

A full-page comic book cover for Judge Dredd. The central figure is Judge Dredd, shown from the chest up, wearing his iconic black helmet with a red visor and a gold-plated collar. He has a determined, slightly menacing expression. He is holding a large, futuristic police-issue firearm, which is firing a bright orange energy bolt. The background is a dark, industrial, and futuristic cityscape with various structures and lights. The title 'JUDGE DREDD' is at the top in large, bold, black letters, with a yellow star-shaped badge containing the word 'JUDGE' integrated into the 'J'. At the bottom, the words 'APOCALYPSE DAWN' are written in a large, white, distressed, stencil-like font.

JUDGE DREDD

**APOCALYPSE
DAWN**

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PART ONE: THE SLEEPING KIN





INTRODUCTION

Apocalypse Dawn is a mini-campaign for four to six judges. Throughout the course of the campaign, 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 their master – War Marshal Kazan, one of the architects of the Apocalypse War.

PREPARATION NOTES FOR THE REFEREE

Read carefully through Apocalypse Dawn before you start play. Preparation is very important and you should know the general layout of the campaign 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 scenarios 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 *Apocalypse Dawn* script, feel free to enjoy yourself - that is what role-playing is all about!

CAMPAIGN BACKGROUND

In December 2103, Mega-City One fell prey to a chemical weapon 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 Bourdain, toast of the Gourmet Club, is absent when the judges storm the club. The judges visit Bourdain'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 War-Marshall 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 reveal that there are many more of their sleeping kin hidden in Mega-City One, preparing to bring the city to its knees...



THE SLEEPING KIN



SECTOR HOUSE 190

THE SLEEPING KIN

Sector House 190 forms the central base for the judges in *Apocalypse Dawn*, and so this chapter details the judges, droids and citizens who work in the halls of Sector House 190 West, built close to the City Wall and just miles from the Cursed Earth. Sector House 190 is perhaps typical of Justice Department precincts but has a strong identity all of its own and a fierce determination to keep it that way. Referees may use Sector House 190 as a base for several campaigns or as a model to create their very own Sector House, located elsewhere in Mega-City One.

SECTOR HOUSE 190 WEST

Sector House 190 is surrounded by Gasket Plaza, where hawkers sell poorly designed replicas of the building to non-discriminatory tourists, and residents of Blythe Spirit Block take their robodogs out for morning runs. Sector House 190 is within viewing distance of the City Wall and Law pod traffic connects the two, ferrying supplies directly from the Sector House to the wall judges.

Height: 39 Levels

Armament: 6 Autoguns, 12 Anti-Personnel Laser Cannon, 3 Peterson Fast-Action Heavy Laser Cannon.

Population: 223

Street Judge Complement: 128

Support Complement: 74

Judge Auxiliary Complement: 21

Vehicle Complement: 4 H-Wagons, 36 Lawmasters, 9 Law Pods, 2 Manta Prowl Tanks, 28 Pat-Wagons (including 6 Catch, 2 Meat, 3 Med and 4 Tek).

Sector House 190 was constructed in 2111. Its main shell is composed of 3-metre thick rockcrete and has three main portals: The ground vehicle garage (Level 1-3), check-in (Levels 11-13) and the hangar bay (Levels 27-30). All three have half-metre thick blast doors that can be instantly activated, but both the check-in and hangar bays doors remain open by default to allow easy access for citizens and flying vehicles. Once closed, the blast doors can only be reopened by a signal from within the Sector House, or by a master override code sent by the SJS, the regional commander, the Council of Five or the Chief Judge.

Anti-Gravity Chutes (AGC) connect all levels though should these fail, back up stairwells are located close by. Stairwells are only accessible through an armoured door at the first point of entry with an Atomic 1 security code card (all judge override cards are programmed with A1 level clearance as standard).

Zone-specific elevators serve med and tek-bays, carrying heavy equipment from the level 5-6 equipment stores to the two departments, culminating at the level 18 judge med-bay. A weapons elevator carries heavy ordnance from the level 5-6 quartermasters up to the level 37-38 chief observatory.

Sub-Levels 1-3: Tesseract Power Generators

0: Tweenlevel Buffer

1-3: Ground Vehicle Garage

4: Tweenlevel Buffer

5-6: Quartermasters, 4 External Anti-Personnel Laser Cannon

7: Firing Range

8-9: Tek-Bay

10: Tweenlevel Buffer

11-13: Check-In

14-16: 150 Holding Pens, 10 Interrogation Cubes, 2 Internal Autoguns

17: Civilian Med-Bay

18: Judge Med-Bay

19: Personnel & Accounts

20: Mess Hall

21-22: X-Deck

23-25: Dormitories, Senior Judge Quarters & Washrooms

26: Tweenlevel Buffer

27-30: Hangar Bay

31: Tweenlevel Buffer

32: Sector House Security

33: Briefing & Conference Rooms, Watch Commander Offices

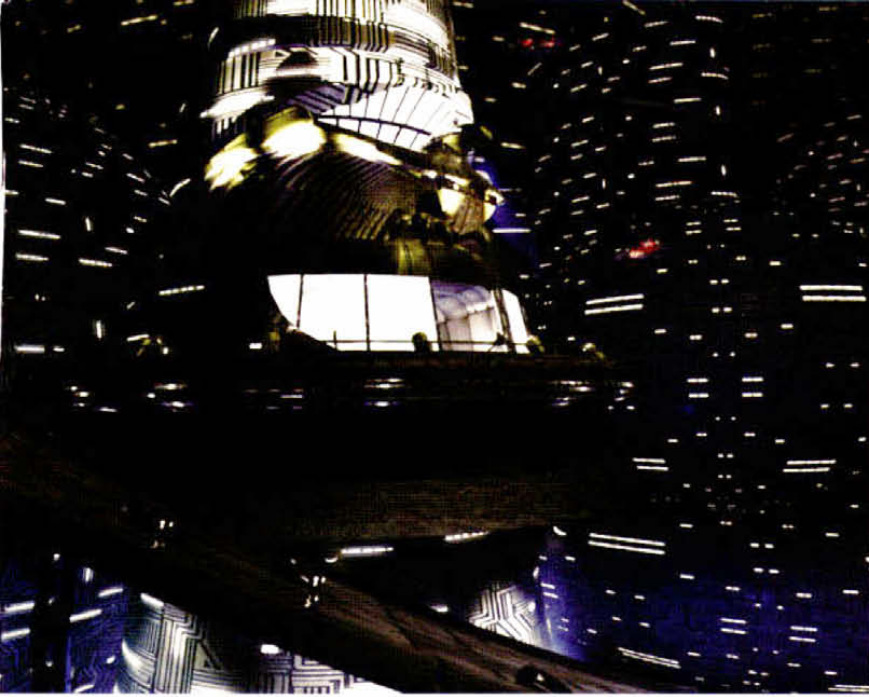
34: Sector Command Offices

35-36: Sector Control

37-38: Chief Observatory

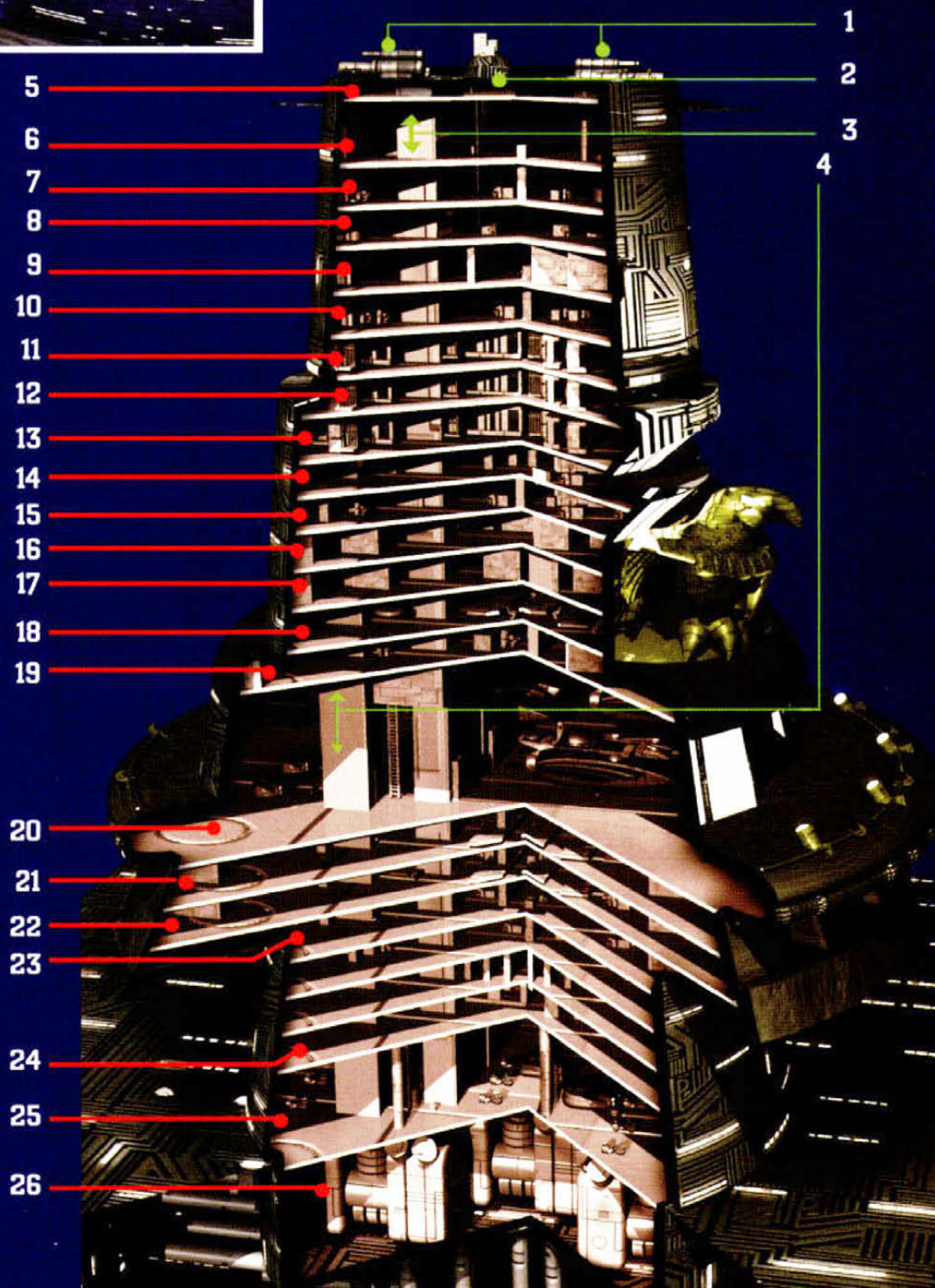
39: Communications Centre & Peterson Heavy Fast-Action Heavy Laser Cannon

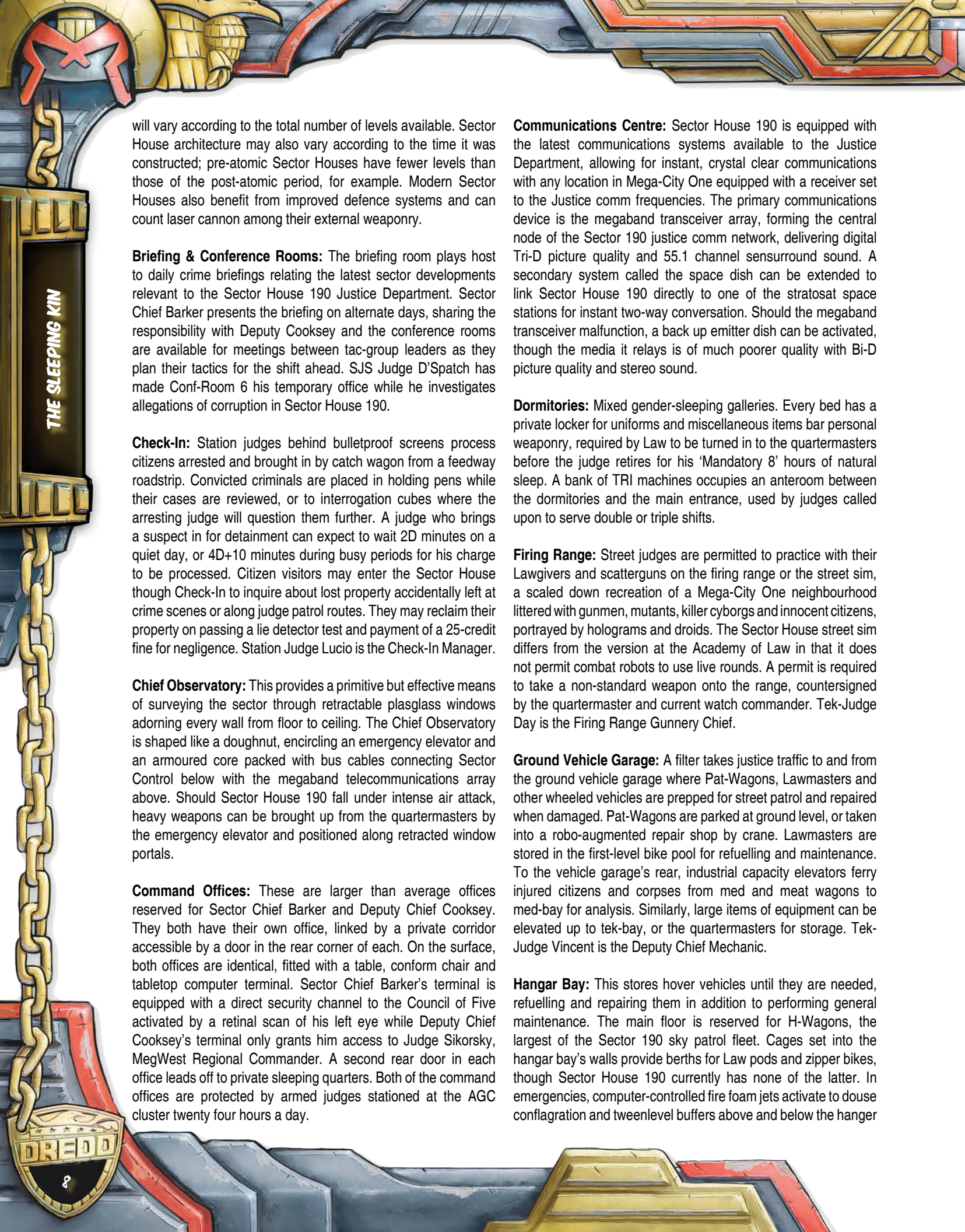
Sector House 190 is a fairly average Sector House with most of its features replicated in near-identical detail within neighbouring justice facilities, though the order in which level content is allocated



Sector House 190

- 1 Peterson Heavy Laser Cannon
- 2 Communications Centre
- 3 AGC Cluster
- 4 Cargo Elevator
- 5 Emergency Platform
- 6 Chief Observatory
- 7 Sector Control
- 8 Sector Command Offices
- 9 Briefing and Conference Room
- 10 Sector House Security
- 11 Senior Judges Quarters
- 12 Dormitories and Mess Hall
- 13 X-Deck
- 14 Personnel and Accounts
- 15 Judicial Med-Bay
- 16 Civilian Med-Bay
- 17 Interrogation Cubes
- 18 Holding Pens
- 19 Check-In
- 20 Hangar Bay
- 21 - 22 Tek Bay
- 23 Firing Range
- 24 Quartermasters
- 25 Ground Vehicle Garage
- 26 Tesseract Power Generators





will vary according to the total number of levels available. Sector House architecture may also vary according to the time it was constructed; pre-atomic Sector Houses have fewer levels than those of the post-atomic period, for example. Modern Sector Houses also benefit from improved defence systems and can count laser cannon among their external weaponry.

Briefing & Conference Rooms: The briefing room plays host to daily crime briefings relating the latest sector developments relevant to the Sector House 190 Justice Department. Sector Chief Barker presents the briefing on alternate days, sharing the responsibility with Deputy Cooksey and the conference rooms are available for meetings between tac-group leaders as they plan their tactics for the shift ahead. SJS Judge D'Spatch has made Conf-Room 6 his temporary office while he investigates allegations of corruption in Sector House 190.

Check-In: Station judges behind bulletproof screens process citizens arrested and brought in by catch wagon from a feedway roadstrip. Convicted criminals are placed in holding pens while their cases are reviewed, or to interrogation cubes where the arresting judge will question them further. A judge who brings a suspect in for detainment can expect to wait 2D minutes on a quiet day, or 4D+10 minutes during busy periods for his charge to be processed. Citizen visitors may enter the Sector House through Check-In to inquire about lost property accidentally left at crime scenes or along judge patrol routes. They may reclaim their property on passing a lie detector test and payment of a 25-credit fine for negligence. Station Judge Lucio is the Check-In Manager.

Chief Observatory: This provides a primitive but effective means of surveying the sector through retractable plasglass windows adorning every wall from floor to ceiling. The Chief Observatory is shaped like a doughnut, encircling an emergency elevator and an armoured core packed with bus cables connecting Sector Control below with the megaband telecommunications array above. Should Sector House 190 fall under intense air attack, heavy weapons can be brought up from the quartermasters by the emergency elevator and positioned along retracted window portals.

Command Offices: These are larger than average offices reserved for Sector Chief Barker and Deputy Chief Cooksey. They both have their own office, linked by a private corridor accessible by a door in the rear corner of each. On the surface, both offices are identical, fitted with a table, conform chair and tabletop computer terminal. Sector Chief Barker's terminal is equipped with a direct security channel to the Council of Five activated by a retinal scan of his left eye while Deputy Chief Cooksey's terminal only grants him access to Judge Sikorsky, MegWest Regional Commander. A second rear door in each office leads off to private sleeping quarters. Both of the command offices are protected by armed judges stationed at the AGC cluster twenty four hours a day.

Communications Centre: Sector House 190 is equipped with the latest communications systems available to the Justice Department, allowing for instant, crystal clear communications with any location in Mega-City One equipped with a receiver set to the Justice comm frequencies. The primary communications device is the megaband transceiver array, forming the central node of the Sector 190 justice comm network, delivering digital Tri-D picture quality and 55.1 channel sensurround sound. A secondary system called the space dish can be extended to link Sector House 190 directly to one of the stratosat space stations for instant two-way conversation. Should the megaband transceiver malfunction, a back up emitter dish can be activated, though the media it relays is of much poorer quality with Bi-D picture quality and stereo sound.


Dormitories: Mixed gender-sleeping galleries. Every bed has a private locker for uniforms and miscellaneous items bar personal weaponry, required by Law to be turned in to the quartermasters before the judge retires for his 'Mandatory 8' hours of natural sleep. A bank of TRI machines occupies an anteroom between the dormitories and the main entrance, used by judges called upon to serve double or triple shifts.

Firing Range: Street judges are permitted to practice with their Lawgivers and scatterguns on the firing range or the street sim, a scaled down recreation of a Mega-City One neighbourhood littered with gunmen, mutants, killer cyborgs and innocent citizens, portrayed by holograms and droids. The Sector House street sim differs from the version at the Academy of Law in that it does not permit combat robots to use live rounds. A permit is required to take a non-standard weapon onto the range, countersigned by the quartermaster and current watch commander. Tek-Judge Day is the Firing Range Gunnery Chief.

Ground Vehicle Garage: A filter takes justice traffic to and from the ground vehicle garage where Pat-Wagons, Lawmasters and other wheeled vehicles are prepped for street patrol and repaired when damaged. Pat-Wagons are parked at ground level, or taken into a robo-augmented repair shop by crane. Lawmasters are stored in the first-level bike pool for refuelling and maintenance. To the vehicle garage's rear, industrial capacity elevators ferry injured citizens and corpses from med and meat wagons to med-bay for analysis. Similarly, large items of equipment can be elevated up to tek-bay, or the quartermasters for storage. Tek-Judge Vincent is the Deputy Chief Mechanic.

Hangar Bay: This stores hover vehicles until they are needed, refuelling and repairing them in addition to performing general maintenance. The main floor is reserved for H-Wagons, the largest of the Sector 190 sky patrol fleet. Cages set into the hangar bay's walls provide berths for Law pods and zipper bikes, though Sector House 190 currently has none of the latter. In emergencies, computer-controlled fire foam jets activate to douse conflagration and tweenlevel buffers above and below the hanger





bay prevent any vehicle fires from spreading to other parts of the building. Crash nets can be manually activated to ensnare damaged craft forced to make a dangerous landing. Tek-Judge Forrester is the Chief Mechanic.

Street judges cannot request any form of modification, including weapons, engine or sensor enhancements, to any justice vehicle. Should they personally attempt to alter a vehicles' base configuration in any way other than to make repairs or maintenance, they will be severely reprimanded when discovered.

Holding Pens: These are temporary detainment cubicles occupied by citizens pending further investigation of their offence or transport to an iso-block. Sector House 190 has interrogation cubes constructed from modified holding cubes due to an architectural oversight resulting in a lack of provision for an interrogation suite; the architect was subsequently sentenced to 15 years imprisonment. Judge Clint is the Chief Warder.

Med-Bays: Sector House 190 has two med-bays: civilian and judicial. Normally, a Sector House will only have one facility, but frequent mutant attacks against damaged portions of the West Wall have brought about increased civilian and judge casualties. Sector Chief Barker considered it prudent to save time and lives by bringing both parties to the Sector House where swift medical care could be delivered before transporting the civilians to Max Gerson General Hospital in Sector 201. Junior med-judges and judge-auxiliaries man the civilian med-bay while senior medics staff the judicial med-bay, assisted by the latest Moderna Mk IX robodocs. Judge Hall is the Chief Medical Officer.

Mess Hall: Robo-chefs serve a wide variety of highly nutritious foodstuffs. The mess hall is the centre of informal, cross-hierarchy social gatherings among justice personnel with the exception of Deputy Chief Cooksey who eats in his private quarters.

Personnel & Accounts: A level set aside for modular office space is the location of the Personnel and Accounts Divisions. Personnel deals with in-house difficulties experienced by judges including emotional, moral, relationship and political issues in need of resolution by highly-trained counsellors under the guidance of Chief of Personnel Judge Lande. Personnel Division is as low-tech as the Justice Department can get with chairs, tables, couches and desk computer terminals being the only items of equipment available to them. Accounts Division shares Level 19 with Personnel, led by Chief Accountant Judge Wethill. Accounts Division are considered almost as bad an annoyance as the SJS, constantly hounding station judges and command personnel alike for chits detailing the latest additions and subtractions from their departmental inventories to provide data for the quarterly Sector House budget. It has become common practice for Sector House 190 judges to lay little traps and pranks for Accounts Division operatives such as covering accounts chits with grease stolen from the garage, or temporarily scrambling

accounts calculators with low-intensity EMP chips borrowed from Tek-Bay. Any judge caught deliberately sabotaging Accounts Division paperwork is subject to a severe reprimand.

Quartermasters: The quartermasters are concerned with general logistics and procurement of clothing, equipment and weaponry for the judges of Sector House 190. Every item on a judge's person originates from the quartermaster stores. If a judge needs to restock, replace standard issue, or requisition non-standard equipment, the quartermaster is his first and only port of call. Street judges can restock utility belt equipment, replace depleted Lawgiver magazines or replace damaged body armour before they begin their daily shift. If a judge wishes to requisition a non-standard piece of equipment, he cannot just 'ask and grab,' but must explain the reasoning behind his request with the Chief or Deputy Chief Quartermaster. This is because most judges rarely require specialised equipment, their standard inventory being considered adequate to enforce the Law. Rifles, explosives and missile launchers are not released to street judges unless the Sector House is in a Code Red state of emergency and the weapons are essential to its defence.

At shift's end, all judges must hand their Lawgivers in for safekeeping. This practice is not common among the city's other Sector Houses where judges keep their trusty pistol by their sides at all times, but a spate of malfunctions affecting the Lawgiver targeting computer have given Sector Chief Barker cause for concern. He has ordered that all off-duty Lawgivers be turned in for analysis by tek-quartermasters on a daily basis to determine the cause of the malfunctions.

The quartermasters are also responsible for outfitting every division in the sector forces. Vehicles must carry full arms, ammunition and essential equipment every time they leave the Sector House. Divisional judges must have full suits of body armour and fully stocked utility belts. Judges must be seen wearing shining bodysuits with nary a crack or tear in sight. Items destined for vehicular or mass personnel use are lowered to the relevant departments in industrial elevators and distributed from there. Judge Couhoun is Chief Quartermaster.

Sector Control: This is the operations centre of Sector House 190. Station judges sit at banks of communications terminals, keeping the departmental chiefs and Sector House Command informed of street judge activities across Sector 190. Sector Control - often referred to simply as 'Control' - is the main point of interface for street judges with their Sector House. Control assigns back up units to assist street judge emergencies, such as heavy weapons squads to help tackle riots, a tek-squads to identify suspicious biological remains, or catch wagons to pick up arrested citizens from holding posts. Sector Control is also the interface between street patrols and MAC, the Justice Department mainframe. On request, any data up to Atomic 2 level security clearance can be instantly downloaded into a

THE SLEEPING KIN



judge's Lawmaster or, in the case of senior judges and tac-group leaders, their helmet tac-displays. Furthermore, Control can track any judge beyond the confines of the Sector House by the ident chip contained in his utility belt. Aside from judicial matters, Control can give information on problems with sector traffic, local civilian events such as parades and protest marches, and notice of weather modifications authorised by Justice Central to give the streets their regular cleaning. Judge Salz is the Chief Control Officer.

Sector House Security: Vital to the defence of Sector House 190, the Sector House Security (SHS) level actually remains empty most of the time, activated only when the buildings integrity is threatened by crisis such as a holding pen breakout, major fire, or direct, armed assault. Sector Chief Barker takes command of the SHS when needed, assigning roles to whichever judges he feels can help resolve the threat at hand as quickly as possible. Barker never charges Deputy Chief Cooksey with any internal security responsibilities, instead transferring him to Sector Control to oversee emergency communications. Sector House Security is the only sub-division that can requisition heavy hand weaponry from the quartermasters without first obtaining a release chit.

Senior Judge Quarters: Level 25's senior judge quarters are nothing more than prefabricated cubicles squeezed into vacant space behind the AGC and elevator banks. Each of the quarters has a bed, locker and a computer terminal plugged into an improvised power socket.

Tek-Bay: This is divided into three main areas: Tek-Lab, Forensics and Tek-Foyer. Tek-Lab repairs Sector House equipment and implements experimental technologies submitted by Justice Central to improve device performance and Tek-Lab will occasionally issue street judges with prototype equipment to field test. Forensics investigates materials obtained from crime scenes beyond the means of the attendant tek-squad to analyse but Tek-Foyer is usually the only part of Tek-Bay that most street judges will see. It is where their requests for technical support can be addressed in person regarding equipment glitches, malfunctions or suggestions on how items might be improved to make street patrols more efficient. Chief Tek Officer Gallacher is a rare presence in Tek-Bay, forced as he is by manpower constraints to divide his attention between Tek-Bay and both Sector House vehicle bays. Only if street judges get lucky will they actually get Gallacher alone for five minutes to discuss issues of concern.

Tesseract Power Generators: Six cylindrical generators power Sector House 190, four perpetually active, the remaining two acting as back up should the city's main grid go offline. A central computer monitors generator performance, increasing and decreasing supply as necessary and acting as circuit breaker should a surge enter the system. LA-G robots - servodroids

installed with engineering software - deal with minor generator repair jobs, as vital repairs are handled by tek-judges. One of Sector House 190's generators has failed because of an overload originating from a nearby NUKCO power plant; a back up takes the strain until a new component can be shipped over from the MegSouth FabricatorCorps.

Tweenlevel Buffer: This is a zone of safety constructed from rockcrete reinforced with solid plastisteel beams to provide protection for personnel above or below a level containing potentially volatile equipment or stores.

Washrooms: These contain vacuum pots (lavatories), washbasins and communal electron shower. Judges stash their uniforms in lockers just inside the washroom entrance.

Watch Commander Offices: These offices are shared by all three-watch commanders, alternating as their shifts change. Street judges work sixteen-hour shifts, or maybe even longer, but watch commanders have the privilege of only working for eight hours before signing over to their temporary successor unless a crisis develops that blankets more than one shift and demands continuity of watch personnel. Like the Sector Command offices, watch commanders are supplied with a desk, conform chair and a tabletop computer terminal. Watch commanders bunk on Level 25. Judge Kemp is A-Watch Commander, Judge Roland oversees B-Watch and Judge Heron C-Watch.

X-Deck: When they are not sleeping or receiving medical treatment, judges make for X-Deck to keep their bodies primed for combat and at the height of their endurance, ready for another demanding shift. X-Deck is equipped with every facility to challenge the human body or accommodate exercises such as aerobic, callisthenics, weightlifting and muscular fitness. Judges can even jog through X-Deck around the main exercise areas, along a sloped track rising up and down the deck's two levels. Judges who want to get more physical with a training droid - or each other - can spar with feet, fists or daysticks below a gallery where their peers can look down on the combatants and appraise their techniques. Medipacks are readily available should any participant suffer a mild injury. Judge Hardman is X-Deck Fitness Instructor.

COMMAND PERSONNEL

A variety of unique personalities and individuals staff Sector House 190, watching all judges under their command as they attempt to maintain Law and order.

SECTOR CHIEF BARKER

Judge John Barker is the Sector House 190's sector chief and has been so since he was promoted from Street Division Tac-Group leadership duties back in 2113. At first finding the pressures of paperwork and endless conferences overwhelming, Chief

Barker has slowly grown into the role and can now appreciate the relative luxuries of office work as opposed to the formidable stresses of street patrol. He initially cast an adversarial image among his subordinates, symptomatic of his difficulties coping with his newfound responsibilities and earning him the nickname 'Biter' but he eventually settled down with much gratefulness received assistance from Deputy Sector Chief Cooksey. Barker is attentive, but not a man to be trifled with. If annoyed, Barker's eyes begin to narrow and the standard advice is to clear the area fast.

STR	DEX	END	INT	EDU	INF
8	9	9	11	10	10

Skills: Admin 3, Advocate 2, Athletics (endurance) 1, Computers 1, Diplomat 2, Drive (Lawmaster) 1, Gun Combat (Lawgiver) 2, Interrogation (doubletalk) 2, Investigate 1, Law 4, Leadership 3, Mega-City One Geography 1, Mega-City One History 1

Special Techniques: Combat Acuity, Data Access

DEPUTY SECTOR CHIEF COOKSEY

Brendan Cooksey is unique in MegWest as being the only deputy sector chief to have once been the actual sector chief of the same Sector House. Though promoted to the position in 2105 after the death of former Sector Chief Kerris, Cooksey was implicated in a gun-running deal with the West-Side Iguanas who were smuggling justice weaponry from a Sector 190 substation into criminal hands, gaining access to that facility using a copied security code card that could only have been supplied by a high-ranking member of the Sector House 190 command. Cooksey was found innocent after intensive SJS questioning, but doubts remained concerning the legitimacy of his claims, ending in his demotion to deputy chief. Cooksey was only supposed to remain in his demoted placement until the new sector chief had been properly bedded in, prior to Cooksey's transferral to lowly station judge duties in another sector, but new Sector Chief Barker requested that Cooksey remain as his deputy, confident he was indeed innocent of the charges made against him. Even so, many judges stationed in the sector distrust Cooksey, though few speak openly of their doubts.

STR	DEX	END	INT	EDU	INF
7	10	11	8	10	10

Skills: Admin 1, Athletics (co-ordination) 2, Computers 1, Deception 3, Drive (Lawmaster) 2, Gun Combat (Lawgiver) 2, Investigate 2, Law 3, Leadership 1, Mega-City One Geography 2

Special Techniques: Sixth Sense

JUDGE KEMP, A-WATCH COMMANDER

Gordon Kemp administrates A-Watch (0600-1400hrs, also known as the 'breakfast shift'), preparing news updates for the morning's first briefing, assigning patrol duties to Street Division tac-group

leaders and reviewing personnel and ordnance statistics such as vehicle damage, weapon depletion, injury to judges and subsequent med-bay capacity, making the sector chief aware of any worrying irregularities. Kemp became A-Watch Commander in 2122, a transfer from Sector 188 to augment ranks depleted by the Second Robot War. Kemp was a watch commander in his previous station and so had little difficulty adapting to his new post. He enjoys the responsibility almost as much as the paperwork, a trait that makes him popular with Sector Chief Barker who regularly allows Kemp to handle some of his more routine workload between shifts. Kemp finds the judges of Accounts Division to be of like minds and often spends his off-duty hours in their company, trading statistics and number crunching system upgrades in a quiet corner of the mess hall.

STR	DEX	END	INT	EDU	INF
8	12	12	11	10	10

Skills: Admin 0, Athletics (co-ordination) 1, Computers 2, Drive (Lawmaster) 1, Gun Combat (Lawgiver) 3, Gun Combat (shotgun) 2, Investigate 3, Law 3, Mega-City One Geography 3, Melee (bludgeon) 1

Special Techniques: Crowd Control, Recovery

JUDGE ROLAND, B-WATCH COMMANDER

Taylor Roland is responsible for looking after the judges of B-Watch (1400-2200hrs, also known as the 'late day shift'). B-Watch is considered the easiest shift to administrate because the strains generated by the 'graveyard shift' the night before have normally been absorbed into A-Watch by the time that B-Watch comes into play, presenting its commander with a judge force as orderly as they can ever hope to be. Roland has served Sector House 190 ever since he graduated, working up from the ranks of ped-patrol to Tac-Group Leader and finally to B-Watch. He is happy to serve in any capacity required when personnel resources are running short, and is equally content to remain as watch commander for the rest of his useful life.

STR	DEX	END	INT	EDU	INF
10	7	8	7	10	8

Skills: Admin 0, Comms 1, Computers 2, Drive (Lawmaster) 2, Gun Combat (Lawgiver) 3, Gun Combat (shotgun) 1, Investigate 2, Law 4, Mega-City One Geography 2, Street Perception 3, Streetwise 1, Survival 1

Special Techniques: Data Access

JUDGE HERON, C-WATCH COMMANDER

Calgary 'Cal' Heron has the unenviable job of pulling his judges through the 'graveyard shift' intact (2200-0600hrs), the time

when Mega-City One crime-rates peak. Heron was an unlikely choice for watch commander, having worked as an operative of Tek Squad E for four years, but his unflappable persona suited the job well, and there was nobody better able to assume the position at the time. Heron secretly worries his promotion was a mistake and that any day soon he can expect to be stripped of his authority but two years down the line, Heron remains watch commander. His technical experience complements the demands of paperwork and resource management in a lateral fashion, granting him the wisdom to generate unique insights into the mechanisms of Street Division and devise innovative problem solving techniques.

STR	DEX	END	INT	EDU	INF
8	8	6	14	10	8

Skills: Admin 0, Comms 2, Computers 3, Drive (Lawmaster) 1, Engineer (electronics) 2, Gun Combat (Lawgiver) 1, Law 2, Life Sciences (cybernetics) 1, Mechanic 3, Physical Sciences (electronics) 2

Special Techniques: Jerry-rig, Recovery

JUDGE HALL, CHIEF MEDICAL OFFICER

Tracey Hall treats her time at Sector House 190 as a vacation; she travelled the Cursed Earth for six years discovering and studying previously unknown diseases as well as helping Mega-City colonists, former helltrekkers, with their health requirements. Her time in the radlands was fraught with danger, with bloodthirsty mutants on her back at every turn. Sector 190 offers the same level of danger from the local criminals but Hall is glad that she at least now has a solid roof over her head. As well as caring for the needs of the judges under her care, Hall is called upon to identify contagion brought into Mega-City One by mutant wall hoppers. She spends several hours every week stationed at the City Wall studying foreign organisms, working alongside disease control operatives from Justice Central's Med-Lab alongside her brother Adrian, a med-lab judge.

STR	DEX	END	INT	EDU	INF
7	11	8	11	10	8

Skills: Admin 1, Computers 1, Drive (Lawmaster) 1, Gun Combat (Lawgiver) 1, Law 2, Life Sciences (biology) 3, Medic 3, Physical Sciences (chemistry) 1, Social Sciences (psychology) 1

Special Techniques: Life Saver, Rapid Diagnosis

JUDGE GALLACHER, CHIEF TEK OFFICER

Michael Gallacher is another Sector 190 career judge, joining the

Sector House in 2101 straight from graduation; he actually passed his FST in this very sector under the watchful eye of Senior Judge Couhoun, now the Sector House 190 Chief Quartermaster. Gallacher started out working in the robot maintenance section of Tek-Bay and later joined a tek-squad on field duty, racing to repair damaged Manta Prowl Tanks, H-Wagons and gun platforms. Gallacher excelled in this capacity and was promoted to Assistant Chief Engineer of Sector House 190's garages to repair and maintain the more sophisticated vehicles in the sector fleet. Gallacher became Chief Engineer in 2114 and shortly afterwards also took up the position of Chief Tek Officer for the entire Sector House. He now balances, uncomfortably, the two roles and has his sights desperately set on transfer to a city wall iCON Wagon garage where he plans to wind down for a few years. Sector Chief Barker has other ideas and is not willing to lose his best tek-judge just yet, though he is unable to ease Gallacher's workload, a tek-judge of equal competence is non-existent within local ranks.

STR	DEX	END	INT	EDU	INF
8	8	7	8	10	9

Skills: Admin 1, Comms 2, Computers 3, Drive (Lawmaster) 1, Engineer (electronics) 2, Engineer (life support) 1, Engineer (power) 2, Gun Combat (Lawgiver) 1, Law 3, Leadership 1, Mechanic 3, Physical Sciences (electronics) 2, Physical Sciences (physics) 3

Special Techniques: Data Access, Jerry-rig, Rapid Assessment

JUDGE WETHILL, CHIEF ACCOUNTANT

Jimima Wethill is known as the 'service without a smile' woman, a walking accounts database with few friends other than her calculator terminals. Wethill sees no need to fraternise with judges outside of her department – and why should she anyway? Sector House 190's accounts paperwork constantly demands her attention and time is definitely money! Lack of exercise and overwork have made Wethill clinically obese and triggered mild arthritis in her fingers for which she refuses any medical attention, believing that drugs will slow down her performance.

STR	DEX	END	INT	EDU	INF
6	8	7	8	10	11

Skills: Admin 3, Broker 1, Comms 2, Computers 3, Drive (Lawmaster) 1, Gun Combat (Lawgiver) 1, Investigate 3, Law 4, Persuade 1

Special Techniques: Data Access

JUDGE LANDE, CHIEF PERSONNEL OFFICER

Desmond Lande rarely leaves Sector House 190 other than for educational duties because his clients all reside inside the Sector House. Lande is approaching retirement age but his shock of white hair and almost parental concern for the judges under his care have made him incredibly popular with the younger cadre of judges who look up to him as a father figure. Lande prides himself on being available to troubled judges twenty-four hours a day; he will not hesitate to use a TRI machine, forsaking his off-duty hours so that he can get back on the job if the need for his services is sufficient. When not solving personnel problems, Lande can be found watching Mega-City talk shows or hosting community relations exercises among the local city blocks as a representative of Justice Interactive. Deputy Sector Chief Cooksey resents Lande for his ability to wean deep trust from the other judges, a skill Cooksey never quite managed to develop.

STR	DEX	END	INT	EDU	INF
9	9	9	10	10	7

Skills: Admin 3, Computers 1, Diplomat 3, Drive (Lawmaster) 1, Gun Combat (Lawgiver) 1, Investigate 1, Interrogate (doubletalk) 1, Law 3, Leadership 1, Mega-City One History 1, Persuade 2

JUDGE COUHOUN, CHIEF QUARTERMASTER

Archibald Couhoun was Chief Armourer of the West Wall, patrolling the lonely expanses of plasteen walkways on the lookout for mutant menaces. When Couhoun lost both his legs to an airborne mutant attack, he was retired to permanent indoor duty, considered too vulnerable to continue service as a field officer. Within two weeks, Couhoun requested transfer. He called upon a favour from Deputy Sector Chief Cooksey and got a command position at Sector House 190 as Chief Quartermaster where his disability did not hinder his activities or his standing. Couhoun is an expert on rifles and heavy weaponry and in his spare time he visits Tek-Lab Judge March, a self-confessed 'gun freak,' where the two drum up weapon upgrade proposals for the justice armoury boom teks.

STR	DEX	END	INT	EDU	INF
7	9	14	8	10	8

Skills: Admin 2, Broker 1, Computers 2, Drive (Lawmaster) 2, Gun Combat (Lawgiver) 3, Gun Combat (slug rifle) 3, Gunner (turret) 2, Heavy Weapons (launcher) 3, Investigate 3, Law 2, Mechanic 1

Special Techniques: Rapid Aim

JUDGE D'SPATCH, SJS ATTACHMENT

D'Spatch has been summoned by Sector Chief Barker to investigate the mysterious disappearances of three street judges over the past two months. Their bodies have not been found, suggesting they may have 'flipped' (turned renegade). D'Spatch has found no direct evidence of judicial malpractice in the missing judges' personal logs and he is certain that the disappearances are linked to the perp-running operations over the West Wall, though he is not sure exactly how they are related. D'Spatch suspects at least one other judge knows the details behind the disappearances, but he is not talking - for now.

STR	DEX	END	INT	EDU	INF
9	14	11	12	10	12

Skills: Admin 1, Computers 2, Drive (Lawmaster) 1, Gun Combat (Lawgiver) 3, Interrogate (doubletalk) 4, Investigate 4, Law 3, Persuade 3, Streetwise 2

Special Techniques: Perp Sense

JUDGE CLINT, CHIEF WARDER

Carlos Clint is a bastard and proud of it, even though he ranks alongside Deputy Sector Chief Cooksey in terms of unpopularity. He derives pleasure from frightening the life out of citizens resident in one of his holding cubes, regularly threatening them with beatings if they so much as open their mouths. If he thinks that he can get away with it, Clint will take a few prisoners into the black cell - an opaque holding cube - for special treatment with his electro-prod. He prefers victims who are already wounded to help conceal the additional injuries he inflicts upon them. If any of his victims inform on him, Clint always claims they attacked him as he and his subordinates escorted them to the washroom. Opinion of Clint's methods are split equally between the level 14-16 iso-warders, some of whom admire his aggression, others repulsed but afraid to speak out about their concerns lest they too be summoned to the black cube...

STR	DEX	END	INT	EDU	INF
9	14	11	12	10	12

Skills: Athletics (co-ordination) 1, Computers 1, Drive (Lawmaster) 1, Gun Combat (Lawgiver) 2, Interrogate (torture) 2, Law 2, Melee (bludgeon) 3, Persuade 2

Special Techniques: Track Perp

JUDGE HARDMAN, X-DECK FITNESS INSTRUCTOR

STR	DEX	END	INT	EDU	INF
13	11	15	7	10	7

Skills: Athletics (co-ordination) 3, Athletics (endurance) 3, Drive (Lawmaster) 1, Gun Combat (Lawgiver) 1, Law 2, Melee (bludgeon) 2, Melee (unarmed) 3, Persuade 1

Special Techniques: Recovery

JUDGE LUCIO, CHECK-IN MANAGER

STR	DEX	END	INT	EDU	INF
8	8	7	7	10	7

Skills: Admin 1, Computers 2, Drive (Lawmaster) 1, Gun Combat (Lawgiver) 1, Law 3, Melee (bludgeon) 1

JUDGE SALZ, SECTOR CONTROL CHIEF

STR	DEX	END	INT	EDU	INF
7	8	8	8	10	8

Skills: Admin 1, Athletics (co-ordination) 1, Comms 2, Computers 3, Drive (Lawmaster) 1, Gun Combat (Lawgiver) 1, Law 4, Remote Operations 3, Streetwise 2

Special Techniques: Rapid Aim

TEK-JUDGE DAY, FIRING RANGE

GUNNERY CHIEF

STR	DEX	END	INT	EDU	INF
7	9	14	8	10	8

Skills: Combat Engineering 1, Drive (Lawmaster) 1, Gun Combat (Lawgiver) 3, Gun Combat (slug rifle) 2, Heavy Weapons (launcher) 2, Law 2, Mechanic 1

Special Techniques: Combat Acuity, Rapid Aim

TEK-JUDGE FORRESTER, DEPUTY CHIEF HANGAR MECHANIC

STR	DEX	END	INT	EDU	INF
8	8	10	8	10	8

Skills: Combat Engineering 1, Computers 2, Drive (Lawmaster) 2, Engineer (electronics) 2, Flyer (grav) 2, Gun Combat (Lawgiver) 1, Law 2, Mechanic 2

Special Techniques: Control Crash, Data Access

TEK-JUDGE VINCENT, DEPUTY CHIEF GROUND MECHANIC

STR	DEX	END	INT	EDU	INF
8	9	9	9	10	12

Skills: Combat Engineering 1, Computers 2, Drive (Lawmaster) 2, Drive (wheeled) 2, Engineer (electronics) 2, Gun Combat (Lawgiver) 1, Law 2, Mechanic 2

Special Techniques: Oh, so That's What it Does...

SECTOR HOUSE GUNNER

STR	DEX	END	INT	EDU	INF
8	12	10	7	10	8

Skills: Combat Engineering 1, Drive (Lawmaster) 1, Gun Combat (Lawgiver) 1, Gunner (turrets), Heavy Weapons (field artillery) 2, Heavy Weapons (launcher) 2, Law 2

Special Techniques: Rapid Aim

TEK-MECHANIC

STR	DEX	END	INT	EDU	INF
11	8	8	10	10	8

Skills: Computers 1, Drive (Lawmaster) 1, Drive (wheeled) 1, Engineer (electronics) 2, Flyer (grav) 1, Gun Combat (Lawgiver) 1, Law 2, Mechanic 2


Special Techniques: Steady Hand

A DAY IN THE LIFE OF SECTOR HOUSE 190

Sector 190 is located in MegWest, one of Mega-City One's more 'exciting' regions. The sector is located close to the West Wall and is always under siege from mutants seeking to gain access into the city. Sector 190 also lies along a corridor of crime spanning the West Wall. Every major racket currently thriving in the city can be found here, including perp-running, robot theft rings and umpty-bagging. If that were not enough to keep Referees and players busy for months, Sector House 190 has its own share of internal political manoeuvring and sniping. It is a bomb ready to go off at any time.

A-WATCH (0600-1400HRS)

0600 hrs: A siren awakes the sleeping judges of D- and E-Dorms from their mandatory 8 hours natural sleep to begin another sixteen-hour working day. In the nearby TRI bank, judges opting for accelerated rest, having spent their off-duty hours on X-Deck



or catching up on paperwork, are roused by alarms built into the TRI cabinets. The judges head for the washrooms before suiting up. Unfortunately, Judge Nuwell will not be joining them; he is dead in his bed, a victim of delayed poisoning from a confrontation with an alien Crau Mangler beast. The judges return from their morning ablutions and notice Newell while they suit up. A med-squad is summoned, Deputy Sector Chief Cooksey informed and an inquiry started into the death. The other judges take the AGC down to the mess hall to breakfast: today's special is K-Supreme washed down with Applelot nutrishake.

0615 hrs, Crime Briefing: A-Watch assembles in the briefing room to learn of information relevant to the day's Law enforcement duties. Sector Chief Barker begins the briefing by informing the judges of Judge Newell's death the night before; a commemorative service is not yet scheduled. Barker goes into to list three more judges killed in the line of duty the previous evening, heavy weapons squad gunners mown down by enemy laser fire in Donkey Kong Plaza. Barker vacates the podium, his place taken by A-Watch Commander Kemp, who presents the main briefing for the next fifteen minutes before dismissing the judges. A-Watch has officially begun. The tac-group leaders assemble their teams and head out into Sector 190 to bring Law to the 1.2 million citizens in their care. Sector Chief Barker retires to his office to work on paperwork outstanding from the C-Watch graveyard shift and to inform the late Judge Newell's parents of their son's death. They will be allowed to attend his funeral for exactly ten minutes.

B-WATCH (1400-2200HRS)

The judges of A-Watch begin their second consecutive shift, joined by those of B-Watch who rested while their colleagues were on the street. A-Watch are halfway through their working day, but the judges of B-Watch are just beginning. They take time out from their duties to listen to an updated crime briefing electronically distributed by B-Watch Commander Roland. Back at Sector House 190, Check-In is full to capacity with new arrests. Catch wagon crews are forced to remain with their passengers until the station clerks can process them. The detainees are fighting amongst themselves. The holding pens are already half full. Check-In Manager Judge Lucio summons for Chief Warder Clint and his team to restrain the citizens.

Sector Control is busy relaying Watch Commander Roland's orders to Meg-Way patrol units along the Loner Rodeo skedway where a fifteen-mile tailback has now existed for six hours, bringing traffic to a standstill across a third of the sector. Crews of wreckers have started attacking vehicles along the mid-stretch, demanding a Code Red emergency response from Tac-Groups 2 to 8. As the battle rages, thieves steal wheels from vehicles at the far end of the traffic jam. A batglider coasting overhead to watch the traffic, accidentally flies into power cables, tripping a circuit breaker that cuts power to the sector's central business

district. Mindful of that location's susceptibility to break-ins, Control despatches an armed tek-squad to help the civilian maintenance contractors re-establish power as soon as possible. Elsewhere in Sector 190, the day's crime figures are slightly above average with a twenty-five percent increase in domestic disputes, no doubt fuelled by Weather Controls decision to raise the city temperature enough to dry out standing water left from a leak at the James Cameron Hydro-Plant in Sector 190 Southside. Juves play in the water, disregarding their parents' orders not to do so for fear of causing a public nuisance and attracting judicial attention but when the Freeky Gimps, a gang of slummies, kidnap a group of juves, their worried parents have no choice but to call for help. Unfortunately, all street patrols are busy at the Loner Rodeo incident. Control Chief Judge Salz asks B-Watch Commander Roland for advice. Roland decides to send heavy weapons rifleman Judge Statch to investigate the kidnapping, accompanied by three combat support auxiliaries. Roland knows the Freeky Gimps have a stash of weaponry stolen from the Nancy Cartright Block Citi-Def armoury. He arms Judge Statch's team with Widowmakers.

Back at the Loner Rodeo skedway the wreckers have been defeated; half are dead at the judges' hands, the rest either wounded, Stunned or in retreat. Tac-Groups 3 and 6 remain to assist the clean-up squads as other units disperse to tackle the mounting backlog of emergency calls. Tac-Group Leader Alphonse authorises a crime swoop on the thousands of vehicles trapped in the traffic jam. He makes thirty-one arrests but cannot get catch wagons to deliver them to the Sector House because the crews are still watching over their previous passengers who have still not yet been processed by Check-In. Judge Alphonse commandeers the Inn-On-The-Sked nearby and makes it a temporary holding facility, though the Inn's manager refuses to let the judges bring criminals into his establishment. Alphonse arrests him for obstructing the course of justice and the convicted citizens are held in the penthouse suites under lock and key. Alphonse and his teams make use of the Inn's impressive kitchen facilities, enjoying a quick meal before they head back out onto the streets.

Hordes of citizens converge on the central business district presenting free head transplant vouchers. When power was finally restored to the CBD, the mailing list computers of Good Head, a private surgery, erroneously sent out concessionary e-vouchers to every citizen who had previously applied for a head transplant and been rejected. The citizens become angry when they discover the error and refuse to leave until they get their free surgery. The tek-squad at the scene calls for back up as the embittered citizens begin to hurl garbage and smash windows. Tac-Groups 2 and 4 arrive with a riot wagon and the agitators are soon encased in riot foam, adding to the long backlist of catch wagon pick-ups.

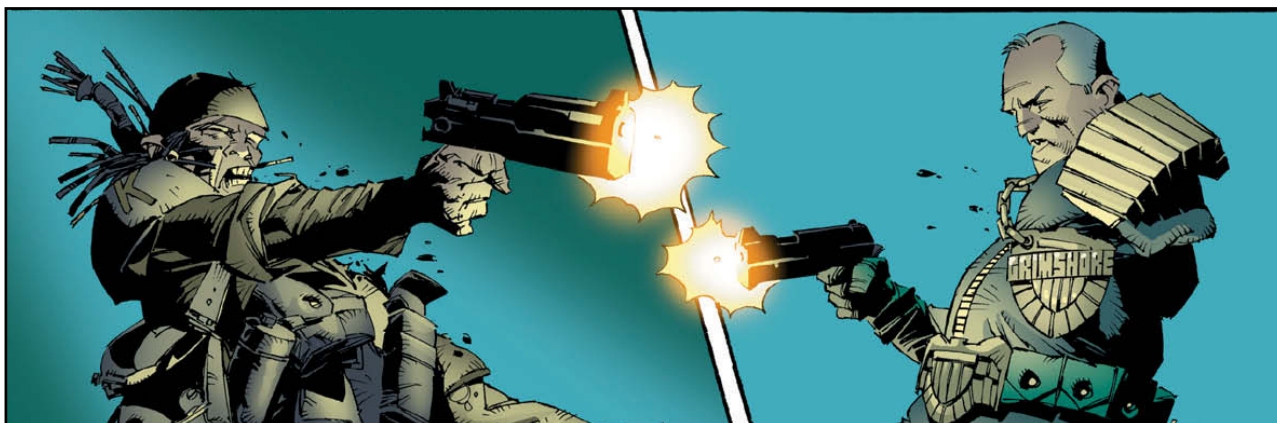
C-WATCH (22-0600HRS)

The tired A-Watch judges of the last two shifts gratefully turn over their Lawgivers at the quartermasters and then wash away the grime of the city under the electron showers before grabbing their second main meal in the mess hall. Any paperwork relating to the day's arrests must now be attended to while the memory remains fresh. Afterwards, most of A-Watch goes straight to their dormitories to relax, but the more energetic decide to work off their excess energies on X-Deck or the firing range before finally turning in. C-Watch Commander Heron takes the podium for the C-Watch briefing but he has been active for two hours already, familiarising himself with the crisis in Check-In. Heron decides to get Sector Chief Barker's authorisation to start transferring prisoners to the nearest Sector House with room to temporarily accommodate them all. Barker gives the go ahead and Heron can begin shipping the perps out in iso-shuttles. Heron orders that no more citizens be brought into Check-In and also suspends the Justice Interactive service on the same level to free up more floor space for Warder Clint's operations. To get the catch wagon teams back onto the streets, Heron has their charges stamped with numbers while they wait to be processed, cross-referenced to brief personal statements from the arresting officers summoned back down from the dormitories so that the criminals can be processed more swiftly and allocated holding cubes. Heron sends for a fleet of shuttles from Iso-Block 191 to begin emptying the holding pens. Simultaneously, he finds time to give an updated briefing for C-Watch. Mutant wallhoppers have once again breached the West Wall, but this time they have managed to turn the wall's robotic laser weaponry against the judges. A mutant technological genius called Antennahead is rumoured to be responsible. Hundreds of bloodthirsty mutants scramble over the wall and begin to invade Sector 190, destroying everything in their path. Heavy weapons teams are sent in but are wiped out in a crossfire. Sector Chief Barker is made aware of the crisis. He requests immediate Holocaust Squad reinforcements to take down the mutants who have commandeered the wall laser cannon. In the meantime, a new craze called lunar dipping has emerged. Small groups of citizens scale con-apt walls and trespass on private lux-apt properties to swim in the heated pools

under the full moon. Part of the thrill is to wait in the water until the lux-apts owner appears and then to escape by glide chute before the owner's security force can detain them. H-Wagons scour the sectors con-apts in search of dippers; five have already died, one from jumping into an empty pool, the others falling to their deaths when their glide chutes malfunctioned. Con-Apt Health & Safety have been brought to task for shoddy equipment.

Judge Hefner's vice squad follows up leads pointing to a T-Red ring operating on Squid Row. T-Red is a relatively new drug, distilled from the blood of an unusual citizen called Red Peters who has long been dead, but samples of his blood were kept in the Sector 183 Mega-Tek for analysis until one of the scientists sold a sample to the Kogr Mob. It seems that T-Red has the power to transform weakling citizens into rampaging reptilian monsters. Judge Hefner traces the T-Red ring to a dive on Bathwater Street where transformed T-Red addicts attack him. Hefner loses two men to the T-Red but a liberal application of High Explosive rounds brings the situation to a bloody end. Hefner requests a meat wagon and tek-squad to search the area for further evidence of T-Red use. He also requests that Sector Chief Barker bring Wally Squad operatives in to search the criminal underworld for signs that T-Red use is becoming more prevalent in poorly patrolled City Bottom.

The Graveyard Shift is now in full swing. The West Wall remains occupied by mutants and the Holocaust Squad have yet to arrive. The situation at Check-In begins to worsen once more. Hovermuggers armed with electra zap guns and infrared goggles are making mincemeat out of young lovers along the Mary and Joseph Promenade. Street gangs fight in the Hurst and Gaylor districts, rampaging and pillaging in the process. Fast food magnate McCrud launches its latest advertising campaign for Dong-sized Barf-burgers on neon blimps, only to have them shot down by angry stargazers. The Robo-Servants Union is on strike again, the streets are buzzing with counterfeit personal weather machines and Tommy Cooper Block has collapsed into the sewer systems, releasing clouds of poisonous Rodentine sewer gas into the air. Just another day for Sector 190.





THE SLEEPING KIN

BIO
HAZARD

DREDD
17

PROG ONE: FOOD OF THE CLODS

THE SLEEPING KIN

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.

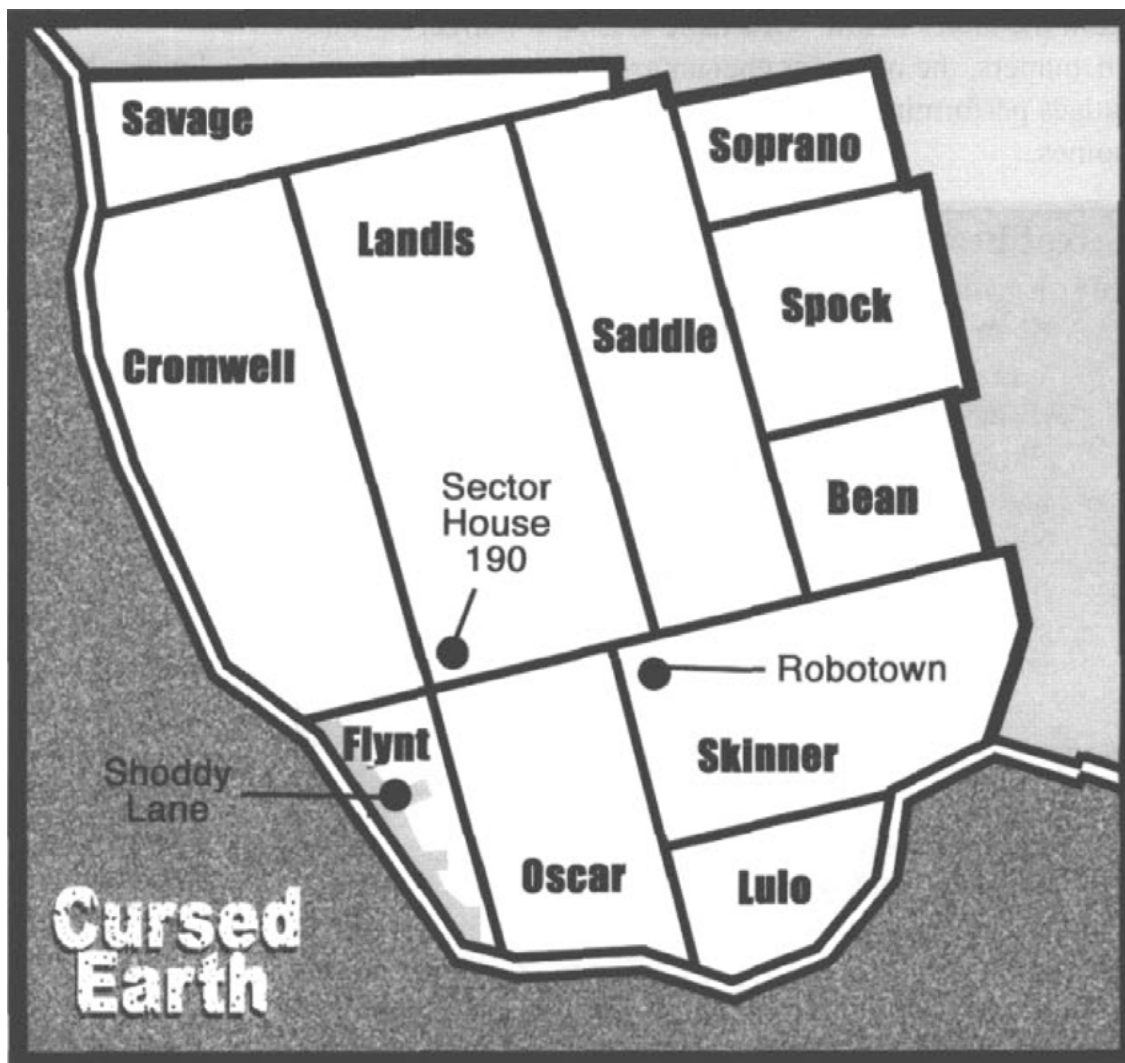
Judge Lane stops a respectful distance from the slum. She waits until you have stopped beside her before detailing your mission further. 'Search the habs for anything relating to mutant activity in this sector such as apparently empty buildings with recently discarded food packaging or faecal products. 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 emigrates making up

DREDD



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 Referee is free to run such encounters as he feels suits the moment.

SLUMMIE

STR	DEX	END	INT	EDU	SOC
6	7	8	6	4	3

Desperation: -1

Skills: Drive 0, Gambler 1, Melee (unarmed) 1, Streetwise 2, Survival 1

Equipment: 3D credits (stolen), designer clothing facsimiles, scrubber lice

DISPLACED PERSON

STR	DEX	END	INT	EDU	SOC
7	7	6	7	6	4

Desperation: +0

Skills: Drive (wheeled) 1, Mega-City One Geography 1, Streetwise 1

Equipment: Bedroll, blanket, DP identity card, warm clothing

The DPs welcome any interest from the judges, hoping their hospitality will lead to places further up the re-housing queue. The slummies object to the judges entering their homes, but will generally not pose a threat. Referees 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.

THE SLEEPING KIN



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.

Scrubber lice are treated as a disease.

DM: +0

Damage: 1D

Interval: 1D hours

STREET ENCOUNTERS

1D	Encounter
1-2	Slummie juves try to steal equipment from the Lawmasters' panniers once the judges have dismantled, using crowbars to prise them open.
3	Slummies pelt the judges with rotten synthi-fruit and grot pots.
4	Slummie juves lay down on the road, barring the judges' path.
5-6	Slummie punks shout abuse and give the judges the finger.

HAB ENCOUNTERS

1D	Encounter
1-2	Judges stumble into a domestic dispute – its severity decided by the Referee
3	A DP family is gathered around an obsolete Tri-D set watching 'The Density Factor' quiz show.
4	A dead body, either that of a slummie or an illegal pet such as a rat, griblig or dog.
5-6	Slummies on drugs, out of their heads, violent or plastered, as the Referee 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 (Street Perception check, Difficult -2, 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 Deception 2, and the judges can find out if he is lying, possibly with the aid of a birdie lie detector. 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 seam between the pod doors and pod shells. Have the judges make a Streetwise check (Edu, Average +0). 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 into 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 (Int, Average +0). 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 (AKA BUSTAGUT)

STR	DEX	END	INT	EDU	SOC
8	7	9	5	4	3

Desperation: -2

Skills: Athletics (strength) 1, Melee (unarmed) 2, Streetwise 2, Survival 1

Mutations: Third eye, two abdominal tentacles (DM+2 to opposed Melee checks when attempting to grapple)

Equipment: 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 liaises with City Wall. If the judges ask Thurmond about the spate of illegal mutants in this sector, read the following out loud.

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'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 Recon check (Int, Difficult -2)). 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 obvious answers 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 Street Perception check (Int, Average +0) 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 Meteor 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 Meteor 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

Service Robot

Size: M; **Config:** Humanoid

Str 8, **Dex** 10, **End** 10, **Will** 6

Weapons: None, but arms inflict unarmed attack damage of 1D+1

Armour: 2


Programming: Admin 1, Broker 1, Diplomat 2, Steward 3

Modifications: None

Personality Traits: Obedient, Loyal

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. 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. An Investigate check (Int, Average +0) reveals a thin trail of blood across the left side of his face, originating from his ear. A forensics squad will identify the body as Joseph Bourgain. 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. An Athletics (strength) check (Str, Difficult -2) 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 into 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 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.

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 any 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 carcase. Gaunt is absorbed in his study and does not notice the judges enter. If the judges alert Gaunt to their presence, he nearly drops

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his medi-scanner 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 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*

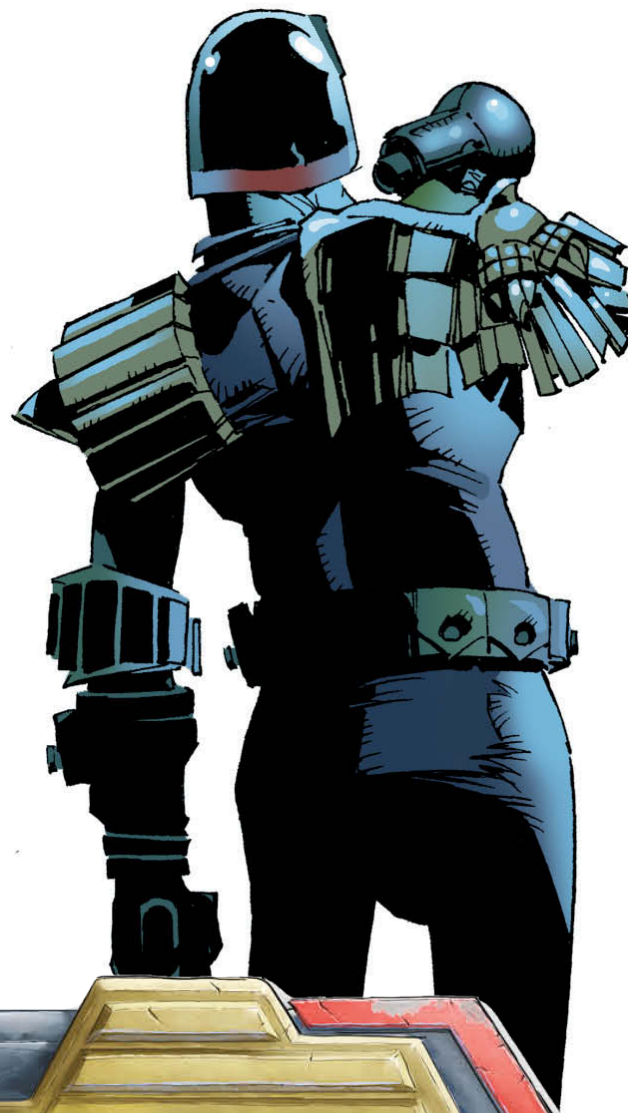
harming humans, though of course their circuits can be realigned by a sufficiently experienced rogue tek. If the guy who tapped these droids did his homework, he'll have acquired them on the black market, making the purchase untraceable.

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. I'm generalising, of course, but I warn you that if you ride down there in full uniform, you're cruising for a bruising.'

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

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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 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 medipaks. They are armed with Rasterblaster RB-03 spit pistols, each with one extra magazine (see page 118 of the Judge Dredd Rulebook), and two frazzleboxes, miniature magnon-pulsers capable of temporarily scrambling a robot's memory.

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 an Armour score of 8 or more are resistant to frazzlebox attacks, their heavy plating deflecting the harmful ionising energies. Robots with Armour of 7 or less will suffer a complete but temporary memory-wipe, incapacitating them for 1D+2 rounds. Frazzleboxes use small power packs which provide enough charge for four shots.

Weapon	Range	Damage	Auto	Recoil	Mass (kg)	Magazine	Cost (Cr.)	Power Pack Cost (Cr.)	Notes
Frazzlebox	Ranged (pistol)	Special	No	0	1	4	625	95	

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 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 spun about, searching for the cause. 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.

SUB-HUME

STR	DEX	END	INT	EDU	SOC
7	8	9	4	2	1

Desperation: Will not surrender

Skills: Athletics (co-ordination) 1, Melee (bludgeon) 1, Melee (unarmed) 1, Recon 1, Streetwise 1, Survival 2

Equipment: Club

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. 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 DM+2 to all Reconsearch checks.

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 sleet 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.'

Brinx will perform his own part of the search on his own. The following encounters may be levelled at any of the judges at the Referee'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

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 DM+2 to any Computers 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 2D minutes to set up. A con-kit weighs 2 kg. and costs 12,000 credits.

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

Light War Droid

Size: L; **Config:** Humanoid

Str 12, Dex 8, End 15, Will 12

Weapons: Pounders inflict unarmed attack damage of 3D+3

Armour: 6

Programming: Melee (unarmed) 3, Tactics 1, Survival 1

Modifications: Lawbreaker module

Personality Traits: Abusive, Bombastic



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.

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 (Int, Difficult -2). 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 transparent 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 (a Henry VI Doormek) 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.

If, in the event of a fight, the robots actually manage to win, they will search the judges and confiscate their weapons and equipment, before throwing them bodily out of the Baud-Y Club.

HENRY VI DOORMEK

Service Robot

Size: M; **Config:** Humanoid

Str 9, Dex 10, End 10, Will 6

Weapons: Electro Prod

Armour: 4

Programming: Admin 1, Broker 1, Diplomat 3, Melee (bludgeon) 1, Steward 4

Modifications: None

Personality Traits: Obedient, Loyal

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-

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prod delivering a stronger than usual charge. The attendant judge must use a medipak and make a Medic check (Int, Average +0) 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 (Int, Difficult -2). 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 with a Persuade check (Inf, Difficult -2), or steal one with a Deception check (Dex, Difficult -2). Again, it should be stressed to the players 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 Persuade or Interrogate check (Inf, Average +0).

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 Deception check (Inf, Average +0) to wheedle out the location of the modifier. If they fail this check, they may try again with another patron, but the check will be Difficult (-2).

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 Deception check (Inf, Average +0) to fool Voltaic into believing that they are really hackers. If the judges do not have the con-kit, the check is Very Difficult (-4). If the 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 240 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 roleplay through the encounter (recommended), or having them make a Deception check (Inf, Difficult -2).

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. I can 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 attack and kill human beings. There are fifteen killerbytes in the squad armed with miniature lasers (as a laser pistol but only causing 2D damage). The killerbytes use the machinery piled high on Voltaic's shelves as cover (half to full). If any get within Personal range of a judge 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 ears, into their brains. This takes 2D rounds. The killerbytes will fight until all have been destroyed.

KILLERBYTE

Pest Control Robot

Size: T; **Config:** Multi-legged

Str 3, Dex 7, End 2, Will 12

Weapons: Miniature laser (2D damage)

Armour: 0

Programming: Athletics (co-ordination) 1, Gun Combat (energy pistol) 2

Modifications: None

Personality Traits: None

CATERPILLAR STRING

A weapon of assassins designed in East-Meg One prior to the Apocalypse War, caterpillar strings are a small, robot killing machine. As inconspicuous as a three inch long piece of string (Investigate check, Int, Difficult -2 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 it and killing the target instantly. Once a string has entered a target's ear, death is unavoidable.

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?' it 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, it 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 Recon check (Int, Average +0). 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 Mega-City One History check (Int, Average +0) to recognise the graphic as the flag of the Sov-Block, once Mega-City One's greatest enemy.

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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 synthi-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.



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PROG THREE: FROM RUSSIA WITH LOATHING

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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 Freaky 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 assigning 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 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

DREDD

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

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arrest the intoxicated Sovs. Some of the Sovs will strike back at the judges with fists and spray cans.

DRUNKEN SOV

STR	DEX	END	INT	EDU	SOC
8	5	10	7	7	6

Desperation: -3

Skills: Athletics (endurance) 1, Melee (unarmed) 1, Streetwise 1, Survival 1

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

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 an Investigate check (Int, Average +0), they discover Boil is using sub-standard and dangerous equipment, as well as toxic inks he brews in a back room barrel. A further Investigate check (Int, Difficult -2) 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 Referee'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. 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 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 has 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

STR	DEX	END	INT	EDU	SOC
9	7	8	7	7	7

Desperation: Will not surrender

Skills: Athletics (co-ordination) 1, Gun Combat 0, Melee Combat (unarmed) 1, Streetwise 1

Equipment: A few spit guns or stump guns stolen from the Sov-blockers, shell jacket (Armour 10)

SOV-BLOCKER

STR	DEX	END	INT	EDU	SOC
8	5	10	7	7	6

Desperation: Will not surrender

Skills: Art (dance) 1, Athletics (endurance) 1, Gun Combat (shotgun) 1, Gun Combat (slug rifle) 1

Equipment: Spit gun or stump gun, mock Sov judge uniform (Armour 4)

The judges will have to get serious to stop the fighting. All attempts to make arrests 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 Referee 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 Referee 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, rapid 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.

THE SLEEPING KIN



EAST-MEG ONE SLEEPER AGENT

STR	DEX	END	INT	EDU	SOC
9	10	14 *	8	9	7

Desperation: Will not surrender

Skills: Athletics (co-ordination) 2, Athletics (endurance) 1, Computers 2, Deception 3, Gun Combat (slug rifle) 3, Persuade 2, Recon 2, Stealth 3, Streetwise 1

Equipment: Grappling hook, hand bomb, knife, spit gun

* Includes enhanced metabolism and cardiorespiratory system

The two sleepers on the ground steal the Sov-blocker vehicle – a flatbed version of the Fat Boy Roadliner on page 143 of the Judge Dredd Rulebook – used to pull all of the floats along from beneath the first. The Roadliner roars away, dragging dozens of balloons with it, the two roof top sleepers jumping down onto the Roadliner 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, a Manta Prowl Tank will head the Roadliner off.

The judges should now be in hot pursuit of the Roadliner. 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 death or damage they might cause but the judges cannot, slave to their duty to protect all the citizens of their city. Roll 1D 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 may cause a serious accident...

COMPLICATIONS TABLE

1d6	Complication	Drive check DM
1-2	The street is reasonably clear of obstruction	No check needed
3-4	Parade floats fill the streets	-1
5-6	The street is bustling with citizens	-2

The Referee 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 Roadliner smashed into a nearby wall as it attempted to avoid the larger vehicle. Read the following out loud to the players.

You watch as judges disembark and surround the Roadliner. The Manta covers them with powerful spotlights. Suddenly, the judges are under attack! They crouch into defensive positions and return fire. Two fast moving figures leap over the judges' heads and land atop the Prowl Tank. They roll backwards into the main entrance leading into the bike bay. As the judges turn their attention toward 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 an Athletics (co-ordination) check (Dex, Difficult -2) 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 Drive (Lawmaster) check (Dex, Very Difficult -4). Any judges who fail the check automatically ride straight off the Manta, suffering 1D 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 will still have the option to leap aboard the Manta for a few seconds longer.

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 next page. 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 similar 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 system - 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 between the turret rotor mechanism and the bike bay. The sleepers are occupying the bridge and will automatically 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 Mechanic check (Str, Difficult -2) to get either one of the hatches open. They have 2 rounds before the cannon opens fire on them. The hatches are both within the cannon's blast range. Once the

hatches are open and the judges are inside, 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 Map 2, a detailed plan of the interior of a Manta Prowl Tank.

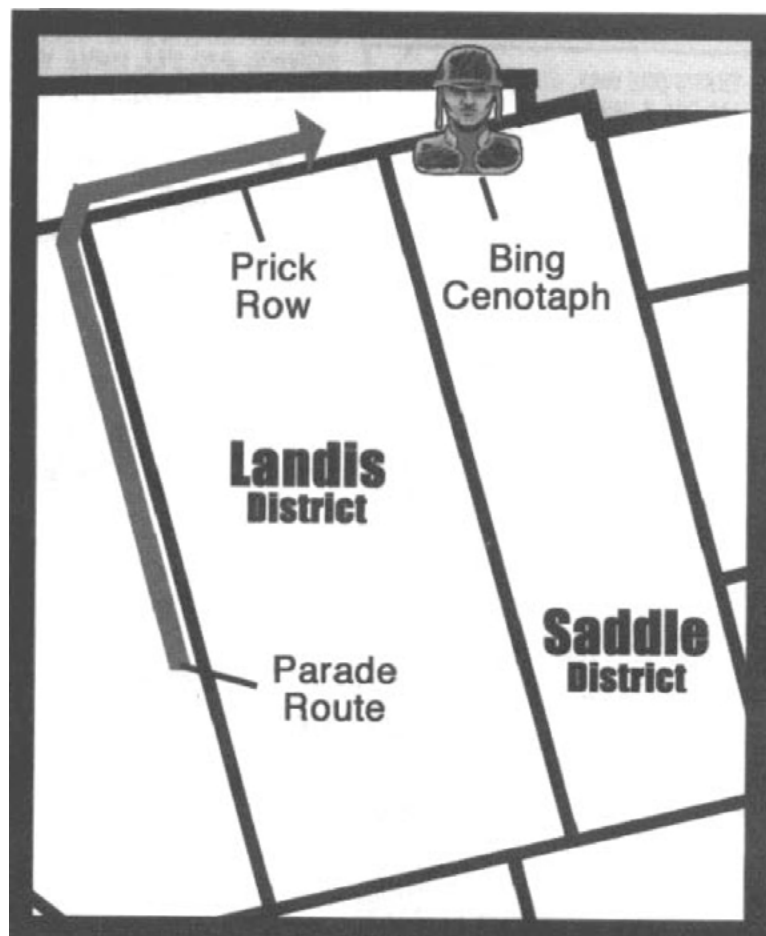
The sleepers' main objective is to gain some distance from the parade in the Manta Prowl Tank and then to use the onboard Lawmasters to escape. They will attempt to incapacitate the judges in the most expedient manner, but will only make a special effort to kill them if the judges bar the sleepers' way 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 (the driver's cab) and hijack the sky-rail. The judges will need to jump four gaps between cars to reach Car 1, each requiring an Athletics (co-ordination) check (Dex, Average +0). Failing the jump means that the judges hit the linkages between cars, suffering 1D points of falling damage. They must then make an Athletics (co-ordination) check (Str, Routine +2) to get back up atop the cars or, alternatively, 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.

Calling 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.

THE SLEEPING KIN



SCENE 4: SECTOR 190 – SKY-RAIL

The sky-rail encounter marks the judges' final confrontation with the sleepers. To this end, the Referee 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 (Armour 8, 30 points of damage to destroy). 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, 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 Mechanic check (Int, Average +0), they discover 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 Athletics (co-ordination) check (Dex, Average +0) allows the judges to land on the platform. If they fail the check, roll 1D on the table below.

1D	Result
1-2	The judge misses the platform, falling beside the tracks, suffering 2D damage.
3-5	The judge lands hard on the platform, suffering 2D damage.
6	The judge falls beneath the train, suffering 6D 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 War Marshal 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!'

FURTHER MISSIONS

The East-Meg One threat is only just beginning. Part Two of Apocalypse Dawn trilogy, entitled Russian Roulette, presents 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, either before Russian Roulette or perhaps to come back to in later missions. They may explore the strange wonders of Robotown and encounter all manner of exotic machine life during various investigations, or trade gunfire with the Mega-Front and other local fringe organisations who seek to eradicate anybody 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.

THE SLEEPING KIN





PART TWO: RUSSIAN ROULETTE



RUSSIAN ROULETTE



INTRODUCTION

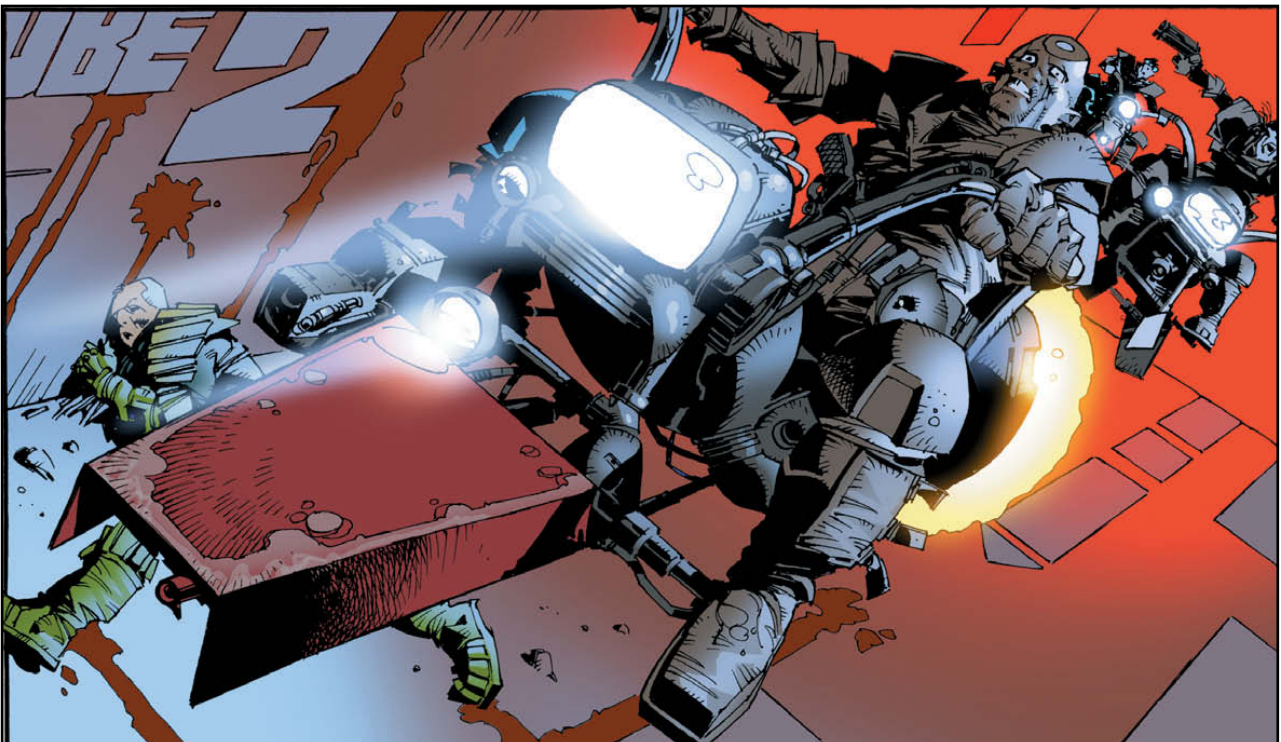
Russian Roulette is the second part of *Apocalypse Dawn*, following the events of *The Sleeping Kin* and continuing the judges' battle against a force of deadly sleeper agents reactivated twenty years after the Apocalypse War, a nuclear conflict between Mega-City One and East-Meg One. The sleepers' original mission was to assassinate Supreme Judge Bulgarin of East-Meg One when he arrived at Mega-City One to inspect his invasion troops. Now that Bulgarin is long dead, the sleepers have defaulted to their second objective: the destruction of the Mega-City One Justice Department!

SYNOPSIS

Two weeks have passed since the events of *The Sleeping Kin*. On patrol in Bean District, the judges encounter a group of robbers who raid a face-change clinic. They are revealed as members of Sector 190's Sov-quarter community, refugees from East-Meg One. In light of the robbery and general unrest among the Sov immigrants and the Mega-City One communities living around them, Sector Chief Barker has the entire Sov community transferred to an abandoned Munce factory. The judges are assigned as guards over the Sov immigrants and investigate racist operatives from neighbouring David Duke Block who have been intimidating the Sovs. They have an encounter with corrupt

Judge Trebell and the Scourges, local bullyboys. When the judges return to the Munce factory, all the Sovs are dead, killed by acid gas.

The judges soon learn that a rogue Citi-Def unit seeded the factory with the gas. The judges hunt the Citi-Def into City Bottom and stumble upon an illegal danger leap arena. An East-Meg sleeper agent is among the contestants and flees the judges. Outside the arena, the judges confront the Citi-Def unit, who demand custody of the sleeper agent. The judges defeat the Citi-Def and learn their benefactor is none other than a biochip of Supreme Judge Bulgarin, one of the architects of the Apocalypse War. The Bulgarin avatar was planted in Mega-City One to orchestrate the destruction of the sleeper agents, all clones of Bulgarin's enemy, War Marshal Kazan. Mega-City One goes on Code Red alert as the Justice Department searches for more hidden pockets of East-Meg agents. One such agent stows aboard the SCS ALF, an astro-liner leaving Earth. The judges chase the sleeper but are too late to stop him from ramming the astro-liner into a Justice Department StratoSat space station. A frantic chase aboard the StratoSat ends in the communications centre. The judges finally capture the sleeper but are too late to stop him transmitting launch codes to nuclear missile silos in East-Meg. A rain of terrible destruction is about to fall on Mega-City One!



PROG ONE: NEIGHBOUR NUISANCE

SCENE 1: SECTOR 190 – BEAN DISTRICT

Read the following out loud to the players.

It has been two weeks since your encounter with the East-Meg agents. Though an APB has been in place for the duration, there has been no further word about any sleeper operations either in Sector 190 or anywhere else in Mega-City One. You have almost forgotten about your fight against the sleepers in the interim—Mega-City One has more than enough deadly distractions on hand to quickly reduce the most startling situations to a distant recollection.

You are currently on patrol as members of Tac Group 2 but for the moment you are 'cut loose', able to bring justice at your discretion without first having to defer to your Tac Group Leader, Judge Able, for assignments. Over the last hour, you have been following up reports of robberies throughout Bean District on the eastern edge of Sector 190. The items stolen have nothing in common, from powerboard wax to remote-controlled clothes zippers to plasteen fencing partitions. You have summoned a Tek-Squad to run forensic studies of the crime scenes; their findings have yet to come through.

You stop by a store selling eternity lamps, a gimmick that soon backfired on the lamps' manufacturers because the lamps' never-ending power supply precluded repeat business for the hundreds of eternity franchises scattered about the city. Grem Lestralis' franchise is one such venue to hit hard times. If that is not enough of a concern for Lestralis, a neighbouring businessman is now complaining that the awning in front of the Lestralis store

is blocking his own name banner, costing him business. As you patiently listen to the arguments from both parties, forming a judgement to settle the affair—or at the very least a referral to the Trade and Industry Bureau— your helmet radios beep for your attention. Glad for the distraction, you excuse yourself from the Lestralis affair and patch into the Justice Channel. It is a message from Sector Control. 'We have a Code 4, Section 2 in progress at the Good Head Face Change Clinic, corner of Spatz and Nimrod! All available units respond.'

A Code 4 denotes a robbery, Section 2 an armed robbery. You quickly issue the feuding storekeepers the URL of their TIB representative before mounting your Lawmasters and screaming off towards the scene of the crime. The corner of Spatz and Nimrod sits on the edge of Bean District's dust zone. Though the Good Head face change clinic is well kept, the surrounding streets and neighbourhood are largely disused, scheduled for demolition. You ride within two hundred feet of the Good Head building and see the shattered storefront window littered with mannequins and colourful balloons. A tattered banner has fallen from the clinic wall and is now draped along the pedway, reading 'Sale Now On! 500 Credit Scalp Swap, 1,000 Credit Full Face Change, Including Free Cheek Swirl For the Ladies!'

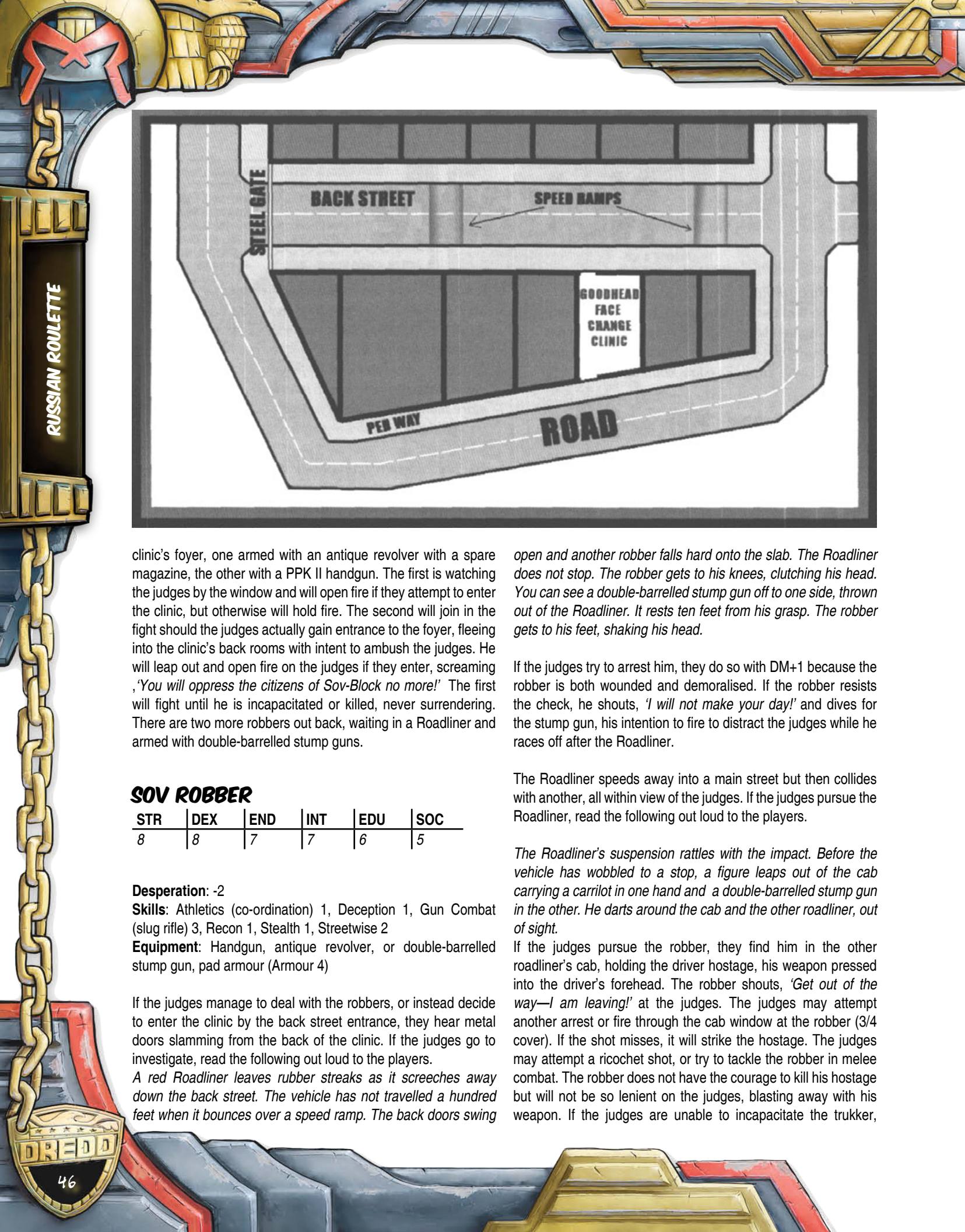
The Good Head Face Change Clinic, as seen on Map 1, has only one entrance at the front of the building. A second entrance around the rear is used to unload synthetic substances used in the face-change process.

Four Sov-Block immigrants are responsible for the Face Change Clinic robbery and the earlier crimes. They plan to resell their loot for hard credits to make their poverty-stricken lives in the Sector 190 Sov quarter a little easier. There are two robbers within the



RUSSIAN ROULETTE





clinic's foyer, one armed with an antique revolver with a spare magazine, the other with a PPK II handgun. The first is watching the judges by the window and will open fire if they attempt to enter the clinic, but otherwise will hold fire. The second will join in the fight should the judges actually gain entrance to the foyer, fleeing into the clinic's back rooms with intent to ambush the judges. He will leap out and open fire on the judges if they enter, screaming, 'You will oppress the citizens of Sov-Block no more!' The first will fight until he is incapacitated or killed, never surrendering. There are two more robbers out back, waiting in a Roadliner and armed with double-barrelled stump guns.

SOV ROBBER

STR	DEX	END	INT	EDU	SOC
8	8	7	7	6	5

Desperation: -2

Skills: Athletics (co-ordination) 1, Deception 1, Gun Combat (slug rifle) 3, Recon 1, Stealth 1, Streetwise 2

Equipment: Handgun, antique revolver, or double-barrelled stump gun, pad armour (Armour 4)

If the judges manage to deal with the robbers, or instead decide to enter the clinic by the back street entrance, they hear metal doors slamming from the back of the clinic. If the judges go to investigate, read the following out loud to the players.

A red Roadliner leaves rubber streaks as it screeches away down the back street. The vehicle has not travelled a hundred feet when it bounces over a speed ramp. The back doors swing

open and another robber falls hard onto the slab. The Roadliner does not stop. The robber gets to his knees, clutching his head. You can see a double-barrelled stump gun off to one side, thrown out of the Roadliner. It rests ten feet from his grasp. The robber gets to his feet, shaking his head.

If the judges try to arrest him, they do so with DM+1 because the robber is both wounded and demoralised. If the robber resists the check, he shouts, 'I will not make your day!' and dives for the stump gun, his intention to fire to distract the judges while he races off after the Roadliner.

The Roadliner speeds away into a main street but then collides with another, all within view of the judges. If the judges pursue the Roadliner, read the following out loud to the players.

The Roadliner's suspension rattles with the impact. Before the vehicle has wobbled to a stop, a figure leaps out of the cab carrying a carrilot in one hand and a double-barrelled stump gun in the other. He darts around the cab and the other roadliner, out of sight.

If the judges pursue the robber, they find him in the other roadliner's cab, holding the driver hostage, his weapon pressed into the driver's forehead. The robber shouts, 'Get out of the way—I am leaving!' at the judges. The judges may attempt another arrest or fire through the cab window at the robber (3/4 cover). If the shot misses, it will strike the hostage. The judges may attempt a ricochet shot, or try to tackle the robber in melee combat. The robber does not have the courage to kill his hostage but will not be so lenient on the judges, blasting away with his weapon. If the judges are unable to incapacitate the trukker,

he forces the driver to start up the roadliner, intent on running down the judges. The roadliner, however, has been damaged in the collision and does not respond well to the driver's control. It leaves the road, mounts the kerb and smashes into a rockcrete column. The robber will pop the cab sunroof and climb up onto the roadliner before the judges arrive. He will fire at them from the roof until defeated. The carrilot was left behind in the cab. It contains a treasure trove of valuables stolen from various locations en route to the Good Head Face Change Clinic with an estimated value of 6,500 credits.

The roadliner driver is concussed but unhurt. If the judges run a comp-ident check on him, they learn he is Bart Wither, a fifteen-year roadliner driver with no criminal record, a wife and nine children. Next, the judges may decide to summon a med-wagon for Bart and a catch or meat wagon for the robber, depending on his physical well-being. A clean-up squad would be useful in removing the Roadliners. If the judges search the first Roadliner, they find a further cache of stolen materials (28,000 credit value) but nothing of further interest.

One part of the Face Change battle that may have perked the judges' curiosity is the involvement of Sov-blockers. The judges' memories will still ring with the harrowing events of the Apocalypse Day Parade massacre and the emergence of East Meg sleeper agents. They may well suspect sleeper agents have some connection with the robberies, but they will not find any incriminating evidence in the Roadliner or on the robbers' persons. Not long after the judges have called for back-up, Tac Group Leader Able rides in. 'What's the story here?' If the judges tell Able about their experiences and perhaps their suspicions too, read the following out loud to the players.

Judge Able folds his arms in front of him, thinking. 'Hmm, it looks like trouble might be brewing again from the Sov quarter. As long as the Sov immigrants think they have heroes in those East Meg sleeper agents, they'll continue to cause problems for us. Get back on patrol and leave the clean-up to me; I'll have words with Chief Barker.'

The Face Change Clinic incident is over. The judges are free to resume their duties and get medical treatment if necessary.

SCENE 2: SECTOR 190 – SECTOR HOUSE 190

Later that day, the judges attend their C-Watch briefing, conducted by Watch Commander Heron. Read the following out loud to the players.

Your B-shift ends, but for you the night is only just beginning as you are also assigned to C-Watch, the shift encompassing the graveyard shift and the most violent time of the day in Mega-City One. After reporting in to eat, wash and file preliminary paperwork,

you attend the briefing given by Watch Commander Heron at 2200 hours. The other judges of your shift are gathered here also.

'There have been a number of incidents relating to felonies committed by Sov-quarter citizens over the last few days,' Heron explains from the lectern, 'and as this new climate of immigrant hostility to Mega-City One follows the Apocalypse Day Parade, the two must logically bear a connection. We believe that the Sov immigrants have taken the victory over the Mega-Front as a sign that the spirit of East-Meg One is not yet dead. Hope breeds arrogance, exuberance and disrespect for those on the other side of the trenches; in this instance, we have become the enemy in the eyes of the Sov quarter. The Council of Five feels that the situation is no longer tenable and steps must be taken to diminish any possible threat posed by the fires of Sov patriotism sweeping the sector. We are to organise our resources into relocating the Sov immigrants where their influence can be controlled.'

A cheer goes up around the briefing room from judges tired of having to defend immigrants of an enemy state from Mega-City citizens. 'About time we used our power to help our own instead of those stinking Sovs!' Judge Clay says to a chorus of agreement. Watch Commander Heron slams his gavel against the podium. 'Use of the Justice Department's resources is the sole purview of the Chief Judge and Council of Five. You're here to follow orders to the best of your ability. That includes protecting every citizen regardless of race, species or creed within the walls of this city. If any of you have problems with this policy, take it to Sector Chief Barker.'

The room falls silent. Heron continues. 'We are coordinating a relocation of the entire Sov-quarter population—six hundred and forty-two citizens—to the abandoned Munce factory by Steeplejack Heights with the help of Housing Department. The operation will begin at 2300 hours and is to be concluded by daybreak. Selected tac groups will oversee the relocation process. Your job is to keep the Sovs compliant until they are safely within the factory. Once they are installed, a contingent will remain. You will keep our people away from the Sovs and vice versa, but leave the diplomatic talk to Housing Department—they're sending a Relocation Unit over to help.

'Assignments, then. Tac Group One: Tiner, Hogarth, Balsar and Edge, you're with Judge Kermode. You will secure the Sov-quarter perimeter. Tac Group Two: (list players' judges here), you're with Judge Tyson. Get the Sovs aboard the hovership.'

The judges have access to additional resources to help accomplish their task of loading up the Sov immigrants into the hoverships. They may each choose to wear riot armour and shields, and in addition to their Lawgivers may carry 606 Pacifier rifles (found in the Judge's Handbook). One judge in the group may carry a riot foam gun. Tac Group Leader Tyson will explain these options to the judges, then takes the judges into Conf-

RUSSIAN ROULETTE



Room B and shows them a holographic map of the Sov quarter. Show the players Map 2.

Read the following out loud to the players.

Judge Tyson points out various locations on the holomap. 'To get the Sovs out as cleanly as possible, we want them all in Snekov Square ready for the hovership to arrive. The Housing Department has instructed the Sovs to assemble in the Gorky Community Centre. Most will have complied, but there are always a few stragglers and smartasses with other ideas as well as the usual malcontents out to cause mayhem for the evil Mega-City judges. You'll rendezvous with Bovina Scojo, Housing Department Relocation Officer, on your arrival at the Community Centre. Afford her every courtesy; we need her help to keep the Sovs calm. I'll see you all aboard ship.'

The briefing is over. The judges travel to the Sov quarter by Lawmaster.

SCENE 3: SECTOR 190 - SOV QUARTER

The Sov quarter is located halfway between Oscar and Lulo districts in the middle of a disreputable area nicknamed the Plughole. As the judges ride through towards the Sov quarter, they are aware of eyes belonging to slummies and wanted criminals watching their every move. The judges are free to choose their point of entry into the Sov quarter along any of the

skedways or filters. The remainder of their time in the Sov quarter will be spent ushering the entire population into Snekov Square. The following encounters keyed to Map 2 form the entirety of the difficulties and experiences the judges will face before the hovership arrives. Play them through as and when the judges arrive at the appropriate locations.

SOV IMMIGRANT

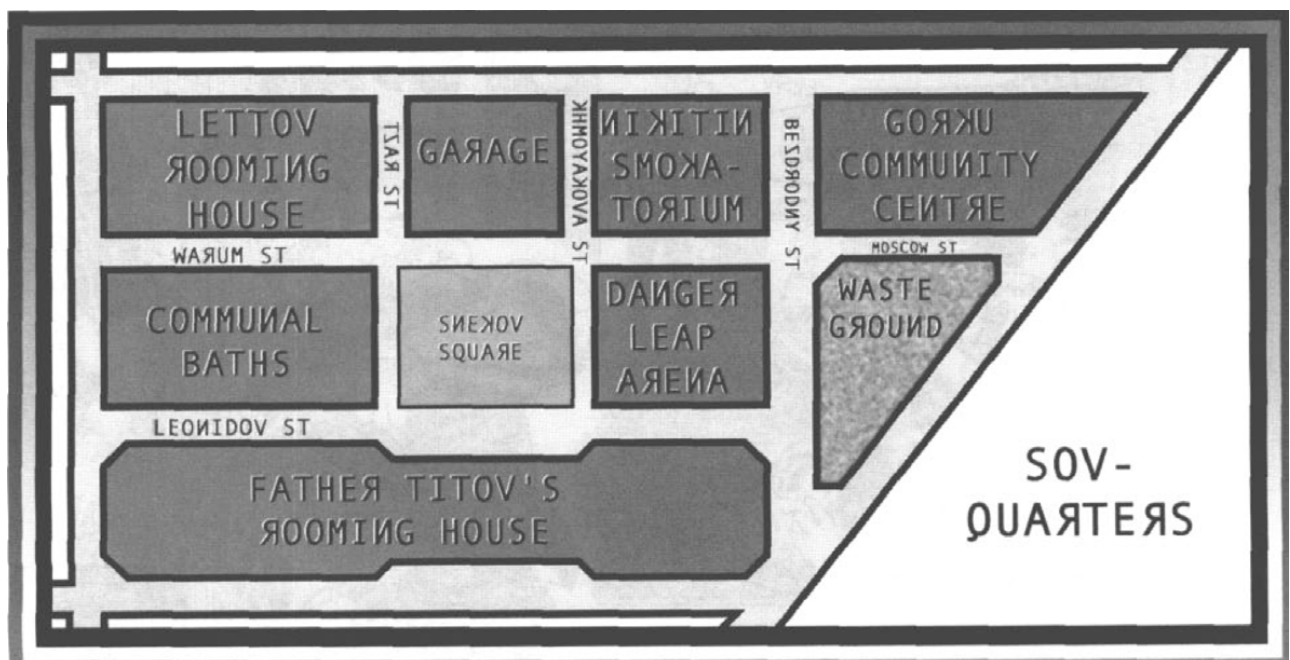
STR	DEX	END	INT	EDU	SOC
8	9	9	7	6	6

Desperation: +0

Skills: Computers 1, Drive (wheeled) 1, Streetwise 1

Equipment: 2d6 credits, assorted items of personal value only.

Lettov Rooming House: The Lettov is one of two buildings providing beds, washroom facilities and canteens for the Sov immigrants. Though generally in a rundown condition and more in need of demolition than modernisation, the Sovs have tried to make the Lettov a home away from home, painting colourful murals on the damp walls and stringing lamps across the roofs. The building has three levels, the bottom two of which are empty. Level three is inhabited by a number of elderly Sovs, unwilling to leave their home yet again—the exodus from the ruins of East-Meg One was one trip too many for them. There are eleven Sov crocks spread throughout four rooms. Any who manage to resist an arrest will try to attack the judges physically with fists, as well as pots and pans as weapons.



SOV CROCK

STR	DEX	END	INT	EDU	SOC
6	6	7	6	7	7

Desperation: -1

Skills: Deception 0, Mega-City One History 1, Streetwise 1

Equipment: 2d6 credits, assorted kitchen utensils

Garage: The garage is an abandoned car showroom, now loaded with ancient Mega-City ground cars and block buggies given to the Sovs by charitable organisations to help them get about. If any of the judges think to inspect the vehicles (Investigate check, Int, Average +0), they discover the cars all have long-expired tax disks. Further examination (Mechanic check, Int, Average +0) reveals the fuel tanks as being filled with an illegal home-brew concoction, breaching several environmental pollution Laws.

Father Titov's Rooming House: Four levels tall and in better structural condition than the Lettov building, Father Titov's Rooming House houses Sov-immigrant families with young children. Unlike the Lettov, Father Titov's building has many modern conveniences such as Tri-D sets, garbage grinders, electrostatic carpets and electron showers. Unfortunately, now that the Sovs have left, it is now inhabited by a gang of thieves intent on ripping as many valuable items as they can squeeze into two robo-skips chugging down the corridors in the gang's wake. The gang members are punks garbed in green mock-leathers with differing sigils. A Streetwise check (Int, Average +0) identifies the punks as former members of the Iconoclasts who have renamed themselves the Stuffers. There are twice as many Stuffers as judges, armed with crowbars, rattlers (chains) or handguns. They will attack the judges if challenged but otherwise will flee the rooming house by one of the fire escapes, electronically signalling the robo-skips to find their own way out of the building to join them.

STUFFER GANG MEMBER

STR	DEX	END	INT	EDU	SOC
8	9	9	7	5	5

Desperation: -1

Skills: Drive (wheeled) 1, Melee (bludgeon) 1, Gun Combat (slug pistol) 1, Streetwise 2

Equipment: Club, rattler, or hand gun

Communal Baths: A single-level bathing house drained of water in anticipation of the Sov relocation.

Nikitin Smokatorium: The Sovs brought many of their native pleasures with them into Mega-City One, principally their love of smoking nasty cigars filched from the Mongolian Isolation Zone and getting extremely drunk on a daily basis on synthi-vodka. The Justice Department tolerates these practices as long as they do not pass beyond the Nikitin Smokatorium's walls. If the judges enter, they find seven Sovs in a thick cloud of cigar smoke, all drunk and extremely disorderly, fighting one another with broken bottles and chair legs. The Sovs are brawny, with arms like transit stacks. Naturally, the judges will be targeted if they intervene.

DRUNKEN SOV

STR	DEX	END	INT	EDU	SOC
13	6	11	6	5	8

Desperation: -2

Skills: East Meg One History 1, Melee (bludgeon) 1, Streetwise 1

Equipment: Synthi-vodka bottles, chair legs (used as clubs)

Danger Leap Arena: Little more than two galleries seating forty in total, one at either end of an artificial canyon thirty feet deep splattered with what looks at first glance like congealed blood. The judges meet Boris Yoivoi, the arena's caretaker, who, if

RATTLER

Originally designed to secure cargo pods aboard dreadnoughts sailing the Black Atlantic, rattlers have been adopted by some street gangs as a weapon of choice. A rattler has a plastisteel core with a 4-millimetre thick plasteen coating intended to reduce damage to cargo pod exteriors but is equally competent at causing extremely painful injuries. The typical rattler is between three to six feet in length, though experienced users can easily handle rattlers up to ten feet.

Cost: 95 cr.

Weapon	Range	Damage	Heft	Mass (kg)	Cost (Cr.)	Notes
Rattler	Melee (bludgeon)	3d6	1	2	95	

RUSSIAN ROULETTE



asked about the function of the building, informs the judges in halting English of the traditional Sov-block sport called death leap whereby competing teams try to leap across a moving gap to score points. Those who fail must climb up on the opposing side of the canyon before the other team can hit them with splatball guns. Boris, clearly a big death leap fan by the excited gestures he makes, continues to tell the judges that back in East-Meg, bullets replace the splatball guns on state occasions to punish political prisoners by pitting them against one another for the amusement of the crowd. The arena is otherwise unoccupied. The judges will need to usher Boris over to the main body of immigrants. Boris poses no obstacle but tests the judges' patience by continuing to regale them with gory details of a whole series of death leap matches over the years.

Gorky Community Centre: The centre is a single-level hall with many tables, chairs and a bandstand. As the judges arrive, the bandstand is unoccupied and the six hundred plus assembled Sov immigrants are anxious about their fates. Read the following out loud to the players.

'What took you so long?' The voice originates from a short, plump woman dressed in a Housing Department uniform. She can only be Bovina Scojo, your liaison officer. She waves her hand over the immigrants. 'These poor people are hungry and thirsty. We were told that a hovership would be here much sooner! I hope there are more of you out there to protect our Eastern friends.'

If the judges try to placate Bovina or ask her what she is talking about, read the following out loud to the players.

Bovina explodes. 'Do you have superiors who tell you what to do, or do you just roam the streets looking for business? Over the past two hours alone, we have been threatened by members of the David Duke Residents Association, the block next door to the Munce factory where these poor souls are about to be consigned. They flew past, shouting obscenities, throwing Grot Pots and firing on us—the indignity of it all! Where were the judges, I ask? This is quite scandalous!'

The judges can do little at this time to respond to the threat apart from putting out an APB to search for the offenders. It would be understandable for the players to want to arrest Bovina for cheeking a judge, but if they do so, the Sovs grow hostile very quickly and will prove impossible to get aboard the imminent hovership without direct, physical action now that their liaison has been removed.

If the Community Centre has been the judges' first port of call in the Sov quarter, read the following out loud to the players.

'Well, you might as well try to make yourselves useful by locating the rest of our guests,' says Bovina. 'Though your Sector Chief in his wisdom decided to leave me alone to organise these

people, some refuse to leave their residences. I hereby grant you permission to bring them here, but please, no violence! Try once in your lives to show some respect for human rights.'

Shortly after the judges have completed their affairs, the hovership arrives to transport the Sov immigrants to their new home. The judges meet up with Tac Group Leader Tyson and receive medical care if necessary. The immigrants are helped aboard with little incident. Less than half an hour after landing, the hovership is once more airborne, en route to the Munce factory.

SCENE 4: SECTOR 190 - MUNCE FACTORY

The hovership lands in waste ground opposite the Munce factory. On the other side of the ground stands David Duke Block and Steeplejack Heights, the tallest building in Sector 190, comprising prestigious business units and high-rise luxury-habs owned by business executives. Tac Group Leader Tyson lets the judges handle the disembarkation of the Sov immigrants. The Referee can decide how easy or difficult this task should be based on how well or poorly the judges handled the various encounters back in the Sov quarter. Once the Sovs are unloaded, they are to be escorted into the Munce factory. Inside are prefabricated living quarters, washrooms and 'outdoor' tables and chairs where the Sovs can socialise. The Sov immigrants are generally very displeased with their new accommodations and let Bovina Scojo as well as the judges know about it, though their words - in Russian - are lost on both parties; clearly, they are very angry. The Munce factory has no windows and has three entrances, two large enough to admit three men side by side, the third a massive loading door. The latter has been welded shut for many years.

Once the Sovs have been rehoused, Tac Group Leader Tyson leaves the judges in charge for the night. The judges must decide what to do next. They have been informed that elements from David Duke Block have been threatening the Sov immigrants. If the judges decide to investigate David Duke Block, go to Scene 5. If the judges decide to remain on guard by the Munce factory, go to Scene 6. If the judges have not already asked the Sovs how they knew their aggressors were from David Duke, they are free to do so at any time. The Sovs inform the judges the hoverpadders shouted out their allegiance to them like some perverse badge of honour.

SCENE 5: SECTOR 190 - DAVID DUKE BLOCK

David Duke Block was built in 2094 and is typical of that phase of city block construction: cylindrical and lumpy with a domed roof. Acid rain shields, built and then abandoned because of the cost involved in powering them, now hang limply by the block's sides.

The judges have never visited David Duke Block before, but they have heard of its reputation for staging unlicensed block-climbing contests on an annual basis.

DAVID DUKE BLOCK

Sector 190, MegWest

Built: 2094

Type: City Block

Levels: 166

Population: 83,000

Citi-Def: 530

The judges can get directions to any location in the block from Ro-Bin, the interactive computer located on Level 1 in the main foyer. If the judges first enter the foyer, the local Residents Association is there to meet them. Alternatively, the judges may choose to search the pod park for signs of the offending hoverpods, in which case skip to the pod park section. Otherwise, continue with the foyer encounter below and read the following out loud to the players.

You stand in the foyer, studying the tidal wave of humanity sweeping past, the young and the old, the human and alien, the innocent and the guilty. Any one of them could be responsible for the hoverpod incident, any one of them out to bag a few East Meggers. Just then, you notice the crowd of blockers approaching you, of about a dozen citizens. 'Excuse us, but we represent the David Duke Residents Association. Can we help you in any way?' asks their spokesman, a male with an unfashionably long blue beard.

If the judges state their business at David Duke Block, read the following out loud to the players.

The Residents Associates mutter among themselves. The blue-bearded male, now identified as Aldi Mongo, turns to you. 'Your allegations are worrying, but we can assure you that if any of our residents were involved in such matters, we would have been made aware.'

The Residents Association is of little help to the judges. The judges may choose to test them with lie detectors but find nothing immediately incriminating in their answers. If the judges choose to explore David Duke, the block's main locations are the block park, the pod park and the roam-a-dome.

BLOCK LOCATIONS

Block Park: The judges respond to an emergency call while they are searching the block park—several juves have been killed. The judges arrive to find four juves covered in blood. An Investigate check (Int, Average +0) reveals numerous plasteen flechettes embedded in their bodies and scattered about the

immediate area. A further Investigate check (Int, Average +0) reveals one of the juves lying atop a brightly coloured sphere with the name Stikkit® emblazoned across its surface. If the judges run a check on the object through Sector Control, they learn the sphere belongs to a line of toys called Stikkit® outlawed in 2122 for injuring players with fast-moving components.

The culprit of the Stikkit® massacre is one Herman Slovless, a peddler in rejected trinkets he sells to the gullible. The judges spot Herman sneaking away from the scene behind some nearby plasteen bushes, a swag bag over his shoulder loaded with Stikkit® balls and a ten-gallon hat covering his face. If the judges pursue Herman, he will release the Stikkit® balls from the swag bag. There are twenty-two balls. Each releases a cloud of flechettes as it hits the ground. Any judges within 15 feet must make Athletics (co-ordination) checks (Dex, Difficult -2) or each suffer 2D points of damage. If the judges get past the Stikkit® balls, they will need to capture Slovless before he makes it to the antigravity cluster and loses himself among the block's many corridors. The block park is filled with citizens and many obstructions such as plants, benches and the obligatory robot park keeper. Any shooting attacks made against Slovless will suffer DM-2, with natural rolls of 2 or 3 automatically striking a citizen. Slovless is a weed and incapable of putting up a real fight. He reveals under questioning that he got the Stikkits® from a dumpster several blocks away. He has been keeping them in his apartment, waiting for the appropriate time to try to sell them. Slovless claims he had no idea the Stikkits® could be so dangerous. A failed Persuade check on his part reveals Slovless is lying.

HERMAN SLOVLESS

STR	DEX	END	INT	EDU	SOC
7	4	4	5	4	6

Desperation: +1

Skills: Deception 0, Persuade 0, Stealth 1, Streetwise 1

Equipment: Stikkit® balls

Miscellaneous Level: The judges are walking down a corridor when they hear a number of women screaming. If the judges investigate, they are told that monsters from Apartment 13 have kidnapped their children. If the judges enter, they encounter four cyborgs in an apparent state of imbecilic insanity. Some are cradling the stolen children as though they are their offspring; others are inspecting the children by holding them upside down by one leg. Still others are greedily devouring the children.

CYBORG

STR	DEX	END	INT	EDU	SOC
12	8	10	3	3	3

RUSSIAN ROULETTE



Desperation: Will not surrender

Skills: Athletics (strength) 3, Melee (unarmed) 2, Recon 1

Equipment: None (metal plating provides Armour 4)

If the judges intervene, the cyborgs will attack them with their bare hands. The cyborgs are immune to Arrest checks and behave like homicidal combat robots. If the judges make a Recon check (Int, Easy, +4) they notice the cyborgs are all plugged into a series of wall sockets by power cables extending from their spines. If the judges sever a cable (requiring 4 points of damage) or pull a cable from the socket, the cyborg concerned screams, clutching its head before collapsing to the ground dead.

The culprit behind the cyborgs is Doctor Tristan Dobermann, formerly of Mega Labs, expelled because of unethical experiments on humans. Doctor Dobermann has been continuing his practices in secret, bribing punks into being his guinea pigs and then stripping away their humanity. The cyborgs had developed enough intelligence to learn how to open the apartment door and, unknown to Dobermann, stole out into the corridor and brought back the first things they saw - the children. Doctor Dobermann is resident in the apartment, experimenting with various pieces of equipment in his converted bedroom. He is unaware that his creations have left the apartment and is most apologetic to the judges.

Shoplex: As the judges enter the shoplex, they are assaulted by an angry storekeeper who claims they have just robbed his store of thousands of credits worth of kneepads. If the judges investigate, they find a number of judges running across the shoplex plaza with heavy-looking bags in tow. The judges have stumbled into a jimp (judge impostor) operation. The four jimps are actually the Gristle Quadruplets, well known troublemakers from the block's lower, impoverished levels. Three of the jimps are armed with PPK II hand guns and one has a spit pistol. They will open fire on the judges if challenged or if they think they might be captured. Ahead, citizens try to apprehend the jimps but are cut down by the criminals' guns. The jimps stole the uniforms from a display in the local block museum, a memorial to judges who died defending David Duke Block during the Zombie War.

JIMP

STR	DEX	END	INT	EDU	SOC
12	8	10	3	3	3

Desperation: -3

Skills: Athletics (co-ordination) 1, Deception 2, Gun Combat (slug pistol) 2, Mechanic 1, Melee 0, Recon 1, Stealth 1, Streetwise 2

Equipment: PPK II handgun or spit pistol, stolen judge uniform (Armour 6), stolen goods

Roam-a-Dome: The roam-a-dome is a glasseen blister on the side of David Duke Block where the younger residents can relax

without being lectured by their elders. On this occasion, a group of juves are causing a public nuisance by throwing lemons from a box against one of the walk zone partitions. If the judges make a Law check (Edu, Easy +4), they know that lemons are illegal in Mega-City One for the damage their citric acid can cause to the body. If the judges confront the juves, read the following out loud to the players.

'You don't know anything about us!' says one of the juves, holding a lemon. 'These fruits ain't what they seem!'

Another juve agrees. 'Yeah! They killed my pet rat!'

The fruit are actually alien creatures called zems. They grow among the lemon plantations on the Earth colony Ulas-U on the other side of the Milky Way. The zems have evolved to resemble the lemons, a disguise useful in hiding themselves from predators. A pack of zems has been smuggled onto Earth with a crate of lemons bound for Mex-Cit. A few crates were then smuggled into Mega-City One to feed the zest addicts among the city's population. If the judges inspect the crate the juves were getting the lemons from, they are bitten by a dozen angry zems! The zems will proceed to leap at the judges and anybody who happens by.

Once the zems are dealt with, the judges may wish to arrest the juves for withholding information regarding the zems' presence in Mega-City One. The juves have no idea who actually smuggled the zems into David Duke Block.

Pod Park: The pod park on Level 27 is exposed to the elements, partially shielded by an overhang taking the edge off the winds whipping around David Duke Block. If the judges search for hoverpods (Investigate, Int, Average +0), they find a pool of the vehicles behind a block hoverbus. If the judges inspect the hoverpods (Investigate, Int, Difficult -2), they learn four have been activated recently, their gravitic drive coils still warm to the touch. At this point, Ralf Pidman, the pod park mechanic, appears, cleaning his hands with his coveralls. He asks the judges how he can help them. If the judges ask Ralf who the last citizens were to have used the hoverpods, read the following out loud to the players.

The mechanic scratches his greasy head. 'Nah, I really can't say—I didn't see any of them. The local juves are always messing about in them, buzzing the traffic.'

If the judges use a lie detector on Ralf, he is revealed to be lying to them. If the judges confront him on this issue, read the following out loud to the players.

Ralf becomes nervous. 'L-look, I really don't know what you're talking about. I'm just the block pod mechanic!'

Suddenly, a firm voice startles you. 'Can I be of assistance here?' You turn to see a judge, his badge marking him as Judge Trebell. 'I'm Trebell, Block Judge. I hear there's been a spot of bother.'

If the players are not regular readers of the 2000AD comic, they may not know what a block judge is. Some city blocks have their own Community Relations Officer, a judge who shares responsibilities for several city blocks, the first point of call for citizens concerned about various activities within their blocks. If the judges explain the situation to Judge Trebell, read the following out loud to them.

'Apart from the usual high spirits, the blockers tend to keep together,' Judge Trebell says. 'They don't like outsiders much, probably explaining the hoverpodders' stance towards the Sov immigrants.' Trebell frowns. 'Y'know, I can't blame them in one sense - they are Mega-Citties born and bred and those Sovs are just guests. Try to see it from their point of view; living in an overcrowded city with stress levels through the roof, would you want to have a bunch of Sovs - citizens of an enemy power - planted next door without your say so?

If the judges proceed to arrest Ralf or to pursue their investigation further, Judge Trebell draws his Lawgiver on them. Read the following out loud to the players.

You watch, shocked, as Judge Trebell raises his Lawgiver towards you. 'Look, we're all judges together,' Trebell says. 'We owe the Sovs nothing - they nuked half our city, for Grud's sake! Those immigrants are here not because the Chief Judge wanted them but because some damn political convention forced them down our throats! If the Sovs come to Mega-City One, they

should be made aware of the consequences. We aren't here to protect the enemy, but to serve our own kind. Let the citizens deal with them. The Sovs deserve it after everything they did to us.'

Judge Trebell will not back down. The judges will have to physically overpower him. Trebell will first try to disable the judges with his Lawgiver stun-shot but will soon dive for cover and switch to Standard Execution rounds if they persist. The judges should not mince firepower with Trebell - he has broken the Law and must be punished.

JUDGE TREBELL

STR	DEX	END	INT	EDU	INF
10	12	10	7	10	7

Desperation: Will not surrender

Skills: Athletics (co-ordination) 1, Computers 1, Deception 1, Drive (Lawmaster) 1, Gun Combat (Lawgiver) 2, Investigate 1, Law 2, Medic 1, Melee (blade) 2, Recon 1, Streetwise 3

Special Techniques: Combat Acuity

Equipment: Lawgiver, boot knife, standard issue uniform (Armour 6)

If the judges defeat Judge Trebell, they are suddenly fired upon. Read the following out loud to the players.

The pod park explodes about you. Bullets scream through the air, bouncing off the hover pods, the floor and the hoverbus towering over you. 'Stinking judges! You were meant to protect us, but now you're sucking up to the Sovs! If you won't given them justice,

Behaviour and Diet	Preferred Habitat	Movement Mode(s)	STR	DEX	END	INT	INS	PAK
Hunter, Carnivore	Forest	Walker	2	8	4	0	9	15
Skills:	Athletics (endurance) 1, Deception 2, Melee (teeth) 1, Recon 0, Stealth 2, Survival 2							
Attacks:	Teeth (1D)	Armour	Chitin (1)		Number Encountered:		4D	

Zems are angry if awakened from their slumber, their main activity during day. During night, they hunt for maggots feasting on the lemon fruit the zems hide amongst. Zems have no sense of tactics, simply jumping at their enemy and biting them or raking with their claws. Clusters of zems attack like piranha, attacking as one entity, biting repeatedly at the same area.

Bounce: Zems' bodies have properties similar to rubber. They have evolved this physiology to survive falls from trees but also exploit it to bounce at their attackers, increasing their speed. Any shooting attack against a zem in mid-bounce suffers DM-1.

leave it to us!" The words hit you like bullets, echoing through the artificial canyon between the hoverpods and the hoverbus, distorted so you cannot trace their source.

An outfit calling themselves the Scourges are attacking the judges, using the gantries surrounding the pod park for elevation. There are twice as many gunmen as there are judges. Half carry spit pistols, the other half carry handguns. A third of their number are equipped with jet packs they will use to fly over the judges and rake them with bullets if the judges gain the upper hand over the Scourges. The Scourges are determined the judges will not stop them from continuing their campaign of intimidation against the Sov immigrants, but they are not suicidal. If half the Scourges are injured or killed, the others will attempt to flee by running through the entrance or flying out of the launch portal using jet packs or hovercars.

SCOURGE

STR	DEX	END	INT	EDU	SOC
8	7	8	7	6	7

Desperation: -3

Skills: Athletics (co-ordination) 1, Computers 1, Gun Combat (slug pistol) 1, Stealth 1, Streetwise 3

Equipment: Spit pistol or handgun, jet pack

Refer to Map 3, a plan of the pod park.

The pod park has three entrances: a door on ground level, a door on the gantry level and the launch portal where the hover vehicles enter and leave the city block. It has two levels: ground, where the judges are standing, and first, where the Scourges are presently stationed on gantries. The following section lists the main features of the pod park and how they can be used during the fire fight.

Gantry: The gantry is made of solid plastisteel. The pod park has two slow-moving, open elevators (1/4 cover) for transporting

citizens from ground to first level onto the gantry (6 rounds to rise or descend the full, one-level distance).

Hoverbus: The hoverbus has not been refuelled. Its doors are locked but a Mechanic check (Str, Difficult -2) will open them.

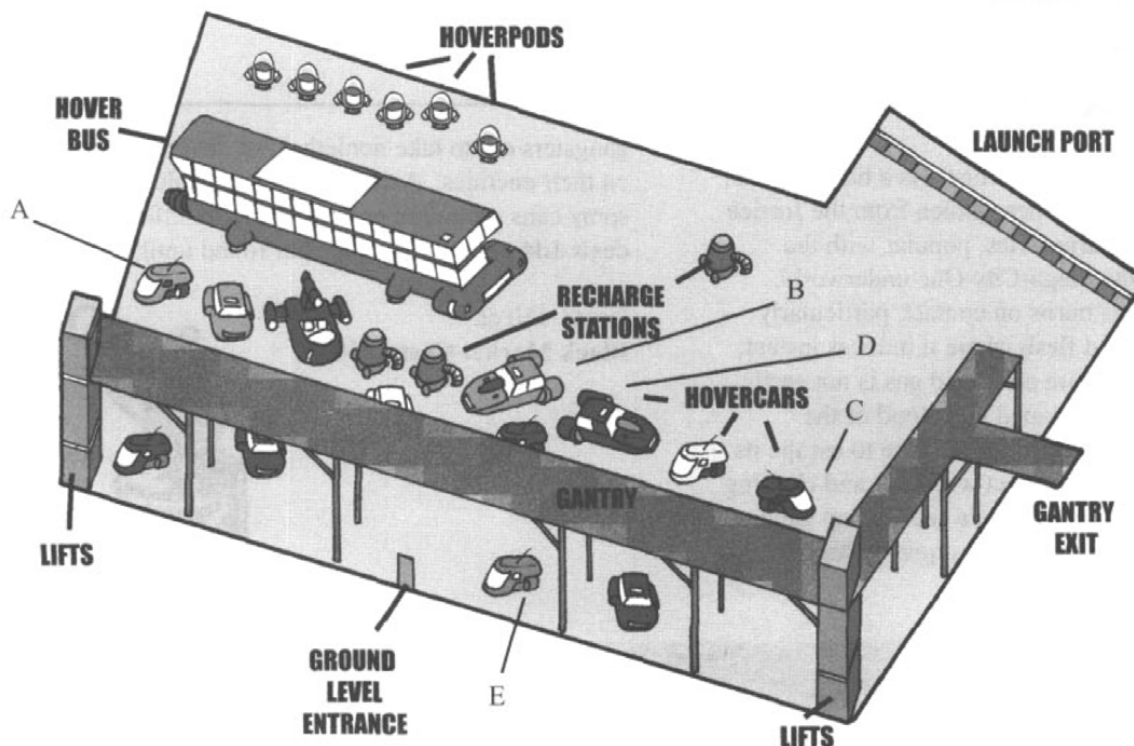
Hovercars: The hovercars are in a state of refuelling. Cars A and B are not flight-capable at present but will be completely refuelled in 5 rounds. Cars C and D are ready for flight. Car E has an engine fault and cannot fly. It takes a Flyer (grav) check (Dex, Difficult -2) to make basic evasive manoeuvres within the crowded pod park.

Hoverpods: The hoverpods are all flight-ready. Manoeuvring a hoverpod out from its resting place requires a Flyer (grav) check (Dex, Average +0). Taking evasive manoeuvres inside the pod park requires a Flyer (grav) check (Dex, Difficult -2), assuming the Scourges are shooting at the judges; otherwise the check is Average (+0).

Refuelling Station: The pod park has three refuelling stations, pumps drawing fuel from a central below-level reservoir and feeding it via telescopic hose into the hover vehicles. The refuelling stations have Armour 10 and can withstand 20 points of damage. If they are destroyed, the below-level reservoir explodes, causing everybody within 20 feet to suffer 4D damage. Once one of the refuelling stations has been destroyed, the remaining stations will no longer be able to deliver fuel.

If the judges defeat the Scourges and Judge Trebell, they can return to the Munce factory and the Sov immigrants. If the judges are themselves defeated but survive the encounter, they can call for back-up such as a heavy weapons squad to deal with the Scourges. If Judge Trebell defeats or escapes the judges, he goes into hiding (perhaps to be used by the Referee as a recurring villain in future scenarios). If Judge Trebell has escaped, the judges may wish to call in the Special Judicial Squad (SJS) to search for him. At present, only SJS Judge D'Spatch is available, but he will lead a search for Trebell using Street Division





personnel. Trebell, however, will manage to evade the manhunt for the time being...

SCENE 6: SECTOR 190 - THE MUNCE FACTORY

The following encounter can proceed in two ways depending on what path the judges took in Scene 5. If the judges visited David Duke Block to hunt down the Scourges, continue to use the remainder of Scene 6. If the judges remained to guard the Munce factory, have them buzzed by Scourges riding motorcycles and various hover vehicles in front of the factory. The Scourges spot the judges and flee back towards David Duke Block, provoking the judges into hunting them down. The Referee can then play through the encounters in Scene 5. The judges may decide to start with the pod park or the below-block car park where the motorcycles will have been dumped. If the latter location is the judges' first destination, citizens inform the judges they saw the bike riders run towards a cluster of antigravity chutes, heading for the block's upper levels. The Referee can then run the Scene 5 encounters, culminating in the pod park confrontation.

Once the David Duke encounters are resolved, the judges will return to guard the Munce factory. If they do not, Tac Group Leader Tyson will arrive on a routine inspection to order them to do just that. In any event, Tyson will give the judges instructions not to disturb the immigrants while they are bedded in and settled for the night. The Referee is welcome to set a few encounters

in front of the judges while they keep watch, for example, juve gangs out to cause mischief, out-of-control Boingers, local hard men out to bag themselves a judge, or even rescuing citizens from a crashed hovership or a fate worse than death at the hands of organ leggers.


At whichever point the judges next decide to look in on the immigrants, read the following out loud.

You quietly open the door to the Munce factory so as not to disturb the inhabitants. You then notice the yellow cloud of gas rising from the interior floor to meet you. Before you are able to back up, a tiny amount of the gas is sucked into your nose. It burns like fire. You stumble back, swiping your hands in front of your face to ward off the gas drawn out of the factory into the outside air. Your noses bleed and the exposed areas of your skin smart.

The Munce factory has been flooded with acid gas. Every one of the Sovs is dead, their bodies disintegrated by the gas. The judges will not be able to enter the factory until the acid gas has been extracted. The Special Chemical Squad can be called in to deal with the gas.

Once the Munce factory has been declared fit for the judges to examine, they must now search for the source of the acid gas. Have the judges make Investigate checks (Int, Very Difficult -4). If they fail, the SCS or another back-up unit will find it. A floorboard is lifted to reveal a well where raw munce was once poured to undergo the first step in its refinement process. The refinery





apparatus has long been removed. In its place is a canister still smoking with acid gas.

Have the judges make a Mechanic check (Int, Difficult -2). If successful, the judges will be aware that acid gas is kept in the Justice Department armouries and the armouries of select sector houses. Its use is banned within Mega-City One borders; it was last deployed during the Zombie War as a desperate measure to cull the enormous zombie army attacking Sector 190. Several possible answers to the question of how or by whom the acid gas got out of the Justice Department's possession should now be percolating in the judges' minds. Avenues of investigation suggest traitors within the Justice Department, a cache of acid gas unknown to the Justice Department, a holdover from the Zombie War missed by clean-up squads or an entirely new batch of acid gas manufactured by the black market.

The judges can arrange a sectorwide search for acid gas caches and will be authorised by Sector Chief Barker to do so on public Tri-D if they wish it. Street units will be dispatched to search local factories capable of producing the acid gas compound and interrogate all employees. Unfortunately, these searches will find

ACID GAS

Acid gas - more accurately acid mist - is a black-market invention copied from specimens stolen from the Justice Department's chemical armouries, popular with the sadistic elements of the Mega-City One underworld. When sprayed, acid gas burns on contact, particularly effective against exposed flesh where it induces instant, agonising pain. Unlike liquid acid, acid gas is not easily evaded as the target is enveloped in a cloud of the corrosive mist and must flee some distance to escape its effects, though the acid in contact with skin and clothing continues to take effect. Acid gas is used by tap gangs that need to incapacitate their targets quickly and gangsters out to take revenge on their enemies. Acid gas is usually sold in special spray cans armoured against the acid's effects.

Acid gas deals 1D points of damage per round to everything within a 2 metre radius, until cleaned off. One spray can costs Cr. 150 and contains enough acid gas for ten uses.

no trace of an acid gas conspiracy, though other misdemeanours unrelated to the Sov-immigrant incident will be unearthed. The judges will personally be able to conduct an investigation of Sector House 190. They may first ask that the Justice Department armouries have their inventories searched for missing acid gas. The finding is that all acid gas caches are intact. A direct search of the Sector 190 armoury with the assistance of Quartermaster Couhoun reveals a deficit in the local acid gas complement—two barrels are missing. If the judges attempt to trace the gas theft to a related requisition request (Computers, Int, Difficult -2) they find no such request has been made. The same result applies to any tek-judge search of the armoury inventory.

The answer to the mystery lies in the armoury inventory, but in a database different from that initially investigated by the judges. Six weeks previously, a requisition order from several local Citi-Def units was made for eight Stumm gas barrels. Six Stumm and two acid gas barrels were removed from the armoury and distributed among various Citi-Def units. There are two ways the judges can discover this fact: Firstly, they can go through all the armoury security camera footage from the past six weeks until they see the acid gas barrels being removed. Secondly, they might decide to run a stock check on all the barrels in the same room as the acid gas, where they will learn of the inconsistency in the Stumm gas records. Alternatively, if the judges cannot get to the bottom of the mystery, they can fall back on a Computers check (Int, Difficult -2) or have a tek squad discover it for them. The question remaining is to which Citi-Def unit did the acid gas go to? A Computers check (Int, Routine +2) reveals five units; those operating from Gunga Din, Mary Jane Watson, Michael Moore, Renee LaRue and Snoop Doggy Dog City Blocks, all within Sector 190. If the judges mount searches in the Citi-Def headquarters of the first four city blocks, they find no trace of the Citi-Def, though they do discover the Renee LaRue Citi-Def using their uniforms as props in an illegal military-themed sex cult, operating as the judges enter. At Snoop Doggy Dog Block, the judges finally locate their missing acid gas (remember that one acid gas barrel has already been used in the Munce factory). The barrel sits on a shelf in the local armoury, behind a locked plastisteel door, requiring a Mechanic check (Str, Average +0) to open. If the judges search for the Citi-Def members, they find nobody on-site. If the judges run an address check on the Citi-Def, they discover from visiting the relevant apartments the Citi-Def are away on manoeuvres on City Bottom. The judges will need to hunt the Citi-Def unit down and discern the extent of their involvement with the Sov-immigrant murders.



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PROG TWO: COUNTERATTACK

SCENE 1: SECTOR 190 – CITY BOTTOM

The vast majority of Mega-City One citizens choose to be - or are naturally - ignorant of the existence of City Bottom, the shadowy depths inhabited by the poorest of slummies, displaced persons left homeless after a succession of disasters and roving packs of subhumes, giant rats and other horrors (for more information, refer to pages 223 of the *Judge Dredd Rulebook*). The judges have recently encountered various representatives of City Bottom during the events of *The Sleeping Kin*. The Referee can elect to run encounters of a similar nature to those, using the same rules.

The judges may search for the Citi-Def themselves or summon back-up units, such as H-Wagons or S-Wagons, to scour the depths searching for the fugitives. The latter reinforcements will fail to locate the Citi-Def no matter how many judges the players ask for. The search units commander, Judge Stern, informs the judges there are many hidden refuges along City Bottom, too many to search in a short space of time. The Sector 190 Justice Department does not have the resources to continue the manhunt any longer without compromising Law enforcement responsibilities to the rest of the sector. The back-up units withdraw. If the judges decide to search for themselves, read the following out loud to them.

It is a matter of basic investigative procedure for you to start with the relations of the missing Citi-Def unit and follow on to the slummy populations of City Bottom, gathering information from both parties, allowing you to pursue the Citi-Def along their normal field exercise haunts. When you have assembled sufficient data, you take to Sector 190's rockcrete foundations, riding beneath gargantuan roads suspended far above your heads by supports as thick as Sector House 190. You stop at three slummy 'piles', the nickname for the slums hand-built by Mega-City One's poorest citizens, though not always from desperate necessity; some citizens just like living rough. Word begins to spread of your search for the Citi-Def. Slummies come forward with information regarding past or present sightings, helping to narrow your operations theatre further. One slummy boy called Nico tugs insistently on your sleeves. 'Senor Judges, I have an amigo who knows the gunmen.'

If the judges listen to Nico, read the following to them.

'He is called Rat Man, Senor Judges. He lives in the garbage mountain near the black pipes. I can take you to him!'

If the judges allow Nico to lead them, he tries to climb aboard one of the Lawmasters. Nico is covered with scrubber lice that leap onto the judge concerned and itch like hell until the lice realise the judge is not a good home and return to Nico. The ride to the garbage mountain takes five minutes. The garbage mountain is exactly as the players will have imagined it; thirty feet tall, one hundred feet wide, crawling with rats, insects and the odd, two-headed Cursed Earth Eagle. Read the following out loud to the players.

Nico races towards the garbage mountain, climbing up its side, ignorant of the filth he is sinking into. He shouts, 'Rat Man! Rat Man!' Moments later, Nico returns at ground level, accompanied by what looks like an incredibly hairy human dressed in rags. Only when he gets within twenty feet of you do you learn he is a mutant. His nose is enlarged, his teeth long and wedge-shaped. His eyes are bulbous, his hands and feet long and sharp. 'This is Rat Man!' Nico informs you, proudly. The mutant looks as though he is about to turn tail and run at the slightest noise.

Rat Man is especially fearful of the judges because many of his mutant friends have been captured by judges and deported into the Cursed Earth. He sneaked into Mega-City One a year ago and has made City Bottom a home away from home by living on others' waste products. If the judges ask Rat Man what he knows about the Citi-Def unit, read the following out loud to the players.

'Ummm, if you promise not to boot me out back into the Cursed Earth, I tell you wha' you need to know,' Rat Man chatters, 'ummm, is that a deal?'

If the judges agree, Rat Man takes the judges to a site close to the square foundations of a RawMat reprocessing plant. Nico will want to accompany the judges; they are advised not to let him, maybe even threatening him with arrest for obstructing the course of justice. Nico will run home, crying. The area Rat Man takes the judges to is lightly misted with RawMat gases vented through several meshed portals as big as mo-pads, spaced

evenly apart along the foundations. Rat Man tells the judges the Citi-Def usually pass along this route, normally at a run.

'Ummm, an' no wonder,' Rat Man tell the judges, 'there's some nasty rat packs living here... present company excluded, o' course!'

If the judges wait for the Citi-Def, they are not in luck—they fail to show. Rat Man is embarrassed and frightened he will now be thrown out of the city. *'Ummm, say I take you aroun' their other fav' places?'* If the judges allow Rat Man to escort them to each of the Citi-Def haunts, they again have no luck finding them but do locate discarded rifle shell cases and faulty grenades. A Gun Combat check (Int, Average +0) reveals them to be standard Citi-Def issue by their serial numbers. As the search for the Citi-Def draws to a close, read the following out loud to the players.

You reluctantly end your search. The rays of the early morning sun are beginning to lance down into City Bottom, pushing the shadows back. You pass a wide corridor acting as a cowl over what looks like an abandoned canal basin. The far end of the corridor is shrouded in darkness. Rat Man crouches beside you, his nose twitching. 'Ummm, I don' go down there. It full of rat poison!' You suddenly think you hear a door closing, somewhere in the darkness within the corridor.

If the judges activate their helmet infrared systems, they see a narrow door set between two pillars at the end of the corridor. There is no sign of life. If the judges decide to investigate, Rat Man will refuse to follow. The judges may decide to let him go, order him to remain by this side of the corridor or arrest him in advance of throwing him out of the city. If the judges let Rat Man out of their sight for any reason, he will disappear in seconds and prove impossible to track down.

SCENE 2: SECTOR 190 – DANGER LEAP ARENA

The door at the end of the corridor is unlocked and opens outwards. Inside, a darkened hallway stretches forty feet before terminating in another door, again unlocked. If the judges enter the room beyond the second door, they are faced with two bouncers, muscle upon muscle of power, dressed in black suits and greatcoats, with chains around their wrists. The bouncers will back away from the judges but then pull out hand guns from underarm holsters and open fire, taking cover behind the right turn at the end of the room leading into the bite pit. If the bouncers are threatened further and have the judges at close range, they will charge the judges, using their considerable strength to pummel them.

BOUNCER

STR	DEX	END	INT	EDU	SOC
12	7	8	8	6	8

Desperation: -3

Skills: Athletics (co-ordination) 2, Computers 1, Gun Combat (slug pistol) 2, Mechanic 1, Medic 1, Persuade 2, Recon 2, Stealth 1, Streetwise 3

Equipment: Hand gun, armoured greatcoat (Armour 3)

The door beyond the bouncers is locked with a chain and padlock. Faint noises of many citizens screaming and bells ringing can be heard beyond. The judges can force the lock open with their override cards. The room on the other side of the door is packed with row upon row of citizens, masked by layers of cigarette smoke. They are sitting around a rectangular open space bisected by a pit of a depth the judges cannot measure from their vantage point. Occasionally, citizens on one side of the arena will stand and open fire into the pit. Sometimes men and woman come crawling up out of the pit on the other side of the gunmen. The citizens on their side stand and cheer. Sometimes nobody climbs out. Pairs of muscular citizens are sent into the arena at intervals, attempting to leap across the pit. Those who fail, falling in, are fired upon. The judges may recall Boris Yoivoi, the Sov-immigrant caretaker, describing the same event over a similar pit. The judges have found the only active danger leap arena in Mega-City One.

If the judges make their presence known, the crowd will rush for the far exit. The stampede claims a few lives as the slower, weaker citizens fall and are crushed underfoot. A few citizens will open fire on the judges before searching for an escape route. The Referee may wish to make the encounter more interesting by having the players fall into the death leap pit and then climb out (Athletics (co-ordination), Str, Difficult -2), maybe also fired upon by citizens trying to injure the judges so they can make their escape.

ARMED CITIZENS

STR	DEX	END	INT	EDU	SOC
12	7	8	8	6	8

Desperation: +0

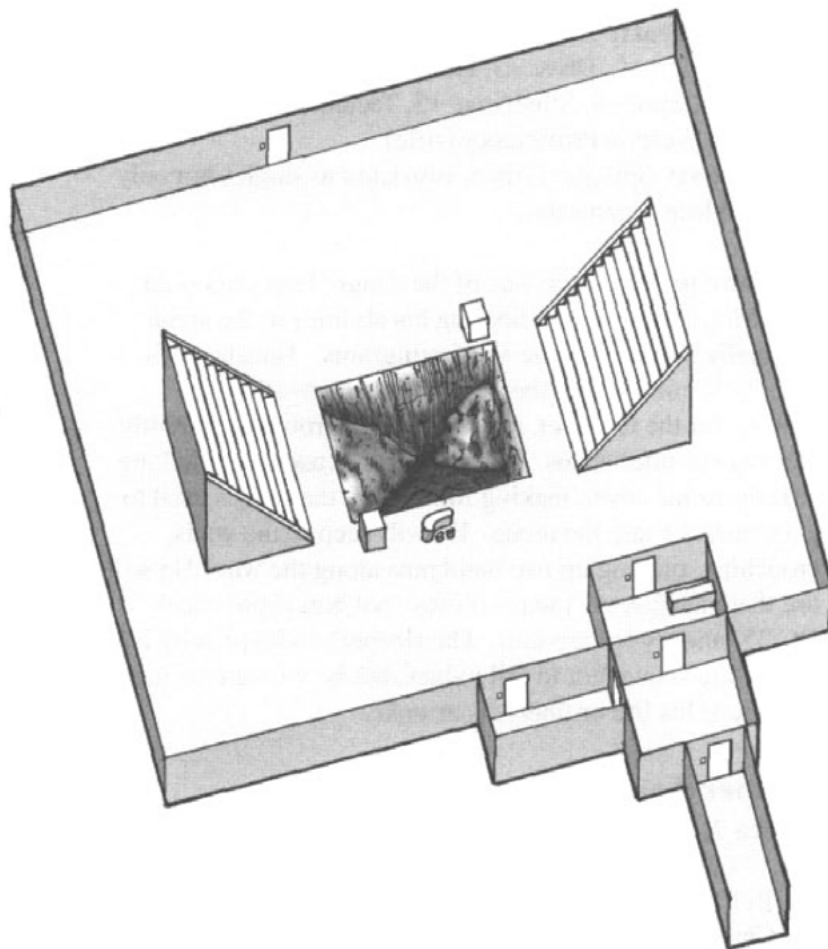
Skills: Computers 1, Drive 0, Gun Combat (slug pistols) 1, Streetwise 1

Equipment: Spit gun (single shot only)

Unknown to the judges, one of the danger leap stars is an East-Meg sleeper agent, homing his abilities in the arena originally founded by the Sov immigrants. The sleeper's identity is not easy for the judges to discern - they are looking for the Citi-Def, not him, and the room is currently in a state of utter chaos. The

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sleeper will use the panicking citizens as his cover, making for the exit the judges used to gain entrance into the arena. He will keep to the walls, crouching, picking up two handguns along the way. He will use them against the judges if they spot him (Recon, Int, Very Difficult -4) and try to stop him. The sleeper's main priority is to escape the venue, not to kill judges, but he will not hesitate to do so if his life or liberty is at stake.

EAST-MEG ONE SLEEPER AGENT

STR	DEX	END	INT	EDU	SOC
9	10	14 *	8	9	7

Desperation: Will not surrender

Skills: Athletics (co-ordination) 2, Athletics (endurance) 1, Computers 2, Deception 3, Gun Combat (slug pistol) 3, Persuade 2, Recon 2, Stealth 3, Streetwise 1

Equipment: 2 Hand guns

* Includes enhanced metabolism and cardiorespiratory system

SCENE 3: SECTOR 190 – DANGER LEAP ARENA – EXTERIOR

It is irrelevant to the scenario if the judges kill, capture or lose the sleeper. Once the judges leave the danger leap arena, they will be held at gunpoint by the Snoop Doggy Dog Citi-Def unit, looking down on the judges from a rockcrete balcony thirty feet above. If the judges have the sleeper in custody, read the following out loud to the players.

'Release the East Meg agent into our custody. We hate to have to do this to you but we're now working for the greater good. Kindly let him go and back off.' While two Citi-Def cover you from the balcony, the others disappear, shortly to descend to ground level, their weapons aimed at you. One of the Citi-Def handcuffs the sleeper. 'Let's take this nice and slowly,' the Citi-Def instructs you as the unit begins to retreat, the sleeper now their prisoner.

If the sleeper escaped the players, they find him captured by the Citi-Def, hanging from a cling net suspended fifteen feet above the ground, beneath the balcony used by the Citi-Def. The Citi-Def have the judges covered, rifles aimed at their chests. Read the following out loud to the players.

The Citi-Def slowly haul the sleeper up to the balcony where they leave him ensnared in the cling net and add a pair of handcuffs for additional security.

If the judges open fire on the Citi-Def while the sleeper remains in the judges' custody, the Citi-Def will use Stumm gas grenades against them, hoping to get at the sleeper without any fatalities. Unfortunately, Citi-Def training being somewhat variable, their intelligence has failed to inform them of a judge's helmet respirator, which will negate the effects of Stumm.

CITI-DEF SOLDIER

STR	DEX	END	INT	EDU	SOC
7	8	7	7	5	7

Desperation: -2

Skills: Athletics (co-ordination) 1, Drive (wheeled) 1, Gun Combat (shotgun) 1, Melee 0, Recon 1, Streetwise 1

Equipment: Stump gun, Stumm gas grenades, knife, shell jacket (Armour 10)

If the Citi-Def flee with the sleeper, they do not get far before they are attacked by a ravenous pack of giant rats. If the judges are in pursuit, they will see the attack as it happens; otherwise they hear the Citi-Def screams in the distance. There are dozens of rats, all large as cats. They will run off if the judges make loud noises such as firing flares, bike cannon or Lawgiver rounds. The Citi-Def soldiers are bleeding profusely from multiple bites, in a state of shock. They are in no shape to tackle the judges and surrender without further violence.

The judges will wish to question the Citi-Def further about their cause for seeking the sleeper. This can be accomplished in City Bottom or back in Sector House 190, where the judges can get medical treatment if necessary. The Citi-Def are stubborn but are in reality nothing more than citizens with basic combat training and big guns. They soon break under the strain and tell the judges everything they know about their mission to apprehend the sleeper agent. Roleplay the interrogation, providing information vital to the continuation of the adventure, with answers provided below in response to the players' most likely questions.

Concerning the Citi-Def's reason for wanting to capture the sleeper agent: *'He's the enemy! The Sov-Block is planning another nuclear war and these sleepers are their vanguards. They must be stopped now, before it's too late!'*

Concerning the Citi-Def's possible involvement with the Munce factory massacre: *'We were told to order a batch of Stumm gas as normal for manoeuvres. The Stumm arrived with two canisters of acid gas. We don't know how that happened, but our source predicted it. He said we were fighting for Mega-City One against Sov-Block spies among the immigrants. We were tipped off to the Munce factory being used as a shelter and planted the acid gas in there with a remote detonator. We set it off when we saw you outside so you wouldn't get hurt. We respect the Law!'*

Concerning the Citi-Def's source: *'We never met him—he contacted us, but he sent us a communicator so we could get orders from him. Norbert has it in his utility pouch. He knows everything. He told us about the East-Meg plot to start another war, using hidden East-Meg silos!'*

The communicator will be held as evidence in a safety locker. If the judges have Tek-Division examine it, or activate it themselves, all they receive is static. The communicator is a one-way system, allowing the recipients to receive messages, not to send them. The communicator is a common make, a cheap model used for emergency purposes. The judges will not be able to trace the sender of the messages to the Citi-Def, but Tek-Division will be able to.

The judges are informed the sender's last address was Memory Lane, a biochip bank not far from the Sector House. If any of the judges make a Streetwise check (Int, Difficult -2), they know that Memory Lane is one of MegWest's largest biochip facilities with more than five thousand biochips online. Tek-Division have been able to pinpoint the exact location of the sender and provide the judges with the coordinates. The judges' next move then will be to visit Memory Lane and confront the Citi-Def contact. They are given a trakacomp unit to home in on the coordinates supplied by Tek-Division.

SCENE 4: SECTOR 190 – MEMORY LANE

Memory Lane is a long, shallow building, resembling an overturned domino. Its main entrance is set into the mouthpart of a stylised, plasteen skull three levels tall. Each eye socket is a window allowing light into the visitors' wing. If the judges enter Memory Lane they are met by a tall, willowy, middle-aged female dressed in a dark green suit with matching lacy cuffs and neck frill. She towers over the judges.

'I am Ladee Strunk, your hostess for today. Which of our clients would you like to visit?'

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BIOCHIPS

Biochips are a technological wonder of the 22nd century. They can be imprinted with an individual's complete personality and an entire lifetime of memories, preserving his mind in electronic format. Biochips can then be plugged into computers, allowing the biochipped personality to interact with the world via cyberspace. Alternatively, the biochip can be plugged into a robot for humanlike mobility or even interfaced through an external port with the living mind of another, in which instance the biochip becomes the dominant personality until removed. Biochips are usually employed to artificially extend the lives of citizens at their deaths, though the very wealthy are biochipped early, exploiting the technology to jump from body to body, switching hosts when their current lifestyle begins to bore them.

It takes 2D+10 hours to complete the transfer of a character's mind into a biochip. In that time, the character must not engage in any activity. If he should die before the transfer is completed, the biochip and the personality will be rendered useless. An Engineer (electronics) check (Int, Difficult -2) is necessary to successfully complete the transfer process, otherwise the biochip is damaged and the original brain emptied of most of its content, the result a character with the mentality of a baby.

Biochips can interface with computers or living beings with compatible ports. The biochip personality's Intellect, Education and Social Standing characteristics are unchanged. However, Strength, Dexterity and Endurance characteristics will be that of the new host body. Biochips measure three centimetres in length and cost Cr. 150,000.

The judges do not have to take up Strunk's offer, but she could accelerate their search due to her knowledge of the bank's layout. At any rate, the judges eventually navigate their way around Memory Lane to a row of biochip containers entitled Ever Ready Street. The 'street' is approximately two hundred feet in length. One side of the street features biochips mounted into booster caskets, increasing the biochips' innate, self-recharging power supply, allowing them to interface with computer terminals placed alongside each casket. Some biochips are actively interfaced, while others are in stasis, their personalities presently not in the mood for communication.

Strunk pauses and closes her eyes. It is then you notice the biochip embedded into her neck. She opens her eyes and smiles down at you. 'I've consulted our database. V88/09 was interred in 2104 by parties unknown, but its membership has been paid

TRAKACOMP

Trakacomp are multipurpose devices whose main function is to assist the user in navigating unfamiliar environments. It can also help the user home in on specific coordinates by delivering global triangulations within approved GPS zones and logging onto the MegaMap, a computer network granting easy navigation around all of Mega-City One's streets, road systems and major landmarks. Trakacomp give DM+2 to checks related to geographical excursions into areas covered by the MegaMap or falling within an approved GPS zone. They cost Cr. 2,000 and have a mass of ½ kg.

Global Positioning System Zones: Regions of the planet covered by a network of satellites working together to transmit terrestrial geographical coordinates to a trakacomp. Advanced countersat technologies prevent GPS satellites from functioning when aligned over certain hostile countries. For example, Mega-City GPSats will not function over southern China, Sino-City territory. An approved GPS zone is one where the trakacomp user is guaranteed reliable geographical coverage.

The judges' trakacomp gives co-ordinates to a biochip numbered V88/09. Unlike the other biochips, this one has no name, just a number. If the judges require information regarding the biochip, Ladee Strunk gives the following answer. If the judges are not accompanied by Ladee Strunk, they can summon her by activating an intercom set into the opposite wall. Read the following out loud to the players.

indefinitely on a quarterly basis direct from an account at the Bank of Geneva without fail since the day it was installed.' Strunk indicates a small lectern located at the head of the biochip casket. 'Would you like to speak with the client?'

If the judges are interested, Strunk presses a button. A hologram flickers into life above the biochip casket. It is the face of a man of middle years with a thick moustache, one false eye and slicked-back, greying hair. The judges instantly recognise the face as that belonging to Supreme Judge Josef Bulgarin, former leader of East Meg One! Read the following out loud to the players.

The sole remaining eye focuses intently on you, though the rest of the face remains impassive, set like granite. The need to remove your helmets in respect of this great - if evil man - tugs at you. The Bulgarin avatar speaks. His voice is exactly as you might have imagined it: deep as a mine shaft, cultured, accented but

clear. 'So, the stories are true; you won the war. Congratulations, or should I say commiserations? A greater battle now faces you.'

If the judges ask the Bulgarin avatar what he means by this last statement, read the following out loud to the players.

'Once we were enemies, now we are unlikely allies. Kazan, my treacherous War Marshal, has seeded your city with a clone army, intending to use it to terminate my biochip and destroy your Justice Department! That dog's abhorrent offspring must be hunted down and slaughtered without hesitation.'

If the judges ask Bulgarin how his biochip got into Mega-City One, read the following out loud to the players.

'I suspected Kazan was planning a - what do you Westerners call it - a coup? He planned his coup on two fronts: in Mega-City One and in the Kremlin itself. I was determined that my face would be the last Kazan saw if he should dare to stage his uprising, but I could not occupy two spaces at the same time. I ordered an electronic copy of my mind created and placed inside your city by a trusted commander with orders that your Memory Lane facility not be damaged by the fighting. From here, I could direct my loyal forces against Kazan and his traitors before my true self arrived after the war. Now you know it was not to be. I... died, but Kazan was soon to join me. Now, Kazan's clone sons, planted in your city to assassinate my old self should I have survived the first assassination, have awoken. Bulgarin is dead so now they will fulfil their second task: to kill you and your Chief Judge!'

If the judges ask Bulgarin how he managed to contact the Snoop Doggy Dog Citi-Def unit, read the following out loud to the players.

'I used the Megaweb to contact them. It was a simple matter to play on their patriotism and shape them to my cause. I arranged a substantial amount of credits to be transferred into the accounts of several Memory Lane workers for their full cooperation. They procured the communicator I used to direct the Citi-Def. I know Kazan well - I know his mind, the paths it takes. I led the Citi-Def to the sleepers' most likely resting places across your city. Now that you have found me, I will be honoured to be your prisoner and help you destroy the sons of Kazan!'

The Bulgarin avatar has nothing more to add to the conversation. The judges can do what they like with the biochip: leave it in Memory Lane or take it back to Sector House 190 for safekeeping. At whatever point the judges contact Sector House 190 to inform them of the Bulgarin avatar's existence, Sector Chief Barker has them summoned to an emergency briefing immediately, as too are all of Sector 190's personnel. Read the following out loud to the players.

The personnel of C-Watch stand before Sector Chief Barker. It is 0415 hours and your shift is nearly over, but Barker has other plans for you. 'From information gathered from a reliable source,' Barker begins, 'Mega-City One is about to come under attack from an elite cadre of East-Meg sleeper agents, clones of War Marshal Kazan. I want every helmet out there, pulling this sector apart until we find the other sleepers. All off-duty privileges are cancelled until the emergency is over. I have ordered all sector borders to be closed, all local air traffic halted except for outer system space flights - I figure the Sovs aren't about to run while they have a job to complete. Watch Commander Heron will assign Tac Group duties. Once you're all set, grab ten in a TRI and then get out there - the safety of Mega-City One is at stake!'



RUSSIAN ROULETTE





PROG THREE: ABOVE THE LAW

SCENE 1: SECTOR 190 – FLASH GORDON SPACEPORT

Read the following out loud to the players.

You are assigned to Tac Group C under Judge Lane, whom you served with some weeks earlier. Your patrol zone is Flash Gordon Spaceport, at the southern edge of Sector 190. You watch from your Lawmasters as Spaceport Customs channel a long line of extraterrestrials into a hulking astro-liner called the SCS ALF, bound for distant worlds. After what seems like an eternity, the aliens are finally aboard. The astro-liner flies away. At that moment, your helmet radios chime. You touch the microphone, opening a channel. Judge Lane replies on your behalf. 'TC-C here. What's the situation?'

You listen as Judge Sharkey, one of the med squad co-assigned with you to the spaceport, speaks. 'We got an emergency on the fringe; got to go.'

Judge Lane closes the connection. 'Move onto the next transport,' she informs you. You turn your bikes around and coast towards the next waiting astro-liner.

You arrive, groaning as the next queue of aliens, as long as the city wall, awaits your perusal. Just then, you get another call. Judge Lane takes the call. The message is from Judge Sharkey. 'We got a false alarm, but there's something you should see.'

Lane snaps her fingers at two of you. 'Go see what's up.'

The Referee decides which two judges will go and investigate. As the judges join the med squad, read the following out loud to the players. It does not matter if the players not directed to the med squad listen in.

Med squad waves you over to a maintenance building on Dale Arden Strip. Judge Sharkey is kneeling by a pile of clothing. 'We were called by a flight engineer - he thought it might be an alien corpse.' You kneel down and inspect the evidence: clothes designed for the larger alien build, internal padding and a full-body skinsuit complete with a slimy alien head and four googly

eyes. 'Somebody's playing a game with us,' Sharkey states. At this moment, your minds are cast back to Shoddy Lane, where you searched for operatives of a mutant smuggling ring. You remember they used extensive disguises to get the mutants into Mega-City One, ditching them once they were inside the wall.

The judges will need to find out whether the former occupant of the suit has entered the city or has left it. If they contact Spaceport Control, they can examine camera footage of the recent immigrants and emigrants. The immigration cams show nothing, but the emigration cams show the alien the judges are looking for at the head of the queue to go aboard the astro-liner the judges have just seen take off. If the judges ask Spaceport Control about the footage, they are informed the camera was filming the check-in point; the aliens are free to go where they will after that. At that moment, the judges get another call. It is from Judge Lane. *'We got a corps - a flight engineer - over by the refuelling dump. His clothes are missing.'*

The judges may have worked out the entity within the skin suit was human and has now taken the engineer's position. They need to know where he is right now. Again, a trip to Spaceport Control will provide the answers. Camera footage of the ground crews is made available. The Ground Crew Supervisor can be summoned if the judges ask for him or will automatically be involved when the Chief Spaceport Controller is made aware of the incident. The Ground Crew Supervisor can identify every member of the crew - and those not part of the team. The spaceport cameras can zoom in closely on all personnel, corralled into corridors from the entrance to the landing pads, mined with cameras. It does not take the supervisor long to identify the impostor - it is a Kazan clone!

The judges cannot stop the flight, as it has already cleared Earth orbit. Judge Lane informs Sector Control of the situation. Sector Chief Barker's strained face appears on the judges' Lawmaster vid-screens.

'Drokk—what have I done? Judge Lane, take your team and stop him! I'm making a ship available to you; use the limpet pods to get aboard the astro-liner. Waste no time - the sleepers must be plotting something big. Get moving!'

The judges will have to leave their Lawmasters behind. They board the Justice craft along with Judge Lane and blast off after the astro-liner. Judge Fenn, the commanding officer, tries to raise the astro-liner's captain but to no avail. Fenn takes the judges to the hangar bay where several limpet pods await. If more than four judges are present (including Judge Lane) they will have to take more than one limpet pod. The judges are first allowed access to the ship's armoury. They can take any of the following weapons with them (aside from their normal personal complement), but the Referee must be mindful of the amount they can realistically carry and what they are skilled at using

From the Judge Dredd Rulebook: Daysticks, hi-ex packs, scatterguns, Stumm gas grenades.

From the Judge's Handbook: Daggercloud, Dead Shot, Hornet hand cannon, Blazooka, Pacifier riot gun, Widowmakers.

The judges are also offered spacesuits, as detailed below.

SPACESUIT, SC-SH 'SHIMMY'

The SC-SH spacesuit is a staple component of Justice Department 'shallow space' operations where crew members need work or travel only short distances from their spacecraft or station. The spacesuit itself is made from a thin material that maintains pressure and temperature within the suit and protects the wearer from the environmental extremes of space and fast-moving space debris. A chest-mounted DCM (Displays and Control Module) allows both the wearer and other crewmembers to alter systems settings and run diagnostics on the spacesuit. The helmet is large enough to allow a judge to wear his street helmet and provides a jack for the helmet microphone to link to the

DCM and transmit through the suit on Justice space frequencies. The helmet protects the wearer from harmful ultraviolet rays. The suit grants the user Armour 10 and contains a one-hour self-contained air supply.

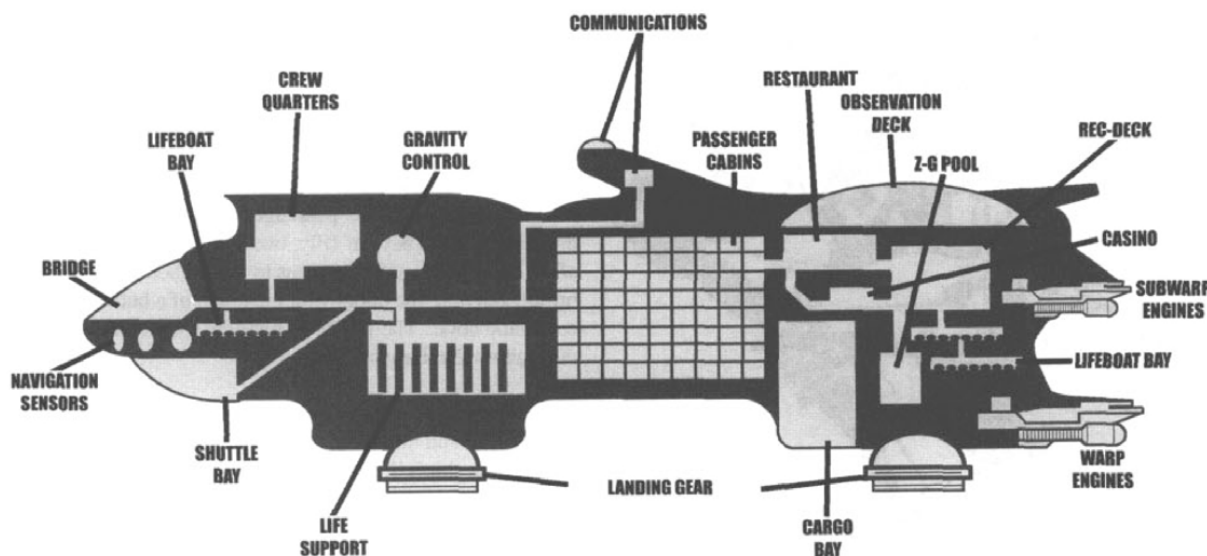
The basic suit design can accommodate extra pieces of equipment, such as a Lawgiver holster, equipment panniers and a manoeuvring unit (MU) that locks onto attachments along the suit's upper back. The MU can propel the user at speeds of 15 kph but can increase to 30 kph for three short one round bursts in emergencies. The MU does not function to any useful degree in an atmosphere, only in weightless vacuums.


Once the judges are armed, they climb inside the limpet pod and blast off for the astro-liner. One of the judges will be responsible for landing the craft on the side of the astro-liner.

SCENE 2: ASTRO-LINER - HULL

Once the pod is attached to the astro-liner's hull, lasers burn through into a corridor, careful to maintain atmospheric integrity. The judges stand in a curved corridor devoid of life. Judge Lane has the Justice craft transmit blueprints of the astro-liner to her helmet tac display.

'We're in the outer corridor by the gravity control,' she informs the judges. 'We'll split up into three teams to find the clone.' Lane splits the judges into two teams. *'I'll take the bridge and have the crew stop the ship. Give me regular reports.'* Lane indicates a terminal protruding from a wall. *'Use them to find your way around the ship.'*





Note that the players are not to have access to Map 5. The wall terminals give them direction to areas of the ship but do not display a full schematic. The Referee can inform the players what facilities exist but not what their exact relations to one another are.

The judges will encounter two types of door aboard the astro-liner. Standard doors have Armour 4 and can sustain 20 points of damage. Blast doors have Armour 12 and can sustain 40 points of damage. Blast doors are activated in emergencies either by the crew from the bridge or from wall-mounted emergency buttons located around the cruiser, and can be opened only by a command from the bridge. The judges are free to explore the rest of the liner. The following area descriptions will assist the Referee in running encounters.

Antigravity Chutes (AGC): The astro-liner's AGC networks function exactly as conventional systems, though enlarged to accommodate the bulkier alien species. Each AGC has three pairs of chutes. In each pair, one chute propels users up, the other down. A guide rail spaced at each level allows the user to pull out from the AGC flow and into the destination level.

Bridge: The astro-liner's nerve centre. The captain controls the ship from his chair, surrounded by his crewmembers, including navigators, sensor operators and pilots. Half the bridge wall is transparent, allowing for an expansive view of the stars. The bridge is connected to the corridor outside by a standard door. A blast door will engage in the event of an emergency or hull breach in the bridge.

Note: Judge Lane is dealing with the bridge crew. The other judges should be kept away from the bridge for at least half an hour in 'real time' before playing through the encounter in Scene 3 (below).

Cargo Bay: The cargo bay is the largest room in the astro-liner. Clamshell doors open along the ship's underside to admit cargo, carried in by floating robot handlers. Both the cargo and handlers are securely stored when the liner is in flight. There are hundreds of cargo pods in the bay, accessible by ladders and two industrial-capacity elevators for moving cargo pods into other areas of the bay for opening. Twelve labour robots stand motionless in a room within the bay, waiting for orders.

Casino: The casino attracts the wealthier passengers as well as those not so wealthy but feeling lucky. The traditional mechanical games are always popular, sitting alongside Tri-D challenges and synthi-reality gambles.

A team of alien shysters from the Barron system try to separate the judges from their equipment over the Tri-D card game of tabloo. The judges should ignore such trickery. The judges - if foolish enough to take part - will lose the game because it

is rigged, forfeiting their equipment. Failing their con trick, the shysters settle for arranging the judges to be beaten up and forcibly removed of their equipment and weapons in a quiet corridor outside the casino by a gang of six Hammertips, a race of alien thugs with huge hands.

HAMMERTIP

STR	DEX	END	INT	EDU	SOC
15	7	8	7	6	5

Desperation: +0

Skills: Melee (unarmed) 2, Persuade 2, Recon 0, Streetwise 0

Equipment: None (unarmed attacks do 2D damage)

Crew Quarters: Each crewmember has a cabin to himself with all the comforts of home, including a domodroid servant.


Gravity Control: With workings best left to those who understand them to explain, gravity control regulates the astro-liner's internal gravity. The norm is Earth standard, but areas of the ship can be segregated for passengers hailing from worlds with differing gravity ranges.

Lifeboats: The astro-liner has two hundred lifeboats, each able of accommodating six passengers. The lifeboats are divided into four bays of fifty, two at the bow and two at the aft. The captain controls access to the lifeboat bays from the bridge, opening the doors with the touch of a button and a command code. There are two hundred spacesuits spread throughout the lifeboat bays.

Life Support: Generates and regulates atmospheric density, temperature and humidity. A computer is responsible for keeping the ship's life support in order, automatically modifying preprogrammed settings in response to changes in any of the three aforementioned system components. The sleeper has rigged the system with a booby trap after sabotaging it to shut down in a short while. The judges cannot prevent the system's destruction and will fall prey to the booby trap if they fail an Athletics (co-ordination) check (Dex, Difficult -2). If the judges do not visit Life Support, the system fails. See Sabotage below.

Observation Deck: A rectangle on top of the astro-liner, constructed from transparent steel to allow for an uninterrupted view of the cosmos. The steel is photochromic and radiation-proof, protecting the sightseers from solar storms. The deck contains chairs, tables, herbivoria and a drinks vendor to enhance the viewing experience.

Rec-Deck: The centre of entertainment aboard the astro-liner, featuring the dramarena (a playhouse and Tri-D theatre), a Boogaroga (dance hall), and a vircade where patrons can lose themselves in realistic fantasy simulations.



Restaurant: The chairs and tables come in many shapes and sizes to cater to most life forms, as does the food, featuring all Earth dishes and strange delicacies from the far corners of the galaxy. Live alien creatures are stored in the rear, ready to be served up. Human chefs and waiters work in the restaurant and are quartered with the crew.

Shuttle Hangar: The hangar contains three utility shuttles: two repair shuttles and one personnel shuttle used by both crew and passengers.

Subwarp Engines: The subwarp engines power the astro-liner within the confines of solar systems or on approach vectors to other destinations such as space stations.

Warp Engines: The warp engines are shielded by superdense polymer walls to keep the weird, interdimensional energies from leaking into the rest of the astro-liner. Only robots can repair and maintain the engines without losing their sanity. Warp engines propel deep spacecraft such as the astro-liner at faster-than-light speeds by punching through reality and skipping through dimensional portals until the ship arrives at its destination.

Z-G Pool: used by most passengers (and crew) as a means of relaxing, the Z-G pool is also available to take the weight off larger life forms who find the Earth gravity taxing.

Sabotage: Apart from the encounters suggested above, the judges also have the main reason behind their arrival at the astro-liner - the capture of the sleeper agent - to resolve. The sleeper becomes aware the judges have arrived soon after they blast through the hull. His first action is to get to Life Support and turn it off. Before this happens, first allow the judges to have one of the several encounters listed above to get a feel for the astro-liner. The judges first become aware of the cessation of life support as a family of bulbous aliens collapse nearby, short of breath. If the judges are not presently wearing spacesuits, they now begin to feel light-headed. If the judges can make a Recon check (Int, Average +0), they hear the hiss of the air as it is extracted through ceiling vents. If the judges head for Life Support, they find the controls have been smashed beyond repair - and a booby trap waiting for them. The sleeper has planted a hi-ex pack beneath the deck plating. When the judges leave Life Support, the hi-ex pack explodes, delivering 2D damage (the deck plating acts as a buffer). The judges can make an Athletics (co-ordination) check (Dex, Difficult -2) to avoid injury completely.

By this time, the astro-liner's atmosphere is half depleted. If the judges are not in spacesuits, they may instead have pulled down their helmet respirators, but their air supply will last only twenty minutes. Once the respirator air supply has been exhausted, the judges will suffocate.

Since Life Support is destroyed, the judges will have to obtain spacesuits from the nearest lifeboat bay. If they are not aware

of this facility, hordes of panicking passengers screaming about it will put them in the picture! Even if the judges do not require spacesuits, it is their duty to ensure the passengers get theirs. Blast doors protect the lifeboat bays. The judges will either have to blow holes through the blast doors or override the manual controls independently of the bridge. If the judges try to raise the bridge by intercom, they are met with static. The manual controls require a Mechanic check (Str, Very Difficult -4) to open. The judges will need to get to the other lifeboat bays and open the doors. If they are attempting to destroy the blast doors, their ammunition may well be exhausted before all four bays are opened. In that event, the judges will have to notify the passengers concerned about their fate and ensure they do not endanger the lives of passengers lucky enough to get hold of spacesuits.

SCENE 3: ASTRO-LINER – BRIDGE

At some point, the judges are going to have to find out where the sleeper agent is hiding and what has befallen Judge Lane and the crew. The judges' ultimate port of call must then be the bridge. The bridge blast door has been activated. The judges get no reply from Judge Lane or the captain via the intercom. The bridge door can be opened again by manual override or physical violence. The manual lock is a better design than the others throughout the ship and requires a Mechanic check (Str, Formidable -6) to defeat. Once the judges open the door, read the following out loud to them.


As soon as the blast doors open, your ears are assaulted by a terrible noise as though you have just stepped into a hurricane. You are lifted from your feet towards the bridge. You can see the bridge portals ahead - smashed! The vacuum of space thirsts after your bodies.

The bridge is now exposed to the cosmos. The judges will need to make a Athletics (strength) check (Str, Average +0) to prevent themselves from being sucked into the bridge. A successful check means they have managed to grab hold of the edges of the blast door or some piece of tubing or control system near the door. Judges who fail the check fly towards the breach. Read the following out loud to the players concerned. You flail helplessly as you fly towards the hull breach. You collide with the bridge crew - dead, their bodies stained with blood from fatal chest or neck wounds. You then notice the floating body of a judge, half its head missing. It can only be Judge Lane.

The judges caught in the vacuum can make two more Athletics (co-ordination or strength) (Str or Dex, Difficult -2) before they are sucked out through the breach. Their colleagues can try to grab onto them by making a successful melee attack roll. Judges who fail all of this will be sucked into space and killed. The judges who remain inside the bridge notice movement from one of

RUSSIAN ROULETTE





the supposed dead, wearing a spacesuit. He raises his head, revealing the face of a Kazan clone. Before the judges can act, he activates a MU flight pack and flies through the breach. Read the following out loud to the players.

No sooner has the sleeper flown out of sight than another, much larger object looms in front of the astro-liner. The ultimate horror of the discovery is that you know what it is; a Justice Department stratoSat! Unknown to you, the sleeper must have turned the astro-liner about, aiming for the station. Exactly why must remain a mystery for the moment as the astro-liner ploughs into the stratoSat's hull!

The astro-liner crashes into the stratoSat's superstructure, lodging amid crossbeams and buttresses. The judges' lives remain in danger, but instead of being thrown through the breach as with a terrestrial collision, they are propelled backwards into the corridor outside the bridge. The judges have the opportunity to try to catch hold of better anchors (Athletics (co-ordination), Dex or Str, Average +0). Alternatively, the judges may wish to try to gain access to the stratoSat and can do so easily by allowing themselves to be sucked through the breach and then using the superstructure as handholds towards a maintenance door which can be opened with an override card. If the judges do not have a card outside of their spacesuits, they can hit a call button by the door, summoning emergency teams. Whatever the judges' actions are - remain on board the astro-liner or enter the stratoSat - Space Corp rescue teams searching the bridge for survivors will eventually pick them up. The judges will be brought aboard the stratoSat and given immediate medical attention if necessary.

SCENE 4: EARTH ORBIT – STRATOSAT

Judges who are injured recover in the stratoSat's med-bay. The others are debriefed by Strato-Commander Barracks. If all judges are injured but soon able to return to duty, they will be debriefed in Med-Bay. If all the judges are unable to resume play for the next few hours, the adventure is over for them. Otherwise, Judge Barracks asks the players for an account of their business aboard the stratoSat. Once he learns of the sleeper agent, Barracks places the stratoSat on alert Code Red.

Whether the judges are recuperating in Med-Bay (soon to rejoin the mission) or fit enough to explore the stratoSat, read the following out loud to the players.

Moments after Judge Barracks has alerted the stratoSat to the sleeper, the station goes black as the lights fail. Back-up generators go online, flooding the rooms and corridors with

a blood-red glare. The intercom blares. 'We are experiencing a temporary systems malfunction. Life support is unaffected. Further updates on repair progress will be distributed as they happen.'

At any point when the judges are in a corridor, whether leaving Med-Bay or en route to another location, they are surprised as an arm flops out from the shadow beneath a doorway. If they investigate the matter further, they find two tek-judges, both dead, their throats slashed. The judges will need to raise the alarm by intercom. Once they have done so, sirens sound across the stratoSat and heavy weapons teams patrol the corridors. If the judges search the tek-judges (Investigate, Edu, Average +0), they learn they are both communications personnel from the equipment in their utility belts. Notably absent is one station override card, granting the tek-judges access to sensitive locations aboard the StratoSat. The judges will guess the function of the override cards if they make an Engineer (electronics) check (Edu, Routine +2). Otherwise, they will know only that one override card has been stolen. If the judges decide to search the stratoSat's communication centres, they can enlist the help of tek-judges, either by meeting them along a corridor or contacting Judge Barracks and asking his permission to utilise his staff. Barracks will gladly oblige them and will participate in the search, leading other teams to the other communication centres.

The sleeper agent has accessed a communication centre on Level 4. If the judges are in good physical shape, the Referee can have them confront the sleeper on their own. If not, Judge Barracks can summon the judges to Comm-Centre 4 when he locates the sleeper. When the judges arrive, a fire fight is already in progress between the stratoSat judges and the sleeper. The Referee can grant the judges as much participation as he feels they are capable of handling.

If the judges tackle the sleeper on their own, they will find the door to Comm-Centre 4 locked from the inside, the mechanism blasted by the sleeper. The judges will have to blow the door with their Lawgivers. The door has Armour 10 and can withstand 25 points of damage. Once the door is breached, the judges will see the sleeper agent with his back to them, working the controls of a comm board. The sleeper will spin about within seconds of the blast, allowing the judges to see him for just a second before opening fire on them. The sleeper is dressed in a crimson bodysuit (Armour 6) identical to those worn by the dead sleeper the judges found in the Robotown suspenso-pod back in Robotown. He is armed with a Klashich Mk 3, a powerful handgun. The sleeper knows he is unlikely to escape the stratoSat and will go all-out to kill the judges. If he finds himself in a no-win situation, he will turn the handgun on himself and blow his own brains out.

EAST-MEG ONE SLEEPER AGENT

STR	DEX	END	INT	EDU	SOC
9	10	14 *	8	9	7

Desperation: Will not surrender

Skills: Athletics (co-ordination) 2, Athletics (endurance) 1, Computers 2, Deception 3, Gun Combat (slug pistol) 3, Persuade 2, Recon 2, Stealth 3, Streetwise 1

Equipment: Klashich Mk 3 hand gun

* Includes enhanced metabolism and cardiorespiratory system

Once the sleeper has been captured or killed, the judges' attention is caught by a fresh set of alarms. If they dealt with the sleeper on their own, Judge Barracks will contact them by helmet radio and summon them to Sensor Station 11. If Judge Barracks is with the judges, Sensor Control contacts the lot of them and asks them to come to the station. Just before the judges arrive at Sensor Station 11, a fresh set of alarms ring out throughout the stratoSat. As the judges enter Sensor Station 11, read the following out loud to the players.

Sensor Station 11 is in chaos. Tek-judges rush back and forth in the blood-red illumination caused by a circuit break still not repaired. As you enter, you are directed towards the largest Tri-D screen in the room. The view is that of Earth from the viewpoint of the stratoSat. A tek-judge frantically taps his controls. A section of the vid-screen is magnified, revealing dozen of glowing dots, slowly enlarging as they approach the camera. 'The signal was launched minutes ago from Comm-Station 4,' the tek informs you, 'directed at the Tunguska Plateau in East Meg!'

The glowing objects are large enough for you to recognise them as nuclear missiles. As one, the weapons turn along a graceful arc and begin a powered descent towards Earth... towards the North American continent! The tek-judge states to you, his face dripping with sweat.

'They're heading for Mega-City One!'

HANDGUN, KLASHICH MK 3

The Klashich series is a legend among arms merchants for their reliability and toughness. Commissioned by East Meg One to arm its senior judges, the gun has seen two more upgrades, specifically the addition of an improved gun sight and enhanced semi-automatic capability. The judges of East Meg Two now make extensive use of the weapon, though stocks have surfaced in the Asian arms markets. Some have even appeared in the Cursed Earth, by way of a Ciudad Espana-Barranquilla supply chain.

Weapon	Range	Damage	Auto	Recoil	Mass (kg)	Magazine	Cost (Cr.)	Ammo Cost (Cr.)	Notes
Klashich Mk 3	Ranged (pistol)	3D+3	4	0	0.5	18	4,750	300	

RUSSIAN ROULETTE



PART THREE: TARGET - MEGA-CITY ONE



INTRODUCTION

Target - Mega-City One is the third and part of *Apocalypse Dawn*, presenting the players with a series of challenges that must be met and overcome if Mega-City One is to survive a mass invasion by East Meg One sleeper agents, clones of the infamous War Marshal Kazan. If the judges fail in their mission, Mega-City One will be destroyed!

SYNOPSIS

The judges watch as Mega-City One delivers a stunning counter attack to the East Meg missile strike, using an upgraded laser defence mesh to vaporise the missiles, an improved technology

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



TARGET - MEGA-CITY ONE



PROG ONE: FADE TO BLACK

SCENE 1: EARTH ORBIT - STRATOSAT

Read the following out loud to the players.

You stand before a vid-screen displaying an act of terrible revenge against Mega-City One. The sleeper agent you have recently captured has managed to transmit a launch code to one of East Meg Two's nuclear missile silos. All you can do now is watch in horror as the rain of death begins to fall towards Mega-City One. The missiles fly beyond the range of the vid-screen's magnification. The tek-judge stood beside you leans over the controls, desperately punching in recalibration code. The vid-

screen image fades, to be replaced by a close-up of Mega-City One. The first of the missiles breaches the city wall – and explodes! More of the missiles arrive and face the same fate. Soon, damage reports are being sent up from Mega-City One to the stratoSats on the high security judge channel.

+++ NUCLEAR STRIKE DETECTED

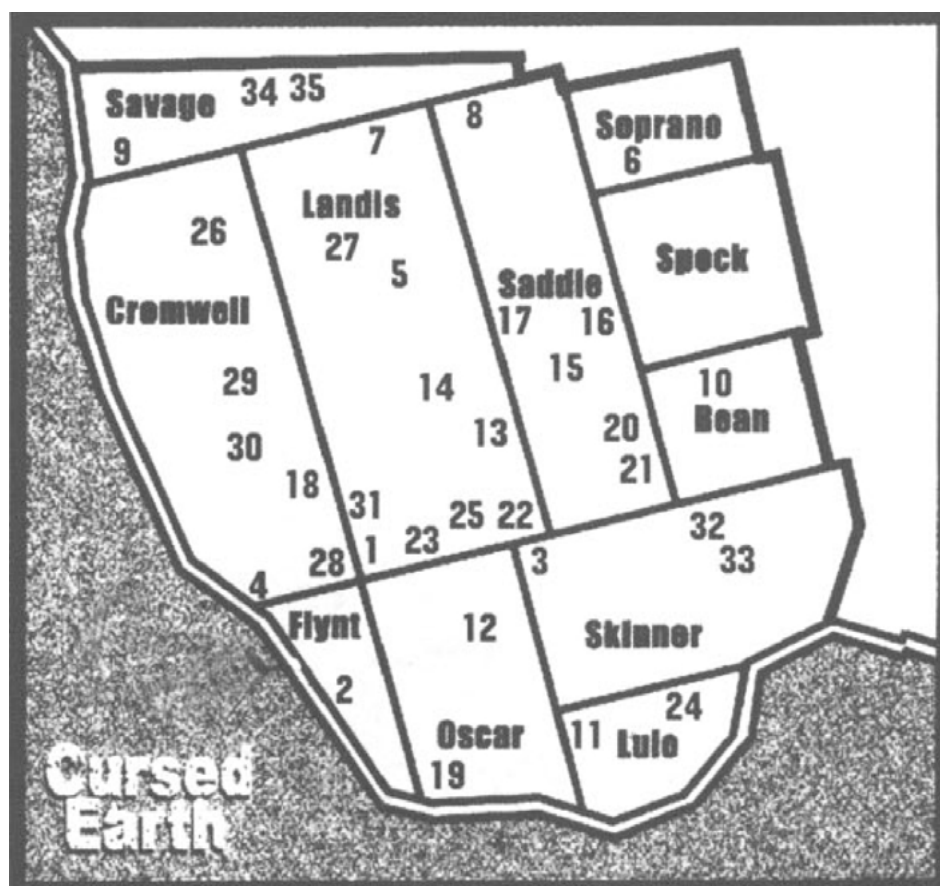
+++ LASER MESH ACTIVATED

+++ STRIKE NEGATED +++

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

+++ LASER MESH GENERATORS OVERLOADED

+++ 243 SECTORS WITHOUT POWER



TARGET - MEGA-CITY ONE

DREDD

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

'The upgraded laser defence system held out, but it's not over yet.' The voice is that of stratoSat commander Barracks who enters with a grim expression. 'The sleeper agents have launched attacks on the city. We have tactical reports that there are hundreds of Sov clones down there, targeting Justice Department personnel and key strategic locations. The Grand Hall has put us on a Code Red state of emergency. All available personnel are being shipped Earth side – that means you guys too. Sector House 190 has fallen and you have orders to regroup with the survivors of the attack in Celeste Plaza.'

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

SCENE 2: SECTOR 190

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

'The journey from the stratoSat is a short but uncomfortable ride. Within quarter of an hour, you are speeding over the Mega-City One skyline. 'Sector 190 – drop off,' states your pilot via the shuttle's intercom. You free yourselves from your cross belt seat webbing and line up at the main hatch. You each receive an antigravity chute that you strap onto your backs. The hatch opens and the freezing night air assaults your senses. 'Move it!' screams the senior judge standing beside you. As one, you jump out into thin air and begin dropping towards Sector 190. You activate your antigravity chutes and begin coasting towards the ground at a steady rate. Below, fires rage in the streets and explosions blossom in all the shades of death. You wonder what remains of your home.'

The judges land on the fringes of a dust zone. Any judge who makes a Mega-City One Georgrpahy check (Edu, Average +0) will realise he has touched down in the middle of Saddle District, northeast of Celeste Plaza. The time is 2350hrs and night has long since fallen. Now that Weather Control has failed, at this time of year a cold chill rides the streets. The blackout has turned the sector skyline into a black silhouette. The streets are pitch dark apart from the odd bank of glow panels and the burning remains of storefronts and ground cars. The judges can use their infrared visors to compensate for the lack of natural light, up to 30 feet in distance.

The judges may well wish to get in contact with Sector Chief Barker for further orders. If so, they have no difficulty establishing contact, though the signal is laced with static. Barker orders the judges to make haste to Celeste Plaza, but directs them to

ANTIGRAVITY CHUTE

The antigravity chute negates the effect of gravity about its wearer to a controllable degree, allowing the user to remain hovering in the air or to descend at variable speed. The pack can also work in the opposite direction, enabling its wearer to levitate a limited distance in a fixed vertical line. The world's military forces make extensive use of antigravity chutes, though less expensive, less capable models are widely available on the civilian market. An antigravity chute is a backpack measuring ten inches in length, fifteen in height and four inches deep. Two straps encircle the shoulder, securely fastening the pack to the wearer's back. A control panel is positioned on the left shoulder strap at chest level. The military antigravity chute weighs 3 kg and can lift 200 kg in weight. An antigravity chute costs Cr. 7,500.

dispense justice wherever they find lawlessness along the way. The Security of the City Act has been invoked and the judges can use lethal force to quell the rioting masses.

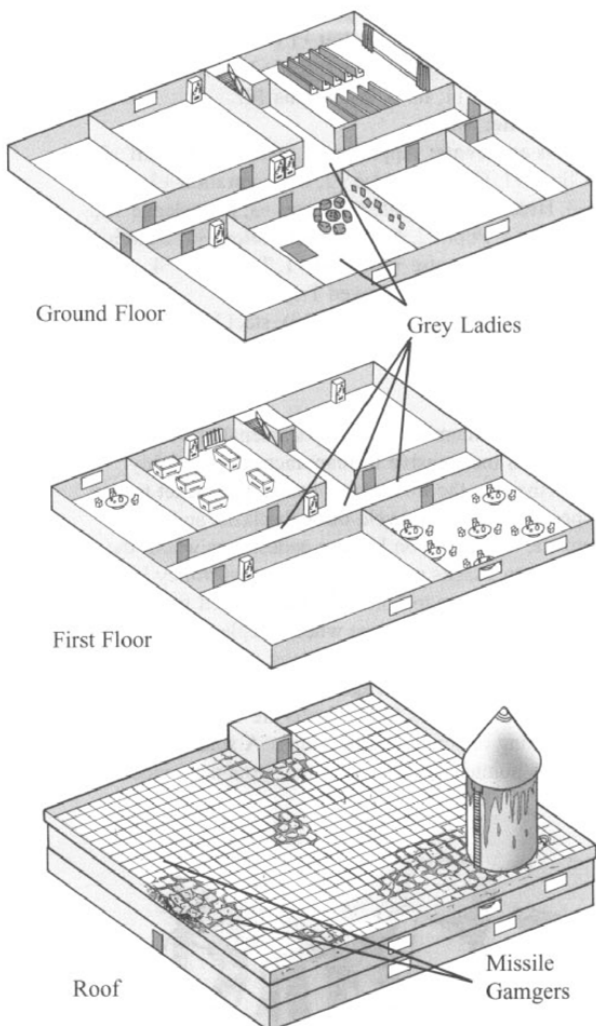
The following encounters are arranged in no particular order and are designed to challenge the judges once they land. The Referee is free to modify the encounters to take into account the number of judges in the game, damage sustained and Lawgiver ammunition remaining.

1. Tweenblock War: The judges encounter a war between the Gil Gerrard and Erin Grey cityblocks. The protagonists are Buck's Bullocks and the Grey Ladies. They are fighting over an old Mega-Tech University frat-bin, a meeting place for the last generation of local students who have long since moved onto better things. The Grey Ladies have taken control of the frat-bin, raising a flag decorated with a flexi-neon pair of smiling lips. Buck's Bullocks are trying to break down the frat-bin's locked doors with crowbars and spit guns. The Grey Ladies are responding with missile launchers pilfered from their block's Citi-Def armoury. Several missiles have gone wide of their mark and killed innocent passers by.

A hoverbus full of simps lies on its side, smoking from such a hit. The simps are running around in their typically outrageous clothes, acting like the fools they are, posing a highly irritating obstruction for the judges. If the judges intervene in the tweenblock war, Buck's Bullocks will be the first to attack them, screaming abuse. If the judges get past the male gangers, they will have to contend with the missile packing Grey Ladies who are firing from the frat-bin's rooftop. There are two Grey Lady missile gunners. The frat-bin's doors are locked (Mechanic, Str, Average +0, to open). Inside, a small force of Grey Ladies waits to ambush the judges. They are even more dangerous than Buck's Bullocks and will fight to the death to retain their ownership of the frat-bin.

TARGET – MEGA-CITY ONE





BUCK'S BULLOCK

STR	DEX	END	INT	EDU	SOC
10	8	7	6	5	8

Desperation: -2

Skills: Athletics (strength) 1, Drive (wheeled) 1, Gun Combat (slug rifle) 1, Melee (bludgeon) 1, Persuade 1, Streetwise 2

Equipment: Club, spit gun, pad armour (Armour 4)

1D Buck's Bullocks are riding on Krapasaki TD-4 motorcycles (page 142 of the Judge Dredd Rulebook). Their pillion passengers are armed with spit guns, fired at the judges as the bike passes.

GREY LADY

STR	DEX	END	INT	EDU	SOC
6	8	7	7	6	8

Desperation: -3

Skills: Athletics (co-ordination) 1, Deception 3, Heavy Weapons 0 Melee (blade) 1, Persuade 1, Streetwise 1

Equipment: Knife, pad armour (Armour 4). Two of the Grey Ladies are armed with Mauley H/HE missile launchers with two hi-ex missiles

2. Trolley Dollies: The judges are attacked by a fleet of trolleytaps using shopplex trolleys enhanced with stolen turbo boosters as a quick and nasty form of transportation. Each trolley has a sex mek shell as a figurehead, mounted at the trolley's front. The trolleytap sits behind the sex mek, ready to reach out and steal from passing pedestrians, one hand pulling them near with a steel hook, the other taking possession of their valuables. The victim is then discarded, the trolleytap rattling away. There are twice as many trolleytaps as there are judges. They have no restraints to keep them secure within their trolley and will fall out of their transport if shot in the head or if they lose half or more of their total hit points. The trolleytaps do not usually attack judges, but have taken heart from the destruction reigning in Sector 190 and have become bolder in their ambition. If half their number are defeated, however, the trolleytaps will lose face and flee for the nearest up ramp.

TROLLEYTAP

STR	DEX	END	INT	EDU	SOC
6	8	7	7	6	8

Desperation: -3

Skills: Athletics (co-ordination) 1, Drive (wheeled) 1, Mechanic 0, Melee (blade) 1, Streetwise 1

Equipment: Knife, crash helmet (Armour 2), rocket trolley

ROCKET TROLLEY

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

Vehicle	TL	Skill	Agility	Speed	Range	Crew/Passengers	Cargo	Open?	Hull	Structure	Cost (Cr.)	Shipping Size
Rocket Trolley	11	Drive (wheeled)	+2	125	150	1	.25 tons	Top	1	1	780	½

ARMOUR

Location	Armour
Front	1
Right	1
Left	1
Rear	1
Top	1
Bottom	1

Other Equipment/Modifications: Basic Controls, Decreased Speed x5, Decreased Range x3, Increased Agility, Open Frame

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

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

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

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

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

Gidiup was unfortunate enough to collide with an unstable billboard. The structure collapsed into a second, freestanding billboard. The combined weight of both billboards ruptured the roof they stood on. Billboards and roof caved into an unmanned BoGas station, designed to suck excess amounts of dangerous gases rising up from the Undercity. The accumulated debris struck the ground floor, meeting with a large cylinder of inflammable gas. The debris pierced the cylinder and caused a spark; the rest is history. The judges will suffer minor injuries (2D damage).


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

If the judges attempt to liberate the citizens, they first need to get the slabster's doors open with a Mechanic check (Str, Average +0) for each of the four doors. Dragging the citizens out involves first cutting their jammed seatbelts, preferably with a boot knife, and then physically pulling their bodies out (Athletics (strength), Str, Average +0). The judges have six rounds to free the citizens before the slabster explodes (inflicting 4D damage to all).

Even then, the judges are not safe – the buildings around them begin to collapse. The judges need to make a series of

TARGET – MEGA-CITY ONE





Athletics (co-ordination) checks (Dex, Average +0) to escape being crushed beneath the falling rockcrete. The exact number of checks necessary is at the Referee's discretion, enough to challenge the players but not make their chances of escape unlikely. Alternatively, the judges can seek cover beneath nearby overhangs and juve-proof benches. The Referee can locate the boltholes where he feels the judges will only have a moderate amount of difficulty reaching.

Judges who left the citizens to die will not get penalised – though normally such an act would see the judges severely reprimanded by their sector chief, their judgement call falls within the Security of the City act and so, on this occasion, their actions will go unpunished. The citizens (Mr. and Mrs. Furtherfarther and Mr. and Mrs. Spacker) are guilty of driving recklessly.

What of Gidiup Roggy? If the judges search for his body (Investigate, Int, Very Difficult -4), they find a dead, bespectacled weed among the rubble, dressed in a badly torn batglider suit, his holocamera continuing to take pictures from his lifeless hand.

SCENE 3: SECTOR 190 – CELESTE PLAZA

Read the following out loud to the players.

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

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

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

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

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

Each Sector House is a powerful telecommunications station,' Barker explains, 'the perfect base for enemy agents to coordinate citywide strikes against the Justice Department, but here's where their plan falls down. The Sovs cut half of our telecom nodes to give them tactical advantage, now they have the high ground and need to use the nodes for themselves. Our mission is to destroy every telecom node in this sector. Once we're through here, we move on to the next sector and do the same. It's about time we showed those Eastern has-beens our victory in the Apocalypse War was no fluke!'

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

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

The players are unhurt, but the same cannot be said for their colleagues. Two dozen Lawmasters are intact, the rest crushed by the Manta. Judges stagger about the disaster area, trying to believe what has happened. The Manta crew were captured by the sleepers and forced to fly into the judges under the threat of death. Each of the judges in the Manta's control dome had an explosive bolt attached to the backs of their heads. A sleeper watched their progress from a nearby cityblock and if the judges so much as deviated a foot from their objective, the sleeper would have activated the bolt, killing them all. Unfortunately for the Manta crew, sleepers are not known for their sense of honour. As the Manta cleared the piles of judge bodies, the sleeper detonated the bolts.

The judges can only guess what happened to cause the Manta crew to charge into them.

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

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

become unhinged from the deaths of his friends. He has killed several citizens with his shots and will keep on killing unless the judges can calm him down (Persuade, Inf, Very Difficult -4), or disarm and incapacitate him. If the judges call for medical assistance, Med-Judge Hillbrim is on hand to sedate Siegal.

JUDGE SIEGAL

STR	DEX	END	INT	EDU	INF
9	9	9	9	10	10

Skills: Athletics (endurance) 1, Computers 1, Drive (Lawmaster) 1, Gun Combat (Lawgiver) 2, Investigate 1, Law 2, Mega-City One Geography 2, Melee (unarmed) 2, Persuade 3, Streetwise 2

Special Techniques: Rapid Aim

Equipment: Lawgiver, Lawmaster, day stick, boot knife, scattergun, stand issue uniform (Armour 6)

2. The Uninvited: As the judges pick up the pieces of their latest defeat, a hovertruk appears overhead. If the judges make a Recon check (Int, Average +0), they can see it is marked with the logo of Eye on the Meg, a roving band of reporters who sell their stories to the big broadslugs. The hovertruk will land nearby and train its spotlights on the judges if they do not make a move to stop it. If the judges order the hovertruk to leave, it will land a greater distance away before disgorging its crew. If the judges open fire on the hovertruk, it will swiftly turn and fly into the night sky.

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

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

Gunt presses the microphone up to the judges' faces, his eyes bulging with excitement and self-aggrandisement.

'Your Honours – could this be the worst day the Justice Department has known? Mega-City One is in chaos, the citizens are frightened and the judges are gone the way of Aeroball. What do you have to say – what can you possibly say?'

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

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

'Is that your official comment?'

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

3. To Play the King: If the judges search for Sector Chief Barker, they find him atop a pile of corpses, mortally wounded. Barker's left arm has been severed, his legs broken. Barker manages to open his eyes. He whispers 'Damn, those Sovs are good,' between bloody vomits.

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

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

'I am the Law now,' Cooksey states, 'and for the duration of this emergency, Roland is acting Deputy Sector Chief. Get the men into cover and start planning a way to beat those Sovs back to Hell!'

Roland is surprised by his sudden promotion, but he is a popular man and the surviving judges cheer him on. Roland stands beside Cooksey.

'Get the bikes back on their wheels and saddle up - looks like we have one H-Wagon left, so let's use it wisely. Let's go!'

TARGET – MEGA-CITY ONE



PROG TWO: RED TIDE

SCENE 1: SECTOR 190 – EMERGENCY OPS BASE-G

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

Out of the one hundred and twenty eight street judge complement of Sector House 190, only twenty-nine remain. Under acting Sector Chief Judge Roland's orders, you make the sector's Emergency Ops Base your new command centre. A hidden entrance in the heart of Landis District reveals an elevator, into which you enter and descend five hundred feet beneath City Bottom. You arrive at EMoB-G and immediately begin to secure the facility. Designed as a supply depot, EMoB-G has every possible item of equipment and weaponry short of a Total Annihilation Device. Once you have completed your patrol route, you return to the command centre where Judge Roland has gathered all the remaining judges. Read the following out loud to the players.

The briefing room is deathly quiet as Judge Roland reads the latest reports of sleeper activity and the escalating crime figures across the MegWest region. He returns to the subject of Sector 190. 'The blackout has not affected the citizens' insatiable need to cause trouble. Those who are not in possession of IR visors are using glow lamps and burning pieces of furniture to navigate. The gangs control Lulo, Savage and Soprano districts, the Republika has Bean in its facist political grip and the mobs are shooting it out over the rest of the sector. We are confident we can re-establish control over Sector 190 after the threat of the sleepers has been pacified. Tac groups are to be dispatched on missions to restore power to this sector and locate the sleeper armies.'

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

Judge and the Council of Five have relocated to the Tactical Command Bunker – Judge Dredd is in charge of Justice Central security.'

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

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

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

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

Cooksey sits. Roland takes a mouthful from a glass of water before he continues. 'As far as Sector 190 is concerned, we have our own battle to fight. First thing we do is retake the Sector House, then send out recon parties to find out what's going down with our neighbours. Watch Commander Kemp and Chief Warder Clint will organise you into tac squads.'

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

SCENE 2: SECTOR 190 – EMERGENCY OPS BASE-G – SUPPLY ROOM

Read the following out loud to the players.

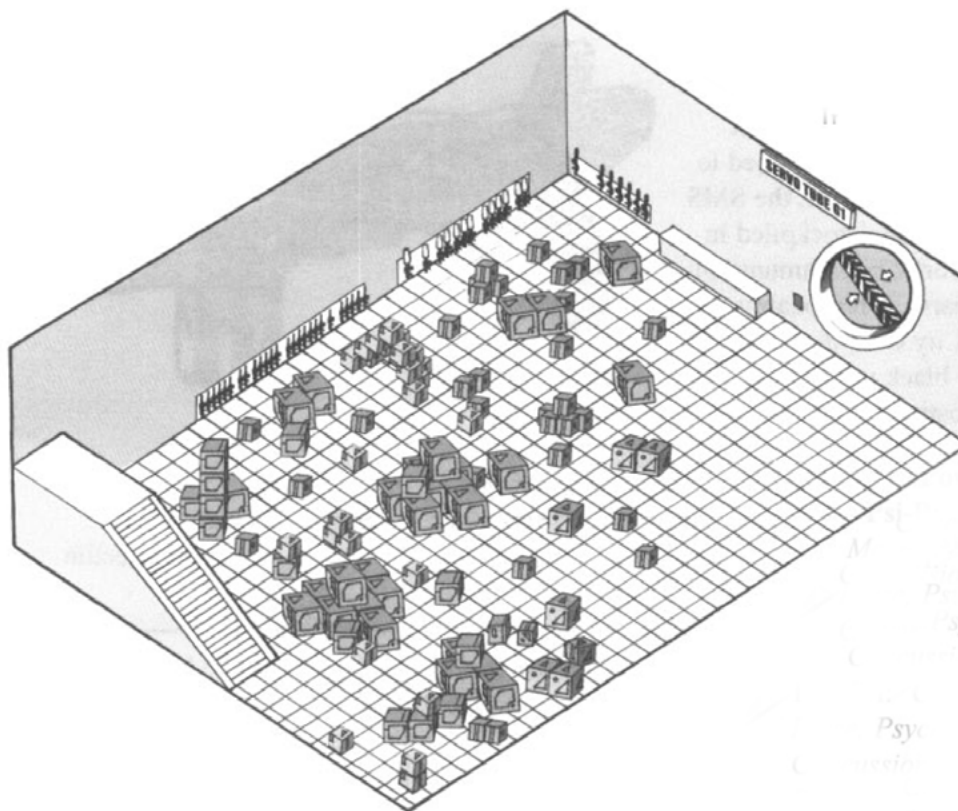
A ramp takes you down into Supply Room 2, where you pass cargo pod after cargo pod packed with pistols, rifles, missile launchers, laser and sonic weapons. You cannot fail to notice the rack of urban nukes, the Justice Department's most powerful weapons short of the dreaded Total Annihilation Device. At the far side of the room is a large, circular security door. A sign overhead

reads 'SERVO-TUBE G-I'. Beyond the door, a high-speed shuttle delivers supplies to and from other Emergency Ops Bases and the eleven Sector Houses they are linked to. Tek-Judge McKernan claps his gloved hands together. 'Right – the war won't wait for us. Can you help me unload these Widowmaker mags? When you're done, run a maintenance check on the rifles.'

The judges go about their business, transferring ammunition crates from one side of the room to a row of workbenches where they can start unpacking the magazines and slotting them into bandoliers ready for the forthcoming Sector House battle. Once the judges have completed this work, they will move onto the inspection of Widowmaker rifles. While the judges are at work, have each of them make a Recon check (Int, Difficult -2). The first judge who makes this check will become aware that a series of controls next to the servo-tube door have lit up. If none of the judges succeed to make the check, they remain ignorant of the control panel situation for the moment. If the judge who did make the check brings the control panel incident to the attention of his fellow judges, Tek-Judge McKernan announces the controls only activate when the servo-shuttle is inbound. He suggests the judge was mistaken in his observation, as the servo-shuttle for this region is not currently in use.

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

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



TARGET – MEGA-CITY ONE



ASSAULT RIFLE, SPAKOV SMS

Another obsolete but still reliable Sov weapon produced in the Volgan munitions factories, the SMS was the standard issue assault weapon of the Sov forces for over thirty years before it was phased out in favour of more versatile firearms. Designed to be instantly recognisable and as intimidating as possible, the SMS is a large, sleek sub-machine gun. Millions remain stockpiled in armouries and weapon caches all over the world, but ammunition has become increasingly scarce in recent years.

Weapon	Range	Damage	Auto	Recoil	Mass (kg)	Magazine	Cost (Cr.)	Ammo Cost (Cr.)	Notes
Spakov SMS	Ranged (assault)	3D	6	1	6	30	9,000	500	

SOV AGENT

STR	DEX	END	INT	EDU	SOC
9	10	14 *	8	9	7

Desperation: Will not surrender

Skills: Athletics (co-ordination) 2, Athletics (endurance) 1, Computers 2, Deception 3, Gun Combat (slug rifle) 3, Persuade 2, Recon 2, Stealth 3, Streetwise 1

Equipment: Spakov SMS assault rifle, 2 concussion grenades

* Includes enhanced metabolism and cardiorespiratory system

IRKA KULAKOLA

STR	DEX	END	INT	EDU	SOC
9	12	11	9	10	10

Desperation: Will not surrender

Skills: Athletics (co-ordination) 1, Computers 3, Deception 3, Life Sciences (psionics) 2, Melee (blade) 1, Persuade 2, Recon 3, Stealth 3, Streetwise 2

Talents: Psionic Attack 1, Telekinesis 3, Telepathy 2

Equipment: Las-knife, comm (TL 10), pad armour (Armour 4)

Kulakola will use her powers against the judges. She intends to apprehend and take them back with her to Sector House 190 for interrogation. The supply room is filled with cargo pods providing ¼ cover. The sleepers will cut off the judges' escape route through the supply room's main entrance by outmanoeuvring them while Kulakola is attacking them. Of course, one or more judges may have escaped through the entrance before the sleepers can stop them. They will later be tasked with rescuing their comrades from the Sov gulag. Kulakola wants all the judges alive and so the attack will cease when the judges are unconscious or have surrendered.

Once the judges trapped in the supply room are in the sleepers' power, the Sovs carry them onboard the servo-shuttle and whisk them back to Sector House 190. If any judges remain behind, they will fall into one of two camps. Wounded judges will be taken to the EMOB's med-bay where their wounds will be treated with all the standard medical equipment available to the Justice Department. This treatment may not be able to cure the judges' health problems, but will manage to stabilise their condition. The Referee must decide whether seriously injured judges are fit to continue the adventure. If he decides their injuries are too grave, the judges will be told just so by their attendant med-judge.

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

'Think again,' Roland glares at you. 'They could be anywhere out there – they may even be dead by now. We cannot spare resources to go and search for a handful of men when the entire Justice Department's existence is at stake. Our first priority is to take what equipment we can and relocate to a safer position.' The judges are ordered to assist in the evacuation. If they defy Judge Roland, they will get a severe admonishment from Head Warder Clint.

'Move a muscle in the wrong direction and you'll lose it, along with your badges!'

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

SCENE 3: SECTOR 190 – SECTOR HOUSE 190 – INTERROGATION CUBE

Read the following aloud to the players:

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

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

It takes ten minutes for the shuttle to reach its destination. During this time, the judges are kept immobilised and watched extremely closely by their captors. Any judge who dares speak will be clubbed with a gun butt without warning (1D stun damage, ignoring armour). It is possible, but extremely difficult, for a judge to escape from his bonds (Athletics (strength), Str, Formidable -6). The sleepers are watching and will deliver a shot into a persistent troublemaker's leg. Any judge who continually causes problems will be bodily picked up and thrown out of the shuttle, suffering a fatal collision against the servo-tube's walls.

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

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

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

engage. Lack of communication between the various units has led to many 'friendly fire' incidents and block wars are brewing across the sector.

The judges have arrived at a transit terminal just outside of Sector House 190. The sleeper agents are occupying the building, but not entirely successfully. Judge Heron's skeleton crew has been captured with relative ease, but several of the command personnel remain free and are doing their best to disrupt the enemy force's activities. Chief Accountant Judge Wethill is proving to be surprisingly effective at co-ordinating guerrilla attacks and has become a major headache – already her hastily assembled squads of auxiliaries and station judges have managed to disable the hangar bay by detonating several large canisters of riot foam. The occupying forces are fighting back and resistance is confined to the bottom few floors of the Sector House, centred around the Quartermasters on level 24. The Citi-Def Eisner Exterminators from neighbouring Will Eisner Block have launched an assault, but the Sector House defences are tearing them to pieces.

Read the following aloud to the players:

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

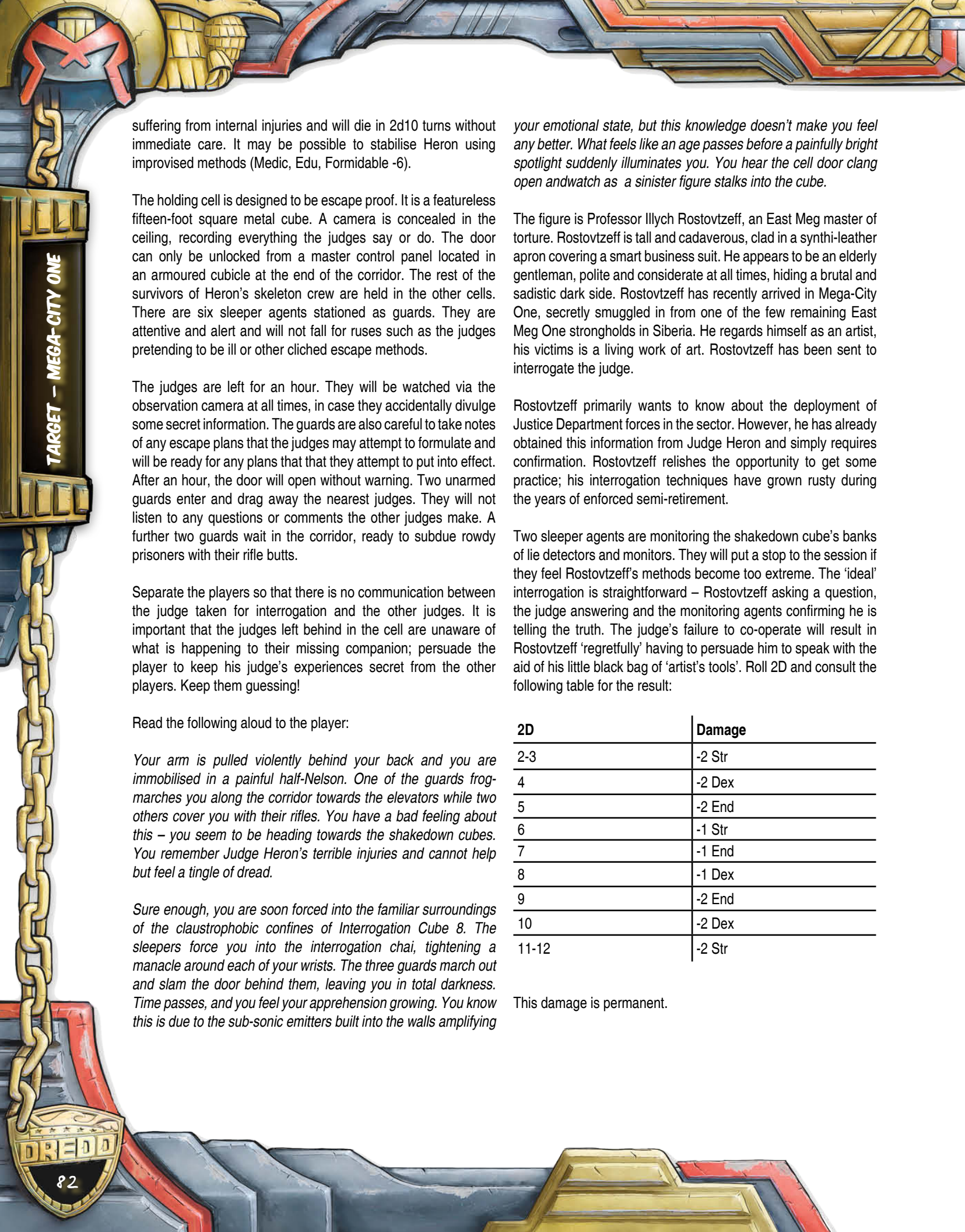
Even without the hoods and nooses, the judge's wrists are still tied, but they can now attempt to escape without anyone stopping them. The 'creature' is Watch Commander Heron. He has been beaten and badly tortured – all his fingers are broken, he is covered in burns and he has lost an eye. He is also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

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

Heron cannot be persuaded to speak again. Any judge who attempts to give him First Aid or similar will discover that Heron is

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suffering from internal injuries and will die in 2d10 turns without immediate care. It may be possible to stabilise Heron using improvised methods (Medic, Edu, Formidable -6).

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

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

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

Read the following aloud to the player:

Your arm is pulled violently behind your back and you are immobilised in a painful half-Nelson. One of the guards frog-marches you along the corridor towards the elevators while two others cover you with their rifles. You have a bad feeling about this – you seem to be heading towards the shakedown cubes. You remember Judge Heron's terrible injuries and cannot help but feel a tingle of dread.

Sure enough, you are soon forced into the familiar surroundings of the claustrophobic confines of Interrogation Cube 8. The sleepers force you into the interrogation chair, tightening a manacle around each of your wrists. The three guards march out and slam the door behind them, leaving you in total darkness. Time passes, and you feel your apprehension growing. You know this is due to the sub-sonic emitters built into the walls amplifying

your emotional state, but this knowledge doesn't make you feel any better. What feels like an age passes before a painfully bright spotlight suddenly illuminates you. You hear the cell door clang open and watch as a sinister figure stalks into the cube.

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

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

Two sleeper agents are monitoring the shakedown cube's banks of lie detectors and monitors. They will put a stop to the session if they feel Rostovtzeff's methods become too extreme. The 'ideal' interrogation is straightforward – Rostovtzeff asking a question, the judge answering and the monitoring agents confirming he is telling the truth. The judge's failure to co-operate will result in Rostovtzeff 'regretfully' having to persuade him to speak with the aid of his little black bag of 'artist's tools'. Roll 2D and consult the following table for the result:

2D	Damage
2-3	-2 Str
4	-2 Dex
5	-2 End
6	-1 Str
7	-1 End
8	-1 Dex
9	-2 End
10	-2 Dex
11-12	-2 Str

This damage is permanent.

PROFESSOR ILLYCH ROSTOVITZ

STR	DEX	END	INT	EDU	SOC
6	8	8	14	12	11

Desperation: +0

Skills: Computers 2, Deception 3, Diplomat 2, Interrogate (torture) 4, Investigate 2, Life Sciences (biology) 2, Persuade 2

Equipment: Little black gab (DM+1 on all Interrogate checks)

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

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

Read the following aloud to the players.

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

The prisoners' story continues in Scene 5.

SCENE 4: SECTOR 190 - GROVER CLEVELAND BLOCK

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

Deciding that the EMOB has been compromised, new Sector Chief Cooksey orders you to regroup on the surface. You are to help establish a command position in Grover Cleveland Block. From there, Cooksey will attempt to co-ordinate the resistance to the Sov occupation. Judge Roland is in charge of organising the evacuation. He assigns you some tedious but essential grunt

work to transport crates of Lawgiver magazines from the supply room to the freight elevator. 'Be quick about it, too,' Roland growls, 'we only have one hour before the EmoB is sealed off.'

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

'Citizens of Mega-City One! Rejoice - your days of oppression by the fascist Justice Department are over! As of this glorious day, you are now a part of the East Meg Empire!' The music swells to a crescendo and continues uninterrupted for a full minute. 'Regretfully, there are still pockets of resistance that must be quelled. The East Meg forces require your co-operation if unnecessary casualties are to be avoided. You are required to stay in your homes until further notice while the brave East Meg troops put a final end to the evil of the Mega-City One Justice Department!'

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

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

Once the judges have completed moving the crates, they are summoned to Sector Judge Cooksey's emergency headquarters. Read the following aloud to the players: The emergency command point has been established in the sports arena on Level 128 of Grover Cleveland Block. You pass through the player's aisle into the stadium, past a pair of heavy weapons judges setting up a tripod mounted Griffin laser cannon. Other judges are making themselves busy all around the huge room. There are several groups of citizens present, a well-armed squad of Citi-Def who thinks it is on parade, members of a punk gang who lurk by the

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seats and the members of a jetball team whom the judges have interrupted in the middle of a game.

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

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

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

Cooksey interrupts. 'They were very thorough, taking anyone who might have the manpower or resources to put up a fight.' He sits back in his chair. 'Even the juve gang leaders got taken. Most importantly of all, we've just had a report that the staff and crew of the Sector House ended up there too.' Suddenly, Cooksey slams a fist onto the desk in front of him. 'We need to strike! If we can rescue everybody, we'll have a more efficient fighting force and a terrific morale booster!' His grin widens. 'What's more, if we can rescue the mob hierarchy, they'll owe us big time, and they'll have to put their troops at our disposal to fight these Kazan freaks.'

Cooksey's idea is sound, if not entirely in the spirit of standard Justice Department procedure. If the judges point this out, he will justify himself by declaring that the normal rules are on hold for the duration of the emergency. In any case, it is more or less impossible to change his mind about attacking the gulag. The judges are to head an assault team made up of a five-man Citi-Def squad, equipped with a Sirocco Gunship (page 127 of the Judge Dredd Rulebook, or page 155 of Supplement 5-6: The Vehicle Handbook). Roach supplies a map of the ecom unit that has been occupied, as well as a reliable route about how to get there. His information is limited to the Sov forces. There are at least a dozen heavily armed sleeper agents acting as guards, but not much else in the way of security. Roach cannot be persuaded to accompany the judges on the assault. He is in fact Judge Salvatore, a wally squad operative in deep cover. Salvatore believes that his being

seen assisting a squad of judges will compromise his mission to infiltrate Southside Sid's organisation.

JUDGE SALVATORE (ROACH)

STR	DEX	END	INT	EDU	INF
9	9	9	9	10	10

Skills: Deception 3, Drive (Lawmaster) 1, Gun Combat (Lawgiver) 2, Investigate 2, Law 3, Mega-City One Geography 2, Melee (unarmed) 1, Persuade 3, Streetwise 3

Equipment: Sawed-off stump gun, armoured greatcoat (Armour 3)

The judges are assigned a Citi-Def squad to assist them; despite the high priority Judge Cooksey has assigned to the mission, there is little judicial manpower available. The Grover Cleveland Block Irregulars are reasonably well disciplined and well armed. They will accept the judges' orders as long as they do not seem suicidal. There are five troopers altogether, four infantrymen led by Sergeant Frere.

SERGEANT ELMO FRERE

STR	DEX	END	INT	EDU	SOC
14	12	10	8	8	8

Skills: Athletics (strength) 1, Drive (wheeled) 1, Gun Combat (slug pistols) 3, Leadership 2, Melee Combat (unarmed) 1, Persuade 2, Stealth 2, Streetwise 1

Equipment: Knife, two spit pistols, shell jacket (Armour 10)


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

CITI-DEF SOLDIER

STR	DEX	END	INT	EDU	SOC
8	8	8	6	5	7

Skills: Athletics (co-ordination) 1, Drive 0, Gun Combat (slug pistol) 2, Heavy Weapons (launcher) 1, Medic 0, Melee Combat (unarmed) 1, Persuade 0

Equipment: Hand gun, shell jacket (Armour 10). One trooper also has 2 hand bombs, another has a medipak, and a third has a lazooka with a spare power pack



The Citi-Def troopers are a typical, gung-ho group of part time soldiers. They are overly keen about the fact that they have been given the opportunity to blow things up without the judges objecting. The troopers operate as a specialist unit; one is the squad's explosive expert, one is the medic, and one the heavy weapons gunner. The judges can choose from the following items in addition to those they carry as standard. Extra ammunition is available as well.

From the *Judge Dredd Rulebook*: Concussion grenade, daystick, flashlight, hand bomb, hi-ex pack, medipak, scattergun, smoke bomb, Stumm gas grenade.

From the *Judge's Handbook*: Daggercloud, Dead Shot, Hornet hand cannon, Blazooka, Pacifier riot gun, Widowmaker.

Roach will provide the judges with all the information that he has about Southside Sid's Ecom unit. He does not know about the subterranean adrenalin factory and is not aware of the new security measures the sleepers have put into effect. Use the material presented on pages 84-88 to provide details of the Ecom unit. Naturally, Roach will not know of the modifications made by the sleepers, but his basic knowledge will prove sound enough for the judges to make a reasonable plan of attack.

THE GULAG

The material presented here that describes the gulag and its inhabitants is presented in the manner of a toolkit for the Referee to work with as his game dictates. The Referee is encouraged to use his judgement to determine the fate of the judges both within and outside the gulag. Use the non-player characters to assist, oppose and torment the judges, making their stay in the gulag a memorable, if unpleasant experience. Three plot dynamics are, however, essential to the overall storyline: First, the judges captive in the gulag must be allowed to escape into the tunnel system, but make it as difficult as possible for them to do so. Do not refrain from allowing the occasional player-judge to die in the attempt. Second, the judges attempting to free their incarcerated comrades must be allowed to break into the gulag and be given the opportunity to escape into the tunnels, even if they ultimately fail to do so. Last, the Kommisar carries vital information that the judges will use to defeat the sleeper menace in Sector 190. It is therefore important that the Kommisar be taken along with the judges as they leave the gulag, or, if the judges not captured by the sleepers, stage a successful break in, have the Kommisar surrender to them, but not after a violent struggle. Judge Roland, who leads the attack, states that the Kommisar is to be taken to the judges' new headquarters at the Cheryl Ladd Con-aps.

SCENE 5: SECTOR 190 – GULAG

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

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


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

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

Slightly bewildered, the sleepers changed tact. One of the prisoners was immediately shot and killed as an example. Despite the odd mutter, the prisoners were intimidated enough to return to work. Half an hour later, the first armoured car rolls off the production line. Unfortunately, a general lack of hand eye co-ordination coupled with a lack of experience in manual labour has

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produced a shoddily built death trap. Into this tense atmosphere of barely controlled chaos, the judges arrive.

Read the following aloud to the players.

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

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

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

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

'I was expecting this,' Judge Lande mutters, 'I was in Tek Labs when I was captured. They had some sort of chip that over-rode the Sector House security system, turned the autoguns against us. The strange thing is, the chip looked like it has some degree of sentience; it kept talking back at the sleepers – or more like shouting at them!' Before Lande he can speak further, one of the sleepers abruptly silences him with a swift blow to the head. Lande falls to the ground, blood streaming from his nose. As he falls, he presses a small object into your hand.

One of the other guards grins. 'It is no secret, comrade. Our glorious East Meg forces have captured a powerful piece of technology and are even now turning every piece of decadent

RED CARD

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

Atomic 1: Sector Chief

Atomic 2: Regional Commander

Atomic 3: Divisional Chief

Atomic 4: Council of Five, Chief Judge

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

Mega City One against its corrupt judges!' he laughs. 'The Bulgarin Avatar serves us now!'

Judge Lande has been seriously wounded and will gradually bleed to death over the next few minutes unless he is stabilised. If any of the judges attempt to help Lande, the sleepers train their rifle butts on them. Unbeknown to the guards, Judge Lande has managed to pass on the late Chief Judge Barker's red card (see below), which he was entrusted to guard as soon as the emergency began.

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

THE KOMMISAR

STR	DEX	END	INT	EDU	SOC
9	10	14 *	8	9	7

Desperation: -2

Skills: Athletics (co-ordination) 2, Athletics (endurance) 1, Computers 2, Deception 3, Gun Combat (slug pistol) 3, Persuade 2, Recon 2, Stealth 3, Streetwise 1

Equipment: Klasvich Mk 3, armoured greatcoat (Armour 3)

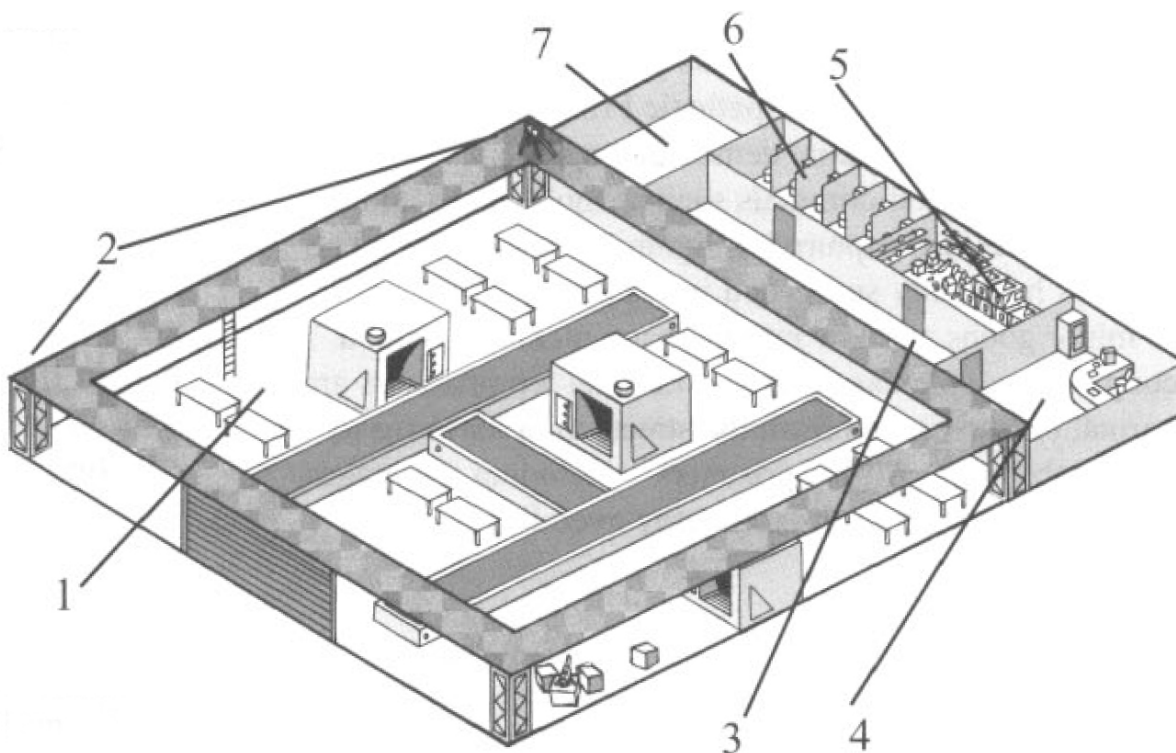
* Includes enhanced metabolism and cardiorespiratory system

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

The following locations are keyed to the gulag map.

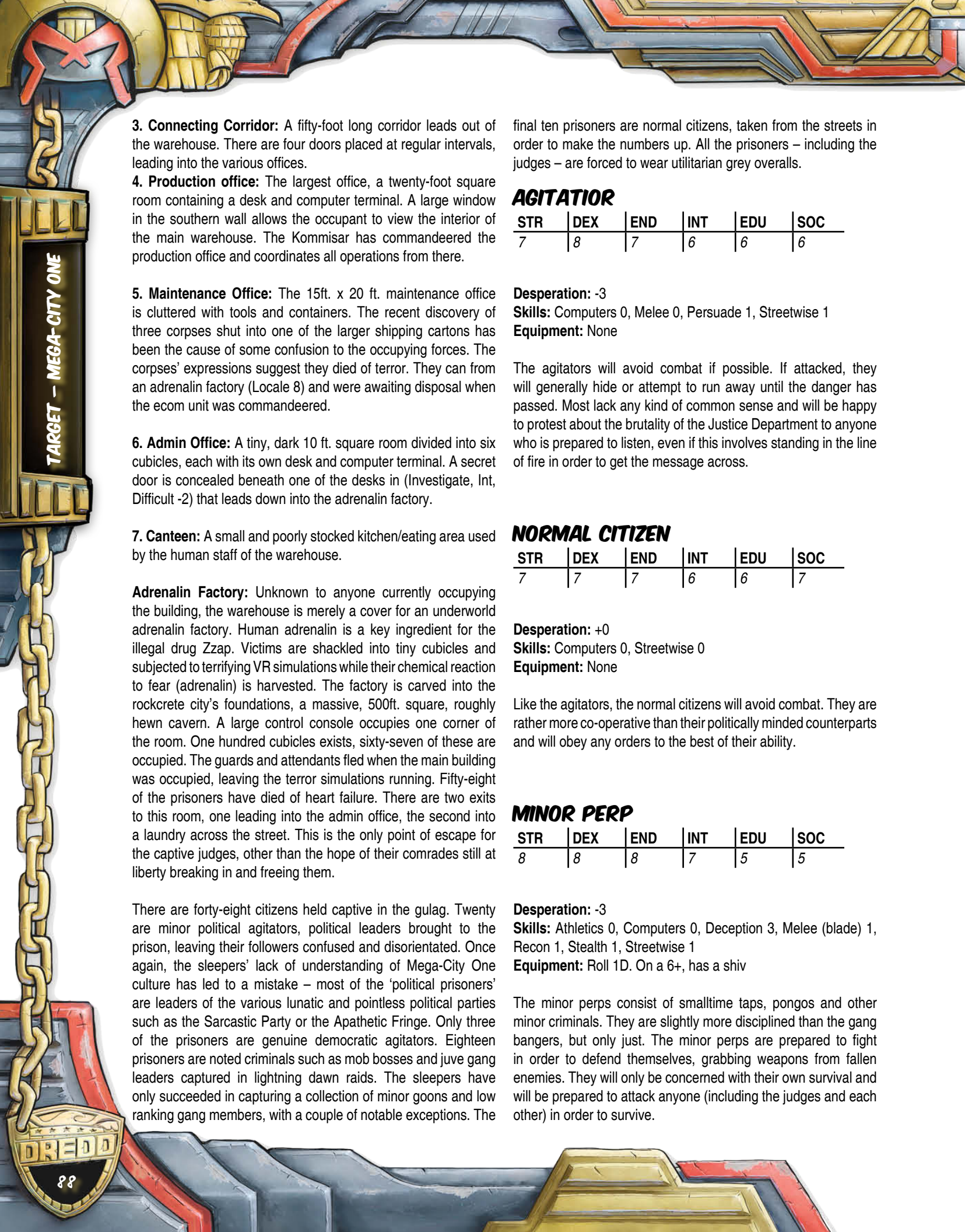
1. Main Warehouse: The main warehouse is a huge, 500 ft. square room converted into an improvised workshop to produce armoured cars. The judges and all the prisoners are held in here. At least five guards will be present at various points of the room at all times. Most of the area is taken up with huge conveyor belts and assembly machines operated by the prisoners. Two NIX-1 war droids will cover the main doors, 20ft. by 20 ft. reinforced plastisteel units (Armour 15, can sustain 35 points of damage). Before it was commandeered by the Sov forces, the warehouse acted as a storage space; various crates and storage containers have been shoved into a corner, acting as an improvised firing platform for a heavy spit gun with three guards in constant attendance. In theory, the gun can cover the whole of the inside of the room, but any character near to the production line is able to use it as 3/4 cover. The crates contain nothing of interest or value. A smaller door at the rear of the room leads to the connecting corridor.

2. Gantry and Mezzanine: The mezzanine occupies two thirds of the upper floor. It is a large, plastisteel platform added recently. It is supported by six scaffolding towers to the ground floor (Armour 8, can sustain 20 points of damage) and supported by a web of cables connected to the ceiling. The mezzanine is highly unstable – destroying two or more of the towers will result in the entire platform crashing to the ground, crushing everyone beneath. A narrow gantry encircles the room. The sleepers have placed a heavy spit gun atop the gantry to cover the main door.



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

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

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

6. Admin Office: A tiny, dark 10 ft. square room divided into six cubicles, each with its own desk and computer terminal. A secret door is concealed beneath one of the desks in (Investigate, Int, Difficult -2) that leads down into the adrenalin factory.

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

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

There are forty-eight citizens held captive in the gulag. Twenty are minor political agitators, political leaders brought to the prison, leaving their followers confused and disorientated. Once again, the sleepers' lack of understanding of Mega-City One culture has led to a mistake – most of the 'political prisoners' are leaders of the various lunatic and pointless political parties such as the Sarcastic Party or the Apathetic Fringe. Only three of the prisoners are genuine democratic agitators. Eighteen prisoners are noted criminals such as mob bosses and juve gang leaders captured in lightning dawn raids. The sleepers have only succeeded in capturing a collection of minor goons and low ranking gang members, with a couple of notable exceptions. The

final ten prisoners are normal citizens, taken from the streets in order to make the numbers up. All the prisoners – including the judges – are forced to wear utilitarian grey overalls.

AGITATION

STR	DEX	END	INT	EDU	SOC
7	8	7	6	6	6

Desperation: -3

Skills: Computers 0, Melee 0, Persuade 1, Streetwise 1

Equipment: None

The agitators will avoid combat if possible. If attacked, they will generally hide or attempt to run away until the danger has passed. Most lack any kind of common sense and will be happy to protest about the brutality of the Justice Department to anyone who is prepared to listen, even if this involves standing in the line of fire in order to get the message across.

NORMAL CITIZEN

STR	DEX	END	INT	EDU	SOC
7	7	7	6	6	7

Desperation: +0

Skills: Computers 0, Streetwise 0

Equipment: None

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

MINOR PERP

STR	DEX	END	INT	EDU	SOC
8	8	8	7	5	5

Desperation: -3

Skills: Athletics 0, Computers 0, Deception 3, Melee (blade) 1, Recon 1, Stealth 1, Streetwise 1

Equipment: Roll 1D. On a 6+, has a shiv

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

GANG BANGERS

STR	DEX	END	INT	EDU	SOC
10	8	7	6	5	8

Desperation: -3

Skills: Athletics (strength) 1, Gun Combat (slug rifle) 1, Melee (knife) 1, Persuade 1, Streetwise 2

Equipment: Roll 1D. On a 5+, has a shiv

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

HEBSTER WEBSTER

STR	DEX	END	INT	EDU	SOC
7	7	9	7	7	4

Desperation: -1

Skills: Athletics 0, Deception 1, Mega-City One Geography 1, Melee (knife) 2, Persuade 1, Recon 1, Stealth 1, Streetwise 2

Equipment: Shiv

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

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

POLLY VIOLENCE

STR	DEX	END	INT	EDU	SOC
8	9	7	7	7	6

SHIV

An improvised weapon valued only for its ease of manufacture, the shiv is a small, easily concealed knife. Usually consisting of a four or five inch blade formed by laboriously sharpening a shard of plexiglass or plastisteel to a razor sharp edge, the humble shiv is the most common weapon confiscated from violent criminals in the iso-blocks. The shiv is deadly but prone to unexpectedly shattering at inconvenient moments.

On an attack roll of a natural 2, the shiv's blade will shatter, rendering it useless.

Any character can fashion a shiv if they have access the correct raw materials. A Mechanic check (Int, Routine +2) and an hour of carving will produce a sharp blade. If the check fails, the blade useless as a weapon.

Weapon	Range	Damage	Heft	Mass (kg)	Cost (Cr.)	Notes
Shiv	Melee (blade)	1D	-	-	-	Breakage

TARGET – MEGA-CITY ONE



Desperation: -3

Skills: Athletics (co-ordination) 2, Deception 2, Drive 0, Melee (knife) 2, Persuade 2, Recon 0, Stealth 2, Streetwise 3

Equipment: Shiv

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

One of the higher profile prisoners, Polly is a high-ranking punk with a reputation for extreme brutality and a slavish dedication to the latest fashion trends. Abducted from her hideout at gunpoint, forced into such totally un-glam garms and expected to work for, like, all day has left Polly in a particularly surly mood. She was the only member of her gang to have been abducted and is feeling vulnerable and confused.

MERVYN KNITZ

STR	DEX	END	INT	EDU	SOC
8	9	7	7	7	6

Desperation: Will never surrender

Skills: Computers 1, Deception 2, Mega-City One Geography 2, Melee (bludgeon) 1, Recon 1, Stealth 0

Equipment: Club

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

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

attacking friend and foe alike with the fury that only a victim of Future Shock Syndrome can possess.

The judges who have escaped from, or defeated the gulag sleepers, now face their greatest challenge. As they rendezvous with Judge Roland and the Sector 190 Justice Department remnants in the foyer of the not yet completed Cheryl Ladd Con-apt, the terrible truth of their crisis becomes all too apparent – save for half a dozen others, they are the only judges left in Sector 190. Fortunately, Med-Judge Hillbrim is on hand to deal with any of the judges' injuries, assisted by a robodoc (see page 239 of the Judge Dredd Rulebook), which has been carefully transported across from EmoB-G.

If any judges have been killed during this game to date, now is a perfect time to have the players concerned roll up new characters, taking on the roles of the other, surviving judges.

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



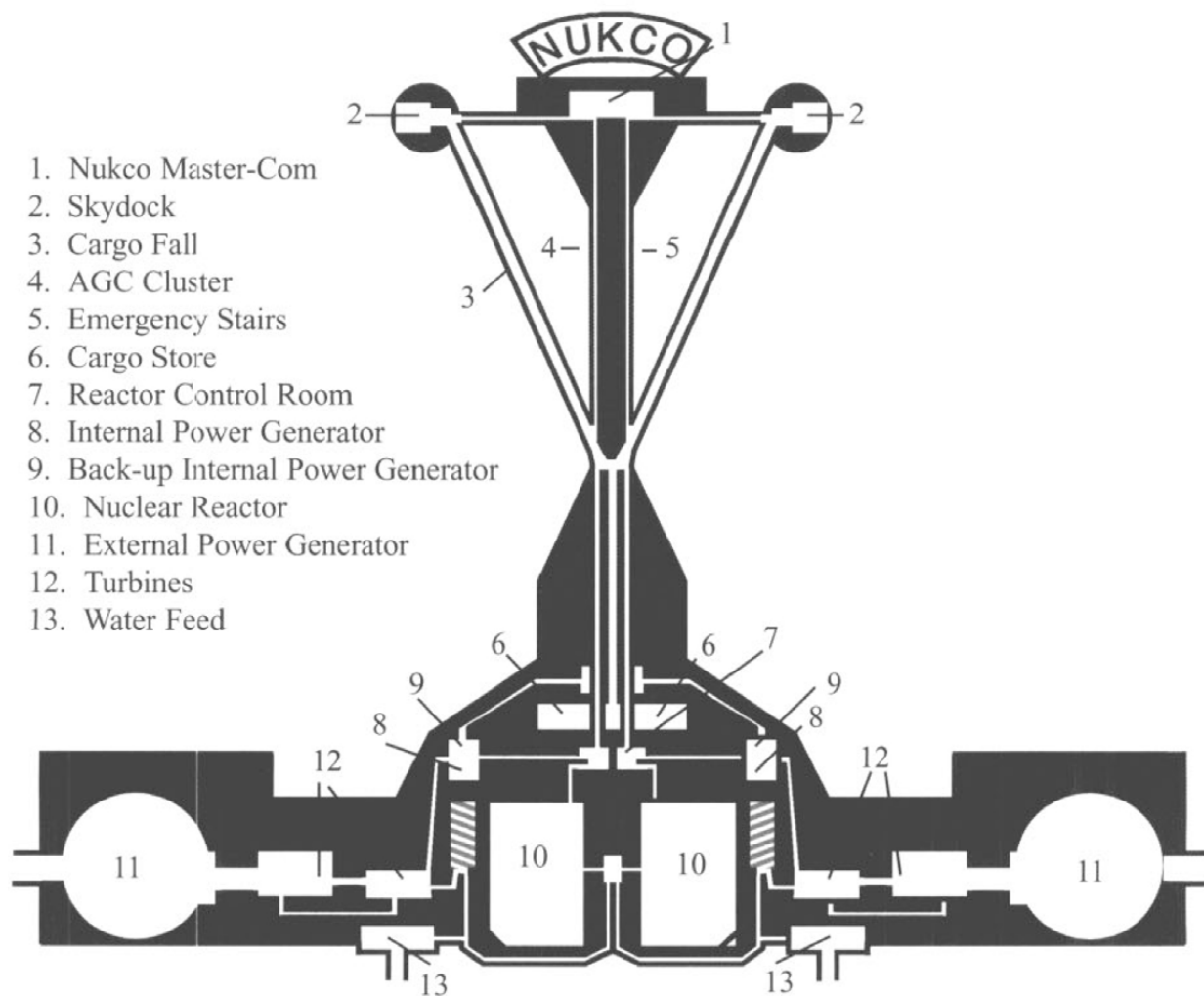


TARGET - MEGA-CITY ONE



PROG THREE: THE BIG SLEEP

TARGET - MEGA-CITY ONE



SCENE 1: SECTOR 190 – CHERYL LADD CON-APT

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

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

Read the following out loud to the players.

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

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

'Lulo has five gangs of note. You will be flying to Nukco and so can discount four of them. The last of them - the Bleeding Hearts - occupy the area surrounding and including Nukco. They number around forty, made up of pug uglies led by eighteen-year old Oslo Nim and twenty-year old Treese, Nim's former girlfriend. The Bleeding Hearts face dissolution, Nim taking half the gang one way, Treese the other, but for now, they are trouble enough.'

Wally Squad reports they have plentiful firearms and a store of body armour. Their primary modes of transport are motorbikes, stolen block buggies and jet packs. It makes sense for us to enter Nukco by the upper levels and avoid ground contact, but stay sharp – the Bleeding Hearts have hovercars.'

Judge Roland names the senior among the player-judges as their Tac Group Leader, their commanding officer. Once the plan is drawn up, the judges can equip themselves, choosing weapons and equipment from the salvaged supplies brought across from EmoB-G (see below). The judges do not have to make use of additional weaponry if they feel their Lawgiver, Stumm gas rounds and boot knife are adequate to the task but can choose from the following list in addition to those they carry as standard. One of the judges will be charged with operating the multi-jammer. The judges with the highest Comms skill is the best qualified for this position.

From the Judge Dredd Rulebook: Concussion grenade, daystick, flashlight, hand bomb, hi-ex pack, medipak, scattergun, smoke bomb, Stumm gas grenade.

From the Judge's Handbook: Daggercloud, Dead Shot, Hornet hand cannon, Blazooka, Pacifier riot gun, Widowmaker.

MULTI-JAMMER

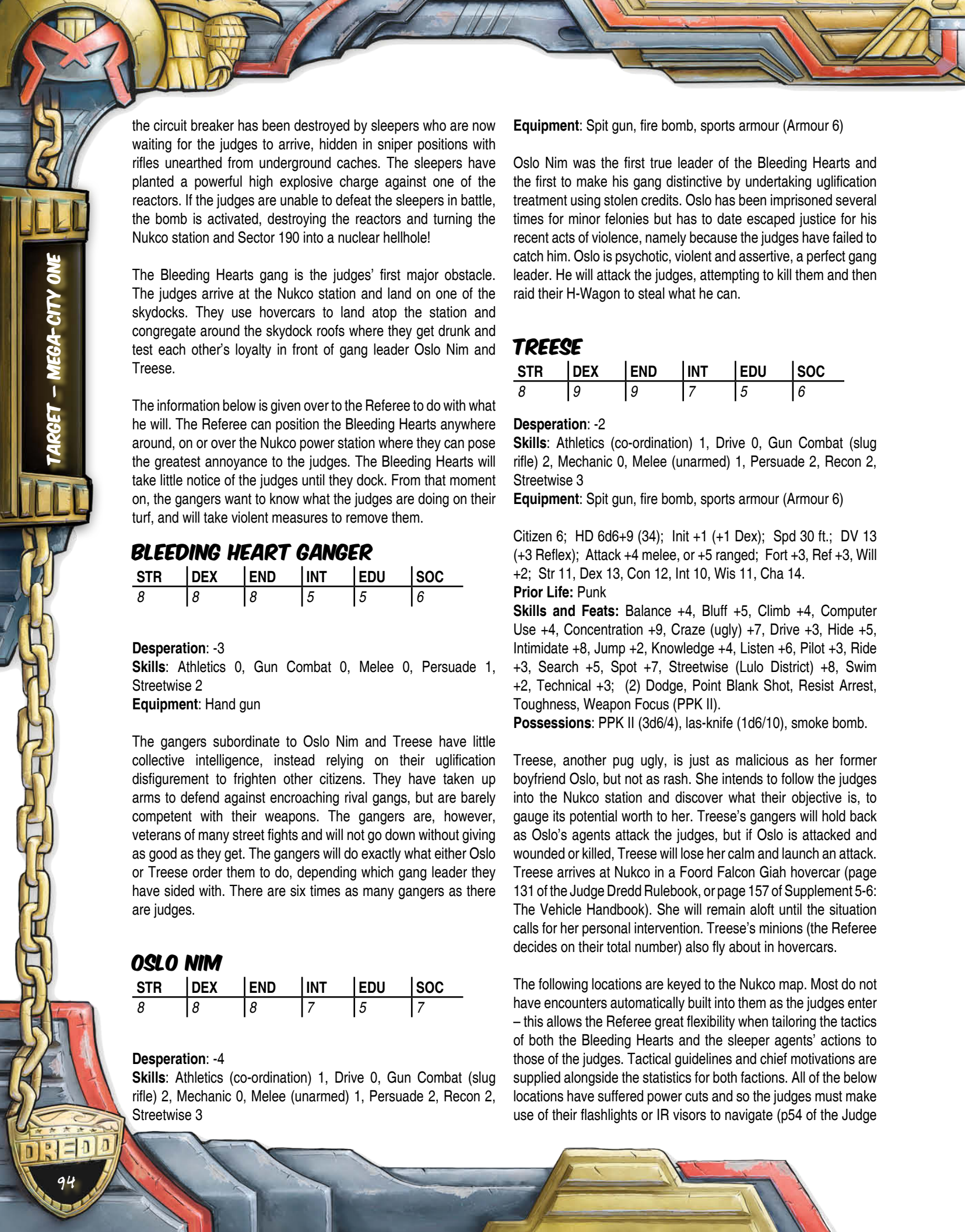
This device, pioneered during the Second Robot War, broadcasts a variable frequency wave that can interfere with the workings of most unshielded electrical items in a manner comparable to an electromagnetic pulse. The multi-jammer does not actually emit EMP, but a powerful and unusual broadband jamming field, exploiting the so-called Gilmore Field, a new family of energy patterns discovered by Tek-Judge Simone Gilmore. All unshielded devices will suffer DM-3 to their functions, or will cease working altogether in the case of vehicles and computers. The multi-jammer is prone to total burn out if used continuously, for the Brufen Field is too powerful for even the jammer to contain for long. Every time the multi-jammer is used, roll 2D. On a result of 10+, the device starts to burn internally, gradually igniting into flame. From the moment the roll is made, the multi-jammer ceases to function and cannot be repaired. Months after Apocalypse Dawn crisis, Tek-Division continues to study the multi-jammer's possibilities as a sustainable, all-purpose counter electronic weapon.

SCENE 2: SECTOR 190 – NUKCO POWER STATION

The judges will arrive at Nukco unmolested by the Bleeding Hearts, but once they enter the building, the gangers begin to move in, sensing the judges have official business in there. The judges will have to enter Nukco through one of the docking bays and make their way to Nuclear Control and the back-up generator using the building's AGC clusters, which run from a third generator independent of those which have failed. Unknown to the players,

TARGET – MEGA-CITY ONE





the circuit breaker has been destroyed by sleepers who are now waiting for the judges to arrive, hidden in sniper positions with rifles unearthed from underground caches. The sleepers have planted a powerful high explosive charge against one of the reactors. If the judges are unable to defeat the sleepers in battle, the bomb is activated, destroying the reactors and turning the Nukco station and Sector 190 into a nuclear hellhole!

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

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

BLEEDING HEART GANGER

STR	DEX	END	INT	EDU	SOC
8	8	8	5	5	6

Desperation: -3

Skills: Athletics 0, Gun Combat 0, Melee 0, Persuade 1, Streetwise 2

Equipment: Hand gun

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

OSLO NIM

STR	DEX	END	INT	EDU	SOC
8	8	8	7	5	7

Desperation: -4

Skills: Athletics (co-ordination) 1, Drive 0, Gun Combat (slug rifle) 2, Mechanic 0, Melee (unarmed) 1, Persuade 2, Recon 2, Streetwise 3

Equipment: Spit gun, fire bomb, sports armour (Armour 6)

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

TREESE

STR	DEX	END	INT	EDU	SOC
8	9	9	7	5	6

Desperation: -2

Skills: Athletics (co-ordination) 1, Drive 0, Gun Combat (slug rifle) 2, Mechanic 0, Melee (unarmed) 1, Persuade 2, Recon 2, Streetwise 3

Equipment: Spit gun, fire bomb, sports armour (Armour 6)

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

Prior Life: Punk

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

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

Treese, another pug ugly, is just as malicious as her former boyfriend Oslo, but not as rash. She intends to follow the judges into the Nukco station and discover what their objective is, to gauge its potential worth to her. Treese's gangsters will hold back as Oslo's agents attack the judges, but if Oslo is attacked and wounded or killed, Treese will lose her calm and launch an attack. Treese arrives at Nukco in a Foord Falcon Giah hovercar (page 131 of the Judge Dredd Rulebook, or page 157 of Supplement 5-6: The Vehicle Handbook). She will remain aloft until the situation calls for her personal intervention. Treese's minions (the Referee decides on their total number) also fly about in hovercars.

The following locations are keyed to the Nukco map. Most do not have encounters automatically built into them as the judges enter – this allows the Referee great flexibility when tailoring the tactics of both the Bleeding Hearts and the sleeper agents' actions to those of the judges. Tactical guidelines and chief motivations are supplied alongside the statistics for both factions. All of the below locations have suffered power cuts and so the judges must make use of their flashlights or IR visors to navigate (p54 of the Judge

SNIPER RIFLE, VK-31 'THISTLE'

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

Weapon	Range	Damage	Auto	Recoil	Mass (kg)	Magazine	Cost (Cr.)	Ammo Cost (Cr.)	Notes
Vk-31 Thistle	Ranged (rifle)	3D+3	No	1	7	10	-	125	

Dredd Rulebook). Normal darkness penalties apply where no illumination is available.

1. Nukco Master-Com: The master-com is the electronic brain operating the Nukco power station. It monitors all reactor functions, regulates core temperature and controls the release of nuclear energy from the clasnium fuel rods. The master-com room is in total darkness at the time the judges first enter it, devoid of power except for a diagnostic panel that can be located with an Investigate check (Int, Average +0), running from a small internal power cell. The room is a tall cylinder, the walls filled with computers and vid-screens. A single steel chair is bolted to the ground near one large control board. A service ladder runs up from the room through a hatch into a small crawlspace where hundreds of bus cables are laid through the floor down into the computers below. A transformer above the cables cannot supply power because the building's generator is down. The master-com is completely self-governed and cannot communicate with the judges, though a Computers check (Int, Difficult -2) will access the power station's diagnostics. The readouts state that a power surge has shut down the reactor. It also lists both the internal power generator and back-up generator as having malfunctioned and shut down. If the judges manage to restore power, the master-com will resume normal functions, first alerting Nukco to the breakdown, requesting an engineer visit.

2. Skydock: The Nukco station has two skydocks, the only official entrances to the station. Hovertankers delivering machinery and other necessities mate with one of the skydocks, unloading their cargo onto conveyor belts. Dock bots collect the cargo and send it to the cargo elevator. The skydocks are the Nukco station's main entry point. Judge Lane suggests this is the point by which the judges enter, to avoid interference from the Bleeding Hearts. The judges will land on one of the auxiliary landing pads attached to a skydock and then enter through an adjoining door. The door controls are electronic and thus shut down due to the power

cut. The judges will need to make a Mechanic check (Str, Very Difficult -4) to get the door open. The door is resistant to hand weapons fire. If the judges cannot open the door, they must climb down a service ladder against the night winds (Athletics (co-ordination check, Str, Routine +2) and try to open a service hatch (Mechanic check, Str, Difficult -2). If the judges fail the Athletics check, they fall from the ladder and hit a ledge further down (2D damage). They can get back onto the ladder and try to climb back up to the previous level but failing the check again will see them fall to their deaths.

The skydock is simple in design. It has two official entrances (hovertanker/conveyor belt and the smaller auxiliary door). The service hatch is the other external portal. Inside, the conveyor belt runs the length of the one hundred metre long ball. Dock bots stand on each side of the conveyor belt like a silent, motionless army. They are controlled by master-com and so remain inactive as long as the station lacks power. When power is re-established, the dock bots will remain still until the main doors open, anticipating a hovertanker delivery. The dock bots are fourteen feet tall with six arms and treadmills for locomotion. At present, the conveyor belt carries no cargo pods. The conveyor belt bleeds into a hole in the far wall, at which point the conveyor drops ninety degrees and continues right down to the cargo store. The cargo pods are magnetised to the conveyor, allowing them to proceed smoothly over the edge of the conveyor and remain in place until they are dislocated at their final destination. An internal door connects the skydocks to a three hundred feet long corridor connecting it to the Nukco master-com through a locked door (Mechanic check, Str, Formidable -6 to open, Armour 15, can sustain 30 points of damage). Two hover platforms are located next to the cargo fall entrance.

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



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

5. Emergency Stairs: Not for the faint hearted, the emergency stairs are fourteen hundred feet in height and run continuously from the master-com to the reactor control room. Fire doors admitting persons into the staircase are locked by default, opened automatically by the master-com when the AGC cluster fails. In this instance, the fire doors remain locked. The judges can attempt to open the fire doors (Mechanic check, Str, Average +0). The fire doors have Armour 5 and can sustain 12 points of damage.

6. Cargo Store: The cargo fall, AGC clusters and the emergency stairs all meet in the cargo store, a large, square room one hundred feet in length, eighty wide. The cargo store looks very similar to the skydock, the conveyor belt leaving the cargo fall and running half the length of the store. Dock bots are arranged on either side of the conveyor to collect cargo pods and then attack them to grasper arms along the store walls. These arms are attached to vertical and horizontal tracks, allowing each grasper to carry the cargo pod to any storage cache in the room. All functions are suspended while the Nukco station's power is off. The cargo fall exit is blocked by cargo pods fallen from a higher point along the descending conveyor belt when the power was cut. The pods and their contents – machinery and robot parts – are smashed into scrap along the bottom of the conveyor. If the judges are using hover platforms to travel down the cargo fall and wish to enter the cargo store the same way, they must make a Flyer (grav) check (Dex, Very Difficult -4) to squeeze through the gaps in the fallen cargo pods, or will be forced to proceed on foot, leaving their hover platforms behind. The AGC cluster and emergency stairs continue down past the cargo store into the reactor control room.

7. Reactor Control Room: The reactor control room is a near exact replica of the master-com (see location 1) except that it has three steel chairs, a large vid-screen used to monitor both the station's reactors in great-detail and three reactor robots shut down nearby – they will not reactivate until all power is restored to the master-com. The control room has no power other than select control boards illuminated by small power cells. Apart from the two entrances from the AGC cluster and the emergency stairs (the latter barred by a fire door – see location 5 for statistics), two further doors link the control room to the two nuclear reactors and the internal power generator. A security door (Armour 15, can sustain 50 points of damage) bars the fifty-foot access corridor to the generator at both ends. The station's circuit breaker controls are located in the reactor control room. An Engineer (power)

check (Int, Very Difficult -4) will reset the breaker, bringing light and power back to the Nukco station. The judges will hear the sound of the turbines beginning to spin up nearby. With the resumption of power, the control room's control boards all reboot. An Engineer (power) check (Int, Routine +2) reveals that the internal back-up power generator is not functioning, and an unknown power fluctuation in the west nuclear reactor, flagged by a blinking 'WARNING' light. The three reactor robots can perform the necessary checks if the judges fail to do so. They are of little further use than for monitoring the reactors and opening the two blast doors between the room and the two nuclear reactors by remote control.

8. Internal Power Generator: The access corridor from location 7 leads through a security door into a chamber forty feet wide, sixty high. A mass of steel tubes surround a huge cylinder reaching up to the top of the chamber. A thin cylinder runs from the top and bottom to connect the generator with the back-up internal generator (top) and a series of turbines (below) powered by one of the reactors. Both areas are accessible by a hatch opened by turning a locking wheel (Athletics (strength) check, Str, Average +0). The hatches lift and slide sideways when opened. A control board is mounted along a wall, once more offline. It will spark into life when power is restored.

9. Back-up Internal Power Generator: A Kazan Clone is waiting behind the top hatch of Location 8. As the judge pass in the room below, he kicks the hatch open and opens fire with a Thistle sniper rifle. The sleeper will fight to the death. The back-up internal generator has failed because the sleeper has destroyed vital components with explosives. The judges will notice the damage, but will need to make Explosives checks (Int, Average +0) to correctly identify the damage as symptomatic of explosive charges.

EAST-MEG ONE SLEEPER AGENT

STR	DEX	END	INT	EDU	SOC
9	10	14 *	8	9	7

Desperation: Will not surrender

Skills: Athletics (co-ordination) 2, Athletics (endurance) 1, Computers 2, Deception 3, Gun Combat (slug rifle) 3, Persuade 2, Recon 2, Stealth 3, Streetwise 1

Equipment: Thistle sniper rifle, knife, grappling hook

* Includes enhanced metabolism and cardiorespiratory system

10. Nuclear Reactors: The nuclear reactors are only accessible by a corridor connected to the reactor control room. A blast door (Armour 16, can sustain 60 points of damage) bars the access corridor where it connects to the reactor control room and the reactor rooms. The reactor is a cylinder measuring fifty feet high and twenty feet in diameter. It sits in a cylindrical chamber with a four foot wide gantry running around it at two levels – the first at ground level, the second forty feet above, linked to the first gantry



by a small, door less, one-man (or robot) elevator. If the judges enter access corridor linking the reactors to the control room, a sleeper agent attacks them, armed with an SMS assault rifle. Beyond the corridor, in the western reactor, two more sleepers wait in ambush, armed with Klasvich Mk3 pistols. Beyond are seven sleeper bombs, stood equidistantly around the reactor. The sleeper bombs are unarmed and cannot act against the judges, afraid to disrupt the circle and null the impending detonation. The judges must kill at least two of the sleeper bombs to break the circle, which should be easy – provided they can defeat the guardian sleepers. If the judges are routed or defeated by the armed sleepers, they can only watch in horror as the sleeper bombs raise their hands before they detonate, destroying the Nukco station and Sector 190 with it!

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

1. **Opening the bombshell:** Explosives check (Int, Average +0)
2. **Disarming the booby trap:** Explosives check (Int, Difficult -2). Failing this check inflicts 4D damage on the judge.
3. **Cutting the correct cables:** Explosives check (Int, Very Difficult -4)

If the judges fail to disarm the mole bomb in eight actions, it activates, drilling into the reactor, sending a high explosive pellet into the core. The reactor explodes, causing a chain reaction

that detonates the eastern reactor. The judges, the Nukco power station and half of Sector 190 are vaporised.

11. External Power Generator: The Nukco station has two external power generators that convert steam pressure sent through the turbines into electrical power, distributed through the sector's main grid. A hatch connects the external power generator to the turbines. The power generator is the outer edge of the Nukco station and so has no exits. The generator is comprised of six sets of large metal, dumbbell-shaped objects set parallel to the floor. Inside, rotors powered by steam pressure are spun faster by magnetic attraction until the preset power outage is achieved.

12. Turbines: The turbines receive pressurised steam from the nuclear reactors. Powerful turbines accelerate the steam's speed, whereby it can be fired continuously into the external or internal power generators, providing sufficient force to generate electrical power for the Nukco station and Sector 190.

Referee's Note: The turbines are not important to the scenario and so an access point to this location is intentionally not included.

13. Water Feed: These tunnels provide continuous water piped from the distant Atlantic Seawater Plant to be heated until converted into steam inside one of the blazing hot nuclear reactors, heated by the clasnium rods.

Referee's Note: The water feed is not important to the scenario and so an access point to this location is intentionally not included in the game text.

TARGET – MEGA-CITY ONE



EPILOGUE

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

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

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

The attack on Mega-City One has failed, though pockets of resistance still need to be dealt with. The judges who have survived take part in a ceremony held at the Grand Hall of Justice,

and receive Grade A Commendations from Chief Judge Hershey herself, heralded by a two hundred Lawgiver salute led by Judge Dredd, who later personally congratulates the judges.

The judges return to Sector 190 to begin the big clean up, restoring Law and order to the masses, hunting for the few sleepers remaining and easing dozens of judges who have been transferred into Sector 190 to restock the Sector House ranks into their patrol routines. Deputy Sector Chief Cooksey is forced to resign due to his injuries and is permitted to take the Long Walk into the Undercity. Judge Roland is made Sector Chief - his new command is as follows;

Sector Chief: Taylor Roland

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

A-Watch Commander: Alexander Matalore

B-Watch Commander: Bernard Stand

C-Watch Commander: Elaine Juniper

The End

