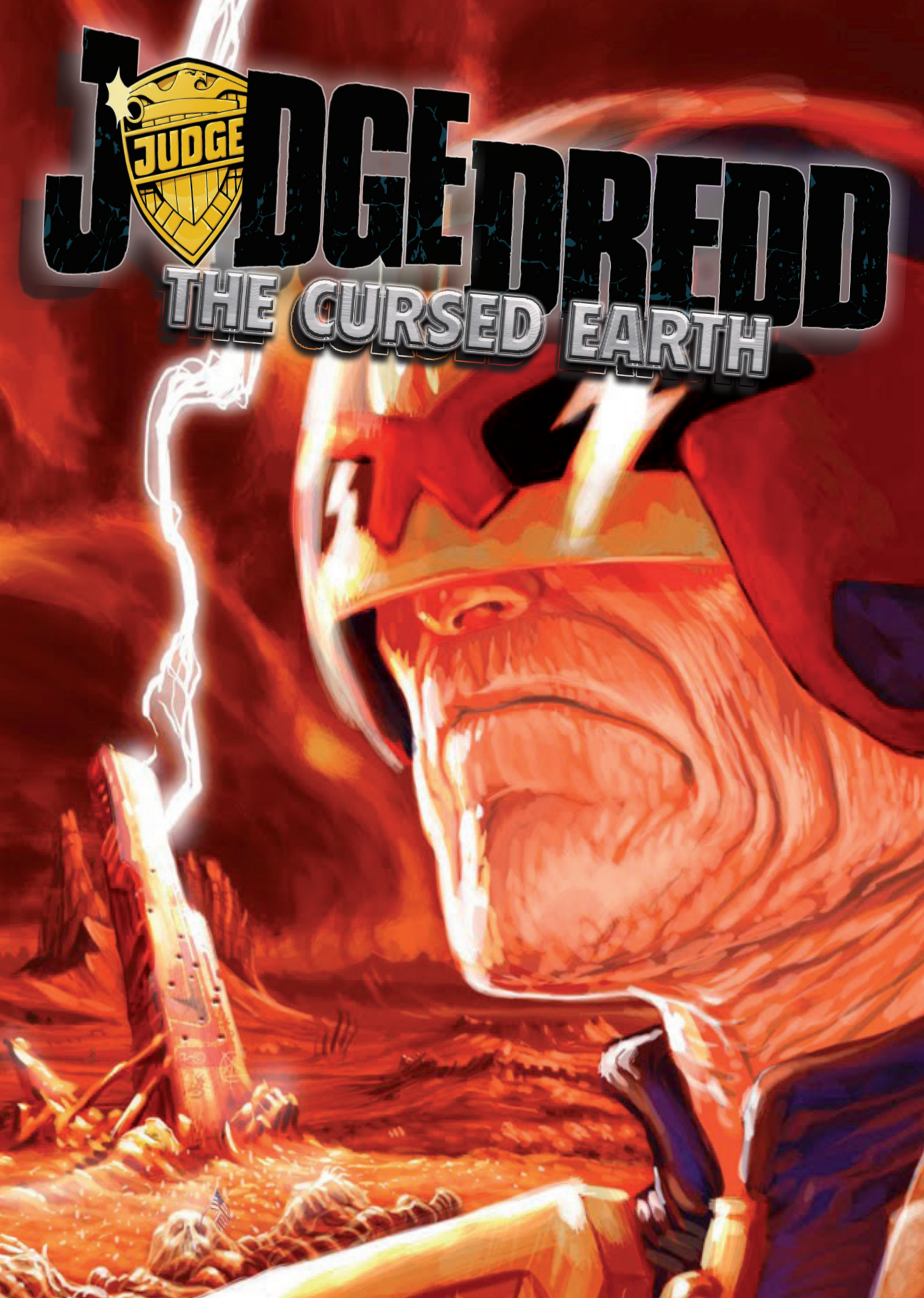


JUDGE DREDD

THE CURSED EARTH



JUDGE DREDD

THE CURSED EARTH

WRITER

Simon Beal

EDITOR

Richard Ford

LAYOUT

Will Chapman

ILLUSTRATIONS

Interior & Cover Illustrations

Copyright Rebellion A/S. Used under licence

BORDERS AND BOX ART

Scott Clark

PROOFREADER

Nick Robinson

CONTENTS

INTRODUCTION	2
LIFE IN THE CURSED EARTH	3
PLACES OF INTEREST	13
CULTS, GANGS & OTHER GROUPS	44
ENCOUNTERS & HAZARDS	59
EQUIPMENT	71
BEYOND MEGA CITY ONE	85
THE CARTEL CONNECTION	90

Judge Dredd Created by John Wagner and Carlos Ezquerro



MONGOOSE
PUBLISHING

The Cursed Earth™ ©2010 Rebellion A/S. All rights reserved. Reproduction of this work by any means without the written permission of the publisher is expressly forbidden. All significant characters, names, places, items, art and text herein are copyrighted by Rebellion Group Ltd. This game product contains no Open Game Content. No portion of this work may be reproduced in any form without written permission. To learn more about the Open Game License, please go to www.mongoosepublishing.com. This material is protected under the copyright laws of the United Kingdom and of the United States. This product is a work of fiction. Any similarity to actual people, organisations, places or events is purely coincidental. Printed in the USA.



INTRODUCTION

'... into the Cursed Earth. A desert of the damned where hell on earth has broken out. But we gotta get through...'

– Judge Dredd, *The Cursed Earth* chapter two.

Judge Dredd's summary of the Cursed Earth is an accurate description; it is a stretch of radioactive wasteland left over from the Atomic Wars and is home to all sorts of mutants, aliens, gangs, creatures and natural hazards. It lies just beyond Mega-City One and reaches all the way to Mega-City Two, covering most of the United States. Just like the Mega Cities, anything can happen in the Cursed Earth – it is a place full of strangeness where mutations are commonplace and anarchy prevails.

This book details the Cursed Earth and its inhabitants, providing everything a Referee needs to run scenarios and campaigns in these wastelands. Inside *The Cursed Earth* you will find:

LIFE IN THE CURSED EARTH

This chapter gives an overview of the settlements found in the Cursed Earth and the people that inhabit them, together with a guide to their hard way of life and the threats they face. This chapter also includes a host of new mutations and mental disorders for creating unique and bizarre muties.

PLACES OF INTEREST

This chapter details numerous places of interest throughout the Cursed Earth that can be used in your Judge Dredd games. Locations include the major towns and regions, each detailed with areas of note, personalities and scenario ideas.

CULTS, GANGS & OTHER GROUPS

There are many cults and gangs in the Cursed Earth that are not tied to any one place. It is these groups that are the focus of this chapter beginning with guidelines for Referee's to create their own religious cults and criminal gangs. The rest of this chapter details a number of organisations together with plot hooks, allowing Referee's to use them as required for encounters and scenarios.

ENCOUNTERS AND HAZARDS

This chapter includes guidelines and a quick system for creating settlements. Also detailed are numerous hazards, random encounters, creatures and personalities that can be used as plot hooks and encounters.

EQUIPMENT

The people of the Cursed Earth use anything they can get their hands to survive, from 20th Century automobiles and First World War hand grenades to mutant horses and slaving kits, it is all detailed here.

BEYOND MEGA-CITY ONE

This chapter provides guidelines for running Judge Dredd games in the Cursed Earth, with suggestions for short scenarios and long running campaigns.

THE CARTEL CONNECTION

This scenario provides a good introduction to the Cursed Earth. The players investigate a criminal organisation that has established its power in Mega-City One and beyond. However, nothing is as simple as it seems and the players will soon discover the hardships and dangers of the Cursed Earth.



LIFE IN THE CURSED EARTH

This chapter gives an overview of what life is like in the Cursed Earth; the type of people that live here and the places where they work and inhabit. Details of specific people and places can be found in the respective chapters later in the book.

SETTLEMENTS

Most settlements are quite small, with populations of less than 100 people and only a minority exceed 500 residents. The inhabitants can be any mix of human, mutie and alien, although the larger settlements are more likely to have mixed races.

Architecture can differ depending on the type of settlement. Some communities are lucky enough to occupy ruined or abandoned towns left over from the war, living in the buildings that remain and repairing others as required. However, with so many towns and cities either destroyed or buried, numerous new settlements have been founded on the ashes of the old, being built from scratch.

Building construction varies but they are typically made from wood or stone, depending on the availability of raw materials. Some settlements even have more modern domesteads, sealed environments made from reinforced plastisteel. Shantytowns are also common, either as complete settlements or slum areas of existing towns.

The Cursed Earth is a dangerous place and its inhabitants are always at risk from marauding gangs and wild mutated creatures, so settlements will typically have some sort of defence to protect its inhabitants. This can range from simple wooden fences to stone ramparts with weapon emplacements.

Guidelines for creating settlements can be found in the Encounters and Hazards chapter.

FARMSTEADS

Food production is essential to survival and farmsteads are often located near to established settlements to provide much needed sustenance to the small communities. Smaller

isolated farms can also be found throughout the Cursed Earth where families struggle to survive on their own.

Farmsteads tend to be simple wooden structures built near whatever fertile lands can be found but farming the dry and polluted lands is not easy. The inhabitants of the Cursed Earth have their work cut out for them – crops fail on a regular basis and cattle farming suffers for the same reasons, with many people resorting to hunting the mutated wildlife for survival.

DAY TO DAY LIFE

Life is hard in the Cursed Earth, most folk barely scratch a living from the soil. It is no wonder then that those lacking in moral standards (of which there are many) resort to violence and thievery in order to survive, taking what they need by force, subterfuge and deception.


The tyranny of evil and powerful men is prevalent in the Cursed Earth. Settlements are often taken over by quasi-religious cults and leaders, forcing the populace into servitude to worship false gods. Where religion has no influence, gangs and crime lords impose their own leadership – ruling by fear they exploit the inhabitants, often forcing them into slavery.

The primitive buildings and lawlessness of many such places can be likened to the old Wild West. Some towns have self appointed lawmen ranging from genuine protectors to power hungry leaders. Townsfolk will often volunteer (or in some cases be forced) to join the local militia to help protect their family and homes from the many dangers that prowl beyond the town borders.

TRADE

Trade is vital to the survival of most communities in the Cursed Earth. Although some are self sufficient, the lack of fertile ground means that many places are unable to produce everything they need. Neighbouring settlements often have a symbiotic relationship with each other, trading vital farming tools in exchange for the food they are used to produce.

Trade on this scale is often achieved with the simple exchange of goods, one thing for another. Larger towns are usually equipped to make all the tools and food they need



and are therefore more likely to trade for money and luxury items. Hagglng is not just commonplace but expected in most places – the value of goods in the Cursed Earth can be very subjective, for most people an item's value is rated by its usefulness and only the rich elite can afford to spend their money on non-essential items.

The most common coinage in the Cursed Earth is gold coins but any currency is accepted of equal value. For the purposes of game mechanics, all prices are listed in Credits (see Equipment chapter). Those settlements that favour money over barter tend to have less of a community spirit and the rich tend to be more influential, occupying positions of power within the town.

The goods available to buy throughout the Cursed Earth are a primarily a mix of old 20th Century equipment and hand crafted items. New and modern goods are available through the many smugglers that operate out of the Mega Cities with weapons being especially popular.

The slave trade is also very profitable. Numerous towns are ruled by ruthless leaders who rely on slave labour to work the land, mines and so on. Mutie slaves are the most common but humans and aliens are also forced into servitude. Most slavers view slaves as little more than animals.

TECHNOLOGY

Most of the technology available in the Cursed Earth is low-tech. There is a substantial amount of equipment left over from the 20th Century that has now become commonplace, especially weapons and vehicles. Many items are crafted locally from whatever materials are available and are typically of poor quality but functional.

Of course, more modern items are available from those who trade or smuggle out of the Mega Cities but such goods tend to be a lot more expensive. Most people have to make do with what they can scavenge so it is not unusual to come across a variety of improvised equipment such as horse drawn cars and armour made from cooking utensils.

LAW AND ORDER

Crime is rampant in the Cursed Earth. What has become a way of life here is often seen as anarchic and abhorrent to Judges - the strict law and order that is prevalent in the Mega Cities simply does not exist in these tortured lands. If ever there were a place where Judges were needed, it is here in the Cursed Earth.

Although there is no high authority and law of the land, not all settlements are without their own rules. Most towns do have some sort of leadership but laws are few and enforcement is

lacking. Town leadership and government varies greatly from place to place. Small settlements and farming communities tend to have a mutual cooperation or charismatic leaders. Larger towns and places with valuable resources will often have an imposed leadership and in some cases religious dictators rule their subjects.

Where leadership does exist there is usually some level of law for without some rudimentary control, citizens have a tendency to live in a state of anarchy (although such places do exist). Some of the smaller settlements have a local sheriff to prevent the most heinous crimes from being committed and to ensure the protection of citizens. Larger towns often establish a militia to maintain minimal order in the street and to protect the inhabitants from outside threats.

However, even with these systems in place, few activities are prohibited or even considered illegal. The principle focus is survival. Entertainment is hard to come by so what is considered immoral in the Mega Cities is embraced in the Cursed Earth as hobbies and pastimes. Gambling, pit fighting, slavery, recreational drug use, drunken and disorderly behaviour, brawling and even theft are all commonplace and for the most part these activities are socially acceptable. Even murder is legal in many places or at best people just look the other way, not wanting to get involved – out here in the Cursed Earth it is survival of the fittest.

Fortunately there are enough people in the Cursed Earth who still have some morals and there are numerous settlements that will not tolerate such behaviour in their domain. Where law does exist and justice must be meted out, it is often severe. Hard times require tough punishments and they range from public humiliation to execution, although exile is also common.

PEOPLE OF THE CURSED EARTH

The people found in the Cursed Earth are as varied as those found in the Mega Cities. Muties make up the majority of the Cursed Earth's population and account for roughly 60% of the total inhabitants. The remaining population is approximately 35% human and 5% alien.

The Cursed Earth has few of the crazies found in the Mega Cities (most **are** a result of city life) but has its own breed of crazy people. Many people believe that this is a consequence of the radioactive contamination that affects the mind as well as the body. This has resulted in numerous religious cults and the like that are led by individuals with severe mental disorders.

MUTIES

Mutants (or muties as they are more commonly known) are native to the Cursed Earth. They were once human but the radiation from the Atomic Wars resulted in widespread mutations. Until recently, muties were prohibited from entering the Mega Cities, left to survive in the harsh wastelands that created them.

However, even now, those mutants that are granted citizenship are treated with hatred, fear and loathing, and being granted citizenship is notoriously difficult. The Mutant Control Judges turn away new applicants by the hundreds every day and those unwilling to leave are hunted down and forcibly removed.

Most muties then are reluctantly forced to make a life for themselves in the Cursed Earth, no matter how difficult and dangerous it can be. Even though mutants are the dominant race here, there are many humans who still view muties as abominations or creatures that can be used for profit and manual labour.

Mutation rules are detailed on page 213 of *Judge Dredd* and a range of new mutations (including mental disorders) are detailed at the end of this chapter.

HUMANS

Referred to by the muties as 'norms', the term human is usually used to describe non-mutant humans, those with pure genes. Some of the humans in the Cursed Earth were immune to the mutations or were able to avoid contamination by hiding underground in bunkers and shelters. There are also those that have left the Mega Cities for any number of reasons but typically come here to escape the law or extortionists, or they have a misguided view that they can find a better way of life here.

There are also a significant number of humans whose very nature is not compatible with life in the Mega Cities, those who have a desire or impulse to commit crime. It is these individuals who typically form cults and gangs, or who take control of settlements.

ALIENS

Unlike mutants, aliens are more likely to be granted citizenship in the Mega Cities, providing they are wealthy and healthy enough of course. However, there are still those who fail to meet the criteria set out by the Justice Department and are either unable or unwilling to return to their homeworlds. These unfortunate individuals inevitably end up in the Cursed Earth.

Like mutants, aliens are often ill-treated by humans, especially by slavers and religious cults. Before the Atomic Wars, several areas of land were designated as alien reserves to meet the needs of the increasing amount of aliens that travel to Earth. Unfortunately, these areas were destroyed during the war forcing the aliens to find new homes with many being captured and sold into slavery.

CULTS

Since the Atomic Wars there has been a significant increase in the number religious cults, many of them restoring ancient religions and forgotten deities. Many of these cults are led by deranged leaders, mentally unstable individuals affected by the radioactivity or those simply taking advantage of the situation to gain power, using the devastation caused by the war as proof that the gods have forsaken mankind and that humanity must repent for its sins.

Many people are taken in by these false prophets, either believing in the individual or the necessity of faith. The most devout worshippers are typically indoctrinated into the cult to spread the word of their newfound faith. It is important to note that many of these cults are harmless and some are legitimate faiths, providing much needed support to those who suffer a life of poverty and hardship in the Cursed Earth.

Unfortunately, there are some cults that use their faith as a means of control, forcing others to believe in their god or suffer the consequences. Entire towns have been subjugated by such groups, ruling by fear and force of arms, but all in the name of their god. Likewise, there are those that believe in the purity of their race and are doing god's work by eliminating the abominations of mutants and aliens, or forcing them into slavery.

Of course some of these new religions are fake, a few devious individuals see the influence of such cults and use them as a means to power, forcing subjects to worship a god that the leader himself does not believe in.

GANGS & SYNDICATES

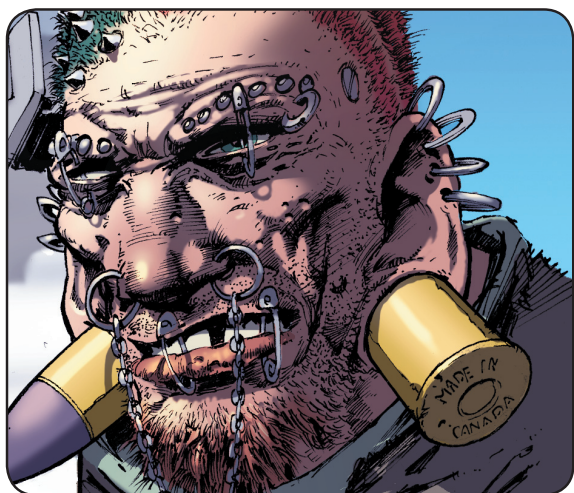
Whereas cults use their religion as a means of control or exploitation over others, gangs and syndicates have no such pretence. Syndicates are large, well organised, groups of career criminals that openly run a town or its underworld (more common in larger towns) and typically control the populace (or part thereof) by means of extortion and fear. Gangs tend to be smaller, less organised groups with a propensity for violence and operate in a particular region of the Cursed Earth or within an area of a large town.

Whatever their size and distinction, gangs and syndicates are the bane of many people's lives in the Cursed Earth and the cause of much of the misery and suffering. These groups

Whilst syndicates exert their influence in one place, slowly building in strength and power, gangs tend to move about, often roaming the Cursed Earth in search of their next victims. Any town with little in the way of defences is a prime target for gangs to attack and pillage, which is why many have barricades and militia to defend their homes. In contrast to this syndicates will usually attempt to take control from within, gaining contacts and influence using a combination of bribery, blackmail and racketeering.

SLAVERS

Slavers are cruel and vicious. Many exclusively hunting down mutants but other gangs are not so concerned with race and will enslave anyone who is fair game. Slaver groups typically sell their catches to known slave traders or at the numerous



NEW MUTATIONS

BRAIN MUTATIONS

1d6	Brain Mutation
1–4	Mental Disorder
5–6	Psionic Trait

PSIONIC TRAITS

Trait	Effects
Mind Fortress	The mutant is less susceptible to psionic attack, giving opponents a -1 DM to any psionic based roll made against the mutant.
Psionic Talent	The character may choose a second Advanced Talent as detailed in <i>Judge Dredd</i> .
Psionic Technique	The mutant can choose an additional Psi Judge special technique as listed in <i>Judge Dredd</i> .
Sixth Sense	As per the Special Technique on page 52 of <i>Judge Dredd</i> .

HEAD MUTATIONS

1d6	Feature
1	Eyes
2	Ears
3	Nose
4	Mouth/Jaw
5	Hair/Scalp
6	Skull/Entire Head

HEAD MUTATIONS

Trait	Effects
Additional Eyes	The character has 1d3 additional eyes, spaced evenly apart, gaining a +1 DM per additional eye to all skill checks that rely on vision.
Additional Ears	The character has 1d3 additional ears located around their head, gaining a +1 DM per additional ear to all skill checks that rely on hearing.
Additional Nose	The character has an additional nose, with both noses located symmetrically. The unusual appearance reduces the character's Social Standing by 1 point but they gain an acute sense of smell.
Additional Mouth	The character has a second mouth. Roll 1d6 to determine its location: 1: Chin, 2: Forehead, 3: Neck, 4: Back of head, 5-6: Both mouths side by side.
Antlers	The mutant has a pair of animal antlers protruding from the top of their head or their forehead. Used as natural weapons they inflict 1d6+2 damage on a successful Dex 8+ roll.
Bug Eyes	The mutant has bug-like eyes that are larger than normal and spaced further apart, giving the character a greater field of vision and a +4 DM their Recon checks.
Chameleon Eyes	The mutant's eyes are similar to those of a chameleon, allowing them to focus independently, allowing the character to perform two tasks simultaneously.
Disfigured	The mutant's facial features are out of proportion or misaligned, reducing the character's Social Standing by 1d3 points.
Feather Hair	The character has feathers instead of hair on their head (but not on their body).
Hair Spines	The character has spines instead of hair. Roll 1d3 to determine the properties: 1: No additional properties, 2: Spines can be fired from the head (thrown range) on a successful Dex 8+ roll inflicting 1d6 damage, 3: Spines can be fired for 1 damage but are poisonous.
Large Head	The character has an unusually large (and possibly deformed) head. Roll 1d6 to determine the nature and benefits of this mutation: 1: Large disfigurements (-1d3 Soc), 2: Fat head, 3: Moon face, 4: Flat face, 5: Large forehead (+1d3 Int), 6: Cranial ridge (head has natural armour of 1 and character can head butt for 1d6+2 damage on a successful Dex 8+ roll).
Large Nose	The mutant has an unusually large nose giving him an acute sense of smell.
Maw	The mutant's mouth is an elongated maw much like that of a canine. A bite attack inflicts 1d6+2 damage on a successful Dex 8+ roll.
Mouth Face	The mutant has a second face where their mouth would normally be. The features on the second face are smaller and it does not always have a second nose. Roll 1d6, on a roll of 6 the mouth face has its own brain and operates like the Second Head mutation.
Night Vision	The character's eyes are able to see at night and in low light conditions.
One Eye	The mutant either has a single eye (often located centrally) or one of their eyes does not function. Characters with only one eye have no depth perception and suffer a -1 DM to all sight related activities (-2 DM for ranged attacks), although this can be reduced in time (with the Referee's permission) as the individual learns to cope with their disability.
One Ear	The mutant has only one ear or only one ear functions correctly. The character suffers a -1 DM to Recon checks and other tasks that rely on hearing. The character will also find it difficult to determine the location and range of sounds they hear.
Second Head	The character has a second head with its own features, brain and personality (roll separately for its Int). This second personality will often be opposite in many ways to the main personality of the mutant, arguing over trivial things and use of limbs. Roll 1d3 to determine how they share the body and limbs: 1: The second head has no direct control, 2: Each head controls limbs on its side of the body, 3: Personalities compete for control of body (contested Int check).
Small Head	The character has an unusually small head, reducing Intelligence by 1d3 points.

NEW MUTANT TRAITS

A number of new mutant traits are available and are listed by location.

NECK MUTATIONS

Trait	Effects
Displaced Neck	The mutant's neck is located at an unusual angle or on a different part of the body, roll 1d6 to determine: 1: Slants to the left or right, 2: Slants forward, 3: Slants backwards, 4: Faces backwards, 5: Chest, 6: Abdomen.
Long Neck	The character has an unusually long neck that is 1d6 x 20 centimetres in length.
No Neck	The mutant does not have a neck and must turn their entire body to look around. Combat and Recon skills suffer a -2 DM.
Owl Neck	The mutant's neck is like that of an owl, able to turn 180 degrees.

TORSO MUTATIONS

Trait	Effects
Hunchback	The character has a hunch back, reducing their Dex by 1d3 points.
Obese	The mutant is extremely large and not only reduces their Dex by 1 point but they also have the Fast Metabolism trait as detailed on page 41 of the <i>Traveller Core Rulebook</i> .
Second Mouth	The mutant has a second mouth that inflicts 1d6+1 damage on a successful Dex 8+ roll. Roll 1d3 to determine the mouth's location: 1: Back, 2: Chest, 3: Abdomen.
Squat	The mutant has a small torso, giving them an unusual appearance and reducing their normal height by 1d6 x 10 centimetres.

LIMB MUTATIONS

Trait	Effects
Clubbed Feet	The mutant's feet are back to front, reducing their Dex by 1d3 and halving their movement speed.
Double Jointed	The character is double jointed and can bend their joints backwards and stretch further than normal, giving them an additional 1d6 Dex but reducing their End by the same amount.
Extra Arms	The mutant gains 1d3 additional arms (of their own species). For each additional full pair of arms the character may make one additional attack per turn.
Extra Digits	The character has an additional 1d3 digits on their hands and feet, giving them +1 DM to any task involving intricate finger use.
Extra Legs	The mutant gains 1d3 additional legs (of their own species). For each additional leg, their movement speed is increased by a factor of 0.5.
One Arm	The mutant has a single arm or the use of only one arm. The character is unable to use two-handed items and suffers a -3 DM to tasks that usually require two arms or hands.
One Leg	The mutant has a single leg or the use of only one leg. The character requires a suitable aid to move such as a walking cane or crutch.
Pincers	The character has pincers instead of hands (much like a lobster). The individual is unable to do any tasks that require intricate finger work but the pincers inflict 1d6+3 damage on a successful Dex 8+ roll.
Tunneller	The mutant has clawed hands that are designed for tunnelling, allowing them to dig through all but the toughest of materials with relative ease and giving them 1 additional point of Strength.

SKIN MUTATIONS

Trait	Effects
Disgusting	The mutant's skin is disgusting to look at, covered with a variety of boils, spots and other blemishes, reducing the character's Social Standing by 1d3 points.
Discoloured	The character's skin is an unusual colour or has patterns of discolouration. Roll 1d6 to determine the colour and pattern: 1: Red, 2: Blue, 3: Green, 4: Yellow, 5: Black, 6: Other (Referee's choice). 1: Full, 2: Patches, 3: Flecks, 4: Veins, 5: Stripes, 6: Hands and feet only.
Necrosis	The mutant's flesh is rotten and decayed, giving off an unpleasant odour that reduces the character's Social Standing by 1d3. The mutant's Endurance is also reduced by the same amount.
Scales	The mutant has scaly skin that gives a natural armour of 2 but reduces their Dexterity by 1 point.
Tough Hide	The mutant has tough skin giving a natural armour of 1.

HYBRIDS

Hybrid is a generic term for those mutants that have a significant part of their body of another species. This expands the rules for the Warped trait detailed in **Judge Dredd**. First of all determine the area affected by rolling a d66 on the adjacent table:

The next step is to determine what species the affected area changes to by rolling on the following table or choosing one as required. Mutations of small animals tend to be larger than is normal for those species and likewise large animals tend to be smaller, so the resulting mutation is roughly the same size as the original species.

For example, a human with frog legs will be roughly human sized with frog legs proportionate to the person's size.

d66	Creature
11-12	Alligator
13-14	Bear
15-16	Bull
21-22	Cat
23-24	Dinosaur
25-26	Dog
31-32	Fox
33-34	Frog
35-36	Goat
41-42	Hawk
43-44	Horse
45-46	Monkey
51-52	Moose
53-54	Ostrich
55-56	Owl
61-62	Pig
63-64	Snake
65-66	Squirrel

d66	Area Affected
11-13	Head
14-16	Additional Limb (such as a tail or wings)
21-23	Arms
24-26	Legs
31-36	Arms and Legs
41-46	Upper Body
51-56	Lower Body
61-66	Entire Body (including arms, legs and other appendages)



RANDOM MUTATION TABLES

The following table can be used to randomly determine a physical mutation from all those listed in this book and most of those found in *Judge Dredd* (JD).

HEAD + NECK MUTATIONS

d66	Trait	d66	Trait
11	Additional Eyes	41	One Eye
12	Additional Ears	42	One Ear
13	Additional Nose	43	Small Head
14	Additional Mouth	44	Antennae (JD)
15	Antlers	45	Beaked (JD)
16	Displaced Neck	46	No Neck
21	Bug Eyes	51	Blind (JD)
22	Chameleon Eyes	52	Clever (JD)
23	Disfigured	53	Deaf (JD)
24	Feather Hair	54	Head (JD)
25	Hair Spines	55	Mournful (JD)
26	Long Neck	56	Owl Neck
31	Large Head	61	Observant (JD)
32	Large Nose	62	Roaring (JD)
33	Maw	63	Screaming (JD)
34	Mouth Face	64	Stupid (JD)
35	Night Vision	65	Tongue (JD)
36	Second Head	66	Hybrid Head

LIMB MUTATIONS

d66	Trait
11–12	Clubbed Feet
13–14	Double Jointed
15–16	Extra Arms
21–22	Extra Legs
23–24	Extra Digits
25–26	One Arm
31–32	One Leg
33–34	Pincers
35–36	Tunneller
41–42	Armed (JD)
43–44	Arms (JD)
45–46	Clawed (JD)
51–52	Climbing (JD)
53–54	Sting (JD)
55–56	Agile (JD)
61–63	Hybrid Arms
64–66	Hybrid Legs

BODY MUTATIONS

d66	Trait	d66	Trait
11	Hunchback	41	Icy (JD)
12	Obese	42	Intangible (JD)
13	Second Mouth	43	Inverted (JD)
14	Squat	44	Leaper (JD)
15	Discoloured	45	Levitating (JD)
16	Disgusting	46	Mimic (JD)
21	Necrosis	51	Obfuscating (JD)
22	Absorbing (JD)	52	Quick or Slow (JD)
23	Acid Extruder (JD)	53	Regenerating (JD)
24	Agile (JD)	54	Scintillating (JD)
25	Armoured (JD)	55	Skinless (JD)
26	Asymmetric (JD)	56	Slimy (JD)
31	Big or Small (JD)	61	Spiny (JD)
32	Burning (JD)	62	Stench (JD)
33	Chameleon (JD)	63	Sticky (JD)
34	Droning (JD)	64	Swimmer (JD)
35	Feeble or Strong (JD)	65	Wings (JD)
36	Frail or Tough (JD)	66	Hybrid Body

MENTAL DISORDERS

Many of the characters encountered in Judge Dredd are considered to be crazy. Although some of these individuals are crazies who have left the Mega Cities, most encountered in the Cursed Earth are usually a result of the Atomic Wars and often appoint themselves in positions of power – many of the town leaders and antagonists that Judge Dredd deals with suffer from a variety of delusions and instabilities.

Characters with mental disorders are therefore quite common in the Cursed Earth and they can make for interesting Non-Player Characters and plot hooks. Some individuals lost their minds for psychological reason after the Atomic Wars but most are a result of the radiation affecting their brains and can therefore be considered mutants (even if they look normal).

Individuals suffering from mental disorders are often delusional. Many delusions are of a religious nature and the character truly believes in their delusion (usually that they have some higher connection to their god) – these individuals will typically do everything in their power to spread the word

Trait	Effects
Dead Zone	The character thinks they are able to foresee a person's death by touching them. This can be particularly interesting if they have a reputation for being correct and touch one of the players.
Fictional Character	The character believes they are a fictional character. This can be anyone from a dashing hero to an evil tyrant. Any town or cult being ruled by someone with this disorder will typically be themed accordingly with buildings and attire appropriate to the fantasy.
Historical Figure	Much like the previous delusion but the character believes themselves to be a historical figure or reincarnation thereof. Such individuals will often be rulers or religious leaders, typically believing they are part of a great empire or reliving past glories of long dead kings.
Hoarder	The character has a compulsion to hoard a particular type of item. They will usually appropriate them without the owner's knowledge and store them in a secret vault or hidden cache. A hoarder can provide an entertaining side scenario by stealing an important item needed by the players.
Inquisitor	The character is a religious fanatic who is on a mission from god to eradicate a particular type of sinner, usually of a particular race, belief (or lack of) or other trait.
Invisible Friend	The character has an imaginary or invisible friend but makes no effort to hide this fact. The character considers it very rude that people constantly ignore his companion and will get very upset if people 'walk into' or 'sit on' their friend.
Living God	The character is so delusional that they believe they are a living god or will ascend to become a deity. Such individuals are usually fanatical and will gather a large following to their cause, punishing any unbelievers.
Medium	A medium is able to commune with the dead and the spirit world, passing on messages from beyond the grave. Some simply 'see dead people' wherever they go and others must focus or perform a ritual (such as a séance) to contact the spirit world.
Mental Instability	As per those listed on page 199 of <i>Judge Dredd</i> ignoring Psychosis.
Messiah	The mutant believes he is the promised one, the son of god, the second coming or whatever is pertinent to their religion. Messiah's will typically form a cult and gather a large following of worshippers. Some cults are benevolent but others force their religion on others and view any non-believers as sinners.
Mistaken Identity	The character constantly mistakes one person for another. They might accuse innocent people of the crimes committed by another, demand payment for goods or services that were given to a different customer and so on.
Multiple Personalities	The character has two or more distinct personalities and switches between them at random or by some external trigger. One personality is usually the dominant one and is aware of the other (s) and their memories but the remaining personalities are essentially separate entities with no awareness of their condition.
Nervous Habit	The character has an unusual habit that they unconsciously perform when they are nervous or in times of stress such as a twitch, pulling their hair, stuttering or scratching.
Oracle	Oracles impart divine wisdom and prophesy, most often in a cryptic form. A mutant with this trait will carefully phrase his words so that multiple meanings can be derived from the prophesy after the fact to fit events as they transpire. Oracles are usually benevolent with little interest in power or control but often serve those who do. Some oracles require a sacred object or location (such as a temple) to commune with god or they might have priests that aid them in their divine calling.
Preacher	Preachers spread the word of their god, usually speaking in markets and other public spaces. Although they do not directly cause trouble, those preaching fanatical faiths have been known to be indirectly responsible for starting cults and uprisings against the sinners who rule the 'oppressed'.
Prophet	The character is convinced that they are chosen to speak for god or that god speaks through them. Prophets are usually charismatic individuals and are quick to form cults after they receive their 'divine revelation'.
Seer	Seers believe they can predict the future and foresee what might be. They are similar to oracles but do not claim any divine inspiration for their prophecies.
Selective Perception	The character only sees and hears what they want (or need), and in some cases they will even filter out certain people as if they do not exist.
Uncontrollable Hands	Also known as alien hand syndrome, a character suffering from this disorder has little control over their hands, which will often act with mind of their own. Their hands might steal items, attack passers by or otherwise get their owner in trouble.
Voices	The character hears voices inside their head or as whispers from some external and unseen entity. Depending on the nature of these voices, the character might be in conflict with this 'person' as it attempts to persuade the individual to do things against their conscience, or the character blindly obeys the voices out of fear or believing them to be working in his best interest.

of god and their faith. However, there is nothing to prevent Referees from adding some reality to the delusions – maybe the medium can speak to the dead or the seer really can foretell the future.

Delusional characters often seek power and control over others as messengers of god or through their birthright. Many such individuals end up establishing cults or ruling entire towns. Characters with non-delusional disorders tend to be less of a threat but can inject an element of fun and humour into games from their interactions with the players.

NEW SKILLS

BOAT

This is a new skill for water-based vehicles that are used on many of the rivers located in the Cursed Earth.

Specialities:

- Oars: For boats that are powered by oars.
- Sails: For boats or ships that are powered by sails.

DRIVE

A new speciality is available for this skill.

New Speciality:

- Animals: For pack animals pulling a vehicle such as a wagon or cart.

PROJECTILE WEAPONS

A new skill required for using projectile weapons other than firearms.

Specialities:

- Bow: Using non-mechanical bows that fire arrows such as short bows, long bows and the like.
- Sling: Using a sling designed to hurl stones and similar projectiles.



PLACES OF INTEREST

This chapter details some of the many towns, settlements and natural features of interest in the Cursed Earth. Some of the locations introduced here are fully detailed and can be used as settings for side scenarios or as part of a campaign plot. A number of scenario suggestions are included for each area.

Other locations, including many of those featured in the Judge Dredd stories are also listed and can be used for smaller encounters or to relive some of the popular Dredd stories set in the Cursed Earth.

APPALACHIAN MOUNTAINS

The Appalachians are a vast mountain range that cut a line through the north eastern corner of the Cursed Earth, just west of Mega-City One. There are numerous towns situated along the foot of these mountains and the nearby area including Deliverance, Hive, Keystone, Mutie Haven and Neutron Flats.

Due to its proximity to Mega-City One, the Appalachian Mountains and surrounding region sees a lot of mutants coming and going to the city; those looking for a better way of life and those who are refused. With so much mutant activity, many slavers saw the opportunities to be made from working in this region, even though the risks are higher on the occasions when Judges venture beyond the West Wall.

There are many slaver gangs that have and do operate in this area. Rivalries and conflicts are commonplace resulting in the collapse of many groups. However one gang, the Appala Slavers, has risen above the rest to become the dominant power. Also in this area is a group of the Cult of Radi.

DELIVERANCE

Located near the Appalachian Mountains on the North Eastern side, Deliverance is an old 20th Century town with

brick buildings. However, any semblance of a normal town ends there. The roofs are covered in spikes and several are mounted with flak gun emplacements to fight off the rats, called Devil's Lapdogs, that used to rain down from the Death Belt.

The rats were used as a form of punishment by the Lawgiver, who ruled the town. Even the smallest crimes such as stealing food merited the sentence of death. The guilty were tied to stakes in the town centre to be devoured by the rats. Most everyone else went inside, locking the doors and windows, with a few manning the guns to fight off the devil's lapdogs as they tried to enter the buildings.

THE LAWGIVER

The Lawgiver was the ruler of Deliverance. He had long hair and a beard, giving him an almost feral appearance. He wore a fur vest and carries a staff bearing the Judge's eagle. The Lawgiver's rule was absolute and because the Devil's Lapdogs only came to his town he thought it was a punishment, so those who were guilty had to be left for the rats so that justice was served. However, the truth is that when the squeaking of the approaching horde is heard, the town's siren was sounded and it was this warning sound that brought the rats to Deliverance.

The Lawgiver was eventually killed when Judge Dredd arrived at Deliverance on his mission through the Cursed Earth in 2100.

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

Skills: Gun Combat 0, Law 1, Melee (bludgeon) 1, Persuade 1, Survival 1.

Traits: None

Weapons: Lawgiver Staff (2d6+1), Oozi 9mm (3d6)

Armour: None



HIVE

Hive is more of a nest than a town, a cave system that snakes throughout the Appalachian Mountains. It is home to an alien insect-like species whose name is unpronounceable in any Earth language, so they are commonly referred to as 'sectoids'.

This alien race was brought to Mega-City One by some offworld slavers who had planned to breed the insects; their ability to lift items many times heavier than their bodies made them a perfect commodity. Fortunately for the sectoids the slavers were arrested and the aliens left the city to make their home in the mountains.

Sectoids stand approximately 1.5 metres high on three pairs of legs that protrude from their thorax (upper body segment). The front pair of legs function as arms but can be used for locomotion when required. They communicate via clicking sounds, which echo down the tunnels allowing for communication throughout most of the nest. They have also learnt to speak basic English but due to the difficulties they have with some syllables they sound as if they have a lisp.

Hive is run by the sectoid queen, who commands all the sectoids within her nest. Once the queen dies, another steps up to take her place. The sectoids venture out of Hive to find food and organic substances they use to build the nest, often taking things that do not belong to them (they struggle with the concept of 'ownership').

The sectoids will attack anyone who enters Hive, perceiving it as an attack on their home. However, anyone wishing an audience with the queen (usually to request the return of stolen goods) may do so by waiting by the entrance to speak with one of the sectoids. Assuming the visitors acknowledge the reverence and superiority of the queen, their request will usually be granted.

The queen expects all in her presence to show deference, anyone not showing the respect she deserves will get a dressing down from the queen before being ordered out of her territory. The queen has a short temper but with the right attitude visitors can get their goods back. However, a small offering must usually be given in return – this will often be something quite specific that will need to be procured from elsewhere.

SECTOID

Str 16 (+3), Dex 14 (+2), End 9 (+1), Int 7 (+0), Edu 6 (–1), Soc 7 (+0)

Skills: Athletics (strength) 3, Language (English) 2, Melee (natural weapons) 2, Recon 1, Stealth 1, Survival 0

Traits: Armoured (chitin), Natural Weapons (bite)

Weapons: Bite (1d6+2)

Armour: Chitin (1)

KEYSTONE

This city of muties is located west of Deliverance and is situated at the foot of the Appalachian Mountains. The population of Keystone call themselves the Brotherhood of Darkness but are usually just referred to as the Brotherhood.

The Brotherhood worship their sacred monuments, the nearby Mount Rushmore National Memorial. This monument was carved from the rocks after Mount Rushmore was moved near to Mega-City One. Using a la-saw mobile, the Brotherhood carved a new face in the rocks resembling their leader Morgar.

Most of the Brotherhood, including Morgar, were killed in 2100 when they fought Judge Dredd and his team. The town and memorial remain with only minor damage sustained during the conflict.

BROTHER MORGAR

Brother Morgar was the leader of the Brotherhood and wears the skin of a large rat on his head as a sign of his leadership. Morgar is revered by his followers to the point that his subjects will lay down their life for him.

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

Skills: Leadership 1, Melee (blade) 3, Persuade 2, Recon 1, Survival 2

Traits: None

Weapons: Knife (1d6+2)

Armour: None

BROTHERHOOD MEMBERS

There are many members of the Brotherhood, including Brothers Obee, Jobee, Gomorrah and Solom. Most have minor facial mutations and old 20th Century headwear is popular amongst this group.

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

Skills: Gun Combat (slug rifle) 1, Melee (blade or bludgeon) 2, Survival 1



Traits: None

Weapons: Knife (1d6+2), or Bolt Action Rifle (3d6), or Harpoon Gun (2d6), or Spear (1d6+3)

Armour: Helmet (1)

NOVAR

Novar is not a resident of Keystone but lives in a small nearby hut with his mother. He has six fingers on each hand and he is a psion. Novar's pride and joy is the tree he has sculpted out of scrap metal. He does not like violence but will defend his home if necessary by using telekinesis to fire sharp metal leaves from his tree, as he did when the Brotherhood attacked Judge Dredd.

Str 7 (+0), Dex 9 (+1), End 7 (+0), Int 8 (+0), Edu 7 (+0), Soc 8 (+0), Psi 12 (+2)

Skills: Art (sculpting) 2, Melee 0, Persuade 1, Survival 0

Traits: Extra Digits

Talents: Telekinesis 2

Weapons: None

Armour: None

MUTIE HAVEN

Situated between several large rock formations, Mutie Haven is a small settlement of roughly 30 people located south west of the mountains. The main gate stands five metres high, topped with a carved sign displaying the settlement's name and population. A spiked wooden fence surrounds the town, providing a minimal defence against slavers.

The population live in small homesteads, many of which are draped in furs drying out in the heat. The muties are as varied here as anywhere else and can use the example mutants detailed in the Encounters and Hazards chapter or Referees' can create them as required.

NEUTRON FLATS

Situated east of Mutie Haven and the southern-most mountain is the town of Neutron Flats, home to one of the largest slave markets in the Cursed Earth. The main street is lined with shops catering to the slave trade, selling manacles, whips and other slaver tools. Outside the shops, vendors sell their wares from snacks to bargain slaves.

The main thoroughfare leads to the slave market itself. Dominating the market is a dais where the manacled slaves are auctioned off to the throngs of buyers crowded in the

square. Next to this is a smaller platform where the slave master stands guard. Propped up by two poles, a large banner stands behind the auction area proudly proclaiming 'Neutron Flats Slave Market'.

All types of slaves are sold here from normal humans to the most disfigured muties. They sell for varying amounts depending on their condition and usefulness. Most are purchased for manual labour so strength and endurance are key factors – a good strong worker will typically sell for 10 to 20 Credits. The more attractive slaves are often used for physical pleasures and fetch similar prices. Weak and unattractive slaves rarely sell for more than 5 Credits.

AUCTIONEER

Slaves are auctioned by the auctioneer, a short mutie wearing a tailed coat, high boots and an Uncle Sam style hat that is taller than his head. He carries a gong and hammer, which rings out once the highest bid has been confirmed.

Str 4 (-1), Dex 12 (+2), End 6 (+0), Int 9 (+1), Edu 5 (-1), Soc 7 (+0)

Skills: Broker 3, Deception 1, Diplomat 1, Gambler 1, Melee 0, Persuade 1

Traits: Disfigured, Small

Weapons: None but gong hammer can be used as an improvised weapon dealing 1d6-1 damage.

Armour: None

SLAVE MASTER

The slave master is in charge of keeping the prisoners in line and is armed with a whip and a spiked mace. During auctions he stays close to the slaves on the raised platform and at other times he can be found by the slave pens. He has the appearance of a wrestler, both in build and attire – long hair spills out from under his hood and he wears short trousers with knee length boots that are decorated with a star on each kneepad.

Str 12 (+2), Dex 9 (+1), End 11 (+1), Int 6 (+0), Edu 4 (-1), Soc 5 (-1)

Skills: Athletics (co-ordination) 1, Melee (bludgeon) 3, Recon 2

Traits: None

Weapons: Spiked Mace (2d6+3), Leather Whip (1).

Armour: None



PLOT HOOKS

As the closest region of the Cursed Earth to Mega-City One, the Appalachian Mountains make an ideal location for quick excursions and short scenarios to give players a taste of the Cursed Earth.

Gun Runners: A lot of gun runners operate in this area, bringing smuggled goods out from Mega-City One and many of the towns in this area are the first stop for smugglers after leaving the city. For Judges tracking these perps it is the best area for the players to begin their investigations.

Hive Queen: Any encounter with the unusual sectoids of Hive can provide some entertaining adventures. The simplest scenario is to have the sectoids take something belonging to the players or something that they need to acquire. The players must then arrange an audience with the queen and if all goes well, she will request the players retrieve something in return for the item they require.

Mutie Hunt: Mutants fleeing Mega-City One will typically pass through this region and many remain, finding refuge in places like Keystone and Mutie Haven. Mutant Control Judges will usually find themselves in this region when leaving Mega-City One on the tail of mutant perps.

Slave Run: The slave trade is particularly active in this area and anyone entering or leaving Mega-City One is under considerable risk of being captured, especially muties. Player Judges might be after a perp or witness who has been sold into slavery. Alternatively, the players can be sold into slavery or might even allow themselves to be caught to lure out the bigger fish or infiltrate slave gangs.

ARENA

Arena is not so much a town but an attraction and is located centrally in Missouri, surrounded by several small towns and settlements. Inspired by the gladiators of old, Arena is a huge fighting pit, roughly modelled on the Coliseum of ancient Rome. Spectators travel from the local towns and beyond to watch the brutal sports and wager on the outcome of fights.

Most of the fighters are slaves (typically muties and aliens), captured and forced to fight deadly battles against their will. Their motivation is survival and freedom, for after 20 victories they are released from their bondage as champions. Some of the greatest warriors participate of their own volition, for fame, money and those with a natural bloodlust simply fight for pleasure. Slaves who earn their freedom often remain to fight as free champions, conditioned by their experiences in the pit and to maintain their titles, which they defend with pride.

As Arena prospered, numerous settlements sprung up in the surrounding area to capitalise on the trade opportunities provided by the constant stream of visitors to the region. The violence of the fighting pits has also had an influence on the local cultures and violence has become a way of life as people argue over who is the greatest warrior and who will be this year's champion. Many would be gladiators test their mettle against anyone up for a fight and there are plenty of opponents to choose from in this area.

ENTRANCE

The entrance to Arena is on the southern side of the structure. A small tent stands by the gate where spectators are charged an entrance fee of 25 Credits, for which they are given a chit that allows them entry for the day's events. Vendors are charged 100 Credits and get a special traders chit. Once through the entrance, visitors enter into a vestibule area where there are two stairwells that lead up to the stalls.

Guards stand watch nearby to prevent any fights from getting out of hand, which are commonplace amongst the excited patrons but violence is reserved for the fighting pit only. If any fights do erupt the guards will often detain those responsible and make them fight it out in the pit, often gaining a bonus from slave master Lucius if enough money is made from the unscheduled fight (and it usually is).

STALLS

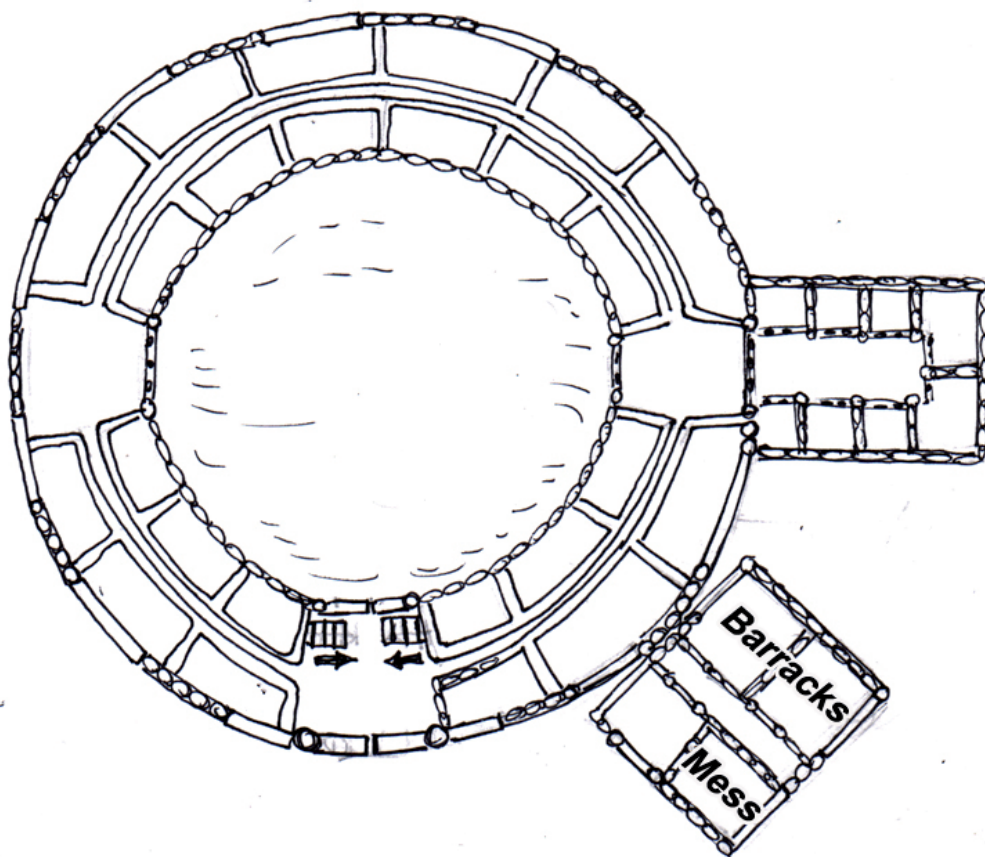
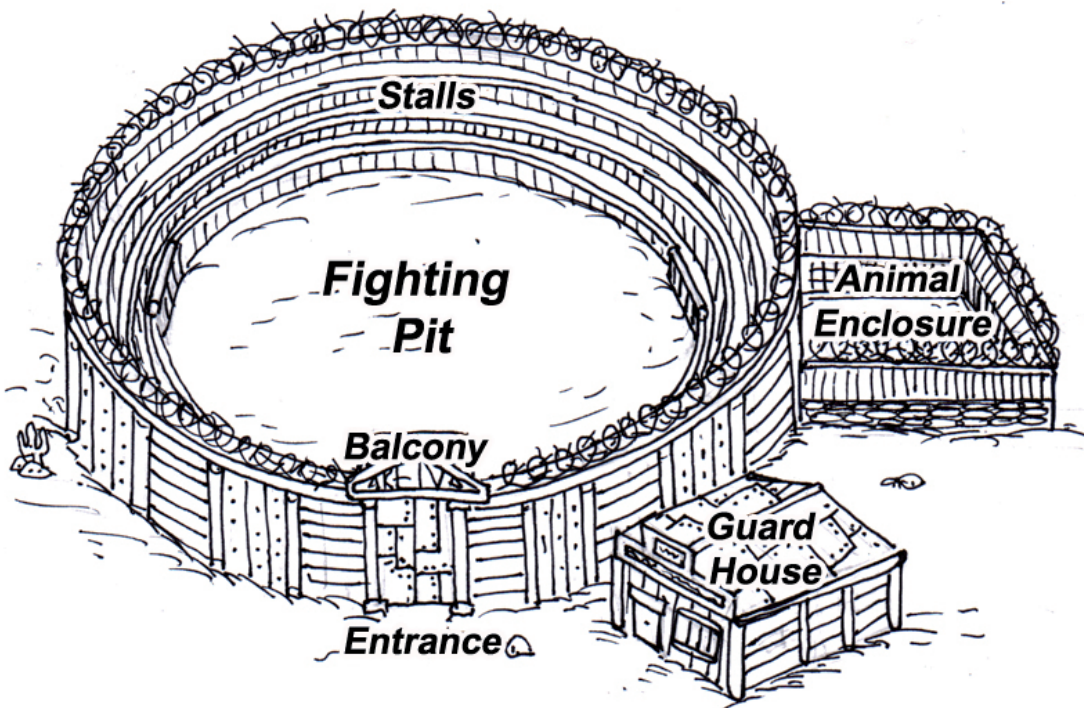
The stalls surrounding the fighting pit comprise of simple tiered benches interspersed with narrow aisles. A low rail provides basic protection against spectators falling into the pit but it is not unheard of for people to fall in when drunk or even be pushed. Whenever an unexpected combatant enters the arena it usually sends the crowd wild. Surprises and unpredictability add to the enjoyment of the sport.

Situated at the southern end with a view of both gates is the balcony. This VIP area is reserved for Titus and any guests he might have, such as slavers and merchants.


FIGHTING PIT

The fighting pit is where all the action happens. It is a circular ring approximately 100 metres in diameter, surrounded by a 5 metre high wall. The fights vary in weaponry and opponents to keep the spectators interested but firearms are never used – people like to witness the skill and style of melee combat with spears, knives, clubs, nets and unarmed fighters. The less experienced slave fighters are usually grouped together to fight other slaves, champions, creatures such as dinosaurs and occasionally robots.

Champions tend to be armoured and have good quality weapons. Spectators like a fair fight so the slaves are given



PLACES OF INTEREST



their pick of armour and weaponry from a stockpile of various items but many are barely serviceable. Slaves that have survived a few battles will usually pick the best weapons, leaving the newcomers to squabble over whatever poor quality items remain.

Disputes that escalate in the local towns may be settled by a formal duel that takes place in the fighting pit. Such disagreements often occur between rival bookies and traders, or those that started as drunken debates. Anyone may challenge an opponent to a duel if they have reason to do so. Refusing a challenge not only results in a loss of face amongst the locals, but the unwilling victim is detained and forced to fight the duel anyway. Such challenges are a particular favourite of the crowds, the personal nature of the fight adds to the drama and excitement.

Anyone may also challenge the current champions or prized creatures for cash prizes. As with all Arena combat, battles are always fought to the death.

A double gate made from thick wood serves as the main entrance to the fighting pit and leads directly to the slave pens. Champions also enter through this gate once the slave fighters are in position. Another gate stands on the opposite side of the pit that leads to the creature pens.

When there are no fights scheduled, the fighting pit is used for combat training by champions and slaves alike. There are several dedicated combat trainers (some who were former slaves) whose job is to make sure the slaves get some rudimentary training – spectators are not impressed if the combatants die too quickly.

SLAVE PENS

The slave pens are situated beneath the stalls and are better described as prison cells. A corridor runs around the entire length of the structure with rooms situated on each side. 20 of these rooms are cells that hold up to ten people each and the remaining five rooms are quarters for the champions, trainers and slave master.

Life as a slave fighter is not easy and certainly not pleasant. Between fights, slaves must train to ensure they are in prime condition. Training is supervised in groups so that there are never more slaves out of their cells than the guards can handle.

Only at night are the prisoners able to do as they wish but are confined to their cells. Cells are shared with up to 10 other slaves and although conflicts are known, camaraderie typically forms between cell mates who are often sent to fights as a group – the bonds of kinship improve their chances of survival and thus it is good for business.

All injuries are treated with basic first aid. Beyond that the slaves are permitted to treat wounds and injuries as they see fit, and the trainers will provide basic medical equipment if requested. Injured slaves are given a respite of 1d6+1 days, after this they have to fight whether they are fit or not (it is not cost effective to feed those who do not fight for a long period of time).

The purpose of the Arena fights is entertainment. Quick kills are bad for business and should any slaves rise to fame after a few victories they must make their fights entertaining, those who fail to do so have their rations cut, thus weakening them in later bouts. However, those that are successful are usually given more nutritional meals and will leave the group fights in favour of one-on-one matches.

ANIMAL ENCLOSURE

The creature pens are not part of the main structure, but specially built stables and cages situated within an enclosure. This is connected to the secondary gates, where the creatures can be led into the fighting pits when required. The animal handlers have access to the guard facilities but live in a small hut within the enclosure where they can monitor the beasts.

There are a variety of creatures in the enclosure at any one time from lone predators to packs of hunting animals. Referees may select any creatures detailed in the *Encounters and Hazards* chapter or create their own.

GUARD HOUSE


Built as an extension to the main structure, the guard house serves as the barracks for the 30 or so guards that not only keep the prisoners in line but prevent anyone from breaking in to free the slaves. The guard house also contains the mess hall where the food is prepared for staff and slaves alike.

All weapons and armour items are stored in the guard house. They are distributed to the slaves prior to entering the fighting pit.

BOOKIES

All the bookies work for Titus and it is through their dealings where Arena makes most of its money. Some are stationed at strategic points such as the entrance and stairs, and others walk around the stalls collecting bets throughout the day. The latest odds are displayed on a board that hangs from the balcony and outside the entrance, where a few people will wager their money rather than use it to gain entry to the stalls.

Numerous people have attempted to run their own betting slates or simply assume to guise of a bookie to con people out of their money. Few people have managed to do this



without getting caught and those that are discovered, well they are thrown into the pit of course.

NEW ROME

Located several kilometres south of Arena, this is the largest town in the area and is ruled by Titus. New Rome is home to many of the support staff and merchants who frequent Arena as well as professional gamblers and anyone else who earns a living from the Arena fights, directly or indirectly.

Titus lives in a small 'palace'; a stone building that is well protected by his personal guard. The palace opens out onto the main road that leads directly to the Arena entrance (and like all good Roman roads it is perfectly straight). True to his passion for the Roman period, Titus travels between his palace and Arena on a horse drawn chariot.

New Rome is primarily a support town so most of the shops cater to the people that live here, providing supplies and everyday items. However, the town does see its fair share of visitors and there are several shops that sell Arena memorabilia (banners, broken weapons and armour used by champions and the like) and weapons for would-be gladiators.

There are also several bars where locals and visitors can share the day's events over a few drinks. Most of these venues also serve food and provide accommodation to those who have travelled from afar. Numerous taxi services are available to transport spectators to Arena for the daily fights.

SHACKLE

As its name suggests, Shackle is a slave town and the largest within a 100 kilometre radius. However, unlike most slave towns, Shackle specialises in a particular type of slave and is dedicated to auctioning only strong individuals who are sold to slave masters for the sole purpose of fighting. The majority of slaves sold here usually meet their fate in the fighting pit but buyers also come here to buy good healthy stock for their own needs. The Arena slave master has a special arrangement (courtesy of Titus) and is given first refusal on any new slaves, the rest are sold off to the highest bidder.

People come from all over the Cursed Earth to buy and sell slaves in Shackle and it has become known as the best place to buy the strongest fighters and labourers.

SLAVERS

The Arena slave master, Lucius, buys new stock from visiting slavers and from the nearby town of Shackle. The reputation of Arena draws many slavers here so Lucius rarely has to waste time hunting for slaves since they are brought to him.

Not all the combatants who fight in Arena are owned by Titus. Anyone is welcome to submit their own fighters to the pit and the slave master pays a cut of the fight's profits. However, the number and type of fight is decided by the slave master, depending on the day's line up. These terms are usually non-negotiable but Lucius has been known to accommodate those that are known to provide good fighters.

CHARACTERS

TITUS

Titus is mad. He believes himself to be the reincarnation of the Roman emperor of the same name, the very leader who was in power when the original coliseum was completed in Rome centuries ago. He is a handsome man and does have a roman nose as a result of his minor mutation. He wears tailored clothes and a fine cloak that befits someone of his position and standing (in his opinion at least).

Titus' madness is such that he thinks New Rome is the capital of his own little empire and that Arena is the lifeblood of the region, a fact that no one can debate and without it the surrounding settlements would not survive without the trade Arena brings to the region. He has a flare for the dramatic, announcing each fight and victory from his balcony with great pride and gusto.

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

Skills: Animals (riding) 1, Carouse 1, Diplomacy 2, Gambler 2, Melee (blade) 1, Persuade 1

Traits: Delusion (historical figure), Large Nose

Weapons: Long Sword (3d6)

Armour: Breastplate (2)

SLAVE MASTER LUCIUS

Lucius is the slave master appointed by Titus and is a loyal friend to the mad ruler. Like his master, Lucius has also adopted a name from ancient Rome. The slave master oversees the purchasing and training of all slaves as well being responsible for organising the daily fights. He is a tough man and a hard taskmaster, expecting the very best from his slaves, champions and creatures. Under his supervision the slaves undergo a strict training regime.

Str 10 (+1), Dex 12 (+2), End 11 (+1), Int 8 (+0), Edu 6 (+0), Soc 6 (+0)

Skills: Athletics (co-ordination) 2, Broker 2, Drive (wheeled) 1, Melee (blade) 2, Melee (bludgeon) 2, Recon 2

Traits: None

Weapons: Staff (2d6), Electro-Whip (stun)

Armour: Leather Vest (2)

GUARDS/TRAINERS

There are approximately 30 guards and five trainers in the employ of Titus.

Str 10 (+1), Dex 11 (+1), End 11 (+1), Int 8 (+0), Edu 6 (+0), Soc 5 (-1)

Skills: Athletics (co-ordination) 1, Gun Combat (slug rifle) 1, Medic 0, Melee (blade) 2, Recon 1

Traits: None

Weapons: Knife (1d6+2), M1 Rifle (3d6) or Spear (1d6+3)

Armour: Leather Vest (2)

ANIMAL HANDLERS

The animal handlers look after the creatures in the animal enclosure, feeding and training them to obey simple commands. The animal handlers are also responsible for obtaining new creatures on the rare occasions the existing ones are killed in combat. Even though the creatures are vicious predators the handlers often get attached to them and resent anyone who slays their 'pets'.

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

Skills: Animals (training) 3, Melee (bludgeon) 1, Survival 1

Traits: None

Weapons: Leather Whip (1)

Armour: None

QUADRA

Quadra is the current reigning champion of champions. He is a giant of a man with two pairs of arms, making him a deadly opponent. The mere sight of him is enough to root many opponents to the spot, frozen in terror. He wears nothing but an animal skin loincloth.

Quadra fights with two clubs that can kill a man dead in a single blow but he will often attempt to grapple his victims to head butt them or simply crush their head. He is not very intelligent and can be easily tricked but he is still a deadly opponent and usually pitted against large groups of slaves.

Str 15 (+3), Dex 6 (+0), End 15 (+3), Int 4 (-1), Edu 5 (-1), Soc 6 (+0)

Skills: Athletics (strength) 2, Melee (bludgeon) 3

Traits: Big, Extra Arms, Tough Hide

Weapons: Two large clubs (2d6+1)

Armour: Natural Armour (1)

PLOT HOOKS

Fighting for Freedom: The players are captured by slavers and sold to slave master Lucius. A variation to this is that the players need to free one or more of the slaves and volunteer to champion for that individual, fighting in their stead.

To have Judges fight in Arena would draw huge crowds and be extremely profitable for all concerned (except the players of course). Forced into servitude, the players have no choice but to fight their way to freedom by winning the customary 20 victories.

The first few fights will be relatively easy as the players are pitted against various groups of slaves. Once they have shown that such opponents are easy pickings the Judges will be set against some of the creatures and weaker champions. Some fights might involve the players fighting as a group and other battles will be a lone Judge pitted against a worthy opponent. The final battle will pitch all of the players against Quadra – supporting opponents might also be needed if the players would easily overpower him or Lucius might pick one player at random to fight the reigning champion.

The fights will take place over many weeks and to avoid too much repetition, it is advisable not to play out each and every fight. Referee's can assume a similar result for similar types of fight, so although the Judges might have five separate fights against groups of slaves, only one need be played out.

Both Titus and Lucius know that if they let any Judges free, they would return to arrest or even kill the slavers. However, they are honour bound to release anyone who earns their freedom – if word got around that this was not the case then slaves would not fight their best and profits could fall. If the players are proving to be victorious and close to winning their freedom, Lucius (with approval from Titus) might attempt to weaken the players by reducing their rations or even poisoning them.

Breakout: The players must free one or more of the slaves, perhaps one has vital information or as Judges the players cannot just pass by whilst so many people are held against

their will and forced to fight to the death. Either way, the players do not have the time to champion those they wish to free, so they must devise a way to break in and free the slaves, whilst contending with the guards and other personnel.

This could also follow on from the above scenario. The players could either discover that they will never be given their freedom, they refuse to participate or they simply lack the time.

DEATH VALLEY

Located in the south west region of the Cursed Earth, Death Valley is situated in the Mojave Desert between Las Vegas and Mega-City Two, covering an area of nearly 8,000 square kilometres. Death Valley is the site of the terrible Battle of Armageddon that took place in 2071. At the eastern edge of the valley there is a war memorial to honour the 100,000 Judges and mega troopers who lost their lives fighting for justice.

Death Valley certainly lives up to its name as it is now home to the Legion of the Damned, a mek-army on an eternal mission to kill all Judges

FORTS

There are a number of old and ruined forts scattered about Death Valley and they are the only buildings to be found in the area (except those in Havien). These places can provide shelter, and more importantly cover for any travellers wishing to avoid being seen by the Legion of the Damned. For those that have been unable to avoid detection, these old forts can provide much needed protection from which to make a last stand.

HAVIEN

Situated centrally in the valley, Havien is the only settlement in the area. It was founded 20 years ago by Ta'ki, a rather clever little alien who discovered that the Legion of the Damned only kill humans, aliens are safe from the eternal army as long as they are not provoked. Many of his kind were already captured and sold into slavery, so Ta'ki gathered her family and made a new home here.

Surrounded by the deadly Legion of the Damned, Havien is a safe haven for all aliens and has a population of nearly 1,000 inhabitants, comprising approximately 30 species. Most sane humans, slavers included, will not risk crossing the valley but more and more aliens are being drawn here every year.

With the town protected on all sides by the Legion, very few human visitors ever come to Havien. Those that do are

treated with suspicion and few inhabitants will make such visitors welcome. Muties receive a slightly better reception as many are not really considered human at all. However, too much human activity might draw the attention of the Legion, who have so far left the aliens alone and they want to keep it that way.

The town is a very close community and most inhabitants are familiar with each other. All aliens are welcome in Havien but everyone must contribute to the community in some way, whether it is selling goods and services, working on the few outlying farms or serving in the militia.

Although some merchants do make regular stops at Havien, most trade is conducted by Havien's inhabitants who travel beyond Death Valley to buy food and essential items for the community. There is no currency in Havien, all trade is done through mutual exchange and barter.

TA'KI

Ta'ki is the founder and leader of Havien. She is a reptilian alien, from a race that has become known as the Crocs. As the name suggests, many of their features are similar to that of a crocodile, possessing a snout with sharp teeth, a long tail and scaly skin that is typically green or yellow in hue. They stand upright on their hind legs, averaging 6.5 metres in height and their arms are small in proportion to their bodies.

Ta'ki is a good leader and has built up a safe town for aliens of all races. Although she can show great compassion, especially concerning the plight of aliens, Ta'ki does not suffer fools or anyone who does not contribute to the town.

Str 16 (+3), Dex 14 (+2), End 9 (+1), Int 7 (+0), Edu 6 (-1), Soc 7 (+0)

Skills: Broker 1, Diplomacy 2, Language (English) 3, Leadership 1, Melee (natural weapons) 2, Survival 1

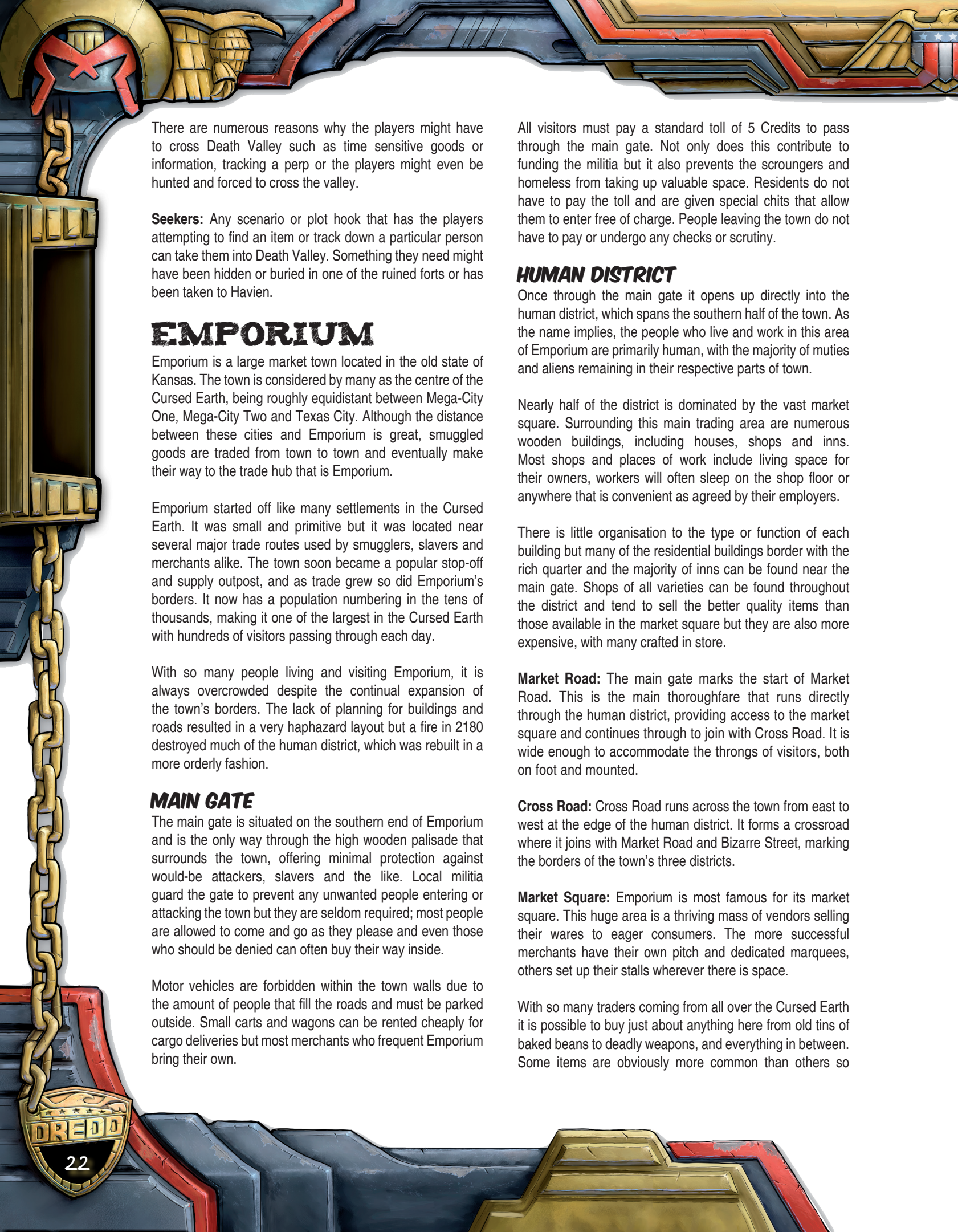
Traits: Armoured (scales), Natural Weapons (bite)

Weapons: Bite (2d6+3)

Armour: Scales (1)

PLOT HOOKS

Crossing Death: Death Valley covers a large area, blocking the way for people going to or coming from Mega-City Two and nearby settlements. Going around the valley can take weeks or even months so travellers have been known to risk crossing it to reduce their journey times. In the Cursed Earth saga, Death Valley was the final obstacle for Judge Dredd to get the vital vaccine to Mega-City Two.



There are numerous reasons why the players might have to cross Death Valley such as time sensitive goods or information, tracking a perp or the players might even be hunted and forced to cross the valley.

Seekers: Any scenario or plot hook that has the players attempting to find an item or track down a particular person can take them into Death Valley. Something they need might have been hidden or buried in one of the ruined forts or has been taken to Havien.

EMPORIUM

Emporium is a large market town located in the old state of Kansas. The town is considered by many as the centre of the Cursed Earth, being roughly equidistant between Mega-City One, Mega-City Two and Texas City. Although the distance between these cities and Emporium is great, smuggled goods are traded from town to town and eventually make their way to the trade hub that is Emporium.

Emporium started off like many settlements in the Cursed Earth. It was small and primitive but it was located near several major trade routes used by smugglers, slavers and merchants alike. The town soon became a popular stop-off and supply outpost, and as trade grew so did Emporium's borders. It now has a population numbering in the tens of thousands, making it one of the largest in the Cursed Earth with hundreds of visitors passing through each day.

With so many people living and visiting Emporium, it is always overcrowded despite the continual expansion of the town's borders. The lack of planning for buildings and roads resulted in a very haphazard layout but a fire in 2180 destroyed much of the human district, which was rebuilt in a more orderly fashion.

MAIN GATE

The main gate is situated on the southern end of Emporium and is the only way through the high wooden palisade that surrounds the town, offering minimal protection against would-be attackers, slavers and the like. Local militia guard the gate to prevent any unwanted people entering or attacking the town but they are seldom required; most people are allowed to come and go as they please and even those who should be denied can often buy their way inside.

Motor vehicles are forbidden within the town walls due to the amount of people that fill the roads and must be parked outside. Small carts and wagons can be rented cheaply for cargo deliveries but most merchants who frequent Emporium bring their own.

All visitors must pay a standard toll of 5 Credits to pass through the main gate. Not only does this contribute to funding the militia but it also prevents the scroungers and homeless from taking up valuable space. Residents do not have to pay the toll and are given special chits that allow them to enter free of charge. People leaving the town do not have to pay or undergo any checks or scrutiny.

HUMAN DISTRICT

Once through the main gate it opens up directly into the human district, which spans the southern half of the town. As the name implies, the people who live and work in this area of Emporium are primarily human, with the majority of mutants and aliens remaining in their respective parts of town.

Nearly half of the district is dominated by the vast market square. Surrounding this main trading area are numerous wooden buildings, including houses, shops and inns. Most shops and places of work include living space for their owners, workers will often sleep on the shop floor or anywhere that is convenient as agreed by their employers.

There is little organisation to the type or function of each building but many of the residential buildings border with the rich quarter and the majority of inns can be found near the main gate. Shops of all varieties can be found throughout the district and tend to sell the better quality items than those available in the market square but they are also more expensive, with many crafted in store.

Market Road: The main gate marks the start of Market Road. This is the main thoroughfare that runs directly through the human district, providing access to the market square and continues through to join with Cross Road. It is wide enough to accommodate the throngs of visitors, both on foot and mounted.

Cross Road: Cross Road runs across the town from east to west at the edge of the human district. It forms a crossroad where it joins with Market Road and Bizarre Street, marking the borders of the town's three districts.

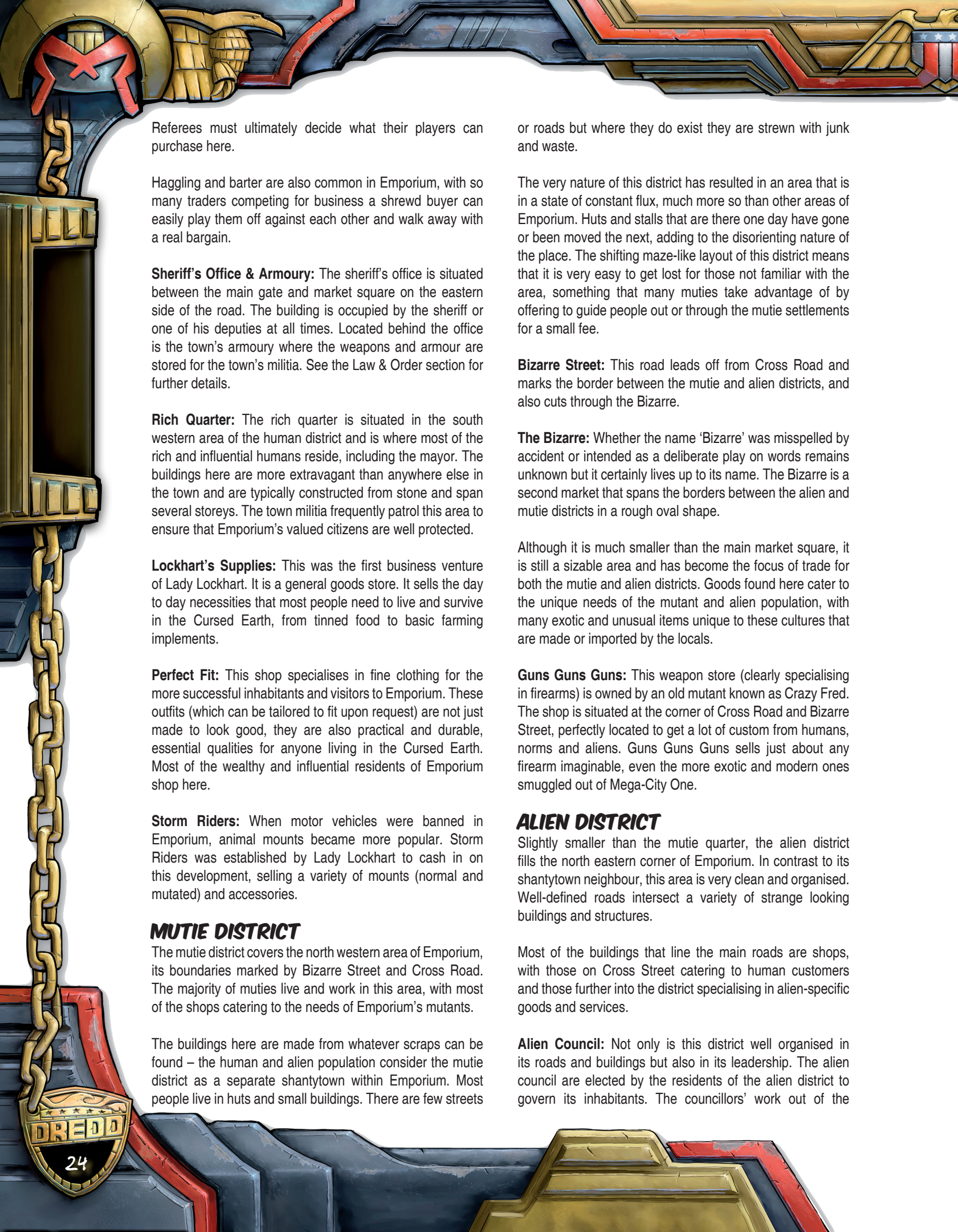
Market Square: Emporium is most famous for its market square. This huge area is a thriving mass of vendors selling their wares to eager consumers. The more successful merchants have their own pitch and dedicated marquees, others set up their stalls wherever there is space.

With so many traders coming from all over the Cursed Earth it is possible to buy just about anything here from old tins of baked beans to deadly weapons, and everything in between. Some items are obviously more common than others so



KEY

- | | |
|------------------------------|---------------------------|
| 1. Main Gate | 6. Storm Riders |
| 2. Market Square | 7. The Bizarre |
| 3. Sheriff's Office & Armory | 8. Guns Guns Guns |
| 4. Lockhart's Supplies | 9. Alien Council Chambers |
| 5. Perfect Fit | 10. Temple of Saleshh |



Referees must ultimately decide what their players can purchase here.

Haggling and barter are also common in Emporium, with so many traders competing for business a shrewd buyer can easily play them off against each other and walk away with a real bargain.

Sheriff's Office & Armoury: The sheriff's office is situated between the main gate and market square on the eastern side of the road. The building is occupied by the sheriff or one of his deputies at all times. Located behind the office is the town's armoury where the weapons and armour are stored for the town's militia. See the Law & Order section for further details.

Rich Quarter: The rich quarter is situated in the south western area of the human district and is where most of the rich and influential humans reside, including the mayor. The buildings here are more extravagant than anywhere else in the town and are typically constructed from stone and span several storeys. The town militia frequently patrol this area to ensure that Emporium's valued citizens are well protected.

Lockhart's Supplies: This was the first business venture of Lady Lockhart. It is a general goods store. It sells the day to day necessities that most people need to live and survive in the Cursed Earth, from tinned food to basic farming implements.

Perfect Fit: This shop specialises in fine clothing for the more successful inhabitants and visitors to Emporium. These outfits (which can be tailored to fit upon request) are not just made to look good, they are also practical and durable, essential qualities for anyone living in the Cursed Earth. Most of the wealthy and influential residents of Emporium shop here.

Storm Riders: When motor vehicles were banned in Emporium, animal mounts became more popular. Storm Riders was established by Lady Lockhart to cash in on this development, selling a variety of mounts (normal and mutated) and accessories.

MUTIE DISTRICT

The mutie district covers the north western area of Emporium, its boundaries marked by Bizarre Street and Cross Road. The majority of muties live and work in this area, with most of the shops catering to the needs of Emporium's mutants.

The buildings here are made from whatever scraps can be found – the human and alien population consider the mutie district as a separate shantytown within Emporium. Most people live in huts and small buildings. There are few streets

or roads but where they do exist they are strewn with junk and waste.

The very nature of this district has resulted in an area that is in a state of constant flux, much more so than other areas of Emporium. Huts and stalls that are there one day have gone or been moved the next, adding to the disorienting nature of the place. The shifting maze-like layout of this district means that it is very easy to get lost for those not familiar with the area, something that many muties take advantage of by offering to guide people out or through the mutie settlements for a small fee.

Bizarre Street: This road leads off from Cross Road and marks the border between the mutie and alien districts, and also cuts through the Bizarre.

The Bizarre: Whether the name 'Bizarre' was misspelled by accident or intended as a deliberate play on words remains unknown but it certainly lives up to its name. The Bizarre is a second market that spans the borders between the alien and mutie districts in a rough oval shape.

Although it is much smaller than the main market square, it is still a sizable area and has become the focus of trade for both the mutie and alien districts. Goods found here cater to the unique needs of the mutant and alien population, with many exotic and unusual items unique to these cultures that are made or imported by the locals.

Guns Guns Guns: This weapon store (clearly specialising in firearms) is owned by an old mutant known as Crazy Fred. The shop is situated at the corner of Cross Road and Bizarre Street, perfectly located to get a lot of custom from humans, norms and aliens. Guns Guns Guns sells just about any firearm imaginable, even the more exotic and modern ones smuggled out of Mega-City One.

ALIEN DISTRICT

Slightly smaller than the mutie quarter, the alien district fills the north eastern corner of Emporium. In contrast to its shantytown neighbour, this area is very clean and organised. Well-defined roads intersect a variety of strange looking buildings and structures.

Most of the buildings that line the main roads are shops, with those on Cross Street catering to human customers and those further into the district specialising in alien-specific goods and services.

Alien Council: Not only is this district well organised in its roads and buildings but also in its leadership. The alien council are elected by the residents of the alien district to govern its inhabitants. The councillors' work out of the

council chambers located centrally in the district, just north of the Temple of Saleshh. All new residents, businesses and planning must be approved by the council.

Each year the council reviews the current alien leadership and will appoint a new governor if it is deemed necessary and beneficial. This is always the most appropriate individual who can serve as the alien representative to the higher powers of Emporium, including the mayor and sheriff.

Temple of Saleshh: A large portion of the alien population (and some of the mutants) are followers of the alien god Saleshh; an insectoid deity of order and balance. The worship of this god is the primary factor for the organised nature of the alien community in Emporium.

The Temple of Saleshh is a towering building. It is the largest structure in the alien district and was originally built to be in the exact centre of the district. However, as the town has expanded the Temple is now slightly south of the alien council chambers, which marks the new district centre. The building is constructed from stone and is painted, both inside and out, with a continuous pattern of geometric shapes. This pattern represents the simple order and balance of the universe and is as much a meditation aid as it is decoration.

The basic tenet of this religion is that of order and balance. The Cult of Saleshh is dedicated to maintaining these concepts not just in the alien district but they now spread this ethos throughout Emporium. Followers of this faith have an unusual value on life and their ethics dictate that any life loses its worth if it is the cause of unbalance. In their view, chaos stems from individuals with power and influence who misuse their authority – if these individuals will not correct the disorder and imbalance then they must be removed from power by any means necessary.

It is this devout worship that has created an inner circle of assassins and agents who operate in secret to maintain the order of this town. They do not kill indiscriminately but choose their targets carefully and will often find other means of achieving the same goal. They have successfully achieved a state of balance in the alien district and are now working to balance the other areas of the town by influencing the council to take control. However, the mutant district is their biggest concern right now as it is rife with chaos and the cult is beginning to plan a method of establishing order to the unruly rabble that live there.

FARMLANDS & SETTLEMENTS

Beyond Emporium's borders are numerous satellite towns, settlements and farmsteads located up to 10 kilometres

away. Some of these started as small encampments for the surplus population and others began hoping to capitalise on the growing success of Emporium, either directly or supporting the farmers and neighbouring settlements. As the town continues to grow some of these places will undoubtedly be swallowed into the city that Emporium is becoming.

The farms are essential to the ongoing survival of Emporium, providing much needed food to its population and that of the satellite towns. Most farms are situated further afield than other settlements, requiring greater areas of land to grow crops and farm the native animals.

LAW & ORDER

A town the size of Emporium requires some official representation of law and order, otherwise it would soon degenerate into anarchy and chaos. However, there are no Judges here and the laws in Emporium are simple and few, with lenient punishments (compared to Mega-City One) as indicated in the following table:

Crime	Punishment
Murder	Exile from Emporium. This often results in the culprit's death from the victim's friends and family seeking revenge or justice.
Rape	The accused is stripped naked and tied to a post in the market square for a period of 24 hours. Passersby may throw items, spit, kick or punch the guilty party but they may not draw blood or kill the accused.
Theft (major)	The accused is tied to a post in the market square (clothed) for 24 hours. A sign is hung around their neck stating their name and crime.
Theft (minor)	1d6 nights in the town's jail.
Brawls and Violence	One night in the town's jail.

These laws are enforced by the sheriff and his deputies, who are stationed in the sheriff's office. The sheriff is appointed by the mayor and is therefore typically human. The sheriff may appoint deputies as he sees fit as long as it is within reason and budget.

As Emporium grew there became a need for a small militia to help fight off slavers, gangs and other threats to the town. The militia are all volunteers from the town's populace and answer directly to the mayor. The sheriff and deputies may also call on the militia in times of need to deal with mobs and large-scale violence within the town.

THE LEAGUE OF GENTLEMEN

The League of Gentlemen is known to be an exclusive club for the influential humans of Emporium, and only the members know what happens behind its doors. Membership is invite only and those who accept the offer are interviewed by Mr Chance, the founder and leader of the club, whose identity remains secret to all members.

Once initiated, the true nature of the League of Gentlemen becomes apparent. It is from here that Emporium's underworld is run. Almost ninety percent of the town's crime is authorised by the League. The members are essentially crime lords, each responsible for a particular type of crime or area of the town, organising criminal activities in such a way to maintaining the prosperity of the town and prevent people from going out of business (unless it serves the League's purpose of course). For many members, the continued success of their legitimate businesses is largely due to their membership in the League.

A bigger secret still is the true identity of Mr Chance, for he always remains in the shadows, never showing his face and disguises his voice. He maintains this secrecy for one reason, he is Mayor Sloan McKenzie.

The crimes organised by League members typically involve rackets, burglary and pick pocketing. The thugs and petty crooks used by the league think they are part of secret guilds and have no idea of the League's involvement. These thieves are given different areas to operate in and are often given specific targets, with 50% of the take going to the 'guild'.

Unauthorised crime is not tolerated by the League and its respective guilds. Although a lot of crime goes unreported (especially minor transgressions), anyone found to be acting independently of the guilds are tracked down and punished harshly.

CHARACTERS

Three important characters in Emporium are Mayor Sloan McKenzie, Jonesy and Najgal. These are the leaders and representatives for the humans, muties and aliens respectively. It is a well-known fact that these individuals often disagree on how the town should be run, each wanting more for their own people.

Together, the mutie and alien population accounts for nearly half of the total population but many are treated and live as second class citizens, something that is evident by the segregation of these groups. Racial incidents are relatively uncommon but as tensions begin rise between the factions, the conflicts will increase in frequency and intensity. Many citizens already fear a power struggle between the leaders, which could have disastrous results for Emporium.

MAYOR SLOAN MCKENZIE

Sloan McKenzie is the current mayor of Emporium and is also the secret boss (Mr Chance) in charge of the League of Gentlemen, giving him control of both the town and its underworld. This gives McKenzie unprecedented power should any rivals attempt to take control of the town.

McKenzie is a man of secrets. Before coming to Emporium he was a Wally Squad Judge who was seduced by the power and decadent lifestyle of the underworld. He was forced to flee Mega-City One into the Cursed Earth and he eventually found his way to Emporium, where he took advantage of the poor leadership. For all his faults, McKenzie is largely responsible for the continued success and expansion of this market town.

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

Skills: Athletics (co-ordination) 2, Deception 3, Drive (Lawmaster) 2, Gun Combat (Lawgiver) 3, Investigate 1, Law 2, Mega-City One Geography 1, Melee (unarmed combat) 2, Stealth 2, Street Perception 2, Survival 2.

Special Techniques: Perp Sense, Track Perp

Weapons: Colt Six Shooter (3d6-3)

Armour: None

JONESY

Jonesy is a well dressed mutant who sports a walking cane that he uses as a fashion accessory but also doubles as a weapon if necessary. He is the spokesperson for the mutie population in Emporium, a position he found himself in as a result of his natural charm and diplomatic skills. He is well liked and does his best to ensure that mutants are given a fair deal and not mistreated. Jonesy will often intervene if a mutie has been accused of a crime and maintains their innocence.

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

Skills: Broker 1, Diplomacy 2, Melee (bludgeon) 1, Persuade 2, Survival 1.

Traits: Owl Neck

Weapons: Cane (1d6)

Armour: None

NAJGAL

Najgal is the current governor of the alien population, as appointed by the alien council and has served in this position for nearly three years. She stands approximately one metre tall and her appearance can be most likened to that of a toad.

Str 5 (-1), Dex 8 (+0), End 7 (+0), Int 12 (+2), Edu 9 (+1), Soc 8 (+0)

Skills: Admin 2, Athletics (co-ordination) 1, Diplomacy 3, Language (English) 2, Melee 0, Persuade 1.

Traits: Aquatic

Weapons: None

Armour: None

SHERIFF ELI LANE

Eli Lane has been Emporium's sheriff for five long years and it is beginning to show on this tired looking middle aged man. He has several visible scars on his body from knife and bullet wounds, as well as a group of pockmarks where a drunken thug smashed a bottle in his face. He has certainly been in the wars but he is still alive and maintains a decent level of order in the town.

Eli usually patrols the streets on his horse. Not only does it allow him to move about quickly but he gets a better view of the citizens going about their business. Sitting atop his mount also makes the sheriff visible to everyone, maintaining the presence of the law.

Str 7 (+0), Dex 12(+2), End 9 (+1), Int 8 (+0), Edu 6 (+0), Soc 8 (+0)

Skills: Animals (riding) 2, Athletics (co-ordination) 1, Diplomacy 1, Gun Combat (slug pistol) 1, Melee (unarmed) 2, Recon 2, Survival 0.

Traits: None

Weapons: Colt Six Shooter (3d6-3)

Armour: Leather Coat (3)

TOWN MILITIA/DEPUTIES

The town militia are volunteers from the town's populace and answer to the mayor, the sheriff or his deputies. Deputies share a similar skill set to the militia and have access to the same weapons and armour from the armoury.

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

Skills: Athletics (co-ordination) 1, Gun Combat (slug pistol or rifle) 1, Melee (blade or bludgeon) 2, Persuade 1, Recon 1

Traits: None

Weapons: Knife (1d6+2) or Spear (1d6+3), Colt Six Shooter (3d6-3) or Bolt Action Rifle (3d6-1)

Armour: Leather Vest (2) or Flak Jacket (4)

LADY CAMILLA LOCKHART

Lady Lockhart is the richest and most attractive woman in Emporium. Due to the success of her three shops (Storm Riders, Perfect Fit and Lockhart's Supplies) she has gained a lot of influence in the human district and is an 'unofficial' member of the League of Gentlemen; she was recruited directly by Mr Chance and operates a small spy network to ensure the loyalty of League members and stay apprised of the current affairs.

Str 6 (+0), Dex 8 (+0), End 7 (+0), Int 9 (+1), Edu 8 (+0), Soc 12 (+2)

Skills: Animals (riding) 1, Broker 2, Deception 3, Melee (blade) 1, Persuade 2, Stealth 2

Traits: None

Weapons: Knife (1d6+2)


Armour: None

CRAZY FRED

This strange man has large antlers protruding from his head and wears an eye patch. He claims that he was shot by a hunter who mistook Fred for a stag, and that he has never been quite the same since. He owns the popular Guns Guns Guns store on the corner of Cross Road and Bizarre Street and certainly knows his firearms.

Crazy Fred is not as mad as he makes out. In fact it is all a ruse to distract people from the truth – Fred has suspected a dark secret within Emporium for some time now and knows that the underworld and organised crime is more powerful and influential than most residents realise. Because people think Fred is mad, people sometimes say things in his company that they otherwise would not, especially those that come to his shop buying weapons for nefarious purposes. He has also recruited a few people he knows can be trusted to help him in his cause, hoping that together they can reveal the truth.

Str 9 (+1), Dex 8 (+0), End 10 (+1), Int 8 (+0), Edu 5 (-1), Soc 9 (+1)



Skills: Broker 3, Deception 1, Melee (antlers) 1, Persuade 1, Stealth 2

Traits: Antlers

Weapons: Antlers (1d6+2)

Armour: None

PLOT HOOKS

Emporium is large enough town with opposing factions and internal politics to form the basis of a small campaign or series of linked scenarios.

Cult of Saleshh: The manipulations of the Cult of Saleshh are on the increase as they attempt to restore balance and order to Emporium. Unexplained deaths and murders will increase, causing some panic and perhaps a loss of power by Mayor McKenzie as he fails to control the situation, allowing the alien council to move in and take control.

The arrival of a group of Judges might be seen as a threat as they are known to interfere in such matters, especially where 'innocents' are concerned. Alternatively, an opposing faction or individual (such as Crazy Fred) might request the players help out to prevent further loss of life.

Rise to Power: The political situation in Emporium is becoming fragile as the mutant and alien leaders gain influence. The citizens demand better conditions and conflicts begin. The Cult of Saleshh and League of Gentlemen might also be involved. When the players arrive in Emporium they could easily be drawn into this political struggle by one or more of the factions.

Civil War: As Rise to Power but proceedings become more violent and when the players arrive they will find themselves in the beginnings of a civil war. As the rich and powerful vie for power, mobs walk the streets – riots break out and chaos fills the streets as people loot what they can or simply try to survive.

Underworld: Controlled by the League of Gentlemen, the underworld of Emporium is just as active as its surface. Bribery, blackmail, corruption and even murder are the focus here, with most of it being organised and directed by the League.

Any Judge who learns how rife this town is with crime will undoubtedly want to show the strong arm of the law. As the players investigate the underworld of Emporium they might be contacted by Crazy Fred or one of his agents who will see the benefit of working alongside some Judges. If successful,

the players should eventually learn about the League of Gentlemen, which in turn leads to Lady Lockhart, Mr Chance and Mayor McKenzie.

However, if these individuals are exposed it will upset the balance of power and could easily lead onto one of the other scenarios described here.

GRAND CANYON

The Grand Canyon is naturally carved by the winding Colorado River and is located in the state of Arizona. It is 446 kilometres long with a width of up to 29 kilometres and depths reaching nearly 2 kilometres. The canyon obviously presents something of an obstacle for anyone wishing to cross it, especially since most of the bridges that cross the narrow areas were destroyed during the Atomic Wars. For those dwelling within the canyon, crossing the river is possible in some places and there are a number of bridges and ferries that can be used.

Much of the Canyon has become home to mutants and humans who have adopted a tribal way of life, based loosely on the traditions of the Native Americans. Indeed, some of the mutants can trace their lineage back to the tribes who lived here centuries ago (whilst others merely take on the name of the tribe, often one with no history of the region).

Many tribes live in the cave systems found throughout the canyon but some use tents and traditional tepees. There are also several nomadic tribes, travelling the length of the canyon throughout the year. The majority of these tribes are peaceful, trading with each other and even coupling with partners from neighbouring tribes. However, there are those who are suspicious of foreigners and will even attack anyone who enters their domain.

There are also tribal rivalries, especially between some of the nomads and permanent dwellers who clash over territory and hunting rights. For this reason, a number of tribes are wary of people crossing their lands so frequent patrols are maintained to prevent unwanted visitors from straying on these lands. For travellers wishing to cross such territories, they will often have to negotiate a deal to be allowed safe passage.

Herds of mutant buffalo roam the canyon and surrounding area. These creatures are essential to survival of the tribes who hunt them for meat, furs, skin and bone – nothing goes to waste when such a beast is killed. Hunting mutant buffalo is extremely hazardous as they make dangerous prey

The tribes are careful not to kill too many buffalo to ensure the herd continues to breed but others are not so considerate – human trappers and gangs have been known to wipe out entire herds, killing them to sell in nearby towns and settlements. This can have a major impact on the people here and usually results with the tribes hunting down the culprits to prevent such slaughters from happening again.

There are many different types of tribe, from nomads to cave dwellers and river people. Some immerse themselves in the traditions of the Native Americans and some tribes bear no resemblance other than the tribal names they have adopted. Some of the largest and most influential tribes are detailed here but Referee's are encouraged to create their own as required.

This region is also home to some of the Cult of Radi, who roam the length of the canyon above and below in the hope of finding new recruits to their cause.

HOPI TRIBE

This tribe of cave dwellers take their name from the ancestors of the original Hopi tribe, a name that means 'peaceful ones'. The tribe is actually split over several settlements or 'bands' spread over an area of roughly 50 kilometres within middle region of the Grand Canyon. There are four bands, each comprising of 40-50 people living in the numerous cave networks within the canyon walls.

The Hopi are farmers and hunters comprising mainly of humans but there are also a noticeable amount of mutants too. True to their name, the Hopi are a peaceful tribe but they will protect their lands and people from anyone or anything that might threaten their way of life. This attitude has not only allowed them to trade freely with many neighbouring tribes but it has also brought some stability and security to this small area of the canyon.

Each settlement has a 'band leader' who head of that group, the voice of authority and command. One of these leaders is also chosen to be the tribal chief who has overall say in matters pertaining to the entire tribe.

HOPI TRIBESMEN

Tribesmen (and women) have varying skills and abilities, each bringing something to the tribe. However, most share a similar skill set that is essential for life in the canyon and will typically have the following skills.

Str 8 (+0), Dex 9 (+1), End 10 (+1), Int 7 (+0), Edu 5 (-1), Soc 9 (+1)

Skills: Animals 0, Athletics (co-ordination) 1, Broker 1, Gun Combat (bow) 2, Melee (blade) 1, Persuade 1, Stealth 2, Survival 1

Traits: None

Weapons: Hunting Bow (2d6+2), Knife (1d6+2)

Armour: None

HOPI SHAMAN

Most bands also have their own shaman who is the voice of wisdom and advisor to his leader. Shamans are also responsible for directing their religious events. Most shamans tend to be psions but this is not a requirement for the position.

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

Skills: Animals 0, Diplomat 1, Melee (bludgeon) 1, Persuade 3, Stealth 1, Survival 2.

Traits: None

Talents: Clairvoyance 1 or Telepathy 1.

Weapons: Staff (2d6)

Armour: None

YUMA TRIBE

The name Yuma means 'people of the river' and this tribe chose it for no other reason than its meaning, for they are a nomadic tribe that travel by means of the Colorado River in hand-crafted canoes. The tribe comprises mainly of muties and numbers just over 100 people. As one would expect from a river tribe, much of their sustenance is fished from the river and a portion of their catch is traded for other types of food.

The Yuma are wary of strangers and anyone who ventures too near to their settlement will be carefully studied and monitored. Except for neighbouring tribes that are known to be trustworthy, any visitors who come to the Yuma tribe must earn the trust of the chief and his people before any trade can commence. This is done by means of storytelling around a campfire, where the visitor must speak of his deeds and triumphs. If the tribe are sufficiently entertained and impressed by the tale, the individual will have earned a basic level of trust but his actions and behaviour will still be watched for any deception or ill intent.

YUMA TRIBESMEN

The people of the Yuma tribe all share a similar skill set as outlined below but individuals might have additional skills depending on their role within the tribe.

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

Skills: Athletics (co-ordination) 1, Broker 1, Boat (oars) 1, Gambler 0, Melee (blade) 1, Persuade 1, Survival 1

Traits: None

Weapons: Knife (1d6+2) or Tomahawk (2d6+2)

Armour: None

MOHAWK TRIBE

These nomadic muties have taken the name of the famous tribe, and in many cases the hairstyle associated with them. The word 'Mohawk' means 'eaters of men', for like their ancestors this tribe of mutants are cannibals, believing that by eating their enemies their strength is absorbed.

The Mohawks are an aggressive people who number in the region of 90 people. They primarily travel the eastern region of the canyon, usually avoiding the Hopi territories further to the west. The Mohawks comprise solely of muties and they have a strong hatred of humans and aliens, attacking any such individuals who enter Mohawk lands, which changes as the tribe move around the region.

The tribe is usually divided into two groups. One remains near their current settlement to tend to the day to day duties and the other is the hunting party, which is always led by the tribal chief. Hunting parties usually include the bravest warriors or those wishing to prove themselves. Mounted on a variety of hybrid horses, the party patrols the lands around the Mohawk settlement, looking for food and intruders.

MOHAWK CHIEF

The chief is always a strong and experienced warrior. He must continually demonstrate his leadership by providing sufficient food and killing their enemies. If the chief fails in this task another may challenge him for leadership in a fight to the death. Such challenges are not likely as the leader is most often the greatest and strongest warrior within the tribe.

Str 9 (+1), Dex 12 (+2), End 10 (+1), Int 7 (+0), Edu 5 (-1), Soc 8 (+0)

Skills: Animals (riding) 3, Athletics (co-ordination) 3, Gambler 1, Gun Combat (bow) 1, Melee (blade) 3, Recon 2, Stealth 1, Survival 2

Traits: Varies

Weapons: War Axe (4d6), Knife (1d6+2)

Armour: None

MOHAWK TRIBESMEN

The Mohawks are an aggressive people and expert horsemen, a fact that is evident in their skills and weaponry.

Str 8 (+0), Dex 9 (+1), End 10 (+1), Int 7 (+0), Edu 5 (-1), Soc 7 (+0)

Skills: Animals (riding) 2, Athletics (co-ordination) 2, Gambler 1, Gun Combat (bow) 1, Melee (blade or bludgeon) 3, Recon 1, Stealth 1, Survival 1.

Traits: Varies

Weapons: Hunting Bow (2d6+2) or Tomahawk (2d6+2), Club (2d6) or Knife (1d6+2)

Armour: None

GEMINI

Gemini is a twin town connected via a bridge that spans the canyon and is the only crossing point for 100 kilometres in either direction, making it an important town for traders and travellers wishing to cross the region. Each town has a population of approximately 500 people that cater to the frequent travellers and merchants that pass through.

However, being such a vital trade and travel hub does not mean it is without its problems. Rather than profiting from their unique situation the two towns are in conflict, they are opposite sides of the same coin. Each side shares different views on a number of subjects from trade to religion, and over the years this has escalated to tensions and hostilities. Fortunately though neither side wishes to risk a full on conflict but relations remain strained at best.

South Town: This is slightly larger than its neighbouring town with a population of over 500 people. It has numerous shops and street vendors but it is the daily market that is the focus of trade in the settlement. Most buildings are of wooden construction with others made from a variety of scrap materials.

The majority of visitors and trade comes from the south, so to capitalise on this the South Town charge a high toll for crossing the bridge when leaving their town, thus reducing the amount of trade that passes through to the north – many people who just come here to trade will not waste money going across the bridge so the North Town loses out on valuable trade.

Many people in the South Town also worship Kubera, their god of wealth. To these followers it is clear that Kubera has blessed this town, unlike the unbelievers to the north. Many think that if their northern neighbours shared their faith in this deity they would also share in the trade and wealth.

North Town: North Town is smaller than its neighbouring rival with fewer than 500 inhabitants. The buildings are of similar construction to the South Town with a greater degree of organisation in the street layout. A main thoroughfare leads to the bridge, lined on both side with a variety of shops and inns.

To help counter the reluctance of people to come here from South Town, the North Town has had to remove their own bridge toll to reduce the cost of people simply wishing to visit the settlement. So in addition to their loss of trade the North Town also loses out on toll fees, a problem which is beginning to take its strain on the economy and inhabitants.

Unlike many residents of the South Town, the folk here are not a religious sort. Southerners have frequently tried to share their faith, stating that the fortunes of the town would increase as its faith in Kubera grows. However, the people here do not believe in such things, blaming their misfortunes squarely on the shoulders of their neighbours.

JUSTICE

Justice is a medium sized town located along the eastern end of the Grand Canyon. It was once rife with crime and violence, populated by people of low moral standards. However, all that changed with the arrival of two retired Judges who had taken the Long Walk into the Cursed Earth. Once they had cleaned up the town, Judges Barker and Stowe soon took control of the masses and set themselves up as then new town leaders, renaming the town to Justice.

Judges Barker and Stowe have been running the town of Justice for several years now and although they clearly both believe in law and order, they disagree on the methods use to employ it. Barker is a firm believer in the laws of the Justice Department and wants to run the town as if it were a Mega City. Judge Stowe on the other hand thinks that a different approach is required out here in the Cursed Earth.

Since a level of discipline has been brought to this town, it has grown to have a population of nearly 1,000 inhabitants. Building construction varies from wooden to stone structures with some being built into the canyon walls.

The people of Justice enjoy a peaceful co-existence with most of the neighbouring tribes and trade between communities is mutually beneficial. However, such good relations are not shared with the Mohawk tribe when they come this far into the eastern end of the canyon and has resulted in a number of conflicts with both the townspeople and visiting merchants.

JUSTICE JUDGE

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

Skills: Athletics (co-ordination) 1, Drive (Lawmaster) 2, Gun Combat (Lawgiver) 3, Law 3, Mega-City One Geography 1, Melee (bludgeon) 2, Melee (unarmed combat) 1, Recon 1, Street Perception 2, Survival 2, Tactics 1

Special Techniques: Combat Acuity, Crowd Control

Weapons: Lawgiver.

Armour: Judge Armour (6)

THE GRAND RACE


The Grand Race is an event that takes place every few months in the Grand Canyon, much to the dismay of the tribes living there as it disrupts their lives, interfering with buffalo hunts and the like. Contestants pay an entry fee to race the entire length of the Grand Canyon. The first to reach the other side wins the substantial prize pot, after the organiser Makio Betts has taken his cut of course. Many people pay their fee with weapons, slaves and other items of value.

There are no rules to the Grand Race, which makes it extremely dangerous – for most contestants this is all just part of the fun and excitement, or a risk worth taking for the potential rewards. Deaths are common, from accidental crashes to being shot at by rivals and even spectators.

Spectators can be found throughout the Grand Canyon above and below, many of which take it upon themselves to add a little more excitement by shooting contestants or creating hazards for them, as do the native tribes who do not appreciate the race invading their relatively peaceful lives.

MAKIO BETTS

Makio is an avid gambler who spent much of his life in Las Vegas until the League Against Gambling took control. His



love of gambling urged him to leave and he travelled east to the Grand Canyon, where he first had the idea for the race. It was not difficult to find people willing to participate as racers or spectators to place bets on the outcome. Makio has been organising the races for just over a year now, with each one drawing more contestants than the last.

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

Skills: Broker 2, Drive (wheeled) 1, Gambler 3, Gun Combat (slug pistol) 1, Persuade 1, Survival 2

Traits: None

Weapons: Colt Semi Automatic (3d6-3)

Armour: None

PLOT HOOKS

Double Cross: The growing conflict in Gemini could soon erupt into hostilities. Anyone who arrives at the twin towns will notice that tensions are high as townsfolk criticise their neighbours – ‘heathens to the north’, ‘corruption to the south’, ‘extortionate tolls’ and other such phrases are commonplace.

Not only would a war be catastrophic to both of the towns, it would have far reaching consequences; as the only crossing within 200 kilometres, if the area turns into a war zone it would kill trade and have a big impact on surrounding settlements. The resulting loss of life, both directly and indirectly would be considerable.

Anyone with concern for these people will likely take it upon themselves to try and resolve the situation before it is too late. Dealing with this issue will require an arbitrator of neutral standing, someone who is impartial but fair; a task well suited to a Judge. However, this will not be easy since the two towns do not trust each other, and once one gets wind that their rivals are negotiating with Judges the others will become suspicious, further perpetuating the problem. The players must handle this situation with diligence if they are to avoid starting the war they wish to prevent.

Grand Journey: By misfortune or design, the players must travel the length of the Grand Canyon. Along the way they will encounter many of the tribes, some of which will welcome the players and others who will be wary or attack on sight to defend their lands.

To endure the 446 kilometre long journey, the players will need to trade with some of the tribes for supplies or to cross their lands unhindered. The players might even get caught

up in tribal hostilities, forced to choose sides if they wish to pass through that region.

The Race: The players must enter the Grand Race to win the prize pot, which has something or someone they need for their investigation, or they simply need funds in order to survive out here or to complete their mission. Alternatively, they have been chasing a perp and inadvertently get caught up in the race, mistaken for contenders.

The Scales of Justice: The differences of opinion between Barker and Stowe in the town of Justice is driving a wedge between the two Judges, which in turn is beginning to affect the running of the town. The citizens are equally divided and as the disagreements increase, two factions begin to emerge in support of the two leaders. There is also a third group, those criminals who felt oppressed by the Judges’ influence and see the rising tensions as an opportunity to take back their town and restore the anarchy they profited by.

Any new Judges that arrive at Justice are walking into a fragile situation. Barker and Stowe will undoubtedly want the players to take sides, whilst those who see Judges as a threat will want the players gone, one way or another.

LAS VEGAS

Located in the Nevada desert, Las Vegas was the pre-war gambling capital of the world. Little changed after the war and gambling was still the way of life in this city. The city was destroyed by Judge Death after he fell out with the mobsters who ran the city, using a nuclear missile launched from a nearby pre-war silo.

Gambling was so prevalent in Las Vegas that many people had gambling related nicknames, proudly displaying them or popular Vegas sayings on large medallions and items of clothing. Some names and slogans include ‘Harry the Horse’, ‘Daisy Dices’, ‘Vegas Tote’ and ‘Toss Ya’.

The city remained much as it has for the previous 100 years with neon signs advertising casinos and large TV screens showing the latest betting news and events. Most vehicles are retro styled from the 1920s and 1930s.

Situated in the Nevada Desert, Las Vegas saw frequent visits from the Nevada Runners, a group of gunrunners that operate in this area.

THE MAFIA

Even the Las Vegas Hall of Justice has succumbed to gambling fever, with cards and dice being used to sentence the guilty. After the war the syndicate moved in and took positions as Judges to rule over the city. They

wore Judge armour with a dollar sign emblazoned on the chest. This mafia-like culture and mockery of justice will come as a shock to any Mega-City Judge who witnesses it. Punishments can range from being buried alive to the popular Losers' Leap.

The ruler of Las Vegas is known as the God Judge, a title awarded each year to the new boss and is decided by a gang fight between the top men in each mafia family. These fights can be anything from a simple brawl to deadly car chases. Any Judge may enter since the syndicate do not anticipate a non-mafia Judge ever competing for the title.

PLAYING THE GAME

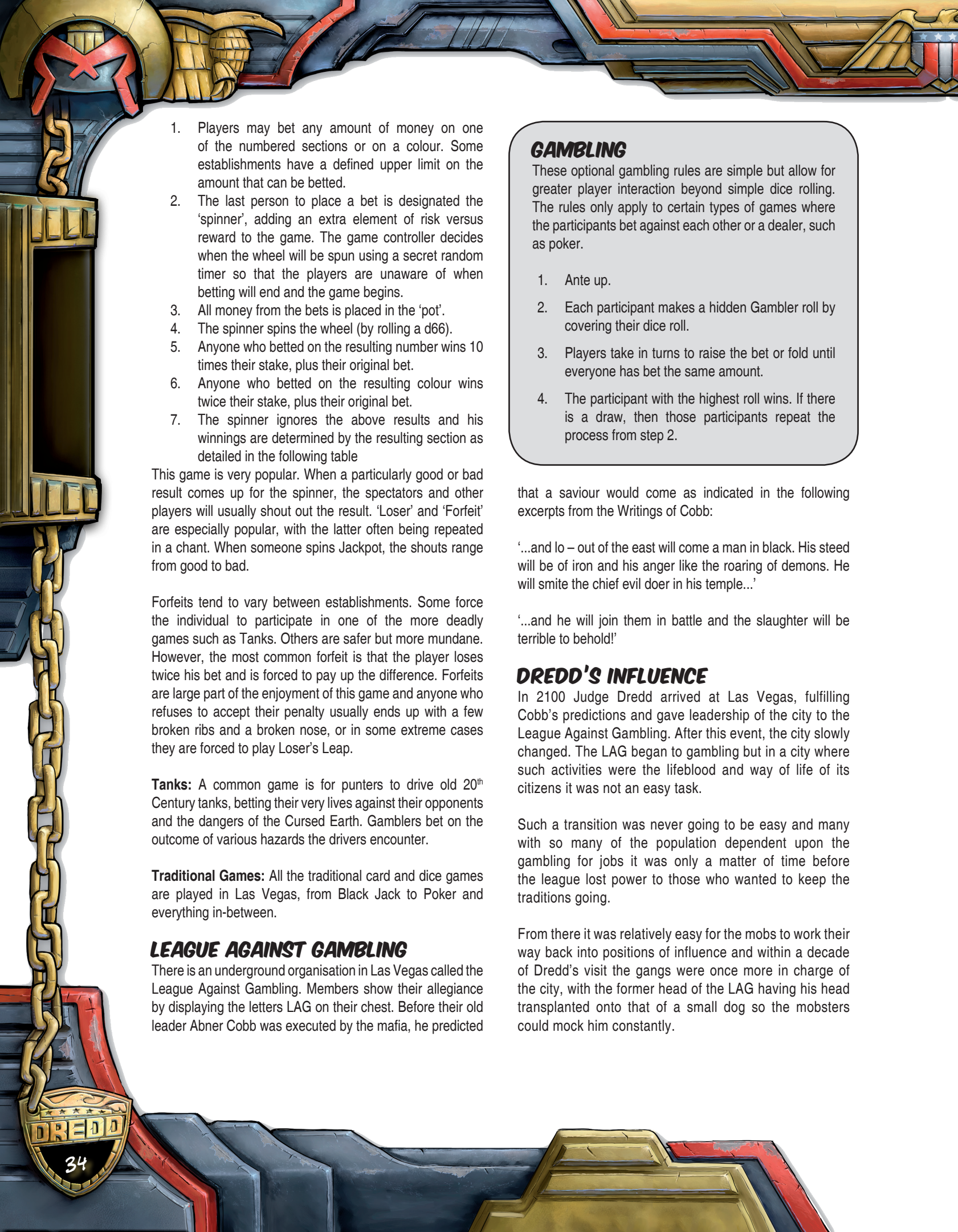
There are numerous games and events for the people of Las Vegas to gamble on, some of the most common are listed here. These games are much more than activities to pass the

time and win money, they are a way of life and the people of Las Vegas will often make important decisions based on the outcome of a game, even betting their very lives. Disputes and punishments and other life changing events are also at the mercy of lady luck.

Losers' Leap: A punishment meted out by the mafia where the guilty party are thrown from the top of the Hall of Justice onto a large target painted on the ground below. Like everything in Vegas, the people can bet on where the victim will land.

Spin the Wheel: This game is a warped take on roulette. A large vertical wheel is divided into 12 numbered sections, each with a different prize result. A large pointer hangs from the top of the wheel to indicate the winning section. The rules of play are as follows:

d66 Roll	Number (10x)	Colour (2x)	Section	Section Description
11-13	1	Red	Forfeit	As Loser but the spinner must also complete a forfeit (detailed below).
14-16	2	Black	Loser	The spinner loses his bet, regardless of what he bet on.
21-23	3	Red	Respin	The spinner neither wins or loses but leaves is bet on for the next game.
24-26	4	Black	Double or Nothing	As Respin but the player only wins if it comes up Double, or Double or Nothing, winning twice the usual amount.
31-33	5	Red	Double Prize	The spinner wins twice the usual amount for his bet.
34-36	6	Black	Triple Prize	The spinner wins three times the usual amount for his bet.
41-43	7	Red	Forfeit	As Loser but the spinner must also complete a forfeit (detailed below).
44-46	8	Black	Loser	The spinner loses his bet, regardless of what he bet on.
51-53	9	Red	Respin	The spinner neither wins or loses but leaves is bet on for the next game.
54-56	10	Black	Double or Nothing	As Respin but the player only wins if it comes up Double, or Double or Nothing, winning twice the usual amount.
61-63	11	Red	Double Prize	The spinner wins twice the usual amount for his bet.
64-66	12	Black	Jackpot	This prize is a double-edged sword, for not only does the spinner win his main bet but he also wins everyone else's including the pot. This means that everyone else loses, which has been known to lead to anger and conflict amongst players.

- 
1. Players may bet any amount of money on one of the numbered sections or on a colour. Some establishments have a defined upper limit on the amount that can be betted.
 2. The last person to place a bet is designated the 'spinner', adding an extra element of risk versus reward to the game. The game controller decides when the wheel will be spun using a secret random timer so that the players are unaware of when betting will end and the game begins.
 3. All money from the bets is placed in the 'pot'.
 4. The spinner spins the wheel (by rolling a d66).
 5. Anyone who betted on the resulting number wins 10 times their stake, plus their original bet.
 6. Anyone who betted on the resulting colour wins twice their stake, plus their original bet.
 7. The spinner ignores the above results and his winnings are determined by the resulting section as detailed in the following table

This game is very popular. When a particularly good or bad result comes up for the spinner, the spectators and other players will usually shout out the result. 'Loser' and 'Forfeit' are especially popular, with the latter often being repeated in a chant. When someone spins Jackpot, the shouts range from good to bad.

Forfeits tend to vary between establishments. Some force the individual to participate in one of the more deadly games such as Tanks. Others are safer but more mundane. However, the most common forfeit is that the player loses twice his bet and is forced to pay up the difference. Forfeits are large part of the enjoyment of this game and anyone who refuses to accept their penalty usually ends up with a few broken ribs and a broken nose, or in some extreme cases they are forced to play Loser's Leap.

Tanks: A common game is for punters to drive old 20th Century tanks, betting their very lives against their opponents and the dangers of the Cursed Earth. Gamblers bet on the outcome of various hazards the drivers encounter.

Traditional Games: All the traditional card and dice games are played in Las Vegas, from Black Jack to Poker and everything in-between.

LEAGUE AGAINST GAMBLING

There is an underground organisation in Las Vegas called the League Against Gambling. Members show their allegiance by displaying the letters LAG on their chest. Before their old leader Abner Cobb was executed by the mafia, he predicted

GAMBLING

These optional gambling rules are simple but allow for greater player interaction beyond simple dice rolling. The rules only apply to certain types of games where the participants bet against each other or a dealer, such as poker.

1. Ante up.
2. Each participant makes a hidden Gambler roll by covering their dice roll.
3. Players take in turns to raise the bet or fold until everyone has bet the same amount.
4. The participant with the highest roll wins. If there is a draw, then those participants repeat the process from step 2.

that a saviour would come as indicated in the following excerpts from the Writings of Cobb:

'...and lo – out of the east will come a man in black. His steed will be of iron and his anger like the roaring of demons. He will smite the chief evil doer in his temple...'

'...and he will join them in battle and the slaughter will be terrible to behold!'

DREDD'S INFLUENCE

In 2100 Judge Dredd arrived at Las Vegas, fulfilling Cobb's predictions and gave leadership of the city to the League Against Gambling. After this event, the city slowly changed. The LAG began to gambling but in a city where such activities were the lifeblood and way of life of its citizens it was not an easy task.

Such a transition was never going to be easy and many with so many of the population dependent upon the gambling for jobs it was only a matter of time before the league lost power to those who wanted to keep the traditions going.

From there it was relatively easy for the mobs to work their way back into positions of influence and within a decade of Dredd's visit the gangs were once more in charge of the city, with the former head of the LAG having his head transplanted onto that of a small dog so the mobsters could mock him constantly.

CHARACTERS

GOD JUDGE LUCKY MUTIANO

Lucky is the current mafia boss (before the League Against Gambling took over) and runs Las Vegas from the old Hall of Justice. He does not tolerate any interference in his business and will punish anyone who meddles in his affairs.

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

Skills: Athletics (co-ordination) 1, Deception 1, Drive (wheeled) 2, Gamble 3, Gun Combat (slug rifle) 2, Leadership 1, Melee 0, Persuade 2

Traits: None

Weapons: Tommy Gun (3d6+2)

Armour: Judge Armour (6)

JUDGE FINGERS

This giant of a man has six fingers on each hand and possesses incredible strength. He is aptly referred to as 'the strong arm of the law'.

Str 12 (+2), Dex 9 (+1), End 10 (+1), Int 5 (-1), Edu 4 (-1), Soc 6 (+0)

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

Traits: Six Fingers

Weapons: None

Armour: Judge Armour (6)

MAFIA JUDGES

All members of the mafia families are self-appointed Judges.

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

Skills: Athletics 0, Deception 1, Drive (wheeled) 2, Gambler 2, Gun Combat (slug rifle) 2, Melee 0, Persuade 1

Traits: None

Weapons: Tommy Gun (3d6+2)

Armour: Judge Armour (6)

LAS VEGAS CITIZENS

The citizens of Las Vegas are many and varied but they all have one thing in common – their love of gambling. The average citizen has the following statistics.

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

Skills: Deception 1, Drive (wheeled) 1, Gambler 2, Gun Combat 0, Melee 0

Traits: None

Weapons: None

Armour: None

LEAGUE AGAINST GAMBLING MEMBERS

Members of LAG tend to stay in the shadows and back streets of Las Vegas since most citizens do not respond well to those preaching against gambling. However, when stray gamblers are encountered the League will do their best to persuade the citizen to give up gambling and potentially join the group.

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

Skills: Drive (wheeled) 1, Gun Combat (slug pistol or rifle) 1, Melee 0, Persuade 1, Stealth 0

Traits: None


Weapons: Colt Six Shooter (3d6-3) or Bolt Action Rifle (3d6-1)

Armour: None

PLOT HOOKS

The types of scenarios available in Las Vegas will vary depending on whether the players visit when the mobs or when the League are in control of the city.

Double or Nothing: Anything can be gambled in Las Vegas – money, items and even information. Judges that have come here looking for clues or information pertaining to their current investigation will find that the people do not talk for free and Mega City law does not apply here.



In the true spirit of the city, the players (against their better judgement) must therefore play a series of gambling games, with each win leading them from one contact to another until they get what they came for.

Gamblers Unite: Ever since Judge Dredd's visit to Las Vegas, the gamblers have not only lost control but they have also lost their vice and reason for living. Although some have accepted their new way of life under the rule of the League Against Gambling, many have not.

Groups that now meet in secret to feed their addiction, talk about old times and reminisce over past glories of bets won and games played. Inevitably the talk turns to how the city could be restored and how much better it would be if the LAG were no longer in control. Although most people lack the will and strength to oppose their new leadership there are those that have taken up the banner.

This is led to the formation of a resistance movement comprising of several cells situated throughout the city. In addition to running their secret gambling sessions where they recruit new members, their immediate goal is to reduce the influence that the LAG has over the city by using guerrilla style tactics. This essentially makes them terrorists but they believe they are fighting for their own personal freedoms and liberties.

The resistance movement has now started to smuggle in weapons and equipment to help in their fight. Once they have stockpiled enough resources and have enough weapons they plan to force the LAG out of the city and give control back to the gamblers.

Players visiting during these troubled times will undoubtedly get caught up in the proceedings. Like Judge Dredd, most Judges will want to help the League Against Gambling maintain their control over the city and if the Judges do not volunteer they will almost certainly be asked to do so. Once it becomes known that Judges are involved, they will become prime targets for the resistance.

Gun Runners: Several members of the Nevada Runners have contacts in Las Vegas, so if the players are tracking this group their investigations could well lead them to the city. However, finding the information they need will not be easy and the players could easily get embroiled in other events including any of the other plot hooks listed here.

Mafia Rule: If the players visit Las Vegas before the fall of the mafia or after their reemergence the players will most likely take the same view that Dredd did when he came here,

especially once they see what has become of the Hall of Justice. However, the mafia is a powerful organisation and a full on confrontation will not bode well for the players.

The best option for the players is to become involved with the League Against Gambling, who will most likely contact the Judges for their help anyway. Just as in the Judge Dredd story, the best way to topple the mafia is to compete for the God Judge title.

MUTARIA

This large region covers most of North and South Dakota, and comprises solely of mutant settlements that share a mutual dislike of non-muties, the norms that have enslaved and oppressed mutants since the Atomic Wars. Mutaria is dominated by a nomadic group of mutants called the Vindicators, whose hunting parties are always patrolling the entire area and usually attack any non-mutie on sight.

ASYLUM

This town gets its name from the large number of muties that live here who suffer from a wide range of mental disorders. This is the only place in Mutaria where non-mutants are found but these individuals are accepted as kindred due to their psychological ailments.

Some of Asylum's inhabitants are extremely violent and dangerous, both to themselves and others. However, the very concept of the town is to allow its residents to indulge their insanities, which results in nothing less than anarchy.

There is no leader as such in Asylum but various individuals take charge (or believe they do) for short periods of time. Fortunately there are enough people here that are grounded enough to farm and obtain basic provisions to ensure the survival of the town.

New arrivals are free to build their own home from whatever materials they can find or to simply move into an existing home, which often leads to some sort of conflict with the current resident. The result of this lack of organisation has resulted in a shantytown unlike any other, including buildings that look like bizarre sculptures (and many are), buildings on top of buildings, flimsy walkways, pits, excavated dwellings and tunnels. Some buildings have been painted in bright garish colours that clash with their neighbours, others have intricate patterns and paintings that depict the deranged subconscious of its owner.

DR FEELGOOD

Dr Feelgood is a legitimate doctor and psychologist who came to Asylum in the hope of helping the unfortunate individuals that come here. Using counselling combined with his psionic talents, Dr Feelgood has been able to help a number of people suffering from mental disorders and has even cured some of them completely.

Str 7 (+0), Dex 7 (+0), End 7 (+0), Int 15 (+3), Edu 9 (+1), Soc 8(+0), Psi 6 (+0)

Skills: Investigate 1, Persuade 2, Social Science (psychology) 3, Survival 1

Traits: Clever

Talents: Aura Perception 1, Telepathy 1

Weapons: None

Armour: None

CAMELOT

Considered the capital of Mutaria, Camelot is a medieval style town where the mutant inhabitants have a sense of misplaced (and often misunderstood) loyalty and honour based on the Arthurian tales of myth and legend. Most of the buildings are made from wood but the larger and more important ones are made from stone or a mixture of the two, hung with banners displaying the king's coats of arms.

Town guards (or the Knights of the Round Table, as they like to be known) patrol the perimeter and ensure the safety of the citizens, who number just over 1,000. Although some of the inhabitants buy into the Arthurian theme of Camelot (mainly those in positions of power or with loyalties to the king), to many it is simply a place to live in relative safety and comfort.

The cardinal rule in Camelot is that all goods and equipment must be of medieval appearance or design – modern technology including guns and vehicles are prohibited in this town. This reason for this is two-fold: firstly it levels the playing field for any visitors who might start trouble but most importantly it is there to appease the whims of King Arthur.

Castle: The king resides in a small stone castle situated in the centre of the town. In reality the castle is little more than a keep but it still dominates the skyline. All of the rooms cater to the king's needs and his retinue of servants live nearby in small huts and houses.

Town Hall: The town hall is made from stone and was built as an adjoining building to the castle. Dominating the single room is the Round Table made from wood and edged in steel. This is of course the meeting place for the king and his knights where they discuss matters of state and rule their small domain.

Chapel: Another stone building, the chapel is small but serves the religious needs of Camelot's people. There are three Christian priests who live and work in the chapel.

The Forge: Constructed from wood and stone, this building is vital to the town to provide authentic weapons and armour. The forge is owned by a highly skilled blacksmith named Derrick who works with his sons, David and Daniel to provide fine blades and armour for those who require them.

The King's Arms: This is the largest and most popular tavern in the town, run by a three-armed mutant called Patrick, a master brewer and pourer of drinks. The King's Arms is always a hive of activity and festivities come night time.

Tournament Grounds: Tournaments of jousting, archery and swordsmanship entertain the masses on a regular basis. These contests are rarely fatal - when combatants fight each other, the conflict lasts until one side yields to the other. The king always attends these tournaments and upon occasion he will offer the victors a place amongst his Knights of the Round Table to serve and protect Camelot. Duels may also be fought here over matters of honour.

KING ARTHUR PENDRAGON

A chivalrous man of honour and loyalty who lives in a delusional state where he thinks he is the legendary King Arthur Pendragon. He is a pleasant and decent man but if he sees anything out of place in his mythical lands or is confronted about the many issues and contradictions of his fantasy, he suffers a mental conflict that results in fits of anger and depression.

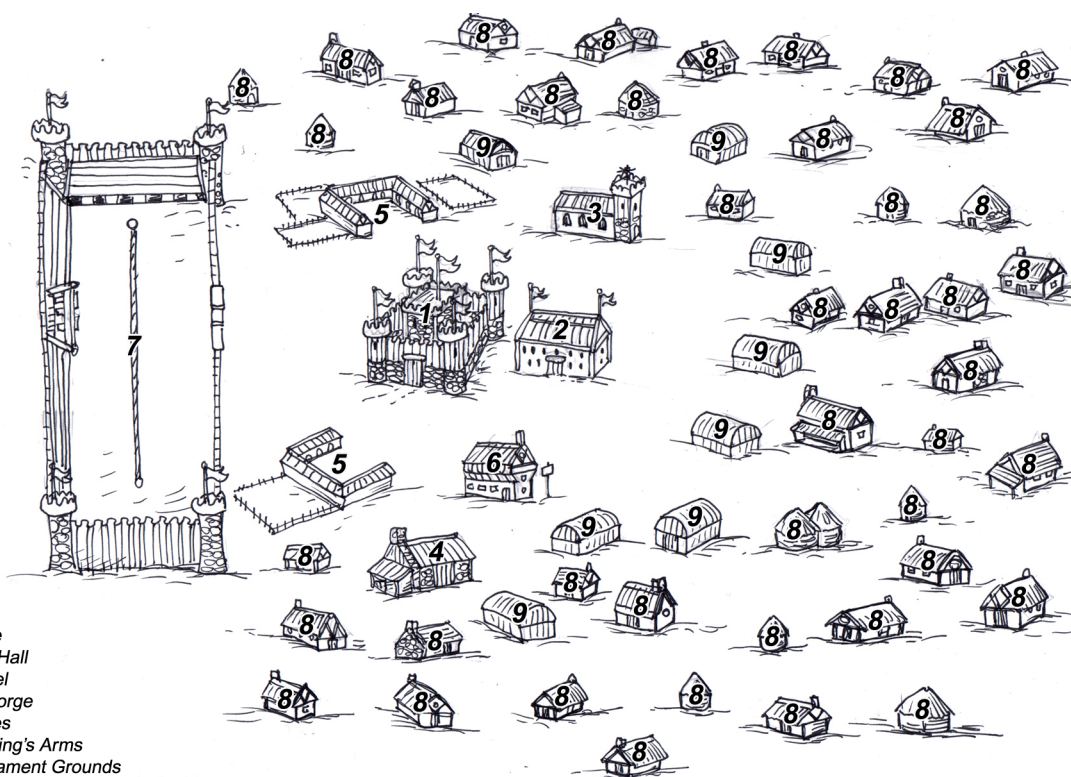
Str 8 (+0), Dex 12 (+2), End 11 (+1), Int 9 (+1), Edu 7 (+0), Soc 11 (+1)

Skills: Animals (riding) 2, Diplomat 1, Leadership 2, Melee (blade) 4, Persuade 1, Recon 1

Traits: Delusion (fictional character)

Weapons: 'Excalibur' Broadsword (4d6)

Armour: Breastplate (2)



KEY

1. Castle
2. Town Hall
3. Chapel
4. The Forge
5. Stables
6. The King's Arms
7. Tournament Grounds
8. House
9. Store

QUEEN GUENEVERE

Guenevere is Arthur's consort. She is a charming and beautiful woman who loves her husband. However, she has recently developed feelings for Sir Lancelot and their secret liaisons are becoming more frequent.

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

Skills: Animals (riding) 1, Diplomat 2, Medic 0, Persuade 2

Traits: None

Weapons: None

Armour: None

MERLIN

Merlin is advisor to King Arthur and a powerful mutant psionic who has mastered temporal manipulation. There are those in Camelot who believe that Merlin has his own agenda and is manipulating the king and knights for his own goals and ambition.

Str 7 (+0), Dex 7 (+0), End 10 (+1), Int 9 (+1), Edu 9 (+1), Soc 8 (+0), Psi 15 (+3)

Skills: Diplomat 3, Melee (bludgeon) 1, Persuade 3, Survival 2

Traits: Obfuscating

Talents: Clairvoyance 1, Temporal Manipulation 2

Weapons: Staff (2d6)

Armour: None

KNIGHTS OF THE ROUND TABLE

King Arthur's knights form the town guard and protect Camelot from anyone who would cause harm in the king's realm. The Knights of the Round Table patrol Camelot and the surrounding area, making sure that anyone visiting the town obeys the rules – any forbidden items are confiscated for the duration of the visit and kept in a locked chest in the town hall. All the knights have assumed names from Arthurian legend including Sir Bedivere, Sir Galahad, Sir Gawain, Sir Lancelot and Sir Percival.

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

Skills: Animals (riding) 1, Gambler 1, Melee (blade) 3, Persuade 1, Recon 2, Survival 1

Traits: None

Weapons: Long Sword (3d6)

Armour: Breastplate (2)

PLOT HOOKS

Any journey into Mutaria runs the risk of encountering a band of Vindicators and any of the settlements can bring their own unique strangeness to a gaming session.

Mental Asylum: One or more of the players (or even an NPC) suffers some sort of mental breakdown as a result of psionic trauma, an accident or a deliberate attack. They then head to Asylum where they can be amongst similar minded individuals or to seek the help of Dr Feelgood.

To Camelot: The players arrive at Camelot, either passing through or have come here as part of an investigation. A tournament is in progress and on the surface it seems like a peaceful, if strange settlement. However, there is much going on behind the scenes: the lust between Lancelot and Guenevere cannot remain secret forever, Merlin might weave the players into his manipulations, and where is the infamous Morgan le Fay?

THE ROCKIES

The Rockies is the commonly used name for the Rocky Mountains. It is a huge mountain range that stretches for over 4,800 kilometres from British Columbia in Canada running to New Mexico, cutting through the western region of the Cursed Earth. The areas of interest covered in this section detail those places that are situated in Colorado and New Mexico.

DINOSAUR NATIONAL PARK

By cloning fossils, scientists have been able to genetically engineer dinosaurs to recreate the once extinct creatures. Once the process was perfected, various species were created to inhabit the Dinosaur National Park, which soon became a popular tourist attraction.

A second, smaller park was also founded in the Appalachian mountains, much closer to Mega-City One and suffered a similar fate.

The dinosaurs that survived the war now roam free causing untold damage and destruction to anything in their path. Herds of styracosaurus have been known to trample entire settlements but they are nothing compared to the might of the tyrannosaurs. Details of these creatures can be found in the Encounters and Hazards chapter.

Damage from the war and the huge creatures that roam this region have resulted in a number of other hazards from sink holes to fissures, and even some geysers have been known to discharge hot water and scolding steam.

MUTIE RETREAT

Mutie Retreat is a small town is situated on a plateau near the border between Colorado and New Mexico. This mountain retreat has become a safe haven for mutants seeking refuge from the slavers and mutie hunters in this region.

The town comprises of wooden shacks and dwellings that have been built into the mountainside and has a population of 900 inhabitants. The winding mountain path that leads up to the plateau provides an excellent defence against slavers and would-be attackers.

All muties are welcome to visit the retreat for trade or to make a home here. Humans and aliens are usually allowed to enter but they are not permitted to bring any weapons with them (the guards will confiscate any such items and return them upon the visitor's departure). All norms are closely monitored and treated with suspicion.

Although Mutie Haven seems like a ray of light to muties, it harbours a dark secret. Unknown to the people of Mutie Haven the leader of the town, Lyle Bates, is a slave trader. Assisted by several other trusted townsfolk he captures new arrivals and those individuals who would not be missed. The newly acquired slaves are then escorted through a secret tunnel that leads from the Backpacker's Tavern (owned by one of Lyle's associates) to the foothills below where they are taken to nearby slave markets or sold to slavers.

LYLE BATES

Lyle is the current town leader and has been in charge of Mutie Retreat for three years now. His secret slave trade aside, Lyle has kept his citizens safe for all this time and ensures that the town is well guarded at all times and that his people have a good standard of living. This of course perpetuates the reputation of Mutie Retreat, attracting more people here so he can sell more slaves.

Str 7 (+0), Dex 5 (-1), End 8 (+0), Int 11 (+1), Edu 9 (+1), Soc 9 (+1)

Skills: Animals (riding) 1, Broker 1, Deception 2, Diplomat 1, Gun Combat (slug rifle) 2, Melee 0, Stealth 1, Survival 1

Traits: Hunchback

Weapons: Oozi 9mm

Armour: Leather Coat (3)

REPENTANCE

Located just south of the Rockies, this small town is one of the few to survive the Atomic Wars intact and the ancient stone buildings have endured. Newer buildings are typically wooden affairs, built as the town has expanded. The people of Repentance are very friendly to newcomers, too friendly in fact.

The people of this town believe that the return of the dinosaurs (the tyrannosaurs in particular) from the nearby Dinosaur National Park are a judgement on humanity, so they offer up sacrifices to the 'tyrant lizards'. When new victims arrive at Repentance, they are befriended to lower their guard. At a time when they least expect it, the victims are apprehended and taken to a nearby rock formation known as Black Rock where they are bound to natural rock spires that stand between four and five metres high. It is here that they await their fate as the bells in the church tower are rung to call upon the mighty Satanus and his pack of tyrannosaurs.

Most of the town ended up being destroyed in 2100 by rampaging tyrannosaurs and Judge Dredd's heavily armed team.

Fighting Pit: Once the tyrannosaurs have been appeased with new offerings, the townsfolk can relax and enjoy their favourite pastime – tyrannosaur pit fighting. The people of Repentance love watching a good lizard fight and bet on the outcome. The fighting pit is ringed by a wooden fence that stands three metres high.

BULL CANNON

Bull Cannon is a muscular man who runs the tyrannosaur fighting pit. He uses only the younger and smaller creatures that he can more easily control with muzzles and reins.

Satanus

Str

Killer (Carnivore)

24 (+6)

Skills: Athletics 0, Melee (teeth) 3, Recon 2, Survival 3.

Traits: Walker. Number Encountered: 1d6

Weapons: Teeth (3d6+2)

Armour: Scales (3)

Str 10 (+1), Dex 9 (+1), End 12 (+2), Int 8 (+0), Edu 6 (+0), Soc 9 (+1)

Skills: Animals (training) 2, Athletics (co-ordination) 1, Gambler 2, Melee (bludgeon) 1, Persuade 1

Traits: None

Weapons: Leather Whip (1)

Armour: Sports Armour (6 against melee only)

SATANUS

Satanus is an enormous black tyrannosaur. As the leader of his pack he is much stronger than other tyrannosaurs. He is a semi-intelligent creature who went along with the town's arrangement of sacrifices to ensure he got a regular supply of tasty humans.

ROSWELL

Roswell has been known for its connection to alien encounters and related military operations as far back as the 20th Century. Whatever the truth of those early rumours, it became something of an extraterrestrial haven in the following century, attracting aliens of all species to its welcoming community. With such an influx of aliens, off-worlders eventually made up the majority of the population.

The town suffered heavily during the Atomic Wars leaving few buildings intact and population of less than 500 people. The survivors rebuilt as best they could with the materials they had available but the once proud Roswell is now little more than a shantytown whose inhabitants struggle to survive. The aliens who once lived in harmony with humans have nurtured a strong dislike of them, blaming humanity (and rightly so) for the death and destruction of their families and homes.

Roswell has become an isolated settlement with much of the surrounding area destroyed during the wars, so any travellers passing through the region often need supplies or a roof over their heads for the night. Due to the aliens' dislike for humanity though, humans are not welcome in the town and the people of Roswell have been known to chase off any unwelcomed visitors.

Dex

12 (+2)

End

28 (+7)

Int

4 (-1)


Ins

9 (+1)

Pac

3 (-1)





Groups of aliens frequently patrol the lands around Roswell to ensure that they remain safe from slavers and other humans bent on war and destruction.

Area 51: The few humans of Roswell that survived the wars were forced to leave the town. With nowhere to go they made new homes in what remained of the nearby military base, Area 51. Fortunately, enough of the defences were left intact to defend themselves against their alien neighbours.

Ironically and in complete contrast to Roswell, the people at Area 51 do not allow aliens in their settlement but welcome humans. The quality of life is also much better here – most of the buildings are made of brick or wood, the equipment is modern and in good working order, and most importantly there are large stores of food that will last for many more years.

PLOT HOOKS

Alien Encounters: Roswell's inhabitants have known for some time that Area 51 has a stockpile of supplies and equipment that would vastly improve life in the alien town. They have sent out a number of groups on reconnaissance missions to determine the strength of the military base in preparation for an attack.

As the players pass through this region, they might encounter some of these aliens, some of whom will do everything in their power to keep their presence secret. If the players stop at Area 51 for shelter or supplies they will invariably get caught up in the immanent attack. If the players report the high alien activity it will become clear that any such assault will result in heavy losses on both sides, and the Judges will be asked to help defend the base or even negotiate with the aliens to prevent the battle altogether.

Land of Dinosaurs: The players are forced to cross the Dinosaur National Park. During this dangerous journey they will be beset by numerous hazards as they negotiate the dangerous terrain and attempt to avoid herds of dinosaurs and deadly predators.

Lambs to the Slaughter: The players receive a welcome greeting from the residents of Repentance and enjoy the hospitality of the town. As they are lured into a false sense of security and at their most vulnerable, they will be subdued and captured. Some will be taken to Black Rock as a sacrifice, whilst the rest will be taken to the fighting pit for the entertainment of the masses.

Slaves' Retreat: The players arrive at Mutie Haven in search of a mutant they know has come here. Once they get over the initial suspicion and begin speaking with the locals they will

discover that the individual they seek has been seen but they will not be able to track him down. Further investigations can then lead the players to uncover the truth of Mutie Retreat.

OTHER PLACES OF NOTE

FARO TERRITORY

This territory covers a number of old towns and the remains of Memphis that were covered in radioactive dust during the war but have since been converted into numerous garbage mines. The dust (which is now safe) preserved everything in the towns, leaving a stockpile of old junk. Seeing the value of all this rubbish, Filmore Faro excavated the sites looking for garbage veins and then sold the finds as antiques to rich collectors – even an old tin can fetch a few Credits.

Some of the buildings have been excavated to gain access to the wealth inside and more traditional mines have been dug out to reveal larger scrap, such as old vehicles. Tunnels provide access through the buried areas and a series of winding roads and rail tracks connects the mines in each 'town', with both the finds and rubble being carried out on wagons and carts. Primitive cranes and winches are used to move the heavy items where manpower alone is insufficient or impractical.

Faro used slaves for the manual labour to work the mines, buying of them from Neutron Flats located roughly 200 kilometres to the east and bringing them in on slave caravans (a series of wheeled cages towed behind a vehicle).

The slaves have also been used to build Egyptian pyramids, Faro's Needle (a tall obelisk) and a huge effigy of Faro in the 'capital' of Memphis. The latter is a statue that resembles the famous Sphinx from Ancient Egypt (the body of a lion but with Faro's head). The Faro Sphinx has a small stone doorway between the front legs leading to a tomb inside, which is the final resting place of the self-proclaimed pharaoh.

FILMORE FARO

After becoming rich from selling antique garbage to collectors, the power Filmore Faro gained twisted his mind into a madman who believes himself to be the last of the pharaohs, a living god. He founded his own religion called the Brotherhood of Trash and these faithful followers are the slave masters and overseers of Faro's territory. Faro was so insane that he believed that as the garbage god, he would ascend to a higher existence upon his death.

Faro wore a variety of garbage as armour including a saucepan for a helmet. For his sacred burial and ascension he had a specially made burial robe made from thousands of



old ring-pull tabs.

Str 8 (+0), Dex 7 (+0), End 12 (+2), Int 7 (+0), Edu 7 (+0), Soc 9 (+1)

Skills: Broker 1, Melee (bludgeon) 3, Persuade 2, Survival 1

Traits: Delusion (living god)

Weapons: Signpost (2d6), Leather Whip (1)

Armour: Improvised Garbage Suit (2) or Burial Robe (3)

BROTHERHOOD MEMBERS

The Brotherhood of Trash are the faithful followers and worshippers of Filmore Faro. They also act as slave masters and guards within Faro's territory.

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

Skills: Broker 1, Drive 1, Gun Combat (slug rifle) 2 or Melee (bludgeon) 2, Persuade 1, Recon 1, Survival 0

Traits: None

Weapons: Tommy Gun (3d6+2) or Leather Whip (1)

Armour: None

FERRY

This aptly named town sits by the Mississippi and is one of the major crossing points for those wishing to cross the fiery river. A simple metal platform serves as the ferry that is operated by a large winch. Anyone wishing to use the ferry crossing must pay a toll for all passengers, mounts and vehicles.

The town is populated by human slavers who use alien slaves to operate the winch and perform other menial tasks such as loading cargo and the like. The aliens used to live on a nearby alien nature reserve but after the war they were sold off as slaves. At night the aliens are locked in cages and are treated harshly by the slavers. Should any of the aliens escape, the local Slay Riders are called in to help catch the runners.

THE FERRY MASTER

The Ferry Master was a large human who had no regard for alien life and he treated his slaves like worthless animals. He always carried an electro-whip to discipline his slaves, something he enjoyed greatly and frequently.

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

Skills: Animals (riding) 1, Gun Combat 0, Melee (bludgeon) 2, Persuade 1, Recon 1, Survival 0

Traits: None

Weapons: Electro-Whip (stun), Colt Six Shooter (3d6-3)

Armour: None

FORT KNOX

Located in Kentucky, Fort Knox is an army post that suffered considerable damage during the Atomic Wars, leaving behind what the local farmers refer to as a ruined castle. Some of the automated laser cannons still work to defend what remains of the fort, preventing all but the brave and the foolish from venturing too near.

Deep within the vaults is a stockpile of gold bullion, guarded by three 'vampires' (see below). On the lowest level, President Robert L. Booth, the last President of the United States was imprisoned inside a cryogenic pod where he has remained in suspended animation until freed by Dredd decades later. Booth subsequently rose to command part of the New Mutant Army before he was killed by Dredd.

VAMPIRES

These were in fact malfunctioning medic robots but the locals have little understanding of technology. Due to the robot's behaviour they became known as vampires, for they come out seeking new blood to keep the frozen President alive. The robots had a collective personality but were capable of acting independently – when they speak the robots will often finish another's sentence.

These medical droids were designed to work in combat conditions so they are heavily armoured and have rudimentary combat skills.

In 2100, Judge Dredd uncovered the truth about the vampires. The President was released from suspended animation and

made to serve the rest of his sentence helping the local farmers with help from the reprogrammed medic robots. The robots later shared the same fate as Booth, destroyed by the Judges as part of a mission led by Dredd.

Medium Medical Droid

Size: M; Config: Humanoid

Str: 10 (+1), Dex: 12 (+2), End: 12 (+2), Will: 8 (+0)

Weapons: After a successful grapple, the robot will drain blood from its victim doing 1d6+2 damage each round until all blood has been drained.

Armour: 6

Programming: Diagnose 3, Life Sciences (biology) 2, Medic 3, Melee 0, Surgery 2

Modifications: None

Personality Traits: Obedient, Militaristic, Warlike

STELLA'S SCRAP

As the name suggests, this is a scrap yard. It covers a huge area, filling a small valley between the mountains and is crammed full of junk including old vehicles, building materials and all sorts of broken equipment. The western end of the valley has been fenced off to prevent trespassers or people sneaking in and taking items without paying.

The entrance is located on the eastern side near one of the Mississippi tributaries. Positioned above the large swing gate is sign with hand cut metal letters spelling out 'Stella's Scrap' but the third 'S' hangs loose (much to the amusement of many customers). Situated near the gate is a small wooden shack with three mutant hounds chained up outside that bark and growl at anyone who comes near. Parked nearby is a serviceable Offroad Truck with mounted winch that is used to tow vehicles and haul large items.

STELLA

Stella is a long-necked mutie who has accumulated her scrap over many years. She has a good knowledge of the items in her junkyard and can easily find most items by simply peering over the piles of scrap. Spare parts and scrap materials are in high demand in the Cursed Earth and Stella makes a good living but often has to fight off looters and thieves who come here thinking they can sneak past the dogs.

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

Skills: Athletics (strength) 1, Broker 2, Drive (wheeled) 1, Mechanic 2, Gun Combat (slug rifle) 2, Survival 0

Traits: Long Neck (1 metre)

Weapons: Sawn-off Stump Gun (4d6-2), Colt Semi Automatic (3d6-3)

Armour: Improvised Vehicle Parts (2)

PLOT HOOKS

Crossing the River: Anyone travelling across the Cursed Earth will likely need to cross the Mississippi at some point during their journey. For those who make their crossing at Ferry it will soon become apparent that slaves are being exploited and living in harsh conditions. Should any of the slaves escape (with or without the players' help), the Slay Riders will be called in to help.



PLACES OF INTEREST





CULTS, GANGS AND OTHER GROUPS

There are numerous settlements in the Cursed Earth that have their own small cults, gangs and organisations as detailed in the previous chapter. This chapter introduces some of the larger groups and those that travel the Cursed Earth or have widespread influence. The latter usually applies to cults whose religion has spread to multiple settlements, each with its own branch or cell.

CREATING CULTS & GANGS

Creating new cults, gangs or any other type of group follows the same procedure and the following guidelines can be used to define and describe the organisation. Try to add as much detail as possible to flesh out the organisation, members and its interaction with the players.

NAME

The name of the cult or gang can be anything but it is usually relevant to its purpose or named after its founder or place of origin. Some examples include the Cult of Ra, Raheed's Raiders or Brotherhood of Slavers.

BELIEFS

This typically only applies to cults and sets out the nature of the faith and the god(s) worshipped by the members. The belief will often set the tone of the cult and help define other aspects. For example, The Cult of Ra worships the Egyptian sun god Ra and would be steeped in Ancient Egyptian tradition and mysticism.

PURPOSE

The organisation's purpose defines its reason for being and the goals its members aim to achieve. This can be anything from control over a group of people or territory, gaining power or wealth, spreading the cult's faith, punishing sinners or simply to do as the group wants, plundering and killing for survival or pleasure.

ORGANISATION

The organisation section should detail how the group is structured and the approximate number of members. Cults

and gangs will usually operate as a single unit but those that are more widespread will be usually divided into smaller cells, clans or branches, each requiring its own leadership. Where applicable, this section should include the internal hierarchy of the organisation, describing the role and duties of each position.

The delegation of positions and titles can also be included – members might have to earn the position, be voted in or obtain it through more unscrupulous means. Most groups will typically have a single leader and maybe a second in command. Larger organisations such as criminal cartels and widespread cults will often have a hierarchy of positions.

This section can also detail personalities of note such as the leader and his subordinates, as well as statistics for the average or typical member.

TERRITORY

This section should define the territory that the group operates in, controls or has influence over as appropriate to the type of group. You can also detail any locations and buildings of note such as the main head quarters or designated meeting places the group might have.

MEMBERSHIP

The membership section should detail who is eligible for membership and how new members are found and invited into the group. Cults will require faith to their god(s), gangs might require certain skills or even a number of kills against rivals. There might also be an indoctrination or initiation where the prospective member must prove their faith and loyalty or test of their mettle against another member or designated target. Further to this, any rules and traditions such as rituals, greetings and dress codes should also be listed here.

There is usually a benefit to joining a group. In many cases it is simply a matter of survival (safety in numbers) or in more extreme cases, being spared from enslavement or even one's life. High standing individuals will often gain more respect and influence over lower ranked members.

Some organisations offer other more tangible benefits including food, money equipment and housing. Where applicable members will usually be entitled to a cut of any loot or profit, or similarly the cut of their own takings is reduced the higher up the hierarchy they are.

ENEMIES AND RIVALS

This section typically applies to gangs and syndicates but some cults might have rivals from opposing faiths or other organisations. Enemies are usually individuals who have somehow wronged the group by refusing to obey, stealing or otherwise causing problems for the group. Being an enemy to any organisation can be very dangerous, as most will want to exact their revenge on the wrong-doer.

Rivals are typically those who oppose the cult or gang, with conflicts over beliefs and territory being the most common cause for rivalry.

ASSOCIATIONS

In contrast to enemies and rivals, some groups, especially underworld organisations, will have associates that provide a benefit to the group. This can be anything from contacts, merchants, individuals of influence and power or law enforcers who can be bribed.

HISTORY

Referee's can add as much or as little detail here as required but it is recommended to describe of how and why the group was established. Further information can include details of previous leaders, how rivalries began and associations were formed and anything else that supports the information already set out above.

PLOT HOOKS

Finally, any plot hooks can be detailed here. Include circumstances in which the players might encounter the group and ways they might become involved, either as friend or foe.

APPALA SLAVERS

Slavery is OUR business.

PURPOSE

This gang are slavers pure and simple. They like violence and money, and slaving fulfils both of those needs. They primarily hunt muties due to the large number of them found near the mountains but the Appala Slavers will happily sell aliens too if there are any to be found and

the occasional human has been known to find themselves clapped in irons too.

ORGANISATION

The Appala Slavers usually operate in several bands to cover a greater area but they will work as a single unit when the situation requires. Each band comprises of roughly five people driving a variety of old cars and motorbikes.

CHASE

The Appala Slavers are led by an individual known as Chase. He is charismatic, intelligent and an expert knife fighter – abilities that make him a worthy leader.

Str 8 (+0), Dex 10 (+1), End 8 (+0), Int 9 (+1), Edu 6 (+0), Soc 9 (+1)

Skills: Athletics (strength) 1, Drive (wheeled) 1, Gun Combat (slug pistol) 1, Leadership 1, Melee (blade) 3, Persuade 2, Recon 1, Survival 2

Traits: None

Weapons: Colt Six Shooter (3d6–3), Knife (1d6+2), Whip (1)

Armour: Flak Jacket (4)

APPALA SLAVER

The slavers typically have the following skills and equipment.

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

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

Traits: None

Weapons: Spear (1d6+3) or Bolt Action Rifle (3d6–1), Dragger Net or Whip (1)

Armour: Leather Vest (2)

TERRITORY

The Appala Slavers operate throughout the region dominated by the Appalachian Mountains, from where they get their name. With so many muties coming and going to Mega-City One, the Slavers have their pick of the crop. The gang is nomadic and does not have a base of operations – they sleep rough in the mountains, making use of the natural shelter found there.



MEMBERSHIP

The Appala Slavers are a human only gang. Anyone who can handle themselves in a fight and enjoys hunting muties is a prime candidate for joining the gang. There is no initiation but new members are monitored during their first few hunts – if they show any cowardice or empathy toward their prey, or if they lack the skills then the unfortunate victims become slaves themselves and are sold off at the nearest slave market.

The benefits of membership are the enjoyment hunting muties and the profit made from the looting and subsequent sales. Each band sells the slaves they capture and the profits are split evenly between those members. Looting is on a first come first serve basis, so whoever makes the capture typically gets the looting rights and will usually take all but the clothes from the helpless victim's back (and those are sometimes taken too).

Fights occasionally start between members if there is a particularly good piece of loot. Such fights are unarmed and usually continue until one person yields and the conflict will usually be forgotten after a few alcoholic beverages.

ENEMIES AND RIVALS

Any other slaver gang operating in or near the Appala Slavers' territory are considered rivals. Their territory is generally considered to be the mountain range and surround area but there are no definable borders. They Appala Slavers have no enemies as such, other than a few muties that have escaped the slavers' grasp and seek to one day get revenge.

ASSOCIATIONS

The Appala Slavers do the majority of their business at the Neutron Flats slave market. They are always welcome there and have numerous contacts, including the auctioneer and slave master.

HISTORY

Since the Atomic Wars there has always been a lot of mutie activity in Appalachian region due to its proximity to Mega-City One – many mutants coming to the city for a better way of life but are turned away or forced to leave after becoming involved in criminal activities.

The Appala Slavers were one of the many gangs to take advantage of this opportunity. Conflicts between rival gangs were common but the Appala Slavers soon proved their superiority and dominance over the region, killing or driving away many of their competitors.

PLOT HOOKS

The Appala Slavers can be encountered anywhere in the region of the Appalachian Mountains, especially at any settlements that trade in slaves such as Neutron Flats.

Enslavement: The slavers have captured an individual of importance, someone that the players have been tracking or even one or more of the players themselves (or a Non-Player Character party member). Such individuals will fetch a good price and will most likely be a prize purchase. Regardless of who has been captured, the players must attempt to free the prisoners or they could attempt to buy them at the slave auction.

A failure to free the slaves can lead onto further scenarios where the players must find out who the slaves were sold to and then attempt to track them down.

Freedom: A simpler scenario is that the players simply want to put an end to the gang's activities and free anyone who is currently held prisoner.

CARNIVAL OF FREAKS

All the best freaks are here.

PURPOSE

The Carnival of Freaks provides entertainment to the towns and settlements that it visits. Upon arriving at a new venue, the carnival will explain that their goal is 'simply to entertain and enrich people's lives in return for payment, food and shelter'.

For the most part this statement is true. However if the opportunity arises, especially in busy towns, the carnies will not think twice about cheating, swindling and stealing money from folk. When times are hard, the carnival will do a one night special called a 'fireball show', where they aim to make as much money as possible by any means available to them – potential victims are marked to have their money or personal effects stolen. However, with so many people being swindled and pick pocketed, the carnival has to make a swift exit before the mob realises what has happened and come after the carnies.

ORGANISATION

There is very little in the way of organisation amongst this motley crew of freaks and rabble. The carnival is run by an individual known simply as 'the boss' and the rest of the troupe consists of the various acts (mainly muties), compères, stall holders and roustabouts.

The main attractions of the carnival are the freaks and mutant animals (Referees can use any from the Encounters and Hazards chapter) but there are also a number of side shows typical of old 20th Century carnivals including a small Ferris wheel, a fighting ring (defeat Duplex to win) and other games that are played for prizes (many of them fixed, of course, so winning anything of consequence is virtually impossible).

THE BOSS

The boss is an intelligent individual (a result of his large brain and head) with one leg. He runs the carnival, decides where they go, which acts perform, and who may join his troupe.

He pays his people well but once he has a successful act he is unwilling to let them go and he has a unique way of maintaining control over his employees.

Control Cane: The Boss' cane is no ordinary walking stick. With this item he is able to control the will of others with a single word. When using the control cane, the wielder gains a +4 DM to any Persuade check based on a single 'power word' appropriate to the desired outcome. Some examples include 'stay', 'stop', 'buy' and so on but to avoid arousing suspicion the power word can be included in normal conversation, requiring just a little emphasis on the power word whilst gripping the cane with both hands. The owner of the cane rolls 1d3 each day to determine how many times this ability can be used.

Although the control cane is limited by the word that is used, a carefully chosen power word can still give great control to the wielder. Fortunately the Boss is not a complete megalomaniac, he simply wishes to have a great show, entertain people and make a good profit in the process.

Whenever one of the carnies thinks about leaving or opposes the Boss, he is able to convince them otherwise and those that fall to his will have no idea that his power of persuasion comes from the cane. Careful study will reveal that whenever the Boss uses his wiles to convince someone, he grips the cane with both hands and emphasises certain words. The Boss also uses his cane to con people but he does this sparingly to avoid drawing attention to himself.

A few people have attempted to leave the carnival without informing the Boss but he has always been able to track down any deserters by using the abilities of the other carnies. The Boss then simply uses his cane to persuade them to come back to the Carnival, which of course they do.

Str 7 (+0), Dex 6 (+0), End 7 (+0), Int 12 (+1), Edu 7 (+0), Soc 6 (+0)

Skills: Athletics (co-ordination) 3, Broker 1, Deception 2, Diplomacy 1, Gamble 2, Melee (bludgeon) 1, Persuade 1


Traits: Large Forehead, One Leg

Weapons: Control Cane (2d6)

Armour: None

FREAKS + PERFORMERS

As one would expect, the Carnival of Freaks has a variety of acts. These are mainly muties displaying their freakish looks and exhibiting their abilities, from dwarves to giants



and animal trainers to mind readers, the carnival has them all. The main personalities are listed here and Referees can create additional characters as needed.

DUPLEX 'SWORD SWALLOWER + FIGHTER'

Double the heads. Double the Swords. Double the danger.

Str 8 (+0), Dex 12 (+3), End 9 (+1), Int 6 (+0), Edu 5 (-1), Soc 6 (+0)

Skills: Athletics (co-ordination) 1, Gambler 1, Melee (blade) 3

Traits: Second Head

Weapons: Two Long Swords (3d6)

Armour: None

THE CYCLOPS 'MIND READER'

Her mind's eye can see into your very soul and then she paints your dreams.

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

Skills: Art (painting) 2, Carouse 1, Deception 1, Persuade 2, Social Science (psychology) 1

Traits: One Eye (forehead)

Talents: Telepathy 3

Weapons: None

Armour: None

WILD THING 'BEAST MASTER'

Savage of the wastelands. Master of beasts.

Str 9 (+1), Dex 10 (+2), End 8 (+0), Int 6 (+0), Edu 3 (-1), Soc 4 (-1)

Skills: Animals (training) 3, Athletics (co-ordination) 2, Gambler 2, Stealth 1, Survival 2

Traits: None

Weapons: Whip (1)

Armour: None

ROUSTABOUTS

Roustabouts or 'rousties' are the labourers who carry out most of the behind the scenes work, putting up tents, assembling machinery and the like. Most of the rousties are human and also serve as pick pockets and scammers when needed (targeting marked individuals only) or as guards to protect the carnies from slavers, mutie hunters and the like.

Str 8 (+0), Dex 7 (+0), End 9 (+1), Int 7 (+0), Edu 4 (-1), Soc 6 (+0)

Skills: Athletics (strength) 1, Deception 2, Gambler 1, Mechanic 2, Melee (bludgeon) 1, Stealth 1

Traits: None

Weapons: Club (2d6), Antique Revolver (3d6-3)

Armour: None

TERRITORY

This is a travelling carnival, moving from place to place and staying only for a few nights before moving on (usually after they have pulled a scam). The Carnival of Freaks travels all over the Cursed Earth and stops at any settlement if the Boss thinks there is money to be made there.

MEMBERSHIP

Anyone who is willing to work hard in any of the available roles is likely to be considered for employment with most usually starting out as rousties. Freaks will of course be given centre stage once they have an act to perform. New recruits receive a mixed welcome from the various personalities but once they have proven themselves to be a hard worker or good performer they are considered 'one of the family'.

The benefits of the carnival are few but the life can be a good one for those that like to travel in the company of such strangeness. Carnival employees are paid according to their role and duties but the pay is neither consistent nor regular. However, the Boss always makes sure that his people are fed and will do *anything* to protect and keep them safe.

ENEMIES AND RIVALS

The Carnival of Freaks has made a few enemies on its travels including towns and individuals that the carnies have conned or robbed. Fortunately for the carnies, they have long since moved on from those places.

HISTORY

The carnival used to be a small group of people barely making enough money to survive until the Boss (who at that

time went by the name of Stretch Face) happened upon the control cane by winning it from an alien. Using the control cane, the Boss took it upon himself to take charge of the operation and recruit more profitable acts. Since then the carnival has grown in size, popularity and profit.

PLOT HOOKS

The Carnival of Freaks can be encountered anywhere in the Cursed Earth, either on the road or in a town where the troupe is currently performing.

Angry Mob: A group of individuals from a previous town might turn up seeking revenge and their stolen money back, or one of the carnies gets caught running a con. Either way there will be a mob of angry people bent on violence or if cooler heads prevail the masses will seek the players help and demand justice is served.

Control Freak: If the players investigate this curious group of freaks the Judges might discover the unusual hold that the Boss has over his people or one of the carnies approaches the players seeking their help. The carnies do not know the Boss' secret of course so the players must discover the truth for themselves.

Fireball: If the carnival is running a fireball show, the players might be marked or discover what the freaks are up to. On a similar theme, the players arrive at a settlement the morning after a fireball show and the townsfolk request help from the Judges to get back what was stolen.

CHILDREN OF ESHENASHU

The Great Creator will deliver retribution to all humans.

BELIEFS

This cult worships the serpent god Eshenashu. The religion draws on the creation myths of many worlds and cultures where a serpent deity formed the world or gave birth to the people that inhabit it. Eshenashu is seen as the god form behind all these myths and as such, the faith attracts many alien species.

Eshenashu is the Great Creator, with the power to give life and also to take it away. It is this latter quality that this cult has chosen to focus their attention on. Angered by the death and suffering of so many at the hands of humanity, Eshenashu calls upon his 'children' to bring justice and retribution against those responsible (the humans).

PURPOSE

The goals of this cult is to spread the word of Eshenashu and gather all aliens who have suffered at the hands of humanity, both on Earth and throughout the galaxy. Together the Children of Eshenashu, blessed by the Great Creator, can fight the oppression of their kind.

ORGANISATION

There are currently over 40 members in the Children of Eshenashu and it has the following organisation:

- **Archpriest:** The cult leader. Duties include giving daily sermons, appointing positions and planning cult activities and strategies.
- **Priest:** The chosen few of great strength and wisdom. They serve in an advisory capacity to the archpriest and oversee the training and welfare of the acolytes.
- **Disciple:** The trusted and devout believers. Disciples are trained warriors and form the main fighting force of the cult. Their main duties are to protect and train their fellow Children, as well as participating in the frequent patrols that go out hunting for human sinners.
- **Acolyte:** All remaining members have the title of acolyte. Their duties are to recruit more children to the cause, attend daily sermons and training sessions (if not recruiting) and perform the mundane tasks of the community.

ARCHPRIEST ASHU

Archpriest Ashu is from a race of snake-like people and he believes himself to be the son of Eshenashu. He is both the founder and leader of the cult, and has ultimate authority over all members. Ashu wears an ornate red robe decorated with gold embroidery.

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

Skills: Diplomacy 3, Leadership 2, Melee 0, Persuade 2, Survival 2

Traits: Delusion (messiah)

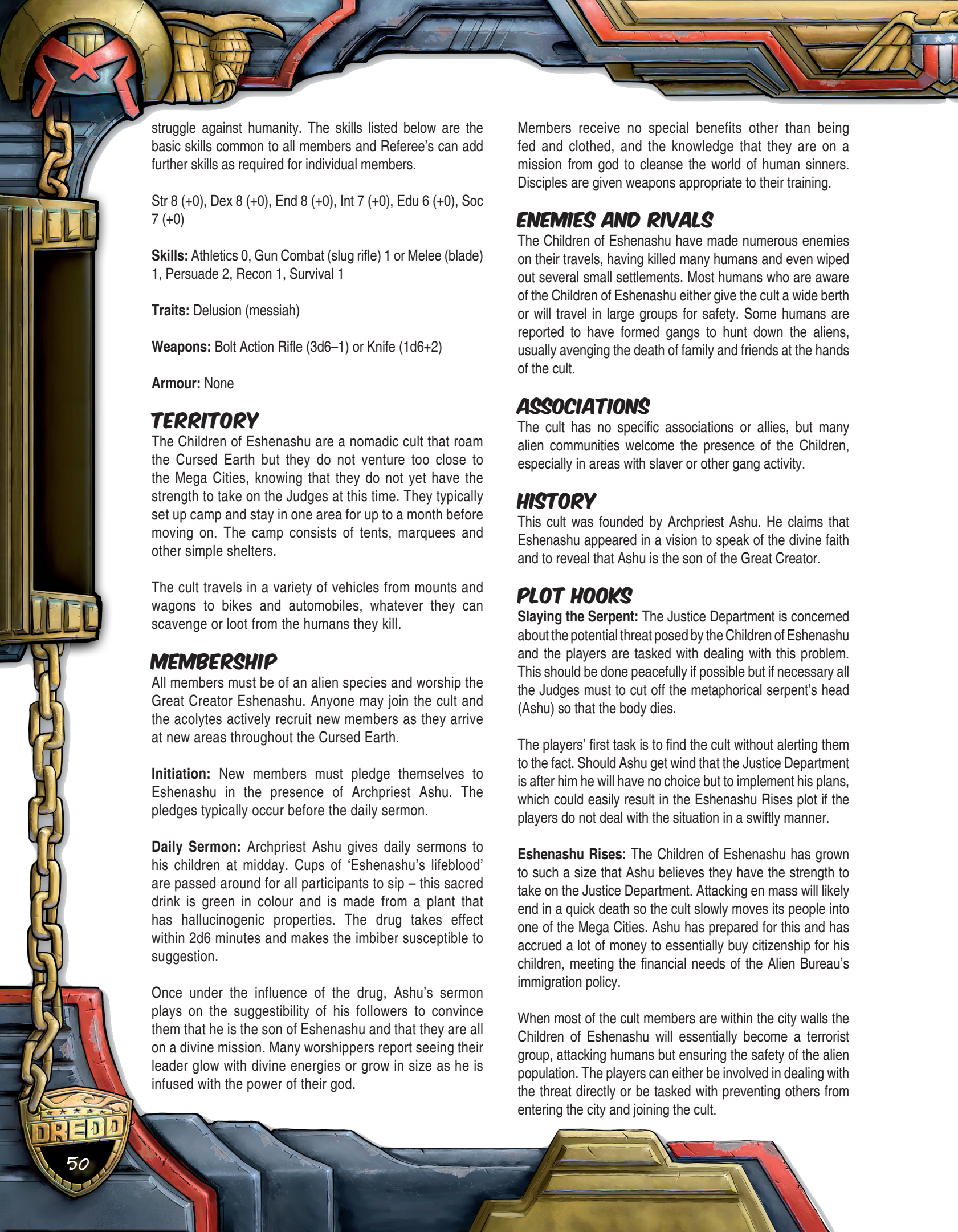
Talents: Clairvoyance 2

Weapons: Knife (1d6+2)

Armour: None

CHILDREN OF ESHENASHU

The Children of Eshenashu vary greatly in their skills and abilities, but all are taught how to fight in the continual



struggle against humanity. The skills listed below are the basic skills common to all members and Referee's can add further skills as required for individual members.

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

Skills: Athletics 0, Gun Combat (slug rifle) 1 or Melee (blade) 1, Persuade 2, Recon 1, Survival 1

Traits: Delusion (messiah)

Weapons: Bolt Action Rifle (3d6-1) or Knife (1d6+2)

Armour: None

TERRITORY

The Children of Eshenashu are a nomadic cult that roam the Cursed Earth but they do not venture too close to the Mega Cities, knowing that they do not yet have the strength to take on the Judges at this time. They typically set up camp and stay in one area for up to a month before moving on. The camp consists of tents, marquees and other simple shelters.

The cult travels in a variety of vehicles from mounts and wagons to bikes and automobiles, whatever they can scavenge or loot from the humans they kill.

MEMBERSHIP

All members must be of an alien species and worship the Great Creator Eshenashu. Anyone may join the cult and the acolytes actively recruit new members as they arrive at new areas throughout the Cursed Earth.

Initiation: New members must pledge themselves to Eshenashu in the presence of Archpriest Ashu. The pledges typically occur before the daily sermon.

Daily Sermon: Archpriest Ashu gives daily sermons to his children at midday. Cups of 'Eshenashu's lifeblood' are passed around for all participants to sip – this sacred drink is green in colour and is made from a plant that has hallucinogenic properties. The drug takes effect within 2d6 minutes and makes the imbiber susceptible to suggestion.

Once under the influence of the drug, Ashu's sermon plays on the suggestibility of his followers to convince them that he is the son of Eshenashu and that they are all on a divine mission. Many worshippers report seeing their leader glow with divine energies or grow in size as he is infused with the power of their god.

Members receive no special benefits other than being fed and clothed, and the knowledge that they are on a mission from god to cleanse the world of human sinners. Disciples are given weapons appropriate to their training.

ENEMIES AND RIVALS

The Children of Eshenashu have made numerous enemies on their travels, having killed many humans and even wiped out several small settlements. Most humans who are aware of the Children of Eshenashu either give the cult a wide berth or will travel in large groups for safety. Some humans are reported to have formed gangs to hunt down the aliens, usually avenging the death of family and friends at the hands of the cult.

ASSOCIATIONS

The cult has no specific associations or allies, but many alien communities welcome the presence of the Children, especially in areas with slaver or other gang activity.

HISTORY

This cult was founded by Archpriest Ashu. He claims that Eshenashu appeared in a vision to speak of the divine faith and to reveal that Ashu is the son of the Great Creator.

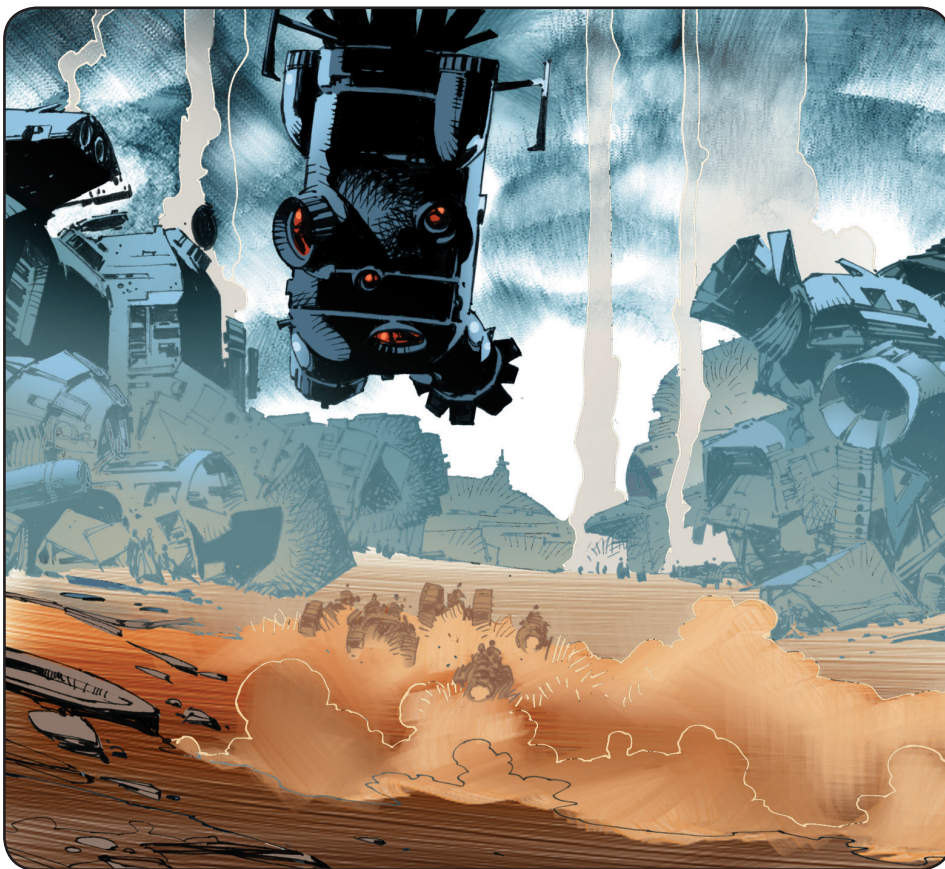
PLOT HOOKS

Slaying the Serpent: The Justice Department is concerned about the potential threat posed by the Children of Eshenashu and the players are tasked with dealing with this problem. This should be done peacefully if possible but if necessary all the Judges must cut off the metaphorical serpent's head (Ashu) so that the body dies.

The players' first task is to find the cult without alerting them to the fact. Should Ashu get wind that the Justice Department is after him he will have no choice but to implement his plans, which could easily result in the Eshenashu Rises plot if the players do not deal with the situation in a swiftly manner.

Eshenashu Rises: The Children of Eshenashu has grown to such a size that Ashu believes they have the strength to take on the Justice Department. Attacking en mass will likely end in a quick death so the cult slowly moves its people into one of the Mega Cities. Ashu has prepared for this and has accrued a lot of money to essentially buy citizenship for his children, meeting the financial needs of the Alien Bureau's immigration policy.

When most of the cult members are within the city walls the Children of Eshenashu will essentially become a terrorist group, attacking humans but ensuring the safety of the alien population. The players can either be involved in dealing with the threat directly or be tasked with preventing others from entering the city and joining the cult.



CULT OF RADI

Psions are the future. Radi will lead us to our destiny.

BELIEFS

Followers of Radi believe psions to be the next step in mankind's evolution, and that the Atomic Wars were the catalyst for so many people to be reborn as psions, to eventually take their place as the dominant species. The cult also knows that many psykers exist within the Mega Cities, held back and restricted by the laws of the Justice Department.

PURPOSE

Members of the Cult of Radi seeks to find others of their kind, anyone who shows signs of psionic ability are recruited into the fold. Radi and her worshippers have sworn to protect each other against those who would do them harm and to one day enter the Mega Cities and free the psykers from the oppression of the Judges.

Until that day they spend their time training to realise the full potential of their talents and to strike down any Judges that cross their path.

ORGANISATION

The cult is currently divided into five clans, each having between 5 to 15 members. As each clan gains new members, it splits into two new clans with no more than 15 members in each one. When this happens the current clan leader designates which members will form the new clan and who will lead them.

Each clan within the Cult of Radi establishes itself in a town or settlement (or nearby if they are not made welcome). When

new clans are formed they find a new home elsewhere to recruit new members, spreading the faith across the Cursed Earth. The clans function with a degree of secrecy as they do not want to advertise their presence and attract those that would do them harm, so they operate from the shadows, using subtlety and deception to avoid drawing attention to themselves.

All clan leaders are free to govern their members as they see fit as long as Radi's principles are upheld. This has resulted in some diversity within the cult but all leaders must bow to the wisdom and authority of Radi when she visits.

RADI

Radi believes herself to be a living god, born from fire during the Atomic Wars. It did not take her long to establish her cult and gain the belief of her followers. Radi leads a small clan of five people (including herself) and travels the Cursed Earth visiting her other followers to ensure they remain faithful to her and the principles of the cult.

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

CULTS, GANGS AND OTHER GROUPS





Skills: Diplomacy 2, Persuade 3, Survival 2

Traits: Delusion (living god), Mind Fortress

Talents: Energy Kinesis 2, Psionic Attack 1

Weapons: None

Armour: None

RADI FOLLOWERS

All of Radi's followers are all psions – some are natural psykers with only Basic Talents (those found in the *Traveller Core Rulebook*) and others gained their abilities through mutations and have one or two Advanced Talents (those detailed in *Judge Dredd*). Skill sets also vary amongst the followers. Weapons are not allowed – they are for the weak – psions carry their weapons in their head and are trained to use them offensively where possible.

TERRITORY

The Cult of Radi covers a large area of the Cursed Earth with one clan just south of Appalachian Mountains, one near Texas City, one in the Grand Canyon and one in a small town called Divinity in the state of Missouri. Radi's clan travels from place to place as detailed previously.

MEMBERSHIP

The only requirement for the Cult of Radi is psionic talent. Members gain mutual protection and training in their psionic talents. Other than this the only other duties they have is to take down any Judges assuming the clan is capable of doing so without casualties.

Every year Radi holds an annual gathering where all clans meet up. The venue changes each year so all but one of the clans must leave their homes to begin the pilgrimage. The hosting clan spends this time preparing for the feasts and festivities.

These gatherings allow all members of the cult to meet one another, train, worship Radi together and exchange information. The gathering lasts for one week, after which some of the clans return to their home and some use the opportunity to find a new settlement where they can spread the word of Radi.

PLOT HOOKS

The Cult of Radi are unlikely to be encountered by chance due to the secretive nature of the cult but related investigations might lead a group of Judges to this group. Any party dealing with the Cult of Radi should have at least one Psi Judge but

ideally more should be present if the players are to have a good chance of success. If there are too few Psi Judges in the party, some non-player characters can join the group to aid the players.

Acolytes: Some people are easily seduced by this religion and once initiated into the cult they soon become true believers. Any psyker that the players are seeking could easily get sucked into joining this cult. Tracking down this individual and the clan will not be easy - cult members will either attack Judges on sight or avoid them if the psions do not have a reasonable chance of defeating their enemy.

Psions: Radi has enough followers to move on to the next stage of her plan. Each clan must find their own way into a Mega City and once there are enough members inside they can begin their attacks on the Justice Department and its Judges. The players are given the task of tracking down the clans and apprehending the culprits. Alternatively, the players have discovered Radi's plans and must track down the clans and prevent them from entering the cities.

LEGION OF THE DAMNED

Attack. Attack. Unto the end. Never Stop. Never bend. Until death is the fate, of the Judges we hate. Forever and ever... and ever and ever...

PURPOSE

The Legion of the Damned is a mek-army of robots that have been programmed to fight for all eternity, to kill all Judges and take no prisoners. Although this robotic army is just obeying its programming, many of them have malfunctioned and been damaged over the years, resulting in a somewhat distorted definition of a Judge. Many of the mek-troopers perceive any human as a viable target, regardless of whether they wear a Judges badge or not.

ORGANISATION

This robot army includes the Presidential Iron Guard, First and Second Berserker Units, and the Mek-Panzers (Rossum Systems Combat Droid Mk VI as detailed on page 240 of *Judge Dredd*). The Legion of the Damned is led by the mek-panzer commander, General Blood 'N' Nuts.

MEK-TROOPER

Mek-troopers make up the rank and file of the Legion of the Damned. Like the mek-panzers, they are designed to look like old American GI soldiers but mek-troopers are not over-sized.

Medium War Droid

Size: M; Config: Humanoid

Str: 8 (+0), Dex: 10 (+1), End: 8 (+0), Will: 12 (+2 but the flawed programming is considered a +8 Lawbreaker module)

Weapons: Any assigned

Armour: 5

Programming: Drive 0, Gun Combat (any rifle) 2, Melee 0

Modifications: None

Personality Traits: Obedient, Militaristic, Warlike

ROBOTIC SIEGE TANK

These tracked vehicles are fitted with Anti-Personnel Grabbers (APGs). The APGs comprise of a large spiked clamp on a robotic arm that can smash through ranks of enemy soldiers and kill them in its claw. There is space on the tank to carry six mek-troopers.

Large War Droid

Size: L; Config: Tracked

Str: 12 (+2), Dex: 8 (+0), End: 12 (+2), Will: 12 (+2 but the flawed programming is considered a +8 Lawbreaker module)

Weapons: Claw – standard attack deals 6d6 damage or the arm can swing through 1d6 people dealing 4d6 damage each one.

Armour: 6

Programming: Drive 1, Melee (claw) 2

Modifications: None

Personality Traits: Obedient, Militaristic, Warlike

TERRITORY

The heavily armed war robots lie in wait under the desert sands in Death Valley, waiting for their next victims. Witnessing this vast army pulling themselves from the ground like zombies digging out of graves can be a fearful sight and their repetitive battle chants (see italics above) are a chilling sound to hear as they march towards their victims.

ENEMIES AND RIVALS

All Judges are enemies to the Legion of the Damned. It is their sole purpose to destroy any who enter Death Valley.

HISTORY

When the Judges deposed the last president of the United States, only his robot armies remained loyal and fought the Judges in Death Valley.

During Judge Dredd's journey across the Cursed Earth in 2100, he destroyed most of the Legion by blowing up his bike and land raider. However, some of the army survived and remain in Death Valley to continue their eternal mission to kill all humans. It is unknown if General Blood 'N' Nuts survived but if he did not, one of the surviving mek-army will undoubtedly take his place and assume command.

PLOT HOOKS

Only aliens can cross Death Valley and be assured their safety, for anyone else it is a risk to even set foot in the accursed place.

Death Valley: The aptly named valley spans a great area and the players must cross it if they are to arrive at their destination on time - the risks are great but time is of the essence so they have no choice in the matter. There are two approaches to making the crossing, speed or stealth but eventually the Legion will spot the intruders and the players must fight for their very lives.

MUTIE HUNTERS

Death to the muties, abominations of the Cursed Earth.

PURPOSE

The goal of the Mutie Hunters is simple – to hunt down and kill all mutants. Although they are not a religious group, the Hunters' hatred of mutants is fanatical. They view muties as a scourge that must be eradicated from the lands.

ORGANISATION

Fortunately for the mutants, the Mutie Hunters are not a huge gang but they are dedicated to their cause. They often attack large groups of muties and although these engagements have been successful thus far (in that the mutants were killed) the Mutie Hunters have taken heavy casualties. After such losses the leader will seek new members before beginning a new hunt, so at any one time there are 2d6+6 gang members.

MUTIE HUNTER

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

Skills: Animals (riding) 1, Athletics (co-ordination) 1, Gambler 1, Gun Combat (slug pistol or slug rifle) 2, Melee (unarmed) 1, Recon 1

Traits: None

Weapons: Colt Six Shooter (3d6–3) or Double Barrelled Shotgun (4d6)

Armour: Leather Coat (3)



TERRITORY

The gang ride their horses across the Cursed Earth hunting down muties wherever they can find them. Leather clad, sporting six shooters and shotguns, they are the desperados of the wastelands.

MEMBERSHIP

Anyone who can ride a horse and shoot muties can join the Mutie Hunters. All loot from their prey is divided equally between the gang.

ENEMIES AND RIVALS

The Mutie Hunters have made numerous enemies from entire mutie towns to the friends and family of those killed by the gang. However, with a reputation of being so ruthless and deadly, few people have stood against the Mutie Hunters or set out for revenge.

HISTORY

The history of the Mutie Hunters is unknown and its members have no use for such trivialities. All they know is that there have been numerous leaders of the gang – as one falls, another takes his place and the group continues on its quest. In fact none of the original members of the gang have survived but the gang continues the task started by these forgotten founders.

PLOT HOOKS

The Mutie Hunters make no secret of their presence, in fact they go out of their way to let people know they have arrived to clean up the area, so there is a good chance that a group of travellers will encounter them on their journeys.

Defenders: The Mutie Hunters attack a mutie settlement and the players either chance upon the attack in progress or are already in the settlement when it begins. Seeing such innocent loss of life the players will want to intervene and help defend the inhabitants from the attackers. If the players turn the tide of battle, the Hunters will flee, regroup and attempt to take out the players when the odds are against the meddling Judges.

Mutie Escort: The players have been tasked with tracking down a mutie and escorting him to a prearranged destination. The mutant could be a perp, witness or someone of wealth or importance. At some point in the journey the players will encounter the Mutie Hunters and must stand and fight, or if they are outnumbered the players might even be forced to run and they will be pursued by the gang.

NEVADA RUNNERS

Weapons are our currency.

PURPOSE

The Nevada Runners are a mutie gang of gun runners and smugglers. They primarily smuggle weapons in and out of the Mega Cities but they will smuggle just about anything if they can profit by it. They are extremely good at what they do and few of them have ever been caught.

ORGANISATION

Gang members operate in small groups or cells to avoid drawing any unnecessary attention to themselves. The groups sometimes change to help throw the law of their scent and they smuggle goods through a chain of custody, again making it hard to track. Any individuals that suspect they have the heat on them will stop their illegal activities and act as decoys, allowing their comrades to escape unnoticed. Each member only has a few contacts within the gang to help protect the identities of the other members.

NEVADA RUNNER

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

Skills: Animals (riding) 1 or Drive (wheeled) 1, Athletics (co-ordination) 1, Deception 2, Gambler 1, Gun Combat (any) 2, Melee (any) 1, Recon 1, Stealth 2, Survival 1

Traits: Random mutation.

Weapons: Varies, but rarely carry when in a Mega City

Armour: None

TERRITORY

The Runner's base of operations is in the Nevada desert where their main stash of loot is stored, ready to be sold to their customers. However, as the gang has grown in both size and reputation, their operation has expanded to cover much of the Cursed Earth.

MEMBERSHIP

The Nevada Runners are a secretive group and for good reason with both the Judges and rival gangs after them or their goods. People know of the group's existence and some

of its members but few know who actually runs with the organisation. Most goods are sold via fences to help protect the identities of its members.

To join the Runners, prospective members must use their skills and contacts to discover the identity of an existing member. This shows their resourcefulness and abilities in deception and subterfuge. The individual must then approach the existing member and ask to join the gang by means of subtle conversation and hidden meaning, showing their ability to keep the secret. If the existing member approves he will discreetly suggest that the prospective member smuggle a particular item and only if they are successful will they be admitted to the gang.

New members only have contact with those they already know to be in the gang. When they are trusted, they might be introduced to other members if it is required for a job. Members must also maintain their own network of contacts in order to fulfil their duties.

ENEMIES AND RIVALS

The Justice Department is aware that a large smuggling ring is operating within the Mega Cities. They have made repeated attempts to uncover the gang and their contacts but thus far they have been unsuccessful.

ASSOCIATIONS

All members have their own network of contacts in the Mega Cities and throughout the Cursed Earth.

HISTORY

The organisation is so secret that its origins are unknown but there are rumours that it was started by a renegade Wally Squad Judge who 'went native'. Other rumours say that muties started the Runners or it was established by a crime lord in Mega-City Two. Although these stories all vary, they have one thing in common, and that is the rumour that the founder still walks amongst the various cells, taking on new identities with each new contact he makes so he can monitor those who serve under him.

PLOT HOOKS

With the Nevada Runners operating throughout the Cursed Earth and in the Mega Cities, they provide a good hook to bring the players out of Mega-City One and into the Cursed Earth.

Smugglers: During a routine investigation, the players discover one of the smugglers or they track him out of Mega-City One. They can then either follow him to see where he goes or apprehend him for interrogation. Whichever method

the players choose, they will soon uncover a deeper plot that can lead onto any of the other plot hooks listed here.

Hunters: Although the Justice Department is unaware of the size and influence of the Nevada Runners, it is known that a large smuggling group is operating out of Mega-City One and into the Cursed Earth. The players apprehend one of the member's contacts but an interrogation will avail them little. It will become apparent that the players must venture out into the Cursed Earth if they are to hunt down the smugglers and apprehend them.

The players should obtain just enough clues to set them on their journey, the name of a settlement or contact somewhere in the Cursed Earth. From there they can pick up the trail, which can take them all over the wastelands.

Infiltration: An alternative to the Hunters plot hook is to have the players attempt to infiltrate the Nevada Runners and bring the organisation down from within and ensuring that all culprits are apprehended, including the mysterious leader. This type of scenario is perfect for a small group of Wally Squad Judges

SLAY RIDERS

Nobody escapes the Slay Riders.

PURPOSE

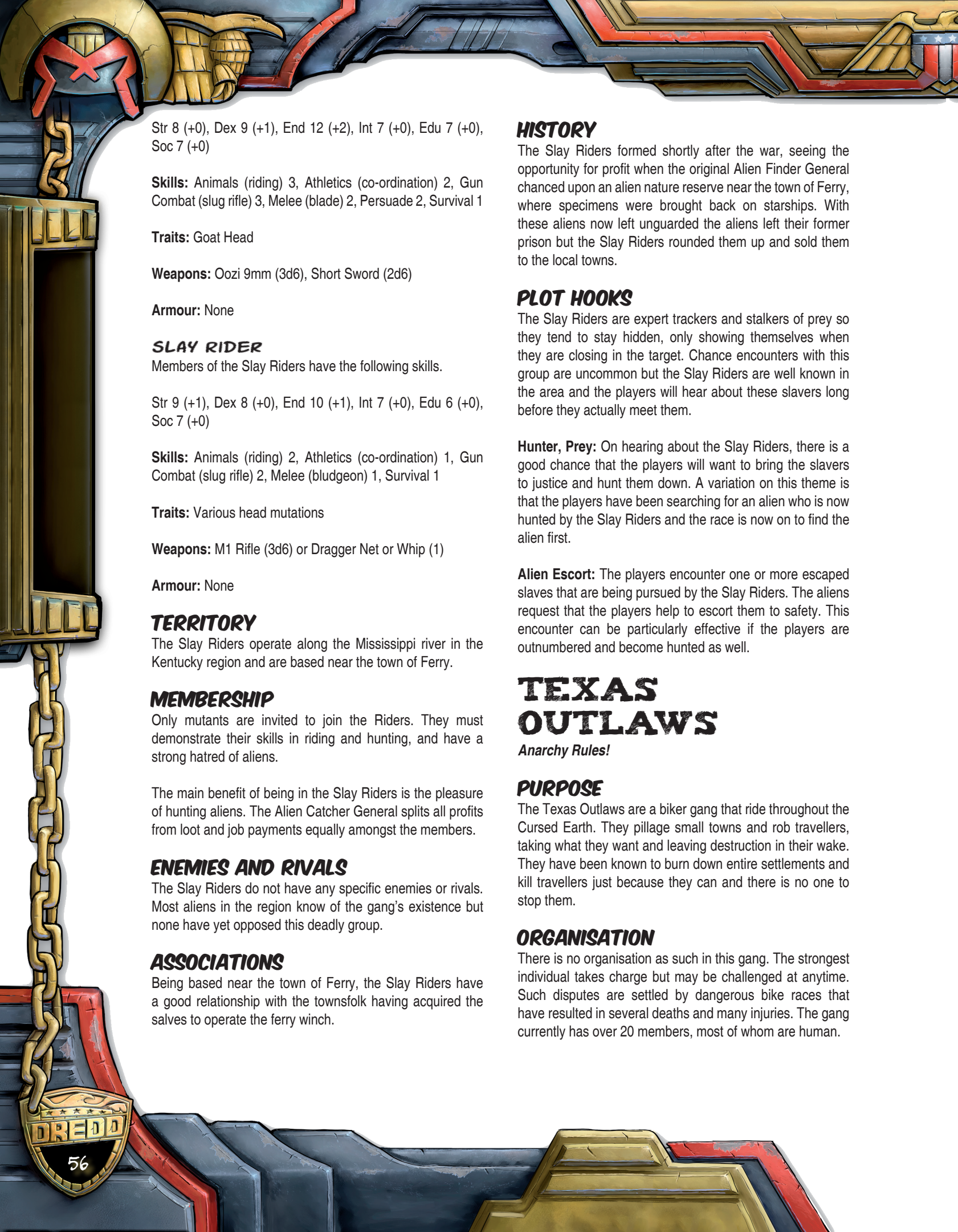
The Slay Riders are a slaver gang of muties who specialise in catching escaped slaves or 'runners'. They are well known for their hatred of aliens and expertise in hunting them. Although they are often hired to catch runners, the Slay Riders are always on the lookout for any stray aliens that can be sold for profit.

ORGANISATION

The Slay Riders is a small gang of approximately 10 members – the number varies as people leave or are killed, and new recruits sign up. The gang is led by the Alien Catcher General and all members must obey his orders without question. Using a variety of mutant riding animals the Slay Riders can easily catch their prey using dragger nets and guns strapped to their mounts (see **Equipment** chapter for details of riding animals and weapons).

ALIEN CATCHER GENERAL

The gang's leader is a goat-headed mutie with long horns. He wears a military jacket with several badges in place of medals and a long black cloak. The alien catcher general is determined in his cause to enslave all aliens and will not hesitate to kill anyone who gets in his way.



Str 8 (+0), Dex 9 (+1), End 12 (+2), Int 7 (+0), Edu 7 (+0), Soc 7 (+0)

Skills: Animals (riding) 3, Athletics (co-ordination) 2, Gun Combat (slug rifle) 3, Melee (blade) 2, Persuade 2, Survival 1

Traits: Goat Head

Weapons: Oozi 9mm (3d6), Short Sword (2d6)

Armour: None

SLAY RIDER

Members of the Slay Riders have the following skills.

Str 9 (+1), Dex 8 (+0), End 10 (+1), Int 7 (+0), Edu 6 (+0), Soc 7 (+0)

Skills: Animals (riding) 2, Athletics (co-ordination) 1, Gun Combat (slug rifle) 2, Melee (bludgeon) 1, Survival 1

Traits: Various head mutations

Weapons: M1 Rifle (3d6) or Draggar Net or Whip (1)

Armour: None

TERRITORY

The Slay Riders operate along the Mississippi river in the Kentucky region and are based near the town of Ferry.

MEMBERSHIP

Only mutants are invited to join the Riders. They must demonstrate their skills in riding and hunting, and have a strong hatred of aliens.

The main benefit of being in the Slay Riders is the pleasure of hunting aliens. The Alien Catcher General splits all profits from loot and job payments equally amongst the members.

ENEMIES AND RIVALS

The Slay Riders do not have any specific enemies or rivals. Most aliens in the region know of the gang's existence but none have yet opposed this deadly group.

ASSOCIATIONS

Being based near the town of Ferry, the Slay Riders have a good relationship with the townsfolk having acquired the salves to operate the ferry winch.

HISTORY

The Slay Riders formed shortly after the war, seeing the opportunity for profit when the original Alien Finder General chanced upon an alien nature reserve near the town of Ferry, where specimens were brought back on starships. With these aliens now left unguarded the aliens left their former prison but the Slay Riders rounded them up and sold them to the local towns.

PLOT HOOKS

The Slay Riders are expert trackers and stalkers of prey so they tend to stay hidden, only showing themselves when they are closing in the target. Chance encounters with this group are uncommon but the Slay Riders are well known in the area and the players will hear about these slavers long before they actually meet them.

Hunter, Prey: On hearing about the Slay Riders, there is a good chance that the players will want to bring the slavers to justice and hunt them down. A variation on this theme is that the players have been searching for an alien who is now hunted by the Slay Riders and the race is now on to find the alien first.

Alien Escort: The players encounter one or more escaped slaves that are being pursued by the Slay Riders. The aliens request that the players help to escort them to safety. This encounter can be particularly effective if the players are outnumbered and become hunted as well.

TEXAS OUTLAWS

Anarchy Rules!

PURPOSE

The Texas Outlaws are a biker gang that ride throughout the Cursed Earth. They pillage small towns and rob travellers, taking what they want and leaving destruction in their wake. They have been known to burn down entire settlements and kill travellers just because they can and there is no one to stop them.

ORGANISATION

There is no organisation as such in this gang. The strongest individual takes charge but may be challenged at anytime. Such disputes are settled by dangerous bike races that have resulted in several deaths and many injuries. The gang currently has over 20 members, most of whom are human.



TEXAS OUTLAW

Str 8 (+0), Dex 9 (+1), End 10 (+1), Int 6 (+0), Edu 6 (+0), Soc 7 (+0)

Skills: Drive (wheeled) 3, Gun Combat (slug pistol) 2, Melee (bludgeon or unarmed) 1, Recon 1, Survival 1

Traits: None

Weapons: Colt Six Shooter (3d6-3) or Club (2d6) or Knuckles (1d6+1)

Armour: Leather Coat (3)

TERRITORY

The Texas Outlaws operate in the Texas region, attacking just about anyone or anything if they think their victims have something worth taking. On occasion the gang will even venture close to Texas City to antagonise the Judges there.

MEMBERSHIP

Membership is simple. All members must have their own bike and be able to ride it competently. How they acquire the bike is of little interest. New members must undergo an initiation by racing a dangerous route, often on mountain roads or near cliffs and canyons. As long as they keep up with their opponent and do not crash they will be accepted into the gang.

ENEMIES AND RIVALS

The Judges of Texas City are probably the Outlaws' biggest enemy having failed to apprehend these perps on numerous occasions they are determined to put a stop to the gang's activities. Other enemies usually take the form of the surviving townsfolk from the gangs many raids.

HISTORY

The Texas Outlaws originate from Texas City, where the founding members were wanted for a number of crimes. They eluded the Texas Judges and escaped into the Cursed Earth on their bikes. Their activities soon became well known, attracting more like-minded people.

PLOT HOOKS

Like many such gangs, the Outlaws' reputation precedes them and anyone travelling near Texas will soon hear about these bandits.

Pillagers: The players arrive at a town that is currently under attack from the Texas Outlaws. Buildings are being burnt and the residents are being tortured and murdered indiscriminately. No Judge will be able to stand idly by why such crimes are being committed and the players will soon find themselves in the midst of a deadly battle.

A variation on this idea (and one more suited to a smaller party) is that the players arrive at the settlement first and hear word that the Outlaws are close by. The players must prepare the town and its inhabitants for the Outlaws' arrival by erecting barricades and arming the townsfolk.

Path of Destruction: The players come across a group of travellers that have been robbed of their possessions and slain. Wagons are upturned and pools of blood are drying in the midday sun. Unable to help these poor souls the players continue their journey and arrive at a settlement that has suffered a similar fate – bodies litter the ground and buildings have been burnt down. A few survivors will name the culprits and the direction they rode out.

The players must now follow this path of destruction to stop the Texas Outlaws in their tracks but the longer the players delay, the more innocent lives will be lost.

VINDICATORS

The hunters shall become the hunted.

PURPOSE

This gang of muties formed specifically to counter the growing threat of slavers in the area. They seek out slaver gangs and anyone known to be involved in the slave trade and put a swift end to their lives. Just as important as killing the slavers is freeing any prisoners being held by the gangs and the Vindicators have saved the lives of many slaves.

ORGANISATION

The Vindicators comprise of five bands each with between five and seven members. Each has a leader chosen by a simple vote so each band is usually led by the best qualified individual. The gang travel on scavenged cars and reconditioned motorbikes that have been adapted for the rough terrain. Most of the muties are hybrids and have share a similar skill set that is geared towards fighting.

VINDICATOR

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

Skills: Drive (wheeled) 2, Gun Combat (slug pistol) 2 or Melee (blade) 2, Recon 1, Stealth 1, Survival 2

Traits: Various hybrid mutations including Alligator Head, Monkey Tail and Bear Body

Weapons: Colt Six Shooter (3d6–3) or Short Sword (2d6)

Armour: Leather Vest (2)

TERRITORY

The Vindicators patrol Mutaria in their archaic automobiles for any slaver gangs that might enter the mutant region. Each band operates near their home settlement patrolling the roads and trading routes where slavers are most likely to strike.

MEMBERSHIP

Any mutie living in Mutaria may join the Vindicators. Potential members must demonstrate they have sufficient combat prowess or other skills that can aid the group in hunting slaver gangs. Psions can be particularly useful and every band seeks to recruit at least one member with psionic ability.

ENEMIES AND RIVALS

All slavers are enemies of the Vindicators, as is anyone known to be involved in the slave trade in any way.

ASSOCIATIONS

The Vindicators are well known throughout Mutaria. They are welcomed at all settlements and considered heroes by many of the inhabitants.

HISTORY

The Vindicators formed shortly after Mutaria became a popular destination for slavers. With so many of the settlements and mutie traders being the victims of attacks and losing people to the slavers, a few fighters took a stand and established the first Vindicator band. As their reputation spread more people joined the gang and further bands were formed.

PLOT HOOKS

The Vindicators are one of the few gangs that the players will not want to harm, for this group of valiant mutants are not too dissimilar to the Judges, protecting the innocent and bringing the guilty to justice, although Cursed Earth justice is a little more severe than in the Mega Cities.

Alliance: The players have been tracking a group of slavers but have thus far been unsuccessful in their hunt. The players encounter the Vindicators who will be initially be wary of the norms who have entered onto mutant territory. However, once the players explain they are hunting a slaver gang the Vindicators will allow the Judges safe passage through Mutaria and might even offer to help them.

An alternate plot hook is that the players seek passage through Mutaria but since norms are rarely welcome in this region, the players must forge an alliance with the Vindicators. The muties will agree to let the places cross Mutaria in return for hunting down a slaver gang that is currently operating in the area. This allows the Vindicators to escort the Judges across the region, whilst benefitting from the additional firepower provided by the players.

ENCOUNTERS AND HAZARDS

CREATING SETTLEMENTS

No matter where anyone goes in the Cursed Earth, they will encounter settlements, from established towns to small camps where travellers and gangs bed down for the night. The Cursed Earth covers a large area and the potential for strange places are many and varied.

Those settlements listed elsewhere in this book provide a foundation for exploring the wastelands but they are by no means an exhaustive list. Referees might require their own specific towns to suit the needs of their campaign or they might just want to develop new and interesting places for their players to visit.

New towns and settlements can take aspects from those detailed in previous chapters or they can be created from scratch. Referees can use the following guidelines by rolling on the tables for a random creation or by selecting the requirements as necessary to fulfil specific needs.

SIZE AND POPULATION

The first step is to determine how big the settlement is.

1d6	Settlement Size
1	Tiny
2	Small
3	Average
4	Average
5	Large
6	Huge

Next, roll 1d6 and add the result from the previous roll to determine the settlement's population. Settlements without a population have been abandoned, destroyed, or its inhabitants killed or taken as slaves – such places are common in the Cursed Earth but that result can be re-rolled if a populated settlement is required.

1d6 + Size	Population	Inhabitant Rolls
2	1	1
3	2–9	1
4	10–19	1
5	20–49	2
6	50–99	2
7	0	0
8	100–199	3
9	200–499	3
10	500–999	3
11	1,000–9,999	4
12	10,000+	4

To determine the type of people that live in the settlement roll a number of times on the following table as indicated by the population result – more rolls will increase the chances of having mixed species.

1d6	Inhabitant Type
1	Aliens
2–3	Humans
4–6	Muties

Finally for this stage, roll 1d6 and add the number of inhabitant types. Consult the following table to see how the people and cultures interact.

1d6 + Inhabitants	Cultural Interaction
2–4	Peaceful coexistence or community spirit.
5	Minor disagreements and rivalries.
6	Cultural or racial segregation.
7	Cultural or racial tensions with occasional violence.
8	Racial hostilities and frequent violence.
9	Racial enslavement.

CONSTRUCTION

Once the size and population have been chosen, the type of buildings and construction must be ascertained. The first step here is to determine the materials used in the construction. The location might influence the construction, in which case the appropriate material should be chosen. Likewise, if the population have established a new settlement or inhabited an existing one, this will also limit the available choices and one should be selected as appropriate.

2d6	Construction Material	Details
2-4	Mixture – roll twice	–
5	Tents	A camp with simple shelters made from canvas, tarpaulin or other fabrics.
6	Shanty	Crudely built shacks made from a variety of materials.
7	Wood	Wooden huts and buildings.
8	Stone	Simple buildings made from large rocks or using existing cave systems.
9	Domesteads	Modern domestead shelters).
10	Brick	Traditional 20 th Century buildings from before the wars or rebuilt afterwards.
11	Ferrocete	Modern buildings that survived the Atomic Wars.
12	Plastisteel	Very modern buildings that survived the Atomic Wars.

The building size can now be ascertained by rolling 1d6 and adding the construction result (if more than one material is used then use the lowest number). This process is then repeated to give the size range of the buildings (for multiple materials the highest number should be used this time).

1d6 + Construction	Building Size	Details
6-9	Tiny	Just large enough for one or two people such as tents and huts.
10-11	Small	A single storey building for two or three people.
12-13	Average	A modest two storey building such as a house that is big enough for a typical family or used as a place of business with living space above.
14-16	Large	Big buildings covering a large surface area and typically having at least three floors.
17+	Enormous	Huge structures such as tower blocks and shopping malls.

Next determine what defences the settlement has (if any) by rolling on the following table. Defences are typically built from the primary construction material established previously.

1d6	Defences	Details
1	None	–
2	Palisades	Simple barricade surrounding the settlement, providing minimal protection.
3	Fortifications	Strong barricade surrounding the settlement such as a high wall.
4	Towers	1d3+1 towers are placed around the settlement, built onto palisades and fortifications if applicable.
5	Mounted Weapons	The settlement has 1d3+1 mounted weapon emplacements (such as flak guns) situated on the towers or roofs as applicable.
6	Roll Twice	Repeat results can add additional defences or be re-roll as required.

If the settlement is surrounded by any type of barricade, it will have at least one gate or entrance as determined by the following table. Entrances are simply gaps in the barricade and have no gate or doorway to close the entrance. Gates are usually constructed from the same material as the surrounding wall.

1d6	Entrances & Gates
1	One entrance
2	Two entrances
3	One gate
4	Two gates
5	Three gates
6	Four gates

COMMUNITY

Now the buildings are in place it is time to think about the people that live and work in them. What are the inhabitants like, what do they do, and is there a particular trade common to the area? Roll on the following tables or select as appropriate.

d66	Primary Trade(s)
11–13	Animal Farmers
14–16	Crop Farmers
21–22	Hunters
23–24	Crafters
25–26	Traders
31–32	Miners
33–34	Blacksmiths
35–36	Fishermen
41–44	Slavers
45	Alcohol
46	Drugs
51	Weapons
52	Vehicles
53	Mounts
54	Gambling
55	Crime
56	No trade
61–66	Roll twice

LEADERSHIP AND LAW

Once the activities and traits of the community are known, the town's leadership can be determined. Depending on the results from the previous stage the leadership can be chosen as appropriate or rolled on the following table.

d66	Community Traits & Activities
11	Suspicious
12	Isolationists
13	Peaceful
14	Welcoming
15	Violent
16	Hostile
21	Blackmailing
22	Bribing
23	Stealing
24	Rackets
25	Conning
26	Murder
31	Drug Abuse
32–36	Drinking
41–42	Pit Fighting
43–44	Racing
45–46	Haggling
51–53	Gambling
54–56	Religion
61–66	Roll twice



1d6	Ruling Body	Details
1	Charismatic Dictator	Leadership is taken by the most charismatic individual who rules by force of personality with the support of most inhabitants.
2	Democracy	The leaders are voted for by the people.
3	Imposed	Leadership is forced upon the people against their will, usually by fear, force of arms or both.
4	Religious Dictator	The settlement is ruled by a religious cult or individual.
5	Anarchy	There is no leadership or law – people are free to do as they want.
6	Multiple factions – roll twice	There are multiple factions ruling different districts or they are in conflict.

Where appropriate, the law level of the settlement or individual factions is determined by rolling on the table below. The law level gives an indication as to the level of law (each law level has the same restrictions as those above it) and the leadership's power to enforce it. Enforcement personal for lower law levels are more likely to accept bribes or simply look the other way if a situation is above their pay grade.

1d6	Law Level	Details
1	None	There are no laws or restrictions.
2	Minimal	There is a small presence of law enforcement to prevent murder and similar offences but punishments are trivial.
3	Lenient	Law enforcement is more active and will intervene to prevent disorderly behaviour.
4	Strict	No firearms – visitors must turn in prohibited weapons upon arrival and have them returned when they leave. Punishments are harsh.
5	Severe	All weapons are prohibited. Slavery is outlawed and curfews might be in effect.
6	Oppressive	Common in imposed leadership and some dictatorships. The people have few liberties and punishments are severe.

FILLING IN THE DETAILS

The settlement can now be fleshed out using the previous results as the basic template. This is simply a matter of working backwards from the established details, thinking about how and why the town would be this way. Aspects of the town's history and location should become apparent, as will the architecture and street layout.

For example, if the inhabitants made their homes in the ruins of an old town, where did they come from and why did they come here? Such places are likely to have a logical street plan but shantytowns and large settlements are more likely to be disordered in their layout and architecture. However, a town with organised leadership might have some direction in the town's evolution.

As more details are added it becomes easier to expand upon them and fill in the gaps. For particularly large or complex towns, Referee's might also want to draw a map and mark on any places of note.

HAZARDS BRIDGES

The Cursed Earth has many rivers and gorges that can stop a traveller in his tracks. It can often take days or even longer to detour around these obstacles but fortunately there are numerous bridges that have survived the wars or been built near popular trade routes.

However, even these crossings are not without risk – bridges are often badly made or poorly maintained and must be crossed with care. If a bridge is in a state of disrepair, roll 2d6 for each person attempting to cross it, on a roll of 2 it will break underfoot and the character must make an Athletics (co-ordination) check to avoid slipping through the gap. Should they fail this check, the Referee may permit a last chance Athletics (co-ordination) check to grab hold of something or they will plummet into to the ground or river below.

DEATH BELT

When the Atomic Wars ended, great winds swept the lands, hurling all manner of debris high into the sky (cars, rocks and the like). This resulted in a flying garbage belt where nothing but rats could survive. These large rats were known as Devil's Lapdogs and learnt how to glide on the air currents, so when the winds swept down to Earth, the rat hordes came to devour anything they could find.

The death belt covered most of the eastern region of the Cursed Earth but was eventually destroyed by moving its central lodestone to Deadworld along with the rats.

GEYSERS

Geysers are hot springs that intermittently eject a jet of boiling water and steam into the air. They are usually found near volcanic areas such as Yellowstone Park but the radiation effects of the Atomic Wars have resulted in these hazards appearing elsewhere, especially along the banks of the Mississippi.

Geysers have a 1 in 6 chance of erupting every few minutes at the Referee's discretion. Anyone caught within two metres takes 2d6 damage and anyone standing between two and five metres suffers 1d6 damage. They are often found on areas of baked earth where they are easy to spot but some geysers are not so obvious and it is these ones that tend to claim lives.

GORGES

A gorge or canyon is a deep valley between cliffs, often carved by a river. The Cursed Earth has several large canyons (including the Grand Canyon) and many more fissures have opened up since the Atomic Wars.

Gorges present a problem for travellers forcing them to make large detours unless a bridge has been constructed across the gap. Other than making a detour, which can add days or even weeks to a journey, the only other alternative is to climb down one side and back up the other (assuming there are no vehicles of course). This can be extremely hazardous and should anyone fall it is unlikely they will survive.

HURRICANES

Gale force winds and hurricanes frequently blow across the Cursed Earth with some estimated to have reached speeds in excess of 800 kilometres per hour. These winds are a result of the Atomic Wars and experienced travellers can spot the signs with a Survival check, giving them enough time to find suitable shelter.

MISSISSIPPI RIVER

This mighty river system flows southward from Lake Itasca in Minnesota into the Gulf of Mexico and it has numerous tributaries that stretch from the Rockies to the Appalachian Mountains. The waters are constantly ablaze from the petrol, pollutants and nuclear wastes that contaminated the river even before the Atomic Wars. In Judge Dredd's words, the Mississippi is now 'a torrent of fiery death'.

Crossing the river can be deadly, very few vehicles can withstand the intense heat, flames and corrosive chemicals that pollute the river. There are several places along the river that have bridges or ferry crossings such as the town

of Ferry that charge a toll for anyone wishing to cross. Due to the fiery waters, ferries tend to be large metal platforms that are pulled from one bank to the other by heavy winches (sometimes operated by slaves).

Other dangers in this area include flying fish and the infamous Slay Riders who hunt slaves and escapees.

MUTIE GANGS

With so many slavers hunting down muties and selling them for profit, it was only natural that the mutants would start grouping together for strength and safety in numbers. Although many such mutants formed settlements there were those who believed they were more vulnerable as a static target.

Over the years numerous mutie gangs have formed. Some of these groups are little more than nomads just trying to survive but many adopted a gang mentality and actively hunt slavers. Some have taken this even further and will attack all norms.

Like any gang culture, there is a great pride in belonging to a particular group and rivalries have formed between many of the mutant gangs, where their fight over territory, resources or sometimes just for the hell of it.

SINKHOLES

Sink holes have been known to occur throughout the Cursed Earth, more consequences of the Atomic Wars. Sizes vary greatly and can be determined randomly by rolling 2d6 and multiplying the result by 10 metres. The chances of actually witnessing a sinkhole form are relatively small but in areas where they are more common, heavy movements or vibrations can easily trigger one to occur.

SLAVERS

Slavers are known throughout the Cursed Earth. Most operate as gangs but there are those who operate alone. The demand for slave labour is high and wherever there are slavers, there are always traders and slave markets nearby. Many slaver gangs deal only in mutants (and in some cases aliens) but others are not so choosy about the 'goods' they sell.

Slavers typically use whips and dragger nets to capture their prisoners and keep them in line, with guns, blades and clubs being used when more deadly force is required or their prey are similarly armed. The slave trade has brought about the manufacture and sale of related items including manacles, cages and common slaver weapons. These items are readily available in any settlement where slaves are bought and sold.

SULPHUR SAND

Pools of bubbling sulphur can be found in the desert regions of the Cursed Earth and the liquid has a tendency to seep out, resulting in a type of quicksand that is just as unpleasant and deadly as the sulphur pools themselves. Areas of sulphur sand located near populated areas will often have warning signs nearby.

Anyone caught in sulphur sand will begin to sink and be fully submerged in 2d6+3 rounds. Attempting to escape requires a Very Difficult (–4 DM) Athletics (strength) check. However, this must be done carefully as too much movement can hasten one's demise and if the check is failed the character will sink more quickly, reducing the number of rounds until they are submerged by the Effect. If the victim has something to pull himself out with then the task is only Difficult (–2 DM).

For example, Bug Eyed Bill will sink in 8 rounds and fails his Athletics (strength) check with an Effect of –3. He spent one round trying to escape minus three more rounds from the attempt, so he now only has 4 rounds left until he sinks beneath the sands.

Anyone not caught in the sulphur sand may attempt to free someone with a rope, staff or any item of sufficient reach that the victim can grab onto. The character who is aiding the victim makes a standard Athletics (strength) check to pull the victim out. If the victim also helps his Str modifier is used as a bonus to the skill check.

RANDOM ENCOUNTERS

The following table can be used for quick random encounters. Several of the entries are specific to certain regions or types of terrain, if these are not applicable simply re-roll the encounter. Results 11–36 are places and natural hazards, results 41–66 are predominantly people and creatures.

CREATURES

Like everything else in the Cursed Earth, the creatures found here range from the mundane to the truly bizarre. From genetically engineered dinosaurs to mutant beasts, anything is possible. Creature creation uses the standard rules as detailed on page 69 of the *Traveller Core Rulebook* but mutations can be applied as detailed in this book and in *Judge Dredd*. Mounts and pack animals are detailed in the next chapter.

d66	Encounter	d66	Encounter
11	Ruined town	41	Gun Runners
12	Abandoned hut	42	Smugglers
13	Farmstead	43	Merchant
14	Plantation	44	Slavers
15	Ruined fort	45	Escaped slaves
16	Small settlement	46	Mutie gang
21	Large settlement	51	Hermit
22	Town	52	Religious cult
23	River	53	Malfunctioning robot
24	Mountains	54	Trade caravan
25	Forest	55	Fugitive
26	Plains	56	Thief
31	Sinkhole	61	Injured mutie
32	Geyser	62	Local patrol or militia
33	Gorge	63	Wild animal herd
34	Sulphur sand	64	Predator
35	Bridge or crossing	65	Dinosaur
36	Caves	66	Storm

DEVIL'S LAPDOG

Eater (omnivore)

These large rats lived in the Death Belt. They were drawn to sound such as sirens and glided down on the air currents to devour anything they could find. One bite from one of these large rats can be fatal due to the variety of diseases they carry.

Str 2 (–2), Dex 5 (–1), End 3 (–1), Int 0 (–3), Ins 6 (+0), Pac 16 (+3)

Skills: Athletics 0, Melee (teeth) 1, Recon 0, Survival 0

Number Encountered: 5d6

Traits: Walker.

Weapons: Teeth (1d6 + chance of random disease)

Armour: None

FLYING FISH

Pouncer (carnivore)

These mutated fish have adapted to survive the fiery depths of the Mississippi river. They swim in shoals and leap out of the water as one, attacking anything nearby. Their wings are only able to keep them aloft for a few seconds but this is usually long enough to take a bite out of anyone standing near the river banks. Any fish that were unsuccessful will attack again until they have fed.

Str 2 (-2), Dex 6 (+0), End 2 (-2), Int 0 (-3), Ins 4 (-1), Pac 9 (+1)

Skills: Athletics (co-ordination) 3, Melee 0, Recon 0, Stealth 1, Survival 0

Number Encountered: 3d6

Traits: Swimmer, Wings

Weapons: Teeth (1d6)

Armour: None

GIANT EAGLE

Pouncer (carnivore)

Giant eagles are slightly bigger than an average human and can be found near mountains and wooded areas. They typically find somewhere high up in the trees or rocks from where they launch their attack, grabbing their victims (which can be anything from mutant hounds to humans) and taking their catch to the eagle's nest where they will feast upon their catch.

Str 9 (+1), Dex 10 (+1), End 11 (+1), Int 1 (-2), Ins 8 (+0), Pac 0 (-3)

Skills: Athletics (strength) 2, Melee (talons) 1, Recon 0, Stealth 1, Survival 0

Number Encountered: 1

Traits: Flyer, Big

Weapons: Talons (1d6+2)

Armour: None

MOUNTAIN LION

Pouncer (carnivore)

Also known as cougars or pumas, these creatures skulk in the mountain ranges found all over the Cursed Earth. Mountain lions are fast and agile, stalking their prey and attacking at the best opportunity. Mountain lions hunt alone to get food for the pack. Many travellers have fallen victim to these predators, even small groups have met their demise as they are picked off one by one.

Str 11 (+1), Dex 12 (+2), End 10 (+1), Int 1 (-2), Ins 9 (+1), Pac 3 (-1)

Skills: Athletics (co-ordination) 2, Melee (claws) 2, Recon 1, Stealth 2, Survival 2

Number Encountered: 1d6

Traits: Walker

Weapons: Claws (2d6+1)

Armour: None

MUTANT BUFFALO

Grazer (herbivore)

Herds of mutant buffalo can be found in many areas of the Cursed Earth but they typically graze on the plains. All mutant buffalo have tusks with many having one or two other random mutations. They are passive creatures but can be deadly if the herd is attacked, goring anyone they perceive as a threat.

Str 8 (+0), Dex 7 (+0), End 10 (+1), Int 0 (-3), Ins 6 (+0), Pac 12 (+2)

Skills: Athletics 0, Melee (tusks) 1, Recon 0, Survival 1

Number Encountered: 4d6

Traits: Walker, tusks, random body mutation

Weapons: Tusks (1d6)

Armour: Hide (1)



MUTANT HOUND

Chaser (carnivore)

Mutant hounds can be found throughout the Cursed Earth, many live wild in the wasteland but they are also domesticated as pets and guard dogs.

Str 8 (+0), Dex 7 (+0), End 8 (+0), Int 1 (-2), Ins 10 (+1), Pac 2 (-2)

Skills: Athletics (co-ordination) 1, Melee (teeth) 2, Recon 2, Survival 2

Number Encountered: 1d3

Traits: Walker, random head mutation

Weapons: Teeth (1d6+2)

Armour: None

STYRACOSAUR

Intermittent (herbivore)

These creatures were genetically engineered for the Dinosaur National Park and can be found throughout the Colorado region. They walk on all fours with a main horn protruding from the front of their head and spikes that form a crest further back. Styracosurs are found in large herds, which can be devastating for anything caught in the way of a stampede.

Str 18 (+4), Dex 8 (+0), End 30 (+8), Int 0 (-3), Ins 6 (+0), Pac 10 (+1)

Skills: Athletics 0, Melee (horn) 1, Recon 0, Survival 1

Number Encountered: 3d6

Traits: Walker

Weapons: Horn (2d6+1)

Armour: Scales (2)

TYRANNOSAUR

Killer (Carnivore)

Another genetically engineered creature made to inhabit the Dinosaur National Park, the tyrannosaur is an enormous

two-legged dinosaur with two small arm-like appendages and a tail. Tyrannosaurs often hunt alone but are typically part of a small pack led by the alpha male.

Str 24 (+6), Dex 9 (+1), End 25 (+6), Int 1 (-2), Ins 9 (+1), Pac 3 (-1)

Skills: Athletics 0, Melee (teeth) 2, Recon 1, Survival 1

Number Encountered: 1d6

Traits: Walker

Weapons: Teeth (3d6)

Armour: Scales (3)

PERSONALITIES

The following Non-Player Characters are predominantly travellers and wanderers who can be encountered almost anywhere in the Cursed Earth. The characters include merchants, slavers, crooks, hunters, muties and aliens, some of which provide services and others that can be used for encounters and plot hooks.

CASSANDRA

Cassandra is a mutant who claims to see the future. She truly believes in her abilities and the majority of her predictions do come true. She usually sets up a small enclosed stall in the local market or main thoroughfare, where she stands outside offering her services to passersby, tempting them with fragments of what the fates have in store. Those who are lured by charms pay a small fee to enter her booth where she reveals the customer's future to them.

However, unknown to even herself, Cassandra is a psion and has a split personality. Her dominant personality, Madeline, is aware of the seer personality and Madeline uses her talents to make sure the predictions come true. She will go to extreme lengths to make them happen, often wearing a disguise and using her Energy Kinesis when necessary to conceal her identity.

When Cassandra predicts a death, Madeline's personality will take over (usually during the night) and murder the victim in the manner foretold or will engineer a situation as required. If Cassandra predicts conflict between two parties, Madeline will subtly manipulate the situation until the conflict occurs using her own charms or by bribing others to do her dirty work.

CASSANDRA

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

Skills: Animals (riding) 1, Broker 1, Persuade 2, Survival 1

Traits: Delusion (seer), Multiple Personalities

Weapons: None.

Armour: None.

MADELINE

Str 6 (+0), Dex 8 (+0), End 7 (+0), Int 9 (+1), Edu 7 (+0), Soc 6 (+0), Psi 10 (+1)

Skills: Deception 2, Persuade 2, Stealth 2, Survival 1

Traits: Multiple Personalities

Talents: Energy Kinesis 1, Telepathy 2

Weapons: None

Armour: None

Encounters: Cassandra will set up her stall anywhere where she is welcome. On seeing a Judge walk past she will attempt to gain their custom. If the players are not interested then a Non-Player Character party member's curiosity might get the better of them. Once the future has been revealed Madeline will attempt to make good on the promise, which can be quite a shock if the individual found dead just as predicted or an important item is stolen.

The players must then investigate the situation. Cassandra will have an alibi – Madeline would have used misdirection to ensure that Cassandra will not be implicated in the crime. Alternatively, the victim of whatever misfortune Cassandra predicts is unknown to the players but the Judges are asked to investigate.

DARIUS SELMORE

Darius is a three-armed travelling merchant who wanders the Cursed Earth. He goes from place to place, buying and selling a variety of tools, weapons and equipment. He is also known to sell exotic and rare goods, wacky and weird items from faraway places rumoured to have strange powers or unusual properties.

Darius wears flamboyant clothing of bright contrasting colours – his long robes are embroidered with intricate designs, his waist coat neatly pressed with an antique watch hanging from the pocket and a purple fez balanced upon his head.

Darius is a curious and likable man but he is a compulsive liar, he just can help fabricating stories and embellishing the quality of his wares. Once he finds his mark he rarely fails to make the sale.

He travels on a lavishly decorated wagon drawn by two hybrid horses. Once he arrives at a new settlement, one side of the wagon is folded down to reveal his wares, all carefully arranged and organised. Darius will usually remain at a settlement for 1d6 days before moving on.

Many people wonder how Darius has survived his travels without ever being attacked or robbed and the reason for this is his best kept secret. Many years ago he purchased an alien cloaking device that renders his wagon invisible. Once he is out of sight he activates it for the duration of his journey until he approaches his next destination, at which point the device is deactivated and he rolls into town. However, after years of use the device is beginning to falter and every so often it cuts out for a few hours, forcing Darius to hide out of sight until it is safe for him to resume his travels.

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

Skills: Animals (riding) 1, Broker 3, Deception 3, Drive (animals) 1, Melee 0, Persuade 2, Survival 1

Traits: Compulsive Liar, Extra Arm

Weapons: None

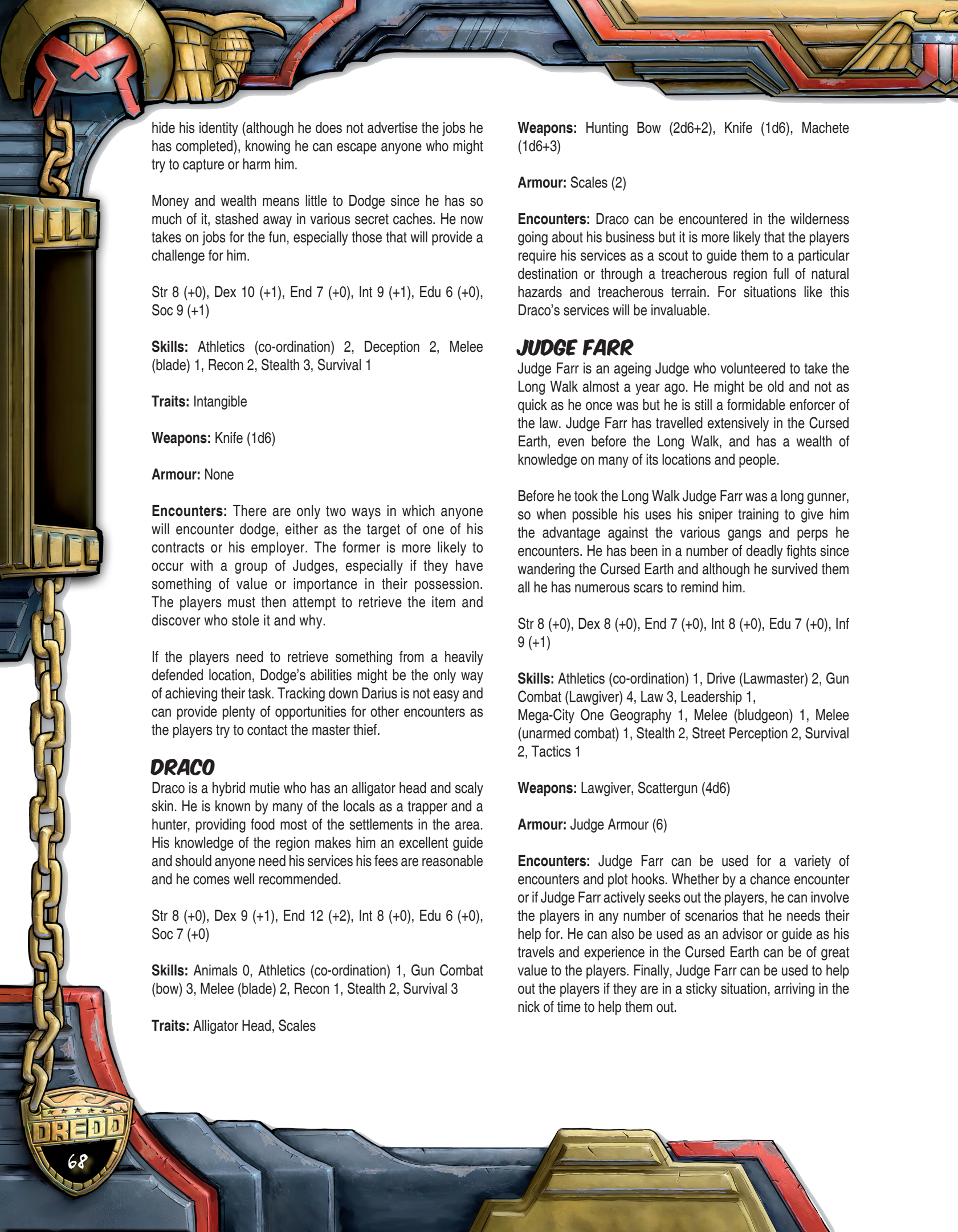
Armour: None

Encounters: Darius is a colourful and interesting merchant who can pop up all over the Cursed Earth. It can be quite entertaining to have him appear at every destination the players travel to; arriving just before or after the players arrive there but they will never see him on the road. Alternatively, his cloaking device can fail and the players see him appear or disappear in the distance, perhaps being attacked by bandits in the process and the players can come to his rescue.

For a more unusual encounter, Darius can sell the players a strange item that could bring them great fortune or bad tidings. This gives Referee's the opportunity to invent the most bizarre devices limited only by their imagination.

DODGE

Dodge is a thief of extraordinary skill and ability. His Intangible mutation not only makes him difficult to see but he is able to pass through walls, allowing him to simply take whatever he needs. His reputation precedes him in many settlements and Dodge is very proud of his notoriety. He makes no effort to



hide his identity (although he does not advertise the jobs he has completed), knowing he can escape anyone who might try to capture or harm him.

Money and wealth means little to Dodge since he has so much of it, stashed away in various secret caches. He now takes on jobs for the fun, especially those that will provide a challenge for him.

Str 8 (+0), Dex 10 (+1), End 7 (+0), Int 9 (+1), Edu 6 (+0), Soc 9 (+1)

Skills: Athletics (co-ordination) 2, Deception 2, Melee (blade) 1, Recon 2, Stealth 3, Survival 1

Traits: Intangible

Weapons: Knife (1d6)

Armour: None

Encounters: There are only two ways in which anyone will encounter Dodge, either as the target of one of his contracts or his employer. The former is more likely to occur with a group of Judges, especially if they have something of value or importance in their possession. The players must then attempt to retrieve the item and discover who stole it and why.

If the players need to retrieve something from a heavily defended location, Dodge's abilities might be the only way of achieving their task. Tracking down Darius is not easy and can provide plenty of opportunities for other encounters as the players try to contact the master thief.

DRACO

Draco is a hybrid mutie who has an alligator head and scaly skin. He is known by many of the locals as a trapper and a hunter, providing food most of the settlements in the area. His knowledge of the region makes him an excellent guide and should anyone need his services his fees are reasonable and he comes well recommended.

Str 8 (+0), Dex 9 (+1), End 12 (+2), Int 8 (+0), Edu 6 (+0), Soc 7 (+0)

Skills: Animals 0, Athletics (co-ordination) 1, Gun Combat (bow) 3, Melee (blade) 2, Recon 1, Stealth 2, Survival 3

Traits: Alligator Head, Scales

Weapons: Hunting Bow (2d6+2), Knife (1d6), Machete (1d6+3)

Armour: Scales (2)

Encounters: Draco can be encountered in the wilderness going about his business but it is more likely that the players require his services as a scout to guide them to a particular destination or through a treacherous region full of natural hazards and treacherous terrain. For situations like this Draco's services will be invaluable.

JUDGE FARR

Judge Farr is an ageing Judge who volunteered to take the Long Walk almost a year ago. He might be old and not as quick as he once was but he is still a formidable enforcer of the law. Judge Farr has travelled extensively in the Cursed Earth, even before the Long Walk, and has a wealth of knowledge on many of its locations and people.

Before he took the Long Walk Judge Farr was a long gunner, so when possible he uses his sniper training to give him the advantage against the various gangs and perps he encounters. He has been in a number of deadly fights since wandering the Cursed Earth and although he survived them all he has numerous scars to remind him.

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

Skills: Athletics (co-ordination) 1, Drive (Lawmaster) 2, Gun Combat (Lawgiver) 4, Law 3, Leadership 1, Mega-City One Geography 1, Melee (bludgeon) 1, Melee (unarmed combat) 1, Stealth 2, Street Perception 2, Survival 2, Tactics 1

Weapons: Lawgiver, Scattergun (4d6)

Armour: Judge Armour (6)

Encounters: Judge Farr can be used for a variety of encounters and plot hooks. Whether by a chance encounter or if Judge Farr actively seeks out the players, he can involve the players in any number of scenarios that he needs their help for. He can also be used as an advisor or guide as his travels and experience in the Cursed Earth can be of great value to the players. Finally, Judge Farr can be used to help out the players if they are in a sticky situation, arriving in the nick of time to help them out.

MANOOSHA

Manoosha is an alien that can be best likened to a small kangaroo. She is a furry being that bounds along on large feet and a tail. She has two floppy ears and small arms. Manoosha is unable to speak any Earth languages but her face is very expressive and able to convey a variety of emotions and signals.

Manoosha is usually found in busy settlements and markets where she likes to steal from passers-by. However, she does not steal equipment or money, she steals their memories. She takes memories from others as sustenance and must consume the very essence of the memory in order to survive. Once the memory has been taken it is stored in her brain and is slowly digested as she relives that memory over and over again. Once a memory has been eaten it is gone forever, but recently stolen memories can be returned relatively intact.

The ability to steal memories is unique to Manoosha and is not typical of her species, it is a mutation resulting from the Atomic Wars. Manoosha will often peek into the minds of several people before choosing the most appetising memory (such as an event or individual that provokes a strong emotion in the victim).

Manoosha's Steal Memory ability is treated as a psionic talent and takes a surface memory of whatever the victim was thinking about. Anyone who has a memory stolen will feel a bit peculiar and light headed for a few rounds but will not know what has happened to them. It is usually other people that realise something is wrong when the victim fails to recognise a friend or the subject of conversation.

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

Skills: Athletics (co-ordination) 1, Deception 1, Stealth 1, Survival 2

Traits: No Fine Manipulators

Talents: Steal Memory 3

Weapons: None

Armour: None

Encounters: Manoosha can make for an interesting and entertaining diversion, especially if one of the players' has one of their memories stolen. For an even more complex encounter, the entire party can have various memories stolen from them, resulting in pandemonium as nobody will know what the others are talking about.

Such an encounter can be challenging to roleplay and referee so an alternative to this plot hook is to have the players arrive at a small settlement where Manoosha has gorged on a veritable feast of memories. The inhabitants have no idea what is going on and the place is in chaos. Upon seeing this, the bewildered players must try to work out what has happened and hopefully force Manoosha to return as many memories as possible.

RUSSELL CLAYTON

Russell Clayton is a cattle rustler but he is also known to dabble in a bit of slave poaching when the opportunity presents itself. However, his skills are best suited to stealing cattle from farmsteads, which he transports in a converted school bus and sells them to farmers located far enough away to avoid any repercussions from his angry victims. Russell will usually work an area over a few nights, obtaining as much cattle as he can fit in his bus before moving on.

Str 8 (+0), Dex 9 (+1), End 12 (+2), Int 8 (+0), Edu 6 (+0), Soc 5 (-1)

Skills: Animals (training) 2, Athletics (strength) 1, Gun Combat (slug rifle) 2, Melee (bludgeon) 2, Recon 1, Stealth 2, Survival 1

Weapons: Scattergun (4d6), Leather Whip (1)

Armour: Leather Vest (2)

Encounters: If the players arrive in an area where a lot of cattle has gone missing, the local farmers and townsfolk will ask the players to help find their livestock as they are dependent on it for their livelihood and survival.

SAMUEL JONES

Samuel Jones is an expert smuggler with a growing reputation. He will smuggle just about anything that will fetch a high price at markets, which is usually high powered weaponry favoured by gangs to give them the edge against their rivals. Samuel will also obtain specialised items upon request and he can get pretty much anything required by his clients.

Samuel is a likable fellow and his natural charm and charisma has not only enabled him to get what he wants but his gift of the gab has also saved him from being caught numerous times. He drives an old off-road truck that he scavenged on his travels and later modified with secret compartments where he can stash his goods. Samuel sports a laser pistol slung at his hip, which not only provides excellent protection but is also evidence that he can acquire high-tech weapons and equipment.

Str 6 (+0), Dex 9 (+1), End 6 (+0), Int 9 (+1), Edu 6 (+0), Soc 11 (+1)

Skills: Broker 2, Deception 3, Drive (wheeled) 1, Gun Combat (energy pistol) 1, Melee (unarmed) 2, Persuade 2, Stealth 1, Survival 1

Traits: None

Weapons: Laser Pistol (3d6+3)

Armour: None

Encounters: Samuel makes a great plot hook to introduce the players to the Cursed Earth. After discovering information on this smuggler, the players must track him down and sentence him for his crimes. However, he is a slippery customer and he will lead the players on a merry chase across the Cursed Earth before they are finally able to apprehend him.

SLAVE MASTER JACKSON

Jackson is a human slave trader who attends many of the popular slave markets such as Neutron Flats and Arena, looking for bargains to sell on elsewhere. Jackson does not just capture and sell slaves, he is a cruel man who spends a great deal of time and effort to break his prisoners' will to make them subservient. His efforts pay dividends - obedient slaves fetch a much greater price than those who are defiant or troublesome.

Jackson transports his slaves in a cage train towed by an old 20th Century station wagon. He usually has between two to four guards in his employ to help protect his 'livestock' but he is more than capable of defending his goods from small groups.

Str 11 (+1), Dex 10 (+1), End 12 (+2), Int 9 (+1), Edu 6 (+0), Soc 7 (+0)

Skills: Broker 3, Drive (wheeled) 1, Gun Combat (slug rifle), Melee (bludgeon) 1, Recon 1, Survival 1

Traits: None

Weapons: Tommy Gun (3d6+2), Electro-Whip (stun)

Armour: Flak Jacket (4)

Encounters: Slave Master Jackson can be encountered at any town involved in the slave trade. The players might be on his trail to free a prisoner or simply put an end to his cruelty.

STUMPY

Stumpy is a dwarf with such incredible strength that it almost belies his size if it were not for his broad frame and muscles. He is a master craftsman of blacksmithing, a trade that has become increasingly popular and necessary in the Cursed Earth. He has designed and built his own portable forge in a large wagon, which is pulled by four moxen.

Stumpy travels around the Cursed Earth, stopping at any settlement that requires his services. It takes him the best part of a day to set up his forge and once he is up and running he will stay for several weeks before moving on to the next town. His services include repairs, horse shoeing, and forging a variety of weapons and armour that he sells for very reasonable prices. He is also an accomplished mechanic and can repair most automobiles and equipment.

Having travelled much of the Cursed Earth, Stumpy has numerous stories, anecdotes and pearls of wisdom for those willing to listen.

Str 15 (+3), Dex 10 (+1), End 8 (+0), Int 8 (+0), Edu 8 (+0), Soc 9 (+1)

Skills: Animals 0, Athletics (endurance) 1, Broker 1, Drive (animals) 1, Mechanic 4, Melee (bludgeon) 2, Navigation 2, Survival 1

Traits: Small, Strong

Weapons: Forge Hammer (3d6)

Armour: Heavy Leather Apron (2)

Encounters: Stumpy is a useful contact who not only provides a useful service but he also knows a staggering amount of information about the Cursed Earth and its inhabitants.



EQUIPMENT

A lot of the pieces of equipment found in the Cursed Earth are old 20th Century items, from tinned food to weapons. Most items are obviously second hand and range in quality from faulty to serviceable. The prices listed in this chapter are the average cost but they vary according to condition and location, and even then the price will often be haggled down.

Gunrunners and merchants make a lot of profit smuggling weapons and equipment from the Mega-Cities to the people living in the wastelands. Again, prices vary according to supply and demand.

Credits and gold coins are used for currency but a lot of trade is conducted by means of barter – goods are exchanged for others of similar value. One Credit is roughly equal in value to one gold coin and prices are listed here in Credits. Some of the items in this chapter can also be found in *Judge Dredd* but they are included due to differences in cost or design.

ARMOUR AND CLOTHING

Few people in the Cursed Earth are concerned with fashion and styles, functionality is key to survival in these lands and this is evident in the clothes and armour worn. Clothing is often made the old fashioned way using animal skins and furs. Leather armour is the easiest to come by for those needing some protection but others will make their own from whatever materials they can find or purchase metal armour from a blacksmith.

ANIMAL HAT

These are common in many small settlements and are made from skinned animals. Little in the way of craft is used to fashion these items and they usually come complete with head and paws, making them look more like rugs than hats. Animal hats are designed for warmth and do not provide any protection.

BREASTPLATE

These medieval style breastplates are uncommon due to the poor protection they provide and the equipment required to make them. However, there are those that favour these items or are unable to manufacture other types of armour.

FLAK JACKET

These old style flak jackets are the best armour available in the Cursed Earth, other than the modern gear that is smuggled out from the Mega Cities.

HELMET

Head protection comes in all shapes and sizes, whatever can be scavenged from deserted towns and ruined cities. Sports helmets are common, as are old military helmets and even those once used by the fire service.

IMPROVISED

Many people living in The Cursed Earth cannot afford expensive armour or do not have access to it, so they are forced to improvise by wearing domestic items (such as cooking pots) and other bits of scrap metal. The protection and weight largely depends on the coverage of the items used so two values are listed in the armour table; partial covering just protects one area such as the torso, and extended covering also protects the legs or arms.

LEATHER COAT

Made from hardened leather, these long leather coats cover the torso, arms and upper legs. They are a popular choice for anyone who sees a lot of combat, from gangs to militia.

LEATHER VEST

A smaller version of the leather coat, the vest covers the torso only.



ARMOUR AND CLOTHING TABLE

Armour Type	Protection	Required Skill	Cost (Cr.)	Mass (Kg)
Animal Hat	0	None	5	–
Breastplate	2	None	100	3
Flak Jacket	4	None	150	2
Improvised (partial)	1	None	–	2
Improvised (extended)	2	None	–	3
Helmet	1	None	25	0.5
Leather Coat	3	None	100	1
Leather Vest	2	None	75	1

SLAVER EQUIPMENT

With the slave trade being so widespread and profitable, it is not surprising that there are numerous stores and merchants who specialise in the tools and equipment needed to maintain control and discipline over slaves.

CAGE

These are used to detain and transport slaves. They are often carried on wagons but wheeled variants are also available. The ones listed here can hold up to two slaves each.

CHAIN, STEEL (5M)

Sold in five metre lengths, chain is another 'must have' for those in the slave trade. Chains are typically used with manacles to bind prisoners to each other or to fixed points such as cages, cells and the like. They can support up to 500kg in weight and withstand up to 10 points of direct damage with an effective armour protection of 2.

MANACLES

Manacles are essential equipment for slavers to bind their prisoners. Groups of slaves are usually chained together to make it harder for them to escape.

SLAVING KIT

For convenience, slavers can purchase slaving kits from most vendors in settlements where slavery is common. These kits comprise five metres of steel chain, three sets of manacles and a sturdy whip.

Item	Cost (Cr.)	Mass (Kg)
Cage (static)	150	200
Cage (wheeled)	175	205
Chain, Steel (5m)	75	2
Manacles	60	0.5
Slaving Kit	250	3.5

SURVIVAL AND TRAVEL EQUIPMENT

Anyone who travels the Cursed Earth needs the right equipment if they are to survive.

ANIMAL HARNESS

These leather harnesses are used to control and tether mounts and pack animals.

BLANKET

Most blankets tend to be made from furs but more traditional woven ones are also available.

COOKING KIT

A selection of pots and pans, useful for anyone wishing to cook something more extravagant than a spitted animal.

DOMESTEAD

These domed dwellings are made from reinforced plastisteel and can be environmentally sealed if required. They come in two sizes, small and large; small domesteads have just one room and the larger variant has two rooms. Domesteads require assembly and take 1d6 hours to fit together.

LEATHER BACKPACK

These leather backpacks can be found just about anywhere and are used by travellers throughout the Cursed Earth to carry their supplies and wares.

SADDLE

Few people are willing or able to ride bareback and as the popularity of horses and other riding animals has increased, so has the availability of riding equipment. Most saddles are made to fit horses so anyone requiring a saddle for a different type of mount will have to have one specially made or modify a standard leather saddle.

SADDLEBAGS

Saddlebags are the preferred storage for those riding mounts. They come as a joined pair that sits across the horse's back just behind the saddle.

TENT

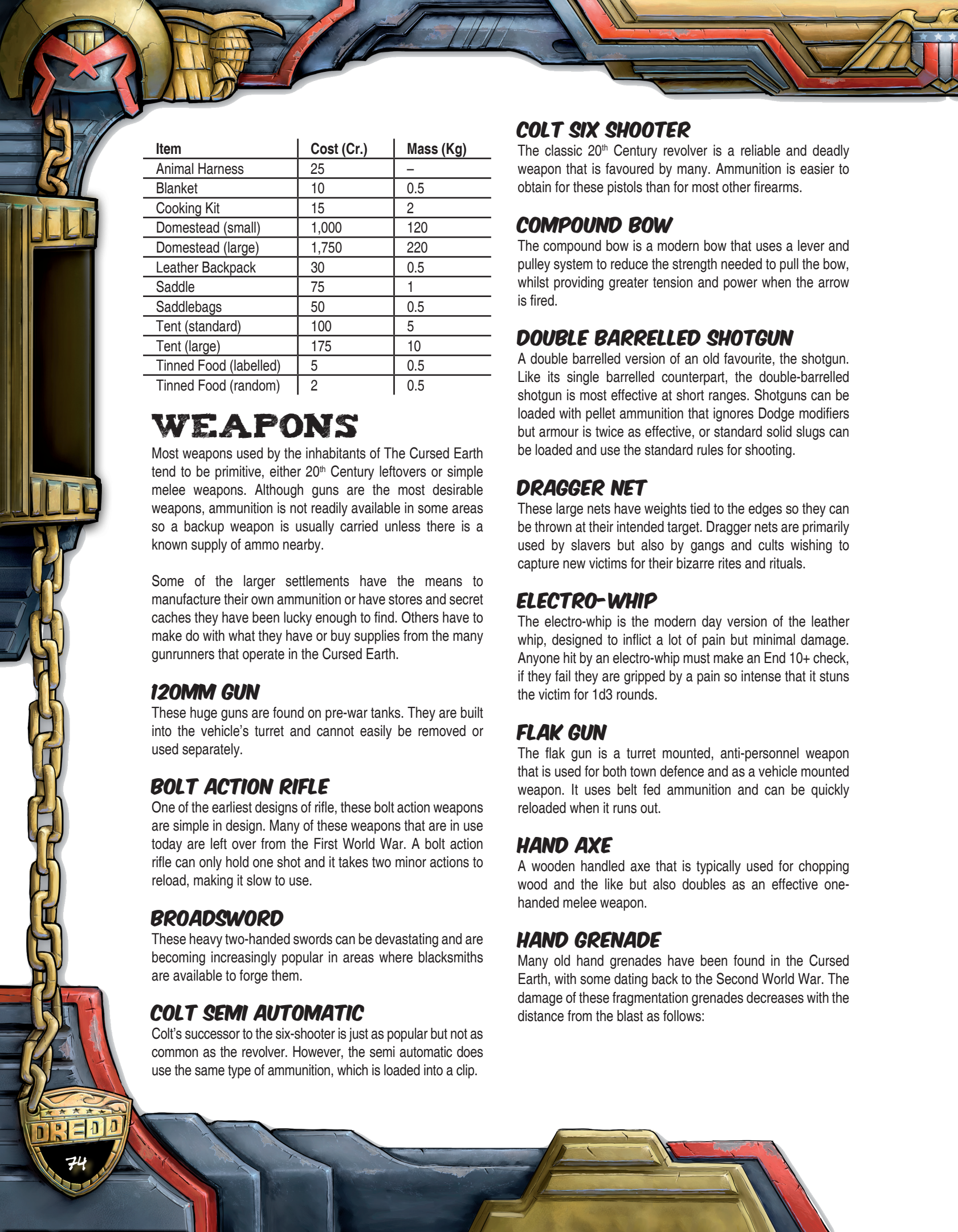
Tents come in a variety of shapes and materials but the most common ones are a canvas fitted over a simple frame. A standard sized tent sleeps two people and takes 1d6+6 minutes to assemble, larger tents sleep up to four people and take 2d6+6 minutes to erect.

TINNED FOOD

Tinned food has been around for centuries and numerous crates and caches of preserved food has been uncovered since the wars, some of them dating as far back as the 20th Century. Few tins still have their labels but most do not so it is random what food is contained within. This is of little concern to most people and tinned food is often been used as survival rations for those on long journeys across The Cursed Earth.

EQUIPMENT





Item	Cost (Cr.)	Mass (Kg)
Animal Harness	25	–
Blanket	10	0.5
Cooking Kit	15	2
Domestead (small)	1,000	120
Domestead (large)	1,750	220
Leather Backpack	30	0.5
Saddle	75	1
Saddlebags	50	0.5
Tent (standard)	100	5
Tent (large)	175	10
Tinned Food (labelled)	5	0.5
Tinned Food (random)	2	0.5

WEAPONS

Most weapons used by the inhabitants of The Cursed Earth tend to be primitive, either 20th Century leftovers or simple melee weapons. Although guns are the most desirable weapons, ammunition is not readily available in some areas so a backup weapon is usually carried unless there is a known supply of ammo nearby.

Some of the larger settlements have the means to manufacture their own ammunition or have stores and secret caches they have been lucky enough to find. Others have to make do with what they have or buy supplies from the many gunrunners that operate in the Cursed Earth.

120MM GUN

These huge guns are found on pre-war tanks. They are built into the vehicle's turret and cannot easily be removed or used separately.

BOLT ACTION RIFLE

One of the earliest designs of rifle, these bolt action weapons are simple in design. Many of these weapons that are in use today are left over from the First World War. A bolt action rifle can only hold one shot and it takes two minor actions to reload, making it slow to use.

BROADSWORD

These heavy two-handed swords can be devastating and are becoming increasingly popular in areas where blacksmiths are available to forge them.

COLT SEMI AUTOMATIC

Colt's successor to the six-shooter is just as popular but not as common as the revolver. However, the semi automatic does use the same type of ammunition, which is loaded into a clip.

COLT SIX SHOOTER

The classic 20th Century revolver is a reliable and deadly weapon that is favoured by many. Ammunition is easier to obtain for these pistols than for most other firearms.

COMPOUND BOW

The compound bow is a modern bow that uses a lever and pulley system to reduce the strength needed to pull the bow, whilst providing greater tension and power when the arrow is fired.

DOUBLE BARRELLED SHOTGUN

A double barrelled version of an old favourite, the shotgun. Like its single barrelled counterpart, the double-barrelled shotgun is most effective at short ranges. Shotguns can be loaded with pellet ammunition that ignores Dodge modifiers but armour is twice as effective, or standard solid slugs can be loaded and use the standard rules for shooting.

DRAGGER NET

These large nets have weights tied to the edges so they can be thrown at their intended target. Dragger nets are primarily used by slavers but also by gangs and cults wishing to capture new victims for their bizarre rites and rituals.

ELECTRO-WHIP

The electro-whip is the modern day version of the leather whip, designed to inflict a lot of pain but minimal damage. Anyone hit by an electro-whip must make an End 10+ check, if they fail they are gripped by a pain so intense that it stuns the victim for 1d3 rounds.

FLAK GUN

The flak gun is a turret mounted, anti-personnel weapon that is used for both town defence and as a vehicle mounted weapon. It uses belt fed ammunition and can be quickly reloaded when it runs out.

HAND AXE

A wooden handled axe that is typically used for chopping wood and the like but also doubles as an effective one-handed melee weapon.

HAND GRENADE

Many old hand grenades have been found in the Cursed Earth, with some dating back to the Second World War. The damage of these fragmentation grenades decreases with the distance from the blast as follows:

Distance	Damage
3 metres	4d6
6 metres	2d6

HARPOON GUN

Harpoon guns fire a spear that can be attached to a rope if required. Although modern light-weight versions of these weapons are available, most that are manufactured in the Cursed Earth are made of steel and fire wooden shafted spears with metal tips. The harpoon gun takes two minor actions to reload.

HUNTING BOW

A medium sized bow made from wood. It is primarily used for hunting animals but it makes an effective short ranged weapon. Ammunition is cheap to buy and is reusable – for each arrow fired roll 1d6, 1-4 it can be reused, 5-6 it is damaged.

KNIFE

Knives come in many varieties but the end result is pretty much the same. They are typically around 20 centimetres in length and are excellent for close-quarters combat.

KNUCKLES

Also called brass knuckles or knuckle dusters, these weapons are usually made from steel and fit over the fingers. The additional weight and reduced surface area results in

greater damage being dealt to the opponent. Knuckles are used with the Melee (unarmed) skill.

LA-SAW

This was originally designed as a cutting tool for carving and sculpting large monuments including President Carter's face in the Mount Rushmore National Memorial. However this laser saw now sees more use as a deadly weapon. La-saws are built into the vehicle of the same name and are an integral part of its design.

LEATHER WHIP

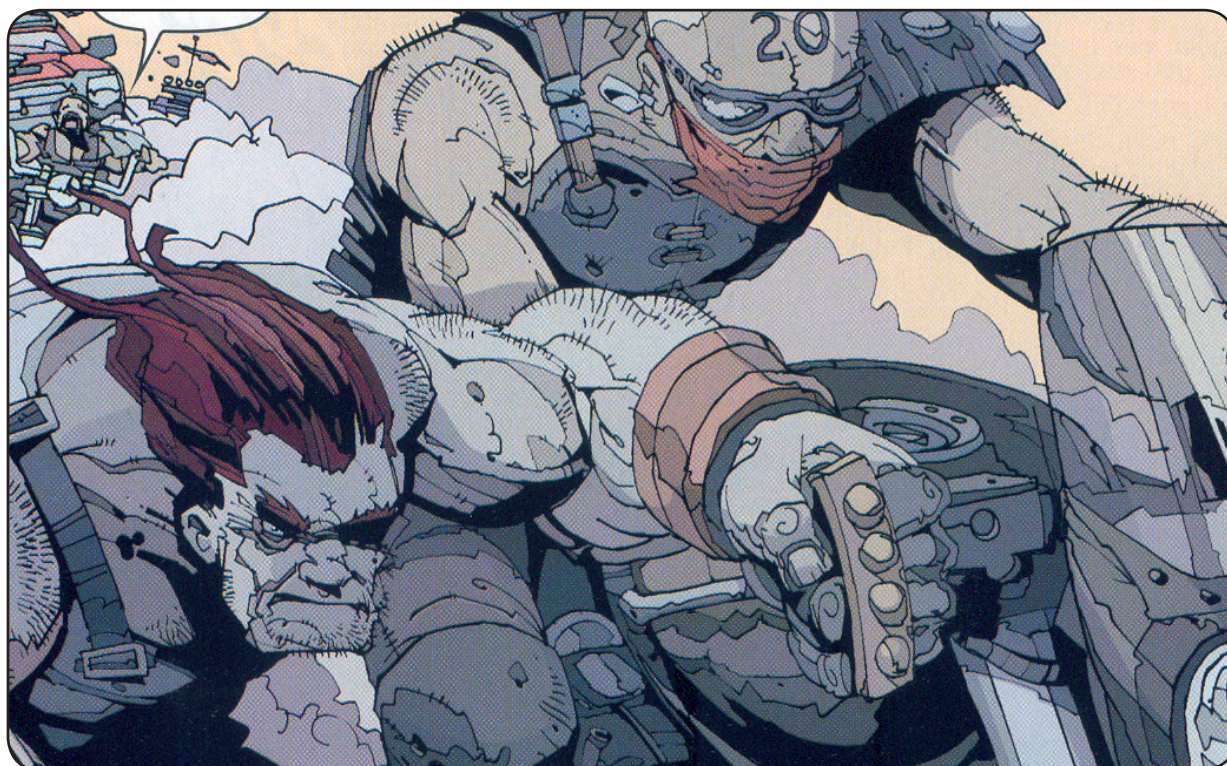
The whip is an essential tool for slavers to control their prisoners. It is designed to cause pain rather than damage, so as to coerce targets into behaving as directed.

LONG SWORD

These one-handed weapons are double-edged and are capable of dealing a deadly blow. Many fighters favour these over the broadsword as they are both cheaper and easier to wield.

M1 RIFLE

The M1 rifle was developed during the Second World War and was one of the first semi-automatic rifles. The M1 replaced the older bolt action rifle as it can hold more ammunition and is quicker to reload.



EQUIPMENT



MACE

Maces are bludgeoning weapons with a shaped head to maximise the impact of the blow. Spiked variants are also available that are even more deadly.

MACHETE

A single-edged weapon that is comparable in size to a short sword. However, they are unbalanced and cumbersome to use, resulting in a -1 DM to the wielder's attack roll.

MOLOTOV BOMB

Molotov is a generic term applied to a variety of improvised incendiary bombs. The most common method is to fill a glass bottle with petrol or similar flammable material and secure a wick (usually a petrol soaked rag) in the bottle's stopper. The wick is ignited and the bottle thrown, as it smashes the flammable liquid ignites in a fireball and spreads over the target, causing it to burst into flames, dealing additional damage over time.

00ZI 9MM

These small assault rifles are one of the many 20th Century weapons found in The Cursed Earth. The rapid rate of fire and small size makes them a favourite with those who can afford them.

RIDER GUN

A medium-sized automatic weapon designed to be strapped on the back of a riding animal. The weapon is fitted on a swivel mount that has a 90 degree firing arc.

SHORT SWORD

Short swords are a medium sized double-edged melee weapon. The size and weight make these swords a convenient weapon for self defence and are ideal for people who do not have the strength for larger weapons.

SLING

The sling is one of the oldest and simplest ranged weapons. They can be made very easily from scraps of leather and use just a variety of items for ammunition.

TOMAHAWK

The tomahawk is a specially weighted axe that can be thrown or used as a melee weapon. It was originally devised by the Native Americans and remains in use by the tribes that follow that way of life.

TOMMY GUN

The Tommy gun is an old gangster favourite used in the early 20th Century. Its iconic design comprises of a drum magazine that can spit out bullets at an astonishing rate, making it one of the most popular assault guns used by gangs in the Cursed Earth.

WAR AXE

Unlike its smaller counterpart, this large two-handed axe is designed for combat and is capable of delivering crushing blows. The wooden handle design means that it is much cheaper than swords and other melee weapons of this calibre.

MELEE WEAPONS

Weapon	Range	Damage	Heft	Mass (kg)	Cost (Cr.)
Broadsword	Melee (large blade)	4d6	2	3	150
Electro-Whip	Melee (large blade)	Special	–	–	100
Hand Axe	Melee (large blade)	2d6+2	1	1	30
Knife	Melee (small blade) or Ranged (thrown)	1d6+2	–	–	20
Knuckles	Melee (unarmed)	1d6+1	–	–	10
Leather Whip	Melee (large blade)	1	–	–	10
Long Sword	Melee (large blade)	3d6	1	2	100
Mace (standard)	Melee (bludgeon)	2d6+2	1	1.5	25
Mace (Spiked)	Melee (bludgeon)	2d6+3	1	1.5	40
Machete	Melee (small blade)	2d6+3	0	1	50
Short Sword	Melee (small blade)	2d6	0	1	75
Staff	Melee (bludgeon)	2d6	1	2	–
Tomahawk	Melee (small blade) or Ranged (thrown)	2d6+2	0	0.5	40
War Axe	Melee (large blade)	3d6+4	2	2	75

SLUG THROWERS

Weapon	Range	Damage	Auto	Recoil	Mass (kg)	Magazine	Cost (Cr.)	Ammo Cost (Cr.)
Bows & Slings								
Compound Bow	Ranged (pistol)	3d6+2	No	–	1	1	150	1
Hunting Bow	Ranged (thrown)	2d6+2	No	–	0.5	1	40	1
Sling	Ranged (pistol)	1d6	No	–	–	1	–	–
Pistols								
Colt Semi Automatic	Ranged (pistol)	3d6–3	No	0	1	8	200	16
Colt Six Shooter	Ranged (pistol)	3d6–3	No	0	1	6	150	12
Rifles								
Bolt Action Rifle	Ranged (rifle)	3d6–1	No	1	5	1	100	3
Double Barrelled Shotgun	Ranged (shotgun)	4d6	No	2	4	2	150	5
Harpoon Gun	Ranged (pistol)	2d6	No	0		1	85	2
M1 Rifle	Ranged (rifle)	3d6	No	1	4	8	200	20
Oozi 9mm	Ranged (assault weapon)	3d6	4	1	3	20	300	30
Tommy Gun	Ranged (assault weapon)	3d6+2	5	2		50	400	75

GRENADES

Weapon	Range	Damage	Mass (kg)	Blast Radius	Cost (Cr.)	Notes
Hand Grenade	Ranged (thrown)	4d6/2d6	0.5	3m/6m	30	
Molotov Bomb	Ranged (thrown)	3d6	0.5	3m	–	Burns for 1d6 rounds, dealing 1d6 damage per round.

HEAVY WEAPONS

Weapon	Range	Damage	Auto	Recoil	Mass (kg)	Magazine	Cost (Cr.)	Ammo Cost (Cr.)
120mm Gun	Ranged (rifle)	6d6+4	No	–	–	1	–	50
Flak Gun	Ranged (assault weapon)	5d6	6	–	20	120	900	200
La-saw	Melee (small blade)	8d6	–	–	–	–	–	–
Rider Gun	Ranged (assault weapon)	4d6	4	1	8	40	600	75

VEHICLES

All manner of vehicles can be found in the Cursed Earth dating back to the early 20th Century but most are automobiles from the latter half of century and early 21st Century. Modern vehicles can also be found but they are uncommon and have usually been stolen. Gang vehicles tend to be painted in their colours and motifs, and are often mounted with a variety of weaponry.

Some of these vehicles are very old and damaged, and have been reconditioned using spares from other vehicles. This often result in mismatched panels, broken windows, missing doors and the like. However, appearances are not important in the Cursed Earth as long as a vehicle moves it is fine, if it has doors or other such luxuries it is considered a bonus.

GROUND CAR, 1920S AUTOMOBILE

These old cars usually conjure images of old gangsters from the prohibition era of America. Although a few have survived from those times, latter day revivals of retro fashions led to a resurgence of the 1920s and 1930s style automobiles. Ironically, these vehicles are most often used by the modern day gangsters in places like Las Vegas where the mafia ran the town.

Dimensions	
Height	1,866 mm
Width	1,702 mm
Length	4,191mm
Wheelbase	2,629 mm
Weight	1,027kg
Fuel Capacity	37.9 litres
Powerplant	20 th Century combustion engine
Full Speed	104 kph
Max Speed	173 m per round
Acceleration	20 m per round
Deceleration	24 m per round
Cost	Cr. 600
Statistics	
Skill	Drive (wheeled)
Agility	+0
Crew	4 (1 driver, 3 passengers)
Open/Closed	Closed
Armour	5
Hull/Structure	3/3
Cargo	60kg
Weapons	None

GROUND CAR, STATION WAGON

Station wagons were a popular family car in the latter half of the 20th Century and many of them have survived in various states of disrepair. Although most have been restored to working condition, some have not and are used as horse drawn cars.

Dimensions	
Height	1,358 mm
Width	1,622 mm
Length	4,222 mm
Wheelbase	2,960 mm
Weight	940kg
Fuel Capacity	60 litres
Powerplant	20 th Century combustion engine
Full Speed	184 kph (10 kph if pulled by 4 pack animals)
Max Speed	305 m per round (16 m if pulled by 4 pack animals)
Acceleration	36 m per round (4 m if pulled by 4 pack animals)
Deceleration	44 m per round (2 m if pulled by 4 pack animals)
Cost	Cr. 750
Statistics	
Skill	Drive (wheeled)
Agility	+0
Crew	4 (1 pilot, 3 passengers)
Open/Closed	Closed
Armour	2
Hull/Structure	2/2
Cargo	160kg
Weapons	None

DUNE BUGGY

These small off-roaders were once popular recreational vehicles but have since become a practical choice for negotiating the rugged terrain that covers so much of the Cursed Earth. Dune buggies are open-topped but many have a roll-cage to provide minimal protection and structural support.

Dimensions	
Height	1,202 mm
Width	1,620 mm
Length	3,180 mm
Wheelbase	2,400 mm
Weight	950 kg
Fuel Capacity	56 litres
Powerplant	20 th Century combustion engine
Full Speed	160 kph
Max Speed	256 m per round
Acceleration	44 m per round
Deceleration	60 m per round
Cost	Cr. 900
Statistics	
Skill	Drive (wheeled)
Agility	+0
Crew	2 (1 driver, 1 passenger)
Open/Closed	Open
Armour	1
Hull/Structure	2/3
Cargo	40 kg
Weapons	None

HUMVEE

These four-wheel drive military vehicles are typically scavenged from abandoned military bases but some have been adapted from similar civilian versions of these multipurpose off-landers.

Dimensions	
Height	1,400 mm
Width	2,100 mm
Length	4,600 mm
Wheelbase	3,400 mm
Weight	2,340 kg
Fuel Capacity	95 litres
Powerplant	20 th Century combustion engine
Full Speed	144 kph
Max Speed	230 m per round
Acceleration	32 m per round
Deceleration	40 m per round
Cost	Cr. 1,600
Statistics	
Skill	Drive (wheeled)
Agility	+0
Crew	5 (1 driver, 4 passengers)
Open/Closed	Open
Armour	12
Hull/Structure	6/6
Cargo	240 kg
Weapons	None

OFFROAD TRUCK

These 20th Century pickup trucks have a small cab and an open-topped rear bed for storing cargo or additional passengers. It has four-wheel drive making it an ideal vehicle for travelling the rough terrain found in the Cursed Earth. These vehicles are popular with gangs and town militia as they are perfect for mounting turret weapons.

Dimensions	
Height	1,602 mm
Width	1,820 mm
Length	4,630 mm
Wheelbase	4,000 mm
Weight	1,450 kg
Fuel Capacity	100 litres
Powerplant	20 th Century combustion engine
Full Speed	130 kph
Max Speed	216 m per round
Acceleration	26 m per round
Deceleration	34 m per round
Cost	Cr. 900
Statistics	
Skill	Drive (wheeled)
Agility	+0
Crew	3 in cab (1 driver, 2 passengers), up to 6 passengers in bed.
Open/Closed	Closed cab, open bed
Armour	3
Hull/Structure	3/4
Cargo	800 kg
Weapons	None

SCHOOL BUS

These iconic yellow buses were used during the 20th Century to ferry children to and from school. A surprising amount have survived and been repaired for use today. Many have been converted and the seats removed, making them perfect vehicles for merchants to transport their wares. For each seat removed the vehicle gains 25 kilograms of cargo space.

Dimensions	
Height	3,658 mm
Width	2,222 mm
Length	14,000 mm
Wheelbase	12 m
Weight	4,234 kg
Fuel Capacity	230 litres
Powerplant	20 th Century combustion engine
Full Speed	140 kph
Max Speed	224 m per round
Acceleration	24 m per round
Deceleration	30 m per round
Cost	Cr. 1,200
Statistics	
Skill	Drive (wheeled)
Agility	+0
Crew	41 (1 driver, 39 passengers)
Open/Closed	Closed
Armour	2
Hull/Structure	2/2
Cargo	400 kg
Weapons	None

MOTORBIKE, HORLY-RICHARDSON SPORTSTER

These large motorbikes are popular with biker gangs who often customise them with chopper-style handlebars and personal adornment. Horly-Richardson bikes are much bigger and heavier than other makes and although they are slower, the wider wheels improve off-road performance.

Dimensions	
Height	1,276 mm
Width	925 mm
Length	2,280 mm
Wheelbase	1,640 mm
Weight	186 kg
Fuel Capacity	26 litres
Powerplant	1200cc Re-volution engine
Full Speed	188 kph
Max Speed	301 m per round
Acceleration	60 m per round
Deceleration	72 m per round
Cost	Cr. 1,000
Statistics	
Skill	Drive (wheeled)
Agility	+0
Crew	2 (1 driver, 1 passenger)
Open/Closed	Open
Armour	–
Hull/Structure	1/2
Cargo	20 kg
Weapons	None

MOTORBIKE, KRAPASAKI NINJA

The Krapasaki Ninja is a classic racing bike, capable of high speed and manoeuvrability. Although these bikes are less capable than other models on rough terrain, riders will often replace the tires, sacrificing speed for off-road performance.

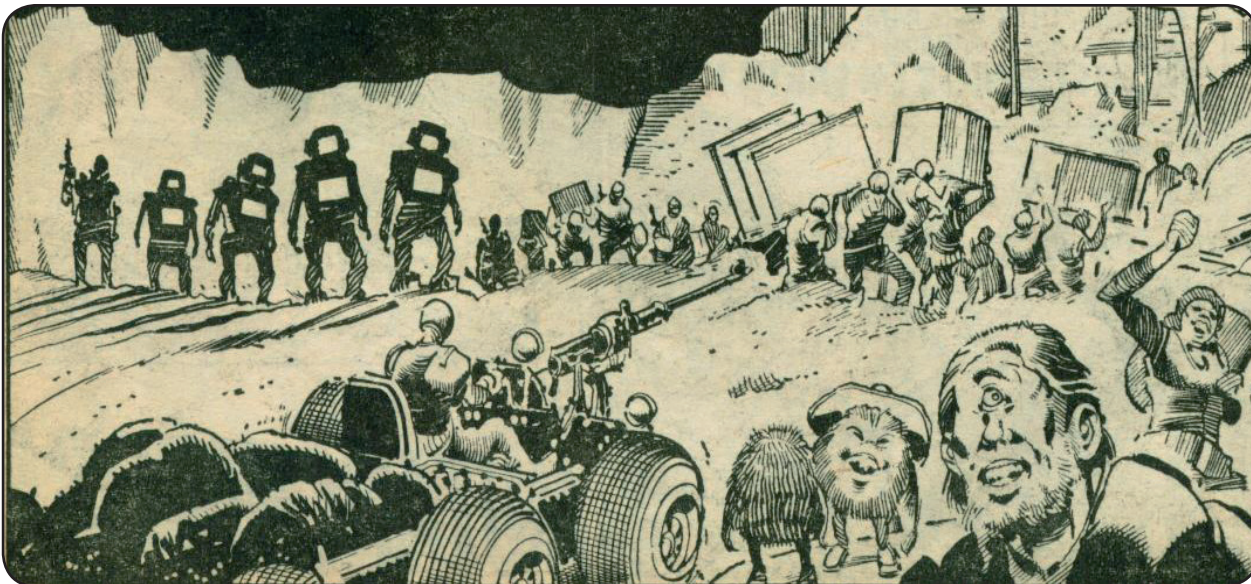
Dimensions	
Height	1,250 mm
Width	910 mm
Length	2,080 mm
Wheelbase	1,460 mm
Weight	148 kg
Fuel Capacity	22 litres
Powerplant	800cc DOCH four-stroke
Full Speed	320 kph
Max Speed	512 m per round
Acceleration	80 m per round
Deceleration	96 m per round
Cost	Cr. 1,100
Statistics	
Skill	Drive (wheeled)
Agility	+1
Crew	1
Open/Closed	Open
Armour	–
Hull/Structure	1/1
Cargo	10 kg
Weapons	None

LA-SAW MOBILE

The la-saw mobile is a saucer shaped hover vehicle with laser saw that spins around its diameter. A single pilot sits on the top in a domed plastiglass cabin. These vehicles were developed during the 21st Century and were most notably used to carve President Carter's face in the Mount Rushmore National Memorial.

Dimensions	
Height	1,850 mm
Width	5,400 mm
Length	5,400 mm
Wheelbase	–
Weight	1,850 kg
Fuel Capacity	10 litres
Powerplant	Mikrodyne Omnilift 20 grav unit
Full Speed	99 kph
Max Speed	164 m per round
Acceleration	80 m per round
Deceleration	80 m per round
Cost	Cr. 24,000
Statistics	
Skill	Flyer (grav)
Agility	+1
Crew	1
Open/Closed	Closed
Armour	1
Hull/Structure	2/2
Cargo	–
Weapons	La-saw (6d6)





TANK

Numerous pre-war tanks exist in the Cursed Earth, ranging from the Second World War to the late 21st Century. The following statistics are for a typical tank.

Dimensions	
Height	2,740 mm
Width	2,620 mm
Length	5,840 mm
Wheelbase	5,800 mm
Weight	30,000 kg
Fuel Capacity	1,000 litres
Powerplant	20 th Century combustion engine
Full Speed	48 kph
Max Speed	77 m per round
Acceleration	16 m per round
Deceleration	24 m per round
Cost	Cr. 5,000
Statistics	
Skill	Drive (tracked)
Agility	+1
Crew	5 (commander, gunner, loader, driver, co-driver)
Open/Closed	Closed
Armour	18
Hull/Structure	9/9
Cargo	None
Weapons	120mm Gun (6d6+4), Flak Gun (5d6)

CANOE

Canoes are one of the simplest forms of boat and are relatively easy to make by hollowing out tree trunks or using a more complex canvas and rib structure. They are primarily used by the tribes living in the Grand Canyon but they can also be found on other rivers in the Cursed Earth.

Dimensions

Height	840 mm
Width	941 mm
Length	4,010 mm
Wheelbase	–
Weight	20 kg
Fuel Capacity	–
Powerplant	Oar driven
Full Speed	8 kph
Max Speed	13 m per round
Acceleration	5 m per round
Deceleration	2 m per round
Cost	Cr. 75

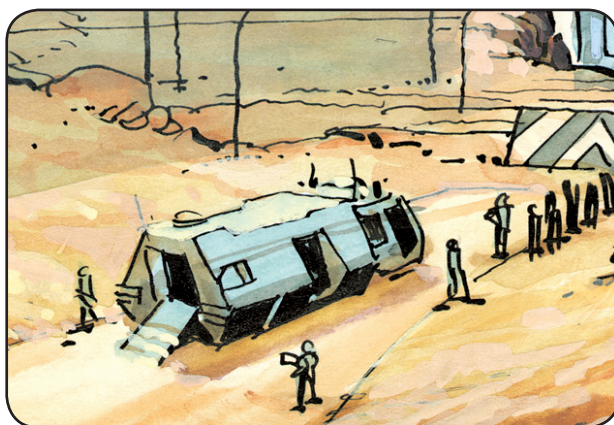
Statistics

Skill	Boat (oars)
Agility	+0
Crew	4
Open/Closed	Open
Armour	–
Hull/Structure	1/1
Cargo	30 kg
Weapons	None

PUMP WAGON

The pump wagon is a simple railroad vehicle that is essentially a wheeled platform capable of pulling a number of wagons depending on the cargo load and crew strength. It is powered by a basic mechanical engine that is powered by two to four people operating a pump arm mounted on the platform. Pump wagons have seen increased use in mining communities and are made from wood and scrap materials. They are especially popular where slave labour is concerned, providing a cheap means of transportation without the need for fuel.

Dimensions	
Height	920 mm
Width	1,600 mm
Length	3,000 mm
Wheelbase	2,400 mm
Weight	120 kg
Fuel Capacity	–
Powerplant	Mechanical pump engine
Full Speed	20 kph
Max Speed	32 m per round
Acceleration	8 m per round
Deceleration	16 m per round
Cost	Cr. 200
Statistics	
Skill	–
Agility	+0
Crew	4
Open/Closed	Open
Armour	–
Hull/Structure	1/1
Cargo	20 kg
Weapons	None



WAGON

Although motor vehicles are not uncommon in the Cursed Earth, many people have had to resort to using animals as a means of transport. The wagon is simple four-wheeled vehicle designed to be pulled by pack animals (typically in pairs). Wagons come in a variety of sizes and configurations but typically comprise of a wooden base and frame with a canvas cover fitted over curved ribs but some are made entirely from wood or similar materials. The statistics given below are for an average sized wagon.

Dimensions	
Height	2,244 mm
Width	2,100 mm
Length	3,900 mm
Wheelbase	3,100 mm
Weight	340 kg
Fuel Capacity	–
Powerplant	–
Full Speed	15 kph (with two pack animals)
Max Speed	24 m per round
Acceleration	6 m per round
Deceleration	4 m per round
Cost	Cr. 200
Statistics	
Skill	–
Agility	+0
Crew	3 (1 driver, 2 passengers)
Open/Closed	Closed
Armour	–
Hull/Structure	1/1
Cargo	600 kg
Weapons	None

MOUNTS AND PACK ANIMALS

Motor vehicles are not uncommon in the Cursed Earth but fuel is not always easy to come by and few people have the necessary skills to maintain and repair automobiles. For these reasons, many people prefer to use riding and pack animals to meet their transportation needs.

Mounts and pack animals use the standard animal statistics but have additional information detailing their movement speed. An animal's walking speed is one third its top speed.

Vehicles pulled by pack animals have their speed listed with the amount of animals required to maintain that speed. This can be modified by using a different number of animals – twice the number will double the speed, half the animals will halve the speed and so on. However, some animals are faster than others so speed modifiers are given where appropriate – the modifier is simply applied to the listed speed of the vehicle being pulled.

Unlike motor vehicles, animals cannot move at their top speed forever and they will eventually tire. Animals must therefore make an Athletics (endurance) check for every two hours of walking or every minute they run at top speed. Any animal that fails this check becomes fatigued as detailed on page 74 of the *Traveller Core Rulebook*.

HORSE

Horses are one of the most common animals used for transportation and can be used as both mounts and pack animals.

Horse	Str	Dex	End	Int	Ins	Pac
Grazer (herbivore)	8 (+0)	7 (+0)	9 (+1)	1 (-2)	7 (+0)	4 (-1)
Skills: Athletics (endurance) 1, Recon 0, Survival 0.						
Traits: Walker.						
Weapons: None						
Armour: None						
Full Speed: 60 kph						
Max Speed: 96 m per round						
Acceleration: 10 m per round						
Deceleration: 10 m per round						
Vehicle Speed Modifier: 0						
Cost: Cr. 250						

HYBRID HORSE

Mutant horses are nearly as common as normal ones and come in many varieties, typically having the body of a horse with the head and neck of a different animal such as a lizard or bird. Most hybrid horses have a bite or hoof attack making them popular with gangs and town militia as war mounts.

Hybrid Horse	Str	Dex	End	Int	Ins	Pac
Grazer (herbivore)	8 (+0)	8 (+0)	8 (+0)	1 (-2)	6 (+0)	2 (-2)
Skills: Athletics (endurance) 1, Melee (bite or hooves) 1, Recon 1, Survival 0.						
Traits: Walker. Hybrid						
Weapons: Bite or Hooves (1d6)						
Armour: None						
Full Speed: 60 kph						
Max Speed: 96 m per round						
Acceleration: 10 m per round						
Deceleration: 10 m per round						
Vehicle Speed Modifier: 0						
Cost: Cr. 400						

MOXEN

Moxen is the term for mutated oxen. Although these beasts of burden are slower than horses they are much stronger and are able to travel long distances without tiring.

Moxen	Str	Dex	End	Int	Ins	Pac
Grazer (herbivore)	9 (+1)	6 (+0)	12 (+2)	0 (-3)	6 (+0)	10 (+1)
Skills: Athletics (endurance) 2, Recon 0, Survival 1.						
Traits: Walker, random body mutation.						
Weapons: None						
Armour: Hide (1)						
Full Speed: 30 kph						
Max Speed: 48 m per round						
Acceleration: 8 m per round						
Deceleration: 8 m per round						
Vehicle Speed Modifier: 0.5						
Cost: Cr. 150						

EQUIPMENT



MUTANT COUGAR

These feline mounts are rare but much sought after for their speed and combat prowess. Although they tire easily they can achieve short bursts of speed that can outrun any other type of mount. Mutant cougars typically have head mutations.

Mutant Cougar

Pouncer (carnivore)

Str	Dex	End	Int	Ins	Pac
8 (+0)	10 (+1)	6 (+0)	0 (-3)	8 (+0)	6 (+0)

Skills: Athletics (co-ordination) 1, Melee (claws) 2, Recon 1, Survival 1.

Traits: Walker, random head mutation.

Weapons: Claws (1d6+2)

Armour: None

Full Speed: 75 kph

Max Speed: 120 m per round

Acceleration: 30 m per round

Deceleration: 25 m per round

Vehicle Speed Modifier: N/A

Cost: Cr. 750

RAVOSAUR

Ravosaurs are two-legged dinosaurs that make excellent combat mounts. Although they are not as fast as mutant cougars they are even more deadly in battle and have a much greater endurance.

Ravosaur

Killer (carnivore)

Str	Dex	End	Int	Ins	Pac
11 (+1)	9 (+1)	12 (+1)	0 (-3)	6 (+0)	4 (-1)

Skills: Athletics 0, Melee (teeth) 2, Recon 1, Survival 0.

Traits: Walker.

Weapons: Teeth (2d6+2)

Armour: Scales (2)

Full Speed: 50 kph

Max Speed: 80 m per round

Acceleration: 15 m per round

Deceleration: 10 m per round

Vehicle Speed Modifier: N/A

Cost: Cr. 600

BEYOND MEGA CITY ONE

A number of encounters, plot hooks and scenario ideas are presented elsewhere in previous chapters for the numerous places and people detailed in this book. This chapter expands on those ideas and looks at the bigger picture – scenarios that are not related to a particular person or location, and campaigns that link these places together to cover larger areas and more complex plotlines.

THROUGH THE WEST WALLS

Many adventures will begin in the Mega-City One, where the players' investigations lead them out through the West Walls and into the Cursed Earth. Other scenarios might have the players' superiors task them with various missions that require them to venture out into the wastelands. Referees' might want to break the players in gently to the hazards that lay beyond the walls of Mega-City One with a short excursion. This can be a stand-alone scenario or part of a larger plot.

Once the players are experienced enough and prepared for the dangers of the Cursed Earth, they can be sent on epic journeys and important missions that cover vast areas. It is easy to get lost or for travellers to find themselves out of their depth out in the wastelands so the players might need a guide or advisor to help them on their travels. Referees' can assign a non-player character to the party for this purpose either before the journey begins or have the players find a suitable person en route. Some example Cursed Earth guides are detailed in the Encounters and Hazards chapter or Referees' can create their own.

As the players travel the Cursed Earth, they will meet many strange people and stop at numerous settlements along the way. The lawlessness of so many of these places will naturally draw the attention of Judges trained to uphold the law. Upon witnessing the anarchy found in these lands, few Judges are able to stand by and not intervene – they are trained to enforce the law and protect the innocent, and there is nowhere more in need of this than in the Cursed Earth.

When planning a long-running campaign, Referees should try to include a variety of destinations to illustrate the dangers

and diversity of both the people and natural hazards found in the Cursed Earth.

RESOURCES

Any epic journey that has the players travelling great distances will be long and dangerous, with many obstacles and opponents to deal with along the way. To aid the players, the Justice Department will most likely allocate a number of resources to help the players achieve their objective.





Referees should allocate additional Judges, droids, vehicles and weapons as best suits the campaign or allow the players to request whatever equipment they require to complete their mission. The party might even be given prototypes or experimental equipment, which can form a scenario in itself.

SCENARIOS

Mega-City One based campaigns can include short journeys into the Cursed Earth where the players must venture out of the city in search of information, perps or anything else pertinent to their ongoing case and investigations. A number of scenario ideas and plots hooks are given in previous chapters but some additional suggestions are listed here.

HOTDOG RUN

During character creation, Referees can choose to roleplay the Hotdog Run instead of rolling the outcome on the Hotdog Run table. The Hotdog Run takes place at the end of the third term, after the Judges have chosen their specialisations.

This can be a great way to introduce the players to the game before the main story begins and also serves to make the event more real by having the players experience the event. Hotdog Runs can be done separately for each player or played as a group but for reasons of time and character connections it is often desirable to do one run for all the players.

The nature of the Hotdog Run can vary greatly from a short encounter (advisable if each player has a different experience) to a scenario that lasts the entire game session (although Referee's should make sure there is enough time afterwards to complete the character creation process). Some ideas can be taken from the Hotdog Run table on page 35 of **Judge Dredd** or the Referee can devise their own events as they see fit.

The Hotdog Run table can also be used as a guideline for bonuses gained or penalties suffered by the players depending on the outcome of the Hotdog Run scenario. A successful run should typically result in a characteristic or skill point gain, and failure should result in an injury or characteristic loss – either way the bonus or penalty should be relevant to the actions taken by the character and their experience in the Cursed Earth.


One other factor to take into consideration is the DM applied to the Hotdog Run table that results from the characters survival roll for that term. To emulate this, the Referee may allow this bonus or penalty to be applied to a single dice roll made during the course of the scenario. This modifier should be reserved for a roll that is critical to the player's survival or mission's success.

Once the players have completed the Hotdog Run they continue with term four of character creation as normal.

EVIDENCE

The players are involved in a case where their investigations reveal some information that leads them into the Cursed Earth to find a witness or some evidence pertaining to the case. Another idea here is that a Judge that has taken the Long Walk must be found to help the players or to provide some vital piece of information.

Whatever the reason, the players must tool up and venture out into the wastelands if they are to solve this case. Referees



can use the numerous places and people in this book as the target of the investigation or new places can be created to suit the needs of the story. The potential here is virtually unlimited and is a great way to get the players to explore the Cursed Earth.

PERP HUNT

It is not uncommon for perps to elude capture by fleeing into the Cursed Earth. Any criminal who knows that the Judges are on his trail might make a break for it and head out into the wastelands while he still can. The players must then pursue their prey and track him through the wastelands.

The perp will head to places where it will be hard for the Judges to follow him such as large settlements and areas known to be criminal havens where it is easy to hide in the crowds. The perp might even join a gang or cult for the protection such groups provide.

PSYKER

A dangerous and crazed psyker has escaped from Mega-City One and has headed out into the Cursed Earth. This scenario can play out much like Perp Hunt but the psyker will be easier to track, leaving a trail of destruction in his wake. This idea is less concerned with investigation but focussed on dealing with a dangerous and deadly villain – the players must plan carefully if they are to apprehend the perp, and they must do it quickly before more innocent lives are lost as he rampages through the wastelands.

This scenario is particularly suited to a party of Psi Judges but other divisions might also be involved allowing for the presence of other types of Judges. Alternatively, the players could have been after the perp before realising his powers and the Psi Division has assigned one or more Psi Judges to aid the players.

SMUGGLERS

The players are trying to bring down a smuggling operation or other criminal organisation that operates from Cursed Earth or has connections there. The Judges must venture out through the West Walls to find the perps and bring them to justice.

This scenario differs from the Perp Hunt in that the criminals will have a base of operations in the wastelands, which although makes it easier to find them, they will be more difficult to get to. The smuggler group might even run the underworld of a particular town or rule it entirely. Once the Judges enter the settlement they will become targets and their authority means little out here where criminals rule and the townsfolk live in fear.

CAMPAIGNS

To fully explore the dangers and strangeness of the Cursed Earth, Referees can set an entire campaign in this territory. Such stories will usually begin in Mega-City One and the players will find information that leads them into the wastelands. Alternatively, the players are tasked to deal with a group or individual that lives in the Cursed Earth but is a threat to Mega-City One.

DISCOVERIES

A seemingly unrelated mission (including any of the scenarios detailed in the previous section) to the Cursed Earth can have the players uncover a deeper plot or some threat to Mega-City One including religious cults, powerful psions, aliens and criminal organisations. What began as a simple investigation now opens up an epic new plotline.

PLOT CHAINS

Many of the epic Judge Dredd stories, including those set in the Cursed Earth, start off with a simple task to retrieve a particular person, item or nugget of information but end up leading Judge Dredd from one place to another as he tracks down his prey. This concept is very easy to emulate and is an easy way to structure a campaign.

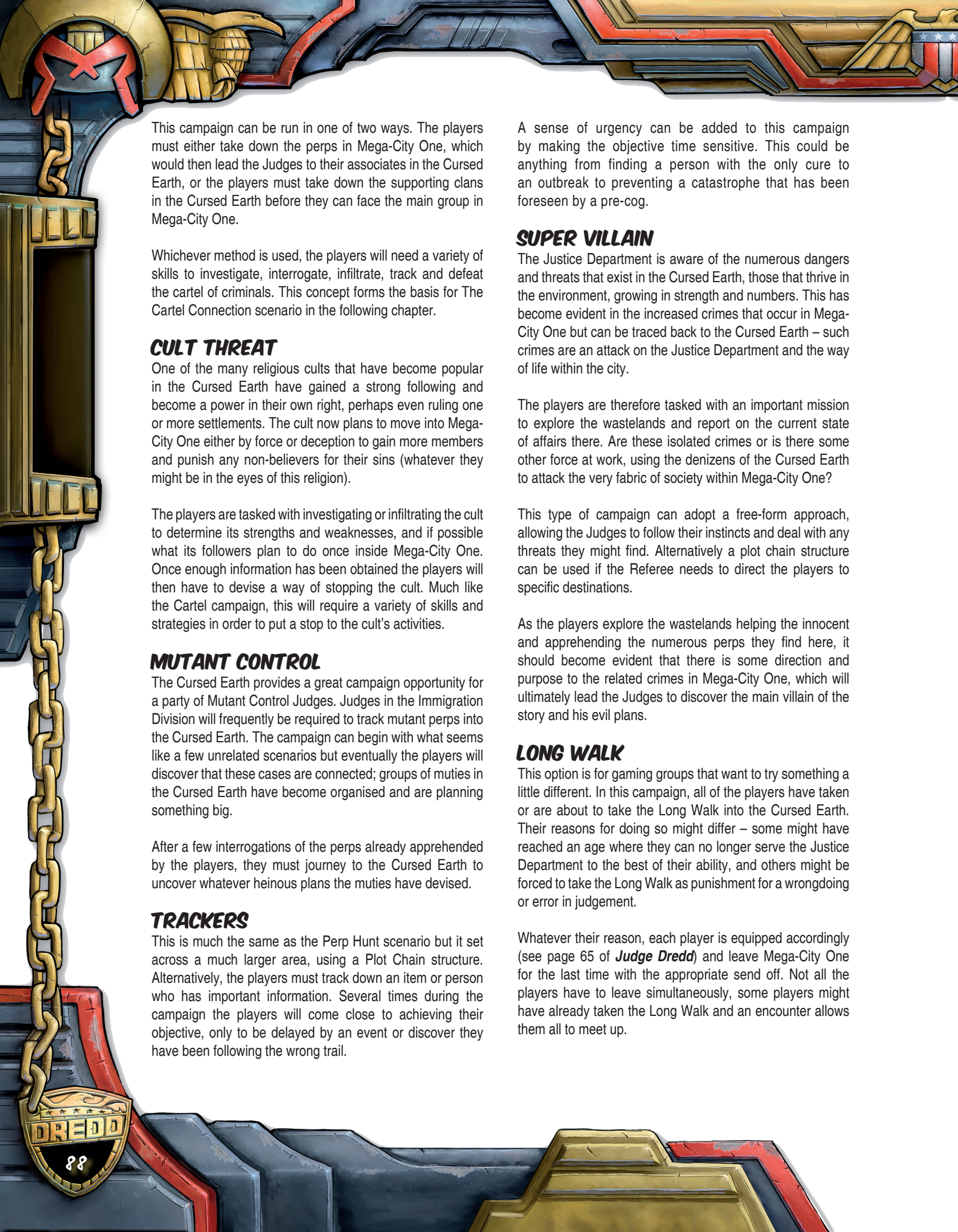
For each location in the chain, there are three main components:

- A clue that leads the players to the location.
- An encounter, hazard or event that the players must deal with in order to obtain the next clue or to simply continue their journey. This can be anything from helping innocent civilians, crossing an obstacle, fighting off a band of mutants, being captured and freeing a town from an evil ruler.
- Information that leads to the next scenario such as the name of a character or settlement.

This type of game can employ aspects of the other scenario and campaign ideas detailed in this book and provides the perfect framework for an epic journey across the Cursed Earth.

CARTEL

A number of criminal organisations, some based in the Cursed Earth and some in Mega-City One, have joined forces to form a cartel (or alternatively, one group has managed to take control of them all). With contacts and influence in so many locations they have become very powerful and in several cases toppled rival organisations, further increasing the dominance of the cartel. This group of crime lords represents a threat to both the people of the Cursed Earth and to Mega-City One.



This campaign can be run in one of two ways. The players must either take down the perps in Mega-City One, which would then lead the Judges to their associates in the Cursed Earth, or the players must take down the supporting clans in the Cursed Earth before they can face the main group in Mega-City One.

Whichever method is used, the players will need a variety of skills to investigate, interrogate, infiltrate, track and defeat the cartel of criminals. This concept forms the basis for The Cartel Connection scenario in the following chapter.

CULT THREAT

One of the many religious cults that have become popular in the Cursed Earth have gained a strong following and become a power in their own right, perhaps even ruling one or more settlements. The cult now plans to move into Mega-City One either by force or deception to gain more members and punish any non-believers for their sins (whatever they might be in the eyes of this religion).

The players are tasked with investigating or infiltrating the cult to determine its strengths and weaknesses, and if possible what its followers plan to do once inside Mega-City One. Once enough information has been obtained the players will then have to devise a way of stopping the cult. Much like the Cartel campaign, this will require a variety of skills and strategies in order to put a stop to the cult's activities.

MUTANT CONTROL

The Cursed Earth provides a great campaign opportunity for a party of Mutant Control Judges. Judges in the Immigration Division will frequently be required to track mutant perps into the Cursed Earth. The campaign can begin with what seems like a few unrelated scenarios but eventually the players will discover that these cases are connected; groups of muties in the Cursed Earth have become organised and are planning something big.

After a few interrogations of the perps already apprehended by the players, they must journey to the Cursed Earth to uncover whatever heinous plans the muties have devised.

TRACKERS

This is much the same as the Perp Hunt scenario but it set across a much larger area, using a Plot Chain structure. Alternatively, the players must track down an item or person who has important information. Several times during the campaign the players will come close to achieving their objective, only to be delayed by an event or discover they have been following the wrong trail.

A sense of urgency can be added to this campaign by making the objective time sensitive. This could be anything from finding a person with the only cure to an outbreak to preventing a catastrophe that has been foreseen by a pre-cog.

SUPER VILLAIN

The Justice Department is aware of the numerous dangers and threats that exist in the Cursed Earth, those that thrive in the environment, growing in strength and numbers. This has become evident in the increased crimes that occur in Mega-City One but can be traced back to the Cursed Earth – such crimes are an attack on the Justice Department and the way of life within the city.

The players are therefore tasked with an important mission to explore the wastelands and report on the current state of affairs there. Are these isolated crimes or is there some other force at work, using the denizens of the Cursed Earth to attack the very fabric of society within Mega-City One?

This type of campaign can adopt a free-form approach, allowing the Judges to follow their instincts and deal with any threats they might find. Alternatively a plot chain structure can be used if the Referee needs to direct the players to specific destinations.

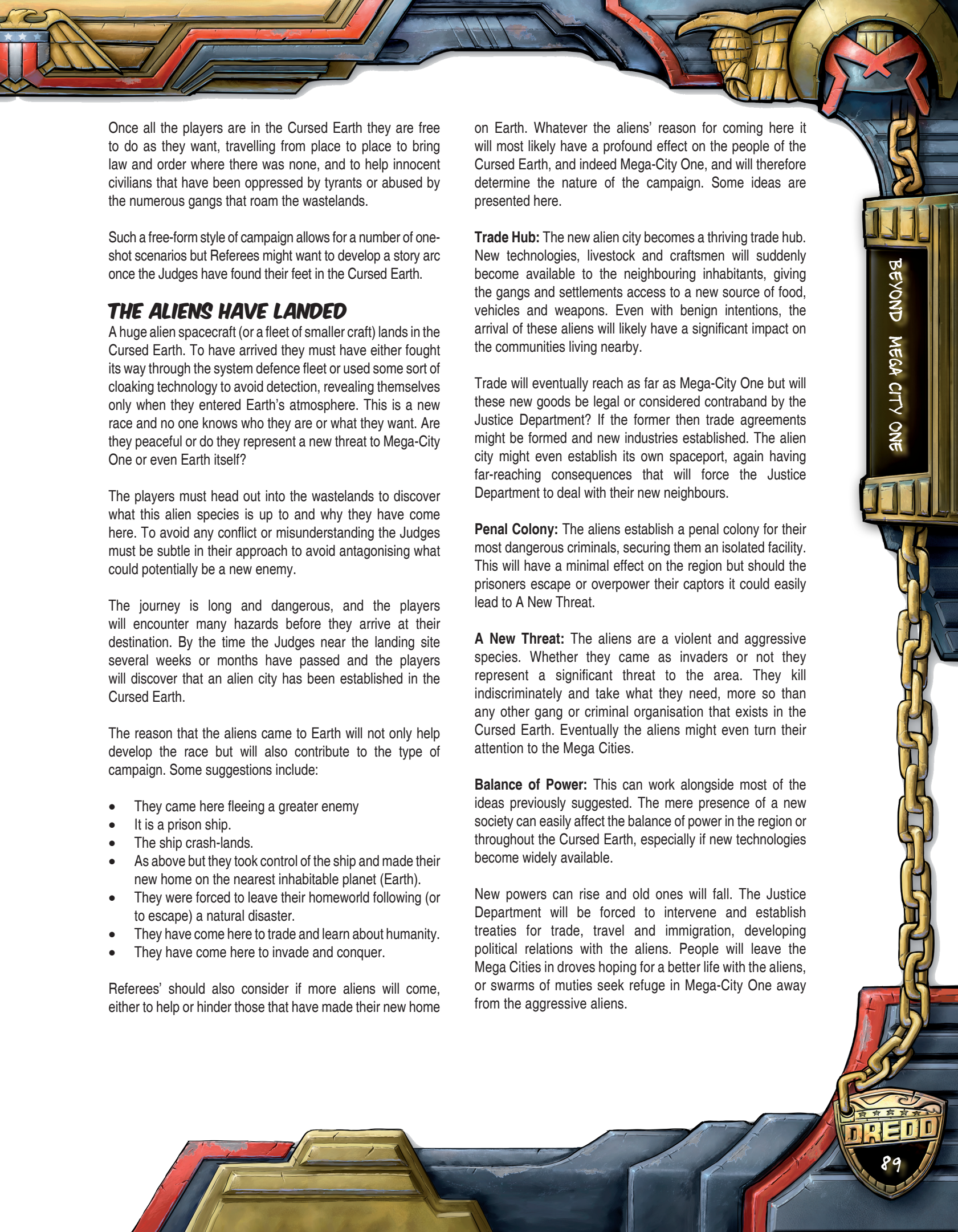
As the players explore the wastelands helping the innocent and apprehending the numerous perps they find here, it should become evident that there is some direction and purpose to the related crimes in Mega-City One, which will ultimately lead the Judges to discover the main villain of the story and his evil plans.

LONG WALK

This option is for gaming groups that want to try something a little different. In this campaign, all of the players have taken or are about to take the Long Walk into the Cursed Earth. Their reasons for doing so might differ – some might have reached an age where they can no longer serve the Justice Department to the best of their ability, and others might be forced to take the Long Walk as punishment for a wrongdoing or error in judgement.

Whatever their reason, each player is equipped accordingly (see page 65 of *Judge Dredd*) and leave Mega-City One for the last time with the appropriate send off. Not all the players have to leave simultaneously, some players might have already taken the Long Walk and an encounter allows them all to meet up.





Once all the players are in the Cursed Earth they are free to do as they want, travelling from place to place to bring law and order where there was none, and to help innocent civilians that have been oppressed by tyrants or abused by the numerous gangs that roam the wastelands.

Such a free-form style of campaign allows for a number of one-shot scenarios but Referees might want to develop a story arc once the Judges have found their feet in the Cursed Earth.

THE ALIENS HAVE LANDED

A huge alien spacecraft (or a fleet of smaller craft) lands in the Cursed Earth. To have arrived they must have either fought its way through the system defence fleet or used some sort of cloaking technology to avoid detection, revealing themselves only when they entered Earth's atmosphere. This is a new race and no one knows who they are or what they want. Are they peaceful or do they represent a new threat to Mega-City One or even Earth itself?

The players must head out into the wastelands to discover what this alien species is up to and why they have come here. To avoid any conflict or misunderstanding the Judges must be subtle in their approach to avoid antagonising what could potentially be a new enemy.

The journey is long and dangerous, and the players will encounter many hazards before they arrive at their destination. By the time the Judges near the landing site several weeks or months have passed and the players will discover that an alien city has been established in the Cursed Earth.

The reason that the aliens came to Earth will not only help develop the race but will also contribute to the type of campaign. Some suggestions include:

- They came here fleeing a greater enemy
- It is a prison ship.
- The ship crash-lands.
- As above but they took control of the ship and made their new home on the nearest inhabitable planet (Earth).
- They were forced to leave their homeworld following (or to escape) a natural disaster.
- They have come here to trade and learn about humanity.
- They have come here to invade and conquer.

Referees' should also consider if more aliens will come, either to help or hinder those that have made their new home

on Earth. Whatever the aliens' reason for coming here it will most likely have a profound effect on the people of the Cursed Earth, and indeed Mega-City One, and will therefore determine the nature of the campaign. Some ideas are presented here.

Trade Hub: The new alien city becomes a thriving trade hub. New technologies, livestock and craftsmen will suddenly become available to the neighbouring inhabitants, giving the gangs and settlements access to a new source of food, vehicles and weapons. Even with benign intentions, the arrival of these aliens will likely have a significant impact on the communities living nearby.

Trade will eventually reach as far as Mega-City One but will these new goods be legal or considered contraband by the Justice Department? If the former then trade agreements might be formed and new industries established. The alien city might even establish its own spaceport, again having far-reaching consequences that will force the Justice Department to deal with their new neighbours.

Penal Colony: The aliens establish a penal colony for their most dangerous criminals, securing them an isolated facility. This will have a minimal effect on the region but should the prisoners escape or overpower their captors it could easily lead to A New Threat.

A New Threat: The aliens are a violent and aggressive species. Whether they came as invaders or not they represent a significant threat to the area. They kill indiscriminately and take what they need, more so than any other gang or criminal organisation that exists in the Cursed Earth. Eventually the aliens might even turn their attention to the Mega Cities.

Balance of Power: This can work alongside most of the ideas previously suggested. The mere presence of a new society can easily affect the balance of power in the region or throughout the Cursed Earth, especially if new technologies become widely available.

New powers can rise and old ones will fall. The Justice Department will be forced to intervene and establish treaties for trade, travel and immigration, developing political relations with the aliens. People will leave the Mega Cities in droves hoping for a better life with the aliens, or swarms of muties seek refuge in Mega-City One away from the aggressive aliens.



THE CARTEL CONNECTION

This scenario can be played by just about any group of Judges and serves as an introduction to the Cursed Earth. A variety of skill sets will be needed including subterfuge, investigation and combat, so a good mix of characters will be needed to cover all bases and a Psi Judge is also recommended. Survival skills will also be essential if the Judges are to make it across the Cursed Earth and back safely. If there is a lack of skills, Non-Player Character Judges can be added as required.

OVERVIEW

The story begins in Mega-City One, where the players are introduced to Judge Boon, an operative in the Wally Squad. He has uncovered a criminal organisation known as the Nostra Cartel that has become the dominant power in Mega-City One's underworld. Judge Boon has discovered that much of this power comes from numerous 'clans' in the Cursed Earth who control much of the illegal trade flowing in and out of the Mega Cities.

Aided by Judge Boon, the players must journey into the Cursed Earth to track down and put the clans out of business. Once this has been accomplished the Nostra Cartel will be sufficiently weakened, allowing the players to take down the organisation.

However, things are not what they seem. Judge Boon harbours a secret that could be the downfall of the players and ultimately herald the rise of a new power in the Mega-City One's criminal underworld.

There are five parts to the scenario:

- Part One: Mega-City One
- Part Two: Chicago
- Part Three: Divinity
- Part Four: Colorado Springs
- Part Five: Underworld

TRAVELLING THE CURSED EARTH

This campaign takes the players from Mega-City One to Chicago, Divinity, Colorado Springs and finally back to Mega-

City One. During their travels the players will have numerous encounters, either those detailed in previous chapters or the Referee can create new ones as required.

The players' route takes them through several locations detailed in this book so the Referee can easily transform this scenario into a long running campaign by running side scenarios at these points along the journey. Any places of note that the players will pass are noted in the journey details.

BACKGROUND

Before the campaign begins proper, it is necessary to detail the main antagonists of the story so that the Referee understands who the players are dealing with and why.

NOSTRA CARTEL PURPOSE

The Nostra Cartel is a throwback to the old Italian-American Mafia, a name synonymous with organised crime. Their objective is simple, power and money with which to control and expand their territory. This group is involved with a variety of criminal activities including extortion, blackmail, bribery, racketeering, theft and smuggling. In order to achieve their goals and make good on their threats, murder is part of the course for the Cartel.

ORGANISATION

The Nostra Cartel comprises of four 'clans' that operate independently but all are ultimately under the direction of the Cosa Nostra clan. Not all the clans are true mafia families but since forming the Cartel they have all adopted a similar hierarchy as follows:

- **Godfather:** The Godfather is the Don of the ruling clan, which is currently the Cosa Nostra. In addition to the benefits of being a Don, the Godfather directs the Cartel as a whole.
- **Don:** The Don is the head of the clan and takes a cut of every operation undertaken by members of his clan. The Don is chosen by vote from everyone in the clan,

with each member choosing who their loyalty is with.

- **Underboss:** The second in command and right-hand man to the Don. The underboss is in charge of the capos and is usually first in line to be the next Don.
- **Capo:** These are the captains in charge of a crew of soldato. They are chosen by the Don but usually report to the underboss.
- **Soldato:** These make up the majority of the clan and are the soldiers who do most of the dirty work.

The Nostra Cartel comprises of the following clans:

The Outfit: Like the Cosa Nostra, this clan also has its roots in traditional mafia lore. This group of muties currently rules what remains of the city of Chicago.

Divine Syndicate: The Divine Syndicate is the smallest clan in the Cartel. They run the religious town of Divinity, exploiting the numerous cults that have been established there.

Hammers: Based in Colorado Springs, this clan are an essential part of the Cartel's operation due to the cache of weapons they have access to in the Cheyenne Mountain military base.

Cosa Nostra: This criminal organisation is an Italian-American mafia group based in Mega-City One. This group is the founding clan of the Nostra Cartel and is also the ruling clan. Since forming the Cartel the Cosa Nostra has become the dominant underworld power in Sector 13 (the Referee may change this if he wishes to base the story in a different sector).

GIOVANNI 'THE BOSS' COPPOLA

Giovanni is the Don of the Cosa Nostra and the Godfather of the Cartel. He is a large man who wears a sharp suit and sports a walking cane with a metal tip, which he uses to beat those who have insulted him or wronged the clan in any way. Giovanni is a stereotypical crime lord, with the authority and ruthlessness that goes with one of his position. He is very intimidating but also very intelligent, he after all proposed the idea of forming the Cartel.

Str 8 (+0), Dex 6 (+0), End 10 (+1), Int 10 (+1), Edu 6 (+0), Soc 9 (+1)

Skills: Athletics (strength) 1, Deception 1, Drive (wheeled) 1, Gamble 2, Gun Combat (slug pistol) 1, Leadership 2, Melee (bludgeon) 2, Persuade 3

Traits: None.

Weapons: West and Smithson Hand Cannon (3d6), Cane (2d6)

Armour: None

JIMMY 'FINGERS' BRASCO

Fingers is Giovanni's right hand man. He is a wiry fellow but he is by no means a weak individual, he is an astute underboss, an expert thief, master of sleight of hand, and a deadly knifeman.

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

Skills: Athletics (co-ordination) 2, Deception 3, Drive (wheeled) 0, Gamble 2, Leadership 1, Melee (blade) 3, Persuade 1, Stealth 2

Traits: None

Weapons: Four Knives (1d6+2)

Armour: None

THE FALCONE BROTHERS

The Falcone Brothers are the two main capos of the Cosa Nostra who have served the previous three Dons.

Str 9 (+1), Dex 8 (+0), End 10 (+1), Int 7 (+0), Edu 6 (+0), Soc 7 (+0)

Skills: Athletics (strength) 1, Drive (wheeled) 2, Gamble 1, Gun Combat (slug rifle) 2, Leadership 1, Melee (unarmed) 1, Persuade 2

Traits: None.

Weapons: Weptek Spitgun (3d6)

Armour: None

SOLDATOS

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

Skills: Athletics (co-ordination) 1, Deception 1, Drive (wheeled) 1, Gamble 1, Gun Combat (slug pistol or slug rifle) 2, Melee (bludgeon) 2, Persuade 1

Traits: None

Weapons: Walther Mitsubishi Hand Gun (3d6-6) or Sawn-ff Stump Gun (4d6-2) or Club (2d6)

Armour: None



TERRITORY

The Nostra Cartel controls and operates in several towns throughout the Cursed Earth and in Mega-City One as detailed under the Organisation section.

MEMBERSHIP

Membership to any of the Cartel clans is by association and recommendation. Allies and contacts who have proven themselves tie and again will often be invited to 'join the family'. There is no initiation but the price of failure is high and the cost of disloyalty even higher. This alone is enough to keep most members in line.

Punishments range from beatings for minor failures, to torture and execution for disloyalty. In extreme cases, the member's family will also suffer the same fate.

ENEMIES AND RIVALS

Naturally the Nostra Cartel considers the Justice Department to be their enemy. The Cartel has many rivals in Mega-City One but they have all been weakened as the Nostra Cartel has risen in power. The Cartel is not currently aware of the threat posed by Crew 13.

ASSOCIATIONS

The Cartel has numerous associates

HISTORY

Each of the clans operated as separate entities for many years but were considered allies for much of this time - their territories were far enough apart so there was never any rivalry and they would often trade with or provide assistance to members of other clans. Most dealings between the clans were done in Mega-City One where they would all come to smuggle goods in and out of the city.

Just over a year ago, Giovanni Coppola saw how they could all benefit from a greater degree of cooperation, especially the smuggling of weapons from Colorado Springs to Mega-City One, using Divinity and Chicago as staging points along the journey. And so the Nostra Cartel was formed and each of the clans has grown in strength and influence since they joined forces.

CREW 13

The players will not encounter this gang until Part Five but it is important to detail this organisation's role in the story and its relationship to the Cartel.

PURPOSE

Crew 13 is a criminal organisation that operates in Sector 13 of Mega-City One. They run a number of rackets and smuggling operations, making them one of the most powerful and feared gangs of the sector. Like any such group, they want to extend their influence and take down their rivals.

ORGANISATION

Crew 13 is a small organisation but all of its 20 members are highly skilled and intelligent; they use their brains as much as their brawn and this is a large part of their success. The Crew is not large enough to have any internal hierarchy; there is simply the leader and the rest of the crew.

AWESOME WELLS

The current leader of Crew 13 is Awesome Wells, who unknown to the rest of the Crew is actually Judge Boon. Although the Wally Squad are aware that Boon is working undercover to bring down some of the powerful criminal organisations, they have no idea that Boon has 'gone native' and set himself up as the new leader of one of the organisations he was ordered to take down.

When assuming the identity of Awesome Wells, Boon wears clothes that change the appearance of his frame and subtly applied makeup to disguise his features so he is not recognised by other Judges. He is of average build and has no distinguishing features, making him a perfect operative able to blend in with the crowd.

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

Skills: Athletics (co-ordination) 2, Deception 3, Drive (Lawmaster) 2, Gun Combat (Lawgiver) 3, Investigate 1, Law 2, Mega-City One Geography 1, Melee (bludgeon) 1, Melee (unarmed combat) 2, Stealth 2, Street Perception 2, Survival 2

Special Techniques: Perp Sense, Sixth Sense, Track Perp

Weapons: Spit Pistol (3d6-3)

Armour: None

CREW 13 MEMBERS

The majority of Crew members are quite young but extremely capable individuals. They are often mistaken for average thugs and gang members but as soon as anyone sees the '13' logo they know to show their respect and keep their distance.

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

Skills: Athletics (co-ordination) 2, Deception 2, Drive (wheeled) or Flyer (grav) 2, Gun Combat (slug pistol) 3, Melee (blade) 2, Persuade 2, Stealth 1

Traits: None

Weapons: Walther Mitsubishi Hand Gun (3d6-6) or Spit Pistol (3d6-3), Knife (1d6+2)

Armour: Pad Armour (4).

TERRITORY

Crew 13's territory has been vastly reduced of late with most of their operations and influence covering only a few blocks in Sector 13. They cover what remains of their turf using street bikes and powerboards for maximum manoeuvrability.

MEMBERSHIP

Membership to Crew 13 is reserved for the elite only. Prospective members must prove they have excellent skills (minimum skill level 2) in combat, street bikes or powerboards, deception and intimidation.

ENEMIES AND RIVALS

Like most criminal organisations, Crew 13 considers the Justice Department to be their enemy. However, the Crew's main concern at the moment is the Nostra Cartel that has quickly risen to power and control most of the rackets and smuggling operations in Sector 13, which has cost the Crew a lot of money and respect.

ASSOCIATIONS

The Crew have a number of contacts and fences in Mega-City One that are used for smuggling goods but other than that Crew 13 relies on the abilities of its own people.

HISTORY

Crew 13 started from humble beginnings as a small gang. After taking out several rival operations, Crew 13's reputation grew, attracting more members to the organisation. They were destined to become the dominant gang in the sector until the Nostra Cartel pushed them out of power.

With faith failing in the Crew's leadership, Awesome Wells recently took control with promises of ending the Cartel's reign once and for all.

PART ONE: MEGA-CITY ONE

The first part of the scenario begins in Mega-City One and introduces the players to the main antagonists before the Judges begin their journey into the Cursed Earth.

BRIEFING

The players are ordered by their watch commander to attend a meeting in the Sector House. Upon their arrival read out the following text:

You enter the briefing room and are surprised to see that joining the commander is the Sector Chief and another individual, who by his shabby attire appears to be a Wally Judge. The chief motions for you all to sit down before he explains the task ahead.

'We have known for some time of numerous criminal organisations operating in this sector. Some have been apprehended, others taken down by rivals, but a few have so far eluded us. The Undercover Division has had a number of operatives working toward rectifying this problem. Judge Boon will explain.'

The scruffy looking individual stands up and nods to the Sector Chief.

'I've been working undercover for several months attempting to infiltrate an organisation called the Nostra Cartel, which is fast becoming the largest operation in the sector surpassing even the Contralto Crew. So far my attempts to join their ranks have been unsuccessful but I have learnt that much of this group's strength comes from a number of other clans based out in the Cursed Earth. In order to take down the Cartel, these supporting clans must first be put out of business.'

I have made contact with a number of their associates on the street – the errand boys, dealers and fences. These people often act as go-betweens for the clans but they will not reveal any more information to me. So to avoid compromising my position and identity the plan is to have some of these contacts arrested so they can be interrogated, which is where you come in.'

With these basics facts outlined to the players, Judge Boon will answer any questions on the specifics such as who the contacts are, where they can be found and what sort of resistance the players' should expect. The main facts are as follows:

THE CARTEL CONNECTION





- 'Joe Low is a juve errand boy and usually hangs out by Gandolini Block. You can't miss him, he always leans on his powerboard and chats with the locals. Lowie as he likes to be called also works for Contralto Crew. I'm not sure if he is playing both sides or spying for one of them.'
- 'Will Buyer is a fence who can be found in the One Night Stand, a rooming house where a number of other shady business deals take place.'
- 'These individuals are heavily involved with the Cartel so they are likely to be watched by other contacts or Nostra members.'
- 'Whatever action you take, it is a certainty that your presence will be reported to the Cartel so you will need to be swift.'

Once the players have interrogated the contacts they are to report back to Judge Boon as he is leading this investigation.

The players are free to suggest strategies to Boon and he will take all actions and decisions under advisement. However, he ultimately has to make the final call and do what he thinks will have the best chance of success.

Boon does of course know a lot more than he will reveal during the briefing. He has more than enough information on the Cartel but he needs the resources of the Justice Department to take down the organisation.

APPREHENDING JOE LOW

Joe Low, or 'Lowie' as he is known, is a likable juve. His appearance changes as often as the latest street fashions but he is never without his Yakamoto 30002 powerboard. Lowie is an errand boy known to numerous gangs. He has no particular allegiance but he knows when to keep his mouth shut as he has a pretty good thing going on making a good living doing little jobs for the gangs.

Str 5 (-1), Dex 11 (+1), End 6 (+0), Int 8 (+0), Edu 5 (-1), Soc 10 (+1)

Skills: Athletics 0, Deception 1, Flyer (grav) 2, Melee 0, Recon 1, Stealth 1

Traits: None

Weapons: Knife (1d6+2)

Armour: None.

Finding Lowie is very easy as he can usually be found loitering near Jimmy Gandolfini Block. Many people know him and he often exchanges greetings with local passersby. Catching him however will be a little more tricky. He may look casual but he is a perceptive young man and will spot any Judges coming in ample time to make a getaway if it is obvious they are coming for him.

If Lowie fears he will be captured at anytime, he will simply jump on his powerboard and dart around the nearest corner. The players will need to be quick if they are to catch up with him and will need an appropriate vehicle in which to pursue the juve, which they hopefully have already if they listened carefully to Judge Boon.

Lowie will lead the players on a merry chase around the sector, flying through tunnels and around obstacles. He is very fast and has no apparent fear of death, in fact he revels in the adrenaline rush which only adds fuel to dangerous flying.

INTERROGATION

Assuming the players are able to catch him Lowie will not put up any resistance, he simply does not have the strength or ability to fight a Judge. If asked why he fled, Lowie will simply shrug and reply 'Instinct'. He will need little coercion to get the information the players seek, Lowie may be good at keeping secrets but he has never been interrogated before and will soon buckle under the pressure despite his initial cocky attitude.

It will soon become clear to the players that Lowie may know a lot of things about the criminal underworld but he knows little of consequence, most likely the reason why he has never been bothered by the rival organisations he works for. However, he will eventually come out with the following information:

'Look, they really don't tell me squat OK. I just pretend to know more than I do, ya know for respect. But what I do know is this. A couple of times da brothers have asked

me to meet up with these muties from out of town, one of em is called Franky the Wolf, I guess cos he looked a bit like one. I also heard them mention someone called the Hand, Franky's boss I think.'

The players might question him further as follows:

- Who are 'da brothers'?
'The Falcone Brothers are capos for the Boss.'
- Who is the boss?
'I don't know his real name but he is head of the Cosa Nostra clan and is THE boss of the Cartel.'
- Explain the difference between the Cosa Nostra and the Nostra Cartel.
He sighs as if this is common knowledge, 'The Cosa Nostra is the clan here in the Mega-City, the Nostra Cartel is the group of clans.'
- How many clans are there?
'I'm not sure but there are a few of them from what I gather.'
- Why did the brothers ask you to meet with the muties?
'To deliver packages, probably money or drugs I never looked.'

APPREHENDING WILL BUYER

Will Buyer is a known fence but has been left to his own devices by the Justice Department due to a number of Wally Judges relying on Buyer for their undercover missions. However, the current situation has a higher priority and the Sector Chief will sanction his Buyer's arrest (with a few objections from the Wally Squad).

WILL BUYER

Buyer is an average looking person who wears a long coat lined with a number of pockets where he keeps his gun, cash and any small items he has bought. He has a strong dislike of authority figures and so does not react well to Judges interfering in his business.

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

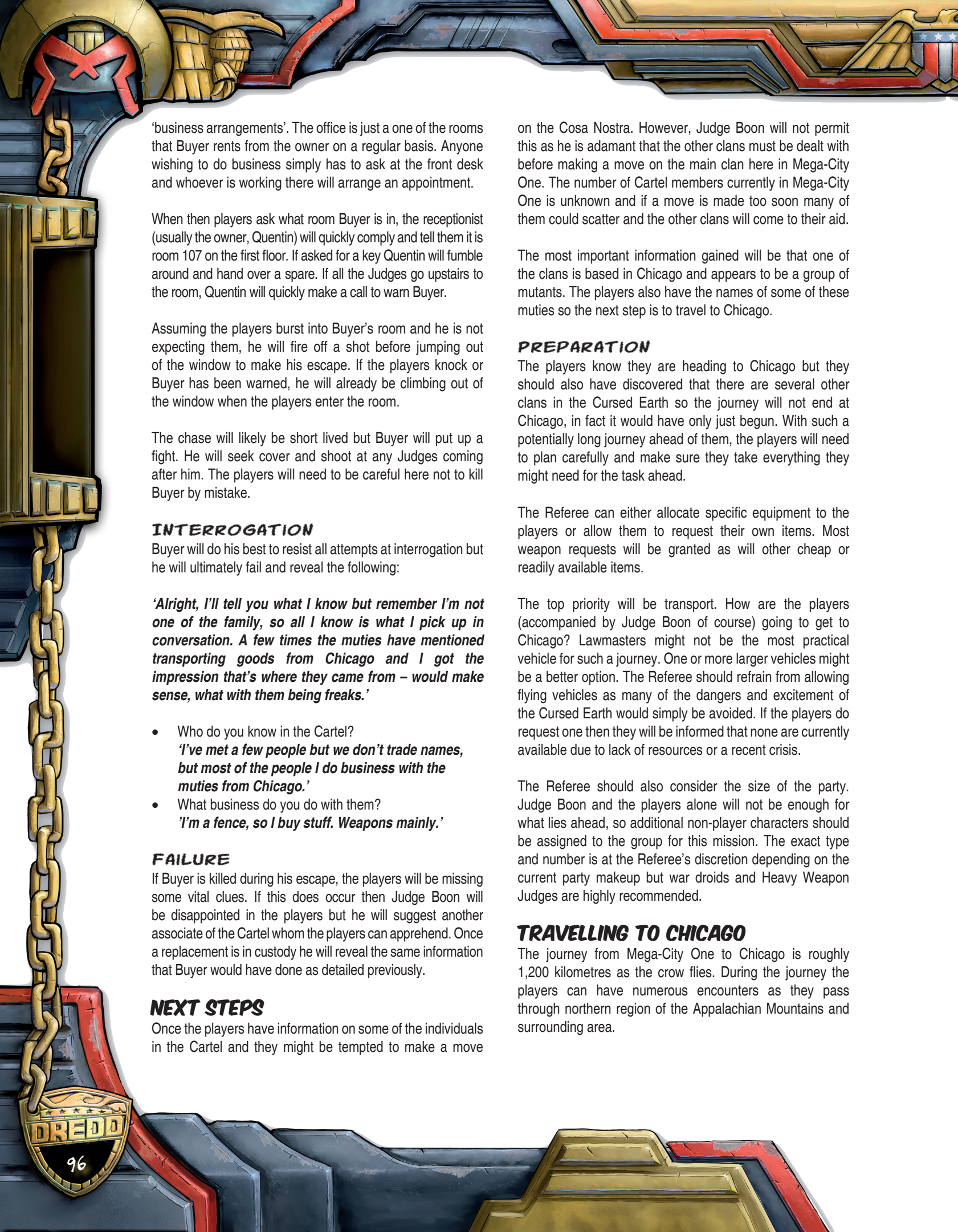
Skills: Broker 3, Deception 2, Drive (wheeled) 1, Gambler 2, Gun Combat (slug pistol) 1, Persuade 1, Stealth 1

Traits: None

Weapons: Spit Pistol (3d6-3)

Armour: None

Buyer has his own 'office' in the One Night Stand, a well-known rooming house that attracts many of Sector 13's seedy and criminal elements to conduct all manner of



'business arrangements'. The office is just a one of the rooms that Buyer rents from the owner on a regular basis. Anyone wishing to do business simply has to ask at the front desk and whoever is working there will arrange an appointment.

When then players ask what room Buyer is in, the receptionist (usually the owner, Quentin) will quickly comply and tell them it is room 107 on the first floor. If asked for a key Quentin will fumble around and hand over a spare. If all the Judges go upstairs to the room, Quentin will quickly make a call to warn Buyer.

Assuming the players burst into Buyer's room and he is not expecting them, he will fire off a shot before jumping out of the window to make his escape. If the players knock or Buyer has been warned, he will already be climbing out of the window when the players enter the room.

The chase will likely be short lived but Buyer will put up a fight. He will seek cover and shoot at any Judges coming after him. The players will need to be careful here not to kill Buyer by mistake.

INTERROGATION

Buyer will do his best to resist all attempts at interrogation but he will ultimately fail and reveal the following:

'Alright, I'll tell you what I know but remember I'm not one of the family, so all I know is what I pick up in conversation. A few times the muties have mentioned transporting goods from Chicago and I got the impression that's where they came from – would make sense, what with them being freaks.'

- Who do you know in the Cartel?
'I've met a few people but we don't trade names, but most of the people I do business with the muties from Chicago.'
- What business do you do with them?
'I'm a fence, so I buy stuff. Weapons mainly.'

FAILURE

If Buyer is killed during his escape, the players will be missing some vital clues. If this does occur then Judge Boon will be disappointed in the players but he will suggest another associate of the Cartel whom the players can apprehend. Once a replacement is in custody he will reveal the same information that Buyer would have done as detailed previously.

NEXT STEPS

Once the players have information on some of the individuals in the Cartel and they might be tempted to make a move

on the Cosa Nostra. However, Judge Boon will not permit this as he is adamant that the other clans must be dealt with before making a move on the main clan here in Mega-City One. The number of Cartel members currently in Mega-City One is unknown and if a move is made too soon many of them could scatter and the other clans will come to their aid.

The most important information gained will be that one of the clans is based in Chicago and appears to be a group of mutants. The players also have the names of some of these muties so the next step is to travel to Chicago.

PREPARATION

The players know they are heading to Chicago but they should also have discovered that there are several other clans in the Cursed Earth so the journey will not end at Chicago, in fact it would have only just begun. With such a potentially long journey ahead of them, the players will need to plan carefully and make sure they take everything they might need for the task ahead.

The Referee can either allocate specific equipment to the players or allow them to request their own items. Most weapon requests will be granted as will other cheap or readily available items.

The top priority will be transport. How are the players (accompanied by Judge Boon of course) going to get to Chicago? Lawmasters might not be the most practical vehicle for such a journey. One or more larger vehicles might be a better option. The Referee should refrain from allowing flying vehicles as many of the dangers and excitement of the Cursed Earth would simply be avoided. If the players do request one then they will be informed that none are currently available due to lack of resources or a recent crisis.

The Referee should also consider the size of the party. Judge Boon and the players alone will not be enough for what lies ahead, so additional non-player characters should be assigned to the group for this mission. The exact type and number is at the Referee's discretion depending on the current party makeup but war droids and Heavy Weapon Judges are highly recommended.

TRAVELLING TO CHICAGO

The journey from Mega-City One to Chicago is roughly 1,200 kilometres as the crow flies. During the journey the players can have numerous encounters as they pass through northern region of the Appalachian Mountains and surrounding area.

PART TWO: CHICAGO

Chicago was heavily damaged during the Atomic Wars, most of the buildings were reduced to rubble and only a few city blocks were left intact. With most of the infrastructure destroyed and the citizens killed it turned into what can only be described as a warzone. Looters came out in force, scavenging what they could to survive. People fought over food and supplies, new gangs were formed and it was not long before violence and crime became a way of life.

Those that survived the wars suffered a variety of mutations and the very essence of the city was transformed. Crime begets crime, and violence begets violence. The city attracted likeminded individuals and within months it became a gangland of anarchy and violence. In short, Chicago has become criminal haven.

THE OUTFIT

Chicago had always been rife with crime. Numerous gangs fought over territory but the mafia organisation known as the Outfit had always ruled the underworld. With the city in such a weakened state the surviving members of the Outfit used the opportunity to retake control of the city (what was left of it anyway).

However, Chicago had changed forever, even those individuals who were once law-abiding citizens were forced to join one of the many gangs in order to survive the brutality that festered in this ruined city. The Outfit is certainly one of the more powerful groups that rose from the ashes but as yet they have been unable to retake control of the city.

VINNY 'THE HAND' VALCHETTI

Vinny the Hand is the Don of the Outfit. One of his hands is a pincer, which he uses to punish those that have wronged him, often chopping off a finger or an ear. Vinny can intimidate people by simply placing his claw on the table. No one messes with the Hand and his reputation has helped make the Outfit one of the most feared gangs in the city.

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

Skills: Athletics (strength) 1, Deception 2, Drive (wheeled) 1, Gambler 1, Melee (unarmed) 2, Persuade 3, Recon 2, Survival 1

Traits: Pincer Hand

Weapons: None

Armour: None

FRANKY 'THE WOLF' LORENZO

Franky Lorenzo is the underboss who gets his name from his wolf-like appearance and his uncanny ability to hunt down the enemies of the Outfit.

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

Skills: Athletics (co-ordination) 2, Drive (wheeled) 2, Gambler 1, Gun Combat (slug rifle) 3, Persuade 2, Recon 1, Stealth 1, Survival 2.

Traits: Wolf Head

Weapons: Tommy Gun (3d6+2)

Armour: Leather Vest (2)

OUTFIT MEMBER

Most Outfit members have the following skills.

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

Skills: Drive (wheeled) 1, Gambler 1, Gun Combat (slug pistol or slug rifle) 2, Persuade 1, Recon 1, Survival 1

Traits: Random head mutation.

Weapons: Assault Carbine (3d6)

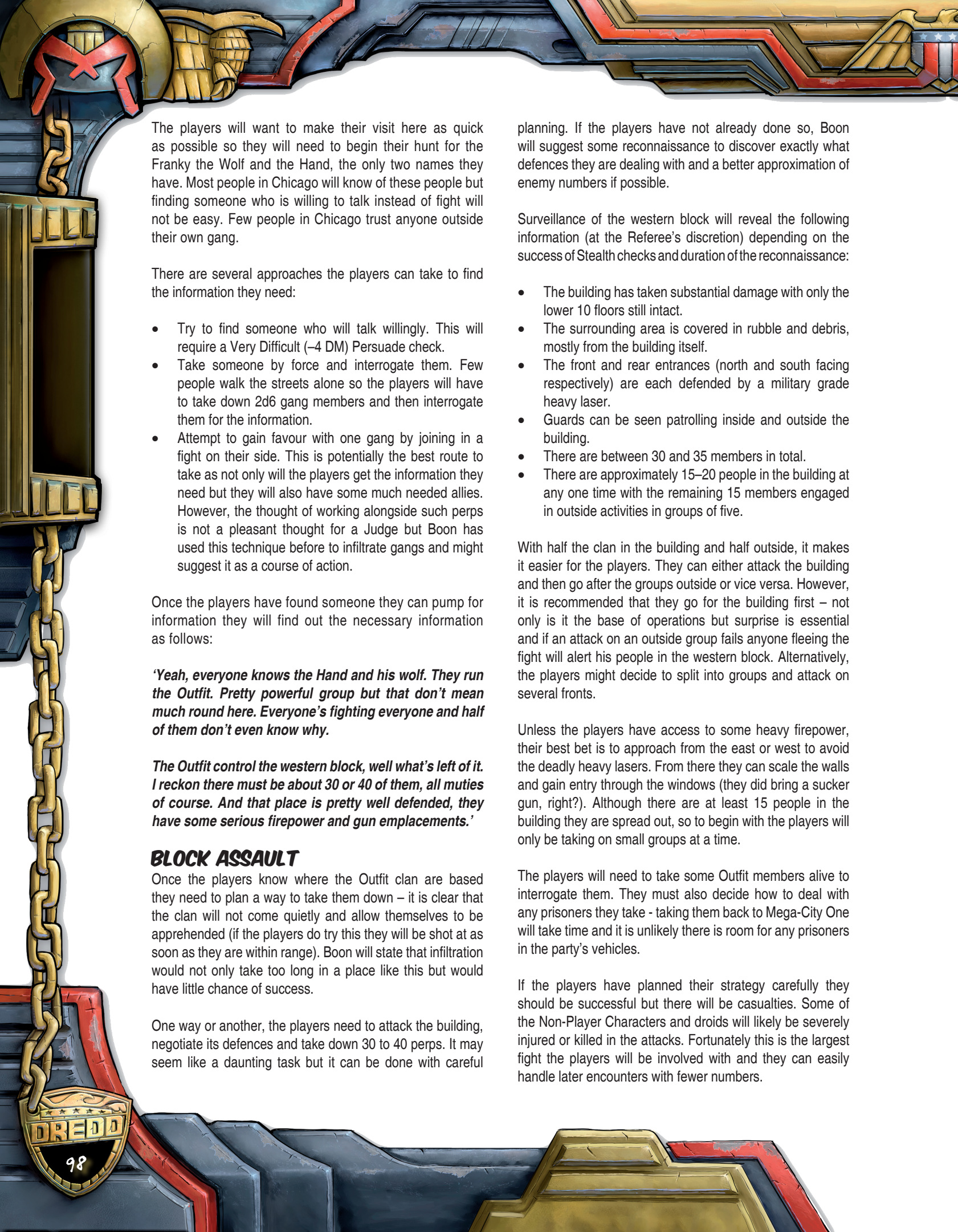
Armour: None

ARRIVING AT CHICAGO

When the players arrive at Chicago they will likely be shocked by the anarchy they are confronted with. There is rarely a time in the city when there is not a gang fight in progress or some other violence taking place. Burning vehicles, blood and corpses will all be encountered as the Judges make their way through the rubble strewn streets.

Due to the damage Chicago suffered during the wars and the subsequent violence that has occurred, many of the roads are covered in debris so driving through the streets is difficult and in some areas, impossible even on a Lawmaster.

There is a good chance the players will get caught in the crossfire of a gang fight and they will either have to defend themselves or attempt to flee the area. This could also provide an opportunity gain some allies if the players choose a side and help take down one of the gangs.



The players will want to make their visit here as quick as possible so they will need to begin their hunt for the Franky the Wolf and the Hand, the only two names they have. Most people in Chicago will know of these people but finding someone who is willing to talk instead of fight will not be easy. Few people in Chicago trust anyone outside their own gang.

There are several approaches the players can take to find the information they need:

- Try to find someone who will talk willingly. This will require a Very Difficult (-4 DM) Persuade check.
- Take someone by force and interrogate them. Few people walk the streets alone so the players will have to take down 2d6 gang members and then interrogate them for the information.
- Attempt to gain favour with one gang by joining in a fight on their side. This is potentially the best route to take as not only will the players get the information they need but they will also have some much needed allies. However, the thought of working alongside such perps is not a pleasant thought for a Judge but Boon has used this technique before to infiltrate gangs and might suggest it as a course of action.

Once the players have found someone they can pump for information they will find out the necessary information as follows:

'Yeah, everyone knows the Hand and his wolf. They run the Outfit. Pretty powerful group but that don't mean much round here. Everyone's fighting everyone and half of them don't even know why.'

'The Outfit control the western block, well what's left of it. I reckon there must be about 30 or 40 of them, all muties of course. And that place is pretty well defended, they have some serious firepower and gun emplacements.'

BLOCK ASSAULT

Once the players know where the Outfit clan are based they need to plan a way to take them down – it is clear that the clan will not come quietly and allow themselves to be apprehended (if the players do try this they will be shot at as soon as they are within range). Boon will state that infiltration would not only take too long in a place like this but would have little chance of success.

One way or another, the players need to attack the building, negotiate its defences and take down 30 to 40 perps. It may seem like a daunting task but it can be done with careful

planning. If the players have not already done so, Boon will suggest some reconnaissance to discover exactly what defences they are dealing with and a better approximation of enemy numbers if possible.

Surveillance of the western block will reveal the following information (at the Referee's discretion) depending on the success of Stealth checks and duration of the reconnaissance:

- The building has taken substantial damage with only the lower 10 floors still intact.
- The surrounding area is covered in rubble and debris, mostly from the building itself.
- The front and rear entrances (north and south facing respectively) are each defended by a military grade heavy laser.
- Guards can be seen patrolling inside and outside the building.
- There are between 30 and 35 members in total.
- There are approximately 15–20 people in the building at any one time with the remaining 15 members engaged in outside activities in groups of five.

With half the clan in the building and half outside, it makes it easier for the players. They can either attack the building and then go after the groups outside or vice versa. However, it is recommended that they go for the building first – not only is it the base of operations but surprise is essential and if an attack on an outside group fails anyone fleeing the fight will alert his people in the western block. Alternatively, the players might decide to split into groups and attack on several fronts.

Unless the players have access to some heavy firepower, their best bet is to approach from the east or west to avoid the deadly heavy lasers. From there they can scale the walls and gain entry through the windows (they did bring a sucker gun, right?). Although there are at least 15 people in the building they are spread out, so to begin with the players will only be taking on small groups at a time.

The players will need to take some Outfit members alive to interrogate them. They must also decide how to deal with any prisoners they take - taking them back to Mega-City One will take time and it is unlikely there is room for any prisoners in the party's vehicles.

If the players have planned their strategy carefully they should be successful but there will be casualties. Some of the Non-Player Characters and droids will likely be severely injured or killed in the attacks. Fortunately this is the largest fight the players will be involved with and they can easily handle later encounters with fewer numbers.

DON'T I KNOW YOU?

During any interactions with members of the Nostra Cartel there is a chance that Boon might be recognised, clan members may have seen Boon (under the guise of Awesome Wells) with any number of their mutual contacts such as Will Buyer or Lowie.

When these incidents occur can be chosen by the Referee or determined randomly with an Int 8+ roll. Of course Boon will look slightly different but any hint of recognition will prompt gang members to say 'I know you', 'Haven't I seen you somewhere before?' or any other similar comment. Boon will not confirm or deny this but if the players ask him about it, Boon will simply explain that he was working undercover for several months so they must recognise from that.

The Referee should not give too much away early on in the scenario. However, as the story progresses someone might recognise Boon as a member of Crew 13 but not as the leader Awesome Wells. Boon will then have to explain to the players that he infiltrated a gang known as Crew 13 to obtain intelligence on the Cartel but he was unsuccessful. The players might then want to investigate this new gang to see how it fits into the picture. Boon's true involvement however should not be revealed until the end of the scenario for maximum dramatic effect.

INTERROGATION

Once the assault is over and the Outfit have been defeated, the players can interrogate the survivors. They will find out the following facts at the Referee's discretion (some of these clues can be saved for later encounters if preferred):

- The Nostra Cartel currently has four clans: the Cosa Nostra, the Outfit, the Divine Syndicate and Hammers.
- The clans are based in Mega-City One, Chicago, Divinity and Colorado Springs respectively.
- The Cosa Nostra run the Cartel.
- The majority of their profit comes from smuggling weapons from Colorado Springs to Mega-City One, via Divinity and Chicago.
- Divinity is located in Missouri
- Hammers have access to a stockpile of weapons in the abandoned military base at Cheyenne Mountain.

Further questioning can reveal directions and basic information on the towns and possibly some names of people in those clans. However, little will be known about the Cosa Nostra other than the names of its high ranking members.

The players should now have all the information needed to complete their mission but the journey is far from over. The players must now travel to Divinity and Colorado Springs.

TRAVELLING TO DIVINITY

The journey from Chicago to Divinity is approximately 200 kilometres to the south west and the players will have to pass Arena, which is located 10 kilometres north east of Divinity.

PART THREE: DIVINITY

Divinity is a religious town in the state of Missouri that has attracted a number of strange religions. Divinity was once a thriving town but it was decimated in the wars, leaving nothing behind except the town's temple - a shining beacon of hope standing amidst the destruction.

This was of course seen as some sort of divine intervention, the hand of god saving this sacred temple. This 'miracle' spawned a several new religions and attracted pilgrims of all numerous other faiths. Those who came here began to rebuild the town under its new name of Divinity.

For the most part the numerous cults co-exist in harmony, each having their own take on the god that saved this holy place (and ignoring the fact that most of the town's population were not so lucky). The only religious cult in Divinity that is of any concern is the Cult of Radi.

DIVINE SYNDICATE

Divinity might seem an odd place for a gang to operate but there is nothing divine about this syndicate. Many of the people that come to the town do so in the hope of finding salvation or meaning to their lives. Few are fighters or hardened individuals, so they are easy to exploit.

Divine Syndicate effectively run the town. Most of the cults that worship in Divinity pay Divine Syndicate 'protection money' and providing they pay their dues they are left alone and Divine Syndicate will intervene if anyone threatens a protected cult (without these cults Divine Syndicate would not make any money). The only cult to have resisted Divine Syndicate's influence is the Cult of Radi, who are left to their own devices.

Divine Syndicate also make money by stealing and pick pocketing some of the visitors and merchants that come here. However, this is carefully moderated to avoid 'over farming'. After all, visitors and trade are essential to Divinity's survival.

The gang only has 13 members but they are well armed and sufficiently intimidating to be able to maintain control over the population.

CASH

Cash is the Don of the Divine Syndicate and true to his name he loves money. When he visited the town he saw the many opportunities here to make money and formed the Syndicate.

Str 10 (+1), Dex 8 (+0), End 8 (+0), Int 8(+0), Edu 6 (+0), Soc 9 (+1)

Skills: Deception 1, Gambler 2, Melee (bludgeon) 2, Persuade 2, Recon 1, Survival 1

Traits: None.

Weapons: Mace (2d6+2)

Armour: Leather Coat (3)

DIVINE SYNDICATE MEMBER

Members typically have the following skills.

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

Skills: Drive (wheeled) 1, Gambler 1, Gun Combat (slug pistol or slug rifle) 2, Persuade 1, Recon 1, Survival 1

Traits: Roll 1d6: 1–3: No mutation, 4: Random head mutation, 5: Random body mutation, 6: Random limb mutation

Weapons: Assault Carbine (3d6)

Armour: None

ARRIVING AT DIVINITY

If the party has some prior knowledge of Divinity, Boon will suggest that a few go in undercover while the rest remain a short distance from the town. This will prevent the gang from being alerted to the Judge presence and allow those that enter the settlement to ascertain the size and strength of the Syndicate. This also has the advantage of avoiding any conflict with the Cult of Radi.

If the players do not hide their identities they will attract the attention of the Syndicate who will be wary of Judges entering their town. However, the main problem will be the Cult of Radi who will want to attack the Judges, but fortunately the clan only has six members.



A head on assault is not the best strategy here. The best approach is to enter the town as normal travellers and attempt to take down Syndicate (and Cult members if necessary) one by one where possible. Neither of these groups will be expecting such an attack and the element of surprise could mean the difference between success and failure.

Once the Syndicate have been dealt with the players can attempt to get more information but nothing more will be revealed than was detailed in Part Two.

TRAVELLING TO COLORADO SPRINGS

The next destination is Colorado Springs, which is approximately 1,000 kilometres west of Divinity. During this journey the players will pass near to Emporium and Colorado Springs is situated in the Rockies.

PART FOUR: COLORADO SPRINGS

Colorado Springs survived the wars relatively intact and apart from the usual mutations, life continued in the town pretty much as normal until the arrival of the Hammers. They soon took over this peaceful town and the residents have become little more than slaves under the gang's rule.

The Hammers demand that the townsfolk provide food and serve the needs of their masters. Disobedience is not tolerated and punishments are severe. The people live in fear but they dare not leave in case they are hunted down and executed.

HAMMERS

The Hammers found a way into the abandoned military base in Cheyenne Mountain, which has a stockpile of weapons, armour and supplies. Armed with such firepower the gang decided to take over the town as simple townsfolk would not oppose a gang with such resources. The Hammers have become slave masters who live like kings from the hard work of the inhabitants.

The clan also then attempted to smuggle the weapons into Mega-City One but it proved difficult until they joined the Nostra Cartel. The weapons are now smuggled into Mega-City One via Divinity and Chicago.

GANK

Gank is the leader of the Hammers Leader and is a control freak who loves guns and is an expert marksman, able to fire two carbines at once. When he first discovered the weapons in Cheyenne Mountain he was like a kid in a candy store.

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

Skills: Athletics (co-ordination) 1, Drive (wheeled) 2, Gun Combat (slug pistol) 2, Gun Combat (slug rifle) 3, Persuade 1, Recon 3, Survival 1

Traits: Chameleon Eyes.

Weapons: 2 x Assault Carbine (3d6), West and Smithson Hand Cannon (3d6)

Armour: Flak Jacket (4)

HAMMERS MEMBER

Members typically have the following skills.

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

Skills: Athletics 0, Drive (wheeled) 1, Gun Combat (slug rifle) 2, Melee (bludgeon) 2, Persuade 1, Survival 2

Traits: Random hybrid mutation

Weapons: Assault Carbine (3d6)

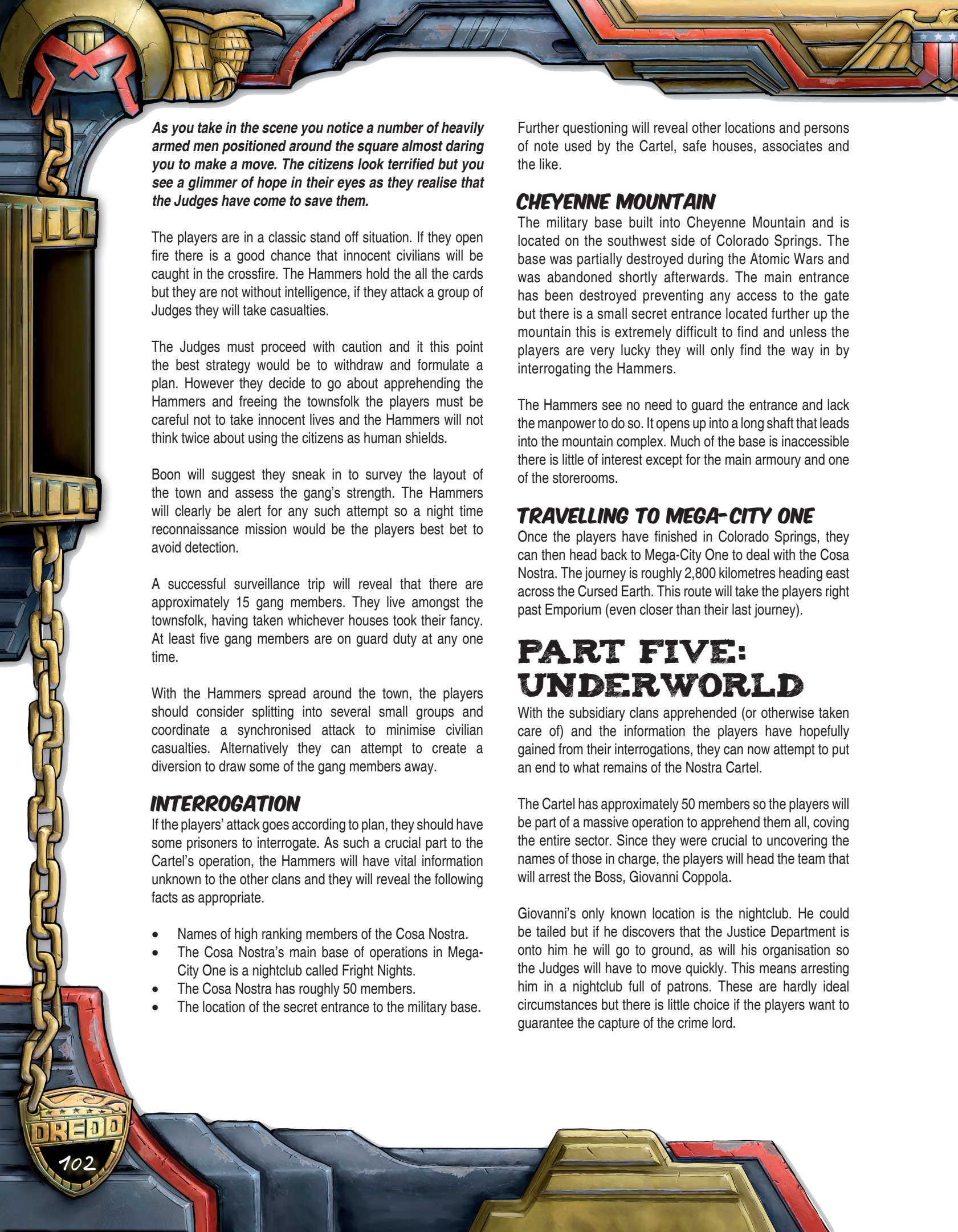
Armour: Flak Jacket (4)

ARRIVING AT COLORADO SPRINGS

When the players arrive at Colorado Springs, read out the following text:

You approach the small market square to see a crowd has gathered. The people look scared and you see what looks like a farmer kneeling down with his hands on his head, sobbing. A man stands over him and pulls out a pistol. Before you can act you see the muzzle flash followed by the sound of a gunshot, and the farmer slumps to the floor.

The executor turns to you. 'Your kind are not welcome here. WE are the law in this town.'



As you take in the scene you notice a number of heavily armed men positioned around the square almost daring you to make a move. The citizens look terrified but you see a glimmer of hope in their eyes as they realise that the Judges have come to save them.

The players are in a classic stand off situation. If they open fire there is a good chance that innocent civilians will be caught in the crossfire. The Hammers hold the all the cards but they are not without intelligence, if they attack a group of Judges they will take casualties.

The Judges must proceed with caution and at this point the best strategy would be to withdraw and formulate a plan. However they decide to go about apprehending the Hammers and freeing the townsfolk the players must be careful not to take innocent lives and the Hammers will not think twice about using the citizens as human shields.

Boon will suggest they sneak in to survey the layout of the town and assess the gang's strength. The Hammers will clearly be alert for any such attempt so a night time reconnaissance mission would be the players best bet to avoid detection.

A successful surveillance trip will reveal that there are approximately 15 gang members. They live amongst the townsfolk, having taken whichever houses took their fancy. At least five gang members are on guard duty at any one time.

With the Hammers spread around the town, the players should consider splitting into several small groups and coordinate a synchronised attack to minimise civilian casualties. Alternatively they can attempt to create a diversion to draw some of the gang members away.

INTERROGATION

If the players' attack goes according to plan, they should have some prisoners to interrogate. As such a crucial part to the Cartel's operation, the Hammers will have vital information unknown to the other clans and they will reveal the following facts as appropriate.

- Names of high ranking members of the Cosa Nostra.
- The Cosa Nostra's main base of operations in Mega-City One is a nightclub called Fright Nights.
- The Cosa Nostra has roughly 50 members.
- The location of the secret entrance to the military base.

Further questioning will reveal other locations and persons of note used by the Cartel, safe houses, associates and the like.

CHEYENNE MOUNTAIN

The military base built into Cheyenne Mountain and is located on the southwest side of Colorado Springs. The base was partially destroyed during the Atomic Wars and was abandoned shortly afterwards. The main entrance has been destroyed preventing any access to the gate but there is a small secret entrance located further up the mountain this is extremely difficult to find and unless the players are very lucky they will only find the way in by interrogating the Hammers.

The Hammers see no need to guard the entrance and lack the manpower to do so. It opens up into a long shaft that leads into the mountain complex. Much of the base is inaccessible there is little of interest except for the main armoury and one of the storerooms.

TRAVELLING TO MEGA-CITY ONE

Once the players have finished in Colorado Springs, they can then head back to Mega-City One to deal with the Cosa Nostra. The journey is roughly 2,800 kilometres heading east across the Cursed Earth. This route will take the players right past Emporium (even closer than their last journey).

PART FIVE: UNDERWORLD

With the subsidiary clans apprehended (or otherwise taken care of) and the information the players have hopefully gained from their interrogations, they can now attempt to put an end to what remains of the Nostra Cartel.

The Cartel has approximately 50 members so the players will be part of a massive operation to apprehend them all, coving the entire sector. Since they were crucial to uncovering the names of those in charge, the players will head the team that will arrest the Boss, Giovanni Coppola.

Giovanni's only known location is the nightclub. He could be tailed but if he discovers that the Justice Department is onto him he will go to ground, as will his organisation so the Judges will have to move quickly. This means arresting him in a nightclub full of patrons. These are hardly ideal circumstances but there is little choice if the players want to guarantee the capture of the crime lord.

FRIGHT NIGHTS

Fright Nights is a popular nightclub that attracts all sort of people. Somehow it has remained under the Justice Department's radar as very few crimes have ever been reported here other than minor transgressions typical to any entertainment establishment.

Giovanni sits on a large throne-like armchair in one of the backrooms where he conducts his many business deals. He will be guarded by Fingers, the Falcone brothers and a number of soldato stationed throughout the club. Giovanni has no idea that the Justice Department is onto him as he has so far kept his hands very clean. All of his illegal operations are handled carefully and cannot be traced back to him, or so he thinks. However, his links with the other Nostra Cartel clans are more than enough to put him away.

When the Judges come to arrest the Cosa Nostra these master criminals will not go without a fight and once any of them realise that the game is up they will open fire on the Judges. The patrons will start to scream and run as they find themselves in the midst of a shootout.

The lighting is very dim in most areas, contrasted by the bright flashing lights that fill the dance floor. Visibility is therefore poor, making it even more difficult to avoid the panicking crowds. The players, accompanied by Boon will have to negotiate the rioting throng and head to the rooms out the back, taking down any gang members on the way.

There will not be any citizens out the back where the private rooms are but Giovanni and his men have already begun to make their escape through the rear VIP entrance. The two groups will cross paths, meeting for the final confrontation. Bullets will fly and Giovanni will dive for cover as his men protect him.

Once Fingers and the Falcone brothers have been dealt with, Giovanni will surrender. However when he sees Boon he will go for his gun but Boon is quicker and shoots. With Giovanni's dying breath he speaks just one word 'You?' before dropping to the floor.

The players will no doubt want to know what that was about and Boon will attempt to divert suspicions by explaining that he must have been recognised from his undercover work but he does not recall ever seeing Giovanni before. Boon is a master of deception and will be very convincing when he says this.

AFTERMATH

Once the leaders of the Cartel have been killed or apprehended in the nightclub the surviving perps will surrender, arrested and shoved into pat wagons. Patrons gather outside in various states of shock, tending their injuries and meat wagons will pull up to tend to the numerous casualties.

Elsewhere in the sector the operation to apprehend the Cosa Nostra has also been successful as squads of Judges round up the remaining members. The Nostra Cartel has committed its last crime.

LOST IN THE SHADOWS

When Boon is certain that the Nostra Cartel has been eliminated he will once again take on the identity of Awesome Wells. When the players return to the Sector House a message will be waiting for them. The following text can be printed or read out for the players.

Dear Judges.

I must thank you for your efforts in helping me to bring down the Nostra Cartel. They were becoming a real problem to me and my brothers. With my rivals out of the way I can now take control of things here and no-one can stop me.

Don't feel bad or angry. We did a good thing together and took out some bad guys. I'm not like those people. In fact I'm probably the nicest crime lord you will ever meet. No hard feelings I hope?

Happy Hunting

Boon

The players will have no current means of finding Boon. He is hiding in the shadows, running rackets and smuggling contraband, king of his own domain. The players will meet him again, and on that day there will be a reckoning.

JUDGE DREDD

THE CURSED EARTH

If you thought the streets of Mega-City One were bad, wait until you take a walk outside the city. . .

The Cursed Earth is a blasted, irradiated wasteland filled with mutants, desperadoes and renegades eking out an existence in the most hellish place on the planet. Stretching across the old continental United States, the Cursed Earth separates the three great Mega-Cities of America, and it is a foolish citizen who makes any journey across its wastes.

Still, judges often have cause to venture out into danger, to pursue renegade perps, stall mutant invasions or even just to introduce rookies to the Cursed Earth in order to fulfil their training requirements in the legendary Hotdog Run.

This is a complete guide to the Cursed Earth, depicting the inhabitants, hazards and other dangers that beset all travellers across the wasteland.



MONGOOSE
PUBLISHING

US \$24.99 MGP 10006

ISBN 978-1-907218-43-9



9 781907 218439