

JUDGE DREDD

Democracy Falls



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DEMOCRACY FALLS

WRITER

Bryan Steele

EDITOR

Nick Robinson

LAYOUT

Will Chapman

ILLUSTRATIONS

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MAP

Leonel Domingos da Costa

BORDERS AND BOX ART

Scott Clark

PROOFREADER

Charlotte Law

PLAYTESTERS

James Lothian, Matt Sprawge, Sawdriwe
Thirace, Joe McCawce, Katriwa Hepburn
& Andrew Welty

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Judge Dredd Created by John Wagner and Carlos Ezquerro



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DEMOCRACY FALLS

DEMOCRACY FALLS

Grud!" screamed Caramel Joe to his cam-navigator, a young thing with bright orange hair tied in numerous pigtails around her head, 'That big bellied chump will not let me pass!' Joe's racer, a wedge-shaped vehicle rimmed with spikes and riveted armour plating, rocketed through the streets of the Hab Zone without so much as slowing when it smashed through rubbish, cargo crates and in one case a Munceburger stand! His car swerved to one side, ramming into his bloated opponent's ramshackle racer.

'Nobody trades paint with Grunter Leadbelly and lives!' shouted the driver of the other car, shaking his corpulent hand out of the chain-link window. His racer was an oval of riveted plasteen shaped around his massive form and the diminutive person crammed in the navigator's seat. Its blurring tracks were wider than what Joe could get around and the fatty was hoping to keep his dominance in the race by sticking to the tighter roads – denying him any possibility to pass.

'Ah ha!' Caramel Joe gasped at the appearance of the flashing lights and sirens of a much-feared Lawmaster on a side street, cranking his steering wheel toward the unsuspecting Judge. 'Make sure you get this on cam, Connie!' He laughed maniacally...

'Judges are worth a thousand points!'

WHAT IS DEMOCRACY FALLS?

Democracy Falls is a stand alone campaign for the Traveller: Judge Dredd roleplaying game, placing a team of Judges on an assignment taking them from the streets of Mega-City One to one of the Cursed Earth's notorious collections of lawless miscreants. This journey will pit them against Mega-City One criminals, Cursed Earth mutants, adrenaline-fuelled crazies and some of the most skilled racing drivers in Dredd's world.

In the more literal of senses, Democracy Falls is what happened to the Indianapolis area after the Atomic Wars. A huge and sprawling collection of individual gang villages within the confines of the old highway system of the city, Democracy Falls is one of the largest collections of Cursed Earth inhabitants in what was middle America. It is a chaotic and lawless place that is run by a council of seven gang leaders – the Winners' Circle – who govern the area at the point of numerous very large guns.

The dark mutated descendant of the Indianapolis 500, the most famous car race in 20th century America, is a vicious and violent sport called Bloodrace. Held monthly, the Bloodrace Games take up to two vehicles from each gang and places them in the streets of the Speedtown. Recorded by cam-navigators riding shotgun (sometimes literally), the winner is the car that scores the most points during the race. It is a primary source of entertainment for everyone in D-Falls, and a constant reminder that the city does not pay attention to the Law.

The Justice Department has known about the existence of Democracy Falls for as long as it has existed, making the controversial city a never ending headache for the Chief Judges whenever it comes up. Democracy Falls has long avoided trouble with the Judges of Mega-City One by following one simple rule. They have never brought their gang wars to the streets of Mega-City One and have avoided giving sanctuary to criminal elements with ties to that city.

...until now.

An overzealous Circle member added a new score for the Bloodrace. The addition of a score multiplier for scores recorded in Mega-City One – even the mocking score for Judges – has brought a few fateful racers to the NorthWest Hab Zone. These racers will set events in motion that will bring down the wrath of Mega-City One, causing Justice Department to send a team of Judges to the city and ultimately bring about the end of the Winners' Circle in Democracy Falls.

ADDING TO DEMOCRACY FALLS

The nature of the assignment in *Democracy Falls* is designed to be somewhat linear in how it narrates the team of Player Character Judges from section to section within the chapters.

However, Referees are free to add some of their own unique events, encounters and fights into the larger campaign of *Democracy Falls* to create the gaming experience they desire. As long as these additions do not detract or subvert the main plot of the mission, they should be an excellent way to extend the adventures found in *Democracy Falls*.



DEMOCRACY FALLS

99 RED IN SECTOR 301

'One of us ain't coming home after this race, drokker!'
— Caramel Joe, Bloodrace Driver

The *Democracy Falls* mission begins in Mega-City One just like any other day in the lives of the street Judges, but a nearby crime requires their immediate attention and gets them involved in a much larger operation, to go on a special assignment to bring justice to criminals in a faraway and dangerous place.

This chapter provides the circumstances as to why the Player Character Judges are chosen to go and bring the law to Democracy Falls.

BLOODRACERS IN THE NORTH WEST HAB ZONE

After a bold but foolish decision by Diesel Williams (see page 28) to extend new scoring rules to apply to targets within Mega-City One, a couple of racers choose to try their luck and earn some additional points before returning to Democracy Falls. The two drivers are Caramel Joe and Grunter Leadbelly, long-standing rivals from the Heralds of Zion and Broader Ripple gangs. This is a grudge match, the two drivers hate one another intensely, when Caramel Joe called out his rival for a run to the Mega-City he did not believe Grunter Leadbelly would have the guts to agree.

Both drivers quickly regretted their act of bravado, but neither would ever back down in the face of the other.

Caramel Joe and cam-navigator Connie Ways were in a fast speedster called the *Angler*. The vehicle is built for speed and control, allowing Joe to pick up a few scores from around the race before moving ahead of his opponents and earning his win by crossing the finish line in a scoring position. The *Angler* is an excellent racer for the game when run in Speedtown – but has serious limitations on the streets of the Hab Zone.

Grunter Leadbelly, one of the most infamous fatty drivers in Democracy Falls, drives his hideous, half-tracked juggernaut, *Muncemasher*. Grunter's cam-navigator is named Foxy and is new to the sport; Grunter's last one died very badly when Grunter's safety harness gave way and his girth crushed the poor lad. The *Muncemasher* is built on a heavy frame and a powerful engine designed to move Grunter's weight at competitive speeds, but its primary method of winning races is through the damage it inflicts. The tight streets and alleys of the Hab Zone are perfect for Grunter's style of Bloodracing – close and violent!

These two bloodracers were part of a normal Speedtown Bloodrace in Democracy Falls, getting ready to take their positions in the starting boxes when Caramel Joe started boasting about how bad he was going to beat Leadbelly. The two got into a pre-race screaming match, and finally Grunter challenged Joe to meet him in the Northwest Hab Zone to settle this 'once and for all.'

When the race began, the other five cars went careening around the track and into Speedtown and the two rivals strayed into the Cursed Earth, toward the city and eventually into the Hab Zone, entering via the aid of an old criminal contact.

Once in the Hab Zone the racers began scoring lots of minor points through bystander collisions and collateral damage, but it was apparent that the *Muncemasher* was better suited to Mega-City One and Caramel Joe was losing the race. He had to do something fast if he was going to break away, score big points and beat Grunter.

This was when Judge Edimann, a four-year Street Judge with a respectable arrest record, hopped off his Lawmaster to sentence some vandals. Caramel Joe saw the flashing lights of Edimann's parked Lawmaster and went for the big score – a Judge kill.

Edimann barely had enough time to activate a signal that he was in trouble before the *Angler* careened into and through him, crushing the Judge against a rockcrete column. Edimann died within moments, making him the first Judge to be killed in a Bloodrace.

Hearing what had happened over their squawksets, Grunter decided to get out of the area and head back to Democracy Falls early. He knew that the Judges would be hot on the heels of the racers after losing one of their own, and he was not about to stick around to take any of Joe's heat off of him!

The *Angler* had suffered a cracked engine block and was no longer driveable. Caramel Joe and Connie grabbed the cam and began to head away from the scene on foot. They hoped they could arrange for transit back toward home and get away from Mega-City One before the Judges tracked them down. As they went their separate ways the sound of sirens put paid to any plan as they both sought to escape by foot.

They will be several blocks away by the time the Judges arrive, forcing the Player Characters to question witnesses and get hot on their trail to make the arrests and bring a Judge-killer to justice!

CODE 99 RED

The Referee should make sure all of the Player Characters are on patrol somewhere in the Pit (as Sector 301 is known). The Judges will be the closest street Judges to the scene of the crime and the Referee may wish to add several simple encounters prior to the murder before moving onto the main case.

Once any preliminary encounters and crimes have been dealt with, the Judges will receive the following emergency call from the sector house.

All Judges to the corner of Poe and King. We have a Judge down, Med Judges in transit. Secure the area and make necessary arrests. I repeat – we have a Code 99 Red!

When a Judge is in trouble all available Judges will drop whatever they are doing and rush to help their fellow officer as rapidly as possible.

JUDGE DOWN!

Once the Player Characters get to the scene of Judge Edimann's murder they will have to get ready to perform their duties in the fullest. They will need to contend with gawking bystanders, potential witnesses and the wreckage of the *Angler*; such duties will require them to use a variety of skills to discover where Caramel Joe and Connie ran off to.

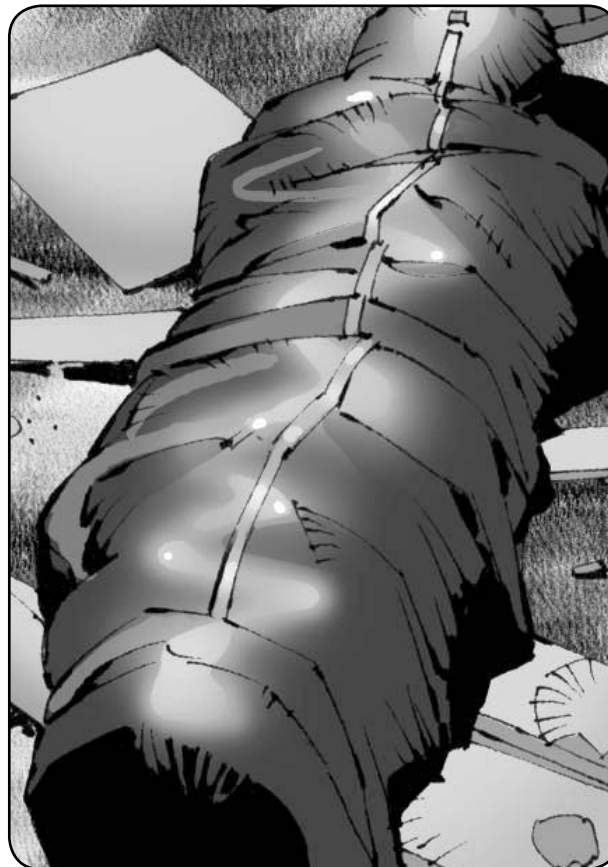
When the Player Characters arrive, they should receive the following narrative introduction:

'Get back!' a Med Judge shouts at the crowd as she waves you closer with her daystick, 'Make room!'

The assorted juves, punks and other citizens seeing your Lawmasters coming fan out. You know that half of them probably have pocket-cams on them, taking pictures of the scene. Greasy smoke trails up from the wreckage of some kind of heavily modified roadster smashed into a support column, the dented and flashing chassis of a Lawmaster spun on its side nearby. A damaged robot is busy collecting what looks like groceries and putting them into a bag it is carrying. The body of one of your fellow Judges lies sprawled out next to the scene, a black sheet bearing the Eagle of Justice covering him.

'It's Judge Edimann,' the Med Judge says as she walks over to you, her badge telling you her name is Cason, 'he did not make it. The vehicle was built to kill what it hits, and it struck Edimann dead-on.' She points at the wrecked car, 'The driver is not here... which means the perp should be on foot.'

'Find that driver.'



99 RED IN SECTOR 301



While Judge Cason guards Judge Edimann's body and readies it for transport, the Player Characters will need to investigate the scene and track down Caramel Joe and Connie. They can do this in a variety of ways, some of which are covered on the following page.

INVESTIGATE THE WRECKAGE

The characters will likely want to know as much about how Judge Edimann died as they can to understand what they are going to be looking for. Looking over the wreckage of the *Angler*, the Lawmaster and the street area surrounding the collision allows the Player Characters to make three different types of skill tests to obtain information about the scene. The skills in question are listed below with a list of facts discoverable under each one. For each successful skill test passed, one piece of the information should be given to the characters.

Drive (Wheeled)

- The vehicle did not try to stop until the last few metres before the impact, meaning the driver either did not see or *wanted* to hit Judge Edimann.
- There was another set of tracks in the street nearby but they were made by something with tracks and not wheels.
- Tire marks indicate the perp's car did try to swerve; away from the Lawmaster and *toward* Judge Edimann! This is looking more likely to be a homicide.

Investigate

- Lubricants and coolant leaked all over the street when the car's engine cracked; these could be used to chemically track anyone that might have walked away from the wreck.
- Two people left the scene and headed in the same general direction; a driver and a passenger.

Mechanic

- The safety restraints inside the car were not cut or torn but released manually using the latch. The driver and passenger (if there was one) were able to walk away from the wreck.
- The car was built with replaceable armour plates all over it, like some kind of makeshift war machine.
- The engine of the car is fuelled by a relatively primitive version of old petrol, a rare sight in the Mega-City.
- The frame of the car was reinforced and spring-loaded for impacts, as if the vehicle was designed to run into things and still function.

Using the information they have found, they should realise they need to head toward the western Hab Zone to find the perps in question.

LOOK FOR LOCAL SURVEILLANCE SYSTEMS

The Hab Zone is not thick with reputable businesses with security surveillance for the Judges to call upon for information and the area is notorious as a blind spot in PSU's coverage, there are other options to acquire vid-pics of what happened – revealing evidence that Judge Edimann was definitely murdered by the car's driver.

Any Judge that mentions looking around for cameras, vid-equipment, or other forms of surveillance should be allowed to make a Street Perception skill test (+2 DM) to see two potential surveillance options.

THE ROBOT

The first surveillance option the Judges could call upon is the navigational camera of the general purpose robot which was struck a glancing blow by Caramel Joe. When it finally managed to right itself it sent a message to Justice Department about the incident and began to gather the groceries it dropped (it had been doing the shopping for its elderly owner).

Accessing the robot's video storage information using their Override Card, any character needs to pass a Computers skill test (+2 DM) to download the data for replay on their Lawmaster's Synitron computer. If the characters are able to access this information read the following:

'Playback initiated...' the robot speaks as the images begin to scroll in fuzzy monochrome across the screen. You watch as the images zoom by, stopping when you see Judge Edimann's Lawmaster pull up to the curb. A moment later the perp's car blasts into the frame, smashing into Edimann and his bike. The image shakes slightly at the impact, and you can see a blurry set of feminine legs hop out of the wrecked car and run quickly away out of frame – the first glimpse of your perp!

Judges that watch the vid-playback can make another Street Perception (+4 DM) skill test to estimate the direction that the female perp (Connie Ways) ran off to.

CITIZEN HANDI-VID

A current craze in the city is of 'shock broadcasters,' where citizens take candid recordings of accidents and crimes, selling them to media stations. Clever Judges might consider someone in the crowd surrounding the scene might be carrying personal recording equipment, allowing them to see exactly what happened.

Through either direct intimidation using the Persuade skill or by quoting the letter of the law about withholding evidence using the Law skill (+2 DM), the Judges can get a shock broadcaster to come forward out of the crowd. This citizen is named Eddy Lenses.

If the characters get Eddy to hand over his vid-slug, they will see the entire wreck take place and have a great view of Caramel Joe and Connie Ways arguing before running off. The Referee should describe the vehicular homicide, getting up to the point where the car's occupants get out after they ran down Judge Edimann.

On the tape before you, the car's passenger, a young woman with an array of dreadlocks on her head, slides out of the vehicle feet-first. The car's driver, barely visible from the image's point of view, is shouting something at her and holding out his hand in demand. She is holding some kind of device and shaking her head. The sound of the recording is bad, but judging by her expression and how quickly she runs away toward Apeway and away from the driver... she did not want to give it to him, whatever it is.

Judges that see the vid-slug will automatically know Connie ran off toward Screechville, allowing them to follow her.

QUESTION THE CROWD

The Judges might decide to go amongst the assembled citizens to get some information from them, using the uniform and the badge to the fullest. Just by asking questions the characters will get some information from the citizens. Those pieces are listed below, along with whether or not it is a fact or fiction (in case they are checking for falsehoods with their Birdy lie-detectors).

- 'The driver was wearing a black combat vest and a helmet.' says a young juve. **TRUE**
- 'It looked to me like it was an accident. That drokhead couldn't drive!' says a tattooed citizen bearing gang markings. **FALSE**

There are a few other citizens in the crowd that know more than what they are letting on, trying to avoid dealing with the

EDDY LENSES

A young entrepreneur from the Hab Zone, Eddy has been selling his services as a shock broadcaster for months in order to eventually buy a small squatter's pad deeper in the city to get away from the Pit. He is a nice enough citizen and will gladly offer up his vid-slug to any Judge asking for it.

Str 6 (+0), Dex 8 (+0), End 7 (+0), Int 9 (+1), Edu 8 (+0), Soc 5 (-1)

Skills: Art (vid-filming) 2, Computers 1, Deception 2, Gambling 1, Gun Combat (pistols) 1, Mega-City Geography 2, Stealth 1, Steward 1, Streetwise 2

Equipment: Handi-Vid Camera with 4 hours of storage (2 used), 22 Credits

Armour: None

Judges to ensure they do not accidentally land any time in the Iso-Cubes. In order to draw these reluctant witnesses forward, the characters are each allowed to make a Persuade skill test (+2 DM) to convince someone in the crowd to give up their own bit of information.

- 'I have heard of these cars before, these death race contraptions, but never so deep into the city. Only out in the Zone. They kill each other for bragging rights for grud's sake!' says an unemployed salesman. **TRUE**
- 'When the driver got out he yelled at his passenger to 'give him the score tapes', and she ran off to get away from him.' says a young, scared woman who saw the whole thing. **TRUE**
- 'The girl definitely did NOT head toward Screechville, she would be foolish to do so. She went, uhm, toward sector 302', says a chimpanzee in a pinstripe suit (probably a gang member). **FALSE**

USE A LOCAL INFORMANT

If the characters do not obtain the information they need from the above sources, they can always look up one of their local Informants to try to get a lead. No matter what or who the Judges' informants are, they will offer up the following information:

'Grud, man,' your informant laughs, 'I knew you'd be looking for me when I heard one of you badges got greased, so I did my homework. The car belongs to one of the Bloodracers; scum from the Cursed Earth who drive around killing people and breaking stuff as a sport. I hear that one of the racers is hiding up in Screechville... but she ain't no ape, that's for sure. Look for a girl with bright red hair, a vid-pic rig and no friends up that way.'

WHAT ARE YOU, ROOKIES?

Although not likely for any decent Judge who has earned his badge, it might happen that the Player Characters cannot figure out where to go next or cannot call upon an Informant to help them. This adventure would be extremely short and boring if they were forced to call off their investigation at this early stage.

If this sad but possible instance becomes a reality, one of Med Judge Cason's informants will offer the information to *her*. She will then give it over to the Player Characters – along with a memo to the Justice Department concerning the ineptitude of these particular street Judges!

LOST IN SCREECHVILLE

By now the Player Characters have discovered that the female passenger fled the scene and headed into the dangerous environment of Screechville, home of notorious Ape gangs and of the nefarious Paulie Two-Peels. The Justice Department normally leaves Screechville to itself, but the murder of a Street Judge is a good enough reason to do otherwise. The Player Characters have to head on through the area, find the perp in question and take her into custody; or so they think.

When the Player Characters follow the leads and arrive in Screechville read the following:

You cross under the derelict bridge, rolling into the area of Hab Zone known as Screechville. Beams and climbing frames attach buildings on either side of the street together, allowing the occupants easy transit throughout the area. Food vendors, sales booths and the occasional ground car rolling across on a side street remind you that this section of



Justice Department Records Screechville

Founded in 2105 in the aftermath of the Apocalypse War, a number of apes moved out of their homes in the Jungle seeking a new beginning away from the gangs which plagued that neighbourhood. Moving to the isolated Hab Zone they quickly settled in a slum area and began to rebuild it. However there were, even in the beginning, gang members hidden in their numbers and these immediately began to set up rackets and soon crime became even more prevalent than in their former home. Screechville is now a valuable base for the criminal gangs and already some of the apes based here have begun to plot returning to the Jungle to take over the rackets of the criminals still based there.

the sector is still very much inhabited... by the descendants of Apes who moved here shortly after the Apocalypse War.

Beyond these first few streets lies the heart of Screechville, a few square blocks where humans rarely go. Home to organised ape gangs, it is a dangerous place to be anything but a genetically-enhanced simian.

Screechville is roughly a couple of square kilometres of cramped buildings, alleys and dilapidated structures owned by absentee landlords and the local ape gangs. Nothing and nowhere is exempt from the Law, but Judges are rarely called into Screechville to dispense justice – they always do so at their own peril.

HAVE YOU SEEN A FEMALE HUMAN?

Once the Judges enter Screechville, they will need to ask around if anyone had seen a young female human (perhaps with a rough description from any recordings they have seen or even showing the images on a bike's screen) come through this way. There is almost no computer or visual surveillance found in Screechville due to the rapid destruction of any PSU equipment installed there, making it essential for the Judges to instead talk to the locals – with some being more helpful than others.





99 RED IN SECTOR 301

UNCLE GRAPEVINES' NEWSSTAND

The Judges will see a large wood and plastean kiosk on the side of the road covered in various magazines, media papers, tabloids and local pulp rags manned by an orang-utan hanging from a climbing bar directly above his stall. If they go to him, he has the following greeting:

'Can I help ya?' says a long-limbed orang-utan loping forward from behind his newsstand, 'Seldom see so much law in Screechville.' He swings back and forth gently whilst hanging from the bar and then offers a brown-toothed smile, 'I have all the most recent editions. All legal and licensed. What can Uncle Grapevines do for you fine servants of the Big Meg?'

The orang-utan is a local media salesape called Radimus Grapevines and he is a fantastic informant to utilise concerning anything that goes down in Screechville. He does not hold much 'species pride' for his fellow apes who have turned to criminal life, as he enjoys his legal media licenses and does not want to risk them for anything.

If asked about the human girl, Grapevines will give the following information:

'Oh yeah,' he says, pointing down the street with his long arm, 'she came through in a hurry and headed into Two-Peel's turf. You probably already know that Umpty-headed

RADIMUS 'UNCLE' GRAPEVINES

An ancient orang-utan, Radimus Grapevines always enjoyed reading and telling the stories he found in discarded pulp magazines as a young ape in the city. He enjoyed it so much that he pursued the licensing to be THE local distributor for all printed media in Screechville! This has also led him to be better spoken and well read than most of his neighbours.

Str 10 (+1), Dex 10 (+1), End 11 (+1), Int 8 (+0), Edu 6 (+0), Soc 7 (+0)

Skills: Athletics (co-ordination) 2, Carouse 1, Investigate 1, Melee 0, Persuade 1, Stealth 1, Streetwise 2

Equipment: 30 Credits, Keypass to Newsstand.

Armour: None.

Traits: Apes can detect enemies by their scent alone. They automatically detect all enemies within 10 metres by their scent, increasing to 20 metres if they are downwind, or decreasing to 5 metres if they are upwind.



gorilla, don't you?' He shrugs, 'I don't know what that little girl would be doing hangin' about with that simiopath... but that's where I saw her go.'

CHIMP CHUMPS

Just down the street from where the Judges entered Screechville they will see a pair of young chimpanzees lounging around on top of a derelict car. The Judges may want to question these two potential informants, heading over to where they are. If they do, they should receive the following scene:

Two chimpanzee juves, wearing pleather jackets and adorned with spray-painted fur tufts likely to mark themselves as 'different' from adults, are sitting on an old abandoned Waycruiser 2010, tossing a ball back and forth. As you begin in their direction one sniffs the air and both look in your direction. Hurriedly and suddenly they leap down from their seats and bound into a nearby alleyway.

The two chimpanzees belong to the juve ape graffiti gang known as the Screechville Painters. Several gang members are currently involved in a major graffiti project in the alleyway, and the fleeing pair were on the lookout for rival gang members and other complications – a category which the Judges happen to fall into!

When the Judges turn the corner into the alley, they see the following:

'Judges! Hit the vines, Painters!' one of the chimpanzees shrieks out as your silhouette fills the entrance to the alley. A huge and elaborate violation of Code 9:Section 4 – the wilful defacing of Mega-City property – is taking place. A dozen or more chimpanzees in similar pleather outfits are in various positions throughout the alley, cans of spray paint polluting your city with a gigantic crimson and vermillion banana tagged repeatedly with their gang-names.

Some of the chimps are already climbing ropes and bars into the upper levels of the building to escape but a few foolish perps have chosen to stand and resist arrest.

'Time to go, skinfaces,' the lead one says, drawing his pistol and taking aim...

There were a total of 15 chimpanzees working on their scrawl, with eight of them choosing to flee by climbing through the windows above the alley, leaving seven to try to make a stand against the Judges. They will try to fight the Player Characters as long as they still have even or better numbers against them. As soon as enough chimpanzees go down to give the Judges numerical superiority, the rest will surrender.

SCREECHVILLESCRAWLERGANGER(8)

Members of the (mostly) juve gang of chimpanzee scrawlers, the Painters want to mark up as much of Screechville as they can with colourful – and illegal – pictures of their favourite things!

Str 8 (+0), Dex 10 (+1), End 7 (+0), Int 6 (+0), Edu 5 (-1), Soc 4 (-1)

Skills: Art (Scrawling) 1, Athletics (co-ordination) 4, Athletics (strength) 2, Gun Combat (pistols) 0, Melee (appropriate to weapon) 1, Streetwise 1, Tactics 1

Weapons: Four gangers carry Clubs (2d6), three gangers carry Knives (1d6+1) and one carries a Spit Pistol (3d6-3) with 8 bullets in it.

Equipment: Cans of Spray Paint (various colours), one ganger is carrying a small baggie of Mega-Skunk ganja.

Armour: Pleather Jackets (2).

Perp Desperation Level: -3

Traits: Apes can detect enemies by their scent alone. They automatically detect all enemies within 10 metres by their scent, increasing to 20 metres if they are downwind, or decreasing to 5 metres if they are upwind.

When the fight with the scrawlers is over, the Judges can question any of the surviving chimpanzees (if any) about Connie Ways before the catch wagon comes to take them away to the Mega-City Zoo. They can provide the following information:

- They saw a human girl head into Paulie Two-Peels' turf... which in all likelihood means she is already dead.
- The girl was carrying some kind of vid-cam but she was not recording anything while she jogged through Screechville.

SKYSURF'S UP

A rare sight in this area, a human with a power board under his arm is walking across the street up ahead of where the Judges entered Screechville. Although low-altitude skysurfing is illegal in Mega-City One, he might have seen or heard something about the Judges' perp in the area. If they decide to go and question the skysurfer, he will greet them openly:

'G'day officers,' the long-haired man says with a smile, his voice bearing a thick accent, 'if this is on account of my surfs, I swear I never dip below the no-fly line. The apes mostly leave me be if I don't go lookin' 'em in the eyes, y'know?' He suddenly looks worried, a wrinkle creasing his brow, 'That isn't illegal, is it, mate? Being a human in Screechville?'

The skysurfer is an out-of-towner visiting from Oz named Reid Waters, having come to Mega-City One to practice urban surfing, and he does not want any trouble from the local Judges. The Oz Judges might be lenient and somewhat forgiving where he is from but he is well aware what the Law is like in the Big Meg!

Reid has been doing a little low-altitude skysurfing, which allowed him to see the young woman run off toward the far blocks of Screechville, but he does not know how to give the information without incriminating himself. If the Judges simply ask what he has seen openly and without trying to Influence him, he will respond:

'A young Sheila? Sure I saw one,' he says, turning to face



REID 'SURFABOUT' WATERS

Practising to be a challenger in the next Supersurf Challenge in Oz, Reid is a very skilled skysurfer and a generally pleasant man. He would never willingly hurt anyone if he could help it, but he just does not see the purpose of a law that cites where he can and cannot surf!

Str 6 (+0), Dex 11 (+1), End 7 (+0), Int 7 (+0), Edu 6 (+0), Soc 5 (-1)

Skills: Athletics (co-ordination) 2, (flying) 3, Carouse 2, Deception 1, Flyer (power board) 3, Mega-City Geography 1, Melee (unarmed) 1, Persuade 1, Stealth 1, Streetwise 1

Equipment: Cloudraker Model X7 Power Board, 110 Credits.

Armour: Sports Armour (6 vs. melee).

Perp Desperation Level: -1

the deeper blocks of Screechville, 'she was headed down that a way. Di'nt see her for too long, though,' he laughs, 'an' I doubt I ever will again, y'know?'

If the Judges try to Influence Reid, he will try to pass a Deception skill test to avoid looking guilty of low-altitude skysurfing when he gives the above information. If the Judges sense he has broken that Law and try to arrest him for it, he will try to hop on his power board and escape. He will not fight, and he will do his best to flee the city completely, heading back to Oz as soon as he can.

Whoever the Judges decide to get the information from (and how), they should now be aware that their quarry can be found deeper in the Screechville blocks – in an area claimed by a local ape gangster named Paulie Two-Peels.

DA SWINGER DON'T SCARE FOR NO JUDGES

Heading after Connie Ways into Paulie Two-Peels' territory, the Judges will run into a bit of trouble with Paulie's gang. They know they have something special in Connie's vid-tape and they are not ready to give it up – even to a group of Judges!



When the Player Characters venture into the territory they have been told was Two-Peels', read the following:

A group of chimpanzees and gorillas walk toward you in the middle of the street. They are wearing an assortment of suits and hats that remind you of the days of Don Apelino, but none of them seem armed; at least not openly.

'Joey da Swinger knows youse Judges is coming,' one of the lead chimps says, 'and he says that he wants to have a sit downs wid youse.' He gestures toward a nearby building, 'C'mon then...don' go keeping Joey waiting.'

There are nine members of Two-Peels' gang (six chimpanzees and three gorillas) in the group and they will not attack the Judges (Paulie told them not to), but will defend themselves if the Player Characters decide to go ahead and start a fight with the gang in the street, use the statistics found in the next section. If this is the case, Paulie himself will come out shooting in the third Combat Round of the conflict along with the fourth Gorilla, leaving Connie tied up inside the building along with her vid-tape.

If the Judges decide to use discretion and go ahead and have a sit down with Paulie, they can move on to the next section.

DINNER AND A MOVIE

If/when the Judges accept Paulie Two-Peels' invitation to 'have a sit downs', they will be escorted into a nearby building – the Past-a-rama Luncheon Diner. The Past-a-rama was a bustling pasta and soystick restaurant but has fallen into hard times as the mob has run it down. It is now used by Two-Peels as his headquarters and his favourite place to get a bite to eat (having retained the services of two of the original cooks), with few non-gang members coming here to eat anymore.

When the Judges are brought to the Past-a-rama, they get the following introduction:

You walk through the smoked glass doors, apes to the front and rear of you, and you notice the last chimp turn the faded cardboard Open sign to the Closed side as he shuts the doors behind him. The restaurant dining area is mostly empty, with just a few tables set up in the centre of its cracked, dirty tiled floor. Seated at the centre table amidst several heaping bowls of oddly-coloured foodstuffs smelling somewhere between an overcooked munceloaf and stale flour is a huge gorilla. He is well-dressed in a pinstriped suit and holding the spiked leash tied around the neck of a young girl, who is clad in sport armour and topped by a ring of bright dreadlocks.

'Youse are just in time,' the gorilla says, holding up a vid-cam tape, 'we were just about to watch this here movie again. You'll love it. It's got action, adventure, and ends with a street-smeared Judge.' He stuffs a fistful of bright yellow noodles dripping with fire-squad red sauces into his mouth. 'I'm Joey da Swinger, and this here is Paulie Two-Peels's block. Whaddya want?'

'They's been askin' about your new dolly, Joey,' chimes in one of the nearby chimps.

'Oh really?' Joey seems intrigued, 'Well, finders keepers. Unless of course, you can make me an offer I just couldn't refuse, y'know?' He snaps his sauce-covered fingers, splattering the chequered tablecloth with red droplets, 'Nicky, Bobby, Tony, Alphonse... get the doors. We don' want anymore guests, now do we?'

The Judges are now trapped in a closed building with six chimpanzees, four gorillas and Joey himself. Joey is open to negotiating for Connie and the vid-tape's release.

Paulie Two-Peels wants a private visitation with Spitgun Zook (Paulie's uncle) and Ooga Junior (Paulie's godfather) at the Mega-City Zoo so he can try to get their blessing on taking over the rackets in the Jungle. He will wear a mini-vid recorder to show the rest of the ape gangs, of course, but all he needs is to show his family members nodding their regressed simian heads when he asks for their blessing – something that he cannot rightly do from outside the Zoo restraining system! This is what he wants from the Judges in exchange for Connie and her tape. Unless he can get the blessing of these two respected and powerful apes (who are both locked up for life at the Zoo) it is unlikely he can muster enough strength to take over those rackets on his own.

The Player Characters could deal with this situation in a variety of ways. They could try to claim Connie is under arrest and try to Persuade or Influence Joey to hand her and the evidence over; especially if they explain that holding either is a crime if the Judges demand it. They could use Deception to convince Joey that they will arrange for Paulie's Zoo meeting or perhaps they might try to call in a few favours to make it happen.

If a peaceful (if not necessarily honest) accord can be reached, Joey will hand over Connie Ways and the vid-tape to the Judges, reminding them to 'Stop by and do business, anytime.' Joey is a brutal gangster and a habitual lawbreaker, but he knows the gang is still small in comparison to the power Don Uggie had at his peak, and will play it safe

around the Judges until he controls all of Screechville and the Jungle— something which might bring Paulie Two-Peels into the limelight in later Judge Dredd adventures.

The Player Characters could also choose the more direct route, citing Joey with at least a Code 23:Section 6 (Obstructing a Judge's duty) and demanding his surrender. If they do this however, Joey will resist arrest – as will half of his gang. If the Judges do try to make arrests, instigate conflict or otherwise do something that angers Joey, the big gorilla will have the following to say before the Referee calls for Initiative rolls:

'What?' Joey growls, rising to his full two-and-a-half metre height, knocking his stool behind him with a clatter, 'I offer youse my hand and you slap it back? Uncle Joe was right! The only good Judge is a dead Judge!' His sauce-covered hand goes under the table in a flash, coming up with a dreadfully large hand cannon! 'No Judge leaves this room on his feet!'

A direct and standard combat with the Two-Peels gang, who have the Judges outnumbered, will be difficult and very bloody – exactly what the Justice Department trained the Player Characters for! Between the advantage of the standard equipment of a Street Judge, the ability to call in reinforcements and the powerful ability to Make Arrests (see page 75 of *Judge Dredd*), the Player Characters should be able to play it smart and come out on top.

During the combat, Paulie will only fight until one of his physical Characteristics (STR, DEX or END) is brought to less than 5. If this happens (and Paulie is still conscious), he will call for his gang to 'Leave the girl and scram!', retreating along with any gang members that are not under arrest, unconscious or dead.

Connie will not fight at all. She will just dive under the nearest table and try not to get shot!

If needed, the statistics for the gang members, Connie and Paulie are located on pages 14–15:

Either when the combat is over or when the Judges take custody of Connie Ways, they will have a chance to talk to her and get important information from her (and her vid-tapes) in the next encounter section.

CONNIE TELLS ALL

Once the Judges have Connie and her vid-tapes in custody, they will charge her with playing a part in the Code 99: Red

and tell her that she is headed to the iso-cubes for life. When she is told this, she will break down and cry immediately, giving the following confession/testimony against Caramel Joe:

'No, no,' she says, tears turning her dark eye makeup into black streaks down her cheeks, 'I didn't want to do it! It was Joe, Joe and his vendetta against that fat chump Grunter! Look, look, see for yourselves!' she says, pointing to the vid-tapes, 'It's all right there! I tell him not to try the Big Meg Run, and he goes ahead and does it anyway! That's why I left him back there... I promise... oh grud, don't put me in those boxes...' she looks pleadingly up at you.

'I will tell you anything you need to know to nail that drokker to the wall.'

Whether or not it commutes some of her sentence will be up to the Player Characters, but she is telling the truth about not wanting to follow Grunter Leadbelly into Mega-City One and she *does* have audio evidence that proves she tried to dissuade Caramel Joe. Regardless as to how long she will be taken away for her role in the crime, Connie Ways will give up all of the following information:

- They are all part of a Bloodrace League based in Democracy Falls, a Cursed Earth city to the west.
- Her driver is Caramel Joe (she will point his face out on the vid-tape for surveillance), the perp who killed Judge Edimann.
- It was one of the Winners' Circle members named Diesel Williams that proposed points for racing in Mega-City One.
- The other racer was Grunter Leadbelly, a fatty from Democracy Falls. He probably took off as soon as he heard that Joe wrecked the *Angler*. He would need to get his score-tape back to D-Falls in order to earn his placing in the race.
- She knows where the racers got in and out of the Hab Zone. It is a large sewage conduit that has been under construction for several months, and is just big enough for a racer to drive in from the Cursed Earth. She will tell them *exactly* where that place is.
- She knows that Caramel Joe was planning on running straight to that sewage conduit to escape. She thinks the Judges should try and catch him there; if she has to do time for his crime, so should he!

After she gives her information, she will be taken away (probably along with any arrested apes) to serve the sentence the Player Characters have given her. This will leave the Judges to get back on their Lawmasters and head to where Connie (or her vid-tapes) told them they would be able to intercept Caramel Joe.



TWO-PEELS' GANG CHIMPANZEES (6)

Considered the foot soldiers of the Two-Peels Gang, the chimpanzees do what Joey or Paulie tells them to in order to survive. A number of them served under Don Uggie but were never strong enough to carve out some territory for themselves before the gorillas took over.

Str 9 (+1), Dex 10 (+1), End 7 (+0), Int 7 (+0), Edu 5 (–1), Soc 6 (+0)

Skills: Athletics (co-ordination) 4, Athletics (strength) 3, Gun Combat (pistols) 1, Melee (unarmed) 1, Streetwise 1, Tactics 1

Weapons: Each chimpanzee carries a set of brass knuckles that turn their Unarmed punch into a lethal weapon (2d6–2).

Equipment: 2d6 Credits each.

Armour: None.

Perp Desperation Level: –1

Traits: Apes can detect enemies by their scent alone. They automatically detect all enemies within 10 metres by their scent, increasing to a 20 metres if they are downwind, or decreasing to 5 metres if they are upwind.

TWO-PEELS' GANG GORILLAS (4)

Paulie's four lieutenants (Nicky, Bobby, Tony and Jerome), the Two-Peels Gorillas are all cousins to Paulie and will stick by his side through thick and thin. They are brutes that let Paulie do all their thinking for them.

Str 12 (+2), Dex 8 (+0), End 10 (+1), Int 5 (–1), Edu 5 (–1), Soc 6 (+0)

Skills: Athletics (co-ordination) 2, Athletics (strength) 4, Gun Combat (pistol) 1, Melee (bludgeon) 3, Streetwise 1

Weapons: Each gorilla carries a wood or metal baton (2d6) and a Hand Gun (3d6–3) with a full clip (20 bullets).

Equipment: 3d6 Credits each.

Armour: None.

Perp Desperation Level: –2

Traits: Apes can detect enemies by their scent alone. They automatically detect all enemies within 10 metres by their scent, increasing to a 20 metres if they are downwind, or decreasing to 5 metres if they are upwind.

JOEY DA SWINGER

The nephew of Joe Bananas, one of Don Uggie Apelino's most trusted lieutenants, Joey aspires to one day inherit the gang from Paulie Two-Peels. He is huge, even for a gorilla, and he is not unintelligent. If he gets enough of the Jungle to follow him, he could be even bigger than Uggie Apelino ever was.

Str 13 (+2), Dex 9 (+1), End 11 (+1), Int 8 (+0), Edu 6 (+0), Soc 7 (+0)

Skills: Athletics (co-ordination) 3, Athletics (strength) 4, Carouse 1, Deception 1, Gambler 2, Gun Combat (pistol) 2, Leadership 2, Melee (club) 3, Persuade 2, Streetwise 2, Tactics 1

Weapons: Paulie is carrying a modified hand cannon that can be used as a pistol (3d6) or as a club (2d6) with only 12 bullets.

Equipment: Two pieces of Umpty, 522 Credits.

Armour: Armoured Jacket (2).

Perp Desperation Level: -4

Traits: Apes can detect enemies by their scent alone. They automatically detect all enemies within 10 metres by their scent, increasing to a 20 metres if they are downwind, or decreasing to 5 metres if they are upwind.

CONNIE WAYS

A 'professional' cam-navigator for the bloodracers in Democracy Falls, Connie has worked for the Heralds of Zion gang for almost a year and never questioned her role. When Caramel Joe killed that Judge however, she decided that she wanted to seek a new line of work – anything to stay out of an iso-cube for life!

Str 6 (+0), Dex 9 (+1), End 6 (+0), Int 8 (+0), Edu 7 (+0), Soc 5 (-1)

Skills: Art (vid-filming) 3, Computers 1, Deception 1, Drive (wheeled) 1, Gun Combat (pistols) 0, Navigation 2, Stealth 2, Streetwise 1, Survival 2

Equipment: Vid-cam rig, four vid-tapes (two blank).

Armour: Sports Armour (6 vs. melee).

Perp Desperation Level: +0



SOMETHING STINKS IN THE HAB ZONE

Moving to where Connie's information told them to try to catch Caramel Joe, the Judges meet at a large sewer conduit system that has been on the records as being 'under construction' for nearly two years. It has clearly been lost in the system and those who know where it is have been taking advantage of this for quite a while.

When the Judges arrive at the MegWest side of the sewer conduit, they will find the following scene:

Just as your information said, there is a huge ramp leading down into the sewer conduit system here at the western edge of MegWest. The ramp is nearly five metres wide and descends at a sharp 60-degree angle. Assembled around its exit leading into MegWest are several makeshift kiosks, stands and salesmen. They are selling an assortment of maps, currency, anti-rad medications and even modern Mega-City fashion!

'Pack it up!' one shouts as he sees you, 'Judges!'

The Player Characters can enjoy making a few Code 18: Section 3 and 8 arrests if they want to, but they should be far more interested in the perp jogging through the sewer conduit at the same time as they arrive. Caramel Joe is about halfway through the 2 kilometre conduit-way and he can hear the echoing cries about the Judges – leading him to redouble his escape efforts immediately!

CATCHING CARMEL IN THE SEWER

The sewer conduit runs parallel to Hell's Highway, only it exists *under* Nuke Alley. Caramel Joe traded a few of his personal belongings for survival gear and some anti-radiation medication before heading down into the tunnel. He is getting tired, however, and has started to slow down.

The Judges should have no trouble reaching him on foot if they have to, but they will catch up to him in a few minutes if they are riding their Lawmasters. When they do read the following:

'Oh drokk!' Caramel Joe shouts as he looks over his shoulder to see you coming for him, 'No! No! No!' He has surprising stamina for a Cursed Earth inhabitant, running as fast and as steady as he does away from you, but nobody escapes the tenacious grasp of the Law.

WHAT IF CONNIE DIED?

It is unlikely for Connie Ways to be killed during the course of apprehending her but bad decisions or die rolls can result in the strangest of happenings. If Connie is somehow killed before she can divulge her information, her vid-tapes will document all of these things as well but it will take several hours to look them over. If this occurs, the Judges will not intercept Joe at the sewer conduit, they will instead find him killed on their way to Democracy Falls in the chapter *Across the Cursed Earth*.

'Aargh!' he groans as his foot slides on something beneath him, spinning his leg out from under him and sending him toppling to the muddy, oily ground. You cross the remaining distance in a moment, surrounding him as he flops over onto his back. 'I... I surrender,' he gasps, holding up bloodied hands to you.

Arresting Caramel Joe is easy. He is a Bloodrace driver without a car, a gang member several hundred kilometres from his gang and a decent shot without a gun. He knows that he cannot hope to evade a single Judge right now, let alone a whole team of them – and he is not suicidal.

CARMEL JOE

A seasoned Bloodrace driver and one of the leading members of the Heralds of Zion gang out of Democracy Falls' northern territory, Joe has survived and placed well in each of his 12 previous Bloodraces. He is overly confident and is physically attractive, sometimes using those qualities to be a 'ladies man' wherever he can flaunt his racer's jacket.

Str 7 (+0), Dex 10 (+1), End 8 (+0), Int 8 (+0), Edu 7 (+0), Soc 7 (+0)

Skills: Athletics (co-ordination) 3, Carouse 1, Deception 1, Drive (wheeled) 4, Gun Combat (pistol) 2, Mechanic 2, Navigation 1, Persuade 2, Streetwise 1, Survival 1

Equipment: 10 days' worth of Muncebars, 2 doses anti-rads.

Armour: Racer's Jacket (4).

Perp Desperation Level: -2

A PRIORITY SUMMONS

Once Caramel Joe has been dealt with, and the Player Characters are getting ready to get back to whatever duties they were involved with before the murder of Edimann, they will receive the following priority summons from the Justice Department:

'Good work, Judges,' the familiar voice of Sector Chief Uris, 'but this thing goes way deeper than just the unfortunate loss

of Judge Edimann. I need you to report to the Sector House immediately for briefing. Congratulations, Judges, you just got promoted to a specialist unit.'

This summons comes directly from the Sector Chief himself, meaning that any Player Character that is not unconscious or dead should follow his orders and get to the Sector House, bringing with them any of the team who cannot do so under their own power.

99 RED IN SECTOR 301



THE JUSTICE FILES

'Welcome to Democracy Falls; where opportunity doesn't knock...it knocks you down and runs you over.'
— Rudy Beamer, Oldest Member of the Winners' Circle

Democracy Falls is a large and imposing place for the uninitiated, especially for the nomads and vagabonds of the Cursed Earth. Although it is nothing compared to a Mega-City, it is rare to find anything larger than a small village out in the wastes.

This chapter serves two purposes. It is the briefing by Sector Chief Uris for the Player Characters, providing the arrest orders for those in Democracy Falls responsible for the murder of Edimann. It also provides in depth information on the city; allowing Referees to use the rest of Democracy Falls in any way they desire – even making it the sight for new investigations in the future.

THE BRIEFING

After the Player Characters have dealt with Caramel Joe (and possibly many other perps) they are ordered to return to the Sector House.

Once they have returned to headquarters and followed their orders to the Eagle-16 Briefing Room (on the 52nd floor), the following scene unfolds:

'Attention, Sector Chief!' barks Judge Berkeley, the chief briefing officer of the Sector House. You snap to your feet as Judge Uris enters the briefing room.

'Afternoon, Judges,' Uris says as he walks in, 'you may be seated.' Continuing as you do so, he drops a thick file folder on each of your desks as he walks around the room, 'Congratulations on catching the killers of Edimann, however it is certain others are equally to blame for the crime.' He flicks on a vid-emitter and the screen at the front of the room comes to life to show a map of mid-central Cursed Earth, a small area south of the Lakes highlighted and blinking.

'This is Democracy Falls,' he says, pointing to the small area, 'and it has been ignored for far too long. Ever since the first days of its existence came to the Senior Judges back in '84 it has been a centre of lawlessness out there in the wastes. The reason we never took any action against the perps there in the past was because they gave us no reason to, we have had far too much on our plate to consider the use of manpower

and resources worthwhile, they kept themselves out of our business and we overlooked some of their more questionable activities. This is now going to change.'

'Democracy Falls is the home of the Bloodrace, a violent sport, a race where inflicting damage and death is as important as speed and crossing the finish line first. We thought we could ignore the bloody sport as long as they kept to themselves. With this outrage,' he drops Judge Edimann's cracked badge on the desk, 'we cannot ignore the Bloodraces any longer. It is time to bring justice to Democracy Falls.'

'As the dutiful officers that brought the first racers to bring their sport to Mega-City One to justice,' he paces the front of the room, 'you are to become the first Justice Department units to enter the city for many years. We will prepare you for the Bloodrace itself, for reasons which will become clear, and you will take a crash course, literally, in offensive driving techniques. You will then cross the Cursed Earth, get to Democracy Falls and judge those responsible. We could overlook their criminality for only so long it seemed, before it came knocking at our back door.'

'We have informants within the city and they report that all is not well in their ruling council, we suspect Edimann's death was part of some sort of power play between the factions. I doubt they expect a determined response, given our current manpower resources, we will make sure they pay for that miscalculation.'

'Do not expect to just waltz in and be able to gun down the leaders, they are well protected and even a strong force of Judges would find such a proposition difficult. Our intelligence indicates you will be able to find allies in the place able to aid you, or they will find you. Be patient, set yourself up in a temporary headquarters and then wait for an opportunity to hunt the perps down. You are not expected to bring all the perps in the place to justice, but you should be able to ensure they do not think so lightly of us in the future!'

'Look over the files in front of you, get familiar with Democracy Falls and prepare yourselves for a different style of serving justice. When you are done, report to the alpha vehicle park,' Uris says as he brings the lights in the room back to normal, 'Tek Judge Rawlings will get you ready to go after these Bloodracers.'

'Dismissed.'

Uris will not wait around to answer too many questions but he will offer the following bits of information if he is asked about them:

- Democracy Falls is run by the most accomplished of gang racers and it is they who put on the Bloodraces.
- Anyone is allowed to come into Democracy Falls and try to make a living, even Judges. They feel secure in their power and believe us to have other priorities to bother with overthrowing the established order.
- Anyone who 'places' in a Bloodrace by scoring enough points is invited to a celebration with the city's leaders.
- There are a limited numbers of cars in each Bloodrace.

Once the Player Characters are ready to move along, heading down to the vehicle park as ordered, they will be able to begin the chapter *Across the Cursed Earth* (starting on page 35).

THE DATA ON DEMOCRACY FALLS

The remainder of this chapter is a collection of information about the Cursed Earth location known as Democracy Falls. Most of the information should be considered as part of the file given to any Judge who asks the MAC about the place. There have been many narks, informants and undercover scouts who have lived in Democracy Falls, all adding to the extensive files found on the locale.

Throughout the rest of the chapter there will be several sidebars and inserts that are for 'Referee Access Only', these are pieces of information about Democracy Falls nobody at the Justice Department would know – unless they played a direct part in these events. These facts are useful to Referees who are running games set in or dealing with Democracy Falls.

THE HISTORY OF DEMOCRACY FALLS

Before the Atomic Wars, before so much of the countryside was turned into the Cursed Earth, there was a bustling city in middle America called Indianapolis. This city, considered the 14th largest in the country before the Mega Cities came, was home to more intersecting highways and interstate roads and railroads than any other, making it a shipping and transportation hub of world-class proportions. The city's use of automobiles for so much transit made it a natural home for

one of the world's most famous car races – the Indianapolis 500. This race would bring millions of dollars to the city each year, becoming one of its greatest annual events.

Then the bombs began to fall and the world turned to chaos around it.

The Atomic Wars took a toll on Indianapolis, turning much of its raised highway and road structures to huge walls of rubble, rebar and asphalt slabs as large as pre-fab housing. The highway system surrounding the city, highway 465, almost completely collapsed into a solid ring of obstruction around all of the populated area of Indianapolis. With few exceptions, the city was cut off from the outside world.

Receiving no aid from beyond the wall of destruction, Indianapolis turned in upon itself, its neighbourhoods and living sections quickly huddling together to form small baronies, or *gangs*. The gangs turned the anarchic city into their bloody playground and soon the city was just like everything else in the Cursed Earth – dangerous, predatory and lawless.

In 2076, a few years after the bombs stopped falling and the radiation in the land had taken its toll on the world, a pair of ingenious gangers escaped from Mega-City One – Gerry Leadfoot and Earhouse Jr. – discovered the gigantic wall of rubble in the middle of the Cursed Earth. They climbed the wall and discovered the remains of a fine old city lurking there. Having a large amount of stolen anti-radiation medication and two working spit-guns, they quickly conquered some of the remnant gangs and created their own force. They sought to turn this post-war ruin into a home in the Cursed Earth in which they could live out the rest of their days.

This new gang pushed deeper into the city, creating alliances and eliminating enemies along the way. Eventually the Gerry and Earhouse discovered the old downtown area of the city, seeing that a gas line explosion had torn open the ground and created a massive rent in the streets and blocks. The city's natural river and canal system was flowing down into the crater from a dozen different directions, resulting in a beautiful cascade of waterfalls that flow down into a huge pool 50 feet below the street's surface.

It was there, at the Downtown Falls, that Leadfoot suggested to Earhouse that they set up a government to keep the city-survivor gangs from killing each other (and themselves!) any longer. Earhouse refused, claiming that tyranny like the Judges has no place in their new city. When Gerry countered with a proposal for democratic vote (he was a supporter of an underground Democracy Movement in Mega-City One), his partner simply pulled his spit-gun and filled Leadfoot with slugs. As Gerry fell backwards into the watery hole,

Earlhouse laughed. He claimed sovereignty on his new city; this place he would sarcastically call 'Democracy Falls' in memory of its co-founder.

Earlhouse Jr. only managed to keep control over Democracy Falls for six months before someone else killed him and decided to take his place, a psi-enhanced mutant named Uriah who had a revolutionary idea on how to run Democracy Falls. He carved the city up into its important sections, based on the most powerful gangs in existence and the resources that each area provides to the city. Only the gangs strong enough to hold their territory would be able to prosper.

Uriah's idea became a reality when he called the leaders of the eight most prominent gangs together downtown – subjecting them to his powerful telepathic suggestion to make it so. The gang leaders returned to their home turfs and began to organise things by Uriah's grand plan, creating the territory system that has persisted ever since.

It was not until 2082 that the Bloodraces began. A clever gang leader called Axel in charge of the territory known as Speedtown uncovered the buried racing museum and learned about the prestigious history of the Indianapolis 500 – and was inspired to begin a new sport. This new adrenaline rush combined the skill and thrill of fast-paced race car driving with the gang violence common to the Cursed Earth. Axel began to hold the Bloodraces as invitationals, testing his prowess and vehicle-craft skill against others who he had shared his vision with.

Bloodracing spread like wildfire. By 2084, Axel and his Speedtown gang had amassed a tremendous amount of clout and prestige in Democracy Falls. So mighty had Speedtown become that Axel's influence became a threat to the other gang leaders living by Uriah's Code. They collectively played to Axel's pride and challenged him in a massive all-gang Bloodrace not only for betting and credits – for the control of Speedtown. When the race began and all the drivers revealed their intentions, aiming their vehicles at Axel and Axel alone, he suddenly realised his reign – *and his life* – was over. It was with Axel's demise that Bloodracing became the providence of all territories, not just Speedtown. From Axel's death on, Democracy Falls was no longer controlled by one single gang leader; it became the rule of the seven highest scorers from the seven main gangs – the Winners' Circle.

Using the Bloodraces and the various resources managed by the gang territories, Democracy Falls began to make a name for itself on the lips of many Cursed Earth rovers – and eventually even some citizens of Mega-City One. When word reached the Justice Department about a 'lawless city in the Cursed Earth', specialist Judges were sent to investigate. These Judges came expecting a fire fight, or at least some

kind of opposition. When they arrived, they were welcomed with smiles, clean water and mass produced food products.

Under the iron-fisted rule of the Winners' Circle and the exciting rush of the highly regulated Bloodrace sport, Democracy Falls was actually a thriving community. It was dangerous, deadly and outside the Judges' idea of the Law...but it was thriving. With other priorities, and given the non-threatening nature of the place, the criminality was overlooked, although spies and informants kept an eye on the place to ensure it remained no threat to the safety of Mega-City One.

Since then Democracy Falls has stayed in a general state of self-reliance and self-government based around the Bloodraces and newcomers coming in from the Cursed Earth. This state remained until today, when suddenly the Bloodraces came to Mega-City One.

THE GEOGRAPHY OF DEMOCRACY FALLS

Democracy Falls is roughly 600 square kilometres in area, sitting a little over 200 kilometres south of the irradiated great Lake Michigan and 400 or so kilometres outside of the MegWest boundary. Within its collapsed but reinforced rubble wall there are over 5,000 inhabitants living an acceptable life despite being deep in the Cursed Earth wasteland.

THE FOUR-SIX-FIVE

The first and most notable geographical feature of Democracy Falls is the Four-Six-Five – a 20-foot tall wall that rings the city. Made from the chunks of collapsed overpasses, asphalt and raised steel barricades, the Four-Six-Five is the main form of protection Democracy Falls has against Cursed Earth incursions or would-be trespassers. Crude anti-personnel mines are hidden throughout the wall and there are only four notable entrances along its length. Three mechanically-opened gates laden with barbed wire and spikes sit at protected places in the northeast, northwest and southwest corners of Democracy Falls and are monitored and operated by the gangs that control those territories.

The main entrance and exit to the city lies at Eastgate Way, a large hole in the Four-Six-Five with no gate, policed by the mercenary hirelings of the Winners' Circle. Ten heavily armoured guards watch over Eastgate Way at all times armed with the best weaponry Democracy Falls has to offer. It is their responsibility to make sure aggressive outsiders do not gain entry to the city; only those who are ready to abide



TRI-RIVETER CANNON

A heavier version of the infamous Democracy Falls-produced weapon systems found on many Bloodrace cars and used by gang enforcers, the tri-riveter spits rivets at a remarkable rate and some penetration power.

Weapon	Range	Damage	Auto	Recoil	Mass (kg)	Magazine	Cost (Cr)	Ammo Cost (Cr)	Notes
Tri-Riveter Cannon	Ranged (assault weapon)	4d6-2	8	3	50	200 (drum)	1,000	25	Suffers a -1 DM to hit; Ignores 3 points of Armour Protection

by the laws of the Winners' Circle are allowed beyond the wall's entrance. Anyone who comes to the city looking for a fight will get one – in the form of four especially crafted tri-riveter cannon emplacements at the corners of Eastgate!

The wall itself of the Four-Six-Five is constructed to keep ground vehicle and foot traffic from entering Democracy Falls apart from through the designated entrances. Guards are placed on patrol along the whole length of the wall but the construction and dangerous hindrances built into the Four-Six-Five make unexpected crossings rare.

SPEEDTOWN AND THE BLOODWAY

Both the main reason why outsiders come to Democracy Falls and where inhabitants go for their violent sports entertainment, Speedtown is the western territory of the city controlled by the Winners' Circle. It is where the official Bloodrace events are organised and run (see page 32), making it a strange city-within-a-city constructed to serve as the arena for these gala spectacles.

Speedtown is sectioned off from the rest of Democracy Falls by a series of patrolled barricades on the street level, with the elevated stretch of road called the Bloodway sprouting out of it to extend across the city. Beyond the barricades, Speedtown is little more than a series of intersecting streets, alleys ramps and rubble piles surrounding the Winners' Circle Tower – a huge spire of plasteen and metal built to overlook Speedtown and the first few kilometres of the Bloodway.

Circle Guards keep unauthorised traffic from entering Speedtown without admittance tickets, purchased from agents of the Winners' Circle, of course. Whenever events are being held in Speedtown the Circle releases hundreds of tickets to be sold to bystanders and witnesses for allowance into the street-level area so they may watch, interact and become part of the latest Bloodrace invitational. From the

safety of the Winners' Circle Tower balconies, the most powerful and influential people in Democracy Falls manage and witness the events as they unfold. Only members of the Winners' Circle, their closest allies and the top scorers of the most recent invitational are allowed to be in the Tower.

The other section of Speedtown, the Bloodway, is only partially in Speedtown. Consisting of 30 kilometres of elevated highway that starts in the heart of Speedtown, the Bloodway crosses Democracy Falls through its middle and ends abruptly in a drop off almost three kilometres beyond the eastern stretch of the Four-Six-Five. It is a pre-War asphalt highway that sits several metres above the street level on cracked cement pillars and overpasses, reinforced through years of adding rebar, plate metal and new plasteen supports. Years of disrepair, Bloodracing and natural weathering have taken their toll on the surface of the road, making the Bloodway a dangerous test of a racer's skill and vehicular construction.

THE DOWNTOWN FALLS' MARKET BAZAAR

The second place where people congregate in Democracy Falls is the Market Bazaar found in the downtown area of the city. Positioned all around the city's namesake, the flowing falls in the downtown crater, are several dozen makeshift merchant stalls, pre-fab housing structures and occasionally a few temporary nomad tents. These makeshift places of business are the primary source of commerce in Democracy Falls.

People from all of the Democracy Falls gangs come to the Market Bazaar with goods to sell and trade. As part of the original Uriah Accord, each and every gang has their own products they gather, manufacture or assemble in their territories. It is here at the Bazaar that they distribute their products and keep credits and new resources flowing through the city.

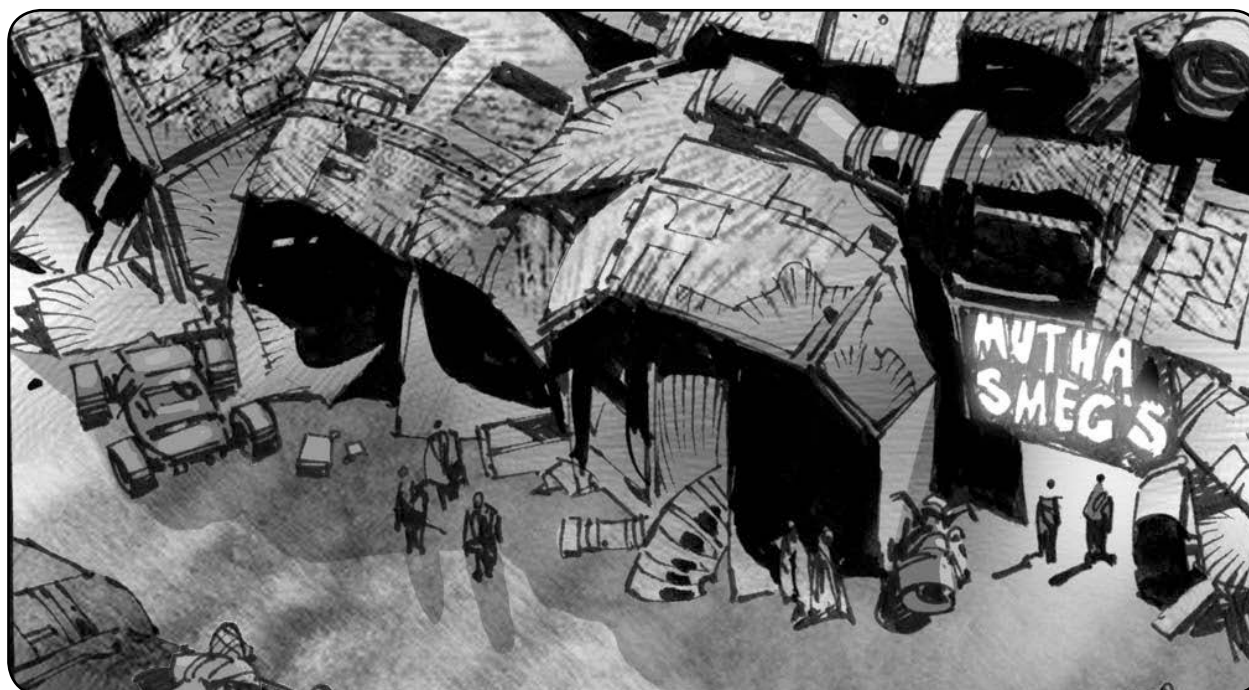
Most of the stalls vary from day to day depending on what the sellers have to offer at the time, but there are a handful of 'permanent' sellers that can be counted on to have goods available for sale or trade. These sellers are:

- **Rounder's Riveters** is the chief source of riveter guns to be found in Democracy Falls. It is the sales stall of the Heralds of Zion gang, the arms dealers for all the D-Falls gangs. Other non-energy firearms can also be found at the stall but all will be 'lightly used' and will suffer a -1 DM to hit penalty despite their 50% increase in cost.
- **Scars-n-Scabs** is a plasteen cabin structure operated by the industrious chemists of the Reservoir Rats that specialises in pharmaceuticals, drugs and medical equipment. Supposedly there is nothing in the medical field that the Rats cannot acquire if given the time and a serious offer.
- **Merlin's Market** serves as the best place to get 'lightly irradiated' produce or steroid-enhanced meat products. Also selling most kinds of common foodstuffs, this series of linked awnings is the providence of the Avalonians.
- **The Baronial Garage** is the Air Barons' open-air stall that specialises in vehicular equipment, parts,

tools and fuel, making it one of the most popular and affluent sellers in the Bazaar. It is no secret that they only bring a portion of their goods to the Market from their hidden airport cache, but they happily take special orders for a significant down payment.

- **Falling Price's** general store is one of the permanent structures in the Market Bazaar. Consisting of an old sprawling shopping mall that has collapsed in several places, it is the catch-all location for everything the common people of Democracy Falls might want to buy or barter for. It is owned and operated by the Winners' Circle, who use it as a surplus storehouse as well as a source of income for Bloodrace preparation. When Speedtown admission tickets go on sale, it is at Falling Price's that they can be found at the price of 25 credits instead of the inflated ones found on street corners hours later.

Anyone is allowed to come and set up a blanket, tent or other sales area if they wish to, but do so with the understanding that known agents of the Winners' Circle are given a standard – and enforceable – 50% off any purchases they make. This often makes the Market Bazaar crowded and chaotic but it is rarely an unsafe place to conduct business on account of the armed Circle Guards who patrol there.



DEMOCRACY FALLS MANUFACTURED ITEMS

Not as reliable or attractive as items fabricated in a Mega-City, the items created in Democracy Falls are likely to be designed to be utilitarian at the expense of value and aesthetics. Some of the most notable products to be acquired in Democracy Falls are:

Armoured Coveralls

Weaving long strands of plastic and small plates of metal into the same kind of coveralls that the pre-War race car drivers once wore, the mutants of the Nesting Crows create durable and utilitarian armour for the people of Democracy Falls. There are 17 utility pockets in each set of coveralls that can hold hand-sized items or smaller securely with a Grab-tech adhesive-less closing strip. A set of armoured coveralls offer 4 points of armour protection for a cost of 100 credits.

Riveter Weapon

A sturdy type of firearm which propels sharpened 'rivets' of tempered metal, riveters are ugly, loud and inaccurate – but they have some armour piercing capability.

Weapon	Range	Damage	Auto	Recoil	Mass (kg)	Magazine	Cost (Cr)	Ammo Cost (Cr)	Notes
Riveter Pistol	Ranged (pistol)	3d6–2	No	2	5	6	100	5	Suffers a –1 DM to hit; Ignores 2 points of Armour Protection
Riveter Rifle	Ranged (shotgun)	3d6–2	4	2	12	32	250	10	Suffers a –1 DM to hit; Ignores 2 points of Armour Protection

THE WARRENS

The Warrens are where non-gang visitors to Democracy Falls are asked to rent living space if they are going to stay in the city. It is comprised of several blocks of condo buildings stacked tightly upon one another, allowing room for thousands of visitors to Democracy Falls to hand landlords 25 credits a night to have a two metre by two metre sleeping space.

Similar to a Hab-block in Mega-City One, the Warrens are ripe for criminal activity and 'visitor troubles'. They are not policed by the gangs or the Circle Guards, but are often watched by particularly vigilant residents, landlords or bystanders who want to keep things 'safe' in Democracy Falls. Vigilantism, street justice and a general desire to keep the Warrens clean of problems that might invite oppressing levels of control make this area oddly peaceful – where the street lights still shine, anyway.

THE SEVEN GANG TERRITORIES

Democracy Falls has been primarily controlled by the seven large gangs that split it up under the Uriah Accord, making it a segregated set of communities as much as it is a single city. The distinct gang territories are marked vividly with brightly coloured lines painted on the buildings, streets and sidewalks, placed there by the first gang leaders of Democracy Falls.

This form of graphically-enforced territoriality can lead to tense situations at the border points, but most challenges and threats are taken to a race duel on the Bloodway or to

Scar-O

From the same family of chemicals found in the fibreplast dent and ding remover, Scar-O is a wound-packing agent that acts like living flesh in a matter of minutes. Smearing a fistful of the chemical-smelling grey paste into a fresh wound (it cannot have had the Medic skill used on it), seals it up almost instantly. Healing 1d3 damage points in as many minutes, Scar-O leaves a ragged brown scar. A three-dose jar costs 35 credits.

Irradiated Salad Greens

A good vegetable nutrition resource, the Avalonians grow several strains of decomposition-proof lettuces and spinaches in dozens of shades of yellow, blue and red. These salad greens last for 1d6x3 days without any form of refrigeration. There is a slim chance (roll three 1s on 3d6) that anyone that eats the greens will be stricken with 2d6 hours of painful stomach cramps and muscle fatigue, inflicting a -2 DM on all skill tests. A single meal worth of irradiated salad greens costs 15 credits.

Power-cow Meatbars

Another Avalonian creation, the steroid-laden livestock that live in the Avalon Hill farms are milled down in a secret procedure to create these travel ration bars. Each meatbar can supply enough protein for a single day's worth of meals. Each bar costs 5 credits.

Race Juice

The nickname for the special automobile fuel used almost solely by Bloodrace drivers, this substance is mostly made from a mixture of airplane fuel and common engine petrol combined with some synthetic agents to reduce the risk of catastrophic combustion inside the vehicle. Race juice makes any internal combustion engine run with a 3d6% increase to top speed – but carries a slight risk of explosion whenever speeds reach the level of this increase. A litre of race juice costs 20 credits, making a vehicle's fuel tank an expensive endeavour. As a note, race juice also burns explosively hot and quick, inflicting 4d6 damage on anything with 3 metres of a race juice flame.

the next big Bloodrace. By forcing the gangs to take their grievances 'on their wheels', the Winners' Circle helps keep the general peace between the gangs.

AIR BARONS

The large neighbour to the south of Speedtown, the territory of the Air Barons runs halfway along Democracy Falls' southern border and beyond the Four-Six-Five to claim the sprawling complex of an old commercial airport. Using the existing fences and walls of the old airport as well as its buildings (and other resources), the Air Barons have control of the only landing strip and working aircraft in Democracy Falls.

Gearheads, all of them, the Air Barons keep their turf's streets open and free of unwanted debris to practice their drag racing, Bloodrace manoeuvres and new car modifications. The buildings are reinforced at the ground level to help keep accidents from doing irreparable damage, with many showing signs of past collisions being patched up with plasteel sheets and riveted sheets of rockcrete. Nests of halogen lights atop street poles brightly illuminate the territory at night, making it

JUSTICE DEPARTMENT WARNING: EX-JUDGE RUDIGER

Any servant or ally of the Justice Department should take special consideration when dealing with the inhabitants of the Warrens in Democracy Falls. A former Texas City street Judge that was expelled from the service for 'temper control issues', Charlie Rudiger has taken up permanent residence in the Warrens. No longer able to exact justice in his old jurisdiction, he wages a nocturnal war on criminal life in Democracy Falls.

Rudiger wears his old uniform, sans badge, and wields a pair of local-made riveter pistols. He is NOT a Judge any longer and should not be treated as one, despite his wishes to bring the Law to the Warrens. Arrest if necessary but do not do so at the expense of any street Judge's well-being. Rudiger should always be considered armed, dangerous and mentally unstable.



one of the safest places to be after the sun goes down – if you stay out of the way of reckless drivers!

AVALONIANS

The second largest gang territory in Democracy Falls, with almost 90 square kilometres, the Avalonians control the northwest corner of the city. One of the four gangs to be allowed an entrance to the Four-Six-Five, this territory lays two-thirds within city limits and one-third beyond the wall. Well known to be the primary source of food products for the city, the Avalonians' turf is almost universally looked after by the other people in Democracy Falls.

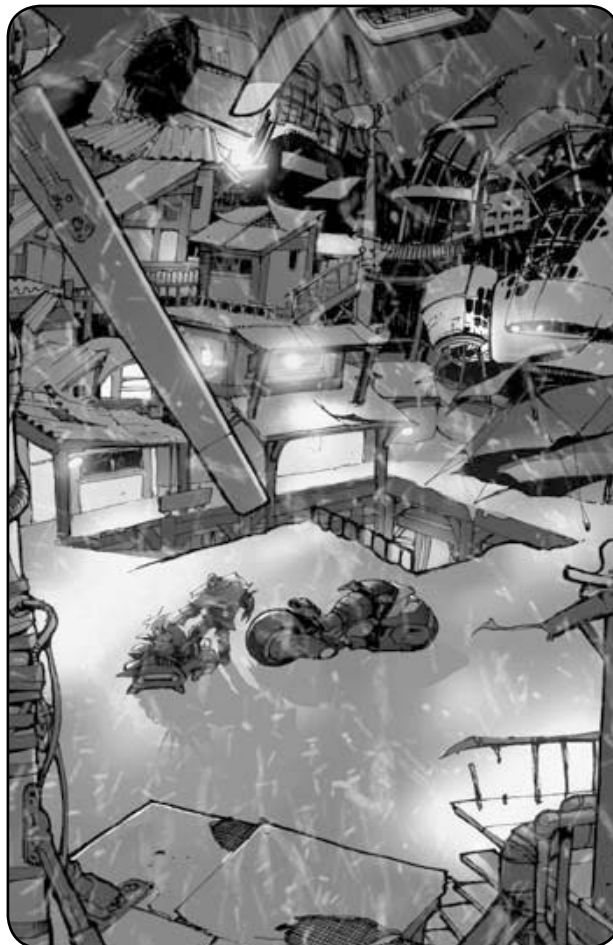
The internal portion of the territory is dominated by two meat-processing plants, several hydroponic grow-houses and sprawling living complexes. The gang lives and works within the city limits and the territory is designed to allow them to do this in safety. The majority of the buildings in Avalonian territory are reinforced and monitored against possible raids (starving Cursed Earthers will do anything for a meal) and several armed checkpoints along the Avalonian streets dissuade most potential invaders.

Beyond the mechanically-drawn gate of the Four-Six-Five lies the Avalonian plantation. It is 25 square kilometres of chemically-treated parkland, livestock stables and simple greenhouses protected by a ring of woven chain and barbed wire. During the daytime hours the Avalonians keep a heavy force of gang soldiers watching over the animals, plants and workers. At night this is reduced to a skeleton crew but they have a standing order to shoot first and pick up the pieces later! Many chemically-enhanced cows and llamas have been the untimely victim of a shooter's itchy trigger finger, sending another body to the mills to become food products!

BROADER RIPPLE

Comprised of roughly a 30 square kilometre wedge of turf north of the Downtown Falls, The Broader Ripple territory was once home to hundreds of shops, strip malls and one-level buildings before the Wars. Now it is mostly smashed flat, with many of the strip malls having been turned into spacious dormitories for the territory's controlling gang. Unlike the mixed make-up of most gangs, the Broader Ripple only accepts corpulent fatties who have escaped the Mega-City and found themselves in the Cursed Earth.

The gang has transformed most of the individual shops and businesses in the surviving strip malls into single-occupancy 'fatty suites' perfect to house one of the huge mutants, their gear and several stockpiles of food to keep up their bulk. Many fatties would find life in the Cursed Earth a bit 'slimming', but the Broader Ripple boys have found ways to feed their massive appetites through peace treaties and such



that they have made with the two food-producing gangs in Democracy Falls.

The Broader Ripple territory has a number of vacant buildings due to the low population of the gang, but these are used as storehouses for pre-packaged foods, racing vehicle workshops and a stockpile of melee weapons (for use when the peace inevitably breaks down).

FOUNTAINHEAD

The smallest gang territory in Democracy Falls, the Fountainhead gang holds only 25 square kilometres of area – but it is some of the most important to the city's existence. Taking up the southern edge of the city's border beneath the Warrens and Downtown Falls, the Fountainhead gang takes its name from the three water purification plants that dominate the gang's turf.

The Fountainhead is a gang based solely on the gathering, cleaning and sale of water (and water-based products) to the people of Democracy Falls. Their territory is dominated by overhead piping, sewage conduits and an overwhelming stink that is reminiscent of the foul odours from Resyk or the Big Smelly.

HERALDS OF ZION

The northernmost gang territory, the turf of the Heralds is one half hedonistic pleasure resort and one half gun factory. Long manufacturing facilities belch black smoke into the air from behind guarded mini-walls, and heavy weapon turrets stand ominously on the balconies or rooftops of many buildings. It is a tightly controlled area of the city; many claim it is more secure than the Winners' Circle's holdings.

The Heralds are the wealthiest of the gangs from their long history of arms dealing, and it shows in the level of pomp and unnecessary extravagance found in their housing buildings. Private rooms with temperature-controlled climates, electro-chem refrigeration and huge wardrobes of fashion purchased from Mega City One markets and smugglers. It is no secret that the Heralds live this way, much to the jealous chagrin of their neighbours, but there is nothing anyone can do to make them share the wealth – they simply have too many guns to contend with!

NESTING CROWS

The western neighbour to the Broader Ripple territory, the Nesting Crows take their name from the local abundant wildlife living in the vacant buildings that dominate the street level of this gang's turf. Hundreds of radiation-toughened crows and ravens have taken roost in the buildings of this area, filling the sky with shadows and echoing cries and covering the ground with feathers and detritus.

The gang population of the territory all live underground. Huge subterranean complexes with attaching tunnels are home to the all-mutant Nesting Crows, coming out only after dark to work in the noisy textile plant that dominates the surface area. The Crows do not care at all for keeping the street level clean or in good repair; all of their efforts apparently are focussed on their underground realm instead. Only the manufacturing facility where they weave their widely-recognised armoured coveralls is kept in good working order – everything else is left to the weeds, birds and other urban animals.

RESERVOIR RATS

The largest territory of Democracy Falls, the Reservoir Rats control over the 100 square kilometres of the northwest corner of the city. Roughly half of their turf is within the Four-Six-Five, the other half being all chemical plants, refining stations and other hard industry out around the irradiated waters of an old reservoir, river and lake complex that spans over 30 kilometres in length. The Rats' gate in the wall is very well protected by crudely automated weaponry programmed by some of the 'geniuses' that thrive within the gang, microwaving or laser-lancing any vehicle that crosses the gate threshold without the proper clearance tags attached.

REFEREE ACCESS ONLY

The Reservoir Rats' territory outside the wall is VERY heavily irradiated. If it were not for the daily doses of anti-radiation medication the Rats themselves take to work outside the wall, they would all succumb to illness in weeks.

Workers hired in the short-term are not given the same treatment, if they work for longer than two weeks they will have to deal with health problems caused by the radiation.

The interior part of their territory is simple and tightly-packed in several buildings, keeping their living spaces small and out of the way for their large transport trucks and labour wagons. The Rats put anyone willing to earn their keep (or work off debt) to work in their chemical foundries and refining plants producing moderately high-grade medical drugs and recreational pharmaceuticals. A number of the processes used in the Rats' territory had to require outside influence and machinery to get started but now the territory is relatively self-reliant. The Rats are not quite as wealthy as the Heralds of Zion, since the loans they took out with organised crime to get their start-up equipment eats heavily into their profits, but they do well enough selling much of their produce to those same criminals and the blackmarket of Mega-City One.

THE SOCIETY OF DEMOCRACY FALLS

The 5,000 odd Democracy Falls residents have learned to live within the protection of the Four-Six-Five for decades. They do so by living to the rules set down by the mutant Uriah and the most influential gang leaders the area has known in the past. They may not live by the letter of the Law but they get by with a modicum of civilisation – something rare in the Cursed Earth.

THE WINNERS' CIRCLE

Democracy Falls is run through the decisions and public statements of the Winners' Circle – the highest scoring Bloodracers from the seven major gangs in the city. Through their high scores they become popular to the point of celebrity status within the city and with that status come the power to sway the gangs. The Winners' Circle does not rule the gangs themselves but they do set the rules and 'laws' of the entire city.

Getting to be part of the Winners' Circle requires more than just being a good driver; you must also be invited to the monthly invitational race the Circle hosts in Speedtown. It is these races that count toward the lifetime scores that transform good racers into Circle members.

The Winners' Circle rules Democracy Falls through the upholding of several minor rules – and three major ones. The minor rules in Democracy Falls range from the restrictions on selling a loaded weapon, pharmaceutical use outside of a medical facility and the celebratory use of firearms to the rationing of clean water to taverns before housing areas. Most of these minor rules are overlooked on a daily basis and are rarely enforced.

The three major rules set by the Winners' Circle are:

EVERYONE IS WELCOME

Ever since the early days of Earlhouse Jr. and his first regime, Democracy Falls has allowed the roaming folk of the Cursed Earth a chance to get in out of the radioactive horrors and contribute to one of the gangs. No matter who comes to the gates of Democracy Falls, they are allowed to come inside and prove they are not going to be a problem. In the past this has included kleggs, apes, cyborgs and even ex-judges.

RESIDENTS MUST AFFILIATE

Anyone wishing to live in Democracy Falls for longer than a week must join a gang. This is easy for some but can be problematic for others. This rule is to keep the Warrens from becoming overpopulated by visitors and to replenish casualties suffered by the gangs themselves.

GRIEVANCES ARE TAKEN TO THE STREETS

Personal grudges and differences of opinion that cannot be resolved peacefully are required to be adjudicated through recorded and monitored racing duels between the disgruntled parties. The Winners' Circle will help enforce any fully documented and 'raced out' solution to city folks' problems.

The rules of Democracy Falls are enforced by the mercenary force paid for by the Winners' Circle. Called the Circle Guard, these gun toting soldiers-for-hire are afforded the best weaponry and armour Democracy Falls has mustered over the years. They are not Judges by any means but their role to keep the 'law' in the city is similar – the Circle Guard *do not* ever make arrests, however. Most offenders that are dealt with by the Circle Guard are either shot trying to resist them or forced back out into the Cursed Earth to be exiled.

The current members of the Winners' Circle and brief descriptions of each are found in the following entries:

- **Big Donnie Mac**; 14,665 lifetime invitational points for the Broader Ripple gang. Big Donnie has been the leader of the Broader Ripple Gang for nearly three years and it has only been the emergence of Grunter Leadbelly which has caused him to come out of semi-retirement recently.
- **Diesel Williams**; 7,211 lifetime invitational points for the Fountainhead gang. Diesel is the lowest scoring member of the Winners' Circle and was elevated to the position when his predecessor was killed in a freak water-reclamation accident. Diesel is originally from Mega-City One and still has many social ties in MegWest and the Hab Zone. It was Diesel that instituted the idea and methodology for the new 'Big Meg Run' for Bloodracers.
- **Lance A-Whole-Lot**; 11,443 lifetime invitational points for the Avalonian gang. Nicknamed 'the Slaughterhouse Knight' by his fans, Lance is a very aggressive racer who always prefers to strike pedestrians and bystanders whenever possible.
- **Leathermann**; 14,123 lifetime invitational points for the Nesting Crows gang. A savage-looking mutant that keeps his entire body and face wrapped in red leather straps at all times, Leathermann has preternatural reflexes and physical endurance from his mutations. No one has ever seen his face or even so much as a strip of his flesh.
- **The Maestro**; 12,256 lifetime invitational points for the Reservoir Rats gang. A surgical driver, the Maestro is a skilled racer that often tries to eliminate her opponents during a race with her higher-tech vehicle additions. She is physically attractive, intelligent and vicious.
- **Rudy Beamer**; 13,077 lifetime invitational points for the Heralds of Zion gang. Rudy is always driving a new and improved car for each invitational he races in, giving his opponents no chance to get used to one vehicle style before changing to a new one.
- **Suicide Sue**; 15,776 lifetime invitational points for the Air Barons gang. A former top skysurfer champion from Texas City, Sue has always been an adrenaline junky. Her desire for bigger, better, faster thrills eventually brought her to the Bloodraces. She is aggressive, fearless and the highest scoring driver in Democracy Falls' history.

The Winners' Circle is the collection of ringleaders who have worked hard to avoid the weight of the Justice Department falling upon them. They would almost certainly all be considered lawbreaking perps the second they stepped foot into the Mega-City but are (relatively) safe in their own territory.

JUSTICE DEPARTMENT WARNING: CIRCLE GUARDSMEN

Judges spending any time within Democracy Falls must take special note of the Circle Guard. They are better equipped and trained than normal Cursed Earth hostiles. The additional influence and resources of the Winners' Circle has given their personal force access to deadly weaponry and remarkably good personal protection. If a Judge must enter conflict with the Circle Guard, use of AP rounds is recommended to avoid prolonged combat.

THE GANGS

The gangs are who contribute to the ruling faction of the city, refine its resources and manufacture its products. Similar to the 'block mentality' found in the Mega Cities, gang territoriality is strong within the city limits. Often groups of rival gang members will lurk on either side of the boundary between turfs throwing insults and challenges back and forth at one another – only to eventually solve their vendettas on the streets in a Bloodrace.

The gangs mostly police their own territories to keep things relatively peaceful (compared to the rest of the Cursed Earth) and running smoothly in order to stay powerful enough to contribute to the city's well being. Only gangs who add to the whole are allowed to have a say in anything through the Winners' Circle, so each gang does its best to stay productive in order to stay influential in Democracy Falls.

THE AIR BARONS

Controllers of the old airport grounds, the Air Barons have stockpiles of parts and fuel that make the rest of the city's gangs jealous. They build the sturdiest and fastest race vehicles, have the most competent drivers and maintain a very large say in Winners' Circle politics. They have a few working aircraft salvaged from the old hangars and an elite handful of gang members trained to fly them. In the rare case where something needs to land at Democracy Falls it will usually be on the Air Barons' tarmac.

Being an Air Baron means having a deep love for machines, repairing old vehicles and the roar of over-pushed engines. The gang is constantly duelling one another in the streets of their own turf, doing their best not to wreck anything irreparably while honing their driving skills. The Air Barons are adrenaline-fuelled, thrill junky mechanics of the highest calibre.



REFEREE ACCESS ONLY

Every member of the Winners' Circle has a secret only they or their gang knows about that might cause them serious trouble if the information ever leaked out. These secrets are as follows:

- **Big Donnie Mac** is an alias. He (and most of his gang) are ex-League of Fatties terrorists who came to Democracy Falls with a large amount of stolen food supplies and production equipment, taken from an aid convoy sent from Mega-City Two to Mega-City One in the aftermath of the Apocalypse War.
- **Diesel Williams** is a powerful ally of the League of Free Salesmen, a group of smugglers that make a living bringing in illegal goods to Mega-City One.
- **Lance A-Whole-Lot** is an Umpty Candy addict and has been trying to synthesise his own brand for years.
- **Leathermann** is actually an older-model Sentibot dolled up to look human enough to race on behalf of his mutant masters.
- **The Maestro** is a warlock and a worshipper of demons. She dedicates all of her kills on the street to them in hopes to make them strong enough to enter this world.
- **Rudy Beamer** has numerous paid spies on the pit crews of other racers, allowing him to adjust his vehicle before each race to maximise his ability to deal with what the other drivers are bringing.
- **Suicide Sue** is not from Texas City. She is an alien from a planet of shapeshifting thrill-seekers that live on adrenaline. She has assumed human form and become an extreme sports junky to help satisfy her eternal thirst for adrenaline.

THE AVALONIANS

Taking on their name because of the park situated in their territory, the Avalonians are somewhat primitive in how they run things on their lands. Preferring melee and archery combat to firearms wherever possible, the gang is often looked on as less powerful than its higher-tech rivals. This is demonstrably not the case. Their agricultural science and ability to maintain livestock supplies chemically is equal to that practised by legitimate corporations and armed raiders trying to steal their wares find out what they are capable of every time.



Being an Avalonian means having to work in the greenhouses, grow farms or livestock stables during the day and likely a few hours in a processing plant or slaughterhouse. Gang members are taught early in their career here that they are less important than the cows and llamas they raise; happily being sent to their deaths against Cursed Earth threats to save the fields, farms and crops. They rely to some degree on the technology the Broader Ripple gang provides from their stockpile of stolen agricultural parts and are normally friendly towards the fatties.

THE BROADER RIPPLE

Arguably the most selective of the Democracy Falls gangs, the Broader Ripple is the Cursed Earth's answer to the League of Fatties. Small in number but massive in girth, the



'Ripple Boys' are masters of melee combat and the design of new and interesting ways of hurting other people with a large piece of plastisteel or carboplast. They trade with anyone they can in order to keep a stockpile of food and chemical enhancers on hand, but they are never against raids on the nearby Cursed Earth settlements to fill their plates either.

Being a Broader Ripple member means, first and foremost, being a fatty. The gang spends most of its time creating and testing its melee weapon fabrications, making sure that they can hold their own in combat without being too expensive to craft. Several of their territory's dilapidated storefronts have been converted into tool and die workshops, which is where most gang members spend much of their day. The rest of that time, of course, is spent eating or challenging other gangs. They appear to have close ties with the Avalonians.

Their food production facilities are manned by desperate folk, who are given just enough to survive on. The extra food is consumed by the fatties who also get supplies from the Avalonians.

FOUNTAINHEAD

Small but powerful in the grand scheme of Democracy Falls, the Fountainhead gang controls the flow of clean(ish) water for use in the city and operates a small body recycling business similar to Resyk in Mega-City One. They do not produce anything else for the city but they provide one of the city's most important necessary functions. Without the hard work the Fountainhead members put in at their reclamation plant and refinery, Democracy Falls would surely succumb to the illnesses that permeate the Cursed Earth.

Being a member of the Fountainhead gang means having hands on experience with waste recycling, no matter if

REFEREES EYES ONLY

The Broader Ripple were originally part of the League of Fatties and were formed when a splinter group successfully ambushed a relief convoy and stole the food and farming equipment it carried. A severe rad-storm hid their escape and they ended up in Democracy Falls, where the vast amount of food allowed them entrance and they were quickly able to set up their own gang and turf.

The Avalonians supply food in return for more of the equipment the Broader Ripple still have hidden away.

it is wastewater, human waste or wasted humans. They use chemical filters and mechanical boilers to turn the highly irradiated Cursed Earth water table into only slightly irradiated drinking water and turn organic rubbish (including the unclaimed dead) into fertilising compounds traded to and used by the Avalonians in their farming. There seems to be some kind of connection between the Fountainhead gang and products flowing into Mega-City One, especially now that Diesel Williams has been put in charge of the gang in the Winners' Circle.

HERALDS OF ZION

The source for locally-built or refurbished projectile firearms, the Heralds of Zion are known as the wealthiest gang in Democracy Falls. In exchange for building or fixing up the Circle Guards' weaponry the Heralds receive near-exclusivity in any salvaged firearms brought into the city. If someone needs a piece of hardware that puts holes in something, the Heralds are who they need to go to.

Being a Herald of Zion means knowing the workings of a firearm; either its use or fabrication. Gang members are always armed, most commonly with riveter sidearms, and are never slow on the draw when it comes to trouble. They are almost always at odds with the Broader Ripple gang due to both groups trying to arm the people of Democracy Falls; with the Heralds trying to get everyone to set aside swords and clubs in favour of a sturdy Zion-made firearm!

NESTING CROWS

A mysterious gang that only comes to the street level after dark, the Nesting Crows are all Cursed Earth mutants. There are those with minor defects like eyestalks or triple-jointed fingers but there are also the major aberrations like tentacle-men and worse. They survive in a subterranean lair

REFEREE ACCESS ONLY

The real reason why the Nesting Crows do not come out in the daylight is because they have all been infected with the Vhampir virus. Brought into the gang by an unfortunate accident, the virus makes all those infected by it stronger, faster and tougher – but highly allergic to direct sunlight. Living in the same area as the Nesting Crows for more than a few days will ensure infection.

Anyone infected with Vhampir gains +2 STR, +2 DEX and a natural Armour Rating of 2. Direct sunlight inflicts 1d6 damage automatically and laser-based energy weapons do double normal damage to the infected.

beneath the city, coming up at night only to gather resources and work at the only real building in good repair within their territory – the textile mill. Someone within the Crows has a good understanding of automated mechanical devices, as the territory is guarded during the day by automated spit cannons that somehow ignore the animals that thrive there.

Members quickly become part of the subterranean nocturnal cycle that the gang lives by, purposefully ignoring the surface world during daylight hours. Once the sun goes down, the Crows flood out of their street-level access points and go to work in the armour-assembling and clothing creation mill. All Nesting Crows take shifts in the mills, even if it is just unskilled lifting that is required of them.

RESERVOIR RATS

The Reservoir Rats are the most open and welcoming gang to outsiders, giving anyone the opportunity to make 20 credits for a five-hour shift in one of their chemical refineries or packing plants. They pick up trucks full of workers in the Warrens every day, bringing them through the Downtown Falls and into their territory. The Rats are generally helpful and inviting to their workers, as long as they stay in the areas they have been restricted to and do not try to wander around in their territory unsupervised. It is because of these workers that the gang has such a high rate of production of chems, drugs and artificial food supplements.

Being a Reservoir Rat means learning either to work on the scientific design side of creating the gang's drug products or being one of the enforcer-types that monitor and direct the onsite workers. Members of the Reservoir Rats are frequently given chemical stimulants, medication and other additives designed to help the gang do their job and survive the harshness of the refineries and the Cursed Earth around them.

THE BLOODRACE PHENOMENON

The invention and implementation of the Bloodraces in Democracy Falls was the evolutionary spark needed to bind the city together under one goal – to win races and join the Winners' Circle. The creation of the Bloodraces was instrumental in the overall success of Democracy Falls as a Cursed Earth city.

THE RULES OF THE ROAD

The rules of a Bloodrace are pretty simple on the surface. Unless the person directly in charge of running the race has implemented new additions to the rules or scoring adjustments, the following apply to all Bloodraces.

- **A race begins with the firing of a gun.** No racer is to leave the starting position of his vehicle until after the starting gun, cannon or other suitable explosion has sounded. Any racer leaving his starting position before the official beginning of the race is docked 10% of his total points for that race.
- **Points must be witnessed to be scored.** Any point-scoring event that is to be added to a driver's score must be documented for official review by the scoring board. For any Speedtown event this is done through the use of short-link vid-cams installed around the course. Off-track races, duels and runs outside of Democracy Falls use cam-navigators; living co-pilots that carry vid-cams and swear what they document is the honest score on penalty of death. No matter what the racer claims, a score does not count unless it has been directly witnessed or vid-captured for review.
- **Race vehicles can have only one driver per race.** No matter what happens during a race, a car's initial driver must be the one in control of the vehicle at the end of the race.
- **Race vehicles must always move toward the next navigation point.** A car is considered out of the race if it ever makes a turn away from the next navigation point, keeping drivers from driving around in circles scoring collision points before heading back on track.
- **A race ends when the last car has finished.** This does not always mean 'when the last car crosses the finish line', a race can also be finished when all racer cars have crossed the last lap – or when all cars cannot move any longer.

Some alternative rules that have been known to be put into place are:

- **Double scoring for rear-end collisions.**
- **Scores after nightfall are only counted in direct headlight illumination.**
- **Only forward impacts count for scoring.**
- **Running over bystanders deducts points instead of adding them.**
- **Second-impact collisions score double points.**
- **Gunfire from vehicle mounts is disallowed.**
- **Driver kills are halved.**

SCORING POINTS

The goal of every Bloodrace is not solely to drive fast and cross the finish line before the rest of the drivers, it is to be the highest scoring driver to be able to cross the finish line. In order to score these points, drivers must accomplish certain feats with their operational vehicle before the race finishes.

The following are the common Bloodrace scoring factors for races held in Democracy Falls.

- The first driver to cross the finish line scores 500 points.
- The second to cross the finish line scores 250 points.
- The third to cross the finish line scores 100 points.
- The fourth to cross the finish line scores 50 points.
- The fifth to cross the finish line scores 25 points.
- Causing another race vehicle to be dropped from the race scores 100 points.
- Injuring or killing an opposing race driver or cam-navigator scores 75 points.
- Injuring or killing an obviously armed bystander scores 50 points.
- Causing anything to burn on account of a collision (not weapon firing) scores 50 points.
- Injuring or killing an unarmed bystander scores 25 points.
- Sideswiping another racer's vehicle scores 5 points.
- Sideswiping a vehicle currently not involved in the race scores 2 points.
- Driving a vehicle over or through non-living objects scores 2 points.

Using this scoring system, a common Bloodrace calculates the final point totals of each surviving driver. The driver with the highest total wins the race.



SPECIAL BLOODRACES

Although all Democracy Falls Bloodraces follow the main set of rules set by the Winners' Circle and judged by their adjudicators there are several recurring special races run using their own rules and scoring systems.

BLOODRACE INVITATIONALS

Held every month in the heart of Speedtown, the Invitationals are the most important races in Democracy Falls. They run counter-clockwise, starting from the base of the Winners' Circle Tower and spiralling outward until they cross the finish line at the start of the Bloodway ramp. During these races, recorded destruction of opposing race vehicles scores double normal points, as does crossing the finish line in first or second place. Because of how many bystanders come out to Speedtown to watch the invitationals, making the sidewalks and balconies a target rich environment, points for bystander kills are halved.

BLOODWAY DRAG

This two or three car race was thought up specifically to serve as a publicly viewed challenge. It pits the drivers against one another on the Bloodway, starting at the opening ramp in Speedtown – which requires Winners' Circle permission – and finishing oddly at the Cursed Earth drop-off outside of town. In a strange design, there is no actual finish line for the Bloodway. Instead of crossing a finish line the first place driver is the car closest to the edge of the drop off without falling off, the second is the next closest and so forth. Ramming a car that has already stopped at the edge is considered foul play – but still happens!

ZOOM AT THE ZOO

This short Bloodrace run takes place in the pathways and ruins of the old zoo grounds and river gardens, where the animals and plants have been allowed to mutate and run rampant for decades. It is a small race run for five or six drivers that is made especially dangerous because of low tree branches, water overflows and random animal collisions.

LAKESHORE RUN

A very long race taking place in the Cursed Earth north of Democracy Falls, the Lakeshore Run begins and ends at Eastgate Way. It takes a very open course from Democracy Falls up to the old wreckage of the Lake Michigan duneland area, racing through the ruins of the old steel mills and to the beach itself. The sand was glassed during the Atomic Wars, making the last few minutes of the journey dangerously unstable. The driver must then get out of the vehicle, fill a container with lake water and return to Democracy Falls – a trip that normally takes six to seven hours in total. The drivers *must* have cam-navigators to record scoring on this race, even if many drivers never return from the savage-filled darkness of the Steel Ruins.

THE BIG MEG RUN

Brought into existence by Diesel Williams upon his admittance to the Winners' Circle, the Big Meg Run is the first Bloodrace designed to dig into the territory of the Hab Zone. The race sends two challenging drivers into the Cursed Earth and eventually into the city to score a whole new set of points. From nark reports, the additions to the scoring system for the Big Meg Run are as follows.

- Causing a Justice Department vehicle to cease functioning scores 250 points.
- Injuring or killing an armed Mega-City One ganger scores 50 points.
- Injuring or killing a uniformed employee of the Justice Department scores 1,000 points.

It is these new scoring additions for the Big Meg Run that places Diesel Williams in direct violation of Justice Code 1 on several levels, making all of Democracy Falls actionable by the Mega-City Justice Department.

The Winners' Circle has allowed their stamp of approval to be placed upon the Big Meg Run and it has asked for and caused the death of a street Judge. As such all members of the Winners' Circle should be considered potential targets for arrest or elimination.

DEMOCRACY FALLS - INVESTIGATION THEORY

The Justice Department MAC keeps extensive files on all information that could be called upon by Judges investigating particular targets. These files are grouped into areas of fact, like the Justice Files that make up this chapter, or Investigation Theories.

The following are all Investigation Theories based around what the Justice Department knows about Democracy Falls and what they would like to know when Judges are sent to the area for any reason. These theories are not necessarily provable or based on anything but previous Judge experiences inputted to MAC but they will be available for research by accessing Judges.

THEORY 1: DEMOCRACY FALLS IS HARBOURING HOSTILE ALIENS.

There is reason to believe that hostile alien spacecraft have used the heat and radiation signatures of Democracy Falls to hide their landing. It makes sense to MAC analysts that these aliens could find good homes in the somewhat lawless place.

THEORY 2: DEMOCRACY FALLS IS A STAGING GROUND FOR CRIMINAL ESCAPES AND ILLEGAL PERP RELOCATION.

Escaped criminals and perps on the run realistically have to move west when leaving Mega-City One, making a trip to Democracy Falls likely. Considering the Winners' Circle are not handing over perps to the Justice Department by the truckload, they might be willingly harbouring them.

THEORY 3: THE WINNERS' CIRCLE ARE PRO-DEMOCRACY TERRORISTS USING THE BLOODRACES TO TRAIN ATTACKERS ON MEGA-CITY ONE.

MAC believes that the idea of the Big Meg Run has stemmed on a much larger plan to assault the Hab Zone at some point and any racers coming into Mega-City One are just scouts.

They are targeting Judges to test the Justice Department's capabilities and the survivability of the Lawmaster and other Justice Department vehicles.

THEORY 4: EVERYONE IS ALLOWED INTO DEMOCRACY FALLS BECAUSE THEY NEED FRESH BODIES TO FEED A CANNIBAL POPULATION.

Food is scarce in the Cursed Earth, yet the people of Democracy Falls seem to thrive without too much assistance. This probably means that there are a high concentration of cannibals in the city, leaving the scarce food supply to the rest of the population.

REFEREE ACCESS ONLY

The Investigation Theories on Democracy Falls could make for excellent return adventures to the Cursed Earth city after this mission is concluded and the current Winners' Circle has been arrested/killed. The theories are designed to give Referees and Player Characters reasons to go back to Democracy Falls to investigate other matters that they will not have time to do in this written mission.

In case Referees wish to use these theories in their own games, here are the truthful explanations of the current Investigation Theory on Democracy Falls.

Theory 1 – There are aliens that landed at the Air Barons' landing strip but only a small group of them. As shapechangers, the aliens blend in perfectly with the population and live amongst the gangs seamlessly.

Theory 2 – Everyone is indeed welcome in Democracy Falls, even known perps. Some of Mega-City One's criminal trash has indeed ended up living good lives in the city, making it a rich environment to chase down perps.

Theory 3 – There is no malicious reasoning behind Diesel William's choice to open the Big Meg Run, he merely wanted to make things easier for his smugglers to get in and out of the City.

Theory 4 – There are some cannibals in Democracy Falls but the aquafarms and livestock of the Avalonian gang provide the foods for the majority of the population.

ACROSS THE CURSED EARTH

'Muties, outcasts, Gila Munja, rad storms and dinosaurs. The Cursed Earth is one hell of a place to go visit. Still, should be a bit of a holiday compared with the streets of the Meg!'
— Tek Judge Rawlings, Chief Tek of the Pit Vehicle Pool

After being briefed on how Democracy Falls functions and exists, the Judges are ordered to venture out into the wastes to find the city, gain access to the Winners' Circle and judge them for the homicide of Judge Edimann.

As Democracy Falls is a city that equates respect with a person's driving skill, so the Department has asked them to spend a six-hour course of offensive driving with Tek Judge Rawlings. An expert driver, he has had years of experience of every vehicle in the Justice Department inventory and there are few in the history of the department who are able to match his skills.

This chapter begins with the brief driving tuition under Rawlings for the Judges and continues with the journey from the Pit through the Cursed Earth and eventually to Democracy Falls.

OFFENSIVE DRIVING 101

Once the Player Characters have been briefed on their next assignment they are sent to learn how to drive like a Bloodrace driver. Placed through a rapid learning course under the supreme skills of Tek Judge Rawlings, the Judges will become more competent drivers of vehicles other than their Lawmasters.

When the Player Characters have gotten through their briefing on Democracy Falls, they will need to report to the vehicle pool and meet with Rawlings:

'Now, I know you are not cadets,' Tek Judge Rawlings growls, 'but here on this course you might as well be.' He is a tall and athletically built Judge, his face a map of small scars, showing his experience as he paces in front of a trio of large overbuilt ground cars. 'These are training frames used by the wagon drivers, but today they are going to double as those pieces of drekk the Fallsies – that's what I'm callin' them these days, by the way – are driving.'

'Time is short,' he says, cranking the wrench bolts on the door to swivel it open, 'so get your butts in these cars and get ready to sweat. We've only got six hours... let's not waste them.'

Tek Judge Rawlings will put each Player Character through a series of driving tests and examinations to help each understand how to best make a vehicle into a tool of destruction. Skills like accelerating, passing, drifting, sideswiping and collision control are taught in six bone-jarring hours.

Referees are encouraged to run the Judges through a few Drive (wheeled) skill tests to simulate this training course. Such tests should range from the very easy (accelerating) to the remarkably challenging (collision control) but Rawlings will ensure that no one is hurt or killed during the process.

Completing the crash course in aggressive racing earns each Player Character a +1 DM for up to three Drive (wheeled) skill checks during a Bloodrace, showing how much they have learned under the expert tutelage of Tek Judge Rawlings. Once the tests are complete and the Judges have passed the course to the best of their ability, Rawlings will let them get to their trek across the Cursed Earth as ordered.

INTO THE WASTES

Using the same smuggling tunnel that the Bloodracers are using to get in and out of the Mega-City area, the Judges are sent off toward Democracy Falls. Their first priority is to catch Grunter Leadbelly and they will need to follow the tracks his vehicle left in the ground, then they will need to proceed to the city itself. The distance to Democracy Falls is a little over 400 kilometres, a distance that normally takes only a couple of hours to travel on the back of a lawmaster. However the harsh, unforgiving terrain of the Cursed Earth makes such speeds suicidal, even without the prospect of ambushes on the way from the inhabitants of the wastelands. Instead it will take four days of travel to reach the destination, across a land broken by the carnage of atomic warfare. There are three encounters the Judges will be guaranteed to make on their journey. There are also some additional, optional encounters which can be included.

THE RACER'S TRAIL

The weather in the Cursed Earth is atrocious when the Judges leave the city using the smuggler's tunnel in the half-built sewage conduit. While this makes it impossible to follow the trail of Grunter Leadbelly by air, conditions are not so bad on the ground as to make following the trail overland impossible. The trail from the *Muncemasher*, Grunter's vehicle, is extra deep and ragged due to its weight – and the Judges are not the only people that are following it.

This first encounter will take place close to the 100 kilometre mark outside of the Hab Zone, as the Judges have followed the trail. When they reach this point on their journey, the Referee should read them the following:

Glassy dust fragments plink off of your visor, carried by the wind and your forward momentum, causing a cacophony inside your helmet. Through the clouds of debris you see something odd on the horizon.

Drawing nearer, you see the hulking shape of a large vehicle wreathed in greasy black smoke. While you watch the scene flares up with a brilliant orange plume of fire. The funny thing is, it seemed to come horizontally from a secondary source... a flamethrower! Its operator, a scrawny mutant with patchy skin and black face paint beneath a filthy mop of hair turns and looks your way.

'Scram it!' his high-pitched voice cries out, as he uses the back of his hand to wipe the soot from his goggles, 'Burn them gruddamn Badges!' A group of similar looking thugs, all smeared with matching warpaint and wielding an assortment of weapons, join the first in a chant...

'Burn! Kill! Eat! Burn! Kill! Eat!'

The tribals are scavengers of the lowest calibre; Cursed Earth scum that found the *Muncemasher's* tracks in the blasted soil and followed them to where it currently sits. They go by names like 'Rooster', 'Ruffles' and 'Plaid'; all

named for the pieces of junk they adorn themselves with. The scavengers are on a hunt for two things – meat and parts – both of which they found in abundance when they came upon Grunter Leadbelly.

By the time the Judges arrive, the tribals have already burnt out the *Muncemasher*, caught and killed Grunter and were enjoying their celebration feast. Foxy (Grunter's cam-navigator) jumped out of the vehicle at the first sign of trouble, running away toward Democracy Falls as fast as his feet can carry him.

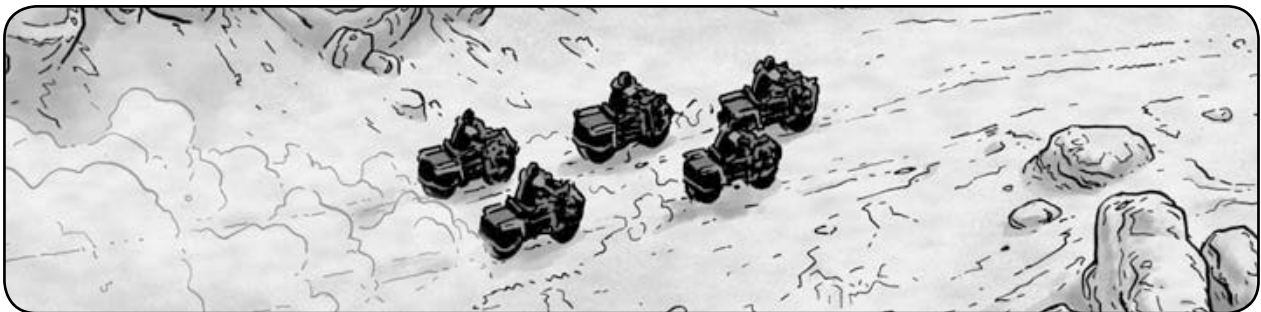
Out in the Cursed Earth, the tribals will not be arrested and it is unlikely the Judges will wish to capture such degenerates. They want any 'toys' the Judges might be carrying and the meat inside their uniforms. During the battle, they do not fight with any thought out plan.

The following things can happen during the combat with these raiders:

- If a Judge ever drops or loses their Lawgiver, a tribal will try to pick it up and use it (triggering the security failsafe).
- The mutie with the flare-X flamethrower (Rooster) has no forethought about firing at Judges when his friends are in the area of effect.
- If the Judges drove in on their Lawmasters, the Cursed Earthers will try to hop on and take them, despite not having the skill to drive them (almost ensuring a wreck).

They will fight until they physically cannot fight any longer, most likely when all are dead or unconscious. The Judges will have to choose whether or not they want to call for a Patwagon to pick up any survivors, or to execute them on the spot.

Once the raiders have been dealt with, the Judges will get a chance to take a closer look at the wreckage of the car and the half-butchered remains of Grunter Leadbelly. With just a cursory glance, this is what they will find:



CURSED EARTH RENEGADES (7)

The Coalface tribe are cannibals and scrap salvagers. They are nothing if not persistent but they are not the most intelligent creatures in the wastes. They are armed with a variety of weapons they have managed to steal, scavenge or otherwise put together.

Str 8 (+0), Dex 8 (+0), End 10 (+1), Int 5 (-1), Edu 5 (-1), Soc 2 (-2)

Skills: Athletics (endurance) 1, Gun Combat (slug pistol) 1, Heavy Weapons 0, Melee 1, Navigation 1, Survival 1

Weapons: Four carry Jagged Clubs (2d6), all of them carry Serrated Daggers (1d6+2), three carry antique revolvers (3d6-3), two have Spit Pistols (3d6-3) with 1d6 bullets in them and one has a Flare-X flamethrower (see below).

Equipment: Fatty meat chunks, scrapping tools and odd junk pieces.

Armour: Cobbled Armour Pieces (3).

Perp Desperation Level: N/A

Weapon Traits: The Flare-X Flamethrower launches a stream of burning petrol. Armour value is halved. This damage is persistent. That is, a target hit with a Flare-X takes additional damage each round. This damage is halved each round (rounding down) until it finally runs out. A character who is flamed again whilst on fire takes only the largest damage of all current flame attacks – there is a limit to how much on fire a person can be.

The Flare-X cannot use autofire but it can hose down an area. The user can choose between a +4 DM to hit a single target or the ability to attack up to 3 man-sized targets within 3m of one another using the same hit roll (with no bonus). Damage is rolled separately for each target in this case.

- The vehicle was heavily armoured and built on a half-track frame. It had been set on fire, as all of its upholstery is now charred foam and melted plastic.
- The fatty (Grunter) looks like he was shot at very close range several times and has large chunks of his body carved off expertly.

If the Judges want to investigate the scene further, they can make Investigate skill tests to glean the following facts from either set of remains (the car or Grunter). A single successful test earns the first piece of information, the second gets the next and so forth.

- The vehicle had much of it ripped off by crude tools before it was set ablaze.
- The fatty was shot several times, which probably killed him.
- The vehicle had a mounted weapon of some kind on its hood but it looks too damaged to know what it was.
- The fatty's body was not just cut up; it was butchered for the meatiest pieces.
- Most of the fire damage on both the vehicle and the body took place after they were already scrapped/dead.

Once the Judges have finished investigating the scene, they should easily discover the footprints leading away from the scene. Foxy might not be a fatty himself but his boots have very distinct tread that will be extremely easy to follow.

The Judges will be able to follow Foxy's tracks for the next 20 kilometres, where they will have the chance to save his life and figure out what to do with him once – or if – they do.

FOXY HUNTING

Following the foot tracks away from the scene of Grunter's demise, the Judges will cross another twenty kilometres of the Cursed Earth before they will find Foxy, Grunter's cam-navigator. He survived the attack that killed his driver but now has found himself in grave danger typical of people alone in the atomic wasteland.

'No!' you hear a panicked voice from over the next ridge, 'Go away! Grud! Just leave me alone!'

'We know you Meg rats have deep pockets,' a second, deeper, voice barks out, 'so hand over your creds and that flashy cam-rig and maybe we'll let you limp home!'

'Help me!' the first voice shouts as you crest the hill. Ahead you see a near derelict caravan trailer with three rough-looking types trying to force their way in from the outside.

When you come into view, the biggest of the three turns and looks at you, a roughly-stitched cybernetic eye shining emerald light in your direction. After his device focuses, he slaps the backs of his two friends, who join him in gawking at you. They match the description of the Meat-freaks, a gang of Cursed Earth muties who are addicted to second-hand bionics to the point of making some of their own when money is short.

'Look at 'em, boys!' the eye-lit one groans as he pulls a strange-looking device from his bandolier, 'fancy lads from the Big Meg... and they brought us gifts, they did!'

'The little one is mine!' another Meat-freak laughs, reaching over and pulling the pin from the first's grenade, 'I needs me some new shinies!'

The Judges are about to get into another fight with the trash so common in the Cursed Earth, three members of the somewhat large gang of cyber-surgery junkies called the Meat-freaks. They saw Foxy's cam-rig and immediately came up with ideas to integrate it into their twisted bodies. Foxy saw the three mutants a long way coming and ducked into the overturned trailer, having only a few moments to barricade the door. If it were not for the arrival of the Judges, the Meat-freaks would have surely cut their way into the trailer, and into Foxy, by now.

The three Meat-freaks are Heraldo, Dezzie and the Garbage Man. Heraldo is the shortest, youngest and least augmented

of the three – but he is also the meanest. Dezzie has several augments, both useful and cosmetic, but replaced her tongue with a zip gun a long time ago. The Garbage Man is the biggest of the three (the one with the night vision eye-lens) and the one with the highest quality combat implants.

The Meat-freaks are certain the Judges will execute them if they are caught. This is why their Desperation Levels are so low. They will fight as long as they believe they have the advantage; which means when the Judges have them outnumbered at a ratio of more than three to one. They will try to escape at that time, if possible.

After the Meat-freaks have been dealt with (however that works out), the Judges may choose to arrest Foxy for his role in Bloodracing, question him regarding what happened or possibly pressing him for details about Democracy Falls.

Foxy will give the Judges whatever information he can muster and cooperate in any way they require – especially if he thinks it will keep him out of the iso-cubes. Some facts that he will give (perhaps frantically, even if NOT questioned) are as follows:

- Foxy will detail *exactly* how to reach Democracy Falls using landmarks and the fastest route possible.
- Foxy will tell the Judges that an invitational Bloodrace is coming in a few days and that it will be a big event for the whole city.
- Foxy will tell the Judges any of the details he can about the city functions; especially details about the Warrens and the Broader Ripple gang. Although Foxy is not a fatty (therefore not a Broader Ripple boy), he works exclusively with them.



FOXY

A rookie cam-navigator hired by chance after Grunter Leadbelly's original one was crushed to death, Foxy signed on for the fame and unfortunately got involved in Leadbelly's Big Meg Run challenge – now he is on the run from mutants in the Cursed Earth.

Str 7 (+0), Dex 9 (+1), End 7 (+0), Int 8 (+0), Edu 6 (+0), Soc 6 (+0)

Skills: Art (vid-filming) 1, Computers 1, Gun Combat 1, Navigation 1, Stealth 2, Streetwise 1, Survival 1.

Equipment: Vid-cam rig, one remaining vid-tape.

Armour: Sports Armour (6 vs. melee).

Perp Desperation Level: +0.

HERALDO, MEAT-FREAK

One of the younger freaks in the gang, Heraldo is only augmented a few minor times and only once with any useful apparatus. Heraldo hates anything to do with the Mega Cities and would gladly turn his brother's grenades on the Judges out of spite alone.

Str 7 (+0), Dex 9 (+1), End 9 (+1), Int 7 (+0), Edu 5 (-1), Soc 2 (-2)

Skills: Athletics (endurance) 2, Gun Combat (slug rifle) 1, Medic 1, Melee 1, Navigation 1, Physical Science (cybernetics) 1, Survival 2.

Weapons: Spear (1d6+3), Double-Barrelled Stump Gun (4d6).

Equipment: Various Cosmetic Augments, Radio-Antennae, Magnet Fingertips.

Armour: Sewn-on Plasteel Plates (6).

Perp Desperation Level: -4.

DEZZIE, MEAT-FREAK

Replacing her tongue with a cybernetic zip gun after it swelled up with rad poisoning, Dezzie is therefore mute but communicates a lot with angry, jerky body language. She has several augments, most of which just add to her eerie body structure, making her seem even more alien than her fellow freaks.

Str 8 (+0), Dex 10 (+1), End 8 (+0), Int 7 (+0), Edu 4 (-1), Soc 2 (-2).

Skills: Athletics (endurance) 2, Gun Combat (slug pistol) 2, Investigate 1, Melee 1, Physical Science (cybernetics) 1, Survival 2.

Weapons: Las-Knife (fingernails) (1d6), Antique Revolver (3d6-3) with 3 bullets, Club (2d6), Zip Gun tongue (2d6-1).

Equipment: Various Cosmetic Augments, Swivelling Elbow (Increases Dexterity), Eye-light Filaments (Low-Light Vision).

Armour: Pad Armour (4 vs. melee).

Perp Desperation Level: -5.

THE GARBAGE MAN, MEAT-FREAK MONSTROSITY

The Garbage Man has replaced much of his musculature, sensory organs and some of his bone tissues. He is now a tower of cobbled parts and mechanical devices that he stitches onto himself – often without anaesthetic!

Str 12 (+2), Dex 9 (+1), End 10 (+1), Int 6 (+0), Edu 6 (+0), Soc 2 (-2)

Skills: Athletics (endurance) 3, Athletics (strength) 3, Gun Combat (energy pistol) 0, Medic 2, Melee 2, Physical Science (cybernetics) 1, Recon 2, Survival 2.

Weapons: Powered Claw (as a Great Mace) (3d6+3), Rotary Stump Gun (treat as a normal stump gun but with the Auto 4 trait) (4d6), Laser Pistol (3d6+3), 5 Fire Bombs (1d6).

Equipment: Strengthening Augments, Vid-Cam Eye (Infrared Vision), 30m Scanner, Medical/Cyberdoc Toolkit.

Armour: Plasteel Flesh Patches (8).

Perp Desperation Level: -6.

Once the Judges are completely finished with Foxy, however the scene unfolds, they will need to continue on and cross the last portion of their journey to Democracy Falls.

THE FLYBY

The Air Baron gang performs routine fly-over patrols to watch for mutant beasts or raiders – anything that might threaten the safety of Democracy Falls. When the Judges are within the last 100 kilometres of the trip to the city, they will see the aircraft fly over; possibly interacting with it.

This third scripted encounter puts the Judges in a possibly paranoia-inducing situation that they could react to:

A haze of thick industrial smoke lies on the western horizon, pointing you in the right direction, but something else pulls your attention to the north. A small speck on the horizon, you can see a winged contraption racing ahead of a billowing brown trail of fuel smoke. You can better see that the speck is an antique aircraft with strange-looking technical apparatuses under its wings.

It seems odd... but that aircraft looks like it is headed right your way...

The Air Baron scout craft has seen the Judges in the wastes and wants to get a closer look to bring back pictures to the Winners' Circle. The aircraft will make one low pass to see the Judges but then turn back around to get a closer picture. This might be construed as an attack run. A difficult (–2 DM) Investigate skill check as the plane is approaching will reveal to the Judges that the machinery under the wings are just vid-rigs and transmitter equipment; and there appears to be no weapons on the vehicle.

The Judges may let the plane pass overhead without incident but they could also feel threatened by the encroachment. This could erupt in violence, especially if the Judges did not think to look closer at the plane.

The statistics for the plane (in case they are needed) are as follows:

Air Baron Scoutcraft	
Skill	Flyer (Wing)
Agility	+1
Crew	1
Open/Closed	Open
Armour	8 (hull, fuselage), 6 (wings)
Hull/Structure	3/3
Equipment	4 x Vid-Rigs, 2 x 10km-range image transmitters

If the scout plane is allowed to leave unmolested, it will report to the Winners' Circle about the Judges. This makes this encounter rather short but it ensures that the city will not automatically think the Judges are hostile.

If the scout plane is fired upon, it will quickly turn and race back to Democracy Falls to report on the Judges' imminent arrival. The Winners' Circle will get panicked about the Judges' arrival at first but Diesel Williams sees profit where his colleagues do not – and he knows how to make the best out of the situation.

If the scout plane is destroyed (which is unlikely), the scattered images the Winners' Circle receives before it explodes or crashes will be enough to set their members into the panic described above.

Regardless how the encounter takes place, the Judges will finish the encounter close enough to Democracy Falls to be able to reach it without further complications. This moves the mission on to the entrance of Democracy Falls, and *A Bloody Welcome*.

ADDITIONAL CURSED EARTH ENCOUNTERS

If the Referee wants to randomly determine something special to happen on the Judges' trip to Democracy Falls, he can roll on the following table.

2d6	Encounter
2–4	Shamazon Mercenaries
5–7	Dust Storm
8–10	Smugglers
11–12	A Fallen Walker

SHAMAZONS

The Cursed Earth is a treacherous place for anyone to live or travel in, however some groups have managed to carve out a healthy living in their own ways. One group, the Eerie Marsh Shamazons, have survived and thrived by hunting, raiding and serving as mercenaries. They are a powerful tribe of neo-savages and are always looking for their next 'big score'.

Up ahead you see several flapping tee-pee styled tents, with a handful of people walking around nearby. One of them points at you, calling for his companions to assemble as you draw nearer.

'Yo!' a large tribal-looking man wearing an armoured vest, multi-pocketed pants and a red leather headband barks out, his hand resting on a very large knife in his belt, 'My name is Delgado. To what do we owe this gruddam honour?'

Several others wearing similar outfits come out of the tents, some armed with crude rifles and large-bladed weapons. They are ready for a fight but you are unsure as to whether they want to start one.

The Shamazons are not going to immediately attack the Judges but will do so the moment any of them show aggression – which includes anyone drawing their Lawgiver. The attack will be fast and brutal if the Judges prompt it, but it is not a foregone conclusion. The Shamazons are not mutants, but they are criminal mercenaries that live in the wasteland. They are one of many such groups in the wastelands but have only rarely crossed the path of Justice Department in the past.



DELGADO, SHAMAZON CAMP LEADER

A mercenary by trade, Delgado lives a nomadic lifestyle with his family members not only to make his living but also to make him honoured among his people. He is a big man that prefers to get up close and personal with his foes where he can use his favourite knife, *Skinfoe*.

Str 11 (+1), Dex 8 (+0), End 10 (+1), Int 8 (+0), Edu 5 (–1), Soc 4 (–1)

Skills: Athletics (endurance) 2, Gun Combat (slug pistol) 1, Investigate 2, Leadership 2, Melee (blade) 2, Navigation 2, Persuade 1, Recon 2, Survival 2, Tactics 2

Weapons: *Skinfoe* (1d6+2), Spit Pistol (3d6–3) with 14 bullets.

Equipment: Shamazon clothing, Local Cursed Earth map, 10 doses of anti-radiation meds, 2 smoke bombs.

Armour: Plasteel-plated Armour (6).

Perp Desperation Level: –3.

SHAMAZON MERCENARIES (11)

Deadly mercenaries and guns-for-hire, the Shamazons are efficient warriors that see no difference between shooting a rival gang member or a Judge. To them it is all business.

Str 8 (+0), Dex 9 (+1), End 9 (+1), Int 7 (+0), Edu 4 (–1), Soc 3 (–1)

Skills: Athletics (endurance) 1, Gun Combat (slug rifle) 1, Melee (blade) 1, Navigation 2, Recon 1, Survival 2, Tactics 1.

Weapons: Blade (2d6), Stump Gun (4d6) with 8 bullets, Knife (1d6+1).

Equipment: Shamazon clothing, 3 doses of anti-radiation meds, 2 Mealbars or Protein pouches.

Armour: Plasteel-plated Armour (6).

Perp Desperation Level: –2.

If the Judges avoid a conflict they will still not be welcome in the Shamazon camp. However, they might discover some additional information, perhaps even learn more about Democracy Falls, or gain some supplies for the remainder of their trip.

DUST STORM

Radiation-laden dust storms frequently form with little warning across the atomic wasteland, putting anyone who is ill protected against them at risk. The threat of a dust storm always looms over Cursed Earth travellers' heads. This encounter puts the Judges in the path of a rad storm, putting their survival skills and equipment to the test:

The air suddenly becomes thick with electrical static. The horizon seems darker than it should and a growing sound like one of the Tek Judges' sandblasters. These things can mean only one thing – a Cursed Earth rad storm!

As soon as you recognise the signs for what they are... the clouds grow and the first red-violet radiation lightning strikes on the winds headed your way.

The Judges will have only a few seconds (time for a single Significant Action) before the dust storm will blow over them. There are a number of effects that the Judges will need to deal with, including the following.

- The storm will last 3d6 rounds.
- Each round all Player Characters must roll 2d6; a result of 2 means that a rad-lightning strike was close enough to harm them – inflicting 2d6+2 damage upon them.
- While the storm is in effect, all skill checks are made at -4 DM.
- Characters without respiratory or eye protection will take 1 point of unpreventable damage each round from blowing sand and heat-particles.
- Characters caught in the storm for longer than 5 rounds will register as being 'irradiated' on scanners and rad-counters for the next 24 hours.

When the storm has run its course the landscape will have been covered in dust, the Judges will need to pass a Navigation skill test (unless they have some kind of Cursed Earth map) to keep their direction sense toward Democracy Falls. If they fail this test they lose 1d6 hours of travel time before needing to make another.

SMUGGLERS

A lot of illegal goods come in and out of Mega-City One on account of cunning smugglers that cross the Cursed Earth. Some ride mutant horses, some ride ATVs or others have ancient ground vehicles. Smugglers are, by the nature of



their career choices, lawbreakers. A pair of smugglers cross paths with the Judges, giving them a chance to uncover a pair of lawbreakers.

Two tails of kicked up sand mark the approach of small, fast-moving vehicles. They slow down as they approach and you see they are a pair of quad-wheeled ATVs packed with a pile of gear wrapped under patchwork tarps. Shutting down the vehicle, the driver of the first pulls off a leather goggle-mask, shaking out a mane of reddish braids and smiles at you genuinely.

'Don't often see too many Judges out here,' she says, a cough to clear the dust from her throat, 'what can my partner and I do for you?' She extends a gloved hand. 'They call me Miss Fix.'

Miss Fix and Sammie are gun-running smugglers that pick up piles of goods from places like Democracy Falls, the Steel ruins to the north and similar places, hiding them in packages of legal goods in order to sneak them into Mega-City One. They are currently on one of their smuggling runs – which makes bumping into a group of Judges extremely unfortunate for them.

Every Judge that gets into a conversation with either smuggler should be given an Investigate skill test versus the smuggler's Deception skill. If the Judge achieves a higher

Effect, he can tell that something is 'not quite right' about their mannerisms or story. This might lead to them looking closer and inspecting the ATVs – or at least trying to.

The gear packs contain all of the following:

Miss Fix's ATV:

3 Riveter Pistols
2 Riveter Rifles
2 Stump Guns
3 Spit Pistols
6 Las-knives

Sammie's ATV:

2 Riveter Pistols
1 Riveter Rifle
1 Double-barrelled Stump Gun
2 Spit Pistols

At the first sign of them getting found out, Miss Fix and Sammie will try to get on their ATVs and escape. This will be difficult for them, but they will try. They will only fight the Judges if they have no other choice, reaching into their cargo to arm themselves.

If the Judges do not find the illegal goods, they can have a conversation with the smugglers which might give the Judges some Cursed Earth insights. Miss Fix knows a little bit about Democracy Falls; she will share what she can if only to get the Judges back on track and out of the way of their business!

A FALLEN WALKER

Judges who go on the Long Walk take their equipment with them, swearing to never let it fall into the wrong hands so long as they live. Life expectancy is short, however, and this means there are Judge remains out in the Cursed Earth. Occasionally these remains will be located and reported back to the Justice Department, who then arrange for a passing hotdog run to reclaim the gear.

The glint of gold catches your eye in the dust flats ahead, attracting your attention. Getting closer you can see the object half-buried in the sand is the shoulder pad of a Judge's uniform. The outline of a complete body is visible, and you know you are looking at the remains of a killed brother in arms, probably a Judge who took the long walk.

However he or she ended up out here like this, a better and proper burial has been earned by all Judges fallen in the line of duty... no matter where they fell.

The fallen corpse belongs to a retired Judge named Hollis who took the Long Walk after many years on the street. He died from exposure during a particularly violent and lengthy rad-storm.

MISS FIX, GUN SMUGGLER

Gorgeous and intelligent, Miss Fix is a businesswoman first and foremost. She wants nothing more than to make some credits and avoid doing some time in the cubes. She takes a daily dose of radiation medication and wears a protective suit to get by.

Str 6 (+0), Dex 9 (+1), End 7 (+0), Int 9 (+1), Edu 8 (+0), Soc 5 (-1)

Skills: Advocate 1, Deception 2, Drive (wheeled) 2, Gun Combat (slug pistol) 1, Navigation 3, Persuade 1, Recon 3, Survival 2, Trade 2.

Weapons: Whatever she takes from the gear pack.

Equipment: Goggled respirator, 4 doses of anti-radiation meds, 2 meal packs, 120 Credits.

Armour: Armoured Radsuit (2).

Perp Desperation Level: -1.

SAMMIE, MISS FIX'S PARTNER

Working with Miss Fix for well over a year, Sammie hopes one day they might have a non-business relationship. He will do anything for her, up to and including fighting a group of Judges to try and keep her out of the iso-cubes!

Str 7 (+0), Dex 8 (+0), End 8 (+0), Int 7 (+0), Edu 7 (+0), Soc 4 (-1)

Skills: Athletics (endurance) 1, Deception 1, Drive (wheeled) 1, Gun Combat 1, Navigation 1, Melee 2, Recon 1, Survival 2, Trade 1.

Weapons: Knife (1d6+1).

Equipment: Goggled respirator, 2 doses of anti-radiation meds, 3 meal packs, 45 Credits.

Armour: Armoured Radsuit (2).

Perp Desperation Level: -2.

The Judges should take the time to properly bury their former comrade and take with them his badge and any equipment he was carrying (he has several clips of lawgiver ammunition left in his pouches).

A BLOODY WELCOME

'Judges? A whole squad of them are coming to D-Falls? I think I have the perfect idea. Hear me out...'

— Diesel Williams, Winners' Circle Member from the Fountainhead gang

On reaching Democracy Falls, the Judges have to enter the city without having to take on all the gang members inside. This mission is not to bring justice to every inhabitant of the entire city (even though they probably deserve it), just those responsible for Edimann's death.

Democracy Falls is built to repel the dangers of the Cursed Earth at the Four-Six-Five, which it does regularly. With the recent information spreading about the next Bloodrace invitational (see sidebar information), several factions outside Democracy Falls are going to try and earn a place in the race. This turns the area outside Eastgate Way into a tense chaotic throng in the time before the Judges arrive.

This chapter revolves around the Judges dealing with the people of Democracy Falls as they enter the city. It will not take long before the Judges are given an opportunity to complete their mission.

REACHING DEMOCRACY FALLS

When the Judges approach Democracy Falls, they should see it clearly long before they reach the entrance. It is a massive hulk of a construction compared to the flat and blasted landscape of the Cursed Earth and it can be seen over 20 kilometres away.

When the Player Characters reach the edge of the city read the following:

Democracy Falls is much larger than you believed it would be, the rubble wall of its boundary extending along the horizon under a smog of greasy brown and black haze. Towering ruined buildings sit behind the wall, the flicker of electric lights dancing amidst the clouds of smoke. Braids of power cables are strung between some of the buildings, and the roar of engines echoes out from the sprawl of the city.

DIESEL WILLIAM'S (NOT SO) BRILLIANT IDEA

When the scouting plane's transmitter sent images of Judges heading toward Democracy Falls, Diesel Williams immediately knew they had to be coming for him. Seeing both an opportunity to increase the city's revenue and potentially save him a lengthy sentence in the iso-cubes.

Knowing that the Judges will do whatever they can to get at him, Diesel chooses to offer an open invitation to new drivers in the next Bloodrace invitational – with the plans on announcing some big changes to the scoring system *after* getting the Judges involved. His hopes are to have the drivers kill the Judges for him; he can deal with the ultra-high scores it creates afterwards.

The Cursed Earth is a hellish place to live but this city proves that the mutants, perps and scum of the world can thrive in the worst of situations...

BIGGIE LITTLE AND THE CRAZY 20

Once the Judges reach the fields outside the Four-Six-Five, they will find there are a lot of people waiting to get into Democracy Falls. The announcement the Winners' Circle would be allowing outside racers into the next invitational has spread like wildfire across every comm-unit, radio and word-of-mouth. This has turned the area outside Eastgate into a chaotic mess.

In the Cursed Earth, a target rich environment like the Eastgate waiting area is like chum in shark infested waters. Raiders see groups of armed, armoured and equipped peoples in the wastes as possible sources for income, gear or even food.

When the Judges arrive in the area, the encounter begins as an intelligence-gathering scene amongst the people waiting to get into Democracy Falls before they are attacked by a notorious gang of outlaws.

There is a large gathering at the gap in the wall; a general mulling about that looks slow and ponderous. Possible perps,

muties scum and bystanding civilians are all in a line waiting to get into the city, the throng moving very slowly through the huge gate.

The grinding sound of the four heavy weapons turrets swivelling back and forth, their rust speckled barrels pointing menacingly into the crowd. Those guns look like they could do some serious damage if they opened up. There is no question as to how the city keeps the peace out here – at the end of some very big guns.

Numerous pairs of eyes, goggles and visors focus on you as you approach. Many heads lean toward one another, gasps run through the crowd and you are immediately aware of how outnumbered you are.

The Judges will have a chance to walk around the crowd of people and get a feel for what is going on, seeing how the people react to having Judges around them and to find out they are not as much of a surprise in Democracy Falls as they expected they might be.

Using either their Carouse or Investigate skills the Judges can learn several facts about the people they are waiting with during the half-hour they have before the Crazy 20 arrive and attack the Judges.

For every successful skill test the Judges make during this time period, they should learn one of the following facts; starting with the first and moving down the list.

- There are 13 visible mutants, seven cybernetically enhanced thugs and 10 vagabond types in the crowd.
- At least two of the mutants are very familiar to you; pass a Law skill test to recognise them as warranted perps.
- The armoured soldier-types watching over the gate into Democracy Falls are letting two to three people into the city every few minutes.
- There is a lot of gossip about the next Bloodrace invitational, which takes place tomorrow. The Winners' Circle is allowing two additional cars into the race and many of the people here are trying to get in to be one of them.
- Rumours about the coming of Judges to Democracy Falls started to circulate less than an hour ago but everyone has been told to be on their best behaviour. It has made much of the crowd nervous about the Judges' presence.
- The guards have been told not to interfere with the Judges when they arrive, making sure they are not hindered with their duties (Diesel needs them to get into the city for his plan to work).

After the Judges have waited for a half-hour (meaning most of the crowd has already gone through the gate), a group of criminal scum arrives. This gang, the Crazy 20, were originally headed to Democracy Falls in order to enter their car in the Bloodrace. Seeing the Judges at the gates however, will give their leader the chance to avenge a previous wrong committed against him by Justice Department.



A BLOODY WELCOME



A new, high-pitched engine sound cuts the general thrum of the industry nearby, shattering the murmuring chatter of the remaining crowd. The sound comes from a fast-moving car racing toward the city, calling all attention its way. It quickly stops, flinging bits of broken asphalt and glass from the ground all around in an expanding cloud of debris. When it grinds to a halt, two huge flap-like rolling steel doors swing up, letting out four large thugs. They are heavily armed and glare menacingly at the crowd.

From behind them comes a heavily built mutant, perhaps five feet tall and dwarfed by his companions. He looks around before spotting you, his face visibly contorting into a mask of pure rage. 'Judges! You two-timin' scumsuckers! Where's my reward! Crazy 20 smoke 'em!'

'Circle Guard,' the loudspeakers on the wall squawk out, 'do NOT get involved! Let the Judges do their jobs!'

Little Biggie is a gang leader from Cincinnati and was largely responsible for the capture of the fugitive from Mega-City One justice, Elron Shingler. However a promised reward never materialised largely because of his hostility towards Judges.

The Crazy 20s will leave their car and go after the Judges. They have quite a score to settle, making the appearance of the Judges an unexpected bonus to their trip to Democracy Falls.

Like the command on the loudspeaker says, the Circle Guards at the wall entrance will not attack the Wheelers or the Judges. They are far more afraid of what the Winners' Circle would do to them than a stray Lawgiver bullet.

Once two of the gang are down the others will attempt to break off the fight and escape, either into the city or out on the plains.

When the combat is over, the crowd will have dispersed and the Circle Guard will be waiting with Medipacks to help any injured Judges. Once any Judges who need tending are helped (if they want to be), the loudspeakers will crackle back to life to address them.

'Welcome, welcome,' the static-filled man's voice erupts from the bullhorns again, 'to our esteemed legal agents from the East. On behalf of everyone at Democracy Falls, it pleases us to have Judges walking our streets. Come on in and stay at the Ivory House, on us. We'll be in touch.'

After the announcement, the guards will let the Judges into the city, ushering them toward the Warrens.



IVORY HUNTING IN THE WARRENS

As the Judges move into the city they will enter the area known as the Warrens. Somewhere in its twisted streets, paths and alleys there is a condorm called the Ivory House. If the Judges want a place to stay in Democracy Falls, the Winners' Circle has set up the Ivory House to serve that purpose.

If the Judges choose to try and make other arrangements, they will need to come up with the payment to do so. The average room in the Warrens is big enough for three people and costs 10 credits a day. When the Judges arrive in the Warrens they will need to find the Ivory House (or another suitable residence).

STREET BY STREET INVESTIGATION

The Judges can choose to find the Ivory House the old fashioned way; by searching the Warrens for it. This will require them to use their Streetwise or Investigate (-2 DM) skills to wander the streets looking for the small plastic sign that marks their lodgings for what it is. Each skill check should take 1d6 x 5 minutes to perform, succeed or fail.

If the Judges manage to get three separate successes on these skills before they get three failures, they will find the Ivory House and should move on to the next encounter. If they do not, they will instead need to roll 1d6 on the

CRAZY 20S

The most powerful gang in the ruins of Cincinnati, the Crazy 20s have a reputation for violence that is not undeserved. Under the leadership of Little Biggie they have been widening the area they raid and see the opportunity of the Bloodrace invitational to expand their influence and power.

Str 9 (+1), Dex 8 (+0), End 10 (+1), Int 7 (+0), Edu 4 (-1), Soc 3 (-1)

Skills: Athletics (endurance) 2, Drive (wheeled) 1, Gun Combat 0, Melee (blade) 1, Navigation 1, Survival 2, Tactics 1.

Weapons: Scrap Axe (hatchet) (2d6+1), Spit Pistol with. 3d6 bullets each (3d6-3), Knife (1d6+1).

Equipment: Assorted mechanical tools, Fire foam, Respirator, Sugar/Umpty Candy.

Armour: Scrap Armour (3).

Perp Desperation Level: -3.

LITTLE BIGGIE

The leader of the Crazy 20 gang Little Biggie is a tough, ugly, foul tempered thug who is disagreeable at the best of times. He is not suicidal, however, and once it is obvious he can not win a fight he will withdraw to fight another day.

Str 8 (+0), Dex 10 (+1), End 11 (+1), Int 7 (+0), Edu 5 (-1), Soc 2 (-2)

Skills: Athletics (endurance) 2, Drive (wheeled) 2, Gun Combat (slug rifle) 1, Heavy Weapons 1, Melee 0, Navigation 1, Survival 2.

Weapons: Heavy Spit Gun (3d6), Stump Gun (4d6), Knife (1d6+1).

Equipment: Full mechanic's kit, Respirator, 2 lb. box of sugar cubes.

Armour: Scrap Armour (3).

Perp Desperation Level: -5.



A BLOODY WELCOME



'Democracy Falls Troubles' table later in this section before restarting their search.

ASK A LOCAL

The Judges can find the Ivory House through a quick conversation (or interrogation) with a local resident. This requires a Persuade skill check, the Effect of which will determine how good the information is.

Persuade Effect	Game Mechanics
-6	Malicious Information; Roll 1d6-3 on the Democracy Falls Troubles table and restart search
-5 to -1	Bad Information; Roll 1d6 on the Democracy Falls Troubles table and restart search
0 to 3	Closer to the Goal; Roll another Persuade skill test, adding a +2 DM.
4 to 5	It is Right Around the Corner; Roll another Persuade skill test, adding a +4 DM.
6	Found it!!!

ASK A CIRCLE GUARD

The Judges can also find the Ivory House by simply flagging down one of the Circle Guard members and ask (order?) him to show them the way. This requires a single Investigate skill check to find a wandering guard and a Persuade skill check (-1 DM) to get him to abandon his duties to show the Judges the way. The Investigate skill check takes 1d6 x 10 minutes of time.

If the Persuade skill check is failed, the guard has some anti-Judge sentiment and leads them into a trap; roll 1d6-2 on the Democracy Falls Troubles table and restart the search afterwards.

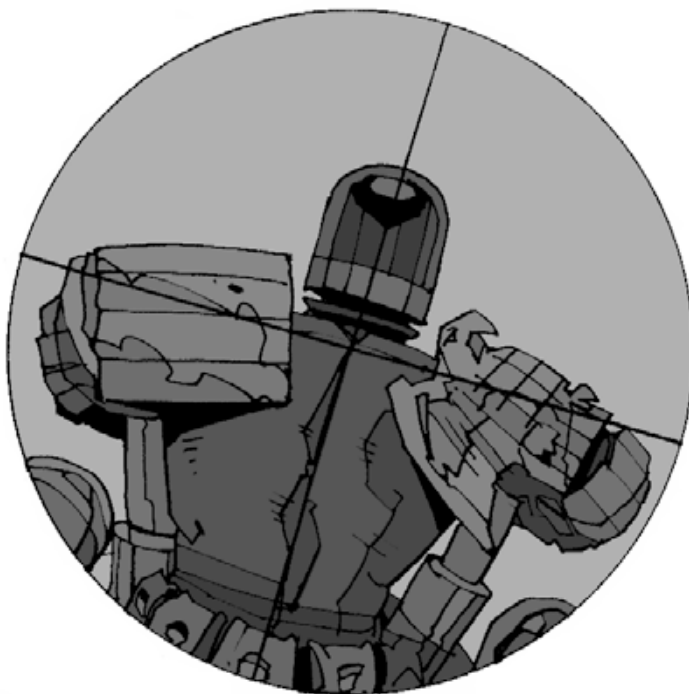
DEMOCRACY FALLS TROUBLES - THE WARRENS

These are the problems that could arise for the Judges while in the Warrens, especially if they wander too far away from the streetlights and 'safety' of the more heavily populated areas.

1d6 Result	Troublesome Encounter
0 or less	Sniper Shot
1	Corrupt Circle Guards
2	Perp Ambush
3	Look Out!
4	Loose Electric Arc
5	Smog Bank
6	Lubricant/Coolant Leak

Sniper Shot – A hidden perp with a high-powered rifle takes a well-aimed shot at a random Judge in the group. This shot is made with a Gun Combat skill of 2 and three Minor Actions of 'Aiming', having a base damage of 4d6 if it is successful.

The sniper knows better than to try to take a second shot or fight the Judges and will automatically flee from the scene whether or not he hits. If, by some unexpected strategy, the Judges do catch up with a sniper five floors and two blocks away, use the statistics for the attackers in the Perp Ambush.



Corrupt Circle Guards – A small group (1d6) of Circle Guards have been bribed by a local criminal to attack the Judges when they are otherwise occupied. The statistics for the Circle Guards can be found at the end of this encounter.

Perp Ambush – A small group of escaped perps hiding out in Democracy Falls believes the Judges are there for them, causing them to try eliminating the Judges in an ambush. The statistics for the Perp Attackers can be found at the end of this section.

Look Out! – A fast-moving car or trike zooms down the street that the Judges are on, losing control when its driver sees Judge uniforms with the potential of crashing into them. Each Judge must pass an Athletics (coordination) skill check

at a -1 DM. Success means the Judge leapt out of the way in time before the vehicle careens past. Failure inflicts a single impact (counts as melee damage) with a number of dice of damage equal to the negative Effect of the failure (-2 Effect is 2d6, -4 is 4d6 and so on). The driver will not stop after the incident but his statistics should be the same as those of a Perp Attacker.

Loose Electric Arc – One of the numerous cable-braids that are strung throughout the city to give power to the buildings and generators comes loose and falls near the Judges, dancing and sparking enough to be a hazard. Each Judge must pass an Athletics (coordination) skill check. Success means the Judge has moved to safety, away from the arcing cable. Failure inflicts a single jolt of power into the Judge (counts as energy-based damage) with damage equal to 2d6 plus the negative Effect of the failure (-1 Effect adds +1 damage, -3 adds +3 and so on).

Smog Bank – A bank of thick industrial exhaust has blown into the Warrens, settling into the streets where the Judges happen to be. This stuff is terrible to breathe for longer than a few seconds, forcing anyone caught in it without a respirator to pass an Athletics (endurance) skill test at -2 DM. Failure inflicts 1d6 damage to the character's END characteristic.

Lubricant/Coolant Leak – The machine lubricants and engine coolants used so heavily in Democracy Falls leak frequently and pool in the low points throughout town, causing several slick points on the streets. The Judges have just walked through one of these slippery leaks. Each Judge needs to roll an Athletics (coordination) skill test, with any failures meaning a misstep and a fall. Any Judge that falls down due to slipping in a leak will suffer a -1 DM penalty to any fear-based Persuade skill checks – their reputation has become less fearsome due to the comical fall.

Once the Judges find the Ivory House (or another place to stay), they can enter the premises and begin their preparations for the next step in their investigation into the Winners' Circle.

AT THE IVORY HOUSE

When the Judges find their lodgings for the evening, while they are cleaning equipment, tending wounds and taking showers, the Winners' Circle will send a messenger. He will bring interesting news – and a potential method of getting at the secluded and well-protected Winners' Circle.

CIRCLE GUARD

The 'police force' of the Winners' Circle, the Circle Guard are better equipped than most people in Democracy Falls or even some of the lower blocks of Mega-City One. They wield salvaged energy weapons and wear locally-crafted 'revlar' armour.

Str 8 (+0), Dex 9 (+1), End 8 (+0), Int 7 (+0), Edu 5 (-1), Soc 5 (-1)

Skills: Advocate 0, Deception 1, Drive (wheeled) 1, Gun Combat (energy pistol) 1, Heavy Weapons (autocannon) 1, Investigate 1, Mechanic 1, Melee (bludgeon) 1, Streetwise 2, Survival 1, Tactics 2.

Weapons: Laser Pistol (3d6+3), Baton (2d6).

Equipment: Infrared Goggles, Respirator, 2 doses Anti-Radiation Meds, 2 Smoke Bombs, 3d6 Credits.

Armour: Revlar Armour (8).

Perp Desperation Level: +0.

PERP ATTACKER

This is just a disgruntled perp that has been hiding out in Democracy Falls, making a living until he can move on elsewhere.

Str 7 (+0), Dex 7 (+0), End 8 (+0), Int 6 (+0), Edu 4 (-1), Soc 3 (-1)

Skills: Athletics (endurance) 1, Deception 1, Drive (wheeled) 0, Gun Combat 0, Melee (blade) 1, Stealth 1, Streetwise 1, Survival 1. (For the sniper: Gun Combat (slug rifle) 2.

Weapons: Riveter Pistol (3d6-2), Knife (1d6+1). (For the sniper add Heavy Rifle, Bolt 4d6+4).

Equipment: Trendy Local Attire, 2d6 Credits.

Armour: Patchwork Jacket (2 vs. melee).

Perp Desperation Level: -1.

If the Judges did not stay at the Ivory House, the Winners' Circle will still send the messenger to their location. The Judges' location is a major part of local gossip, making them easy to find.

A BLOODY WELCOME



The Referee should make the coming of the messenger abrupt. It should take place either very late at night or when most of the Judges are at rest (perhaps cleaning their Lawgivers for maintenance, out of their armour and so on).

A sudden sharp knock on the door sends a jolt of adrenaline through your veins, almost immediately soothed by the squeaky, unsure voice that follows it.

'Sir?' a nervous voice, like a boy growing into a man, cracks through the door, 'Judges? On...on behalf of Big Donnie Mac and the Winners' Circle... I have a message for you.'

The messenger is a young boy with the look about him of a teenager starting to become a fatty. He is unarmed and will surrender at the first sign of trouble; a situation during which he will continually say 'the message is outside' over and over again between begging for his life/freedom.

When the Judges eventually go out into the street to receive the message (likely expecting an ambush), they will find a large gunmetal grey cargo van with its engine humming on the sidewalk. Its large side-doors are closed but facing the entrance to the building the Judges just came out of – the perfect position to unload on them.

The Referee should have the Judges roll Investigate and Recon skill checks to add tension to the scene. He can point out that the van is large enough to house several passengers, a single heavy weapon turret or even house a very large amount of homemade explosives.

Just when the Judges are ready to defend themselves against whatever the van has inside, the rest of the scene unfolds:

With an ominous 'click' the latch on the van's doors opens, two heavy steel doors sliding open in front of you. All of your muscles tighten, ready to draw or dodge, but neither reaction is necessary. The compartment of the van is filled with a stack of vid-monitors wired together to form a large wall of glass and plastic. The screens come to life, the snowstorm of anticipatory static casting fractious shadows throughout the street.

'Good evening, Judges,' the picture changes to the head and shoulders of a tattoo-faced fatty, crumbs of his most recent snack still visible between his chins, 'I'm sorry about this message getting to you so late, but the recording gear is almost a block away from my hab. Anyway, we are sending this message to you because we have a fantastic proposal we want to offer you. Pack whatever you want and meet me under the archway platform off of Meridian. I have a gift and a proposition for you.'

The van will then leave and head back to the Broader Ripple territory, where events could help the Judges meet with the Winners' Circle. They are the most well-protected and impossible to approach people in Democracy Falls; this could be the Judges' best opportunity to get access to them.

MEALS, WHEELS AND SHADY DEALS

If the Judges accept Big Donnie's invitation, they will be able to follow road signs and local directions to one of Democracy Falls' larger roadways, the Meridian. The Meridian has a large concrete archway that serves as the marker to Broader Ripple territory from the Downtown Falls area; it is also where Big Donnie Mac is planning on 'meeting' the Judges.

Once the Judges reach the archway, they will see Big Donnie and his guards waiting. The following scene takes place at that time:

A massive man, huge by even fatty standards, sits on a riveted metal bench in the middle of the street. Surrounding him are three other fatties, large guns resting in their hands. Behind all of them is a large, oblong object under a grey tarp.

'I am so glad you could make it,' the sitting fatty says, stuffing a fistful of some kind of food into his greasy-lipped mouth, 'my colleagues said that you would not come. You see, my name is Big Donnie Mac, and I'm the best damned driver on the Winners' Circle...and I am supposed to drive in the invitational coming up. The problem, you see, is that my gang's best car went off to the Big Meg and was never heard of again.' He pauses to tear off a chunk of a sandwich. 'And this,' he gestures with his meal, showering his own shoulder with synthetic mayonnaise, toward the covered object behind him, 'is too gruddamn small for me to even try.'

At his implication, two of the other fatties yank the tarp off what is revealed is the very same car the Crazy20s drove up to the city gate in.

'I know you Judges are here for Williams,' Big Donnie continues, 'even he knows it. To tell you the truth, I would love to see him all wrapped up in Boing and bounced all the way to Titan for what he has done to the Bloodraces. Problem is, he don't come out of the Tower anymore. So, I have a proposition for you. Drive my car... this car...and win the race. Winners get to go up and have dinner in the tower.' He licks his fingers between heavy breaths, 'and I don't think I need to say what that means for you guys, do I?'

'So,' Big Donnie says, 'do we have a deal?'

The Judges have a great opportunity to talk to Big Donnie Mac, informing him of Grunter Leadbelly's demise in the

Cursed Earth or perhaps just learning more about why Big Donnie is trying to help the Judges get to Diesel Williams.

Big Donnie has the following things to say if the conversation prompts him to do so.

- *'Poor Grunter...I told him the Big Meg Run was suicidal and stupid. Not to mention...completely illegal. Right?'*
- *'The Bloodraces are what this city lives and dies for. I know you Meggies don't like them, but it is what keeps the gangs from snuffing each other out. If Williams gets his way, our favourite pastime will get us all killed – or judged.'*
- *'Three of the other Winner Circle members will be racing in the invitational, but not Williams. He has not raced since he stole his place on the Circle. We all know he murdered Dollie; he just isn't THAT good a driver.'*
- *'I voted against the Big Meg Run, by the way. Just in case you were curious.'*

If the Judges choose to take Big Donnie up on his proposition, he will tell them the following.

'Excellent!' Big Donnie says, clapping his hands together, 'We will have the car waiting for you at the entrance to Speedtown. I will make all of the arrangements.' He rubs his greasy mitts together, 'I can hardly wait to see Williams finally get his!'

If the Judges decide not to take Big Donnie up on his offer this time he will sweeten the deal, explaining that he will personally deliver a long list of Williams' contacts living in Mega-City One that are part of his smuggling network. Big Donnie does not care much for the smugglers, which is why he has no issue with turning them over as leverage to get the Judges to drive his car.

If the Judges *still* will not drive the car in the invitational, they will be stuck on the sidelines – or trying an all out frontal assault on Speedtown to get at Diesel. The Judges should recognise how useful being in the race could be, even if they only use it to get inside of Speedtown. The Referee may even wish to remind the Judges that Diesel Williams (and any collaborators) are the actual target of their mission and driving in the race is obviously the best way to get at him.

Once the Judges are done with the Broader Ripple gang, they will be free to do as they please until the following morning, when they should report to Speedtown for the Bloodrace invitational preliminaries.

The Judges should get back to where they are staying unmolested, likely having chosen to drive in the upcoming race to get closer to their true mission – bringing Diesel Williams to justice and the law to Democracy Falls.

BIG DONNIE MAC

Huge even for a fatty, Big Donnie Mac is a powerhouse of bulk that enjoys getting close up and personal with his opponents even when Bloodracing. As the highest scorer on the Winners' Circle he has a lot of clout with the other drivers and fans, but openly has no love for Diesel Williams. Diesel's predecessor was Big Donnie's friend Dollie Brown, who he believes (correctly!) Diesel murdered to get his spot on the Circle.

For more information on Big Donnie Mac, see page 28 of the Justice Files in this book.

Str 11 (+1), Dex 6 (+0), End 13 (+2), Int 7 (+0), Edu 5 (-1), Soc 6 (+0)

Skills: Athletics (endurance) 3, Athletics (strength) 2, Deception 1, Drive (wheeled) 3, Gambler 1, Gun Combat (slug pistol) 1, Leadership 2, Melee (blade) 2, Persuade 1, Streetwise 2, Survival 1, Tactics 2.

Weapons: Riveter Pistol (3d6-2), Hatchet (2d6+1).

Equipment: Massive amounts of food, Appetite Inducer, 200 Credits.

Armour: Sports Armour (4 vs. melee).

Perp Desperation Level: -3.

BROADER RIPPLE GANG ENFORCER

Fatties built for combat and intimidation, the Broader Ripple enforcers know how to do two things – eat and fight.

Str 10 (+1), Dex 6 (+0), End 11 (+1), Int 6 (+0), Edu 4 (-1), Soc 4 (-1)

Skills: Athletics (endurance) 2, Drive (wheeled) 1, Gun Combat 0, Melee (blade) 2, Streetwise 2, Survival 1, Tactics 1.

Weapons: Riveter Pistol (3d6-2), Battle Axe (3d6).

Equipment: Massive amounts of food, Appetite Inducer, 3d6 Credits.

Armour: Sports Armour (4 vs. melee).

Perp Desperation Level: -2.

A BLOODY WELCOME



SPEEDTOWN TIME TRIALS

'Judges in a Bloodrace? I say let 'em in. The badges locked up my cousin last year and I can't think of a better way to get a little payback than by grinding 'em into the dirt!'

— Bella Donna, Bloodrace Driver

The Judges' first night in Democracy Falls has passed, proving to them how dangerous a place it is. If they have fought the urge to sentence everyone they cross paths with, likely turning the city into a warzone in the process, they would have learned the best possible way to bring the full extent of the law to Diesel Williams and his associates.

Through an unexpected offer by one of the Winners' Circle gang leaders, the Judges will be given the opportunity to get inside the high security area of Democracy Falls' Speedtown territory – the location of the Winners' Circle headquarters.

The following morning brings two major events that the city is buzzing about; the Time Trial for admitting new drivers to the upcoming Bloodrace invitational and the invitational itself later in the evening. The Judges will be informed how important the Time Trial is to the people of Democracy Falls and should fuel their interest in investigating them further and adding new levels of excitement to their mission.

WARRENS WAKE UP CALL

The Judges have spent a nerve-wracking and somewhat worrisome night in the Warrens, the public living territory of Democracy Falls. Once they have gotten up and are mostly ready to begin their day in the infamous city, the Judges receive a different kind of message.

This encounter reminds the Judges that they are not terribly welcome in Democracy Falls. It is a non-too-subtle hint that they have many enemies here and a chance to investigate who they might be before reporting to Speedtown.

Last night's sleep was less than restful. Engines roar down the street at all hours, gunshots can be heard occasionally from far away and the room's lights flicker annoyingly. It is being in a city dominated by criminal scum, having to weather their existence for the greater mission goals, which really kept you restless.

You let out a heavy sigh, fastening your helmet on before

heading out into the city, just as there is a thunderous shudder in the floor beneath you! Something just exploded in the building's main floor below!

The main lobby and first floor of the Ivory House (or wherever the Judges stayed) was just crashed into by a large demolition vehicle. The vehicle's crew, a bunch of thugs from elsewhere in the Warrens, were paid to wreck the building and set it ablaze as a message to the Judges.

When the Judges get out of their room(s) and into the hall/staircase, they will find that much of the downstairs area is already on fire from numerous petrol bombs tossed in after the vehicle smashed through the front door (and wall!). The chemical fire is spreading fast and the Judges will need to get out of the building before it is engulfed in flames or collapses.

The door splinters under your boot heel, the crack of the impact answered by a woosh of heat and a plume of greasy smoke coming up from downstairs. The walls of the stair landing are blazing with patches of golden fire, the stairs themselves speckled with droplets of burning fuel and smouldering embers. At the bottom of the stairs you see two foil-suited perps tossing exploding glass bottles into the fire. Behind them, where the door of this building once stood, is an ugly V-shaped wedge of rusted steel and the rumbling vehicle that pushed it through the wall.

'Here they come!' one of the perps says, slinging his bottle onto the stairs directly, 'Come on!'

The vehicle is a modified two-laner used to clear the wreckage from the streets, stolen and 'ganged up' by a small group of wannabe Bloodracers. These wannabes were paid by Diesel Williams to attack where the Judges' were staying.

Williams is no fool; he knows the Judges will most likely survive the flames and the ensuing encounter with the gangers. He also knows it will send the message that he does not want the Judges in the races, which of course is simple reverse-psychology at work. By threatening their lives, wreaking havoc with their current residing point and making a point of demanding they do not race he hopes to cement the Judges' resolve to do just that.

The fire will consume the building to the point of collapse in 2d6 x 5 minutes. The Judges will probably have left the

premises before this point, but the Referee should make a point of describing falling supports, burning ceiling frame and such to ensure the players understand no fire fighters or emergency service will be coming.

Every round the characters are inside the burning building they will suffer 1 point of unpreventable damage from the heat and toxic fumes unless they have heat shielding and respirators in use.

Moving around the burning staircase and room requires an Athletics (coordination) skill test, suffering 1d6 points plus the negative Effect of the skill test in fire-based damage for every failure.

The two perps signal the driver of the vehicle to back out of the hole in the wall immediately and retreat into the street, showing the Judges the best way to exit the burning building as well. The gangers will be waiting for them outside, ready to deliver their 'message.'

When the Judges get outside read the following:

A huge vehicle, modified for combat and carrying several poorly armoured gang members, sits menacingly in the street before you. Almost a dozen perps are crowded around the metallic beast, carrying a number of small arms and jagged knives.

'We gots a message for you Meggies from Mister Williams,' one of the gangers sitting on top of the riveted plasteel truck says as he swivels a large gun in yor direction, 'you ain't wanted here! These ain't your races! Go away and stay out of our races!'

There are 10 gang members and the *Armageddon Disco*, and they will battle with the Judges to the best of their abilities when the Judges exit the building. They will fight until more than half of their number have been incapacitated or when the *Disco* is destroyed, fleeing on the round afterwards.

The vehicle is not terribly useful except for its weapon mount and the cover it provides to the gunner but it could make a good target for special ammunition or tactics.

When the fight is over, the Judges will have several minutes to themselves until a group of concerned Democracy Falls citizens will come over to see what happened. They will be honestly concerned about the well being of the Judges but they will not come to their aid if they can avoid it.

If the Judges take one of the Dancers captive to question them, the perp will explain that they were hired by Diesel

Williams for money and favours in the upcoming races. The captured ganger will act tough, spit and otherwise resist the Judges, believing any defiance he shows will add to his reputation once the Judges are dealt with by Williams.

HEARING THE NEWS

Once the Judges have dealt with their early wake-up callers they should want to begin the trip across Democracy Falls to Speedtown. Going on foot or on their Lawmasters, the Judges need to cross the rest of the Warrens and all of Downtown Falls to reach the border of Speedtown.

Somewhere in the first few minutes of the trip the Judges should get flagged down by a civilian, someone who works for Big Donnie Mac, who wants to make sure the Judges do not miss out on the Time Trials – their first chance to get to know their racing vehicle!

As you move along the cracked pavement of the road, a young woman just up ahead of you begins to jump up and down, waving her arms about crazily. She is obviously trying to get your attention, and is not subtle in doing so.

Unless the Judges choose to just 'keep on moving', which they might considering their first run-in with the local populace today, they will get a chance to stop and have a short talk with Bess, a slabwalker employed by Big Donnie.

If they stop and talk to her, the Referee should ask the Judges to pass an Investigate skill check in order to verify that Bess is not lying to them or luring them into a trap – which she is not.

Bess will tell the Judges the following:

'Big Donnie sent me to find you guys,' she looks you up and down, a predatory smile on her too-thickly painted lips, 'and am I glad I did...mmm-mmm.' She lets her eyes focus on the largest amongst you and she smiles widely, 'anyways...Mac wanted me to tell you that everyone is waiting for you at the time trials today. They start in about an hour, and you'd best get over there to check in and get to know your car. His guys spent all night making it just about perfect, too.'

Bess does not have a terribly useful bank of information for the Judges but she can be questioned for what little else she knows. A single Interrogation skill check (+2 DM) will cause her to spill the following facts about what she knows; one fact per positive Effect.

GANG MEMBERS (10)

Promised a place in next month's races by Diesel Williams, these urban savages want nothing else but to be considered one of the Democracy Falls gangs. They are poorly equipped, poorly trained and not ready to deal with a team of street Judges, although their street-tank, the *Armageddon Disco*, could cause some serious problems.

Str 6 (+0), Dex 6 (+0), End 8 (+0), Int 5 (–1), Edu 3 (–1), Soc 3 (–1)

Skills: Drive (wheeled) 1, Gun Combat 0, Melee (blade) 1, Streetwise 1

Weapons: Hand Gun with 1d6 bullets (3d6–3), Knife (1d6+1)

Equipment: 1d6 Credits

Armour: Anti-Heat Wrap (1 vs. melee, 6 vs. heat)

Perp Desperation Level: –2

THE ARMAGEDDON DISCO

A hideously painted modified juggler, the *Disco* is the mobile base of operations of the gang. They normally only use it to clear wrecks from the streets but this behemoth is as durable as it is ugly.

Dimensions	
Height	3,556mm
Width	4,830mm
Length	20 metres
Wheelbase	6,600mm
Weight	36,000kg
Fuel Capacity	360 litres
Powerplant	Refurbished JCD Meg-Way 500kW Hybrid
Full Speed	166kph
Max Speed	103m per round
Acceleration	12m per round
Deceleration	32m per round
Cost	Cr85,000 worth of repairs
Statistics	
Skill	Drive (wheeled)
Agility	–3
Crew	5 (1 driver, 4 passengers)
Open/Closed	Closed
Armour	6
Hull/Structure	3/6
Cargo	20 tons
Weapons	Heavy Spit Gun (3d6)
	V-Plough (8d6+8 damage to rammed targets)

- The Time Trials are how racers get their vehicles tested and their crews tagged for an upcoming race.
- Drivers on the Winners' Circle do not have to run a Time Trial on account of their previously proven abilities.
- Bess knows the fastest way through Downtown Falls; adding a +2 DM to the Streetwise skill check needed to get through the area without incident (see *Downtown Traffic*).
- Big Donnie Mac wants to eventually try to be the undisputed leader of the Winners' Circle but members like Diesel Williams will never let that happen.
- Inside Speedtown a driver and his pit crew are allowed to carry whatever weaponry they want to but only the vehicle (and therefore its driver) can score points. This does not stop the pit crew from hindering the other drivers and crews, but it could rob their driver of precious points.
- There is a lot of talk about the Judges – and the Mega-City refugees that are gunning for them here in Democracy Falls.

Once the Judges are done with Bess, she will saunter off to report back to Big Donnie. In case the Referee requires them, Bess' statistics are as follows:

BESS HOLLIDAY

Working as a street prostitute in Democracy Falls is pretty unpleasant at the best of times but Bess learned early in her career to choose a gang to protect her. Working for the fatties takes a lot of her profits but her employers are far more interested in their next meal than trying to abuse or mistreat her.

Str 6 (+0), Dex 7 (+0), End 7 (+0), Int 6 (+0), Edu 5 (-1), Soc 4 (-1)

Skills: Athletics (coordination) 2, Art (exotic dancing) 2, Carouse 3, Deception 2, Jack of All Trades 1, Melee (blade) 1, Streetwise 2, Steward 1

Weapons: Switchblade (knife) (1d6+1)

Equipment: Seductive Outfit, 2d6 x 5 Credits

Armour: None

Perp Desperation Level: +0

DOWNTOWN TRAFFIC

Crossing the central section of Democracy Falls, the neutral territory called the Downtown Falls, is a commonplace event for the people of the city. It is the easiest way to cross between gang territories most days, and the least likely to get the travellers murdered by rival gangs. For the Judges however, there is a different level of exposure and infamy that makes it far more likely that this simple trip will not be uneventful after all.

This section is not one encounter but has the potential for several as the Judges cross the busy and twisting intersections of the ruined territory of the Downtown Falls.

HOW TO NAVIGATE THE DOWNTOWN FALLS' STREETS

When the Judges head into Downtown Falls they can use their urban training to navigate the streets, alleys and ruins of the lost city. Whichever Judge has chosen to be the navigating leader of the group will need to pass an initial Streetwise skill test in order to gauge how long it will take their group to manoeuvre through the territory. If the Judges are on foot, there is a -1 DM penalty; if they are mounted on Lawmasters, they receive a +2 DM instead. The results of that skill test are then applied to the following table, showing how many times the Referee should roll on the Downtown Falls Encounter table.

Streetwise Effect	Number of Encounter Rolls
-6 or less	2d6+3
-5 to -3	2d6+1
-2 to -1	2d6
0 to 1	2d6-3
2 to 3	1d6
4 to 5	1d6-1 (min. 1)
6 or higher	1d6-3 (min. 1)

Once the Referee knows how many encounter rolls the Judges will have to weather he can roll 2d6 on the following table that number of times. Each result determines one encounter the Judges will need to deal with/overcome in order to move closer to their actual goal – *The Eagle Has Landed*.

Encounters can happen multiple times but may need to be adjusted by the Referee the second (and any subsequent) time an encounter occurs.

2d6 Result	Downtown Falls Encounter
2	Professional Hitman
3 – 4	Crazes, Mutants or Freaks
5 – 6	Unstable Water Conduit
7	Ruined Block
8 – 9	Gang Pack
10	Bloodrace Hooligans
11	Travelling Merchant
12	Local Informant

PROFESSIONAL HITMAN

Some escaped perp or runaway refugee from Mega-City One living here in Democracy Falls has heard about the arrival of the Judges and amassed enough resources to hire one of the most feared blitzers to be found in the Cursed Earth.

When the Judges are moving through Downtown Falls, the hitman will make himself known by setting off a timed explosive (to make even Lawmasters stop) and ambush the rear of the group. When this happens, read the following:

The twisted girders of an old commercial structure loom overhead as you move through the Downtown area, graffiti and battery-operated lights adding colour to the otherwise drab landscape. A particularly obscene picture involving a badly painted Judge puts a sneer on your face...

... before you are forced to an abrupt halt by a massive explosion up in the girders. Flaming rubble and shrapnel comes cascading down in front of you like a deadly waterfall, blocking your path. The echo of the blast still rings in your ears when a staccato report punctuates the moment from behind you with a stream of automatic gunfire!

The hitman is well armed, armoured, skilled and determined to put as many Judges down as he can. All pumped up on a cocktail of combat drugs, the hitman will fight relentlessly until killed – ignoring all damage until he is killed.

CRAZIES, MUTANTS AND FREAKS

The Cursed Earth is thick with the twisted mutations resulting from living in the fallout wastes and Democracy Falls is somewhere they can go to find shelter, food and work. Their usefulness to the local society aside, they are rarely friendly to the people from Mega-City One – especially not Judges. A few of them have gathered up to strike against the people who discriminate against them and prevent them from living in the Mega-City.

This group of mutant freaks and deranged locals will attack the Judges as soon as they are away from bystanders or other witnesses (who might get them in trouble with the

THE PROFESSIONAL

Deadly, determined and equipped to take down anyone he is paid to, the Professional is a foe worthy of any group of Judges. This killer has been paid by local criminals to deal with the Judges and he will do so to the very best of his abilities.

Str 10 (+1), Dex 11 (+1), End 10 (+1), Int 8 (+0), Edu 9 (+1), Soc 7 (+0)

Skills: Advocate 1, Athletics (coordination) 2, Carouse 2, Comms 2, Computers 2, Deception 2, Explosives 2, Gun Combat (energy pistol) 2, Heavy Weapons (autocannon) 2, Investigate 2, Medic 2, Melee (blade) 2, Persuade 1, Recon 2, Sensors 1, Stealth 2, Streetwise 2, Survival 1, Tactics 2.

Weapons: Laser Pistol (3d6+3), Sawn-off Stump Gun (4d6–2), Blade (2d6), 3 Hand Bombs, 3 Smoke Bombs.

Equipment: Boing® Cutters, Carryall, Combat Cocktail Injector, Infrared Goggles, Lock Hacker, Medipack, Remote Trigger, Respirator, 500 Credits.

Armour: Shell Jacket with Thermal Masking Suite (10).

Perp Desperation Level: –6.

Circle Guard), trying to inflict as much damage on the Judges as they can in as quick a time as possible.

When the mutie pack attacks, read the following:

'This ain't the Big Meg, drokkers,' a scaly thug hisses, walking out from behind a broken slab of plascrete, 'the Law don't mean nuthin' out here. This ain't Judge turf...' he says, flexing his corded muscles while producing a knife, several other muties and freaks appear from the area around you, '...these parts belong to the freaks!'

There are 2d6 random mutants, Crazes and rad-freaks that appear to ambush the Judges. They will try to do some damage, hurt each Judge as best they can, before they decide to scatter back into the alleys and sewers.

The mutie pack will only fight for 1d6+3 Combat Rounds, after which their nerve is broken by the Judges' presence and they will flee no matter how well they are doing in the combat.



CURSED EARTH MUTIE PACK (2D6)

This group of assorted freaks, Crazes and mutants all have one thing in common – hatred for Mega-City One, its people and definitely its Judges.

Str 7 (+0), Dex 7 (+0), End 9 (+1), Int 6 (+0), Edu 5 (–1), Soc 3 (–1)

Skills: Athletics (endurance) 2, Deception 1, Gun Combat (appropriate to weapon used) 1, Medic 1, Melee (appropriate to weapon used) 1, Recon 2, Stealth 2, Streetwise 1, Survival 2.

Weapons: Varies (see Special Traits below).

Equipment: Labourer's Clothing, 2d6 Credits.

Armour: None.

Perp Desperation Level: –2.

Special Traits: Each member of the Mutie Pack has a special mutation, quality or augmentation that defines how it will fight in the combat. Roll once for each member of the Pack on the table below.

2d6 Result	Mutie Pack Quality
2	<i>Ape-scale Arm</i> – Increase STR by +2 and increase Melee skill to 2
3	<i>Multiple Eyes</i> – Increase Gun Combat skill to 2; wields Riveter Pistol (3d6–2)
4	<i>Claws</i> – Increase Melee skill to 2; inflicts 1d6+2 damage
5	<i>Feline Limbs</i> – Increase DEX by +2; wields Riveter Pistol (3d6–2)
6	<i>Strengthened Chords</i> – Gains sonic roar attack using Athletics skill (2d6 in 6 metre area)
7	<i>Scaled Flesh</i> – Natural Armour of 4; wields Las-Knife (1d6)
8	<i>Extra Limb/Tentacle</i> – May make 1 additional Significant Action each round; wields Club (2d6)
9	<i>Bone Spurs</i> – May inflict 2d6+2 damage with Melee attacks
10	<i>Slime Skin</i> – Natural Armour of 3 (10 versus energy); wields Riveter Pistol (3d6–2)
11	<i>Regenerator</i> – Regains 1 point of wound damage as a Minor Action; wields Las-Knife (1d6)
12	<i>Psi-Nodules</i> – Gains Psi characteristic of 2d6 and Telekinesis skill at level 2

UNSTABLE WATER CONDUIT

The canals and rivers around Democracy Falls have been tapped, piped and run under the city to the cleaning facilities and out to the various places that can afford plumbing. Many of the larger conduits of pressurised water flow come in and out of the Downtown area and some of them were built above ground in order to facilitate repairs or public access. This is perfectly safe (as safe as anything else in Democracy Falls) on most days but occasionally they have blockages, pressure build ups or steam leaks that can be dangerous to passersby.

The Judges happen to be passing by one of these exposed water conduits when it breaks a seal and does something unexpected toward them!

There is an ominous hissing sound somewhere nearby, sending your hand to your Lawgiver with images of giant reptiles in the darkness, but the increase in pitch quickly reminds you of a tea kettle. Looking around, you are pleased to note that it is not some kind of Cursed Earth dragon stalking you, just a leaky pressure valve on a twist of water pipes a few metres away.

Your sigh of relief is premature however, as the pipes begin to burst dangerously close to you!

The water conduit will give the Judges a brief moment of warning before bursting violently, allowing all of them to make an Athletics (coordination) skill test with a -2 DM to leap to cover. Those failing this test will have to deal with the effect rolled on the following table.

1d6 Result	Water Conduit Effect
1	Flying Pipe Fragments – 2d6 damage
2	Steam Jet – 1d6 damage, not prevented by Armour
3	Scalding Spill – Athletics (coordination) 8+ or 1d6 unpreventable damage
4	Wastewater Jet – Survival 8+ or suffer 1d6 END damage
5	Sewage Spill – Anything moving through area suffers -2 DM to Athletics (coordination) if on foot; pass Drive test at -2 DM if mounted or lose control of the vehicle
6	Chemical Treatment Cloud – Suffer 1 point of unpreventable damage

RUINED BLOCK

The majority of the Downtown Falls area is the ruins of the original downtown Indianapolis area, including its massive shopping mall, convention centre and numerous hotels and businesses. When the bombs fell during the Atomic Wars so did many of these buildings, turning the whole area into a maze of rubble, collapsed construction and blocks of territory reclaimed from the dusty ruins.

The Judges are driving through one of these typical ruined areas. It has no real encounter involved with it but could be used to help set the atmosphere and setting of Democracy Falls.

If the Referee wishes to quickly describe the common ruined block the Judges are navigating, roll once on each of the following tables to create the overall description of the ruins in that area.

1d6 Result	Description Beginning
1	<i>The streets are littered with...</i>
2	<i>The shells of buildings around you loom over...</i>
3	<i>The asphalt is cracked and is covered in...</i>
4	<i>Exposed pipes wind around...</i>
5	<i>Sparking power cables are strung over...</i>
6	<i>Huge swaths of gang graffiti shares the landscape with...</i>

1d6 Result	Description Middle
1	<i>...burned out cars that...</i>
2	<i>...piles of old rubbish which...</i>
3	<i>...reeking pools of chemical fuel that...</i>
4	<i>...splatters of old dried blood which...</i>
5	<i>...profane symbols and words that...</i>
6	<i>...patches of organic-looking mould that...</i>

1d6 Result	Description Closing
1	<i>...give the area an eerie atmosphere.</i>
2	<i>...glow with a strange light.</i>
3	<i>...look highly irradiated.</i>
4	<i>...warn of past violence in the area.</i>
5	<i>...smell horrifically bad, like industrial waste.</i>
6	<i>...remind you of the worst blocks of the Mega-City.</i>

GANG PACK

The local gangs could not hold their territories if they did not venture out and perform activities outside their turfs, often within the Downtown Falls (as it is neutral territory). On a race day like this one however, only the lower seniority gang agents will be out working the territories; the rest will be trying to get in to see the Bloodrace.

The Judges have just stumbled upon one of these gang member packs, potentially getting in the way of their questionable activities. When the gang pack approaches the Judges (it will not be an immediate combat), read the following:

'Good day to you,' a gruff man with a scarred face half-laughs, 'to what do we owe the pleasure?' He is joined by several other rough-looking men and women, armed with firearms still holstered. Their similar clothing puts them in the same local gang but the fresh and sticky blood on some of them is what draws your interest.

'You look a little lost, officers,' the lead ganger says, 'How can we help you leave these parts?'

There are 1d6+3 gang members in the pack, all using the generic Gang Agent statistics, the Referee decides which gang they are working for. They just finished roughing up someone who owes their gang a lot of money, which is where the fresh blood splatters came from.

GANG AGENT

Ground-level members of a Democracy Gang are often used for some of the most menial tasks and labours the gang bosses require and these thugs are doing exactly that. They collect debts, deliver messages and generally do whatever is asked of them; they are not however, very bright.

Str 8 (+0), Dex 7 (+0), End 8 (+0), Int 4 (-1), Edu 4 (-1), Soc 3 (-1)

Skills: Carouse 1, Deception 1, Drive 0, Gun Combat (slug pistol) 1, Melee (bludgeon) 1, Streetwise 1, Survival 1.

Weapons: Zip Gun (2d6-1), Club (2d6).

Equipment: Local Gang Colours, 1d6+1 Credits.

Armour: Pad Armour (4 vs. melee).

The gang members will not automatically be hostile to the Judges but are aware of the often brutal nature of the Mega-City One Justice Department. They are ready for a fight; they just do not care to start one. If the Judges do any of the following things, the gang members will feel threatened and draw their pistols to start a combat.

- Threaten to arrest any of the gang members.
- Demand to know where the blood splatters came from after being told once *'It ain't your business.'*
- Draw a Lawgiver or Daystick.

If the Judges do not do any of these things and can pass a Persuade skill test, the gang pack can give them the easiest directions to the entrance of Speedtown. This allows the Judges to move on automatically to *The Eagle Has Landed* without any further encounters.

BLOODRACE HOOLIGANS

Many of the fans of the Bloodraces are drug addicts, crazies and other assorted miscreants. They love the roar of the engines, the squeal of the tires and the bloodshed it always creates. On the days before any race the streets and allies often see these race addicts driving their own makeshift vehicles around in large numbers to celebrate the upcoming event.

The Judges are on the same path as a group of over-excited Bloodrace fans who will not care if they happen to run into any of the Judges – they are too hopped up to take note of what they are hitting with their trikes!

'Race day! Race day!' a megaphone booms out amidst the squeal of feedback, soon matched by the rumble of several engines. The sounds are coming from a group of three-wheeled heavy trikes headed right your way. They are decorated in spikes, chains and blades – which is going to hurt a lot if you cannot get clear of their swerving, reckless path!

'Get outta the way! It's race day!'

Each Judge must pass an Athletics (coordination) or Drive (lawmaster) skill check at -2 DM. Success means the Judge moved out of the way in time before the trikes move past. Failure inflicts a single impact from one of the bladed sections of a trike (see statistics for base damage) with a bonus to damage equal to the negative Effect of the failure (-1 Effect is +1, -3 Effect is +3 and so on). The Hooligans will not stop to check on casualties or even care if they hit someone but will turn and try repeat passes if the Judges take any shots at them.

BLOODRACE HOOLIGAN (3)

Zealous fans of the Bloodraces, these drugged-up perps are a danger to anyone who walks down or near the streets of Democracy Falls. On their custom trikes they are a lethal threat to anyone caught in their path but are not trained well enough to drive them in the races themselves.

Str 6 (+0), Dex 8 (+0), End 7 (+0), Int 4 (–1), Edu 3 (–1), Soc 3 (–1)

Skills: Carouse 1, Drive (wheeled) 1, Mechanic 1, Melee (bludgeon) 1, Streetwise 2.

Weapons: Chain (martial arts flail) (2d6+1).

Equipment: Fake Leather Coveralls, 2d6 Credits.

Armour: Sports Armour (6 vs. melee).

Perp Desperation Level: –1.

Special Traits: A Bloodrace Hooligan cannot be arrested while mounted on a vehicle.

STREET-BUILT BLOOD TRIKE

Three heavy-duty wheels supporting a fast frame adorned with deadly collision weaponry, the Blood Trike is not terribly agile or built to last. It is however, built to inflict painful and maiming wounds on its foes.

Dimensions	
Height	940mm
Width	1,050mm
Length	2,200mm
Wheelbase	2,100mm
Weight	224kg
Fuel Capacity	22 litres
Powerplant	Refurbished Harrison 2500cc v6
Full Speed	260kph
Max Speed	212m per round
Acceleration	18m per round
Deceleration	28m per round
Cost	Cr2,000 worth of used parts
Statistics	
Skill	Drive (wheeled)
Agility	+0
Crew	1, 1 rider
Open/Closed	Open
Armour	1
Hull/Structure	1/2
Cargo	25kg
Weapons	Bladed/Spiked Prow and Fenders (2d6 collision damage +1 for every 30m moved directly towards the target)



TRAVELLING MERCHANT

The Downtown Falls market area is where nearly all commerce in Democracy Falls takes place, with dozens of merchants coming to the neutral bazaar to do their business. These merchants are mostly members of the Falls' gangs but they are also often travellers from other Cursed Earth settlements. The merchants come and go all the time; so much so they can be asked for directions and information easily enough.

The Judges are about to cross paths with one of these travelling merchants, who has a few things the Judges might want to buy – or intimidate – from her.

'Oh hey,' a brightly clad woman peddling a bike-cart down the street says happily, 'funny seeing the likes of you lot in the Falls.' She stops and spins one of her legs over her other knee, a wide smile across her face.

'What can I help you with, officers?'

The merchant is a law abiding, licensed salesperson for non-weapon equipment of all kinds. She carries most pieces of general equipment (that could fit in her cart, anyway) found in the *Judge Dredd* setting rulebook at a 50% mark up on price. If alternate *Traveller* equipment is used in the campaign, she may have access to any general equipment of Tech Level 13 or less with a 100% mark up.

The merchant also knows the best route to reach Speedtown. The Judges can get this information in three ways:

- Intimidate the merchant using the Persuade skill (–2 DM); which also will increase all costs by an additional 50%.
- Question her with the Interrogate skill; which will cease all other commerce.
- Buy the information for 100 Credits.

FALLS MERCHANT

A common salesperson in the Downtown Falls market areas, this person keeps a large stockpile of useful information and equipment at all times. She tries to keep her nose clean of illegal activities, but steers clear of Mega-City One just in case.

Str 5 (–1), Dex 8 (+0), End 7 (+0), Int 7 (+0), Edu 8 (+0), Soc 6 (+0)

Skills: Broker 1, Computers 1, Carouse 1, Diplomat 1, Drive (wheeled) 1, Gun Combat (slug pistol) 1, Streetwise 1, Trade 2.

Weapons: Spit Pistol (3d6–3).

Equipment: Fancy Clothing, Sales Items, 3d6 x 50 Credits.

Armour: Pad Armour (4 vs. melee).

Perp Desperation Level: N/A

If the Judges get the information, they may automatically move on to *The Eagle Has Landed* without any further encounters.

LOCAL INFORMANT

It is a rare thing to find someone in Democracy Falls who is not some kind of lawbreaker. Sometimes however, a petty perp will gladly help out the Judges in order to get their own sentence commuted (if possible). Street Judges are not always willing to negotiate with narks but for a perp looking to spend some time in the 'cubes it is worth the risk.



The Judges are about to run into an unsubtle perp who is too paranoid not to turn himself in – but comes with useful information if the Judges take the time to hear it.

'Oh grud!' a wiry young man with dark circles under his eyes exclaims as he turns the corner into your path. His red-rimmed eyes go wide with shock at the sight of your uniforms and he drops the plastic cup of whatever syrupy drink he was holding. For just a moment you see flight in his eyes, which turns to panic as soon as they rest upon your Lawgivers.

'I never wanted to do it,' he says, falling to his knees in the pool of sticky spilled beverage, 'it was a prank, yeah, a prank...oh grud, oh grud, oh grud...please don't put me in those boxes! I'll do anything! I'm closed-a-phobic...yeah...that's it! Come on...what can I do? Mercy? What's it called again...oh yeah...Clements sea?'

The petty perp thinks the Judges are after him for some extremely minor infraction he committed the night before and it has him in a state of panic. He will give the Judges any information he might have if he thinks it will save him from being Judged (perhaps it might); which includes all of the following pieces of information.

- The upcoming Bloodrace invitational is being whispered about; the rumours say that it will have some new scoring rules put into place.
- The Winners' Circle has pulled additional security to the borders of Speedtown with some heavy weaponry.
- Several teams for new racers are meeting at Speedtown for the Time Trials, because the Circle is only letting in a specific number of new cars to the invitational.

If the Judges ask the petty perp for directions or to show them to Speedtown, he will do so quickly and without further problems (or encounters). The Judges will be able to go directly to *The Eagle Has Landed*.

As they could be needed if the Judges decide to sentence him or make him an official Informant (see *Judge Dredd The Roleplaying Game* page 40).

LEAVING THE DOWNTOWN FALLS AREA

Either because one of the Downtown Falls encounters helped them or the Judges simply trudged their way across the district eventually they reach the huge crowd gathering at the entrance to Speedtown and the next encounter, *The Eagle Has Landed*.



PETTY PERP

A small-time criminal in a city filled with habitual offenders, this perp is convinced that he can be more useful to the Judges as an ally instead of taking up space in one of the iso-cubes.

Str 6 (+0), Dex 7 (+0), End 7 (+0), Int 5 (–1), Edu 4 (–1), Soc 4 (–1)

Skills: Carouse 1, Deception 0, Gun Combat 0, Investigate 1, Melee (blade) 1, Streetwise 1

Weapons: Knife (1d6+1)

Equipment: Average Street Clothes, 2d6–1 Credits

Armour: None

Perp Desperation Level: +0

THE EAGLE HAS LANDED

Having worked their way across town the Judges should now be standing in front of a growing throng of people outside the Speedtown gates. As conspicuous as they are, the Judges' arrival will not go unnoticed. This will prompt a response from the Circle Guard at the gates, who were told to expect them.

You hear Speedtown long before you see it. The combined sounds of voices shouting, talking and cheering mixed with the periodic roar of a car's souped-up engine echo down the streets. You get the feeling the time trials are bigger than you believed. Laying eyes on the chaos in front of Speedtown only affirms it.

A surging crowd numbering in the hundreds is packed outside the barbed wire gates to Speedtown. A row of 10 armed guards hold back the crowd, repeatedly telling them things like 'The trials are closed to bystanders' and 'The big race will start at sundown' while occasionally jabbing rifle butts at those who get too close.

At first you get a few sideways glances but these rapidly turn into gawking and tense movement. People begin to talk behind their hands, some even go as far as fanning out in fear of you.

'Let our guests from the Big Meg through,' a gravelly voice over a loudspeaker says, 'they are here for the trials.' At the electronic order the crowd parts.

'Welcome to Speedtown,' the voice adds as the barbed wire gate opens before you, 'your car is in bay six.'

One of the Circle Guards will escort the Judges over to bay six, walking past the first five – all of which are occupied by other racers and their pit crews. They give the Judges sneers and angry looks but will not take any action except maybe to spit or curse in their general direction. If asked, the guards will explain to the Judges who the other race teams are as they walk by.

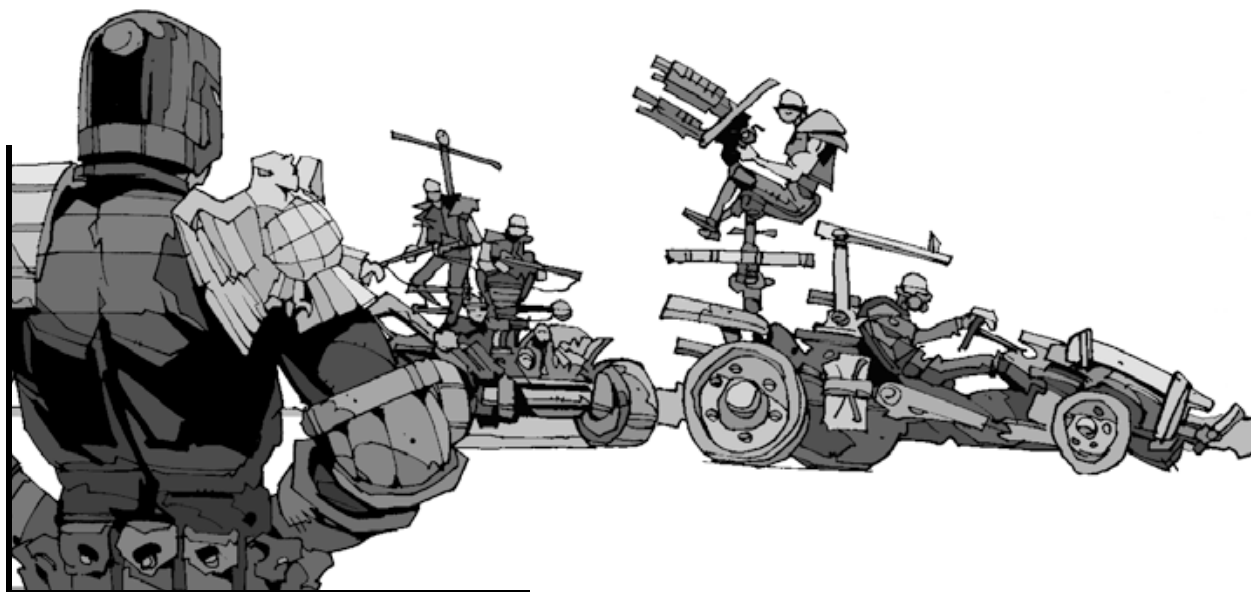
The five opposing cars are:

- **Brutal Bryce Bonesong** and the *Bonegrinder*; a racer from a local group of hooligans that have managed to put together an impressive Bloodrace vehicle capable of dealing a lot of damage.
- **Archie Scraps** and the *Howler*; a young racer with a small team from a settlement further west in the Cursed Earth. His car is light and very fast, but will not stand up to much punishment.
- **Bella Donna** and *Woman Scorned*; a beautiful racer with an all-female pit crew from the Warrens. Her vehicle is lightly armoured but is armed to the teeth with rapid-firing heavy spit gun cannons.
- **Mirror** and *Smoke*; a mysterious masked racer who has no pit crew at all. His vehicle is compact and armoured and only mounts a single weapon – a massive lazooka!
- **Doctor D** and the *Meatwagon*; a sadistic racer and member of a group of raiders. His vehicle is larger than the others to better house a bigger suite of weaponry.

Once the guards bring the Judges to bay six, they will be welcomed by a Speedtown representative and introduced to their vehicle:

'Welcome to Speedtown, friends,' a small-framed man in a yellow jumpsuit striped with reflective tape says, extending a hand, 'I hear tell from Big Donnie that you will be racing on his behalf in the invitational...if you pass the trials, that is. Anyway, let's get you familiar with your car.'

'Judges...' he says with a grin as he pulls aside a heavy plastic curtain to reveal your car, '...meet the Big Meg Eagle.'



Big Donnie's people are good at what they do; you can barely recognise the vehicle for what it was outside of town. Additional plates have been riveted to its sides, a pair of huge drum-fed cannons are mounted on the roof, a skirt of plastisteel chains dangle over the wheel wells and all the glass has been replaced by scalloped steel. The most impressive part of the car's makeover is the paintjob; dark blue with a huge golden eagle airbrushed onto the hood, its wings unfolded down the sides of the car. There is no question that onlookers will miss which car you are in!

'The trials will begin in 10 minutes,' the jumpsuited one says, checking your attendance off a list on his clipboard, 'let's go over the rules and then you can get acquainted with the Eagle here.'

The Speedtown associate is a glorified secretary for the Winners' Circle named One-Way. One-Way, unless stopped by the Judges, will explain to them how the Time Trials are different than a normal Bloodrace.

The Time Trials rules are:

- A car can have one driver and one gunner.
- Teams are allowed to use weaponry on opposing cars, but not opposing crews.
- There are no points to be scored in the Trials, just being able to finish in the top two is enough.
- No outside vehicles on the course (sorry, no Lawmasters!).
- The Trials take place on a smaller course in Speedtown and do not get anywhere near the Winners' Circle Tower.
- There will be two placing drivers in today's Trials.

Once he has explained the rules to them, One-Way will head off to get things ready at the starting line, leaving the Judges to inspect the *Big Meg Eagle* and work out which character will be serving as the driver and who will be the gunner.

If the Judges look over the car carefully, they can be given an Investigate or Mechanic skill (+2 DM) check to notice how well put-together the vehicle is. For a Cursed Earth modification job, Big Donnie Mac's workers have made a tough little racing car. Success will reveal that the car has two large bore anti-armour guns mounted to a firing stick inside the passenger seat area and a number of wireless-transmitting vid-cams mounted around the car.

If the Judges take a few moments to search the rest of bay six as well they will find a large box in the back, under a tarp that is marked 'From Mac'. Inside of the box are a half-dozen heavy armour-piercing rifles with full magazines. These weapons are what the Judges who are left in the pit crew (not in the vehicle) can use to take part in the Trials (and later, the invitational). They are exceptionally powerful weapons designed to be somewhere between a rifle and a launcher that use the Gun Combat (slug rifles) skill to fire properly, albeit with a -1 DM penalty.

Bay six also has an assortment of explosives lying in crates on the workbench in the back, next to an extensive tool kit for repairing ground vehicles. In total there are 6 Fire Bombs, 10 Hand Bombs, 6 Hi-Ex Packs and 12 Smoke Bombs for the Judges to make use of if they desire.

Five fully-stocked medikits can be found on the workbench as well, along with several doses of stimulants (legal ones). These may come in useful later but the Judges can feel free to use them before the Trials to patch up any wounds they have.

Once the Judges have taken what they want to from the bay, are familiar enough with the vehicle and know who will be driving and gunning during the Trials, they can then move it over to the starting line and take their places in the Pits.

Weapon	Range	Damage	Auto	Recoil	Mass (kg)	Magazine	Cost (Cr)	Ammo Cost (Cr)	Notes
Armour-Cracker Rifle	Ranged (rocket)	6d6	No	4	14	4	2,500	25	Suffers a -1 DM to hit; Doubles Damage against non-living targets

ONE-WAY, WINNERS' CIRCLE ATTACHÉ

Too unfit to make a decent Bloodracer himself, One-Way is an avid fan and an indispensable member of the Winners' Circle's team. He makes sure everything goes smoothly before, during and after the races in exchange for a penthouse apartment in the Tower.

Str 5 (–1), Dex 6 (+0), End 6 (+0), Int 8 (+0), Edu 8 (+0), Soc 7 (+0)

Skills: Admin 1, Broker 1, Comms 2, Deception 2, Drive 0, Gun Combat (slug pistol) 1, Mechanic 1, Steward 1, Streetwise 1

Weapons: Riveter Pistol (3d6–2)

Equipment: High-Reflective Jumpsuit, Clerical Items, 1d6 x 25 Credits

Armour: None

Perp Desperation Level: +0

THE BIG MEG EAGLE

A modified version of the frame-built Wheeler roadster, the *Big Meg Eagle* is a powerful vehicle that could survive a number of Bloodraces – but really only needs to make it through one!

Dimensions	
Height	1,245mm
Width	2,030mm
Length	4,226mm
Wheelbase	2,500mm
Weight	820kg
Fuel Capacity	45 litres; two 5-litre NO ₂ injections
Powerplant	Bydrax V12 24-valve
Full Speed	455kph
Max Speed	382 metres per round
Acceleration	40 metres per round
Deceleration	48 metres per round
Cost	Cr59,000 (street value)
Statistics	
Skill	Drive (wheeled)
Agility	+1
Crew	1 driver, 1 gunner
Open/Closed	Closed
Armour	5
Hull/Structure	4/4
Cargo	70kg
Weapons	Heavy Autocannon (8d6 SAP; 20 shots)

JUDGES ON TRIAL

Unknown to the Judges the race is fixed. Agents of the Winners' Circle have all but ensured they will achieve their goal and progress to the Invitational. However the time trials will still prove dangerous, no matter what preparations the Winners' Circle have made.

When the Judges have brought the *Eagle* over to the starting line, read the following:

The five other cars you will be competing against are lined up in the street around you, their engines rumbling. A row of huge, two-metre tall spikes extends across the starting line, rising up from the asphalt menacingly to keep drivers from attempting an early start. You look between them, seeing the long lane of open road in front of you, blocky ruins and demolished buildings on either side of the course.

The strikingly beautiful driver to one side of your car blows you a kiss that ends with a profane gesture while the masked racer on the opposite side of you might be staring through his mirrored goggles... or he might not be.

'Racers,' a voice shouts through your car's internal squawkbox, 'when the spikestop drops, start your Trial. Remember, only two of you get to join the rest of us at the invitational tonight...so make sure yours is one of those two cars to cross the finish line!'

At this point in the encounter the Player Characters will be split up into two groups – those inside the car and those in the 'pit crew'. This section is an extended combat with narrative elements inserted between each segment. Both Judge groups will have actions to take during the Trial, with more focus obviously being placed on the cars and the race itself.

HOW TO RUN THE BLOODRACE TIME TRIAL

The Referee will want to run the Time Trial in segments, most notably 'laps' around the given course in Speedtown. Each lap has distinct phases (and corresponding skill checks) for the Judges to undertake to narrate overall what happens as the cars zoom and careen around the course.

These phases are:

1. **Driver Phase**
2. **Gunner Phase**
3. **Pit Crew Phase**
4. **Rival Phase**
5. **Course Phase**

Each phase has something for the characters to do in regards to the events taking place on the course; most often in the form of a skill test. Depending on the Effect(s) of the skill tests required, different things will happen to the racers, their cars and the course itself.

THE DRIVER PHASE

At the beginning of every lap the driver of the Judges' vehicle must make a Drive (Wheeled) skill test using the Agility of their vehicle as a Dice Modifier. The Effect of that skill test is compared to the following table to determine that lap's potential events.

Drive Effect	Event
-6 or lower	<i>Sideswiped and Gunned At!</i> – Judge vehicle suffers 1 point of Hull (Structure if Hull is 0) damage; subtract -4 to this lap's Rival Phase roll.
-5 to -3	<i>Sideswiped!</i> – Judge vehicle suffers 1 point of Hull (Structure if Hull is 0) damage.
-2 to -1	<i>Lost Ground</i> – Judge vehicle suffers -2 DM on next lap's Driver Phase skill test.
0	<i>Keeping Up</i> – No major event.
1 to 2	<i>Shot Lined Up</i> – Judge vehicle may add +2 DM to this lap's Gunner Phase skill test.
3 to 5	<i>Perfect Lane</i> – Judge vehicle may add +2 DM to this lap's Gunner Phase skill test; Judge vehicle may add +2 DM to next lap's Driver Phase skill test.
6	<i>Right Up Their Tailpipes!</i> – Judge vehicle may add +4 DM to this lap's Gunner Phase skill test; Judge vehicle may add +2 DM to next lap's Driver Phase skill test.

If the Judges' car is damaged, the driver may choose to immediately 'Pit' the car after making the Drive skill test. By doing this they skip the Gunner Phase of the lap in hopes of maybe getting some repairs, but will suffer a -4 DM penalty to the following lap's Driver Phase skill test as they get back up to speed.

Due to the chaotic nature of the race and the twisting, intersecting lanes of the course, there is no way to determine who is in the 'lead' during the Time Trial – it is far more akin to a demolition derby than a true race.



THE GUNNER PHASE

After a Driver Phase which did not end in the car being 'Pitted', the gunner of the Judge vehicle may choose any opposing vehicle to take aim at during the lap, letting loose with the vehicle's weapons, his own personal weaponry or some other piece of equipment he might have. This is treated as a normal attack roll for the weapon or equipment being used, except it always comes standard with a base -1 DM penalty for the movement of the car.

It should be noted that a Gunner can also choose to take on a -8 DM penalty to his attack in order to try to hit the crew compartment of an enemy vehicle – randomly hitting the driver or gunner. This is a far more effective way of stopping a rival car compared to trying to destroy it but is difficult to accomplish.

PIT CREW PHASE

Once the gunner has made his attack (if he chose to do so) the Judges in the pit crew can collectively perform one of three race-based actions (or come up with something of their own for the Referee to rule upon).

The Pit Crew Actions are:

- **Repair a Pitted Car**; the pit crew must pass a Mechanic skill test to repair the Hull of the car that the driver has brought into the pits. An Effect of 0 – 5 repairs one point of Hull, Effect 6 repairs two points.

- **Attack a Rival Car**; the pit crew nominates a rival vehicle and makes a Long Range attack at it using whatever weapon they wish. The standard rules for the vehicle attacks in the Gunner Phase apply.
- **Take Aim**; the pit crew aims at a specific rival car, adding +4 DM to their next 'Attack a Rival Car' action upon that car.

THE RIVAL PHASE

After the Pit Crew Phase, whether the Judges' car is in for repairs or not, the rival cars will continue to try to kill one another on the course. The Referee rolls 1d6 and adds the number of remaining rival cars in the Trial (plus any additional modifiers from the Driver Phase). The result is then compared to the following table to determine what the rival cars are doing this lap.

1d6 plus Rival Cars Result	Rival Cars Effect
1 or less	Direct hit on Judge's car! It loses 1 Hull (or Structure if Hull is 0).
2	Possible hit on Judge's car! Driver must pass Drive (wheeled) 10+ or lose 1 Hull (or Structure if Hull is 0).
3	Fire bomb! Driver must pass Drive (wheeled) 8+ or suffer 2d6 damage to both driver and gunner.
4	Near miss! Judges' next Driver Phase skill test is at -2 DM.
5	Rival is headed to their pit crew. Random Rival car regains 1 point of Hull.
6	Spin out! Judges' next Driver Phase skill test is at -1 DM.
7	All quiet on the course...no effect.
8	The rivals are after each other! Random Rival car loses 1 Hull (or Structure if Hull is 0).
9	One rival has the other in its sights! Random Rival car loses 2 Hull (or Structure if Hull is 0).
10	Rival collision! Two random Rival cars lose 1 Hull each (or Structure if Hull is 0).

THE COURSE PHASE

After the Rival Phase has been concluded for the lap, the Referee then checks the listed Lap Effects for the current lap (see page 70). If there is 'No Effect' listed, then the lap is over and a new one begins with a fresh Driver Phase. Several laps have unique events that will take place at the end of any given lap.

THE TIME TRIALS BEGIN

Just before the first lap begins read the following:

With the blasting of several air horns the spikes in front of the cars fall backwards, laying flat to be rolled over in a moment. All six cars' tires begin to spin and squeal against the wet pavement, blue-grey smoke rising from burning rubber.

The world next to your car explodes in a plume of bright yellow flame, molten fibreplast and burning fuel as that beautiful woman's car detonates on the starting line. Your ears ringing and your eyes seeing spots despite your visor, you begin to pull away from the crater that was your rival...just another life claimed by the Bloodraces.

The Referee will need the statistics for the Rival cars in order to keep track of damage as the Trial's laps progress. Even though the complete statistics are not needed for this style of race, nor does the *Woman Scorned* survive to be part of it, complete statistics for the rival cars are included in case Referees wish to use similar vehicles in their own campaigns. These statistics are as follows:

THE BONEGRINDER

Heavily armed and packing a decent engine, this vehicle is designed to be offensive as much as it can before it runs out of ammo – then it calls for ramming speed!

Dimensions	
Height	1,345mm
Width	1,970mm
Length	4,152mm
Wheelbase	2,400mm
Weight	770kg
Fuel Capacity	50 litres; one 4-litre NO ₂ injection
Powerplant	Hallis V8 12-valve
Full Speed	440kph
Max Speed	354 metres per round
Acceleration	50 metres per round
Deceleration	29 metres per round

Cost	Cr48,000 (street value)
Statistics	
Skill	Drive (wheeled)
Agility	+0
Crew	1 driver, 1 gunner
Open/Closed	Closed
Armour	4
Hull/Structure	3/4
Cargo	100kg
Weapons	Breach-Load Slugthrower (5d6) Twin Heavy Spit Cannons (4d6) Ram (7d6+6)

THE HOWLER

Fast and sleek, this vehicle is all about getting to the finish line first. Unfortunately for its driver however, the Trials are not like a regular Bloodrace.

Dimensions	
Height	1,105mm
Width	1,520mm
Length	3,548mm
Wheelbase	1,900mm
Weight	580kg
Fuel Capacity	40 litres; three 6-litre NO ₂ injections
Powerplant	Superval V8 combined
Full Speed	620kph
Max Speed	404 metres per round
Acceleration	72 metres per round
Deceleration	44 metres per round
Cost	Cr75,000 (street value)

Statistics	
Skill	Drive (wheeled)
Agility	+1
Crew	1 driver (integrated gunner)
Open/Closed	Closed
Armour	2
Hull/Structure	2/2
Cargo	60kg
Weapons	Pneumatic Rod Cannon (4d6+4)

THE MEATWAGON

A hulking bruiser for a Bloodrace vehicle, this beast is not designed for anything other than crushing its opponents, because it will not be winning any speed competitions.

Dimensions	
Height	3 metres
Width	2.5 metres
Length	4.25 metres
Wheelbase	3,010mm
Weight	22,918kg
Fuel Capacity	180 litres
Powerplant	Mastervoc Endurance H-Cell Hybrid
Full Speed	240kph
Max Speed	201m per round
Acceleration	21m per round
Deceleration	22m per round
Cost	Cr38,000 (street value)
Statistics	
Skill	Drive (wheeled)
Agility	-1
Crew	1 driver, 1 gunner
Open/Closed	Closed
Armour	7
Hull/Structure	4/4
Cargo	0.75 ton
Weapons	Tri-Barrelled Autocannon (9d6)
	Turreted Flamethrower (6d6)
	Grenade Launcher (per grenade)
	Jaws of Death (10d6 collision damage)

THE SMOKE

Built for speed and the ability to power its high-tech lazooka, this type of vehicle is a marvel and a rarity to see in a Bloodrace.

Dimensions	
Height	1,225mm
Width	1,730mm
Length	4,202mm
Wheelbase	2,420mm
Weight	660kg
Fuel Capacity	80 litres
Powerplant	Solar Hybrid H-Cell Compact
Full Speed	420kph

Max Speed	376 metres per round
Acceleration	52 metres per round
Deceleration	46 metres per round

Cost	Cr44,000 (street value)
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Statistics	
Skill	Drive (wheeled)
Agility	+0
Crew	1
Open/Closed	Closed
Armour	4
Hull/Structure	2/3
Cargo	75kg
Weapons	Lazooka (16d6)

THE WOMAN SCORNE

Light and deadly like a blade fencer, this vehicle is designed to dance around the enemy to bring one of its four spit cannons to bear and open up on its rivals with showers of bullets.

Dimensions	
Height	1,325mm
Width	1,820mm
Length	3,321mm
Wheelbase	2,100mm
Weight	640kg
Fuel Capacity	50 litres; two 5-litre NO ₂ injections
Powerplant	Powermax V12
Full Speed	570kph
Max Speed	362 metres per round
Acceleration	55 metres per round
Deceleration	48 metres per round
Cost	Cr46,000 (street value)

Statistics	
Skill	Drive (wheeled)
Agility	+0
Crew	1 driver, 1 gunner
Open/Closed	Closed
Armour	3
Hull/Structure	3/3
Cargo	70kg
Weapons	Four Heavy Spit Gun Cannons (5d6)



THE LAP EFFECTS

First Lap – The pit crew of the *Woman Scorned* begin to take shots at the Winners' Circle Tower in the distance, yelling that they were cheated.

Lap 2 – No Effect

Lap 3 – No Effect

Lap 4 – The Pit Crew Judges can make Recon skill checks 9+ to see a human figure hiding in one of the ruined buildings. If the check has an Effect of 4 or more, they can see that the figure is carrying a high-tech sniper rifle. If noticed, the Pit Crew Judges may shoot at him with a –6 DM on their next action; a single hit will kill the target.

Lap 5 – No Effect

Lap 6 – The least damaged rival car suddenly spins out of control on its way into its pit, tumbling over and through its crew in a bloody display before suddenly exploding. A successful difficult Explosives skill check by witnesses can tell that it was the same explosion-type as what blew up the *Woman Scorned*.

Lap 7 – No Effect

Lap 8 – No Effect

Lap 9 – The last rival car the Judges attacked in the Gunner Phase suddenly explodes in a ball of fire. A successful difficult Explosives skill check by witnesses can tell that it was the same explosion-type as what blew up the previous cars.

Lap 10 – No Effect

Lap 11 – The spikestop mechanism malfunctions just as the most damaged rival car is about drive over it, wrecking the car in a spectacular collision. A moment later the car detonates like all the others.

Lap 12 – The 'Last Lap' lights illuminate, showing that the next lap will be the last one.

Lap 13 (Final Lap) – Any rival cars remaining on the course erupt in pillars of flame, ensuring that the Judges' car will be the one that ends up in the Bloodrace invitational. The Judges will have to know that the Time Trials were rigged for them to win but the culprits and motive will not be obvious at this point.

WHEN THE TIME TRIAL IS OVER

As soon as the Judges cross the finish line, earning them a place in the Bloodrace invitational later that day, read the following:

The pit crews from the other cars have armed themselves with tools or weapons. They are massing toward you, shouting things like 'Cheats!', 'It was fixed!' and 'Rig our race, will ya?'

You ready yourselves for the forthcoming battle but are relieved to see a full squad of armoured Circle Guards marching across the smoke-filled course with their weapons trained on the angry mob. Seeing they are outnumbered, outgunned and expendable, the crowd begins to disperse towards the gates. You watch as the guards form a perimeter around you, the jumpsuit-clad assistant jogging out from behind them to greet you.

'Sorry about that,' he says with a wolfish smile, 'they are just sore losers, eh? Oh well. Let's get your car back to the bay, get her all fixed up for later, right? Congratulations...you are all officially Bloodracers.'

The Judges will be ushered back to bay six, where they will have several hours to themselves to treat wounds, repair any damage to the car, re-arm themselves and anything else they want to do. They will not be able to freely walk around Speedtown however; they are being watched by several Circle Guards (use the statistics found on page 49 if needed).

While they are sequestered away in their Speedtown bay, Diesel Williams is preparing the rest of Democracy Falls for what he hopes will be the best, bloodiest and most profitable Bloodrace invitational of all time...

A RACE TO THE FINISH LINE

‘By making that announcement, you have ensured that this race will be a bloodbath! Those Judges don’t stand a chance! It isn’t a fair race!’

‘Of course it isn’t...why else would I risk this?’

— Rudy Beamer and Diesel Williams, a Winners’ Circle conversation

After the Judges ‘win’ their place in the Bloodrace invitational, they believe they have only to place in the race to get close to Diesel Williams and his associates. However events are about to unfold in Speedtown which will set the stage for the future of all Democracy Falls.

THE BAY SIX BLUES

The Time Trials are over and the Judges have been made the winners by the underhanded work of some unseen villain, the other racers left as corpses in the twisted heaps of their demolished cars. They have been ‘asked’ to stay in their car’s preparation port, bay six, until it is time to get ready for the race. What they do not know is why they are being held there effectively by force.

The Judges may think they should sneak away into the streets of Speedtown to see what is going on and what they are being stopped from finding out. They may or may not choose to do so, spending their time fixing the *Big Meg Eagle* and patching up any of their own wounds.

If they do not wish to try to get out of bay six, they will be approached in secret by Rudy Beamer, one of the members of the Winners’ Circle. This takes place in *Unexpected Turn of Events*, which will be the Judges’ next encounter if they do not leave bay six to scout around.

If they do try to leave bay six read the following:

Three armed Circle Guards pace occasionally in front of the gaping steel shuttered door at the mouth of the bay, rarely pausing to even look inside to see what you are up to as they pass by. The sound of a gigantic industrial machine nearby drowns out all but the loudest of shouts and you can smell the powerful odour of thick petrol burning.

There are several ways the Judges can try to get out of bay six and into the streets of Speedtown in order to see what is going on. They can incapacitate the three guards in some way, try to use Stealth to sneak past them or Persuade them to let them out.

If the Judges choose to take out the guards use the statistics for Circle Guards found on page 49. The guards do not have communicators on their persons and they will not hesitate in trying to use lethal force to stop the Judges – they know better than to take chances with Mega-City One’s finest! It may occur to the Judges to wear the guards’ uniforms to avoid detection out in Speedtown; any Judge that does so will gain a +4 DM bonus to their Stealth skill checks to avoid being seen as ‘out of place’.

Sneaking past the guards will be a bit trickier but is possible. The guards are not paying as much attention to the Judges as they should, being distracted by the Wrecker and the other activity in the pit area. With the noise from the Wrecker outside the Judges do not have to worry about being quiet as they try to sneak out of the bay area, merely hiding from being seen as they exit. The three Circle Guards get to roll Investigate skill checks, making note of the highest Effect amongst them. The Judges can each make Stealth skill checks as they try to run for cover outside the bay. If the Judges’ Stealth checks are at least equal in Effect to the guards’, they managed to get away from the immediate area and into the streets of Speedtown.

Persuading the guards will be the most difficult method of getting out of the bay. Diesel Williams has paid them handsomely to keep the Judges there but he also threatened them to drag them behind his car down the Bloodway if they fail. The Judges must come up with some kind of story as to why they need to leave, point out they really do not wish to go against Justice Department or bribe the guards with something they might not be able to get in Democracy Falls. Whatever the method, the Judges doing the negotiating must roll Persuade skill checks (–4 DM). Each point of Effect in this check persuades one of the Circle Guards to let them pass.

Any failure to persuade the guards to let them pass will trigger a reaction – and the Judges will have to fight them anyway. The Referee should use the statistics found on page 49 for the Circle Guards.

SPEEDTOWN UNDER CONSTRUCTION

The Judges have left the confines of bay six, following their instincts as to something not being right in Speedtown – or with the Bloodrace altogether. They are now on the ruined streets of the Speedtown compound, dodging guard patrols, watching construction work taking place and hearing some very disheartening news over the city loudspeakers.

There are four distinct parts to this section, each offering some useful information and clues to the Judges as to the plot against them in the Bloodrace. The order of these does not matter; but all four should be undertaken while investigating Speedtown.

CIRCLE GUARD PATROLS

Whether dispatched specifically to deal with threats within Speedtown or marching from one worksite detail to another, there are numerous Circle Guard patrols moving around in Speedtown. If they see the Judges for what they are it could quickly turn into a fire.

The Referee can have a Circle Guard patrol come by as often or as rarely as he would like to. The type of patrol the Judges encounter should be determined. There are four different patrols moving through Speedtown the Judges will need to avoid. Roll 1d6: 1–2 are basic Circle Guard, 3–4 are worksite Guard, 5 is a Guard Gunner and 6 is a Patrol Bike.

Hiding from a Circle Guard patrol requires the Judges to roll tests on their Stealth to hide or Athletics (coordination) (+2 DM) to duck into cover before the patrol passes by. The Judges will need to score higher Effects on their rolls than the patrol does on their Investigate skill checks or else the patrols will see them and combat will ensue.

Use the statistics found on page 49 for the basic Circle Guard group of 2d6 guards. The other types of patrols have their own statistics, see page 73:

THE WRECKER THAT EATS CARS

One of the loudest sources of noise and commotion the Judges can hear from their position in bay six is the gigantic, modified construction vehicle cleaning wreckage from Speedtown's streets. Called the *Wrecker*, this tracked titan of steel is a three-story tall monster of hydraulics. It roams the streets of Speedtown after any racing event, picking up the wrecked cars in its scissoring jaws in order to crush them. A few well-placed squeezes by the *Wrecker's* claw and any vehicle is compacted to usable blocks of twisted metal.

When the Judges go out into Speedtown after the time trials they should get a chance to see the *Wrecker* in action, as it could give them an idea of how to get into the Winners' Circle Tower later.

An ear-vibrating groan and the rumble of the concrete below your boots signals the approach of something large long before it looms into sight. You scatter among the mounds of rubble, staying out of sight for when whatever is approaching turns the corner. An enormous machine crane ending in a folding pair of jagged jaws as big as a Patwagon trundles into view. Black smoke belches out of an array of exhaust pipes on the crane's body, the driver inside waving it from his eyes. With the roar of the monster's engine, the crane lowers and the jaws open around the smouldering wreckage left behind by one of your earlier racing rivals.

A shrill whistle splits the air, followed by the horrible sound of metal being torn apart between the machine's closing jaws. A car, armoured to resist the gunfire of its opponents, is cut into two smaller chunks in seconds. The two halves fall from the jaws like crumbs down a fatty's chin and begs the ghastly question – what would that thing do to a human body?

The Referee should go ahead and have the Judges roll a few Stealth skill checks 'just in case' to increase their tension in the situation.

If the Judges engage the *Wrecker* in combat, the statistics for the *Wrecker* are found on page 88. Even if the Judges do destroy the *Wrecker*, or kill/capture the driver (who is a Worksite Guard; see page 73), it will be operational and manned again by the time it becomes much more important to the mission or (if somehow the Judges completely destroy it, there will be a second, almost identical in every respect, machine kept by the Winners' Circle.

RECONSTRUCTING RUINS

As the Judges move through the mostly empty streets of Speedtown, the Winners' Circle Tower looming in the background, they will notice that several working crews are doing what looks like reconstruction to the streets, ruined buildings and audience areas. If the Judges recognise exactly what is taking place, they might understand how to prepare for the Bloodrace invitational.

You move from cover to cover, drawing closer to one of many construction sites appearing throughout Speedtown. Men and women in canvas coveralls are rearranging pieces of the landscape, bolting flat benches to anywhere that will support them. Occasionally they check to see the point of view of anyone sitting in their handiwork, craning their necks to know how much street course they can witness. Additional

WORKSITE GUARD (1D6+2)

Circle Guards in training, worksite guards are only given responsibilities they can handle while they are having their loyalties tested.

Str 7 (+0), Dex 9 (+1), End 7 (+0), Int 6 (+0), Edu 5 (-1), Soc 4 (-1)

Skills: Deception 0, Drive (wheeled) 1, Gun Combat (slug pistol) 1, Investigate 0, Melee 0, Streetwise 1, Tactics 1.

Weapons: Riveter Pistol (3d6-2), Baton (2d6).

Equipment: Goggles, Respirator, Smoke Bomb, 2d6 Credits.

Armour: Revlar Armour (8).

Perp Desperation Level: +0.

GUARD GUNNER (1D6-2; MINIMUM 1)

Guard gunners are heavy weapon specialists that are normally posted at high places throughout Speedtown facing out of the walls, making sure that non-ticketed spectators do not get in to watch the races and also bring big guns to bear on anything the Winners' Circle does not want to survive.

Str 8 (+0), Dex 9 (+1), End 7 (+0), Int 7 (+0), Edu 6 (+0), Soc 5 (-1)

Skills: Advocate 0, Deception 1, Drive (wheeled) 1, Gun Combat (energy rifle) 1, Heavy Weapons (autocannon) 2, Investigate 1, Mechanic 1, Melee (bludgeon) 1, Streetwise 2, Survival 1, Tactics 2.

Weapons: Laser Rifle (5d6), 2 Hand Bombs, Baton (2d6).

Equipment: Infrared Goggles, Respirator, 2 doses Anti-Radiation Meds, 4d6 Credits.

Armour: Revlar Armour (8).

Perp Desperation Level: -1.

PATROL BIKE

With a normal Circle Guard (see page 49 for statistics) riding on the back of this all-terrain motorcycle, a bike patrol drives through the streets pretty regularly. They are the scouts and rapid assault troops of the Winners Circle, and they never turn down the chance to show off their skills.

Dimensions	
Height	820mm
Width	850mm
Length	2,100mm
Wheelbase	1,200mm
Weight	168kg
Fuel Capacity	16 litres
Powerplant	Savage 1800cc v4
Full Speed	280kph
Max Speed	232m per round
Acceleration	26m per round
Deceleration	32m per round
Cost	Cr5,800 (Street Value)
Statistics	
Skill	Drive (wheeled)
Agility	+0
Crew	1
Open/Closed	Open
Armour	1
Hull/Structure	1/1
Cargo	10kg
Weapons	Rotary Riveter (4d6+1; Auto 6)

obstacles are being placed onto the roads, making these streets even more dangerous.

There seems to be an awful lot of alteration to the stands and streets of Speedtown for a race they have each month...

Judges that think this sort of mass reconstruction and alteration is out of place should be allowed an Investigate skill check to gain a better understanding of the work being carried out. If the Judge in question also has the Combat Engineering skill at least level 1, he may add +2 DM to the roll. The final Effect of the check will determine what information the Judge can infer from the scenes.

Investigate Effect	Information Learned
0-1	With all the additional seating, Speedtown must be gearing up for far higher numbers of spectators than normal.
2-3	As above; the obstacles being placed in the street look new and unused, it seems unlikely items like these are often added to the course.
4-5	As above; a lot of the vehicle-slowng or stopping obstacles are being placed specifically on the roadways leading toward the Winners' Circle Tower, protecting them from the racers.
6	As above; you hear one of the workers say, "This'll get those Judges scored for sure!"

Once the Judges have gotten a good look at the reconstruction of the Speedtown, the Referee should steer them with ominous loudspeaker squawks nearby to the outer walls of the territory.

TROUBLING BROADCAST NEWS

The Judges will hear that there are loudspeaker announcements being broadcast into the city surrounding Speedtown, but not into Speedtown itself. Between all the construction noise, the engines roaring in the streets of Democracy Falls and the angle of the speakers makes it difficult to hear the exact message being broadcast without doing some *creative* engineering or athletics.

When the Referee wants to encourage the Judges to investigate the broadcasts, he should read the following:

'Falls...race...Judges...all new...additional scoring... Big Meg...tonight only...' you can hear echoing off the boundary wall of Speedtown. It is part of a patchy electronic message lost in the ambient noise all around you, impossible to hear clearly.

'...confirmed kills...bystander efforts...four times...' the message continues, allowing you to close in on where it is coming from. Attached several metres above you, on a scaffolding tower looming over the wall, is a loudspeaker like ones you have seen all around town. Its braided power and transmission cables cascade down and around the scaffold to an underground conduit at its base.

'Judge...kill...price...' the message drones in a slight lull of construction sounds, making you wonder if there was some way to hear that message more clearly to understand what was going on.

To hear the entire message clearly the first (and easiest) method is to climb the scaffolding without being seen by passing patrols in order to get close enough to the speaker to hear it over the general noise of Speedtown. This will require an Athletics (coordination) skill check to reach a height from which the Judge can hear the broadcast clearly but should also make a Stealth (-2 DM) skill test to avoid being seen climbing up the scaffolding.

The second and more technical method to understand the message involves one of the Judges splicing into the transmission cables of the loudspeaker system. Using some kind of communicator system, the Judge can attempt a Comms skill check (-2 DM) or Physical Sciences (Electronics) (+2 DM) to patch the right wires together to reroute the message through the communicator. Again, the Judges will need to pass a Stealth skill check to avoid being seen by a Circle Guard patrol.

If the Judges manage to hear the whole broadcast message, it says:

'Attention Democracy Falls race fans! The addition of the Judges in tonight's invitational has brought some all new rules to Speedtown. Introducing the additional scoring rules for the Big Meg Run in the race tonight only, we invite everyone to come on down and see the confirmed kills! Bystander efforts are welcome! For this special event, ticket prices are doubled! Come take part in a Judge kill! At twice the price it is still worth it!'

Once the Judges hear that the Winners' Circle is planning on having the Judges become target number one during the invitational, they will no doubt begin their plan on getting into the Tower and at Diesel Williams before the race begins.

Before that happens however, they will be contacted by an unexpected ally from within the Winners' Circle.

UNEXPECTED TURN OF EVENTS

By now the Judges probably know why the Time Trials were fixed and why they were held in bay six while Diesel Williams' men prepared Democracy Falls for a very special Bloodrace invitational. Knowing the Judges no doubt have come on account of his creation of the Big Meg Run, he has arranged the races to be little more than suicide for them to be a part of – while ensuring they do not have much of a choice. What Williams could not plan on however, was a member of the Winners' Circle being willing to help the Judges not only avoid getting killed in the Bloodrace but also to help bring Williams down.

This encounter can take place in two ways – if they never left bay six or if they learned about the new scoring lined up for the invitational.

If the Judges did not leave bay six to explore the following introduction should be used:

'I have some pre-race things to go over with the Judges,' a voice pipes up from outside the bay, 'I will be fine.' A lithe man in a padded racer's jacket embroidered with a 'Z' on the breast quickly walks in, a large covered box in his hands. As he passes the closing switch for the bay doors he bumps his hip into it, the shuttered steel door clanking down noisily behind him. 'Diesel Williams is trying to get you killed.'

If the Judges explored part of Speedtown and heard the troubling message about their new role in the Bloodrace, they should be read the following introduction instead:

Turning the corner you narrowly avoid a group of guards only to notice a flashing green light, a directed signal, blinking in a random pattern at you from inside a nearby ruined building. Ducking under a collapsed doorframe, you find yourself in a filthy warehouse room with a lithe man in a padded racer's jacket. He has a large box in his arm and a push-button signal laser in his hand. 'You had to have heard...Diesel Williams is trying to kill you.'

Once the necessary introduction is read, then continue with the following:

'My name is Beamer,' he says, setting the box down, 'Rudy Beamer. I'm on the Winners' Circle...and I want to help you. That punk Williams knows you are here after him, and he has all but rigged the race tonight to see you killed. I want to change that. He and his pollution of my sport has got to end.'

'He has all but painted targets on your heads for this race,' Rudy continues, 'and has the whole city revved up to see you guys splattered out there. He thinks he has you locked into the race, and will no doubt have snipers posted to deal with you if you don't race. So, here's what I propose...'

'I'm going to drive your car,' Beamer says with a wolfish grin while taking a badly made Judge-like uniform out of the box, 'while you cut across town and take him out. Everybody's eyes will be on the cars, especially with me driving the Eagle, so you should be able to make it all the way to the Tower without raising alarms and take out Williams when he isn't expecting you to attack.'

'So,' he produces an orange workman's jumpsuit and gestures for you to take it, 'what do you think?'

Rudy Beamer's idea is a dangerous bait and switch that will put him in a 'good at a glance' Judge's outfit in the driver's seat of the *Big Meg Eagle* while the real Judges go to the Winners' Circle Tower to deal with Diesel.

Rudy has brought several sets of workman's coveralls to wear over the Judges' uniforms and trek across Speedtown, reducing the chances that they will be seen by the thousands of race fans that will be in attendance. The outfits will fit easily over the Judges' uniforms, forcing them to only stow their helmets.

The Judges will no doubt have several questions about Rudy's motives and scheme, many of the more common ones are covered (with the corresponding answer) in the following list:

Q: Why would you do this?

A: *'Bloodracing is my life and Williams is just using it as some kind of scam to fill his pockets. He is taking all of the honour out of the sport. Besides, we used to have no trouble with you Judges before, now you are here and I don't like it. No offence.'*

Q: If you are driving the *Eagle*, will you not be target number one out there?

A RACE TO THE FINISH LINE





A: 'Yes, I will. If they think I am you, they will be gunning for me. It will be my most dangerous race yet...I'm looking forward to the challenge. If I win...oh, if I won...that would mean almost as much to me as getting rid of Williams.'

Q: Won't everyone see that our team's pit area is empty?

A: 'I will have several of my own people working the pits. This will be a good cover for your absence, and I want them on the tools in case I need a patch up during the race.'

Q: How will we get across Speedtown without getting caught?

A: 'You will be harder to spot as Judges in the worker coveralls, but if you make sure you head straight towards the Tower you shouldn't have too much trouble getting there. Getting in might be a little tougher.'

Q: How will we get into the Tower?

A: 'There is the big rubble wall around the tower, and the guns, but the Eagle is packing some decent heat. The gunners on those turrets will be paying attention to the race, I've paid them all off to make sure of that. As for the wall, I'll make sure to swerve over that direction and try to blast a good hole in the wall on one of my passes. Look for a smoking hole and pop on through. Easy as that!'

Q: What should we be ready for in the Tower?

A: 'Honestly, not that much. Most of the guards will have been assigned to Speedtown for the race. Diesel will no doubt have some bodyguards with him, but you can deal with them, I'd wager. I've talked to Big Donnie, and he will have the automated defences turned off. He hates Diesel as much as I do.'

Q: Are there anyone else on the Winners' Circle who we should be worried about?

A: 'Well, Big Donnie and me are the only ones willing to do anything about it, but most of the Circle doesn't like what Williams has been doing, but he brings in enough money from his scams that they don't complain. The members that are on his side will no doubt be driving, trying to kill you, so it should just be Williams and Big Donnie up there today.'

Q: How can we be sure that the Bloodraces will not come to Mega-City One anymore?

A: 'Williams' bright idea of the Big Meg Run brought you here, didn't it? No offence, but we don't want Judges here any more than you like coming out here. You deal with Williams - we'll deal with cancelling the Big Meg Run.'

Q: What if you die out there?

A: 'I'm a Bloodracer. Risking my life is half the rush, lawman.'

Rudy is a hardcore Bloodrace fan and driver, and any questions the Judges come up with that are not similar to the ones covered here should have suitably 'racer-esque' answers. He is a thrill-seeker, an important member of Democracy Falls' social circles and not afraid to flaunt these facts about himself. He will take care not to anger or risk turning the Judges away from his plan, as he knows that it is the best chance he has to get the Winners' Circle back to 'for racers, by racers'.

The conversation with Rudy will seem hurried but he will not leave until the Judges are completely on board with his plan. They can make any number of Persuade skill checks on him but he is adamant about sending the Judges to the Tower and driving the *Eagle* himself. If they are just as unrelenting in wanting to drive in the race, he will go so far as beg them to let him drive.

If they need further convincing that they should go to Tower to get Williams while he races, he will offer the following negotiation tactics:

- Rudy will go on and state Diesel Williams designed the Big Meg Run as a way to cover up his nefarious business in Mega-City One.
- Rudy, a prestigious member of the Winners' Circle, will turn nark for the Justice Department. This would put a very prominent and powerful member of the Democracy Falls' leadership in the Department's pocket. There are plenty of things going on in the Cursed Earth and having someone like Rudy giving an early warning of potential problems would be invaluable for Justice Department.

If the Judges are completely resigned to having one (or two) of their members sacrifice themselves in the *Eagle* during the Bloodrace at this point, there is little that Rudy can do. The Referee may need to adjust some of the future encounters to take into consideration that Rudy will not be at the wheel for the narrative elements of the race. They will also need to run the driving Judge(s) through a few laps of a Bloodrace (see the rules in the previous chapter) as the rest of the Judges are running to the Tower.

In the more likely case they agree to Rudy's plan, letting him drive their car in the race to give them enough cover to get to the Winners' Circle Tower, they will need to get dressed and ready to do so – as the race will be getting started soon!

THE BLOODRACE BEGINS

Speedtown has been altered to accommodate the Bloodrace invitational, the Judges have been brought up to speed as to their proposed role in it and have been given the chance to avoid dying on the course through Rudy's plan. The race promises to be bloody, dangerous and extremely entertaining for all of Democracy Falls. Luckily the Judges will not be in the direct line of fire – or so they think.

WHAT IF A JUDGE IS DRIVING THE EAGLE?

In the unlikely situation that the Judges choose to drive their own car in the Bloodrace, despite knowing that it may be suicide, the same rule structure used in the Time Trials should be used for the Judge(s) in the car (see pages 66 – 68). The Bloodrace will have the same kinds of phases and skill tests involved but will have a different set of Lap Events that will take place. These Lap Events will help keep the players involved in what is happening during the race but it will also pace the events of the race for the Referee in regards to the encounters the Judges on foot will be undertaking.

These Lap Events are:

First Lap – The encounter *It's the Pits* takes place.

Lap 2 – A group of bystanders in the stands take several riveter shots at the *Big Meg Eagle*, requiring an extra Drive skill test from the driver to not suffer 1 point of Hull damage.

Lap 3 – The encounter *Five Deadly Blocks* takes place.

Lap 4 – No Effect

RUDY BEAMER OF THE HERALDS OF ZION

A fanatic, adrenaline-soaked thrill junky and the wealthiest member of the Winners' Circle, Rudy is all about racing. He lives for the feel of burning rubber under his tires and the pull of reckless speed on his body. He is always aggressive and never one to back down from a challenge, especially if it might put him behind the wheel!

Str 7 (+0), Dex 10 (+1), End 7 (+0), Int 8 (+0), Edu 6 (+0), Soc 9 (+1)

Skills: Admin 1, Athletics (coordination) 2, Athletics (endurance) 1, Broker 1, Carouse 2, Comms 1, Deception 2, Drive (tracked) 2, Drive (wheeled) 3, Gun Combat (slug pistol) 2, Heavy Weapons (autocannon) 2, Mechanic 2, Navigation 1, Persuade 1, Streetwise 2, Survival 1, Tactics 2

Weapons: Heavy Riveter Pistol (4d6–3), Knife (1d6)

Equipment: Racer's clothing, 2 doses of anti-radiation meds, 350 + 2d6 credits

Armour: Racer Padding Armour (8 vs. melee)

Perp Desperation Level: –1



Lap 5 – One of the Bloodrace cars, the *Eclipser* (driven by the enigmatic Leathermann), sideswipes the *Big Meg Eagle* and loses control, rolling mercilessly into a crowded stand of race fans.

Lap 6 – The encounter *A Lucky Wrong Turn* takes place.

Lap 7 – No Effect

Lap 8 – The *Big Meg Eagle* is targeted by a homemade rocket from the stands, requiring an extra Drive skill test (–2 DM) from the driver to not suffer 8d6 damage.

Lap 9 – The *Big Meg Eagle* comes up to the best turn to head towards the Winners' Circle Tower but it is blocked by a newly collapsed building. The next Driver Phase skill test is taken at a –2 DM due to the existence of the barricade.

Lap 10 – No Effect

Lap 11 – The encounter *The Dragon at the Moat* takes place.

As the Judges head out of the bay, toward the area where the cars are lined up and waiting for the race to begin, read the following:

Seven vehicles, all of different makes and styles, with an assortment of weapons and alterations are all lined up at the familiar raised-spikes of the starting line. Their engines are growling; anticipatory and predatory with every press of the accelerator pedal. The Big Meg Eagle is nestled in the middle of the pack, and you can feel the tension in the air from everyone glaring at it – the target of the day.

Letting your eyes sweep the massive crowd in the stands all around, you are in awe the number of fans that came out to see the races. At even just a few credits a ticket, the Winners' Circle must have made tens of thousands for this one event. You can see why these races are so big in Democracy Falls.

The Judges will need to try to remain hidden while the cars take off and the race starts. When the cars are along the course several hundred metres, everyone's eyes will be turned that way but until that happens there are thousands of pairs of eyes looking in their general direction.

The starting gun fires and tires screech as the cars surge out of their starting positions, creating a massive cloud of burnt rubber, exhaust smoke and dust. The Judges will then have to decide when they are going to start their way to the heart of Speedtown.

- If the Judges make a run for it in the thick of the makeshift smoke screen, they will all need to pass Stealth skill checks with a +4 DM from all the cover. If they are not wearing respirators, they will be partially blinded and coughing, reducing the DM to +2.
- If the Judges wait until the cars are long gone and the crowd is hopefully looking away, they will either need to pass a Stealth skill check to sneak through the area using terrain and distractions as cover *or* gauge the best time to stroll across the area using their Recon skill (–2 DM).
- If the Judges wait around until the first bursts of gunfire and/or explosions give them cover for a fast sprint across the area, they must pass an Athletics (endurance) skill test (–1 DM) to cross the distance in a few moments.

Each individual Judge is allowed to choose his own way across the starting area but they all have to find a way to do so if the Judges are to continue on to the Tower.

Judges that pass their tests cross the starting area without trouble; either they were not noticed or noticed by someone unable to affect their travel.

Judges that fail their test are seen by an angry or zealous race fan, pit crew member or other bystander – who takes a shot at the disguised Judge! The Judge that failed the test is shot at using a character with a +0 DEX modifier, a Gun Combat skill of 1 and at Medium Range. The shooter has a random weapon; Roll 1d6: 1 – 2 Riveter Pistol, 3 – 4 Stump Gun, 5 Assault Carbine, 6 Double-barrelled Stump Gun. The shooter will take one Significant Action's worth of un-aimed shooting at the gun's full firing rate. After the shot takes place, the Judge will be free to cross.

Once the Judges have crossed the starting area and the race is underway they have to make the dangerous journey to the Tower. They only have to manoeuvre through a half-dozen ruined blocks of an active Bloodrace amidst thousands of violent fans who want to see the Judges dead.

WHAT IF THE JUDGES TAKE THEIR LAWMASTERS INSTEAD?

A Judge on a Lawmaster motorcycle could cross the distance from the bay to the Tower in just a few moments, but common sense (and the Referee) should prevent this. Not only would that decision eliminate future opportunities for action and adventure during the Bloodrace, it would be far too obvious and put the Judges in grave danger. Between crowd, Circle Guard snipers, the racers and the Tower guns – it would be a suicide run.

IT'S THE PITS

Just beyond the starting area, on the way to the Tower, are the various pit areas belonging to the racing teams and the pit crews that work within them. The Judges have to work their way through the area amidst several groups of armed and dangerous pit workers if they want to make it to the Tower – and to Williams – before the race is over and their ruse with it!

By the faraway sound of the crowd and the cars, you know the action is several blocks away for the time being. This is a small relief however, as you are entering the pit crew areas at the 'centre' of the race course. The teams of racing crew workers are grouped around ramps, frames and awkward-looking machines designed to quickly rivet armour patches onto cars. Several of the pit crew members are also sitting on chairs atop scaffolding, large rifles up to their shoulders as they watch the race for potential targets. One prized target, you hazard to guess, is the Big Meg Eagle.

On the other side of the pits you see the Tower rising up above the ruined horizon. It is only a few blocks beyond but you know it will not be easy...

The Judges must navigate through the pit crew areas in this encounter, risking a very bloody combat with badly armed pit members of the local gangs. This can be accomplished in several ways but the three most likely are:

- **Blend In;** Unless the Judges are wearing their helmets or uniforms openly, they can try to 'act casually' as they pass through the area. Workers come and go all the time through the pits, so unless they do something unforeseen they could just walk on through. This requires a Judge to pass a Deception skill test.
- **Dodge Onlookers;** The Judges can always use the piles of rubble, wrecked cars and half-walls between the pit areas to try to duck and dodge between the watchful looks of the crew members. This will be difficult, requiring a Stealth skill test at a -2 DM.
- **Intimidate Through;** A Judge knows that most perps do not want to get involved in a violent altercation. By moving quickly through the pit area, stopping only to give anyone in their way a stern look or fierce rebuke, the Judges think they can bully their way through. This requires a Persuade skill check (-2 DM if in disguise, +1 DM if openly wearing Justice Department attire).

If the Judges manage to succeed in all of their skill tests, they will have made it through the pit crew area without needing to get into combat with any of the pit members.

If any Judges fail the skill test(s), they are seen for what they are by some angry pit crew members and attacked. There is a base of 2d6 Pit Crew Members that will attack the Judges at Short Range, plus one Pit Crew Sniper for every failure whose final Effect was -4 or worse. During the whole combat there will be so much cheering and noise for the race *and* the combat in the pits, nobody will think twice about the violence.



FIVE DEADLY BLOCKS

There are only five blocks between the end of the pit crew areas and the base territory of the Winners' Circle Tower but the majority of that distance is race course streets, race fan seating areas and dangerous ruins.

When this section begins, the Judges must choose who among them will be leading the group through the twisting streets and alleys of Speedtown toward their goal at the Tower. This individual must make a Navigation skill check with a +1 DM bonus for every other Judge with a Navigation or Streetwise skill of greater than 1. Each Judge can only use one of these skills to gain the bonus.

The resulting Effect from this skill test will determine how many mini-encounters the Judges will have on their way across Speedtown.

A RACE TO THE FINISH LINE



PIT CREW MEMBERS (2D6)

Gang members from the various territory holders that were invited out to the Bloodrace, the pit crews are trained to fix cars, tinker with weaponry and try to score points for their driver.

Str 8 (+0), Dex 8 (+0), End 7 (+0), Int 5 (-1), Edu 5 (-1), Soc 4 (-1)

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

Weapons: Riveter Pistol (3d6-2), Wrench (club) (2d6)

Equipment: Goggles, Hand Bomb, 3d6 Credits

Armour: Workman's Apron (2)

Perp Desperation Level: -1

PIT CREW SNIPER

The best shot on a Bloodrace pit crew team is given a high-powered rifle, a good vantage point to fire from and the task of crippling rival racers' cars so their driver can score with greater ease.

Str 8 (+0), Dex 8 (+0), End 7 (+0), Int 5 (-1), Edu 5 (-1), Soc 5 (-1)

Skills: Athletics (coordination) 1, Drive (wheeled) 1, Gun Combat (slug rifle) 2, Mechanic 2, Melee (bludgeon) 1, Streetwise 1, Tactics 1

Weapons: Heavy Rifle, Bolt (4d6+4), Wrench (club) (2d6)

Equipment: Goggles, Hand Bomb, 4d6 Credits

Armour: Workman's Apron (2)

Perp Desperation Level: -1

Navigation Effect	Number of Bloodrace Encounter Rolls
-6 or lower	5
-5 to -3	4
-2 to -1	3
0	1d6-1 (minimum 1)
1 to 2	1d6-3 (minimum 1)
3 to 5	1d6-4 (minimum 1)
6 or higher	1

Once the Referee knows how many encounter rolls the Judges will have to make, he should roll 2d6 on the following table to determine what those mini-encounters will be.

2d6 Result	Bloodrace Mini-Encounter
2	Runaway Wreck! ¹
3 - 4	Bombs Away!
5 - 6	Homicidal Race Fan
7	Distant Cheers
8 - 9	Streetside Cheater
10 - 11	Watchful Fan
12	Dredd Head ¹
13+	The Tower is in Sight!

¹ This result may only happen once; re-roll any additional results of this type.

The narrative and game-based descriptions for these mini-encounters are as follows:

RUNAWAY WRECK!

One of the Bloodracers has just been shot up, sideswiped or otherwise violently hindered and lost control of his vehicle. It just happens to be on a collision course for the Judges, forcing them to seek cover or get crushed by the flipping wreck.

The sound of nearby heavy weapons fire and the growing increase in engine noise alerts you to the approach of at least one racer. The jagged rubble of the ruins makes it difficult to tell from which direction the sound is coming, so you move along extra cautiously.

With an explosion like a bomb going off, a large flaming object spins rapidly over and through a nearby low barricade. The car is piloted only by a corpse, judging by the amount of blazing fire licking out of the windows, but that makes it no less lethal - as its blackened hulking shape spins and rolls toward you!

The Judges can have one of two reactions to the careening wreck - try to destroy it utterly or get out of its way. The latter being the more instinctual choice, some Judges might enjoy the idea of dramatically standing their ground and detonating it.

If a Judge (or Judges) chooses instead to stand his ground and try to cause the already-damaged wreck to explode, they will have to make attack rolls against a target in Short Range with any weapons they have already in hand (or quickly accessible). The vehicle has an effective armour value of 2. If the Judges can manage to inflict even a single point

of damage against it, it will explode in a plume of shrapnel and flaming bits – but it will not continue forward to hit any of the Judges. Any Judge that attempts this will suffer the according damage on the following Athletics table using the Effect ‘Did Not Dodge’.

Judges that choose to dodge the incoming car and all of its broken glass, flaming fuel and twisted metal will need to make an Athletics (coordination) skill test (–1 DM). Depending on the Effect, the Judges might suffer minor or terrible wounds.

Athletics Effect	Damage ¹ Suffered
1 or higher	None
0 to –1	1d6+1
–2 to –5	2d6+2
–6 or lower	3d6+3
Did Not Dodge	4d6

¹ This damage is mitigated by armour.

BOMBS AWAY!

Some Bloodrace cars, crews and fans use rockets, missiles and self-propelled bombs to take out rival drivers races. It seems that the addition of the Judges in the race line-up has called all of the explosives crazies out to play. The racers have been dodging explosive devices far more than they normally would – with the prospect of some of those which miss landing close to the Judges as they move through the area!

The cheers and shouts of the race fans echo through the streets, helping you guess how far away the main pack of cars must be. It is a relief that there should be fewer eyes looking down this way at the moment but a loud whistling, wooshing sound shatters any attempt at that calm. It splits the normal noise like a knife, reminding you of...

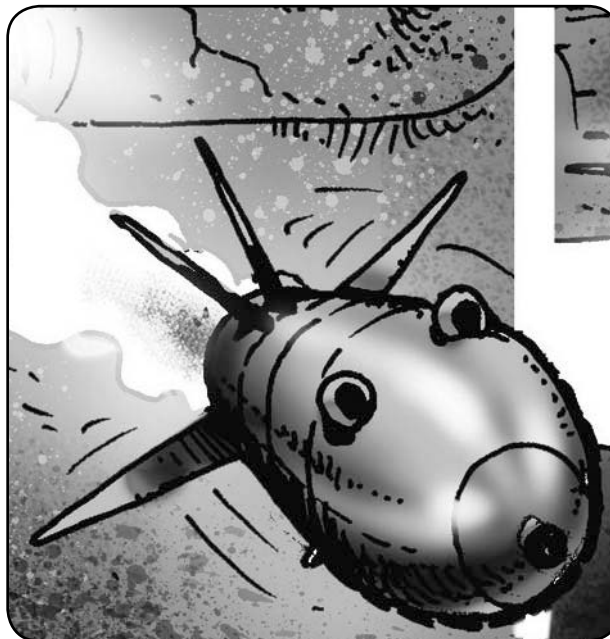
...a rocket!

The Judges have only a split second to try and figure out where the attack is coming from before the area they are in will be filled with fire and shrapnel.

Any Judge with at least a Recon of 1 can make a Recon skill test (–2 DM) to quickly scan the area for signs of the incoming explosive device. If any Judge can pass this test, he can warn his friends before the wayward rocket strikes and add a +2 DM to their skill test.

When the rocket arrives, spiralling wildly and obviously off-target, every Judge must pass an Athletics (endurance) skill test to avoid the blast. Failure places the Judge at ground zero of the attack. Success grants the character 2d6 metres of movement away from the impact point, plus 1 metre for every positive Effect of the roll.

The rocket explodes like a common Hand Bomb (see page 112 of *Judge Dredd Roleplaying Game*), except that it counts all 1s and 2s on its damage dice as 3s.



HOMICIDAL RACE FAN

There are varying levels of Bloodrace fans in Democracy Falls, but some are downright crazed. These hardcore fans see no problem with slaughtering their way down into the course from their place in the stands and trying to help their chosen racer. In the case of the Judges, any fan this unstable is a threat to them.

This encounter puts the Judges in the position of putting down a madman before he inflicts any serious damage upon them.

‘Woool!’ a voice from a nearby bank of benches screams, ‘Judge points! Judge points!’

Knowing that you have been spotted, you spin to meet the voice’s owner and are shocked at what you find. A shirtless man covered with homemade Bloodrace tattoos has leapt from his seat in the stands. As you watch in awe, he produces a large and deadly motorised las-saw and is now swinging it wildly as he comes charging down toward you. Other fans and bystanders reel away, some missing body parts as the lunatic passes by.

‘Judges are worth mega points!’

The local crowd will be so worked up and panicked by the fan’s passing that they will not so much as care about the Judges’ presence – especially when they put the mad dog down.

A RACE TO THE FINISH LINE



DISTANT CHEERS

While the Judges are crossing the course area of Speedtown, the Bloodrace is raging all around them. Sometimes the cars are zipping by in front of their faces and other times they are several blocks away. This moment in time sees the race far enough away that the cheers of the crowds can help gauge where the action is.

This encounter is a reminder that the race is still going on no matter what is happening to the Judges on foot. It is also a way for the Judges to possibly be ready for the next situation that might arise.

Crossing another broken street littered with glass and spent bullet casings, an explosion several blocks away rumbles through the air. The rising smoke cloud and the resulting tide of cheers mean that a racer may have just died – but thankfully it was far enough away that you should not see any cars this way for a short while.

The Judges can choose to take this moment to rest, catch their breath or perform actions like giving medical treatment to an injured colleague or reloading weapons. It is a brief moment of peace in the chaos of the Bloodrace.

The Judges can also decide to try to guess the direction and distance of where the cheers are coming from to decipher how long it will be before the pack of cars will reach them again. This requires one Judge to pass a Recon skill check with a –2 DM. If successful with a positive Effect (1–6), the Judge may add or subtract that many numbers from the next mini-encounter roll the Referee makes. As the mini-encounter table is not considered open information, the Referee should tell them this:

‘Lower results are more violent, middle ones are neutral and higher ones are non-violent.’

This informs the players on how to manipulate the die roll without telling them about encounters they have yet to experience. This also gives the Judges the opportunity to roll a ‘13’ on the table – reaching the next encounter without further trouble. For game balance reasons, only one Judge may attempt the Recon skill check; any other Judge that wants to aid him must have Recon 1 or higher, adding a +1 DM to the roll.

STREETSIDE BOMBER

It is rare in the bigger races, but sometimes people from the stands will go so far as to try to sneak onto the course to set traps, rig ambushes and the like in order to help their favoured driver win. Whether this is to help win at the off-track gambling dens, to settle an old vendetta or simply one team cheating the others is irrelevant.

HOMICIDAL RACE FAN

Having taken so many drugs and chemical additives before the race, this Crazy wants nothing more than to chop up the Judges for how he believes he will be scoring points for his favourite racer.

Str 12 (+2), Dex 9 (+1), End 10 (+1), Int 4 (–1), Edu 2 (–2), Soc 3 (–1)

Skills: Athletics (endurance) 2, Carouse 1, Melee (blade) 1, Streetwise 2.

Weapons: Las-Saw (3d6).

Equipment: Body Paint, Favourite Souvenir, 2d6 empty drug injectors.

Armour: None.

Perp Desperation Level: –6.

Special Traits: All pumped up on a cocktail of powerful drugs and cosmetic chemicals, the homicidal race fan will fight relentlessly until killed – ignoring wound penalties until he is killed.



Up ahead, in the crossing of two streets on the race course, there is someone in common gang attire – not a race worker uniform – knelt down and tinkering with some kind of device in the street. The device seems homemade, cobbled together and not something you expect the racers to notice as they zoom by unless they know what to look for.

'It is in,' you hear the ganger say into a handheld comm as you get closer, 'make sure you stay to the left lane at the intersection of Will and Grace. It'll be a gas!'

If you did not know better...you'd say this guy is cheating in the Bloodrace!

The Judges can choose to stop the cheater or run past him. If they do the latter, this encounter is nothing more than a narrative moment in their trip across Speedtown and the next mini-encounter can be rolled.

Should the Judges decide to deal with him, the bomber is far too focussed on his work to ever see them coming, giving them a full Combat Round of actions before he rolls Initiative. If the cheater is incapacitated in that 'surprise' round, he is dealt with and can make no more trouble for the Judges. If he is still conscious at the end of the surprise round, he will radio to his driver where the Judges are – moving the story to the next encounter, *A Lucky Wrong Turn*, but granting the driver of the car in that encounter a +1 DM to hit bonus on the first 1d6 shots due to the warning.

It is also possible that the Judges will decide to disarm or move the cheater's device – a homemade fragmentation bomb built to shred tires. Moving the device away from its current location requires an Athletics (coordination) skill test with a –1 DM, with failure causing the device to explode. Disarming the device requires a normal success on an Explosives skill check; again, failing this roll will cause the device to explode. The device inflicts 3d6 damage to everything within 9 metres of its location when it explodes.

WATCHFUL FAN

Not all the fans of a Bloodrace are gun-toting sociopaths; some are just lookouts for the gun-toting sociopaths. There are many fans in the stands that are complacent with just keeping their eyes glued to the track, taking in everything that the races have to offer. What they see between the passes of the cars can be just as important as the action itself – especially when there are Judges running across the course!

This encounter places the Judges in a possible complication with one of these watchful fans; someone who could spread the word through the stands that they are not in their car or pit after all!

Crossing a large open area of blasted out building, you marvel at the number of fans in the stands all around you. Many of them are watching personal vid-boxes of the race as it is happening elsewhere, some are socialising with each other and others are enjoying a variety of illegal drugs.

STREETSIDE BOMBER

A member of the Avalonian gang, this devious chemist knows a lot about explosives and cars – making him a potentially hazardous enemy for any racer to make.

Str 7 (+0), Dex 8 (+0), End 10 (+1), Int 6 (+0), Edu 4 (–1), Soc 4 (–1)

Skills: Athletics (coordination) 2, Comms 1, Drive (wheeled) 1, Explosives 3, Mechanic 2, Melee (blade) 1, Streetwise 2, Tactics 1.

Weapons: Multi-Tool (knife) (1d6+1).

Equipment: Gang Jacket, Toolkit, 2d6 Credits.

Armour: Padded Armour (4 vs. Melee).

Perp Desperation Level: –2.

There is one fan however, you cannot shake the feeling of him staring directly down at you...like he knows who you are and what you are doing.

The watchful fan will recognise them for what they are in exactly one round's worth of actions. This means that the Judges each get one Significant Action and one Minor Action to figure out how to get past his gaze (if they even try to avoid it). They could use Stealth to quickly hide, Deception to fool him as to their identities or some other skill that they convince the Referee will work in this instance.

Of course, if they are a good enough shot (the fan is at Long Range), they could just shoot him.

If the fan is not dealt with in some way, he will stand up and start to shout out the whereabouts of the Judges. This will spread like wildfire in the stands, making things decidedly more difficult for the Judges. The next mini-encounter the Referee should roll for *Five Deadly Blocks* should be made as a 1d6+1 instead of the normal 2d6. If this mini-encounter was to be the last one, roll an additional encounter instead (on 2d6).

DREDD HEAD

The reputation and fear alone that Judge Dredd spreads across Mega-City One is enough to turn perps' bowels to liquid, but out in the Cursed Earth that fear sometimes turns into a strange brand of respect or even admiration. These 'Dredd heads' are always looking out for artefacts and

WATCHFUL FAN

Having enjoyed many Bloodraces through his years in Democracy Falls, this fan no longer cares about always seeing the action as it happens. He is just as happy looking at the scars from races past, the wrecks he remembers and the occasional group of Judges running across the course!

Str 6 (+0), Dex 7 (+0), End 7 (+0), Int 6 (+0), Edu 3 (-1), Soc 4 (-1)

Skills: Carouse 1, Investigate 2, Melee 0, Recon 1, Streetwise 2.

Weapons: Knife (1d6+1).

Equipment: Common Clothing, 1d6 Credits.

Armour: None.

Perp Desperation Level: +0.

glimpses of the Justice Department to add to their collection of Dredd memorabilia.

This encounter puts the Judges in contact with an interesting individual who could be extremely helpful or highly vindictive depending on how they react to his rather forceful introduction.

'Oh my grud! Oh my grud!' a silver-jacketed man says as he jogs down from the stands toward you, his hands are clasped together in a gesture that implies gratitude, 'Real Judges? Aren't you supposed to be racing, or pitting, or...busting perps or something?' He smiles widely, showing a row of metallic teeth caps, 'You...you guys know Dredd, right? The man? Old Stony himself?'

'I know you guys are busy,' he says frantically, walking briskly beside you to keep up, 'but I'd do anything to hear something from your guys' point of view about that bad drokker!'

The Dredd head will keep up with the Judges while he waits for their answers – no matter how trivial – about Judge Dredd. So long as they give the fan anything to add to his information bank, he will either scamper off gleefully with the new stories or answer any questions the Judges might have of him. This could include faster directions to the Winners' Circle Tower (moving them to *The Tower is in Sight!* mini-encounter).

If the Judges try to ignore or dismiss the Dredd-fan, he will get agitated and angry at their unwillingness to share and go so far as to threaten to give away their position. If they continue to put him off, he will become loud and belligerent, shouting about the Judges and waving his arms around at the nearest vid-rig. This will add one additional mini-encounter to the total number of rolls the Referee needs to make in *Five Deadly Blocks*.

THE TOWER IS IN SIGHT!

After the Judges have worked through all of the dangers and difficulties of the main part of the race course, they are within the last block of Speedtown before they reach the Winners' Circle Tower. When they are so close to their prize, the Judges get their first close look at the goal of their mission.

Built from the remains of a pre-war skyscraper, the Winners' Circle headquarters looks over Speedtown. Despite the rubble and small buildings that still lie between you and it, over half of the 20 story building remains in your line of sight.

All of the windows on the upper floors have been replaced by scalloped steel shutters, long braids of power cable and information conduits cascading down its walls. Awkward balconies of riveted scaffolding ring the middle of the building, each corner supporting what looks like a huge rigging of powerful – and expensive – weaponry.

DREDD HEAD

Completely consumed by the idea that Judge Dredd is the baddest drokker in the history of the world, this wild fan cannot get enough information about the Justice Department and its most famous member.

Str 7 (+0), Dex 6 (+0), End 8 (+0), Int 5 (-1), Edu 4 (-1), Soc 4 (-1)

Skills: Art 1, Carouse 1, Gun Combat (slug pistol) 1, Investigate 2, Melee (blade) 1, Social Science (Dredd Lore) 3, Streetwise 2, Survival 1.

Weapons: Riveter Pistol (3d6-2), Knife (1d6+1).

Equipment: Silver Jacket, Pleather Clothing, Collection of Minor Judge Dredd memorabilia, 2d6 Credits.

Armour: None.

Perp Desperation Level: +1.

The Tower is not just a place to live... it is a Cursed Earth fortress.

If they want to do so, the Judges can stop to take a more detailed look at the Tower. This requires an Investigate skill check. This check has a -4 DM if the Judges do not use some kind of image-intensifying zoom or similar equipment. Depending on the positive Effect of the check, the Judges receive bits of information about what they see; as shown on the following table.

Investigate Effect	Information Gleaned
0 – 1	It looks like the guns on the Tower are anti-vehicular and anti-air rather than anti-personnel.
2 – 4	As above; the power cables and other conduits are intertwined with anti-climb strips of razor wire that is likely to be electrified.
5 – 6	As above; the shuttered windows look armoured and only open from the inside.

After the Judges have (or have not) investigated what they see on the tower move on to *A Lucky Wrong Turn*.

A LUCKY WRONG TURN

The Judges are within 100 metres of the wall around the Tower but they are not out of the way of Speedtown's dangers just yet. As they run to the final obstacle before entering the Winners' Circle headquarters, one of the Bloodracers leaps a curb and makes a wrong turn as far as the race course is concerned – and finds the Judges in the last moments of their trek across Speedtown!

This encounter pits the Judges against one of the most skilled and dangerous racers in the Bloodrace – and his lethally efficient vehicle!

At the end of the block a rubble wall nearly 10 metres tall tells you that you are unbelievably close to the foot of the Tower. Just a few more minutes and you will be off these damned streets and, if your contacts can be believed, only a few more bodyguards will stand between you and Williams.

The sudden sound of screeching tires and metal dragging across concrete alerts you just in time to see a long, older styled limousine bedecked in spiked metal and whirling chains

crash through one of the side street cement barricades. It swivels to a stop, leaving long rubber tracks on the sidewalk and the street.

'Easypoints!' a voice crackles out of the vehicle's loudspeaker, twin barrelled guns twisting noisily in your direction, 'Eat it, Judges!'

The driver that just accidentally ended up in the way of the Judges' route to the Tower is Lance A-Whole-Lot from the Avalonians gang. He is very good at killing pedestrians, and plans on using that knack on the Judges. His car, *Excalibre-9*, has suffered some damage during the race but still packs a mighty punch against the comparatively lighter targets the Judges represent.

A straight fight with Lance and the *Excalibre-9* may not be an easy one for the Judges, which should urge them to look at their immediate surroundings for alternative ways to protect themselves from the Bloodracer.

A successful Recon skill check by any of the Judges (prompted by the Referee) will reveal the following information that might help the Judges in the battle.

- There is a thick piece of chain wrapped around a chunk of ruined building on the side of the road.
- A manhole cover sits half-open in the street's surface.
- One of the loudspeaker/streetlamp poles has been cracked in the past and is held together by a few strips of riveted metal.
- The right ammunition container on the Bloodrace car has lost an armoured plate, potentially exposing the belted rounds inside.

These could help the Judges in the following ways:

- The thick chain could be unwrapped from around the rubble with an Athletics (strength) skill check at +2 DM. Once unwrapped it could be tossed at the wheels, guns or spiky pieces of *Excalibre-9* with another skill check to hit. If successful, Lance will have to pass two consecutive Drive skill tests at -4 DM or smash into something he did not want to, suffering 1 point of Hull or Structure damage.
- By passing a Tactics skill check before Lance tries to run them over, the Judge in question can position himself so the half-open manhole will catch one of the vehicle's wheels, inflicting 1 point of Structure damage. If this happens however, the Judge will need to pass an Athletics (coordination) skill test to avoid being hit in the process.

- After passing a Tactics or Physical Sciences (Physics) skill test, a Judge can shoot the binding strips at the base of the lamppost. If they inflict 15 points of damage upon it, the post will crack and fall onto the car – inflicting a number of Hull points in damage equal to the original skill test's Effect +1.
- A called shot (-6 DM) with an energy weapon or any of the following ammunition types from a Lawgiver into the cracked plate of the ammunition box will cause a catastrophic explosion. The explosion inflicts 1d6 points of Hull damage (goes on to Structure points when Hull is 0) on the car, tears off the heavy spit cannon and inflicts 2d6 damage directly to Lance.

The combat will consist of Lance driving back and forth on this side street trying to kill the Judges; he will not give up or allow himself to be arrested – Lance must be killed or otherwise incapacitated.

THE DRAGON AT THE MOAT

Once the Judges have dealt with Lance, they will reach the protective barrier of girders, rubble and plastisteel surrounding the Winners' Circle Tower. The plan was originally to have the *Big Meg Eagle* arrive to blast a hole in the wall for the Judges to enter – that plan is about to change dramatically.

This encounter is similar to the fantasy-trope of the valiant heroes fighting against the deadly dragon protecting the castle. It pits the Judges against a dragon of steel and hydraulics...the *Wrecker*!

The wall surrounding the Tower rises up imposingly before you, forcing you to wonder how you could possibly get through the tons of plastisteel and cement without some kind of siege vehicle. Just as the thought begins to lower your feelings, the familiar thrum of an engine approaches fast from the direction of the race course.

The Big Meg Eagle screeches into the area, its familiar shape pockmarked with bullet holes and scorch-marks. Its weaponry begins to cycle up, hurling special rounds toward the wall even as you leap to cover. Your ears ache with the sound of splintering concrete and bending metal, and your whole body vibrates with the impacts. Although, even as chunks of the wall begin to loosen and fall, you realise that what you are feeling cannot possibly be the firing of the guns.

The warning comes a moment too late...as the hulking shape of the car-devouring Wrecker rumbles onto the street behind the Eagle, the shadow of its jaws darkening the street around it. The car's wheels spin fruitlessly on the pavement as the monstrous devastator clamps its hydraulic mouth around the car. Glass breaks, metal bends and fuel tanks rupture as the car is lifted off the ground like a doll in the jaws of the family dog.

The *Big Meg Eagle* is destroyed in the first moments of this encounter, taking the first two Significant Actions the *Wrecker's* driver has to do so. If there is a Judge in the *Eagle*, he can pass an Athletics (coordination) skill check to wriggle free before the car is crushed around him. This will cause him to fall eight metres, but he will not be instantly crushed to death by the jaws of the *Wrecker*.

The *Wrecker* is a slow and clumsy behemoth of a vehicle but it is dreadfully powerful. Its jaws can only attack once every two Significant Actions and even then it suffers a -4 DM to hit against man-sized targets. If the combat becomes comical in how clumsy the *Wrecker* is, the driver can instead start to scoop up 'mouthfuls' of rubble and drop it on the Judges – forcing them to pass Athletics (coordination) skill tests or suffer 2d6 points of bludgeoning damage in a 6 metre area.

This combat is designed to give the Judges the device needed to get past (or through) the wall around the Tower. If they manage to deal with the *Wrecker* Driver, they can possibly use the *Wrecker's* jaws to rip open a section of wall. If the Judges think of it, they could climb up the *Wrecker's* arm and hop over the wall instead. In the unlikely instance they manage to destroy the *Wrecker*, the Referee can make sure the arm coincidentally falls on the wall to create a ramp for them to walk up.

The combat should be frightening and worrisome for the Judges, as they will not likely escape the *Wrecker's* jaws if they are caught within them.

OVER THE WALL

After the Judges have dealt with the *Wrecker* in whatever way they choose, they are free to get over the wall (or what is left of it) and enter the Winners' Circle Tower. This is the primary part of their overall mission to Democracy Falls and they are close to bringing justice to Diesel Williams and his criminal associates on *The Winners' Circle*.

LANCE A-WHOLE-LOT OF THE AVALONIANS

Lance is a superbly skilled driver and terribly aggressive behind the wheel. Using an integrated firing system in order to eliminate the need of a gunner, Lance takes all the credit for all of his kills and brags at the Winners' Circle table that he has countless non-scoring kills on his record. For every race he wins he cuts a small checkmark into his arm – which now looks like a field of scar tissue.

Str 8 (+0), Dex 10 (+1), End 8 (+0), Int 7 (+0), Edu 7 (+0), Soc 9 (+1)

Skills: Animals (farming) 2, Athletics (coordination) 2, Athletics (endurance) 2, Carouse 2, Comms 1, Deception 1, Drive (wheeled) 3, Gun Combat (slug pistol) 2, Heavy Weapons (autocannon) 2, Mechanic 2, Streetwise 3, Survival 2, Tactics 2.

Weapons: Riveter Pistol (3d6–2), Knife (1d6+1).

Equipment: Racer's clothing, 1 dose of anti-radiation meds, 4 Power-Cow Meatbars, 200 + 1d6 credits.

Armour: Racer Padding Armour (8 vs. melee).

Perp Desperation Level: –3.

THE EXCALIBRE-9

Sleek and dangerous, this Bloodrace car is fast and lethal. With the right driver, it is an engine of war. Personal targets have to watch out for the vicious spikes and deadly spit cannon while vehicular enemies fear its nickel-tipped Hullcracker shells.

Dimensions	
Height	1,555mm
Width	2,150mm
Length	6,268mm
Wheelbase	2,600mm
Weight	970kg
Fuel Capacity	55 litres
Powerplant	Markus V8 12-valve
Full Speed	410kph
Max Speed	322 metres per round
Acceleration	48 metres per round
Deceleration	31 metres per round
Cost	Cr52,000 (street value)
Statistics	
Skill	Drive (wheeled)
Agility	+0
Crew	1 driver/gunner
Open/Closed	Closed
Armour	4
Hull/Structure	4/4; currently at 2/3
Cargo	150kg
Weapons	Hullcracker Cannon (6d6; –4DM to hit personal-scale targets)
	Heavy Spit Cannon (4d6)
	Chains and Spikes (2d6+6)

WRECKER DRIVER

A specialist in the field of deconstruction, this worker knows how to make his titanic plastisteel mount dance beneath his nimble hands. What seems like 50 tons of old metal and engine is a noble steed and valiant protector to him.

Str 9 (+1), Dex 8 (+0), End 8 (+0), Int 6 (+0), Edu 6 (+0), Soc 4 (–1)

Skills: Drive (tracked) 2, Gun Combat (slug pistol) 1, Investigate 0, Melee (bludgeon) 1, Streetwise 2, Tactics 1.

Weapons: Riveter Pistol (3d6–2), Wrench (club) (2d6).

Equipment: Goggles, Respirator, 2d6 Credits.

Armour: Industrial Armour (5).

Perp Desperation Level: –2.

THE WRECKER

Designed to scoop, cut and crush rubble and wrecked cars alike, the *Wrecker* is one of the Winners' Circle's finest assets when it comes to re-designing Speedtown for each race – and cleaning the course afterwards!

Dimensions	
Height	11,630mm
Width	6,350mm
Length	8,532mm
Trackbase	7,505mm
Weight	45,000kg
Fuel Capacity	200 litres
Powerplant	Darkstar Fusion Compact
Full Speed	60kph
Max Speed	22 metres per round
Acceleration	6 metres per round
Deceleration	10 metres per round
Cost	Cr205,000 (street value)
Statistics	
Skill	Drive (tracked)
Agility	–2
Crew	1 driver
Open/Closed	Open
Armour	8
Hull/Structure	6/8
Cargo	75kg
Weapons	Hydraulic Jaws (5d6 per round; uses Drive skill to hit)

THE WINNERS' CIRCLE

'Invitation only. Trespassers will be shot, stabbed, burnt and dragged by the neck. Welcome to the Winners' Circle.'
— Inscription above the main entrance to the Winners' Circle Tower

The Judges have made their way across the Cursed Earth, into a city full of criminals and muties, fought their way into (and out of) a deadly local race – getting them into the fortress-like tower headquarters of the Winners' Circle. Now they merely have to scale 20 stories of dangerous territory, find Diesel Williams and bring him to justice.

FIRST FLOOR; BROKEN TILES, A DEAD FATTY AND A FEW HUNDRED BULLETS

After the Judges enter the Tower through the main doors (which is the only entrance not locked and totally blocked by debris), they find themselves on the main floor lobby. They should be happy to note all of the Tower's floors are not intact, eliminating a few hiding places Williams could be, but is it still a long climb.

The heavy doors to the tower swing open wide and you walk cautiously into a large lobby/foyer. The walls are painted plaster adorned with hundreds of items of racing memorabilia nailed or bolted up. There are faded posters, trophies and parts of cars which failed to make the grade. The hum of several fans fills the air, creating a breeze in the windowless chamber. Along one wall you see a half-dozen out-of-order lift doors, some of which look as though they might have been riveted closed years ago. There is a way up into the tower, though. The sprawling room ends in a massive staircase made of exposed plastisteel and covered by a worn carpet, just beyond an archway of welded hubcaps, leading up further into the tower's height. Looking up through the fractured ceiling of the lobby, it looks as if many of the upper floors must have fallen out or been removed.

It is the object in the centre of the room that attracts most of your attentions however. Planted a full half-metre in a crater of cracked tile and splintered floor is the familiar body of Big Donnie Mac. His body is not merely broken but a number of large bullet holes in him have filled the crater like a crimson pond. Still held in his hand is the length of railing that must have gave way to his girth as he was shot.

Judges searching Big Donnie can use the Investigate skill if they are more interested in his belongings and immediate surroundings, and/or the Medic or Life Sciences (Forensics) skills if they are more focussed on the body and its injuries. The Effect of these rolls will reveal different information about the scene, possibly giving the Judges the clue they need to be better prepared for later.

Searching the ground floor requires an Investigation skill check at –1 DM due to its size and the number of artefacts on the walls, its Effect also revealing information about the Tower's main lobby and first floor area.

The results of these skill checks should be compared to the tables on the following page. It should be noted that the information is cumulative, with a high Effect gaining the lower Effect clues as well.

If the Judges somehow manage to cut, pry or demolish their way into the lifts, they will find the elevator cars just as inoperable as the doors. The cars are resting at the first floor brake point and the cables attaching them to the lift machinery have all been severed several floors up. Other than the freight elevator (see *Express Elevator – One Way!*), the people inside the Winners' Circle Tower use the stairs to move around.

Once the Judges are ready to start the long climb upward, they can head to the stairs and start their way to the 5th floor – and *Mister Williams Said No Visitors*.

MISTER WILLIAMS SAID NO VISITORS

The Judges have begun their ascent into the Winners' Circle Tower in search of Diesel Williams and any other Circle members that are allied with him. They should be expecting trouble at every turn; with the Tower delivering it to them in spades. It is a taxing climb to where the next encounter takes place.

The carpet on the stairs has been rubbed bare in many places, robbing you of whatever slight comfort the padding might have once offered. You climb them slowly and steadily, rounding three corners that may have once been floor landings. The second, third and fourth floors of the building seem to have been removed, either by time or planned demolition.

Effect of Investigate (Big Donnie Mac)**Information Gained**

0 – 1	Big Donnie was not wearing any armour when he died.
2 – 3	Big Donnie has a set of vehicle keys in his pocket; the key ring bears the label 'Road Rash.'
4 – 5	Big Donnie had exactly 5,000 credits in his pocket when he fell, an oddly round number and a large amount to be carrying in what amounts to his own home.
6	Big Donnie's body has a small note tucked into a fold of his fat; it reads ' <i>The Judges are not in the car; stall Williams until they get there.</i> '

Effect of Medic/Forensics (Big Donnie Mac)**Information Gained**

0 – 1	Big Donnie was shot over 100 times with medium-calibre rounds, likely from some kind of spit gun.
2 – 3	Most of Big Donnie's bones are still intact inside his body; he appears to have died from internal injuries and by drowning in his own blood – as he was unable to get his bulk up out of the crater it made when he fell!
4 – 5	By the wounds on his arms, it looks like Big Donnie was protecting something in his pockets when he was initially shot at.
6	The grouping on the shots was extremely tight and precise, lending to the possibility of either an expert gunman or a computerised or automated weapon.

Effect of Investigate (First Floor)**Information Gained**

0 – 1	The lifts are completely inoperable from this floor; the controls have all been damaged or the doors welded shut.
2 – 3	There are numerous active surveillance cameras hidden in the wall-hangings and memorabilia.
4 – 5	It is over three stories to the point on the stairs where Big Donnie must have fallen from; you can see the chunk of railing missing.
6	The dimensions of the inside of the building do not match up with the outside; you suspect there are storage rooms or chambers accessible from elsewhere.

If the Referee wishes to do so, the Judges can be asked to pass Athletics (endurance) skill tests to avoid being tired when they reach the fifth floor (and the waiting guards!). These tests should normally be made at +1DM (they are just stairs, after all), changing if the Judges are ascending particularly slowly (+3 DM) or rapidly (–1 DM). If the Referee requires this skill test and it is failed, the Judges will be considered to be slightly out of breath when they reach the fifth floor landing, suffering a –2 DM penalty to their Initiative rolls.

When the Judges reach the fifth floor landing of the Tower they will be greeted with the following scene:

The archway at the top of your current flight of stairs opens up to a large carpeted landing currently dark. Seeing the dim glow of the lamp switch on the wall near you, you reach out

and pop it into the 'on' position. The harsh fluorescent lights flicker to life, revealing a shocking scene.

The room's furniture has been piled up like a makeshift barricade; a trench of cushions and fabricated pseudo-pine particle board. Behind this domestic cover stand four armed guards surrounding an extremely attractive woman.

'Diesel is steamed that you are here, Lawdogs,' the pale and sultry woman hisses, her violet-shaded eyes squinting menacingly, 'and has asked that I detain you. Unless you have anything to say to convince me otherwise...'

The four guards are elite forces used to protect the Winners' Circle within the Tower. They are rarely used in any capacity other than as bodyguards but are very well equipped. The gothic-looking woman is the Maestro, the Winners' Circle member from the Reservoir Rats.

The Judges have only a moment to decide their reaction. They are allowed to choose one skill test to undertake in that moment; initiating a combat if that skill is a weapon skill. If they try to Persuade the Maestro, she will only listen to them if they succeed despite a -4. She can be made to turn on Diesel if it is implied that Democracy Falls is headed toward a bloody conflict or civil war but otherwise she is unafraid of dying – just being arrested.

The Elite Guard, however, are perfectly susceptible to being persuaded, intimidated, threatened and even bribed against Williams or even the Maestro. If they think it will allow them to dodge a Lawgiver bullet or a sentence in the iso-cubes, they will happily turn on the Winners' Circle – a group of armed and angry Judges can be very convincing!

Unless the Judges are clever or lucky they will need to fight the guards and the Maestro. They will not readily leave their semi-adequate barricade, granting them Cover against any ranged attacks (except armour-piercing rounds and energy weapons). When the Maestro is rendered unconscious or killed, the remaining Elite Guards must each immediately test against being arrested (using all of the normal modifiers). This symbolises their unwillingness to die where there is the possibility of surrendering – they will throw their guns down and raise their hands.

It should also be noted that a large section of the stairs' railing broke away when Big Donnie met his end at Diesel's personal bodyguards. Being within a few metres of the opening could leave someone open to being knocked back, tripped or thrown over the edge.

THE REST OF THE FIFTH FLOOR

Once the combat is over, the Judges may want to search the fifth floor for clues or other enemies. Read the following description.

The fifth floor of the tower is comprised of a scattered collection of cubicles, small offices and lounge areas. The furniture, what was not used in the barricade in front of the stairs, is mismatched and in moderately good shape. Bloodrace posters and exciting course-side pics hang all over with no pattern, giving the whole area more of a feel like a student's dormitory than some kind of government office.

The Judges might spend some time going through the fifth floor, looking for clues or paperwork to further condemn Diesel Williams or his allies. This will require an Investigate skill check like normal; adding +1 Effect for every Judge with Investigate 2 or higher helping the character making the skill roll. The final Effect total (which can go higher than 6 in this case) will determine how much information the Judges acquire, as the table on the following page.

THE MAESTRO OF THE RESERVOIR RATS

Coming to Democracy Falls on the trail of Judge Death after one of his trips out to the old reservoirs, the Maestro was once named 'Patrice Starr'. She has become obsessed with demons and otherworldly creatures after her next door neighbour back in Mega-City One was possessed by one.

Str 6 (+0), Dex 11 (+1), End 7 (+0), Int 7 (+0), Edu 7 (+0), Soc 8 (+0)

Skills: Admin 1, Athletics (coordination) 1, Athletics (endurance) 1, Carouse 1, Comms 1, Deception 3, Drive (wheeled) 2, Gun Combat (slug pistol) 1, Heavy Weapons (autocannon) 2, Melee (blade) 2, Navigation 2, Persuade 2, Streetwise 2, Survival 2, Tactics 1.

Weapons: Riveter Pistol (3d6-3), Sacrificial Knife (1d6+1).

Equipment: Dark Clothing, Satanic Medallion, Tome of Secrets, 125 + 4d6 credits.

Armour: Racer Padding Armour (8 vs. melee).

Perp Desperation Level: -5.

ELITE GUARD (4)

Trained to use some of the most powerful personal weapons the Winners' Circle has acquired over the years, the elite guards are paid well and given housing within the Tower to help keep them loyal. This is not always the case, especially when their lives are seriously at stake.

Str 9 (+1), Dex 9 (+1), End 8 (+0), Int 7 (+0), Edu 7 (+0), Soc 6 (+0)

Skills: Athletics (endurance) 2, Drive (wheeled) 1, Gun Combat (energy rifle) 2, Investigate 2, Mechanic 1, Melee (blade) 2, Recon 2, Streetwise 2, Survival 2, Tactics 2

Weapons: Laser Carbine (4d6), Riveter Pistol (3d6-2), Blade (2d6)

Equipment: Infrared Goggles, Respirator, Medipack, 1 dose Anti-Radiation Meds, 25 + 4d6 Credits

Armour: Revlar Armour with Bodyglove (8; 10 vs. melee)

Perp Desperation Level: -2



Effect of Investigate (Fifth Floor)	Information Gained
0 – 1	The cubicles and desks belong to the elite guards; they are their 'personal spaces' in the Tower.
2 – 3	Each Winners' Circle member has an office and Diesel Williams' has been mostly cleaned out of everything.
4 – 5	There are a few surveillance cameras mounted to the corners of the floor; most seem operable and recording.
6	There are several sets of large footprints that have scratched tracks in the flooring, carpet and stair coverings leading upward. It must have been caused by something huge and heavy wearing metal-capped boots (which Big Donnie was not).
7	A yellowed construction map of the Tower shows there is a freight elevator that runs from the top floors to the basement garage.
8	There is a mysterious note in Suicide Sue's office desk; it reads 'Cover for me and your people will have a home in my version of D-Falls forever.'

Once the Judges have decided to move on, whether or not they searched the fifth floor, they can find the next set of stairs leading upward at the opposite end of the floor next to more fused lift doors.

If the Judges force their way into the lifts, the elevator cars are all descended to the first floor and the cables have been severed. The empty shafts are dangerous, greasy and a long way down to the bottom. Trying to climb up the shaft, in the unlikely case that a Judge attempts this, should be an Athletics skill test at -4 DM. Exactly what a Judge would be able to do after climbing to the top is their business, but the Referee should remind the players exactly how much damage falling down a lift shaft would inflict.

WHERE THE DEVIL SLEEPS AT NIGHT

The sixth through ninth floors of the Winners' Circle Tower are all fully constructed, completely whole and more or less deserted of tower inhabitants. Some Judge teams might want to scour these floors for clues and information, others might give them a cursory glance long enough to decide that Williams is not present and move along. Whatever their course of action, the next four floors are covered here.

SIXTH FLOOR – GUARDSMEN BARRACKS

The stairway opens up onto a small landing with a wide arch in front of it. Beyond the arch there is a large room filled with bunk beds, cots and dozens of mass-produced standing wardrobes. The ragged remains of this floor's former walls trace a grid on the floor from where a dozen smaller rooms became one enormous one. This has got to be some kind of barracks.

The sixth floor is where the Elite Guard and Circle Guard can stay when they are working for the Winners' Circle. It provides rather modest accommodation but having access to the other facilities of the Tower make up for the lack of individual sleeping space.

The Judges can choose to Investigate the area, learning the following if they succeed at a skill check:

- There is room enough for 50 people to sleep on this floor.
- The wardrobes have hangers within them for armour and clothing, depending on what the user is currently wearing.

There is always a chance that some of the previous shift of guards is sleeping in the barracks at any given time. There should be 2d6–1d6 Circle Guards (use the statistics on page 49) and 1d6–1d6 Elite Guards (see page 91) resting in the barracks. Guards present will not be wearing armour or wielding weapons, but will be able to get to a knife, club or riveter pistol in 1d6–3 Significant Actions after awakening.

SEVENTH FLOOR – ENTERTAINMENT HALL

'Freeze!' an electronic voice chimes out as you walk onto the seventh floor platform, sending your hand tightening around your Lawgiver. The area beyond the doorway is loud with

an assortment of bells, whistles and buzzers that erupt in intervals between brilliant flashes of multi-coloured light and strobe effects. 'Watch out for the dinos!' the voice chimes again, electronic worry filling its tone.

You carefully step through the archway and allow yourself a breath of relief.

The whole area is a large arcade of sorts. The lights and sounds come from an assortment of electronic games, the voices crackling from their speakers and several vid-screen monitors show clips from Bloodraces gone by.

'Freeze!' the game Dino-Shooter reiterates to no one in particular, 'Watch out for the dinos!'

The seventh floor is one of the greatest collections of electronic gaming and entertainment ever to be found in the Cursed Earth outside the Atomic Plains casinos. It is also the biggest reason why Circle Guards volunteer to come and work at the Tower despite their inability to leave for days at a time.

The games are all set to 'free play', not that any self-respecting Judge would ever be caught playing video games or electro-poker when they are hunting a perp.

If they do decide to go begging for a demotion (which is what playing around during an investigation will earn them), the games are fun and easy to operate. Some of the more popular ones the Judges might recognise are:

- **Dino-Shooter:** a game where the player is a gunslinger firing a light-gun at various dinosaurs.
- **Earthquake:** a game where the player controls emergency team officers trying to save people and artefacts from a collapsing Mega-City building.
- **Ghouls and Poltergeists:** a comical game where the player is a 'ghost hunter' running around a poorly portrayed Deadworld trying to zap, blast or scorch the emanations of the fallen.
- **10,000 Volts:** a test of endurance that has the players hold two exposed electrodes that slowly increase in voltage, the winner being the one who holds on the longest.
- **Judge Drodd versus Democracy:** a highly illegal copy of an old video game that pits a satirical caricature of Judge Drodd against mobs of 'freedom fighters', 'revolutionaries' and 'the oppressed.'

If the Judges choose to Investigate the entertainment hall, they can discover the following:

- Someone whose initials are inputted as '-L-' (Leathermann) has the high score on over 75% of the games that require skill.
- The top 8 scores on *Ghouls and Poltergeists* are all possessed by 'Maestro'.
- There is a large section of the wall by the electronic slot machines that has dozens of initials carved in it under a heading of 'Jackpot Winners'.
- One game, a virtual-reality racing game called *Grande Prix:Oz*, has a large fist-shaped hole in the projection screen.

EIGHTH FLOOR – FIRING RANGE

The unmistakable sound of rapid gunfire in an enclosed space greets you at the archway of the eighth floor, sending you into defensible positions.

'Take that, drokker!' a man laughs loudly from inside the floor, 'Two more cards punched by yours truly! I dare ya to do better!'

'Ten credits says I do,' another voice responds just as loudly, as if trying to compensate for ambient noise, 'now watch.'

Another set of gunshots begins...

The eighth floor is a collection of long cement and ballistic foam walls used as training firing ranges for the Circle Guard and the Circle members. The two men the Judges heard are two Elite Guardsmen competing with one another on their aim. They are the only people on the floor currently, are not wearing their armour and are only armed with spit pistols. The guardsmen are also wearing ear-protection at the moment, making it extremely easy to either sneak up or past them (adding +4 DM to the Judges' sound-based Stealth checks on this floor).

If the Judges try to Investigate this floor, they will need to somehow deal with the two guardsmen or they will surely get caught – and summarily shot at. If they do so, they will find the following information:

- There are 12 loaded spit pistols on the floor (two being used by the guardsmen currently).
- The targets are 20 metres from the firing points.
- Several used plastic targets have been left up, showing that their users have moderate to good skills with a firearm.
- There is a listing for the 10 best shooters; Diesel Williams appears on it at number 8.

If needed, the statistics for the Elite Guardsmen can be found on page 91, they do not have their armour or normal weaponry.

NINTH FLOOR – CIRCLE MEMBER CONDORMS

Expecting further resistance you are pleased to discover a deserted, dimly lit hallway lined with doors. On each of the doors hangs a nameplate. The nameplates match the names of the Winners' Circle members, leading you to believe this must be where they sleep when they are here at the tower. All but the last two doors, which have nameplates that are curiously blank.

There are nine rooms on the ninth floor, one for each of the seven Circle members and two empty rooms for future members if ever required. With the exception of the unused rooms, all the doors are locked with a magnetic-based electronic system. Bypassing the system requires a Computers skill check at –4 DM, Engineering (systems) at –2 DM, Mechanic at –1 DM or a brute force Athletics (strength) check at –3 DM.

Each room is described below, along with any special details that could be discovered using the Investigate skill:



Big Donnie Mac's room is largely devoid of anything but a huge cushion that probably served as his bed. It also has a large food-unit that will dispense muncie or power-cow meatbars if the right button is pushed.

- There is a Heavy Riveter Pistol tucked under the cushion's pillow.

Lance A-Whole-Lot's room is decorated wall to wall with Umpty wrappers, signs, advertisements and merchandise from back in the candy's heyday. He even has a set of the rare collectible Uncle Umpty bed sheets on his large unkempt mattress.

- 2d6 Umpty Candy products can be found in Lance's room.
- There is a notebook with dozens of homemade Umpty recipes in it under Lance's bed.
- An alien chemical food additive can be found in Lance's food locker, labelled as 'Super Saturn Sugar.'

Leathermann's room is sparse, almost barren. It has a clean desk, a spotless mirror and a mattress that has dust on the militarily-pressed, folded sheets. Set on the desk in a precise manner are several higher-tech hand tools.

- The tools are commercial grade robotics instruments.
- The wardrobe has five sets of head-to-toe leather strap outfits which would cover every inch of exposed flesh.

The Maestro's room is dark and mouldy, the outside window sprayed black with graffiti primer. She has numerous occult pictures hanging on her walls and the bed is splattered with blood from self-inflicted wounds.

- There is a hand-drawn picture of a demon under the pillow of the bed.
- Under the rug is carved an elaborate ritual symbol, stained darkly from spilled blood.

Rudy Beamer's room is extravagantly decorated with fanciful art and luxurious sculptures worth well over 1,000 credits each.

- There is a locked (–6 DM) briefcase under the room's desk holding 9,000 credits and a note reading 'Do not engage. Leave the Judges to deal with Williams.'
- There is an expensive and rare focussed laser pistol in an antique case in Rudy's closet. It is still functional, inflicts 4d6 damage per shot, and has 23 shots remaining in its slim-line cell.

Suicide Sue's room is plain and decorated in neutral aspects but has an extremely powerful odour to it of medicine or antiseptic. She has a locked (–2 DM) coolant unit in the corner.

- There are dozens of vials of distilled adrenaline in the coolant unit, each one is labelled with an alien pictogram.

- There is a picture of what Suicide Sue looks like taped to the bedroom and bathroom mirrors like a portrait staring out of the glass.
- An alien medical kit is tucked away under some discarded laundry; the kit is filled with many strange chemicals, stimulants and instruments.

Diesel William's room is a complete wreck. Drawers have been yanked out of dressers, spilled on the floor and tossed aside. Clothes hangers swing empty on the closet bar. It looks as though Williams is either a complete slob, or someone ransacked his room recently.

- Upon closer inspection it does not look like a ransacking; it looks more like frantic packing for travel.
- There is a memo stuck to the desk that reads '*Give Sue your picture!*'
- Crumpled up in the rubbish bin is the design schematics for a speedy roadster called simply '*Getaway*'; on the schematic there is something scribbled on the corner: '*Garage Bay 3: Code 1-8-8-3.*'

Going through the Circle members' rooms might be enlightening for the Judges, or a complete waste of time depending on what they do with the information.

ALWAYS WATCHING

The Judges have reached the halfway point of the Winners' Circle Tower; the 10th floor. It is at this floor that all of the Democracy Falls' cable-fed surveillance systems and local vid-rigs come to be recorded, displayed and monitored by the Circle's technical staff. Part surveillance station, part video editing room and part external scouting balcony, the 10th floor is where the Winners' Circle acquires all of its reconnaissance and saleable Bloodrace vid-collections. It is where the Judges can understand the dynamics of Democracy Falls' governing power.

The 10th floor of this sprawling building hums with the static of audio feeds and the whine of powered monitors, the flicker and glow of a bank of screens greeting you as you walk into the main hall. Open doorways on all sides reveal more monitors and feeds, you have to be in the brain of the tower – an intelligence hub of audio/visual data.

The clacking of fingers on a keyboard alerts you to the presence of others at the end of the hall; the sound continuing as you move further into the floor, they have not seen you...yet.

There are seven technicians on the 10th floor, all occupied with their work recording and editing the cam-feeds from the Bloodrace as it rages on the streets below. The loss of the *Big Meg Eagle* has put them in the position of looping and re-looping footage to make the 'final record' seem like the Judges' car stayed in the race much longer. This is what Williams told them to do, deciding he would make a fortune on the sales of such a vid alone.

The Judges will need to use Stealth to move around the floor without being seen, either in person or on surveillance. If they are seen, the technicians will shut their doors and lock them (-4 DM). They do not want to fight trespassing Judges but they will if they must.

There is a balcony which rings the 10th floor as well, with a multi-barrelled rocket launcher mounted to a tripod at each corner of the building. There are two doorways leading to the balcony, opening to the walkway. On the walkway there are two Elite Guardsmen on patrol. They were supposed to be paid off by Rudy Beamer to leave the Judges alone (see Rudy Beamer's room information), but the payment never made it to them – meaning that they will engage any Judge coming out onto the balcony and answer to any gunfire from inside. They cannot shoot the rocket launchers at anything on the walkways; they are designed to deal with aircraft or vehicles coming at the Tower, not people within it.

If the Judges deal with the staff and guards or manage to stay stealthy on the floor, they can use several different skills to gain access to information and other potential uses of the equipment on this floor. If the Judges choose to use their Comms skill to interact with the external information feeds, their successful Effect will determine the information they can gather.



Effect of Comms (10th Floor)	Information Gained
0 – 1	The Bloodrace continues in the streets below, a car partnered with the Heralds of Zion is currently winning.
2 – 3	All audio recording rigs along the Bloodway have been shut off by the order of one 'D. Williams'.
4 – 5	There is a logged recording of Big Donnie Mac threatening Diesel Williams, it says: <i>'I know what you are up to Williams. We won't stand for it. The money belongs to the Circle, not...wait...what are those things? No!'</i> It then ends in extremely rapid gunfire.
6	The Tower's antennae have picked up several incoming transmissions on Justice Department frequencies. They seem to be hails, not warnings, perhaps trying to reach the Player Character Judges. The hails are simple: <i>'Department Flight Beta, awaiting response.'</i>

The Judges, if they learn about the awaiting Flight Beta, can make another Comms skill check to send a message (maybe calling in reinforcements) to them. This call will be answered in the encounter *The Law Falls Upon Democracy Falls*.

If the Judges choose to use their Remote Operations skill to interact with the vid-rigs around the Tower, their successful Effect will determine the pictures they can put onto their monitors.

Effect of Remote Operations (10th Floor)	Picture-Feed Tapped
0 – 1	The Judge may look in on any vid-rig in Speedtown, allowing them to see that the Bloodrace is still going on – but is winding down rapidly.
2 – 3	The external garage door in the Tower's basement has been opened and a fast-looking car is running its engine in the bay.
4 – 5	On one of the floors above, the Judges can see someone who looks like Diesel Williams sitting at a long table, holding a pistol toward the doorway.
6	There are two large humanoid shapes standing in the shadows outside the room where Williams waits.

TEK-STAFFER

Trained to be cam-navigators and vid-editors, the tek-staffers are not fighters or gang warriors. They are skilled artistes and learned videographers, making expensive and popular vid-slugs of Bloodrace footage to sell in the Downtown Falls market or smuggled into Mega-City One.

Str 5 (–1), Dex 6 (+0), End 6 (+0), Int 9 (+1), Edu 9 (+1), Soc 6 (+0)

Skills: Admin 1, Art (vid-editing) 2, Broker 2, Carouse 1, Comms 2, Deception 1, Drive (wheeled) 0, Gun Combat 0, Mechanic 1, Remote Operations 2, Streetwise 1.

Weapons: Riveter Pistol (3d6–2).

Equipment: Tech Jumpsuit, 1d6–2 Real-Bacco Cigars, 10 + 2d6 Credits.

Armour: None.

Perp Desperation Level: +0.

MISTER WILLIAMS, I PRESUME?

The Judges have reached the 19th floor, the Winners' Circle meeting hall, and believe they have Diesel Williams dead to rights. What they do not know however, is that the Williams they are about to encounter is an imposter left here to distract the Judges while their real perp flees. Unfortunately for them, the two reconstructed Mek-troops are very real.

The door leading to the 19th floor meeting room is slightly ajar, the vid-cam rig swivelling above it looking directly at you as the lift doors slide open.

'Come in,' a deep voice says, 'I have been expecting you.'

Sitting behind a long desk is the swarthy-looking man you know to be Diesel Williams, his feet kicked up and a pistol twirling on his finger, a wide grin on his face.

'Hello Judges, I would like you to meet my two friends,' he laughs, 'I call them Hekel and Jekel. You had better hope they like you more than they did Big Donnie...'

Two large robots, slightly rusty and dented in many places, stomp out from the side alcoves of the room, their massive arms replaced with rotary barrelled guns turning menacingly.

'...because they did not like that fatty much at all!'

The imposter Diesel Williams is actually Suicide Sue, a shape changer alien from a faraway planet elsewhere in the galaxy. She was promised by the real Diesel to be part of his 'new regime' when he fully controls the smuggling ring into MegWest and she wants to eventually be able to move the rest of her alien family into the Big Meg. Her race unfortunately is a collection of adrenaphages – they eat the adrenals of other races to survive – which means she will smell the Judges' adrenal glands when they start up the combat. This will keep her in the fight far too long, allowing the Judges to discover Williams' whereabouts as she succumbs to her wounds.

The Mek Warriors will engage the Judges immediately, with 'Diesel' taking the occasional shot with his pistol. The robots will still be tough to fight, but they are not programmed for tactics or intelligence. They typically shoot at the target that most recently attacked it, successfully or not.

Every time the fake Diesel is hit by an attack, her concentration on her shape-changing will falter, revealing that she can change her appearance. This happens by her face contorting



in pain, her features shifting into her own or an assortment of mismatched ones before eventually settling back on Diesel's (unless it was the last hit she can take, which prompts the narrative closing of the encounter).

When Suicide Sue suffers enough damage that she would otherwise be knocked unconscious, she taps into her biological adrenal reserves long enough to make sure that Diesel Williams gets his just desserts as well. The following narrative should be read to the Judges:

'I never wanted this,' Williams says, his face melting like wet clay into a grey-skinned shape with milky blue eyes, 'he promised my people would be safe...but now...I'm not going out alone...' the alien face turns toward you, malice in its rubbery brow. 'Make sure he doesn't...the real Williams... make sure he doesn't get away with it...my people...' the creature's eyes flicker briefly.

'He is headed to the basement,' it extends a long finger toward a set of heavy elevator doors, 'to his car, and the Bloodway. Diesel Williams is leaving Democracy Falls with all of our secrets... our... sec... sssssss...'

With that the alien slumps over, dead.

The doors that Suicide Sue pointed to lead to the express freight elevator going down to the Tower's basement garage



RECONSTRUCTED MEK WARRIORS (2)

Rebuilt from salvaged parts and programmed to be subservient to anyone with a voice match to Diesel Williams, the war machines were put together for him by his smuggler allies in Mega-City One. Saved for his big play against his fellow Circle members, he was forced to use these scrap-built titans against the Judges instead of their original targets.

Rebuilt War Droid

Size: L; Config Humanoid

Str 10 (+1), Dex 10 (+1), End 10 (+1), Will 5 (+8 Law-Breaker Chip)

Weapons: Tri-Riveter Cannon (4d6-2), Piston Fist (2d6+3).

Armour: 6.

Programming: Melee (Unarmed) 2, Gun Combat 2, Tactics 1, Survival 1.

Modifications: Law-Breaker Chip.

Personality Traits: Ruthless.

SUICIDE SUE OF THE AIR BARONS (XEROZZ OF XON)

Having landed at the old airport in Democracy Falls, the shape changing alien known as 'Xerozz' took the attractive human form she first saw on a lewd magazine flying by as she emerged from her saucer. Bringing new technology and new personnel to the Air Barons, 'Sue' turned a somewhat antiquated gang into a new age.

Str 7 (+0), Dex 10 (+1), End 8 (+0), Int 9 (+1), Edu 7 (+0), Soc 8 (+0)

Skills: Admin 1, Astrogation 2, Athletics (coordination) 2, Athletics (endurance) 2, Comms 2, Deception 4, Drive (wheeled) 2, Flyer (grav) 3, Gun Combat (slug pistol) 2, Gunnery 2, Medic 1, Melee (blade) 1, Navigation 2, Persuade 3, Streetwise 2, Survival 1, Tactics 2.

Weapons: Riveter Pistol (3d6-3), Las-Knife (1d6).

Equipment: 2 vials of pure Adrenaline, 500 + 2d6 credits.

Armour: Xeon Static Field (2d6 per attack).

Special Trait: Shape Change; as a Significant Action, Suicide Sue can alter her physical form to look like any humanoid she has seen in the last 48 hours. This requires a Deception skill check with a +4 DM, the final Effect being added to 1d6 to determine the number of hours she can maintain the image with minimal concentration.

Perp Desperation Level: -6.

level. It is a push-button system that was the primary way Big Donnie got up and down the floors of the Tower without suffering cardiac arrest on all the stairs.

EXPRESS ELEVATOR - ONE WAY!

The real Diesel Williams is on the run and the Judges have to catch up with him quickly, to do so they will need to take the freight elevator found in the Winners' Circle meeting room. Diesel left a present for them in the lift which they will need to make safe before they reach the bottom of the shaft, where they will find Diesel has already left.

The elevator's overhead light flickers nauseatingly as the lift begins to move, the floors beginning to tick by on the LED readout. A sudden lurch in the descent causes a loose ceiling panel to fall down between you, bringing a strange spherical object bristling with wires along with it. A digital readout on the device matches the shrinking floor numbers perfectly...like some kind of hardwired countdown!

The bomb is not a complex device (Diesel is not too skilled in bomb-making), but it uses a wireless connection that uses the floor countdown on the elevator as the countdown for the bomb. As the elevator is an express freight model, it cannot simply be stopped once it has been triggered; it is headed to the basement – and an explosion!

A cursory glance by a skilled Judge calls for an Explosives skill check at +4 DM, giving the following information.

- The bomb has roughly the yield of a common hand bomb (3d6)
- The bomb's countdown is wirelessly communicating to the elevator
- The bomb has a failsafe for detonation, but not a very reliable one

The Judges have five rounds worth of actions they must take before the elevator reaches the basement, setting off the bomb. There are a number of different things that they can do to try to avoid a painful end to the encounter. The Referee can decide how to adjudicate the Judges' plans to avoid detonation, but some examples of what they might do are as follows.

- The bomb has four fuses, requiring that much Effect on Explosives skill tests (at -2 DM) to disarm. A -6 Effect on any Explosives check causes a premature detonation.
- The Judges could try to deactivate the floor-counter on the elevator, requiring an Engineering (systems) or (electronics) skill check at -1 DM.
- If timed properly, the bomb could be hurled up into the shaft above the elevator through the fallen ceiling tile. This requires an Athletics (strength) skill check during the last two rounds of actions, causing the bomb to explode in the shaft. This reduces the damage to 1d6 for the people in the elevator.
- The Judges could somehow try to cover the bomb to reduce its efficiency (perhaps by one of the Judges' body?), inflicting the full damage on the object covering the bomb and only 1d6+2 to the rest of the elevator's occupants.

When the elevator reaches the basement the bomb will explode (unless disarmed). Afterwards the doors will open (possibly letting out a lot of smoke) into the basement garage level.

The garage level is lit by a combination of overhead fluorescents swinging in the breeze and the stream of floodlights coming in from the gaping exit ramp several hundred paces away. There are a few damaged cars and trucks in the garage lots, but a large APC-styled armoured car with the words 'Road Rash' airbrushed on the side grabs your attention. Well, that and its massive gun turret.

The smell of exhaust and burnt rubber is thick in the air; Diesel could not have left long ago. If you hurry, you might be able to catch him. Now, if only you had a fast ride to do so...

There are six damaged vehicles and *Road Rash* in the garage, all of which are driveable. If the Judges managed to grab Big Donnie's keys to the big APC, they can take it without any skill checks or problems.

If the Judges do not have Big Donnie's keys, they will need to hotwire one or more cars to give chase to Diesel Williams. This requires either an Engineer (electronics), Mechanic (-2 DM) or Streetwise (-4 DM) skill check to perform successfully but will allow the Judge to treat the car in question as having keys in the ignition.

It is possible (very unlikely) that the Judges might somehow have access to some or all of their Lawmasters at this time. If they do, they can use them to give chase as well.

Once the Judges have wheels to use, they can drive up and out of the garage level. This will place them on the on-ramp to the Bloodway, the trail of Williams and to the final encounters of *Democracy Falls*.



LAST ONE TO THE END... DIES!

Diesel Williams is racing along on the Bloodway, trying to escape with a carry-all full of credits and information. His plan was to reach the smuggling air-copter at the drop-off point at the end of the treacherous highway, abandon the car and escape.

As the cracked pavement races by, you see running lights up ahead of you amidst the burnt out wrecks of cars on the Bloodway. There is a car less than a mile in front of you and all of your training and instinct tells you that it has to be Williams...

...but where is he running to, considering the Bloodway ends in a dead drop off?

The car is the *Getaway*, Diesel's escape vehicle. He is not a very skilled driver, which is why he had to assassinate his way onto the Circle in the first place, and he is driving at

DAMAGED VEHICLES (6)

These are assorted vehicles that have been mostly repaired since their last use, whether it was getting from point A to point B or in a local Bloodrace.

Dimensions	
Height	1,155mm
Width	1,640mm
Length	2,750mm
Wheelbase	1,800mm
Weight	420kg
Fuel Capacity	40 litres
Powerplant	Superval V8, Twin-Valve
Full Speed	320kph
Max Speed	230 metres per round
Acceleration	55 metres per round
Deceleration	50 metres per round
Cost	Cr35,000 (street value)
Statistics	
Skill	Drive (wheeled)
Agility	+0
Crew	1 driver/2 passengers
Open/Closed	Open
Armour	1
Hull/Structure	1/2
Cargo	80kg

THE ROAD RASH

An APC built for Big Donnie and his fatty followers, the *Road Rash* is fast for its size and packs a decent punch with its turreted ballistic cannon.

Dimensions	
Height	2.5 metres
Width	3 metres
Length	3.45 metres
Wheelbase	2,650mm
Weight	18,755kg
Fuel Capacity	100 litres
Powerplant	Ripple-crafted H-Cell Mock-Up
Full Speed	320kph
Max Speed	230m per round
Acceleration	36m per round
Deceleration	43m per round
Cost	Cr55,000 (street value)
Statistics	
Skill	Drive (wheeled)
Agility	+0
Crew	1 driver, 1 gunner, up to 6 passengers (half capacity if fatties)
Open/Closed	Closed
Armour	6
Hull/Structure	3/3
Cargo	0.5 ton
Weapons	Turreted Ballistic Cannon (6d6; Auto 4)
	Hood-Mounted Heavy Spit Gun (4d6; Auto 6)

modest speeds to avoid wrecking into old cars or driving off the road into gang territories. When he sees the Judges driving up behind him, he will speed up and make this into a proper car chase – while it lasts.

There will be 1d6+3 rounds of car chase as the two vehicles speed through town, up and over the ramp leading out of Democracy Falls and eventually to the treacherous drop-off that has claimed dozens of duelling drivers over the years.

Each round, all drivers (Diesel included) must attempt a Drive skill test. Failure means the car in question strikes something

in the road, rolling a number of damage dice equal to the negative Effect of the failed test.

Any vehicle that succeeds in its Drive test manages to avoid obstacles and can even try to make an attack (if armed) against any other vehicle over which it scored a higher Effect.

If Diesel's car is destroyed or he is incapacitated, the Referee can skip ahead to the mission's epilogue, *The Law Falls on Democracy Falls*. The Justice Department has dealt with the smugglers and saw what happened with Diesel and the Judges; now a familiar face arrives to take over the situation in Democracy Falls on Mega-City One's behalf.



If Diesel is not stopped by the time the last driving round arrives, the drop-off looms ever closer and the smuggler's aircraft will see the chase coming. The smugglers will not want to be a part of the engagement and start to take off, leaving Diesel to fend for himself.

When Diesel sees that his ride is leaving him behind, he will try to lure the Judges into a game of 'chicken' where they both speed towards the drop-off. The drivers are supposed to slam on the brakes at the last minute or jump out of the car, hopefully being the one that gets the closest to the edge without going over. Diesel hoping, of course, that the Judges are not good drivers and will plummet to their fiery doom over the edge.

This final round's game of chicken requires all drivers to make one last Drive skill test and an Athletics (coordination) skill test. If the Drive test fails, the car is headed over the cliff (inflicting 10d6 damage on it and everyone inside it) and only those who pass the Athletics (coordination) skill test can jump free before it does so. If the Drive test is passed, the car will be able to be stopped in time, with the highest Effect on the following Athletics skill test showing who got the closest

to the edge without going over. Rolling out of a moving car will still inflict 2d6 damage.

Once this game of chicken is over, Diesel may be dead or badly hurt. If he can, he will weakly resist arrest with his sidearm but the Judges will no doubt be able to deal with him easily enough.

THE LAW FALLS ON DEMOCRACY FALLS

With Diesel Williams no longer in the picture and so many of the Winners' Circle members dead or out of commission, Democracy Falls is headed toward a regime change. The Justice Department knew this was a possibility when they sent the Judges to deal with the Big Meg Run and has sent in their finest street Judge to head up the 'negotiations' – Judge Dredd.



DIESEL WILLIAMS

Scumbag and backstabber extraordinaire, Diesel Williams is a member of several smuggler's leagues and unions from Mega-City One. He dreamed up the idea of using Democracy Falls to open up options for profits both in and out of the Meg long ago and has been gathering secrets to blackmail the Winners' Circle for years. Only when he recently poisoned his gang's former Circle member, and anyone else with a higher score than he had, could he put his schemes into place. By threatening the Mega-City's safety with the creation of Big Meg Run, he guaranteed more publicity, higher ticket prices and one final Bloodrace invitational that he could steal the profits from and vanish into the Hab Zone long enough to cement his fame in Democracy Falls – with plans for a comeback once the heat had died down!



Str 6 (+0), Dex 8 (+0), End 8 (+0), Int 10 (+1), Edu 9 (+1), Soc 9 (+1)

Skills: Admin 2, Advocate 2, Athletics (coordination) 1, Athletics (endurance) 1, Broker 2, Carouse 2, Comms 1, Computers 2, Deception 4, Diplomat 1, Drive (wheeled) 2, Explosives 0, Gambler 1, Gun Combat (slug pistol) 1, Investigate 2, Leadership 1, Navigation 1, Persuade 3, Stealth 2, Streetwise 2, Survival 1

Weapons: Riveter Pistol (3d6-2)

Equipment: Typical Meg-Block outfit, 4 doses of anti-radiation meds, 2 Power-Cow Meatbars, Briefcase with assorted Democracy Falls secrets and scandals, 235,000 credits (stolen from ticketing office)

Armour: Racer Padding Armour (8 vs. melee)

Perp Desperation Level: -5

THE GETAWAY

Built for Diesel unsurprisingly to get away from his peers when they find out he was stealing from them and leaving them for the Judges to sort out, this car is rather fast and well-armoured – but not terribly well-armed.

Dimensions	
Height	1,345mm
Width	1,650mm
Length	2,755mm
Wheelbase	1,500mm
Weight	390kg
Fuel Capacity	45 litres
Powerplant	Steel City V8 12-valve
Full Speed	320kph
Max Speed	264 metres per round
Acceleration	47 metres per round
Deceleration	40 metres per round
Cost	Cr40,000 (street value)
Statistics	
Skill	Drive (wheeled)
Agility	+1
Crew	1 driver/gunner
Open/Closed	Open
Armour	3
Hull/Structure	3/3
Cargo	100kg
Weapons	Twin Spit Cannons (4d6; Auto 6)

This epilogue scene closes *Democracy Falls*, allowing the Player Characters to interact with the Man himself, Judge Dredd. It also could be a hint or lead-in to future missions they could undertake in Democracy Falls, if their Referee wishes for that to happen.

In the moments after Diesel Williams is killed or arrested, the following scene takes place:

The deafening roar of H-Wagon grav engines fills your ears as one of the deadly flyers comes to a landing on the Bloodway behind you, kicking up swirls of Cursed Earth dust and tiny flecks of cement that sting your chin. The engines die down and the H-Wagon opens up, a single street Judge leaping out onto its wing even as the rear ramp lowers. His boots sizzle as he steps down onto the pavement, walking up to you in three long strides. Even if his badge did not read it, he needs to no introduction.

Judge Joe Dredd.

'Good work, Judges,' Dredd grunts, looking down at Williams with a cold stare, 'we were monitoring from above and came when you had things well in hand. Take the H back to debriefing,' he thumbs stiffly at the flyer behind him, 'I'm headed to Democracy Falls. Mega-City One has some new terms they are going to accept...one way or another.'

Dredd's Lawmaster rolls down the ramp and idles over to him, at which point he throws his leg over and settles into the seat, thumbing on the lights and weapon unlock switches.

'I imagine negotiations,' Dredd adds as he begins to roll down the Bloodway toward the unsuspecting Cursed Earth city, 'will be brief.'

The Judges will then be able to retrieve their Lawmasters and board the H-Wagon and return to the Pit for debriefing, commendations and their 'normal' lives in Mega-City One. They successfully dealt with the creator of the Big Meg Run and made sure that no one else will want to come and try their luck in the Big Meg anytime soon.

But will the end of Diesel Williams and so many members of the corrupt Winners' Circle really keep Democracy Falls from falling deeper into chaos and lawbreaking? Will a few months go by before a new plot in the Cursed Earth city

arises to threaten Mega-City One? What sort of 'terms' did Dredd bring to the people of Democracy Falls? Perhaps the infrastructure and territory of Democracy Falls will become the site of one of the mutant townships being founded by the Justice Department.

These are all questions that the Referee can choose to answer how he sees fit for his own campaign, depending on what he wants to see out of Democracy Falls and the people who inhabit it. This mission set the stage for many future adventures and stories that could come out of the city and does not have to be the end of *Democracy Falls*.



TRAVELLER

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JUDGE DREDD

DEMOCRACY FALLS

Democracy Falls – a hub of opportunity for those in the Cursed Earth with the skills, gear and guts to try and survive within its gang-patrolled wall. Located a few hundred miles west of Mega City One on the ruins of one of America's ancient heartland cities.

The Justice Department has always turned a blind eye to the existence of Democracy Falls, choosing to use its resources more efficiently than laying siege to it. The appearance of a new criminal sport in the city has changed the status quo, forcing the Chief Judges to take action. This new sport, called the Bloodrace, is known to have started in Democracy Falls – and it just claimed its first Judge's life.

Now the Justice Department needs a small team of Judges to bring justice to the Bloodrace organisers – those who brought the game to MC-1's streets. Everyone is allowed to enter Democracy Falls, even Judges...

...the only problem is getting back out again.

Democracy Falls is a scenario for the Judge Dredd: Traveller game setting, placing several Judges in a dangerous and foreign city in the Cursed Earth, where fast cars and faster bullets are normally the Law of the land.



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