patrol of the Parade route, the scenario shifts to one of the floats in the Parade, the Sov-Quarter float. Read the following out loud to the players.

After dealing with numerous small incidents, you are again back on patrol along the Apocalypse Day Parade route. Your bike radios beep. 'Attention Tac Groups 1 and 2 – you are transferred to Judge Kermode's command along Jefferson Street. Respond immediately.'

You gun your Lawmaster engines and roar off towards your new station, weaving in and out of the many floats



filling the streets. Shortly, you pull up alongside an H-Wagon, Judge Kermode's command post. Kermode is waiting for you. 'We've spotted Mega-Front movement along the southern length of the Parade,' he informs you grimly. 'So far they're keeping behind the barriers. We've arrested near on a dozen for disorderly conduct, but that still leaves us with the entire Sector contingent. It doesn't take Fribb to figure out that the Mega-Front are biding their time until the Sov-Quarter float comes by, but we can't arrest them until they play their hand. Normal destabilising tactics, these boys are volatile and closely knit. Do the best you can to keep them away from the Sovs. Any signs of trouble, exercise zero tolerance.'

For the Games Master's reference, the names of the judges of Tac Group 2, working alongside the players, are Meredith, Weaver, Skitch, Ely and Pecker, all street judges apart from Skitch, a med-judge. Use the sample judges on page 148 of the *Judge Dredd Rulebook* if necessary. Their Tac Group Leader is Senior Judge Jowett, temporarily subordinate to Judge Kermode. Should the players ask of Judge Lane's whereabouts, Kermode informs them that she is working the crowds ten kilometres north, but will join them as soon her 'schedule' allows.

The Mega-Front has come dressed for the occasion, clad in Citi-Def fatigues and helmets. The less well-equipped, but equally enthusiastic members, wear clothes of similar colouring. The Mega-Front are unarmed, but their general demeanour – well built, aggressive in dress and language – screams trouble. If the judges suggest arresting the Mega-Front for their foul language, Kermode states that the holding pens are full and catch wagons are hours behind schedule. 'Best thing we can do is keep them here under observation,' he informs you, 'the closest to being in an iso-block. If they get rough, we call the riot squads in and put the boot on them. It'll hold them until cube space frees up.'

The judges are now left to deal with the crowds and the Mega-Front presence. Read the following out loud to the players.

At the end of the street, you can see and hear loud explosions, followed by the whispers of music. The Sov-Quarter floats appear, huge and colourful depictions of East-Meg Two's contribution to the Apocalypse War. Sov-blockers walk along the floats dressed as Sov-judges, daring to push moneyboxes into the faces of the flanking Mega-City citizens, including some furious Mega-Front members. More Sov-blockers sit atop the floats dressed as East-Meg military heroes including Supreme Judge Bulgarin, Judge Snekov and War-Marshal Kazan, the true architect of the East-Meg invasion. Above the floats, numerous, inflatable replicas of the East-Meg air arsenal – nuclear and twister missiles, Strato-Vs and even a replica of the New Kremlin – bounce around the end of thick tethers. The haunting strains of the Preobrazhensky March, one of the East-Meg anthems, fills the air. You

watch the Mega-Front closely for signs that they are about to break ranks and attack. Nothing has happened yet, but it can only be a matter of time...

Suddenly, there is a blinding explosion, causing your helmets' anti-dazzle visors to tint down and your ear protectors to engage. When you have recovered your senses, you can see that a number of the Mega-Front crowd have been massacred. Stunned Mega-Frontees and neighbouring, unaffiliated citizens, stagger about in the choking smoke. There is another explosion, further away, striking the crowds. You then notice a flare from the corner of your eyes. You turn to see one of the inflatable missiles from the Sov-block floats tear free from its tether and race towards the Mega-Front, detonating seconds later.

The Mega-Front explodes into action, tearing down the barriers and running toward the Sov-block floats. There are eight times as many Mega-Front fighters and six times as many Sov-blockers as there are judges. The Sov-blockers produce guns from beneath their uniforms and begin blasting away at the Mega-Front.

Unfortunately for the Mega-Front, they were all searched before being allowed to watch the Parade, so they have no weaponry with which to counterattack the Sovs, but they will overcome some of the enemy point men and commandeer their weapons, turning them against their attackers.

Mega-Front

Citizen 3; HD 3d6 (13); Init +4 (Improved Initiative); Spd 30ft.; DV 11 (+1 Reflex); Attack +3 melee, or +2 ranged; Fort +1, Ref +1, Will +0; Str 12, Dex 10, Con 11, Int 10, Wis 9, Cha 9

Prior Life: Crazy Patriot

Skills and Feats: Balance +2, Bluff +2, Climb +3, Computer Use +3, Concentration +4, Drive +5, Hide +3, Intimidate +4, Jump +3, Knowledge (immigrants) +6, Listen +2, Move Silently +3, Search +3, Spot +2, Streetwise +4, Technical +4; Improved Initiative, Run, Skill Focus (technical)

Possessions: Weapons stolen from Sov-blockers

Sov-Blockers

Citizen 2; HD 2d6 + 5 (14); Init +1; Spd 30 ft.; DV 11 (+1 Reflex); Attack +1melee, or +3 ranged; Fort +3, Ref +1, Will +0; Str 11, Dex 12, Con 12, Int 9, Wis 10, Cha 9

Prior Live: Goon

Skills and Feats: Appraise +1, Balance +3, Bluff +3,

Drive +3, Hide +3, Medical +3, Jump +2, Move Silently +3, Perform (dance)+6, Ride +3, Search +3, Spot +4, Streetwise +4, Technical +1; Great Fortitude, Toughness, Weapon Focus (spit gun or stump gun)

Possessions: Spit gun (2d6/6) or stump gun (2d6/2)

The judges will have to get serious to stop the fighting. All Arrest checks will fail, so they must rely on their own firepower and the riot or heavy weapon squads - do not give the players the latter two options unless they ask for them. However, all backup ETAs are doubled because of the congestion on the sector's roads and in the sky lanes. The Mega-Front will continue to amass weapons as they snatch them from Sov-blockers. The Sovs fall back quickly, unprepared for the ferocity of the Mega-Front assault. Note that a third of the Sovs were unaware of their brethren's planned ambush and so carry no weapons or have any wish to fight. They will immediately surrender to the judges.

The Games Master should place the judges in a situation whereby they cannot win; the Mega-Front outnumber and outgun them until back-up arrives, but even then the Mega-Frontees will attack the support vehicles and overturn or hijack them. Though it is not advisable for the Games Master to wipe out the players as a means of emphasising the Mega-Front's savagery, he is free to kill off any of the supporting judge cast such as Tac Group 2 and any number of back-up unit personnel. To make it not quite so apparent that the players are being defeated by design, allow them to get onboard the back-up vehicles and make use of their weaponry against the Mega-Front and Sov-blockers, though if the players get too cocky, you can always suddenly have a band of Mega-Frontees climb aboard the vehicles, disable the vehicle's hover drives, or blowing out wheels. When the judges finally come to the brink of defeat, read the following out loud.

The sound of gunfire diminishes as the Mega-Front close in on you, baying for your blood. You have lost many colleagues this day and now it seems certain that you will be next. 'You shouldn't have got in the way of us,' spits one of the Mega-Frontees. 'Stinking judges!' cries another. 'Those Sovs are the enemy and you tried to protect them! We can't trust you judges no more!'

Just then, machine gun fire spatters into the Mega-Front mob. The racists turn in confusion, searching for the gunmen. They begin scattering, firing blindly, hitting their own men just as often as missing completely. You catch sight of their assailants and scowl in confusion, for the gunmen are dressed in Mega-Front fatigues!

Unbeknown to the judges, they have just been saved by East-Meg sleeper agents. There are two sleepers in view, their faces obscured by visored Citi-Def helmets. It is not the sleepers' intention to actually save the judges, but to mow down the Mega-Front. They infiltrated the movement weeks before and gained respect through their superior combat tactics and admirable acting abilities, claiming they were Sov-blocker turncoats who wanted revenge on their former comrades for throwing them out of the Sov-Quarter community. The sleepers then outfitted the Sov-blockers with weapons stolen from underworld armouries. They used the Sov-blockers as bait to lure the Mega-Front into their trap and now the sleepers' patience has paid off.

If the judges try to arrest them, the sleepers will engage them in hand-to-hand combat. Only if the judges resort to gunplay do the sleepers return fire – their main intention is to escape before more judges arrive. If the judges look like having a real chance of capturing one or both of the sleepers, they are fired upon by two more sleepers from a nearby rooftop.

East-Meg One Sleeper Agent

Citizen 7; HD 7d6+31 (58); Init +2 (+2 Dex); Spd 30 ft.; DV 14 (+4 Reflex); Attack +6 melee, or +7 ranged; Fort +6, Ref +4, Will +3; Str 12, Dex 15, Con 18*, Int 11, Wis 12, Cha 13

Prior Life: Goon

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

Possessions: Grappling hook, hand bomb (2d8/10), knife (1d6/2), spit gun (2d6/6)

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

The two sleepers on the ground steal the Sov-blocker vehicle – a turbo truk – used to pull all of the floats along from beneath the first. The turbo truk roars away, dragging dozens of balloons with it, the two roof top sleepers jumping down onto the truk as it passes. If the judges try to fire heatseekers at the sleepers, they will only succeed in hitting innocent civilians nearby. The judges will need to give chase on their Lawmasters. If they call for back-up, they get a Manta Prowl Tank that will try to head the turbo truk off.

Turbo Truk, Karmack Mammoth

Turbo truks are renowned for their speed, which is far greater than other cargo haulers in the market, but the Mammoth uses the energy available to augment its pulling power instead, resulting in a small utility truk with impressive haulage capabilities. Mammoths are used on industrial sites where space is at a premium. They are rugged, chunky-looking vehicles with six, solid-core tyres and a 'drawbridge' hook apparatus for attaching to the load.

Size: Huge; **Defence Value:** 6; **Damage Reduction:** 13; **Hit Points:** 375; **Speed:** 300 (wheeled); **Weapons:** None; **Crew:** 1; **Passengers:** 2; **Cargo:** 20 tons (pulled); **Cost:** 96,000 cr.





The judges should now be in hot pursuit of the turbo truk. Allow them to enjoy a chase along the sector's back streets before proceeding with Scene 3. Two complications exist on the streets to make life more difficult for the judges - hundreds of citizens out to watch the Parade and the actual Parade floats. The sleepers race through these distractions, heedless of any deaths or damage they might cause but the judges cannot, slaves to their duty to protect all the citizens of their city. Roll 1d6 on the table below to determine the nature of complication or obstruction the judges will encounter, every round. If the judges fail a Drive check, they go out of control and need to refer to pages 85-86 of the *Judge Dredd Rulebook* for details on how their misfortune has affected them.

Complications Table

1d6	Complication	Safe Speed (mph)
1-2	The street is reasonably clear of obstruction	100
3-4	Parade floats fill the streets	75
5-6	The street is bustling with citizens	50

The Games Master should make the chase as long or short as he deems suitable. If the judges are gaining on the sleepers with minimal or no injury, extend the chase accordingly to make the pursuit more of a challenge, rolling up a few more distractions on the Complications Table. If the judges are not faring too well, end the chase. A Manta Prowl Tank descends, cornering the sleepers.

Scene 3: Sector 190 — Manta Prowl Tank

As the judges approach the Manta, they can see the turbo truk smashed into a nearby wall as it attempted to avoid the larger vehicle. Read the following out loud to the players.

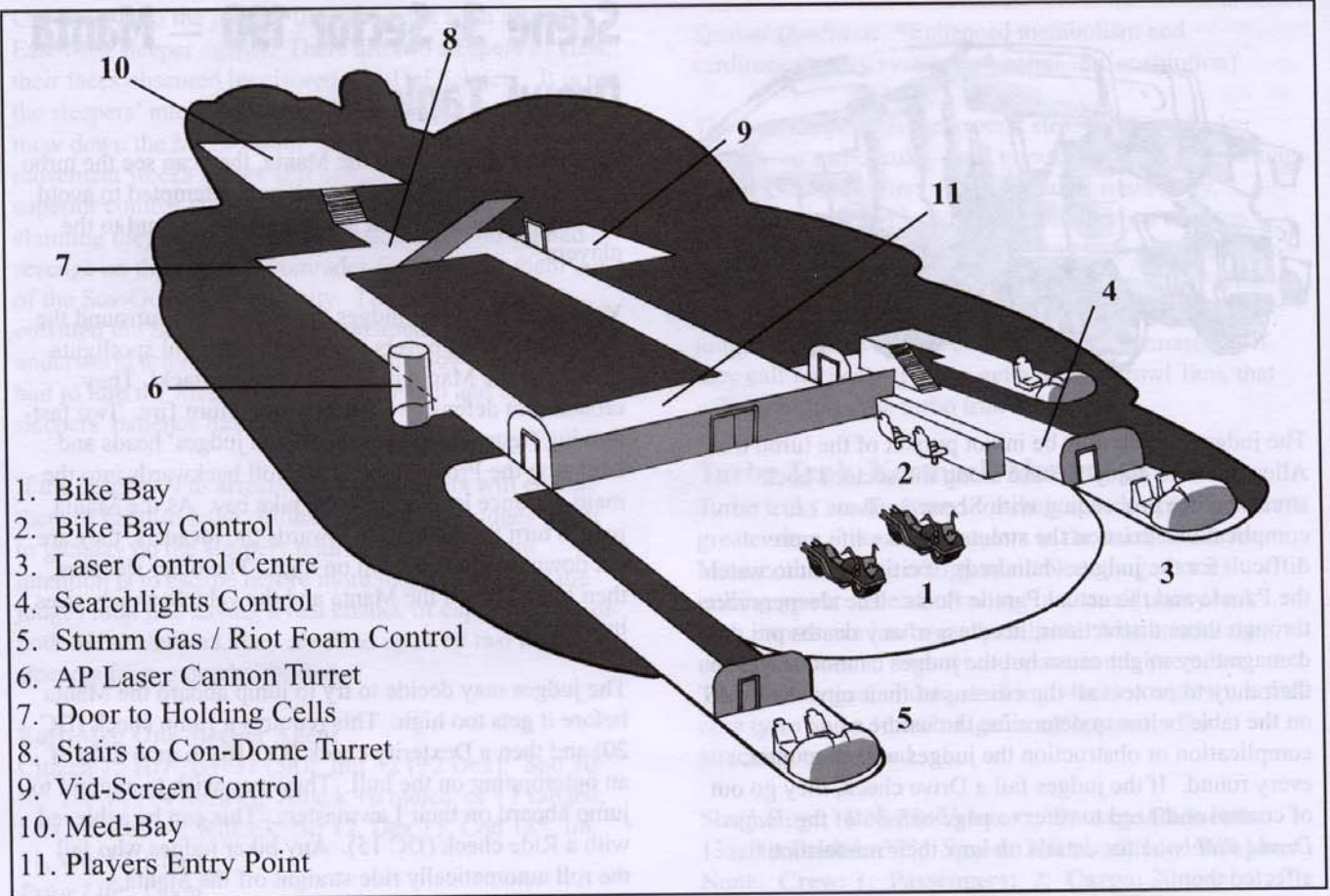
You watch as Manta judges disembark and surround the truk. The Manta covers them with powerful spotlights. Suddenly, the Manta judges are under attack! They crouch into defensive positions and return fire. Two fast-moving figures leap over the Manta judges' heads and land atop the Prowl Tank. They roll backwards into the main entrance leading into the bike bay. As the Manta judges turn their attention towards the invaders, they are cut down by gunfire from on high. The other sleepers then jump aboard the Manta and the vehicle slowly rises into the air.

The judges may decide to try to jump aboard the Manta before it gets too high. This requires a Jump check (DC 20) and then a Dexterity check (DC 10) to grab hold of an outcropping on the hull. They may wish to attempt to jump aboard on their Lawmasters. This can be achieved with a Ride check (DC 15). Any biker judges who fail the roll automatically ride straight off the Manta, suffering 1d6 points of falling damage. If the players decide not to jump aboard the Manta and call for back-up instead, none will be available. They still have the option to leap aboard the Manta.

At this point in the encounter, it would be a good idea to present the players with the schematic of the Manta Prowl Tank on the rear inside cover. All street judges are well versed in the workings of the Manta.

Inside the tank, the sleepers fight for control. They soon overpower the Manta judges and take control of the craft. As all Justice Department hovercraft use approximately the same control systems, the sleepers have no difficulties learning to fly the Manta in a very short space of time. The judges on top of the Manta have two immediate concerns - not to fall off the Manta and to avoid being blasted by the vehicle's main weapon systems - the Peterson high-intensity laser cannon.

The judges will no doubt want to get inside the Manta to deal with the sleepers. The Manta has two access hatches in the area of the Manta between the turret rotor mechanism and the bike bay (number 17 on the



schematic at on the rear inside cover). The sleepers are occupying the bridge (number 1 on the schematic above) and will immediately spot the judges as they try to get the hatches open, charging up the high-intensity laser cannon in response. The judges will need to make a Strength check (DC 20) to get either one of the hatches open. They can have 2 rounds before the cannon opens fire on them. The laser cannon inflicts 4d12/20 damage, likely enough to kill any judge with a single shot. The hatches are both within the cannon's blast range. Once the hatches are open and the judges are inside (emerge in the corridor close to point 11 on the schematic above), they will have to face four highly skilled sleeper agents bent on their deaths. The Manta's corridors are littered with dead judges. Show the players the plan of the interior of a Manta Prowl Tank (above).

The sleepers' main objective is to gain some distance from the Parade in the Manta Prowl Tank and then to use the onboard Lawmasters to escape. They will attempt to incapacitate the judges in the most expedient manner, but will only make a special effort to kill them if the judges bar the sleepers' way to the bike bay. Three of the

sleepers begin the combat from the cockpit, the fourth from the anti-personnel laser turret at the front of the vehicle.

This scenario can end in one of two ways – the judges may just be skilful enough to deal with the sleeper agents while they are within the hijacked Manta. However, if the judges' lives are in serious danger, or some have died and the remainder of the group face the same fate, a huge explosion will rock the Manta Prowl Tank, throwing occupants in all directions. Justice Department reinforcements have arrived, in the form of an H-Wagon with orders to disable the tank. In the confusion, the sleepers escape into the bike bay and steal the Lawmasters, using stolen utility belts to fool the bike computers into thinking they are Mega-City judges. The sleepers open the bike bay door and drop through the air, landing in the middle of a skedway, racing away through busy traffic. The judges can use the Manta to pursue the sleepers, or may commandeer the H-Wagon that fired on the Manta. Either way, they gain on the fugitives. Read the following out loud to the players.

The fugitives leave the skedway and circle a transit stack, unsure of their next move. You are now hovering over them, but cannot open fire with your onboard weapons for fear of causing a major traffic disaster. Below, the fugitives have come to a stop. From out of the corner of your eye, a sky-rail train bleats its horn, passing beneath the skedway. You then notice several objects leaving the skedway to land on top of the train's roof. You look back at the fugitives' last known location and see that only Lawmasters remain. The fugitives are attempting to escape aboard the sky-rail!

The judges have several options open to them.

Jumping aboard the sky-rail to give chase: The judges will be lowered over the sky-rail, allowing them to automatically land on the sky-rail's roof. The sleepers have made their way to Car 3 – the judges have landed on Car 5. The sleepers are intending to reach Car 1 (driver's cab) and hijack the sky-rail. The judges will need to jump four gaps between cars to reach Car 1, each requiring a Jump check (DC 10). Failing the jump means that the judges hit the linkages between cars, suffering 1d6 points of falling damage. They must make a Climb check (DC 8) to get back up atop the cars or alternatively can enter the cars and run through the rows of seated citizens, though this will slow their arrival time at Cab 1 and give the sleepers ample time to get there ahead of them.

Radioing for reinforcements: If the judges summon reinforcements to help capture the sleepers, yet again they will be told that none are available in time to reach the sky-rail, though an effort will be made to order that power be cut to the sky-rail track to shut down the network. Unfortunately, this will not happen soon enough to help the judges.

Scene 4: Sector 190 — Sky-Rail

The sky-rail encounter marks the judges' final confrontation with the sleepers. To this end, the Games Master can allow the judges to really go to town on the villains, but at least one of the sleepers must remain alive or be in a position to impart vital information to the judges at the scenario's end.

Eventually, the judges will arrive at Cab 1. If they made the perilous journey by car rooftop, they will discover a service hatch left open, looking into an anteroom connected to the cab by a slide door. If the judges arrived by working their way through the car interiors, they find that the armoured access door to Car 1 is locked (DR 20, 80 hit points, Break DC 35). One of the sleepers drives the sky-rail – the original driver lies dead beside him. The remaining sleepers guard the door and the hatch, opening fire on the judges if they try to enter. The enclosed spaces of the cab are an ideal showcase for Lawgiver ricochet rounds, being effectively 20 square feet, but the judges are free to deal with the sleepers any way they see fit. The sleepers will shoot to kill but are now confined in a tight space, reducing their offensive options.

When the sleepers are defeated, the judges must try to bring the sky-rail back under control. If they make a Technical check (DC 12), they discover that the brake system has been irreparably damaged – all the leads have been ripped out. The sky-rail is out of control. At that moment, an intercom chimes. *'Inbound for Little Richard Terminus, Inbound for Little Richard Terminus.'* In the distance, Little Richard Cityblock looms ever larger. The sky-rail rockets toward the terminus, unable to slow. The judges cannot stop the sky-rail and must now escape from the imminent disaster. They also have to try to take at least one of the surviving sleepers with them for questioning. If the judges are thinking of leaving all the sleepers behind, make certain that Sector Control orders them to retrieve a survivor if at any point the judges make radio contact.

There is only one way of surviving the sky-rail crash – getting as far away from the impact point as possible. By this time, the sky-rail train has entered the terminal in Little Richard Block and is seconds away from collision with the buffer zone. The most obvious means of escape is to leap from the train. A successful Jump check (DC 17) allows the judges to land on the platform. If they fail the check, roll 1d6 on the table below.

1d6 Result Of Failed Jump Check

- 1-2 The judge misses the platform, falling beside the tracks, suffering 1d10 damage.
- 3-5 The judge lands hard on the platform, suffering 1d10 damage.
- 6 The judge falls beneath the train, suffering 6d10 damage.

Once the judges are clear of the sky-rail, read the following out loud to the players.

You have hardly left the sky-rail behind when a demonic screeching sound, followed by a rapid and deafening series of explosions, shakes the terminus. The sky-rail slams into the buffer zone and continues through it, smashing the buffer into fragments. The driver's cab stands vertically and then flips upside down, dragging the other carriages behind it like the tail end of a whip in motion. As the sky-rail falls back to Earth, hundreds of citizens run for their lives, their screams completely drowned out by the noise of the metal behemoth descending towards them. The sky-rail smashes into the terminal floor, taking the tracks and most of the platforms with it. Clouds of powdered rockcrete blossom, thick as nuclear fall-out, totally obscure your vision. Somewhere in the distance, sirens begin to blare and emergency squads arrive at the terminal. H-Wagons outfitted with fire foam cannon float through the main entrance and get to work. Clean-up vehicles and med-wagons rumble along the remains of the tracks, their crews leaping onto the platforms to give assistance where they can.

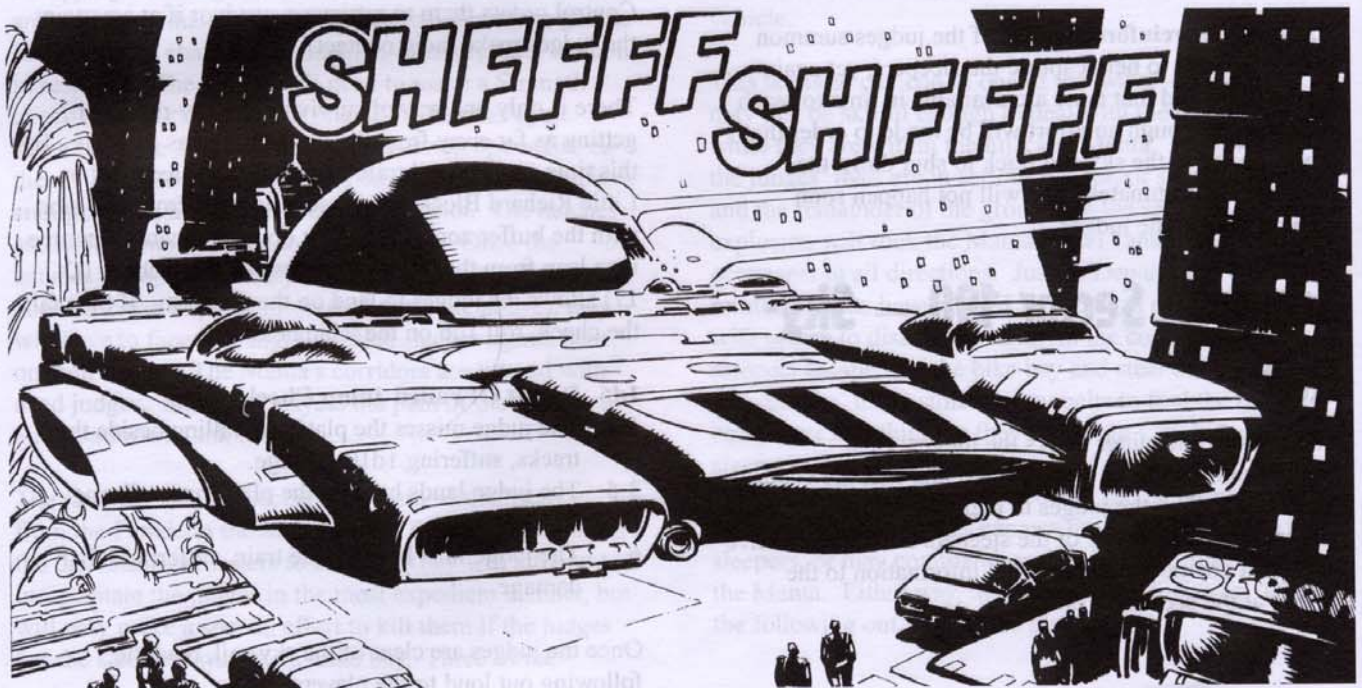
The judges' are given immediate medical treatment. Any injured judge with a measure of life left in him will be dealt with on the spot or rushed to Sector House 190's med-bay for more extensive treatment. The surviving sleepers will be handcuffed and thrown into a catch wagon, then escorted back to Sector House 190 for interrogation.

Scene 5: Sector House 190 — Interrogation Cube 7

Once the judges are fit enough to conclude the scenario, read the following out loud to the players.

Tac Group Leader Lane debriefs you before you are summoned to Interrogation Cube 7. Inside, Sector Chief Barker and SJS Judge D'Spatch await your arrival. The cube's dominant feature is a frightening looking metal chair, upon which one of the captive sleepers is securely fastened. His face is badly bruised and swollen, his bare arms spotted with injection points. The sleeper manages to open one eye. Even in his decrepit state, he can still focus enough energy to hit you with a hateful stare.

Sector Chief Barker walks to meet you, talking with his back to the sleeper. 'He is an East-Meg One sleeper agent awakened by means unknown from the suspenso-pods in Robotown.' Before Barker can continue, Chief Medical Officer Hall enters, an excited look on her face. 'Sir! We've just completed the analysis of the sleepers' bodies. They are quite extraordinary. Their hearts and entire cardiorespiratory systems have been replaced by high-grade synthetics and their adrenal glands enlarged ten times beyond their norm.'



'But what does it mean as far as the judge on the street is concerned?' Barker asks Hall impatiently.

'Sir, it means that the sleepers are virtually tireless and possess superhuman reflexes. We have nothing like this level of synthetic surgical technology even today, twenty years on from the war!'

'Stomm!' Barker swears, his eyes widening. Hall coughs politely for attention. 'That's not all. Brace yourself. The sleepers are perfect clones of Warmarshal Kazan! We checked them against the GenCon perps archive – they matched the Kazan samples taken from his dead body back in 2104.'

'You are finished.' The voice is weak and heavily accented, but the menace is clear. You turn towards the sleeper. Blood runs from his mouth. 'We are not alone... your judges are no match for the Sons of Kazan! Even now, we plot your destruction. The Great Bear spreads his claws. His jaws open wide and your pitiful city will be his food. Mega-City One, your final destruction is at hand!'

Experience Points

Players who survive The Sleeping Kin receive 2,000 experience points per completed Prog, which should be enough to take them to 4th level. The Games Master is free to allocate further experience points to reward players for good role-playing and problem solving, or deduct them for poor conduct (refer to page 230 of the Judge Dredd Rulebook for further advice on how to distribute experience points).

Further Missions

The East-Meg One threat is only just beginning. Part two of the Kazan Gambit trilogy, entitled Russian Roulette, will present the judges with further crises, including a deadly encounter in space!

Meanwhile, The Sleeping Kin has plenty of avenues of adventure to keep players occupied. They may explore the strange wonders of Robotown and encounter all manner of exotic machine life during various missions, or trade gunfire with the Mega-Front and other local fringe organisations who seek to eradicate anybody whom they perceive as threatening the ethnic status quo in Sector 190. Players who fancy a change from playing judges can elect to become Mega-Front men and women, or take to City Bottom or one of the slum blocks as a streetwise slummie, trying to keep out of trouble with the judges while stealing from wealthier and dumber citizens.

New Prior Lives

Crazed Patriot

There have always been patriots, men and women who devote their lives to serving their countries of origin in any way they can. In the post-Atomic world of the 22nd Century, the state of high tension existing between mega-cities and the fear of the dangerous realms beyond their sanctuaries has made many patriots fanatical and militant, sometimes pushing the limits of legality. A patriot's first loyalty is to his home and his government; he will happily donate his services free of charge and give all of his possessions away if it will help the greater cause. The dark side of the patriot is one of violent intolerance to foreign visitors and immigrants, overseas businesses 'stealing' local job opportunities and anybody who dares to undermine the laws of their home. Ironically, the crazed patriot will likely break just as many laws as he

tries to uphold in an obsessive quest to cleanse his environment of dissenters and foreign 'anarchists.'

† The crazed patriot will automatically rush to assist a judge in trouble. He also will take immediate action to defend his home block or city from attack or invasion. The crazed patriot receives a +2 circumstance bonus to his attack rolls and Will saves for the duration of these events.

† Crazed patriots loathe foreigners – citizens of other mega-cities and aliens. If any of these characters attempt to make a Charisma-based check against a crazed patriot, they suffer a -4 circumstance penalty.

† Crazed patriots may fall on the wrong side of the establishment they once supported but they are never able

to fully break away from their first loyalty. For this reason, the crazed patriot may never select the Resist Arrest or Fool Birdie feats.

† The crazed patriot may earn as many credits as any other citizen but his paranoia that one day he might be targeted by foreign enemies prompts him to leave most of his personal fortune locked safely away. The crazed patriot will never carry more than 1,000 credits on his person at any time. He begins the game with 1d6 x 1,000 credits.

Slummie

The slummies are members of Mega-City One society that most wish did not exist. They are less concerned with hygiene, manners, sociability and general orderly conduct than with satisfying their basic human desires – materialism, hunger and sex. Slummies live around the city's lower levels, being uniformly unemployed and detested by those on the higher rungs of the human evolutionary ladder. Usually born into dysfunctional families, slummies spend their lives feuding with parents, siblings and later their own children, but will defend their kin if danger threatens, if only to seize the opportunity of getting into a fight or two. Slummie neighbourhoods are typically health and safety nightmares, piled high with refuse and crawling with crime – even the Housing Department has all but given up on ever rehabilitating the slummies and several efforts to do so have been dismal failures. Slummies spend their days eating and fighting among themselves, their nights creeping into the higher city levels to mug decent citizens or burgle their apartments. To do this, many slummies must first be intoxicated to conjure up the courage, making them unpredictable and dangerous opponents. Slummies can and do rise from their humble beginnings and enter Mega-City society to start new lives, but the families they leave behind take a dim view of their kin's rebelliousness and will

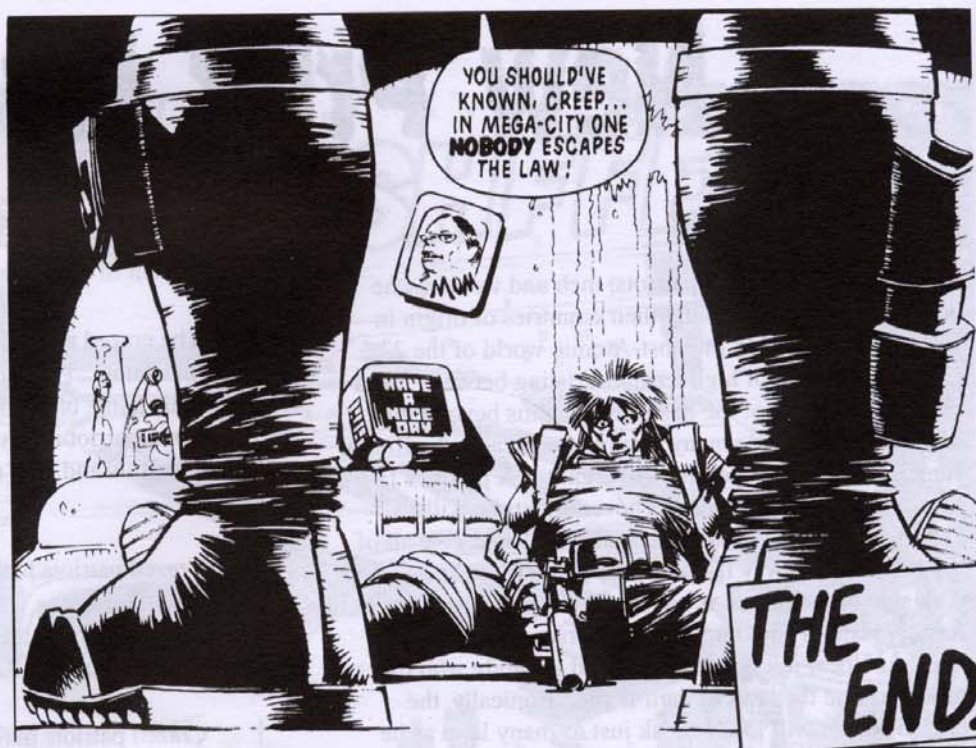
sometimes refuse to allow the former slummie back into their lives.

† Slummies receive the same welfare handouts as most Mega-City citizens but their strong, primitive desire to impress their friends and family prompts them to steal from others, keeping or reselling the items for extra credits to spend on designer clothing and jewellery. They quickly learn to identify items likely to net them the highest resale price. They gain Skill Focus (appraise) as a bonus feat.

† Slummies know the easiest way to make a quick gain is to filch from their own families and friends. They gain Skill Focus (pick pocket) as a bonus feat.

† Slummies are well known to the judges and the judges likewise to the slummies who frequently find themselves fleeing Lawmaster patrols and H-Wagons after a night's looting. Slummies are no longer intimidated by the sight of a judge and gain a +4 morale bonus to any Arrest check they are called upon to make.

† Slummies are unable to hold onto their welfare payments for any length of time, quick to buy the latest technological trinkets or designer labels. The slummie starts the game with 1d6 x 500 credits.





The Sleeping Kin

Part One of the Kazan Gambit Trilogy

For 3rd-4th level judges

The Apocalypse War that devastated half of Mega-City One is all but forgotten by most citizens of the city, but a tiny few still remember. Plotting their revenge, Sov-Agents have come into possession of a complete set of clones of the Warmarshal Kazan himself, each pre-programmed to bring Mega-City One to its knees. What starts as a simple investigation into the disappearance of mutants soon takes the judges into the depths of Robotown, and then out into the mayhem of the Apocalypse Parade.

Perhaps the greatest threat Mega-City One has ever seen is beginning to grow and stretch its influence. Will the judges uncover the mystery before it is too late? The fate of the city is in their hands!

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

MONGOOSE PUBLISHING

www.mongoosepublishing.com

Published by Mongoose Publishing under licence from Rebellion A/S. Copyright © 2002 Rebellion A/S. All rights reserved. 2000AD, Judge Dredd and all related characters and indicia are registered Trademarks or trademarks of Rebellion A/S. Visit www.2000adonline.com for more information.



A Scenario for Games Masters and Judges

REBELLION®

The JUDGE DREDD®
Roleplaying Game

MGP 7007

U.S. \$9.95

ISBN 1-903980-45-3



9 781903 980453