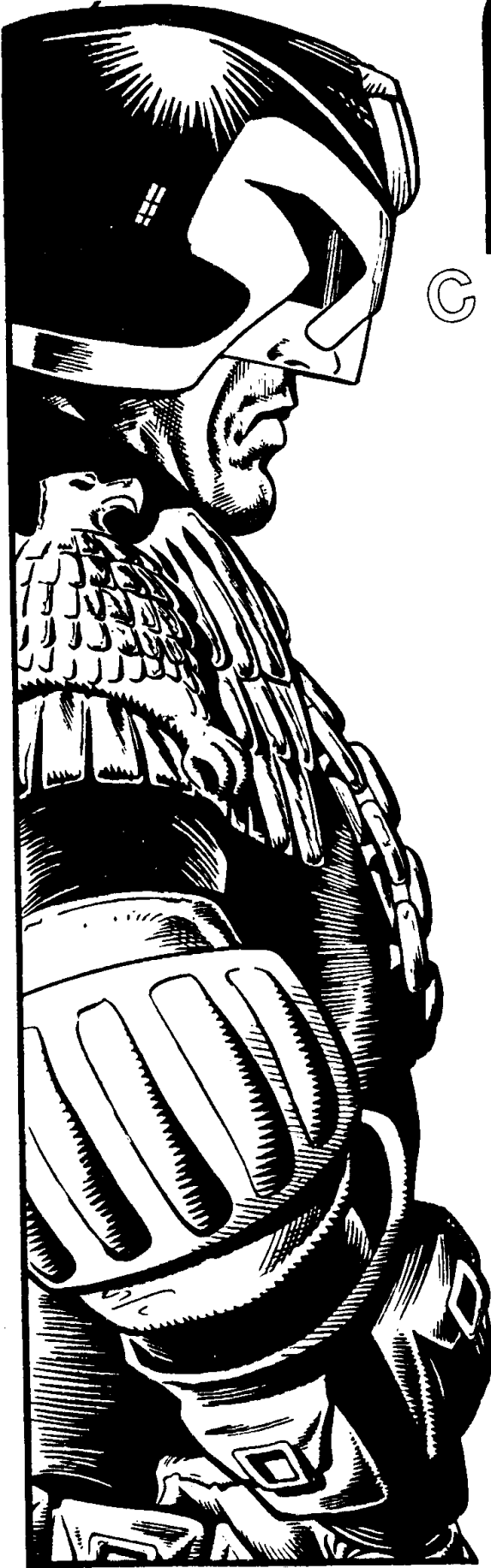






JUDGE DREDD

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JUDGE DREDD

THE ROLE-PLAYING GAME

JUDGEMENT DAY

Welcome to *Judgement Day*, the first scenario release for *Judge Dredd – The Role-Playing Game*. In this booklet you will find all the information you need to run this investigation in conjunction with the *Judge Dredd* rules. All the information in this pack is for the Game Master's eyes only. If you intend playing in this scenario you should stop reading and put this booklet down immediately.

Judgement Day is intended for investigation by a team of 2-4 Judges of average experience, or 4-6 newly appointed Judges. Because of certain key elements in the plot, which will become clear as you read on, it is essential that all the players' Judges entered Justice Department service after the Apocalypse War of 2104. Since this scenario commences sometime around the beginning of 2108, this means no-one's Judge must have been in service for more than three and a half years.

GAME MASTER PREPARATIONS

Before you do anything else, read this adventure from beginning to end. If there is anything that isn't immediately clear, try imagining what might happen when the situation is actually played through. Like the second adventure in the *Game Master's Book*, *The Ultimate Crime Of Tony Thermo*, there are certain parts of the plot, and particular motivations of some of the characters, that must be borne in mind while you are running the encounters. If you are coming to play this case straight after *Tony Thermo*, you may initially feel a bit lost by the size of this investigation. Don't worry! The whole thing has been divided up into little chapters (which we've called *Progs*), each of which is played through in turn. You don't have to learn the whole thing off by heart before you start – just be familiar with it. Once you actually get down to the serious business of playing this scenario with your team of Judges, you will quickly find that it runs along very smoothly, and you will have no problems in keeping control of it.

Throughout the text you will find that certain passages of description are in a box. You can read these out to your players, just as they are, at the relevant point. All other material should be used, by you, in response to questions or actions from the Judges. Don't read unboxed parts out verbatim; interpret them according to the situation. If your players cleverly think of something that hasn't been covered on too much detail in the notes, improvise a response in keeping with the situation. Try not to let them stray too far from the plot, though, or you'll find you have to make an awful lot up!

Following the adventure itself, you'll find closing sections on the awarding of experience points, a number of suggested follow-up cases to inflict on your players, and finally a section giving full game details of the new space equipment used by the Judges when they go to Titan in *Prog 3*.

In the middle of this adventure, you will find a number of Player Handouts on stiff card. These are printed with duplicate copies of a number of maps and computer printouts that crop up in the case, which can be given to the Judges at the relevant point in the adventure.

PLAYER PREPARATIONS

As always, a Team Leader should be appointed to be spokesman or woman for the Judges. Either ask for volunteers for this prestigious honour, or choose the character with the highest Initiative score. Each Judge should select a suitable pair of figures to represent themselves – one on foot and one riding a Lawmaster.

When the case starts, the Judges will be patrolling the streets on their bikes. Before the investigation can begin, though, there is a story to tell, for your eyes only...



THE STORY SO FAR

When the tyrannical Judge Cal fell to his death from the summit of the Statue of Judgement in 2102, everyone in Mega-City One thought themselves free from the rule of the cruellest, most evil dictator the city had ever seen. Cal's reign as Chief Judge had been a brief but horrifically bloody one, and many innocent citizens had perished under his insane laws. As the crowning glory of his reign, Cal had even begun to formulate plans to kill the entire population of the city, leaving it standing deserted as an eternal monument to his supreme greatness.

Cal had managed to maintain his rule of terror because he had hypnotised many of the city's Judges into serving him. This had been achieved by putting subliminal messages into their morning briefing tapes, to condition them into obeying only him. In the celebrations following his defeat by Dredd's rebel forces, and the subsequent turmoil of clearing the Mega-City of the last vestiges of his reign, no one stopped to wonder how Cal had gained the skills needed to brainwash the city's Judges. To find the answer to this question, we have to go back to a time when rebellion was just a notion at the back of his twisted mind.

As head of the SJS, the special department set up to investigate crimes committed by the Judges themselves, Cal had full access to the service files of all the Judges in the Mega-City. It didn't take him long to identify possible collaborators from among those Judges whose records indicated involvement in crime, a lust for power, or weakness of character. One such was Med-Judge Kent, then head of a mobile disaster unit. Cal made some discreet investigations, and discovered that Kent had been using his position to steal banned Adifax capsules and was selling them for vast profits. Kent was 'persuaded' to throw in his lot with Cal, and after being transferred to the psychology branch of Med Division ended up as Chief Psychologist to the SJS. It was Kent who picked officers who were especially vulnerable to mind control to serve in the SJS under Cal, and it was Kent who prepared Cal's illicit briefing tapes. However, Kent was also instrumental in preparing another plan, one which no one has ever suspected.

Cal's obsession with power and death prompted him to take extraordinary measures to ensure his immortality. To this end, Kent made plans to have his leader's personality recorded on a biochip – a device like a very sophisticated silicon chip – at the moment of his death. This would allow the great man's personality to live again, albeit in another's body. Although biochip recorders had long since been outlawed, Kent managed to remove a surviving unit from the Justice Department's Black Museum, and secreted it in an abandoned warehouse in the derelict Maze complex, together with other equipment which would be needed to implant the chip when the time came.

Eventually the time did come, and at the moment of Cal's death the machine worked as planned. A coded copy of Cal's personality was transmitted via a surgical implant to the biochip recorder, where it was logged in its memory. Kent was arrested in the general round-up of Cal's men, and sentenced to exile on Titan for his crimes. He never revealed the secret about the biochip.

These days most of the Maze is still standing, after having miraculously escaped severe damage in the Apocalypse War. Dangerous rad zones have made the site unsuitable for immediate redevelopment, though, and it has remained deserted, a hiding place for mutants, punks and other undesirables. In the abandoned warehouse on the south side of the Maze the biochip recorder sits gathering dust, its precious biochip forgotten by everyone.



Well, perhaps not quite everyone. Just before Cal's death at the hands of the resistance, Judge Pentecost, one of Kent's assistants, was hypnotically briefed and programmed without being aware of it. He was told to recover the chip and implant it in a suitable host if Kent was unavailable. Unaware of the terrible secret hidden deep in his subconscious, Pentecost joined the resistance after Dredd used the briefing tapes to remove Cal's control. He suffered severe head and spine injuries in the final battle, which led to partial paralysis and memory loss. Declared unfit for active service, Pentecost was assigned to teach medicine at the Academy Of Law.

Three months ago Tutor-Judge Pentecost was concussed in a minor laboratory accident. He began to recover fragmented memories of the missing period, and his hypnconditioning began to affect him again. A few nights later, an inexplicable urge took hold of him, and he made his way to the Maze. There he began to prepare the equipment needed to implant the biochip in a human host.

Pentecost's instructions had been to find a perfect human specimen, someone worthy of housing the personality of Judge Cal. Two weeks ago he found a suitable host, in the form of Conrad Conn, retired vid star. Conn has just returned to the public's attention as director of his first feature vid. Called *Cursed Earth Crusade* it is intended to be an epic dramatisation of Judge Dredd's trek across the Cursed Earth. As part of his research for the film, Conn paid a visit to the Academy of Law to see examples of the equipment Dredd and his party used. Pentecost offered to let Conn see Spikes Harvey Rotten's medical records, drugged him, and smuggled him to the Maze.

Conn meets all Cal's specifications: he is in perfect health, reputedly the most handsome man on Earth, and his reclusive lifestyle (increased even more after he was shot by a gunman after coming out of hiding to star in Fellini's 'Nativity And A 1/2' last Christmas) means that a change of personality might pass unnoticed. Now Cal's personality has been installed in Conn's body and is beginning a plan of revenge against the Mega-City. Pentecost has outlived his usefulness, and Cal plans to kill him when the opportunity presents itself. Once this minor irritation is out of the way, Cal Conn plans to complete *Cursed Earth Crusade* and show it at a charity premiere in front of Chief Judge McGruder and other notables. The print shown, however, will be a very different version to the one originally planned, and will contain hypnotic suggestions that Cal knows will reawaken his old conditioning and bring the Judges back under his control.

If this daring plan fails, Cal/Conn's supplies include four vials of the deadly 2T(FRU)T virus, gene modified to be immune to the normal vaccine! If necessary he plans to break these phials at the movie premiere, infecting all his enemies and starting a cataclysmic plague that could wipe out the whole of Mega-City One.

Only one man in the Mega-City knows the terrible dangers that Cal has prepared – Conrad Conn himself. His personality is trapped, a passive observer who can occasionally take partial control of his body while Cal's personality is resting. His attempts to warn the Judges should ultimately lead to the failure of Cal's plan...providing they follow all the clues, on **Judgement Day!**

PROG 1 – A SHOT IN THE DARK

JUDGES' INTRODUCTION

It's a little after 02:00 hours, and so far it's been a fairly uneventful night patrol. It's scheduled to rain at 03:10, but it's currently clear and fine. As your bikes rumble along the city bottom streets bordering the old Maze development area, you watch out for insomniac perps and listen to the latest crime updates on your radios...



++DATA++STATUS RED++

+item+ MOB HOMICIDE

At 23:45 hours, blitz agents killed Augie DiWillis, deputy to mob boss Willard Sneek, at O'Bannion's Bar and Diner, Sector 246. Sneek is suspected of complicity in perp running and organlegging. Be alert for further mob violence and retaliatory strikes this am/pm.

+item+ FUTSIE

An unidentified Futsie is firing ground-to-air missiles at sky-rail cars in Sector 243, vicinity Donnie Hogan Block. The perp seems to be mobile. Units in locality be on alert.

++DATA++STATUS YELLOW++

+item+ WARNING

Hotshot shells with batch numbers in the range 3231 to 3240 are to be withdrawn for safety checks following an incident in Sector 147, South, last pm. These shells must not be used, repeat, must not be used. Hand them in and collect replacements at end of shift.

++DATA++GENERAL STATUS++

+item+ TITAN RIOTING

Titan Penal Colony reports a riot and mass escape. Prisoners have not stolen spacecraft. They are at large on the surface, and are expected to surrender when food gives out.

+item+ INFESTATION

Tarim Towers Block reports epidemic of Rad-Fleas. Currently quarantined for decontam. Notify Med-Div if infestation discovered in other locations.

+item+ HAZARD

Section of Bertie Eco Flyover stolen last pm. Perpetrators unknown, but suspect same team responsible for Hangerford Bridge job. Expect major traffic delays in Sectors 241-247.

As you note the last reports, you see a flash of light from one of the gloomy access ramps up ahead, and hear the crack of a laser.

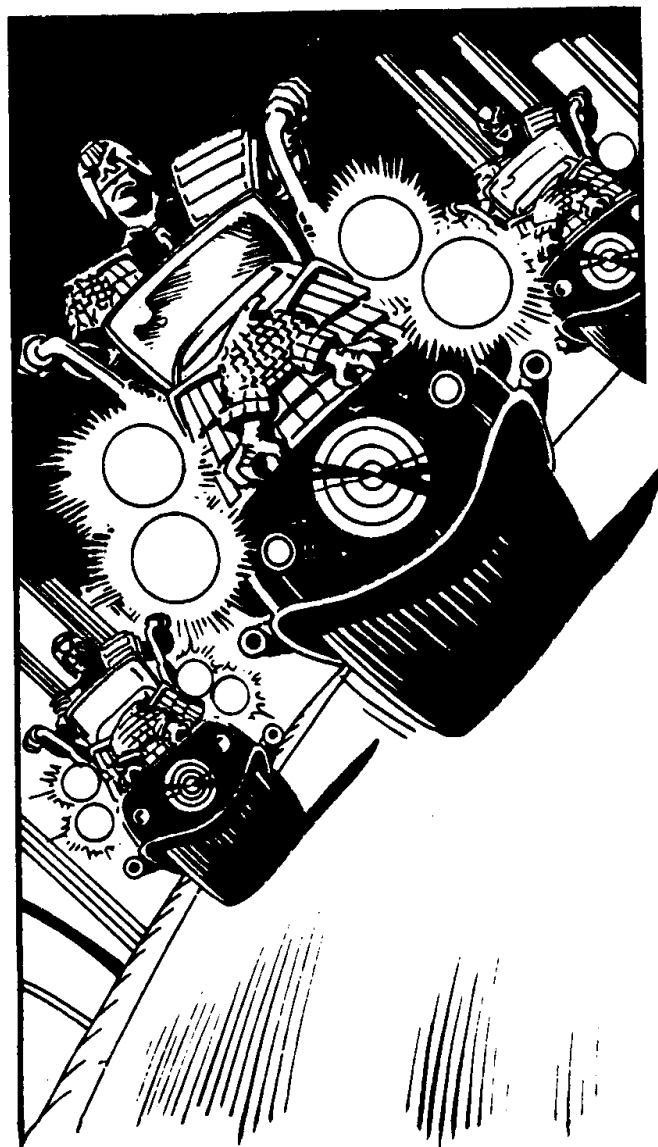
GM'S INFORMATION

Several of the above reports are relevant to the adventure. The hotshot shell recall is a serious problem, part of the investigation is set on Titan, the Judges will need to enter Tarim Towers Block, and the emergency there has taken many Med-Judges off the streets. The rest of the reports are red herrings; you may exchange these for ones of your own devising, or add to them, as you see fit.

FAULTY HOTSHOTS

Yesterday Judge Goner was killed when he fired a heat-seeker which homed in on his own body heat. Technicians have established that a chip used in its guidance system was defective. Chips from the same manufacturer (currently just starting a fifteen year stretch in the 'Cubes, incidentally) were used in the last ten batches of hotshot shells, and it hasn't been possible to determine the exact batch of the shell Goner fired. Each Judge is carrying 1D3-1 heat-seeker shells in the range to be recalled; roll 1D10 plus 3230 to find the batch number of each shell. Shells marked 3237 (ie a roll of 7) have defective guidance systems. If fired a faulty hotshot travels unguided for 15m and then targets onto the nearest human body temperature target within 360°.

If the Judges don't think to check their shells before using a heat-seeker, the first shot fired will be defective. All other shells will be safe. Any Judge who starts to check ammunition while riding along, without ordering his Lawmaster onto Auto, will need to make a *Drive Skill* roll or suffer Control Loss. Checking the number on 1 shell requires 1 Action.



THE RAMP

As the Judges approach the ramp (an old and heavily scrawled sign identifies it as Goods Entrance 15) a body rolls down towards the street. It's just visible in the light from the road; the ramp itself, and the Maze beyond, are completely dark. As the Judges stop, they hear a very faint moan. The victim is still alive, though mortally wounded. There is no sign of who fired the laser.

If you successfully make a (secret) *Street Skill* roll for any of the Judges, they will notice a Spy-in-the-Sky Camera hovering above the ramp.

The victim is Pentecost, and he has been shot by a laser built into the camera, which is a modified unit controlled by Cal. The Judges have arrived before Cal can finish him off. He is watching to ensure that Pentecost doesn't live to talk.

MODIFIED SPY-IN-THE-SKY CAMERA

As standard unit, but with extra components, and hence lower acceleration and top speed. It incorporates a laser pistol mechanism, which fires using the operator's *Combat Skill* less 10%. A small charge can be used to destroy the camera, which explodes as a hand bomb. The unit is controlled by a local transmitter, rather than by MAC. The Justice Department occasionally uses similar units in hostage situations. The exterior of the unit is identical to a standard camera.

Target Size:	Small		
Full Speed:	250 kph		
Max Speed:	90 m/R		
Acc/Dec:	40 m/R		
Stop:	40 m/R		
Random Hit	Target Point	Size	Armour
01-15	Laser	Small	5%
16-40	Non-vital Component	Small	5%
41-50	Self-destruct	Small	None*
51-00	Vital Component	Small	5%

* The charge detonates if destroyed

If the Judges don't spot the camera, Cal blasts away at Pentecost again after 2D3 rounds, then tries to eliminate the Judges. If the Judges do see the camera before it begins shooting again they will probably assume that it witnessed the killing, and ask Control for details. After 2 rounds the reply will state that there are no cameras in the area. Cal will start to fire 2 rounds later, using a CS of 65 (modified from 75), and an *Initiative* of 64, shooting to kill.

Whatever happens, Pentecost will die without revealing any useful information. However, he has thoughtfully left a trail of footprints which can be followed back into the Maze.

EXAMINING THE BODY

Once the camera is destroyed, the Judges should be encouraged to check the body, report in, and consider their next moves. If no player-Judges have been injured, MAC will tell the team that all medical and forensic units in the area have been assigned to the Towers Block emergency, and ask the Judges to make preliminary investigations. If any of the Judges have been seriously injured, and no Med-Judges are present, a Med-Squad will be diverted from the emergency, verify that Pentecost is dead, and pick up or treat the casualties. The Squad is too busy to help with forensic work, beyond identifying the stiff's injuries as laser burns, and will leave the Judges as soon as they are able.

The body is that of a man aged 30 to 35, wearing conservative clothing. There are major scars on the head and neck, which look like old surgical incisions, and a more recent scar on the forehead. Further examination will find a plasteel brace on the right leg, and something heavy in the coat pockets.

The body is covered in dust and grime, and is fairly unpleasant. Two deep pockets hold a Lawgiver, a medi-kit, and a Judge's ID badge with the red cross of a Med-Judge. It's obvious that the victim is either a Judge in plain clothes, or someone who has managed to steal such equipment from a real Judge. The badge and Lawgiver are both registered to a Judge Pentecost. If any of the Judges reports their findings to MAC, they may be able to glean the following extra information:

1. The description of the body matches Pentecost.
2. Pentecost was assigned as a medical training officer at the Academy of Law after injuries made him unfit for active service. He wasn't involved in any current investigation.
3. He was off-duty, and wasn't expected back for several hours.
4. Pentecost drives a saloon car, since his injuries made it difficult to ride a bike. The registration is GHYT-V2659.

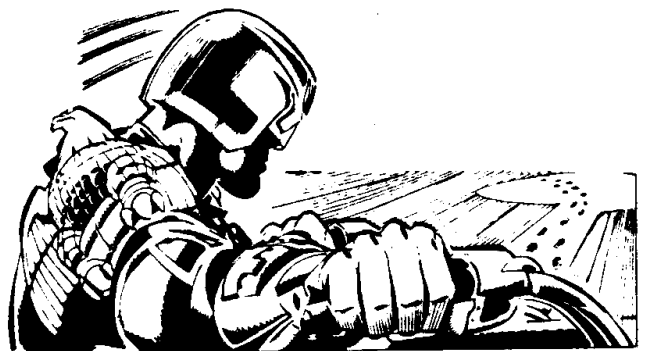
More information on Pentecost is detailed in *Prog 2*.

If the Judges check the immediate area they will find Pentecost's car (illegally parked!) on the pavement under the ramp. It's a two-door Oostin Macro, green in colour. A search will find nothing that looks remotely like a clue. As the Judges consider their next move, they will be startled by a noise coming from the top of the access ramp. Footsteps can be heard running back into the shadowy depths of the Maze.

During the Apocalypse War many mutants entered the Mega-City. There is a small colony of them in this part of the Maze, and the noise of the fight has attracted their attention. Naturally they fear that the Judges are about to enter the Maze and hunt them down, and have prepared to ambush them...

INTO THE MAZE

The Maze is an extremely complex structure, equivalent to dozens of blocks combined with a huge shoplex, and it is impossible to map it completely here. Luckily, the Judges only need enter a relatively simple part of the structure, a section used as a service area for goods deliveries and storage. *Map 1* shows the route from the access ramp to the old warehouse. All side routes lead to dead ends, endlessly branching corridors, abrupt pitfalls (where a section of corridor floor has collapsed, with a drop of two or three levels), radioactive areas, and other useless diversions. If the Judges instruct their Lawmasters to record the route they should be able to retrace their steps easily, otherwise they may become completely lost. Everywhere is covered by a layer of trash and dust, and some areas smell truly vile. Unless it says otherwise in the description below, it is dark throughout the Maze, and very, very creepy! A strange wind blows through the echoing metal passages in many places, and strange machine-like hums rumble through the walls.



AMBUSHED BY MUTANTS!

At point [1] four mutants are hiding in the old security office, and will lower the barrier (a steel pole) as the first Judge passes. All Judges must roll under their *Initiative* on a D100 to avoid running into the pole as it smashes down in front of them. Those who do run into it will take 1 Stun and will be knocked from their bikes.

As the barrier falls the ravaging muties leap out and attack the Judges, yelling as they come. All four (3 male, 1 female, though only a mutie expert could tell) are dressed in rags and tatters, and are a startling sight.

Mutant 1	S	I	CS	DS	TS	SS	MS	PS
No name	3	37	53	1	1	1	1	9

Mutations: Reptilian spines along back
Head half normal size with faceted eyes
Legs twice normal length
Left hand bends outwards not inwards

Surrender Mod: Too stupid to surrender

Weapons: Spear, metal blade, effect modifier +1

Equipment: Carries a sack of 8 dead sewer rats, 4 electrokeys (all useless), and a broken plastic replica of the Statue of Justice, which can be wielded as a club.

Mutant 2	S	I	CS	DS	TS	SS	MS	PS
Pinky	1	15	17	8	7	8	9	000

Mutations: Albino with pink eyes and white hair
Head and back covered in huge lumpy warts
Chest sunken, has difficulty breathing, moves at half speed

Surrender Mod: +10%

Weapon: Armed with spit mini-pistol, one spare magazine

Equipment: Carries an old Citi-Def survival kit

Mutant 3	S	I	CS	DS	TS	SS	MS	PS
Charley	2	18	26	6	4	4	1	6

Mutations: Gigantic jug ears
Elongated nose (like Pinocchio)

Surrender Mod: +20%

Weapon: Stump gun, 4 cartridges

Equipment: Carries 20m of climbing rope

Mutant 4	S	I	CS	DS	TS	SS	MS	PS
Egor	3	22	27	1	1	1	1	3

Mutations: Arms, legs and torso all twice normal size

Surrender Mod: Too stupid to surrender

Weapon: Club, Effect Modifier +1

Equipment: none

All four mutants smell so disgusting that Judges who make a *Street Skill* roll can smell them in the dark accurately enough to fire a shot at -20%. Their clothing is a wild mixture of styles, mostly torn, and they are filthy and crawling with lice and other parasites.

Any mutant taken alive will be very frightened. They will roll their eyes, and whimper pathetically, expecting to be killed. If asked the right questions in a stern voice, a mutie will reveal the following: that they heard the noise of the shots, saw the Judges, and decided to ambush them. A while ago they heard an engine start somewhere in the Maze. The twisting corridors and echoes make it impossible to say where it was.

The ramps lead into a ring-shaped, circular hall, a traffic roundabout with a solid core (a support for an upper level). If the Judges are tracking the mutants back to their lair, they will find that the trail of footprints leads up a ramp [2] and through several kilometres of sewer-like tunnels and corridors. The remaining mutants from the group are an old couple and three young children, all helpless. Judges who follow this route will waste at least half an hour, plus further time spent rounding up the mutants, handing them over to a Pat-Wagon back at the entrance, etc.

FURTHER INTO THE MAZE

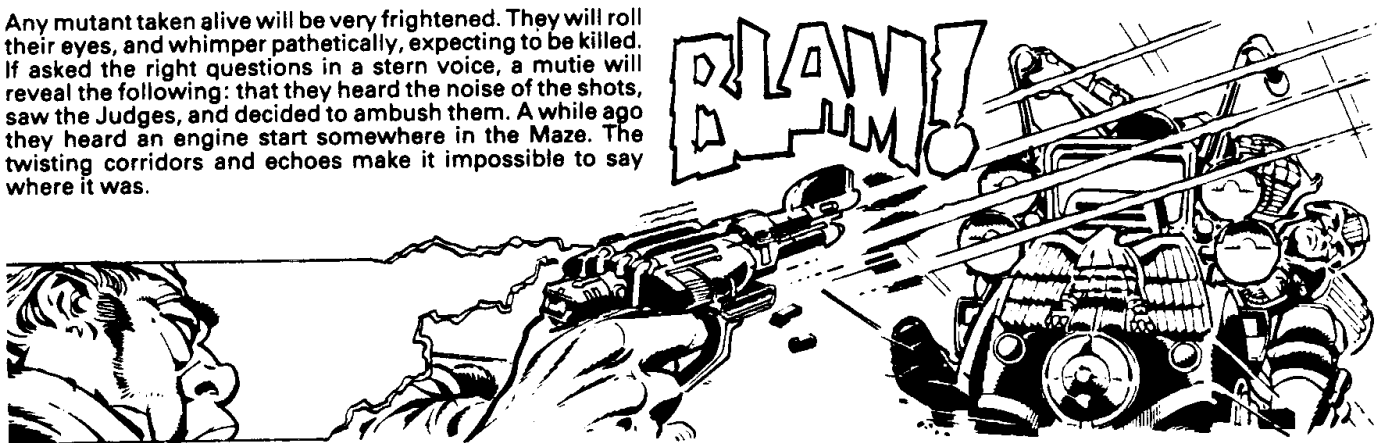
The north side of the roundabout [3] is littered with tons of fallen plascrete blocks and girders. There is room for a man or bike, but it would be impassable by car. Bootprints in the dust lead to and from the northern 'up' ramp, which is also covered in debris. Judges following the trail must ride in single file, at no more than 10 kph.

At point [4], a swarm of 23 sewer rats (as in the *Gamemaster's Book*) appear, running down the right-hand ramp from the level above. If any jumpy or trigger-happy Judges attack them the rats will retaliate, clawing and biting to the death otherwise they will simply continue across the corridor - nimbly avoiding the bikes - and run down the left-hand ramp. In combat, allocate 1D6 rats to each Judge, with any remainder attacking as others are killed. Anyone on foot (such as a captured mutant) will be regarded as food and attacked immediately, regardless of provocation.

[5] This circular hall is at the base of a high shaft, rising thirty-five levels to the roof of this low section of the Maze. The geodesic dome which once topped the shaft has long been shattered, and broken girders and cables dangle down, some almost level with the road. A decomposing corpse dangles from the wires about 3 and a half metres above the ground, a bat-glider who flew in and was caught like a fly in the giant spider's web of cables. The whole area is ghostly quiet, save only for the creaking of the wires swaying in the wind like a body on a gallows.

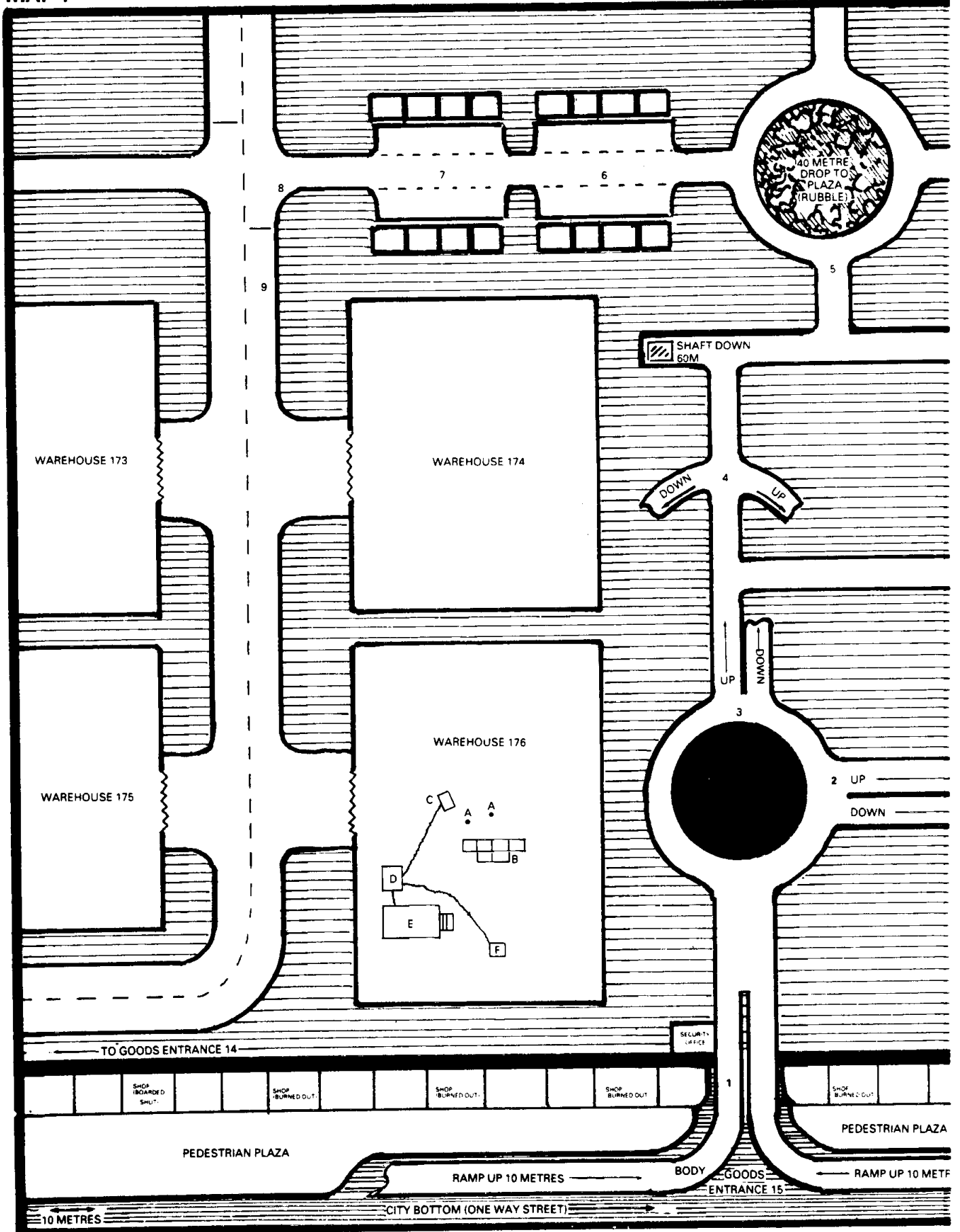
[6, 7] Loading bays. Lift shafts lead up into old department stores and megamarts. Naturally, there is no power for them, and the complexes they serve are burned out, looted, and rat infested. The floor of loading bay 7, and all subsequent passages, is relatively clear of debris, and the Judges can increase their speed and ride abreast.

Note: At this point the Judges enter an area where the Maze's structure blocks radio signals. Although the Judges can communicate with each other or with their bikes, they cannot reach MAC or any outside unit. (The spy-in-the-sky camera, incidentally, used a different frequency, which wasn't blocked.) The Judges will only discover this when they try to talk to the outside world.



MAP 1

THE MAZ



[8] A junction where the goods route crossed one of the complex's internal roads. A fluke of the wiring has left the traffic lights at this junction operational, although no vehicle has passed for years. However they are somewhat erratic. As the Judges approach the junction, the lights turn red, and will stay red for approximately ten hours. The Judges must make a conscious decision to break The Law, either by deliberately stating so (or by rolling under their *Initiative* scores on a D100 if the players seem stuck) before crossing the junction. The footprint trail leads south from this junction. From this point onwards, dim emergency lights illuminate the tunnel. If anything the presence of light makes the place seem even spookier!

CALL-ME-ISHMAEL

[9] At this point the Judges encounter a robot, named Call-Me-Ishmael. It is a standard industrial GP unit, approximately two years old. It is happily repairing the emergency lighting system as if nothing was wrong with the world. It is one of those sickeningly subservient models, as anyone who talks to it will soon discover. If questioned the droid will say that it and two other robots were hired, together with a truck, from Haul-All Rentals yesterday. The man who hired them told Call-Me-Ishmael to repair the lights. It will also mention that the truck is loading some boxes in warehouse #176, a little way down the corridor.

As the robot talks, the Judges will be surprised by the noise of an engine. They see a green Haul-All Rentals 5-tonne truck smash out of the warehouse entrance and roar away down the corridor, screeching around the bend on two tyres!

Conn/Cal is driving the truck. As he rounds the bend he triggers a small thermo-bomb he has left inside with the intention of destroying the evidence. A powerful explosion shakes the corridor. It knocks all the Judges off their feet, or off their bikes if they are riding them, and inflicts 1D3 Stuns, but no Wounds, on each Judge. Dust falls from the ceiling, and the lights go out for a few seconds. A large slab of plascrete falls from the ceiling, blocking the roadway beyond the warehouse. In the narrow tunnel the noise is unusually intense, and the Judges will be deafened and unable to stand, let alone walk or ride their bikes, for at least 5-*Current Strength* Game Turns. By this time, the truck is long gone.

Judges who wish to follow the truck will have to drag the slab of plascrete out of the way. It requires the combined efforts of either six Judges, or two Lawmaster bikes, and around ten minutes to do this. If they then pursue the truck they'll find that its tracks run west for approximately two kilometres, then leave the Maze at Goods Entrance 12, a ramp giving access to the E L Wisty Slipzoom and one of the Sector's Meg-ways. The only logical decision at this stage is to transmit an all-units alert, and hope that a Judge or street camera spots the truck. This isn't very likely, since there are thousands of these trucks on the roads.

Call-Me-Ishmael has picked up a few dents but otherwise survived the explosion intact. It starts complaining about the malfunctions it is developing, for want of anything better to do. Judges who make a *Tech Skill* roll will know that images from its memory can be loaded into a Lawmaster's computer and displayed on its screen. If this is done the Judges will see Pentecost telling it to get out of the truck, parked in the corridor, and repair the lights. Pentecost seems to be in a daze, as if he was drugged. Later Call-Me-Ishmael passed the warehouse door and saw the other GP droids loading crates into the truck. Pentecost was speaking to someone the robot couldn't see.

INSIDE WAREHOUSE #176

The interior of the warehouse is in surprisingly good repair. The bomb was planted to destroy the biochip computer, and much of its blast was wasted on the corridor and the remnants of its doors.

As the Judges enter they smell a strong chemical odour, and see the smouldering remains of two GP robots [A]. Behind them is a pile of burned metal cases [B], all bearing the Eagle stamp of the Justice Department and all apparently empty. The explosion seems to have been centered on some sort of computer or electronic device [C], which is almost completely destroyed. A humming noise comes from a large wheeled box [D], which bears radiation warning signs. Cables run from the box to a cluster of ceiling lights, a large but collapsing inflatable plastic tent [E], a white metal chest [F], and the damaged machine.

Judges making a *Tech Skill* roll will identify the chemical smell as Stain-Gon™, a powerful industrial cleaner which dissolves organic contaminants, including fingerprints, blood stains, and most of the other traces used by forensic scientists. (Sale is restricted to micro-electronics manufacturers, service organisations, and other legitimate users, but it has occasionally fallen into the hands of criminals.) Stain-Gon™ is mildly toxic. If the Judges don't put on their respirators within 1 turn of entering they will lose 5 *Initiative* points until they receive expert medical attention. A medi-pack can't help here.

[A] The robots were destroyed by the bomb. They appear to have been GP units, as their smoking feet and ankles are similar to Call-Me-Ishmael's. Naturally their memories have been erased. Nothing useful can be learned by examining them.

[B] The boxes held the biochip computer and medical supplies, though the Judges won't know this. With one exception, all labels - apart from the embossed Eagles - have been removed or burned away by the explosion. A range of weapons and Justice Dept communications equipment has been loaded into the truck and taken away. The following clues can be found if all the empty boxes are searched:



1. An empty can of Stain-Gon™. Ironically there are some blurred fingerprints on the can itself. These are too indistinct to allow positive identification, but could be used to eliminate a suspect after arrest. They do not match Pentecost's prints, if anyone is clever enough to check.

2. A vid-slug, the field servicing manual for a Cybercom Mark 19 Robodoc. This model was manufactured from 2097 to 2102. The slug has a Justice Department library label. MAC can confirm that Pentecost borrowed it six weeks ago, once the Judges reach an area where radio contact is possible. Most of its casing has melted, and someone ought to have Damaging Justice Department Property onto their list of offences!

3. A label, on the underside of the largest box:

**SECTOR 437 JUSTICE DEPARTMENT ARMOURY
UNIT TK 1486**

Neither the bikes nor MAC can identify unit TK 1486 immediately. It is apparent that an internal code was used by the Sector 437 armoury before the Apocalypse War. Although the records should be on file somewhere, it will take time to run the computer search.

4. A crumpled scrap of paper, bearing a cryptic message, hand printed in reverse (letters run right to left, as mirror writing):

Stop him before he kills us all. I can't control

[C] A wrecked electronic device, obviously extremely complex. It looks as though it once contained millions of chips and wires. The explosion was apparently centered on this device, and there isn't much left, just a smouldering shell and the remains of a few burned circuit boards. (It is the biochip computer, so badly damaged that identification will take some days. It can't be identified by the player-Judges, regardless of Tech Skill, in less than three weeks.)

[D] This is exactly what it looks like: a portable nuclear generator, of a type occasionally used by the Justice Department when an emergency power supply is needed. (It will take MAC some time to establish that this particular unit, and all the other medical equipment, came from Judge Kent's old mobile hospital unit; however, Kent will not be mentioned by name at this stage.)

[E] An inflatable plastic tent, badly singed and slowly deflating, with an airlock at one end. The airlock is equipped with a battery of sterilising lamps. Inside is a complete operating table, a robodoc and an assortment of medical equipment and supplies (including a pair of long-handled tongs - see F). Tags on the supplies give dates going back to 2095. There is a gaping hole in the robot's outer casing, where an explosive bullet has been fired into its computer brain, and nothing can be learned of its programming. The interior of the tent has been sprayed with Stain-Gon™, as can be gathered from its distinctive smell. However, there are some faint blood stains on the operating table. (Laboratory analysis later will reveal that they are human bloodstains, but won't be able to identify the group.)

[F] This chest is a powerful cryogenic freezer (and a potential idiot trap!). The top lifts to reveal a cavity, approximately 50cm on a side, full of swirling white gas. (Anyone who puts a bare hand in and gropes about will take two automatic hits to the hand with +2 Effect Modifiers. The pair of long-handled tongs in the tent may be used to feel around in the freezer, as may a gloved hand, whereupon the Judges will find a small metal rack with holes for five cylindrical objects, no more than three cm in diameter.)

After the Judges have finished searching the warehouse, at least one of them will need to return to the entrance to report back to Control. A Tech-Squad (as detailed on p45 of the *Game Master's Book*) with full forensic equipment will arrive at the Maze in about ten minutes. The team will be expected to lead them to the scene of the crime, and the warehouse, and guard them while they carry out their investigations. In the event nothing will happen, since the explosion and the presence of such a large force of Judges will scare off the denizens of the Maze. Any clues the team have missed will be found. In due course their significance will be reported to the team. In the mean time, though, the team will be called to the Boris Vallejo Underpass, a few kilometres away, where someone has apparently crashed a Haul-All truck...



When the Judges reach the Boris Vallejo underpass (use the underpass map that came with the boxed set for this), they find a Pat Wagon team extinguishing the last of the blaze. The truck didn't crash, as any Judge with some brains should surmise. It was unloaded, driven here, and set alight by a small bomb. (Make a secret *Street Skill* roll for each Judge, to spot that the licence plates read VXC-12548-B. The odometer reads 227250-23 km.)

If anyone suggests looking around the immediate area, the following details can be discovered. In the flickering flames and dim street lighting, the Judges can see a wide range of scrawled graffiti, covering most topics of political, sexual and general interest. A secret *Street Skill* roll for each Judge will reveal that one slogan on a nearby wall seems particularly fresh. It is wet to the touch, and reads 'SAVE THE STOOKIE'. Another secret SS roll will let a Judge hear faint breathing and whimpering from one of the darker recesses of the underpass (a *Sense Perp* special ability will also do). A scared juve is hiding there, clutching a paint sprayer.

	S	I	CS	DS	TS	SS	MS	PS
Leroy Zacks	2	13	11	9	9	13	6	12

Aged 13, he is short and spotty. Leroy has no weapons and won't attempt to fight or run. He wears the usual juve gear - padded rad-jack, Levoff trousers and a pair of well-worn street creepers. He carries two illegal cigarettes in a pouch in his rad-jack (obviously a hardened perp!). A *Save The Stookie* badge on the 'jack confirms that he is responsible for the sign on the underpass wall. Zacks talks in the cool street slang common to all juves.

Zacks was in the underpass when a 'tall man' dumped the truck there. A minute or two later the truck exploded. There was a massive 'Kaboom!', like a block going bye-bye in the war. The Pat Wagon arrived while Zacks was still stunned by the blast. Zacks can't give a coherent description of the man, since it was dark and he was more concerned with trying to avoid being seen. However, he thinks that he was heavily built and slightly taller than average, wearing a broad-brimmed hat and a coat. Zacks thinks that the man walked off in the direction of a nearby hover-cab rank, but isn't entirely sure.

While the team are questioning Zacks, MAC relays an urgent call. The Judges are to return to the Sector House, and report to the Chief Technician. The forensic team have uncovered some important clues, and they are required for debriefing. Zacks can be left with the Pat Wagon after being sentenced.

A NEW ASSIGNMENT

When the Judges reach their Sector House they are directed to the Forensic Department, a suite of hi-tech laboratories in the basement. There they are met by Tech-Judge MacDonald, chief technician for the Sector; Med-Judge Hollister, the pathologist who has been examining Pentecost's body; and (rather worryingly) SJS Judge Stark, who seems to be in charge. (Feel free to substitute your own characters if these positions are already filled in your campaign.)

Judge	S	I	CS	DS	TS	SS	MS	PS
MacDonald	2	38	37	36	92	45	37	27

Age around 35, but somehow seems much older. He is tall and gloomy, and assumes that all Judges will damage any equipment Tech-division allows them to use.

Judge	S	I	CS	DS	TS	SS	MS	PS
Hollister	2	41	40	41	51	38	86	30

Age late twenties, he is young and enthusiastic. Hollister is fairly short (for a Judge) but radiates fitness and health. He tends to criticise posture, eating habits and other deviations from the textbook healthy Judge.

	S	I	CS	DS	TS	SS	MS	PS
Judge Stark	3	51	40	45	55	60	37	000

The oldest Judge present, in his early forties, Stark is stocky and extremely tough. He has bionic eyes (he was blinded in the Apocalypse War), which seem able to bore right into anyone he cares to stare hard at. Stark radiates an air of extreme strength and sternness.

All three Judges carry normal equipment. However, Judge Bolan, Judge Stark's partner, is in the next room, watching the interview through a concealed vid camera, and monitoring a battery of lie detectors and scanners. He has a 90% chance of noticing any lies or evasions. If he does, Bolan will tip off Stark through his helmet radio, on a different frequency to the one used by the team.

	S	I	CS	DS	TS	SS	MS	PS
Judge Bolan	3	65	58	61	68	75	55	32

An extremely quiet Judge in his early thirties, Bolan is calm but very determined. He carries with him the confidence of someone who knows he will get to the bottom of things, no matter how long it may take. His experience includes a year on call to the Holocaust Squad. He is fanatically devoted to duty and the Mega-City.

Stark starts the questions by asking about the team's reasons for being near the Maze, their previous association with Pentecost, and the events of the evening. He begins at the start of their patrol, asking about all messages the team sent and received, their actions in the Maze, and the initial search of the warehouse. He isn't looking for anything specific (but you shouldn't let the team know that), just following standard procedure in a case where a Judge has been killed. Play this scene as casually phrased questions leading gradually into a harsh, fast, interrogation. If the team actually committed a crime before this interview (for example, if one of the Judges is corrupt, guilty of breaches of discipline, or has decided to conceal information), the interrogation should gradually shift towards such danger areas, as Bolan reports his findings to Stark.

When he is satisfied that the team were not involved in Pentecost's death, Stark will suddenly inform them that they are assigned to temporary SJS duty. They are to investigate the killing, reporting to Stark or Judge Bolan (who should be introduced at this point) as progress is made. Stark warns the team that he suspects that Judges were involved in the killing. All the evidence so far points to someone who is familiar with, and has access to, Justice Department supplies and weapons. Accordingly the team will not be issued with SJS IDs or uniforms, in case they alert someone who might otherwise make a revealing slip, and are to pretend that they are looking for a normal perp.

He gives the team special communications chips, which can be plugged into their helmet transmitters to give access to one of the scrambled SJS channels. He adds that the SJS will naturally be conducting other enquiries, and will pass on any information that might help the team. (This is an easy way of helping players if they can't seem to follow the clues provided. However, the SJS should not be used to spoon-feed the Judges whenever they hit a minor snag.)

MORE CLUES FROM THE MAZE

Once the SJS briefing is complete, the team can relax a little. Judge MacDonald explains the clues found in the Maze, with a rather weary voice (someone's damaged some equipment again!):

The spy-in-the-sky camera seems to have been a standard unit with modifications, not one of the special machines used by the Justice Department for hostage incidents. It's at least ten years old, and thus there's no way of tracing it.

In 2095 the Department purchased six mobile transportable nuclear reactors, for use at major incidents where normal city power sources were unavailable. Serial numbers show that the reactor in the warehouse was assigned to Emergency Hospital Unit 40077. EHUs are fleets of H-Wagons and trucks, carrying all the resources of a hospital; these are used at disasters, such as a block collapse or bombing. Most of the other medical equipment found at the scene is of types supplied to EHUs at the end of the last century. EHU 40077 was overrun by invading Sov units during the Apocalypse War. Most of its personnel were killed and all records were destroyed.



One of the metal boxes the team found was labelled 'Sector 437 Justice Department Armoury - Unit TK 1486'. This armoury was also destroyed during the Apocalypse War, but MAC has traced the code. It refers to a model of war-droid, the type encountered by Judge Dredd in Death Valley when crossing the Cursed Earth, for example. This machine is extremely dangerous, mounted with inbuilt lasers and spit guns, and very heavily armoured. If the team encounter one they should call for back-up units immediately. (Cal doesn't actually have one of these robots - one was sent over to the Hall of Justice museum, and the box was later used to pack the biochip computer in. However, it should scare the heck out of the Judges!!)

As yet there has been no progress with the large machine found by the team. Only a few parts survived the explosion, and they are mostly standard computer components. However, there's something very odd about their arrangement, and some seem to have non-standard code numbers and functions.

Handwriting experts say that the crumpled note found in the warehouse was a page torn from a notebook (one of the most common brands sold in the Mega-City), written by a right-handed person using their left hand. Similar mirror-writing is occasionally produced by schizophrenics.

Hollister tells the team that the autopsy on Pentecost has found traces of painkilling drugs, and a small brain tumour, which apparently developed since his last medical examination a few weeks ago. The tumour wasn't immediately dangerous, though it might have been affecting Pentecost's memory and coordination. It was probably a result of his recent head injury.

The medical equipment found in the warehouse could have been used for almost any sort of operation. The robot was a general-purpose surgical unit of a very standard type. The instruments covered the full range of surgical procedures. The cryogenic freezer is old but a standard design, typically used for the long-term storage of tissue samples, bionic implants, and other medical perishables. The holes in its rack match a standard size of storage tube, the most common type in use. There are no significant forensic clues to suggest the nature or subject of the operation.

MacDonald promises to keep the team informed if any progress is made, and the meeting ends.

FOLLOWING UP LEADS

At this point it's likely that the Judges will retire to their office to discuss the developments in the case so far, and see if they can come up with any answers. If they are thinking along the right lines they will then probably want to look at Pentecost's records, trace the truck (if they haven't already asked MAC to do so), follow up the cab Zacks mentioned seeing, contact the Academy of Law, or research the history and personnel of EHU 40077.

The Judges may carry out these investigations in person, or ask MAC to assign additional personnel. Remember that there is a gang war in progress, a medical emergency, and numerous other incidents, so there may be some delays if matters aren't attended to personally. (In other words, try and get the team to do it all themselves!)

JUDGE PENTECOST

Judges who wish to consult Pentecost's records may either do so personally at a terminal, or ask MAC for a printout. The synopsis below will be obtained as a printout (give your players the handout from the middle of this booklet). If the Judges just ask MAC questions they can be answered by reference to the records, but you shouldn't volunteer any extra information.



JUSTICE DEPARTMENT SERVICE RECORD

- ☐ **PENTECOST, WARREN**
- ☐ **Medical Division**
- ☐ **Age 34** **Height 1.85m** **Weight 73kg**
Brown hair, brown eyes, left handed

- ☐ **SERVICE RECORD (Assignments)**
Graduated 2096
Assigned Sector 235 Med-Squad 2096-2098
Assigned Sector 114 SJS Unit 2098-2100
Assigned Grand Hall of Justice 2101-2102
Disabled, assigned Academy of Law 2102 to present

- ☐ **SERVICE RECORD (Notes)**
Pentecost graduated with high marks for all medical skills, and expressed a preference for Med-Squad service. After brief general service this request was granted, and Pentecost was assigned to a Med-Squad in Sector 235.

In 2098 Pentecost was recommended for promotion, and assigned to the Sector 114 SJS medical unit, where he was responsible for the treatment of Code 99 Reds, and less serious medical and surgical conditions.

After another recommendation for promotion he was assigned to the Grand Hall of Justice, and served there throughout the rule of Judge Cal, as assistant to the head of the SJS Medical Division.

In 2102 Pentecost joined the Judges' rebellion against Cal, and suffered spinal injuries in the assault on the Statue of Justice. Later he was judged unfit for normal service. After this injury, Pentecost took up a post as a medical tutor at the Academy of Justice.

☐ MEDICAL RECORD

Long Term: Pentecost was partially paralysed in the left leg, and wore an external leg brace to aid walking. He was unable to ride a Lawmaster.

Recent: Three months ago Pentecost was injured in a laboratory explosion, and suffered minor head injuries, leading to occasional headaches. He was taking painkillers for this condition, and was scheduled for follow-up medical examinations early next week.

☐ **SPECIAL NOTES**

Assigned saloon car GHYT-V2659 (unmarked)
Residence Apt 120-40 Tarim Towers Block

☐ **DISCIPLINARY RECORD**

Investigated 2102, suspected of involvement in hypno-conditioning of Judges during rule of Cal. Found not guilty. See SJS investigation report 2102/1134-1145.

If the Judges request more information on any phase of Pentecost's career you should invent appropriate statistics and details (for example, a 97% efficiency rating in paperwork, and so on). See the notes on Tarim Towers Block below, for details of Pentecost's apartment, if anyone thinks to check. The SJS files on Pentecost contain further information, and the Judges should be discreetly encouraged to consult them, though authorisation from Judges Stark or Bolan is needed before the team will be allowed to see them. A synopsis follows here.



**SPECIAL JUDICIAL SERVICE DOSSIER 2102/1134-1145
(SYNOPSIS)**

☐ **PENTECOST, WARREN**
☐ **COMPLAINT/OFFENCE**

As assistant to Judge Kent (Section Head, SJS Medical Division) accused had access to departmental briefing tapes, and was suspected of involvement in their use to control Judges.

☐ **SUMMARY OF INVESTIGATION**

Pentecost was assigned to routine medical duties throughout the period (testament of Med-Judges Finlay, Powell, Kildare, Herriott) and had no part in preparation of briefing tapes. Subject did not, however, show any resistance to the hypnotic control used during this period and it is recommended that he should not be exposed to psychic or hypnotic control in future assignments.

☐ **RECOMMENDATION**

No disciplinary action

☐ **ACTION**

None

Investigating Officer: McGruder, SJS

JUDGE KENT

It is to be hoped that the team will also request the file on Judge Kent.

SPECIAL JUDICIAL SERVICE DOSSIER 2102/112-116 (SYNOPSIS)

☐ **KENT, PETER**
☐ **COMPLAINT/OFFENCE**

1. As director of Emergency Hospital Unit 40077 Kent gained access to the department contraband store and stole 1745 tubes of Adifax tablets between the years 2095-2098. These tablets were sold to known addicts.

2. As SJS MEDICAL CHIEF (2099-2102) Kent conspired with Judge Cal, and was involved in hypno-conditioning of Judges.

☐ **SUMMARY OF INVESTIGATION**

1. Evidence found in Judge Cal's private files after his death revealed this offence. It is assumed likely that Cal had the evidence before Kent was appointed to his post, and used it to ensure Kent's cooperation.

2. Evidence of Med-Judges Finlay, Powell, Kildare, Herriott confirmed this accusation.

3. Kent attempted to escape from the Mega-City but was arrested by Judges McGruder and Giant. He confessed to the above crimes during interrogation, and claimed that Cal blackmailed him into cooperation.

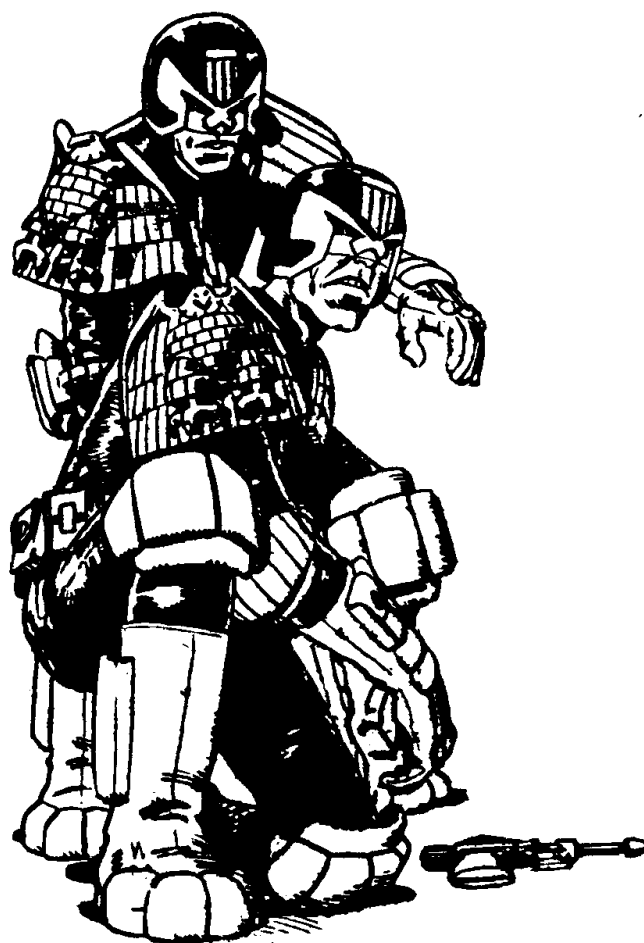
☐ **ACTION**

Sentenced to life imprisonment on Titan

Investigating Officer: McGruder, SJS

TRUCK HIRE

The manager of the local Haul-All truck agency is Elmer 'Emsch' Emschwiler, whose office and apartment are also in Tarim Towers Block. The office is on Winston Smith Plaza on the tenth level, his apartment is 120-46 (on level 120), only a few doors down from Pentecost's. He also rents space in the sub-sub-sub-basement parking lot. Emschwiler is not answering his vid-phone.



PROG 2 – THE KILLER FLEAS!

TARIM TOWERS BLOCK

This block is a small pre-Apocalypse construction (141 levels, population 7525) and currently just happens to suffer from a heavy rad-flea infestation. The lower 102 floors have been cleared but are still quarantined; the upper floors are still infested. The hoverport is closed, and sky-rail services have been diverted. Judges wishing to enter any part of the building must wear full bio-armour (similar to a rad-suit but with its own self-contained air supply). Bikes must be left in a decontaminated area, since their cavities could easily harbour the insects.

The infestation is gradually coming under control. Under the direction of Med-Judge Conway, Med-Squads are moving through the corridors with liquid Munce extract sprayers. They are being followed by squads of Judges who search the apartments as they are cleared. Already dozens of residents have been found with contraband drugs, stolen goods and weapons. Part of the entry plaza is fenced off with an electro-cordon, penning the perps in until decontam is complete and they can be dragged off to the 'Cubes. Forensic teams are dealing with the victims who couldn't hold out and committed suicide to stop the insufferable itching. All lift services above level 100 have been suspended, and the anti-grav chutes are closed by fire barriers at each level.

The truck hire office adjoins Brian Aldiss Plaza, in the cleared area. The door is firmly locked, and the office contains nothing except a computer terminal, filing cabinets full of truck and robot service records, some glossy brochures, and a small concealed wall safe. The terminal is shut down and locked; the Judges can easily switch it on, but will need Emschwiller's personal codes to gain access to his files in the block central computer. The safe is a modern design, opened by a palm-print lock.

Apartments 120-40 and 120-46 are in the contaminated area, and the Judges must make their way up stairs and along corridors holding dozens of frantically scratching residents. You should attempt to describe the horrible results of rad-flea infestation. There are tenants literally scratching off their skin, clubbing themselves unconscious, banging their heads against the walls, committing suicide, and other sorts of irrational behaviour. Sobbing victims hurl themselves at the Judges, begging to be shot! Try to make your players' skin crawl!

Apartment 120-40 is a neatly furnished modern apartment, with minimal facilities for a single man. A rack of vid-slugs and a few old books stacked on a shelf cover most medical topics. A sheet of plans on the desk detail a small section of the Maze, which the Judges should recognise as the area containing the warehouse. Copyright marks show they are authorised facsimiles, printed out by Barney at one of the City Hall terminals. If the Judges bother to check they'll find that the last person to request such plans was a certain Med-Judge Kent, in January 2102.

If the Judges look through the messages on Pentecost's vid-phone, they will find one, apparently transmitted without visuals, which was directed to ex-Judge Kent, Titan Colony. The voice, which can later be confirmed as Pentecost's, says that it is calling on behalf of Mega-City Welfare Services, to inform ex-Judge Kent that 'his dear beloved mother has passed away'. (This is in fact the signal Judge Kent has been patiently waiting for all these years. It means Cal is alive, and will soon reclaim his throne.) There are no other clues in the apartment.



Apartment 120-46 is locked, and faint moans can be heard through the door. Inside, the place is a right mess, as if someone has stumbled about knocking things all over the place. Emschwiller is crouched naked under a boiling hot shower in the bathroom, suffering from severe burns and the attentions of dozens of rad-fleas. If the team borrowed Munce sprayers they can treat him, and anyone else they encounter. Otherwise he must be dragged kicking and screaming back to the Med-Judges for decontamination. There are no significant clues in his apartment, though a full search will take at least fifteen minutes.

Elmer	S	I	CS	DS	TS	SS	MS	PS
Emschwiller	1	13	12	11	15	10	11	17

Age 41, short, dark and tubby. He will struggle frantically if infected, otherwise he'll be cooperative. He won't talk until he's been decontaminated.

If the Judges are attacked by any resident, and damage indicates that the bio-suits are penetrated, the rad-fleas will start to affect the Judges. The suits block Munce, as well as keeping out the rad-fleas, and affected Judges must strip for full decontam.

Emschwiller can tell them that the truck and three GP robots were hired by Pentecost, who paid cash for the transaction. He knew the Judge by sight and didn't ask for ID or a deposit. If the Judges noted the odometer reading on the truck earlier, Emschwiller's records show that the truck has travelled 825.71 km since it was hired (this won't help the Judges at all!). If the team ask to see the cash, Emschwiller will open his safe and pull out an envelope, holding 250 credits in mixed notes. (Judges who make a *Street Skill* roll will notice that he seems to be very nervous. This is because there is an unlicensed spit pistol in the safe, wrapped in a piece of black cloth. This may be detected immediately by a Judge with *Spot Hidden Weapon* special ability.)

Judges who investigate further should find several irregularities in Emschwiller's business dealings. He didn't report that a Judge was spending money, hasn't declared the transaction to the tax bureau yet, and has been servicing his equipment far less frequently than regulations require. The brakes of one truck are close to failure, and there is also matter of the hidden gun. Emschwiller should spend the next few years in a nice warm, flea-free isocube...

TAXI COMPANIES

Taxis routinely log their trip records with central office computers, which can be accessed by MAC. Red Stripe Cabs, based in the Pete Tosh Hab Complex, picked up a fare near the underpass, and dropped him at the Plaza De Boing. Unfortunately it was dark and the driver, Elvira Madison, can only describe the man's clothing: an expensive looking coat, gloves, and a broad-brimmed hat. He spoke in a quiet but cultured, well-rounded voice. The passenger paid cash, which is somewhat unusual, but there are no fingerprints on the bills. If the team investigate her, they'll discover that Elvira has no criminal record and is that rarity, a completely honest citizen. If the Judges search her cab they find faint writing scratched into the plastic of the passenger seat. As before, it is reversed, and reads:

'Wants to kill the city, stop him or we all die! He is'

THE ACADEMY OF LAW

No-one at the Academy noticed anything particularly strange about Pentecost. He was taking medication for headaches, following a lab explosion last month, but was teaching his normal schedule of lectures and tutorial groups. The laboratory accident was caused by a faulty anaesthetic gas cylinder. The control valve stuck during a lecture, and blew off when it was turned too forcefully. Lately Pentecost seems to have spent a lot of his spare time away from the Academy. He told colleagues that he was conducting some research at the Central Library in Sector 48, East. (If the Judges check up on this, there is no record of his ever using the library.)

EHU 40077

The records of Emergency Hospital Unit 40077 are mainly lists of personnel, vehicles, equipment, and requisitions, and are consequently very tedious. The unit kept its own records, which were destroyed in the war. It would require an extensive and ultimately in rewarding search to find the names of citizens or Judges who were treated by the unit.



EMERGENCY HOSPITAL UNIT 40077

□ HISTORY

Established 2095

Destroyed 2104 (overrun by East-Meg units)

□ EQUIPMENT

4 Med-pad mobile operating theatres
20 Pat-Wagons as general wards
6 Pat-Wagons as intensive care wards
8 H-Wagons, medical model
2 Workshop trucks
1 Field kitchen unit
1 Generator truck
30 Lawmaster mk.11e bikes

□ PERSONNEL

Director (Med-Judge 4)
6 Surgeons (Med-Judges 2 or 3)
15 Medical orderlies (Med-Judges 1 or 2)
6 Administrators (Accounts branch Judges 1)
25 Judges (Non-specialised)
10 Technicians (Tech-Judges 2 or 3)
45 Cooks, clerks, etc (Civilian employees)

□ DIRECTORS

Med-Judge Kent 2095-2098

Med-Judge Pearce 2098-2104 (d. Apocalypse War)

A detailed summary of the equipment requisitions from this unit will reveal that a replacement reactor was ordered early in 2102, along with medical equipment corresponding to the items found in the warehouse. It was ordered by Pearce, who is unfortunately unavailable for questioning.

If the Judges ask for the name of a Judge who served with the unit in 2102 and is still alive, MAC will eventually find Med-Judge Conway, who is currently in charge of the decontamination operation at Tarim Towers Block. Judges who have already been there should be allowed to contact him over the vid. Otherwise he will be too busy to come to the vid and the Judges must visit him in person. (You wouldn't want to waste all those rad-fleas, now would you?)

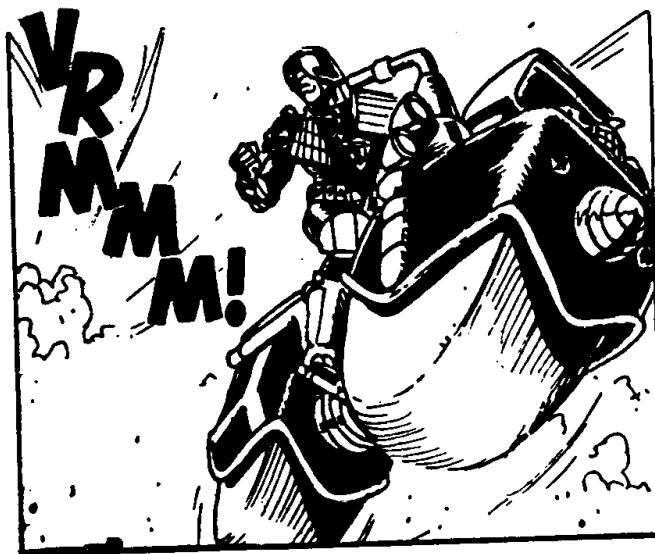
Conway remembers his service with EHU 40077, and can answer most of the team's questions:

In 2102 the unit was treating workers on Cal's vast Mega-City wall, and received a surprise visit from Med-Judge Kent (the SJS medical director), accompanied by several other Judges and a heavy truck. Kent spent several minutes with Med-Judge Pearce, before the Judges were ordered to disconnect the generator and load it into one of the trucks, along with a lot of other medical supplies. Eventually Kent and his assistants left. It took eight weeks for another to be delivered, since most of the workers at the factory had been sent to the wall, and there were none in stock. Later Conway heard that Kent was carrying orders signed by Cal himself.

At the end of this Prog, it is to be hoped that the Judges will want to speak to former Med-Judge Kent. Enquiries to Titan will reveal that Kent is one of the prisoners who escaped from the penal colony, and hasn't surrendered yet. They may also wish to speak to Chief Judge McGruder. However, she is very busy; her robo-receptionist will 'pencil' in an appointment early next month, when they return from Titan.

By a curious coincidence, the next shuttle to Titan leaves in a few hours, carrying a party of Judges intended to be reinforcements for the colony guards. Once Stark knows the facts presented above he can arrange for the team to take places on the flight, in order to track down Kent and interrogate him.

If the Judges don't reach this conclusion, or seem reluctant to leave the Mega-City, Stark will contact them, explain what he has learned from his own investigations (the information presented above), and order them to take the flight to Titan. Either way, the team will be on the shuttle when it leaves.



PROG 3 – TROUBLE ON TITAN

...In 2020 a Sino-Soviet mission set up a base on Titan, the largest moon of Saturn, to conduct astronomical research. In 2021 astronomers on Earth observed simultaneous bursts of radiation from Saturn and Jupiter, and found that Titan had disappeared from Saturn and reappeared in orbit around Jupiter, leaving a gas cloud (most of its atmosphere) behind it!

In the following months the remainder of Titan's atmosphere rapidly contracted, falling towards a glowing white object which was too small for accurate telescopic observation. On February 24th 2023 this object vanished.

Unfortunately records of the research carried out at this station were destroyed during the Volgan War. Current theory assumes that the scientists were experimenting with some crude variant of hyperdrive theory, and accidentally created a black hole, which engulfed the research station. As it orbited Titan its gravity stripped the atmosphere, then opened up a wormhole, a space warp which threw Titan across millions of kilometres to orbit Jupiter. The exact fate of the black hole is unclear. It has been suggested that it eventually collapsed in on itself and disappeared.

Titan has now become a penal colony, used to exile Judges who break The Law. Conditions are reported to be extremely harsh, and many criminals die before the end of their sentences...

Mega-City Encyclopaedia, 2103 Edition
Slug 27, 'Sputum to Trobb'

In the time available before the shuttle leaves, the Judges can arrange for supplies of any special equipment they might need. Tech-Division know what will work on Titan, and can advise the Judges if they are unable to decide what to take. The Appendix at the end of this booklet details some special space equipment, including space suits and other useful items. (You should let the players know if equipment won't work on Titan, but don't indicate whether any usable equipment will actually be of use to them on their mission.)

The shuttle is making a high-speed run to Titan, carrying the team, extra supplies and weapons for the guards, and a squad of Judges who will reinforce them. The Judges can spend their time studying The Law, servicing equipment and weapons, practising unarmed combat, learning to use vacuum suits and other special equipment, or sleeping. The team may wish to discuss the case further, though it is to be hoped that they do so in private. The other Judges are naturally fairly curious about the team's mission; note their answers, since the SJS will be reviewing this case and dislike Judges who are too talkative.

Communications in space tend to be unreliable, but over the next few days the shuttle will pick up occasional messages, news of Mega-City One, Titan, and the Lunar Colonies, and fragments of vid programmes. For the first time since they graduated the Judges may actually have time to watch such programmes; they'll find that they are as moronic as ever. You should mix the following news and messages with anything else that springs to mind - sports reports, quiz programmes, and pop videos are especially likely to be picked up.

++Message From Judge Bolan To Shuttle 132-XJ++

Tech Division have established that the machine found in the warehouse wasn't made on Earth, and probably comes from one of the colony worlds. As yet there's still no information on its function. Psi-Div have a 45% probability disaster prediction, which seems to be related to this case. They don't have any specific details, but say that the city will be in danger if it isn't solved.

++Message From Chief Warden to Shuttle 132-XJ++

All resistance in the colony area has ended, and prisoners have returned to their cells. However, there are still four prisoners missing, who are believed to be hiding in the rough terrain north of the penal colony. [If the team check they will learn that Kent is one of the missing prisoners.]

News Broadcast, from Lunar 1 colony

'...and the big news from Mega-City One is the reported arrest of Mrs Marjorie Blackshack, noted social campaigner, on a charge of Stookie glanding. Claims that Judges planted the drugs led to the imposition of a five-year sentence in the cubes. It is well known that Mrs Blackshack has been a thorn in the Justice Department's side for many years now, but it is thought very unlikely that they would stoop to such low tactics merely to remove a critic.'

'The Oz/Mega-City Pin-Boing® Challenge Cup ended in a surprise victory for...'

News Broadcast, from Mega-City One

'...the gang war continues to hot up, and blitz agents took out another dozen members of the Sneek gang last night. A reprisal missile shot apparently missed its target. A speedster belonging to Big Tim Olsen, suspected leader of the Dwarf Gang, blew up while Olsen was having his Ugly renewed in Chez Sump. No-one was killed, but the Sump storefront was shattered and several customers were injured...'

TV Chat Show, from Mega-City One

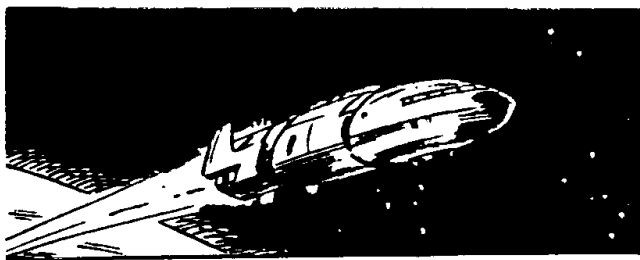
'...later in the programme we'll be talking to Sector 127 Citi-Def coordinator Eric Pournelle, and members of the Daughters of the Apocalypse organisation, and asking if first-strike nuclear war is really desirable. We'll have a location report from the new vid, Cursed Earth Crusade, meet Conrad Conn, who's directing his first feature, and see the amazing robot dinosaurs that are being used in this all-action epic. But first, here's Cyril Gygax and his amazing musical snails...'

News Broadcast, from Mega-City One

'...traffic is still snarled around Aftermath Square after an assassin tried to kill the Chief Judge and blew up the statue of Fergee instead. Dozens of citizens were killed by shrapnel, or trampled in the panic which followed, and Judges were forced to foam the square to restore order.'

The Chief Judge was to lay a wreath on the Apocalypse War Memorial, to mark the fourth anniversary of the East-Meg strike, but was delayed by traffic and arrived minutes after the explosion.

This morning Chief Judge McGruder thanked citizens who had already sent voluntary donations of more than eight million creds towards a new statue, and announced that repairs would start immediately...



++MESSAGE FROM STARK TO SHUTTLE 132-XJ++

An unidentified assassin tried to murder the Chief Judge last night, and caused a riot. We found traces of explosive and another fragment of a message in a stolen van near Aftermath Square. Mirror-written as before, it reads: 'Help! I'm being held prisoner in my'. Psi-Div have raised the disaster probability to 52%, and say that it's definitely tied in to your case.

++Message from Titan to Shuttle 132-XJ++

[This message should be received shortly before the team land on Titan.]

The escaped prisoners raided the colony an hour ago. They killed a guard and stole a laser rifle, some Mega-Mite explosive charges, and food capsules. One escapee was killed. He was carrying a metal spear and club. The other prisoners have been questioned, and say that they planned to take over the complex and steal the next shuttle when it landed. The Warden thinks that the remaining escapees have a supply cache somewhere north of the base, and may be able to hold out for a while. The other prisoners have been interrogated with truth drugs, and don't know their location.

[The dead escapee was former Judge Stonehouse, a member of the Accounts Division who embezzled three million creds in 2103.]

TOUCHDOWN ON TITAN

As the shuttle approaches Titan Colony, the Judges will see a few signs of the recent fighting from the windows. Two of the dome windows have been closed off by metal plates, fragments of a demolished tractor litter the ground, and an electro-cordon surrounds the barracks dome where prisoners are housed.

The shuttle pad and main dome are linked by a docking tube. (The Judges need not wear suits until they are ready to venture out onto the surface.) The other Judges are to help the guards; the team should report to the Chief Warden, who has been warned to expect them.

Chief Warden McKay is a tall, worried-looking man who knows that the escaped prisoners are three of the most dangerous men on Titan. He hopes that the Judges can hunt all three down, and will cooperate to the best of his abilities. The men still missing are ex-Judges Kent, Mungo and Stallone.

Judge Kent should be known to the team from his SJS records.

Judge Mungo was a Psi-Judge who fell in love with a civilian. When she married another man, Mungo used his powers to drive them both to suicide. He is known to have Telekinetic and Illusory powers. Year 6 of 15-yr sentence.

Judge Stallone is probably the most dangerous of the three. He's a recurrent Code 99 Red who doesn't respond to treatment properly, killed a Judge the last time he went berserk, and escaped from the Kook-Cubes twice before he was sentenced to Titan. He is a paranoid lunatic, and apparently believes he is the only true Judge left, all others being jimps, East-Meg spies or alien imposters. Year 9 of 20-yr sentence.

All three ex-Judges have been modified for life on the surface of Titan, and don't need space suits or the other paraphernalia the team will need. They can also see in dim light (ignore any modifiers for lighting conditions). However, they aren't known to have any armour, or any weapons apart from improvised clubs and spears, the stolen laser gun and the blasting cartridges. They should be wearing radio transmitter wrist cuffs, but no signals have been received so it must be presumed these have been destroyed.

The Warden can, if requested, provide a map of the area (see Map 2) and any other reasonably plausible equipment items. Caterpillar-tracked personnel carriers and bulldozers are available, but can't be used in the hilly terrain north and west of the base. Instead, he will suggest the use of 'robomules', specially-built pack robots which can handle most rough conditions.

Before the Judges set out, McKay will take time to deliberately emphasise the fact that they are dealing with three extremely violent and dangerous men, who will be at least as tough and experienced as they are. (This should add a nice atmosphere of tension to the trek to come.)

OUTSIDE THE COLONY

As the Judges leave the domes they will realise that the terrain is bleak, and the contour lines of the map (obtained from orbit rather than direct surveying) only hint at its roughness. Small obstructions haven't been mapped, and there are boulders and pits everywhere. The robo-mules have an alarming habit of lurching from side to side with every step. Every Judge will feel themselves getting saddle-sore very quickly.

Titan is a dim world, even when Jupiter or the sun are above the horizon. In any encounter roll D100 for lighting conditions, and apply appropriate combat modifiers:

01-25 Jupiter above horizon		dim light (as twilight)
26-50 Sun above horizon		dim light (as twilight)
51-70 Sun & Jupiter above horizon		bright light (daylight)
71-00 Sun & Jupiter below horizon		night

The escaped prisoners are holed up in a cave 4 km north-west of the colony, at map reference C-08. The cave entrance is well concealed, and the Judges will need to be led to it by one of the escapees. Stallone and Mungo make occasional scouting trips towards the colony; Kent has a broken leg and guards the cave. Normally the prisoners would communicate by radio but, knowing they are likely to be overheard and their position pin-pointed, they use sign language instead. They can't listen to messages on the radio frequency used by the Judges, but will see the mules' headlights. Titan space suits include an extra radio channel working on the convict radio frequency. Judges can use this channel or eavesdrop on it, as they wish.

The Judges have one extra chance of tracking the escapees. None have managed to break their wrist transmitters, and they are wrapped in metal foil to blanket their signals. If the Judges have a street scanner with them, and are within 2D6 × 10 metres they will detect a faint signal, if the scanner is being used in mode 1. Judges who make a *Tech Skill* roll will be able to tune their space suit radio compasses to this frequency, and use them to find the approximate direction of these transmitters (to a range of 2D6 × 20 metres) though not the distance.

	S	I	CS	DS	TS	SS	MS	PS
Kent	2	55	43	37	35	62	87	000

Abilities: Duck, Crack Shot, Interrogate, Keen Observation, Administer Treatment, Improvise Cure, Psychology, Revive.

Surrender Mod: Won't surrender.

Weapons: Laser rifle, 7 shots remaining; 2 knives; 2 Mega-Mite charges with detonators.

Equipment: Medi-kit.

Note: Can't duck because of broken leg.



	S	I	CS	DS	TS	SS	MS	PS
Mungo	1	46	35	25	27	48	26	59

Abilities: Avoid Shots, Sense Perps, Illusions, Telekinesis.
Surrender Mod: Won't surrender.

Weapons: Knife; spear (sharpened metal rod, +1 Effect Modifier); 2 Mega-Mite charges with detonators.

Equipment: 40m of rope.

Note: Can use *Sense Perps* ability as a general warning of danger, eg approaching Judges.

	S	I	CS	DS	TS	SS	MS	PS
Stallone	3(5)	72	61	30	41	47	28	27

Abilities: Fast, Super Leap, Special Strike, Disable Mechanism, Keen Observation.

Surrender Mod: Won't surrender.

Weapons: Club; spear (sharpened girder, +2 Effect Modifier).

Equipment: 60m wire cable.

Notes: Will go berserk 1D4 rounds after combat starts, raising *Strength* from 3 to 5. On Titan, *Super Leap* allows a 15m leap by an unencumbered person; it can't be done in a space suit.

In combat the prisoners can use all their skills, except as noted above, but are unarmoured. They take all wounds with +2 Effect Modifiers - bleeding is more likely and much more rapid in a vacuum.

INTO THE HILLS

As the Judges enter the hills they will probably feel a little like old-fashioned cowboys on the trail of bandits. Try to emphasise this feeling, and also their extreme discomfort, but add occasional reminders of the fact that the Judges are on an airless alien moon many millions of kilometres from Mega-City One.

The following encounters should be run, in the order given, as the Judges search the hills. Allow about 3 to 6 (1D4+2) hours between encounters, adjusting the timing if the Judges are in wholly unsuitable terrain.

ENCOUNTER 1 - METEOR STORM!

(Before running this encounter roll some D100s two or three times, look very worried, and continue play. Keep on rolling them intermittently as the encounter goes on.)

As the Judges traverse a relatively flat stretch of rock, a few hundred metres from any shelter, they notice tiny spurts of dust rising from the ground, randomly scattered all around them.

If asked, the robo-mules (or base camp, if the Judges keep in touch with the colony) will say that it's a meteor shower, the odds are hundreds to one against being hit, and that there's nothing to do except keep going. After five turns (with 1D4 spurts per round if anyone is counting) the shower ends with no-one hurt. If the Judges do something clever, such as hide under the robo-mules, award a few experience points to the player who suggested it at the end of the game. The robo-mules, being what they are, may well make a few resigned remarks about 'typical hume behaviour' and the like.

ENCOUNTER 2 - AN EXPLOSIVE AMBUSH

(This encounter should occur in extremely rough terrain, at least a hundred metres above the level of the colony.)

As the Judges are making their way along a narrow ravine, they see a metallic object up ahead, glinting in the headlights of the robo-mules.

If they get closer, they'll see that it's a small metal cylinder. It's roughly 5cm wide and 20 long, capped with a plastic box resembling a small pocket calculator. If they get within 20 metres the tube rises from the rocks and starts to move slowly towards them, wobbling as it travels!

JUDGEMENT DAY

TITAN ENCOUNTER 2

45° SLOPE

LOOSE ROCK

CYLINDER

JUDGES

+140

+120

+100

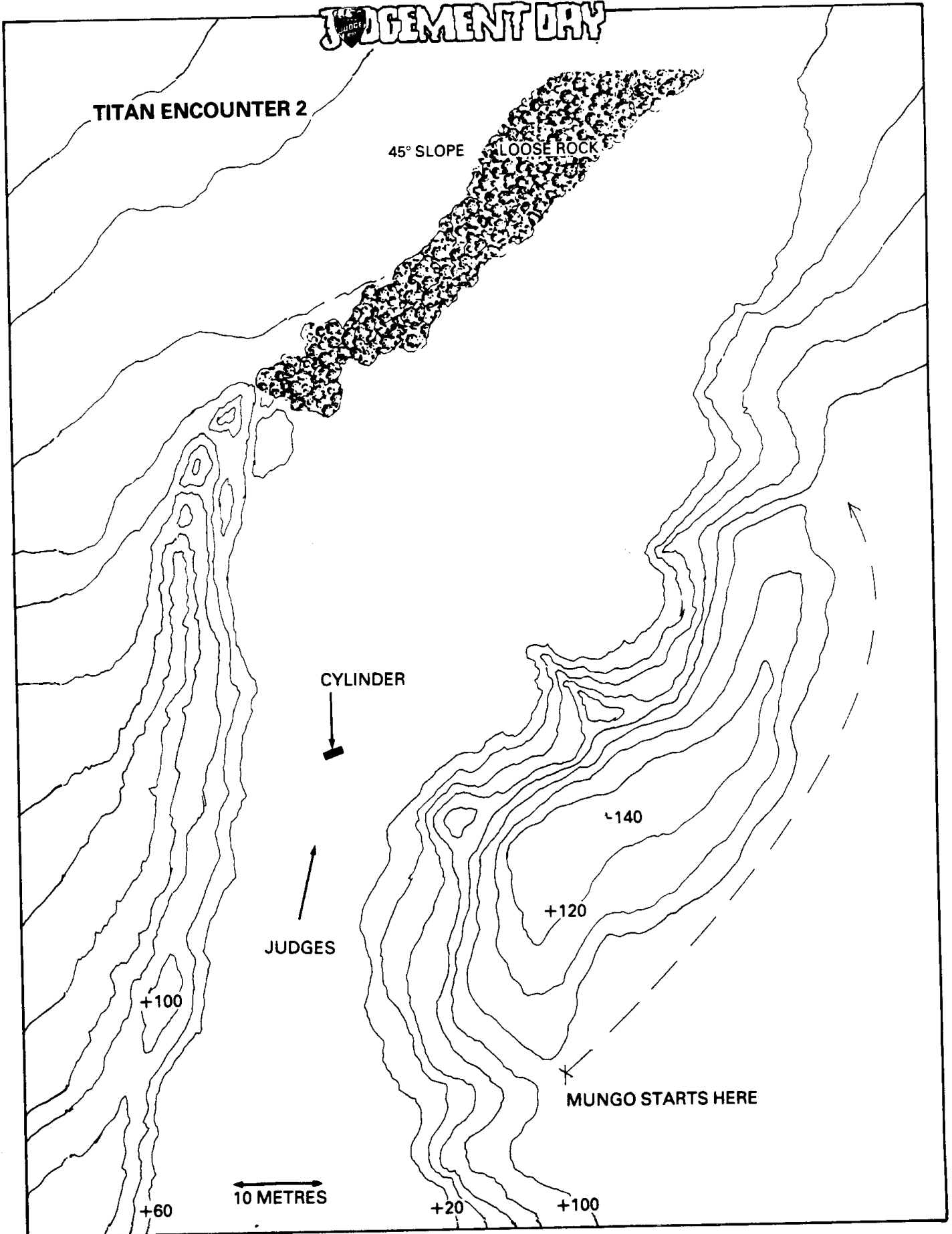
MUNGO STARTS HERE

10 METRES

+60

+20

+100



The tube is a Mega-Mite charge, a length of explosive topped by an electronic detonator. Mungo is hiding amongst the rocks above and to the right, using Telekinesis to move the charge (use the Telekinesis rules on p.57 of the *Judge's Manual*). He will try to get the charge close to the Judges in the four rounds remaining before it detonates. The charge explodes with a 5 metre burst radius, and a +1 Effect Modifier. It will explode if it is hit.

Judges may attempt to spot Mungo and fire during this attack. However, he is doing his best to remain unnoticed, and there is nothing to indicate where he is, unless there is a Psi-Judge with the team or they are using a street scanner in the method described earlier.

If the Judges keep going and haven't spotted Mungo he will move a little way along the cliff top, and spring the second part of the ambush. As they leave the ravine they come out onto a broad ledge, atop a steep 100 metre slope. While the view is spectacular, the whole area is very dangerous indeed. The edge of the ledge consists of hundreds of loosely packed boulders. A heavy weight, such as a robo-mule and Judge, or two or more Judges, will start a rockslide, bringing the whole mass down. As the Judges come into view, Mungo produces an Illusion of two convicts moving to cover amongst the rocks, and lets the Judges get an occasional glimpse of them as they advance.

If the Judges actually start climbing on the rocks Mungo won't be able to resist taunting them through his radio, without actually telling them about the danger. If the Judges don't have a street scanner they won't be able to locate him, unless they can notice his head above the cliff edge by using a roll against *Street Skill* or an appropriate special ability.

If the rocks collapse any Judge caught on them has one chance to leap clear, by rolling under their *Initiative* - 10%. If the attempt fails the Judge falls 1D4+1 x 20 metres, taking an automatic hit (+1 Effect Modifier, but the suit won't be punctured) for every 20 metres fallen.

If Mungo is taken prisoner and questioned, go directly to *Encounter 4* (save number 3 for use on the trek back to the colony perhaps). If he is killed, and the Judges search his body, they may learn that the prisoners are still wearing their homing beacon bracelets, and they can use a street scanner or modified radio compass accordingly. If this happens, or if Mungo escapes completely, run *Encounter 3* next.

ENCOUNTER 3 - LATER THAT NIGHT...

After 8 or 10 hours, the Judges will feel tired and extremely saddle-sore. You should emphasise this by staging two or three near 'accidents' before this encounter, caused by tired carelessness.

If the Judges have a large bubble tent, they can set it up to get some sleep. Otherwise they must use the individual tents carried in the robo-mules' storage boxes. In either eventuality, you should ask them to tell you how they are setting up their camp, and note if any guards are posted, and where, and whether the Judges take their suits off to sleep. If asked on this last point, the robo-mules will advise keeping suits on.

During the sleep period, Rice will find the encampment and prepare to ambush it. If Mungo escaped from the previous encounter he will also take part.

Rice begins the attack by hurling his spear through the wall of a tent. If a large tent is affected it will take five rounds to deflate; the small tents take only two rounds.

Judges who sleep in their space suits need only wake up, pull the faceplate closed, and seal it (3 actions) to be safe. Judges who have taken their suits off can try to use suit patches to fix the tents (3 actions and a *Tech Skill* roll). Everything will be done in a tremendous panic, though, and the Judges may well take much longer, at your discretion. After this first blow, the robo-mules will try and attack Stallone, kicking for D4+5 damage in the unlikely event that a blow connects. Their programming is aimed towards preventing death by decompression, and they have strong 'feelings' about anyone who tries to commit murder in such a cruel manner.

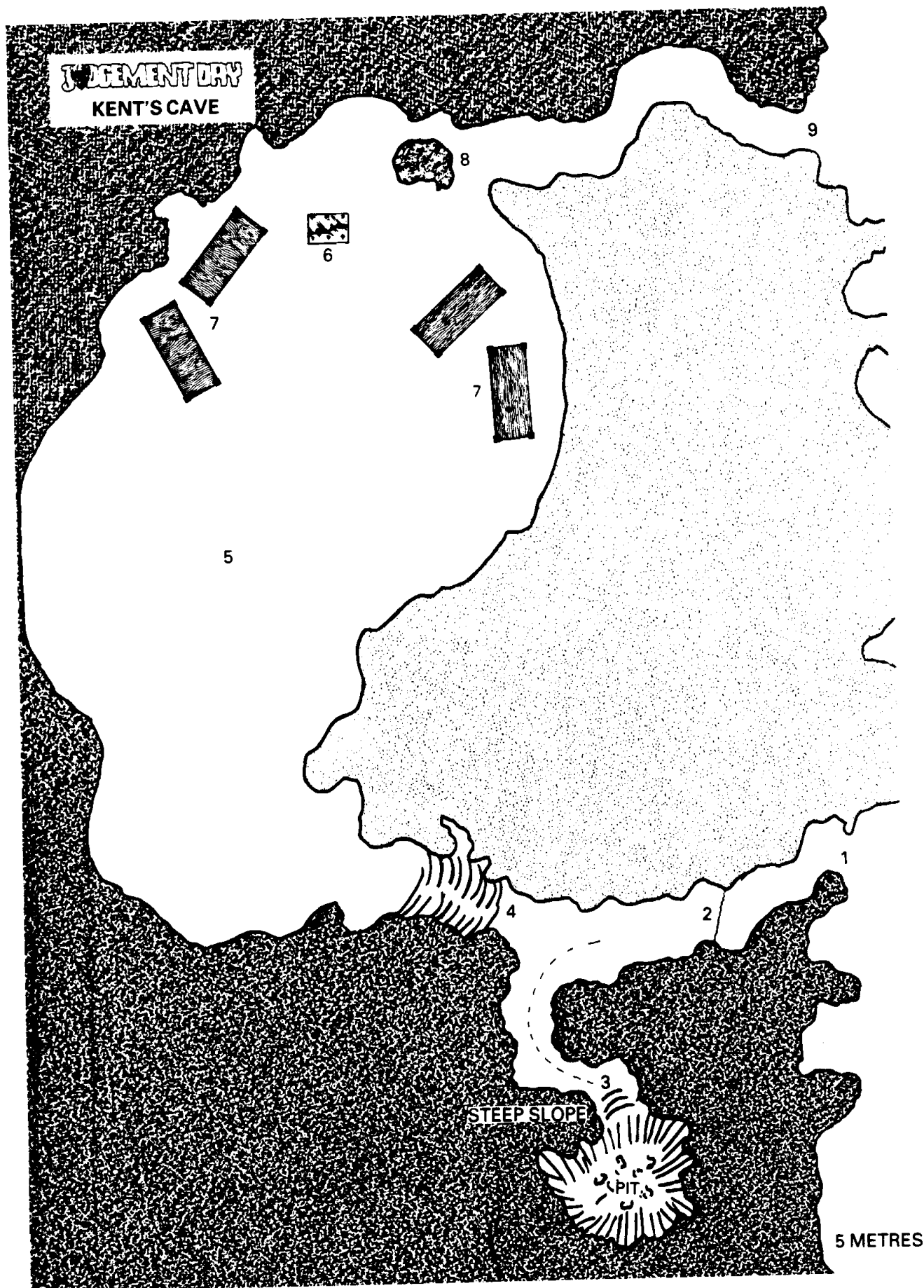
In the rounds after the initial attack Stallone starts to pelt the tent(s) with boulders, which increase in size as he goes berserk. Under Titan's gravity lifting capacity, and the distance things can be thrown, are both doubled. If Mungo and/or Kent are prisoners, Stallone will attempt to rescue them and retreat to safety; otherwise he goes all out for destruction.

This incident gives the Judges another chance to take a prisoner, or at least learn that the escapees still have the radio transmitter bracelets. If they already have Mungo and Kent, it is an opportunity to make a clean sweep, and bring back all three escapees.

ENCOUNTER 4 - KENT'S CAVE

If the Judges have a prisoner, he can be 'persuaded' to lead them back to the cave. Otherwise, they will suddenly start to hear a voice calling on the prisoner wavelength, and will need to follow it to the cave. Kent has heard the other prisoners fighting the Judges, and has decided to take part in the action. Whichever way the cave is found, Kent has spent the last hour rigging booby traps. If he calls the Judges to the cave, he will claim that his leg wound has started to haemorrhage and that he's bleeding to death. If not, he will wait for the Judges to be led there by their prisoner. Either way, the Judges will be lured straight into his trap.





The cave mouth [1] is a narrow slot in the rocks, which would have been almost invisible if the Judges didn't have an idea of the location. It is very dark in the caves. As they enter, make a secret *Street Skill* roll for each one, or they will touch a wire [2] which Kent has linked to a torch in the main cavern. The light will flash when the wire is pulled. Kent has left some fairly obvious footprints leading to a side cave [3], and sprinkled dust over his real prints. Anyone following the fake tracks will suddenly find that they are walking on a steep slope, and must dodge (by rolling under their *Initiative*) or stumble forward into a pit a little over 20m deep, and have a 25% chance of taking 1 automatic hit from some rocks at the bottom. A successful *Initiative* roll or the application of the *Agile* special ability will avoid the rocks and any serious injury.

The main cave is 2 metres above the front section, and there is a very steep slope [4] between the two areas. Kent is lying a little way inside, and will fire his laser at the first Judge to appear. He will then try to get to the north end of the cave, and hide behind a chest [6] which holds a pack of food pellets, some rope and metal junk (armour protection initially 35%). He also has the dubious cover of four sleeping pallets [7], which were stolen on the last raid (armour protection 10%).

In the next rounds Kent tries to shoot more Judges, then pretends that he is about to surrender. Suddenly he ducks behind a slab of rock, and into a tunnel [8] that leads outside the cave. There are two Mega-Mite charges in the tunnel. He primes one (1 action) and leaves it there, takes the other outside, hobbles around to the main entrance, primes it, and throws it inside.

Kent intends to bring down both entrances and trap the Judges inside, but has overestimated the power of the explosives. The small tunnel will collapse (inflicting 1D3-1 automatic hits on anyone trapped inside), but the main tunnel will stay open. The exertion will also damage Kent's leg, causing the bleeding he was faking earlier. Although Kent will try to kill more Judges, he can't walk and should be captured relatively easily. Even if the Judges have done enough damage to kill him, tell them that he is seriously wounded and can't walk. He is conscious, and will swear at the Judges.

Although the Judges have medi-kits, they aren't up to dealing with a bleeding compound fracture. A *Med Skill* roll will stop it bleeding and allow the Judges to take Kent back to the penal colony hospital. If none of the Judges can make this roll, Kent will bleed to death, (taking 3D4+4 rounds to do so), knowing he has cheated them of victory. Kent will gloat contentedly as his life ebbs away. Judges should be allowed to make repeated attempts until the bleeding stops or Kent dies.

QUESTIONING KENT

If the Judges start to question Kent he will refuse to talk. Threats to kill or torture him won't succeed, since Titan is a living hell already. Kent simply isn't afraid of pain, and knows that a dead man can't reveal much information. If he is killed, the Judges are likely to fail their mission, and must live with the consequences described in *Prog 4*.

At some time one of the Judges may realise that the prison colony will have the facilities needed to interrogate Kent. Since he's already been judged guilty, he doesn't have the right to remain silent, and truth drugs and other unusual questioning techniques can be used.

In fact the colony has truth drugs and lie detectors, but lacks more sophisticated equipment such as a dream reading amplifier (though Kent, rated 000, is immune anyway). The medical officer, Dr Patel, will reluctantly administer truth drugs, warning that Kent is really too weak to be exposed to them. Under the influence of the drugs, Kent initially remains as silent as before. However, after a few minutes he starts to mutter something. Judges who listen carefully will hear him say the following, interspersed with long pauses and mumbled ramblings:

'...Cal, Cal, why did you let them kill you.....we could have ruled the Mega-City.....I made you immortal...where are you.....why haven't you come back to save me.....I know you'll live again...in the maze..that's where we put it.....just take the chip he says, that's all he needs....immortality....you let your enemies think you're dead but we know the truth.....Cal has risen from the grave!!'

Judges can ask questions while he is drugged, and get a general idea of the facts, although his answers tend to be muttered, repetitive, and ramble all over the place. Kent has no idea of Cal's current identity.

Judges who make a *Street Skill* roll may realise that Kent is keeping something back. A portion of his brain retains some control, and is preventing him from mentioning Cal's plans and the 2T(FRU)T virus. There is also one other vital fact: the chip used was specially built, a design which could be implanted deep under the skin, rather than the normal external device fitting into a socket under an ear.

If Kent is given another dose of the drug (against Dr Patel's most strenuous advice) he will scream '*Dredd won't do it twice!*', cough up a lot of blood in a violent fit, and die of a massive brain haemorrhage! (The Judges must draw their own conclusions from this. In fact Kent was referring to the mission across the Cursed Earth to save Mega-City Two, but this should not be made obvious.)

If Kent isn't given an immediate truth drug overdose he will die a few hours later, without regaining consciousness, from the effects of the first dose.

If the Judges don't drug Kent they won't learn anything useful. He can be taken back to Mega-City One for really advanced interrogation, of course. However, this will take time, and the results may not come through quick enough to save the city.

At the end of this Prog the Judges should be in a position to report the facts to Earth. They will be ordered to return to the Mega-City immediately.



PROG 4 – CAL HAS RISEN...

By now the Judges should know that - horror of horrors! - Cal has been reborn. They should not have much of an idea of his new identity. If the players don't even know this, many items of information and the case should be modified accordingly.

A few hours after leaving Titan, the Judges will receive the following message:

++Message from Judge Bolan to Shuttle 132-XJ++
Your warning has been given to Chief Judge McGruder. Psi-Div now have a 68% probability of disaster within the next ten days, and it still seems to be tied to your case. They think that the Chief Judge is in some sort of personal danger, and her bodyguard has been doubled. If you have any more thoughts on the problem please pass them on.

Following your report, we have identified the machine in the warehouse as a biochip computer. Our records show that there used to be one in the Black Museum, but it isn't listed in catalogues after 2102.

If Kent hasn't been questioned, the machine will be identified a few hours before the team land on Earth. If the Judges request more information on biochipping they will be sent the following report:

SJS CRIMEFILES, Ref 12384/255 (Synopsis)

☐ **Restricted Data – Department Use Only**

☐ **SUBJECT: BIOCHIPPING**

☐ **DEFINITION**

A method of recording a human personality onto microcircuits which may be implanted into a second human body, usually at the moment of death of the first body. A form of survival after death.

☐ **HISTORY**

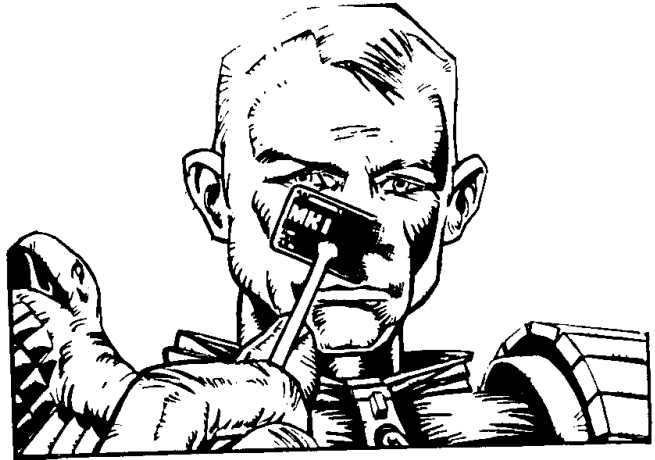
Invented 2053, the biochip began to cause serious criminal and social problems in 2054. The practice of Body Rental, in which a biochipped personality controlled a host body for a preset period of the day, soon led to Body Jacking, in which criminal scientists bypassed the chip timers to let the implanted personality retain permanent control. Simultaneously, there were several cases in which chipped personalities committed crimes, usually without the knowledge of the host's personality. Citizens were kidnapped and prepared for biochip implants without their consent, a crime known as Body Snatching, which was frequently practised by organlegging gangs. Biochipping was declared illegal in 2055, and all existing biochip machines were impounded or destroyed. Several space colonies (such as Lesser Lingo) still permit this practice, and occasionally machines are smuggled to Earth.

☐ **EQUIPMENT**

Biochip computers are advanced designs, usually incorporating sensor helmets and probes for the personality transfer. In theory this procedure could be accomplished by remote control, with the computer some distance away from the body of the originating personality, using high-frequency radio links.

☐ **DETECTION**

There is no simple way of detecting a biochip electronically. The general background of noise in the Mega-City completely drowns out the weak electrical pulses used. Victims can be identified by the presence of a chip and socket below the ear.



☐ **PROCEDURES**

Biochips can be pulled from their sockets without surgery. Victims carrying chips are NOT responsible for their actions, unless they are voluntarily cooperating, and should be restrained for chip removal.

The Judges may guess that the brain of a person carrying a biochip might be able to take partial control, possibly enough to write the notes that have been found. If the Judges don't reach this conclusion, Stark will suggest it in another message. More news reports and messages will come in as the shuttle returns to Earth.

Mega-City News Broadcast

'...Judges investigating the fire at Amalgamated Mega-City Studios say it was caused by an arson attack. Filming on the new vid epic Cursed Earth Crusade has been delayed, but the producers say that they should be able to complete filming in time for next week's premiere. Actor Flint Westwood, who has been given special permission by the Chief Judge herself to play Judge Dredd in the film, says that all the cast and crew are upset, but are pulling together to make the deadline. Since filming began a series of sabotage attacks have slowed production, and Judges are rumoured to be investigating the finances of the company.'

'And now a word from our sponsors, Amalgamated Muncie Inc, makers of the Muncie that makes you munch much more!...' [Conn sabotaged the set, in the hope of ensuring a strong Justice Department presence at the premiere.]

East-Meg Two Foreign Language Service

'...more news of repression by the imperialist running-dog servants of Mega-City's corrupt so-called Justice Department. It has been announced that Mrs Marjorie Blackshack, a courageous crusader for the liberty of the oppressed of the city, has been arrested on ruthlessly fabricated criminal charges, and sentenced to fifty years' imprisonment. Meanwhile, courageous urban guerillas are bravely sabotaging the studios which have been glorifying the oppressor Dredd. The arch-fiend McGruder has also felt the wrath of the citizens, and a new revolution may be imminent.'

'We are pleased to announce a glorious increase in rations, from twenty-five to thirty grammes of protein a day! While Mega-City One still struggles on starvation rations, we are proudly supplying adequate food for all our citizens...'

[The level of accuracy of this report can be judged from the last item; food rationing ended in Mega-City One in August 2107.]

Mega-City News Service

'...a masked vigilante has been killed in the gang war, bringing the total fatalities to a hundred and eighty-seven. The latest victim was Otto Schultz, an unemployed Munce taster who used the name Captain Lightning and was armed with an assortment of CD weapons. Judges investigating the case say that Schultz was responsible for missile attacks on sky-rail cars in Sector 243 earlier this month. He was apparently trying to kill members of a juve tap gang who stole his wallet...'

Brit-Cit World Service

'...And, as the convoy escorting the Chief Judge's car enters the tunnel under the Black Atlantic, on his way to begin a fact-finding tour of Mega-City One, we hand you back to the studio.'

'Thank you, Brian. Now here are the latest updates on the Oz/Mega-City supersurf tournament, which is taking place this year without reigning champion Marlon 'Chopper' Shakespeare, who is currently in the Mega-City One isocubes. So far there have been 134 arrests and 18 fatalities, in what Oz Judges are describing as the sports bloodbath of the century, and of course we shall be showing highlights of the game starting at...'

The shuttle lands at Kennedy Spaceport in the early morning sunshine, and the Judges are whisked away by H-Wagon to the New New Hall of Justice for debriefing. If Kent has been brought back alive, a team of NPC Judges will escort him to an interrogation suite for immediate questioning (producing the results described in Prog 3).

MORNING MEETING

At 07:00 hours, the Judges are summoned to a meeting at Justice Central. Once there, Chief Judge McGruder summarises the evidence that has been gathered to date, and explains her plans.

Although Psi Division say there will be some form of crisis today, as Chief Judge she has a number of important engagements which can't be postponed. The team and Judge Bolan are to join her immediate entourage, and keep alert for anyone who seems to be behaving oddly. Judge Stark will check areas before McGruder arrives, Judge Dredd will lead a mobile reserve and coordinate other emergency services as McGruder moves around the city.

The team should not be given the following additional information: during the day, in all activities outside the Hall of Justice, McGruder will be impersonated by Judge Zenda. She is an SJS Judge who is a clone from the same batch as the Chief Judge herself, and can impersonate her after a minor face-change operation.

	S	I	CS	DS	TS	SS	MS	PS
Judge Zenda	2	48	46	42	44	39	32	27

Abilities: Agile, Fast Shot, Drive Fast, Disable Mechanism.
Notes: Normal equipment and uniform, with a special glove which contains electronic components to simulate a bionic arm.

McGRUDER'S ENTOURAGE

The Chief Judge's entourage normally consists of the following people: her secretary Patsi Dunning, and four bodyguards: Judges Coppit, Fodder, d'Oomed, and Styff. Ms Dunning is actually Judge Dunning, a member of the Wally Squad who poses as a civilian employee. (This should not be revealed to the team unless she is forced to drop her cover.) The bodyguards flank her car on bikes, or accompany her in her H-Wagon if she is travelling by air, and keep crowds back when she is on foot. Bolan is replacing her normal driver. Stark will take a squad of Judges to each site before she arrives and check security. The team are to accompany her bodyguards.

	S	I	CS	DS	TS	SS	MS	PS
Judge Dunning	2	43	46	31	35	52	24	31

Abilities: Fast, Fast Draw, Keen Observation, Acting

Notes: Laser pistol (built into shoulder bag, can be fired without drawing). Judge's badge in bag. Ms Dunning dresses as a typical secretary, with her hair gathered up and wearing large round glasses. She dresses in civilian clothes, but wears flat shoes, in case she has cause to run fast in the course of her duties.

[New Ability - **Acting** enhances the use of disguise to imitate another person, eg for a Judge to imitate a civilian or perp. Normal disguise requires a roll under Street Skill; this skill, which may be taken twice, adds 15% bonus to the roll. Each level of the skill also gives a -5% modifier to birdie use, etc, applied to the questioner.]

	S	I	CS	DS	TS	SS	MS	PS
Judge Coppitt	3	37	41	43	32	41	44	37

Abilities: Crack Shot, Lawmaster Leap, Sector Knowledge (152, South), Emergency Resuscitation.

	S	I	CS	DS	TS	SS	MS	PS
Judge Fodder	2	46	44	32	44	22	24	23

Abilities: Avoid Shots, Special Strike, Fix Jammed Weapon.

Notes: Fodder will use his Avoid Shots skill to leap into the path of shots aimed at the Chief Judge!

	S	I	CS	DS	TS	SS	MS	PS
Judge d'Oomed	2	32	42	41	37	31	51	27

Abilities: Self Defence, Emergency Stop, Revive, Emergency Resuscitation.

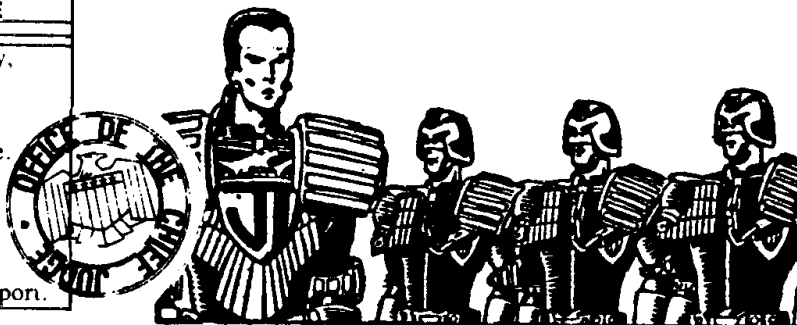
	S	I	CS	DS	TS	SS	MS	PS
Judge Styff	1	38	48	32	32	43	40	000

Abilities: Crack Shot, Interrogate, Keen Observation.

All four Judges are very nondescript, almost as if cast from the same mould. They are all tall, strong and silent, but they are coiled up like springs ready to jump into action. Note that the bodyguards' main concern is **always** the safety of the Chief Judge. At the first sign of trouble they will try to protect her or hustle her to safety, leaving other Judges to cope with the problem itself. All four bodyguards have normal equipment.

OFFICE OF THE CHIEF JUDGE - SCHEDULE

08:00	Welcome Chief Judge Gideon of Brit-Cit to city, at Atlantic Tunnel exit.
08:45	Meeting: extradition procedures and military cooperation, Hall of Justice.
11:30	Unveil new statue of Fergee, Aftermath Square.
13:00	Lunch, guests Chief Judge Gideon & Brit-Cit Ambassador at Zitz Hotel.
14:30	Inspection, Academy of Law.
16:00	Council of Five convene, Hall of Justice.
18:00	Charity vid premiere, Megastoria Theatre.
20:30	Welcome Tigran Ambassador, Kennedy Spaceport.



STARK'S TEAM

Judge Stark's team consists of two dozen Judges with normal equipment and vehicles. They should not be allowed to take a decisive part in any phase of the action to come. They will be busy with crowd control and otherwise occupied, but can be available to help with mopping up after any incident. Dredd's units are heavily armed H-Wagons and Pat Wagons. These, too, should only be used for mopping up afterwards.

RECEPTION COMMITTEE

At 07:30 the team leave Justice Central for the first appointment, the arrival of the Chief Judge of Brit-Cit. The team arrive as his car emerges from the Black Atlantic tunnel, escorted by six outriders and a Brit-Cit Pat Wagon. He is Judge Gideon, and, despite his ceremonial pointed helmet, looks tough and competent. McGruder welcomes him to the Mega-City in a reception area near the tunnel mouth watched by crowds held back by Stark's men and crash barriers.

At an opportune moment during the welcoming ceremony three women suddenly throw a fourth over the crowd control barriers. She races towards the Chief Judge's party, brandishing a stump gun. She is unarmoured, but wears a belt of explosive charges. All four women are dressed in green combat uniforms, with belts and pouches, and wear rather fashionable black berets.

	S	I	CS	DS	TS	SS	MS	PS
Jocasta Jones	2	28	12	11	11	23	10	7

Surrender Mod: Will not surrender, a fanatic.

Weapons: Stump gun. Belt of explosive, burst radius 1½ metres, +2 Effect to all within circle, three-round time fuse (small target, explodes if hit, any chest or abdomen hit has 75% chance of hitting it).

Notes: Jones is the leader of the group. She is charismatic, tough and very fit, and quite ruthless. The others would follow her lead to the end of the Earth - in fact, they'd help her bring it about if necessary.

	S	I	CS	DS	TS	SS	MS	PS
Margaret Hunter	1	9	12	12	16	16	7	11

	S	I	CS	DS	TS	SS	MS	PS
Betsy-Anne Potter	2	11	15	11	9	12	6	1

	S	I	CS	DS	TS	SS	MS	PS
Nola Mendez	1	26	29	9	12	32	9	12

Surrender Mod: -20% chance.

Notes: Each carries a fully-loaded stump gun, is unarmoured, and will start firing at the Brit-Cit Judges in Gideon's escort. All three are less committed than Jones, but are well trained and know what to do.

All four are members of the Daughters of the Apocalypse. Brit-Cit played no part in the Apocalypse War, apart from making sure that the Atlantic Tunnel was closed within an hour of the start of the conflict, and the Daughters are expressing their disapproval of this neutrality by attempting to assassinate Gideon.

It should be remembered that none of the Brit-Cit Judges has any right to enforce The Law in Mega-City One. They are fully aware of this, and unloaded their guns as they left the tunnel. They will not attempt to arrest Jones, but will simply block her path and stop her reaching Gideon; if they succeed the blast will kill 1D4 of them and wound the rest. Treat the Brit-Cit Judges as Judge-2s, and Gideon as a Judge-5.

It will take Jones 2 rounds to reach Gideon. The bomb explodes on phase 4 of the third round, quite possibly with devastating results.

If there were any survivors of this gang, and they are questioned, they will say that they hid their weapons under a manhole cover last night, and recovered them as the crowd gathered, after being stopped and searched by Stark's men.

Whatever the outcome, if Gideon isn't injured he will diplomatically ignore the assault. Surviving Judges will do their best to stay close to him, as the party repairs to the Hall of Justice.

INTERLUDE

By 08:45 the group are back at the Hall of Justice. McGruder and Gideon start their secret meeting on military and judicial policies. The team must wait in the ante-room to her office, and can take turns to have a short break and grab a cup of synthi-synthi-caff. [The real McGruder uses a secret door to reach her office, from a hidden room, after her office is sealed, and Zenda relaxes in the hidden room until the meeting ends.]

Each Judge should pick up one of the following news items in the canteen. If there are more than four Judges repeat one or more of the items, or add more of your own devising. Despite their professional attitude to crime, many Judges enjoy exchanging gossip when they are relaxing.

1. A sky-surfing punk gang have apparently helped Marlon Shakespeare, alias Chopper, escape from the iso-cubes. Several other prisoners escaped in the confusion, but there are no details.

[The escapees include Mrs Marjorie Blackshack. However, Chopper has been recaptured shortly after the break-out.]

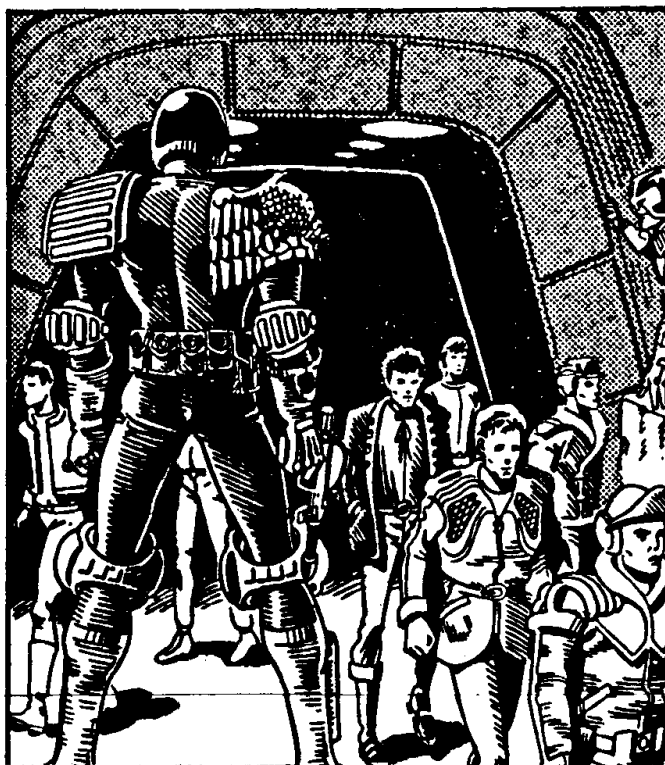
2. A clerk at the Sector 14 post office was killed when a parcel exploded in the sorting room. It was addressed to Conrad Conn, the vid star.

[Conn-Cal sent the bomb to himself, knowing that the decrepit postal service is so slow that it would explode before it reached him, in an attempt to throw off suspicion.]

3. Judge Anderson's cells are to be added to the Justice Department stocks.

[True, but totally irrelevant to this adventure.]

4. Judge Dredd has declined an invitation to the premiere of Cursed Earth Crusade in favour of extra duties. Current gossip says that Old Stony Face is actually embarrassed about the film of his heroic exploits.



DINNER AT THE ZITZ

At the Zitz Hotel, Gideon is accompanied by the Brit-Cit ambassador and various other officials. The meal is served in a private dining room, guarded by some of Stark's men and McGruder's bodyguards. The team are sent to check around the hotel, and make sure that Stark's men have everything under control. (This isn't an important meeting, and Zenda takes McGruder's place.) Run one or more of the following incidents when the Judges are in suitable locations, using pregenerated characters from the GM's Book.

1. One of the cooks (one Danny Craddock) goes futsie under the strain of catering for such important guests, and runs amok with a cleaver.

2. Four punks enter the lobby shopping area. Three of them stage a fight to divert attention while the fourth tries to steal a necklace from a jeweller's exhibit.

3. A guest sees the Judges as he checks out of the hotel, and starts to panic because he has a stolen towel and four plates in his case.

4. A porter pushing a trolley of luggage shares an elevator with the Judges, and seems to be slightly nervous. If questioned he will say that he heard the news of the assassination attempt this morning. He is worried that the Daughters of the Apocalypse might try again. In fact the hotel has robot porters; he is a burglar who intends robbing one of the penthouse apartments, and has tools in one of the bags.

By the end of the meal the team and Stark's men will probably have made 20-30 arrests, and Pat Wagons will take away the prisoners. The meal ends without major incidents. McGruder, her guards, and the team fly on to the Academy of Law. En route, Psi Division will send a message saying that they still have a 53% probability disaster prediction, and that the Chief Judge is definitely at risk. McGruder's comment, 'So what else is new?' is fairly typical of the Chief Judge's attitude to such threats. There are attempts on her life two or three times a month; she is used to it, possibly even expects it.

THE UNVEILING

At 11:10 the meeting ends without incident. Gideon and his escort leave for the Brit-Cit Embassy, while McGruder travels to Aftermath Square by H-Wagon to unveil the new statue of Fergee. The square is crowded, but the Judges have the situation well under control. McGruder (Zenda) makes a moving speech, reminding the citizens how Fergee gave his life to save the city, and unveils a resplendent replica of the original, complete with hundreds of tiny robot flies.

During the ceremony, a successful secret *Street Skill* roll for the Judges will allow them to notice a black shape in the sky: a power-board is hurtling down towards the square. It levels out fifty metres above the crowd, and hovers there, wobbling as its rider uses a loudhailer to address the crowd. The strange figure is wearing a fetching polka-dot dress. She speaks slowly...

'I am Mrs Marjorie Blackshack, and I have come here to proclaim my innocence. There has been a ghastly mistake. I am strongly opposed to the use of stookies and other unnatural drugs. I will now surrender to the Chief Judge, knowing that she will see that true Justice is done.'

With these words, Blackshack starts to manoeuvre the board down and promptly falls off, landing in a fountain without injury. (The whole incident should be played for laughs. The Judges need a brief moment of relaxation before all hell lets loose at the premiere.) Of course, it is possible that the Judges will do something to harm her in the three rounds it takes her to make her speech.

If Mrs Blackshack is questioned she will say 'that nice boy Chopper and his friends' gave her the board. She hasn't seen him since her escape.

After this incident Mrs Blackshack will be taken to the 'cubes, while McGruder carries on to the luxurious Zitz Hotel. Next day the Chief Judge will order a full investigation and it will be learned that there was a mistake in the laboratory where the pills were analysed. Two samples were unfortunately switched: they are herbal indigestion tablets, not adifax! Unfortunately, Mrs Blackshack is still guilty of resisting arrest, jailbreak, and various public order offences. McGruder will sentence the civilian clerk who made the mistake to five years; Blackshack will serve another 6 months. But all this is to come...

BACK TO SCHOOL

The next call, at the Academy of Law, is an inspection of the latest group of rookie Judges, who are about to go out on the streets for the first time. If you intend to assign rookies to one or another of your Judges at some time this may be a good moment to introduce them, though they should not be involved in this adventure.

	S	I	CS	DS	TS	SS	MS	PS
Isaacs	1	24	30	21	28	22	21	47
Kominsky	2	22	23	23	22	23	27	000
Bellamy	3	26	27	25	24	30	22	22
Swaine	2	26	29	22	25	23	24	23
Spade	2	29	22	25	21	28	23	26

Isaacs was recruited after his family reported poltergeists in his bedroom. He has the *Jinx Mechanism* ability, coupled with good technical aptitude.

Kominsky is a clone from the same stock as Blanche Tatum, the famous vigilante; she has the same beauty and a hair-trigger temper.

Bellamy is a clone of Judge Fargo, and bears a strong resemblance to Dredd. He is interested in the study of alien lifeforms, and wants to be attached to Space Division.



Swaine is the booby prize of this group; he seems reliable, but will fail spectacularly the first time he is given real life or death responsibility. If he is given another chance he will fail even more spectacularly.

Spade is a clone from the same stock as the late Judge Griffin, and resembles him in looks and personality. She tries to model herself on Judge Decker, though, who she really admires.

All five rookies are overawed at meeting McGruder, and will probably be impressed by the other Judges. She checks each rookie's uniform and equipment, and reprimands Bellamy for a loose strap on his Lawgiver holster. She then questions the rookies on aspects of the Law, city knowledge, and Justice Department technology. Devise a few questions; the rookies will be able to answer them by a successful roll on an appropriate skill. For example:

Question	Skill	Answer
Maximum speed of a Lawmaster?	DS	570 kph
Calibre of a street cannon?	CS	20mm
Whose statue is in Aftermath Square?	SS	Fergee
Which firm makes Robodocs?	MS	Cybercom
Which machine picks up forensic traces?	TS	Snuffler

Feel free to develop more complex questions, or questions requiring more complex answers. If none of the rookies can answer she will turn to one of the team (select a player randomly), say 'Tell him, Judge —', and leave the Judge to answer. Players must answer the question, rather than making a skill roll, without looking at the rules or character sheets. (This could be very embarrassing for the Judge concerned.) Deduct a few experience points at the end of the adventure if they can't answer quickly, and direct the next question at the same Judge. Any Judge who fails to answer two questions will receive orders to report back to the Academy for a harsh refresher course lasting 2D3 weeks, the next day. The rookies will snigger, but McGruder will give them a hard glance to silence them.

As McGruder finishes the session an instructor runs up, and says that one of the psionic cadets has just had a pre-cog flash which might be important. Another Judge leads out Cadet Temple, an extremely shy six-year old girl. If coaxed she will say that she saw McGruder and her bodyguards firing up at something. She is emphatic about the 'up', but can't describe their surroundings or give any other details.

There are no other incidents at the Academy, and the ride back in the H-Wagon is uneventful.

COUNCIL MEETING

At the Hall of Justice, McGruder is to meet with the Council of Five. The meeting is secret (attended by the real McGruder), and the Judges have a chance to take another break. There's more news in the canteen, of course. Otto Sump is suing the firm who manufactured the missile which destroyed his shop front. A large group of fugitive skysurfers were seen riding through an underzoom near the Statue of Judgement, but escaped pursuit by flying up an elevator shaft. A half naked vigilante with a bow and arrow has been shooting Puerto Novan immigrants in Sector 229, North. And the Mayor has sponsored a Bill to make 'heightism' - unfair discrimination against people who are unusually short or tall - illegal, as an addition to existing laws on racism, sexism, and religious discrimination.

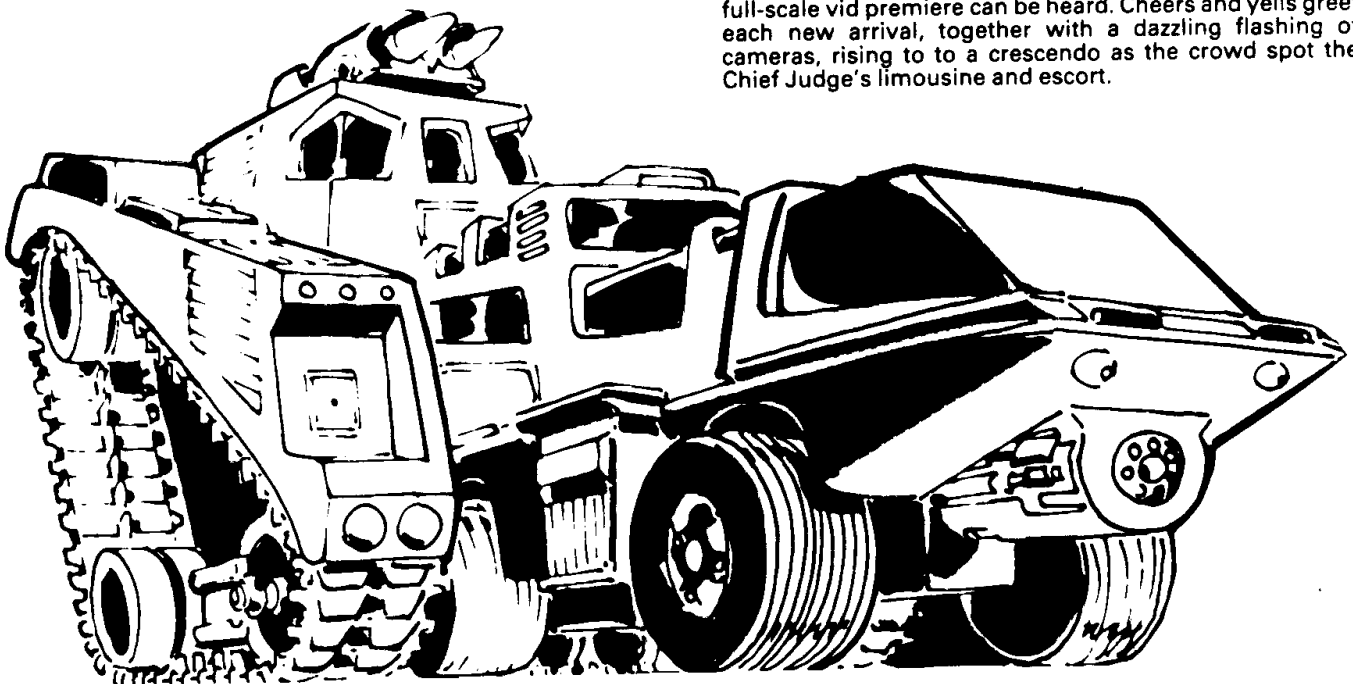
During this interval the Judges can plug into MAC or other computer facilities if they wish to follow any ideas up. They should receive answers to any outstanding enquiries to MAC, Tech Div or Med Div, and any special equipment they may have requested (or excuses if it isn't available).

NOW SHOWING...

At 17:15 the Judges are summoned to the basement parking level, where McGruder's limousine and bodyguard are waiting. She (or rather, Zenda) arrives a few minutes later, resplendent in her full ceremonial uniform, accompanied by Chief Judge Gideon, who is wearing civilian clothing, and her 'secretary'. The team are to ride their bikes, and are expected to maintain strict formation with the car and its outriders during the journey to the vid theatre. The guards will stay nearest the car, two to either side. The team can take up positions ahead or behind.

Halfway between the Hall of Justice and the Megastoria Theatre Complex the convoy passes a mo-pad driving slowly, 15 kph below the legal minimum in fact. Normally this would be grounds for an immediate stop and arrest, but McGruder will signal for any bike which breaks formation and tell the Judge concerned to leave it for one of the back-up units. Don't penalise experience points for this: it's technically a violation of their normal duty to leave an offender for someone else.

As the convoy nears the theatre, the lights and sounds of a full-scale vid premiere can be heard. Cheers and yells greet each new arrival, together with a dazzling flashing of cameras, rising to a crescendo as the crowd spot the Chief Judge's limousine and escort.



Chief Judge McGruder, Gideon and Patsi Dunning leave the car, closely flanked by the guards and followed by Bolan. The team bring up the end of this procession, as Stark's men struggle to hold back the crowds. Holo-signs and displays make it obvious that *Cursed Earth Crusade* is an all-action adventure vid, starring Flint Westwood and James Doon, directed by Conrad Conn with a cast of thousands.

THE MEGASTORIA

The theatre is gigantic, a complex of eight auditoriums around a central core of offices, workshops and control rooms, and surrounded by lobbies, shops, box offices, and other facilities and a ring of car parks and roads. The buildings can easily be adapted for live action, vids, sports, or any other form of entertainment. *Cursed Earth Crusade* is being shown simultaneously in all eight theatres, but the stars and celebrities will be in Theatre 1.

The premiere is being held in aid of charities helping victims of the Apocalypse War. McGruder is greeted in the lobby by disabled war veteran Tommy Cyber, a teenaged paraplegic wearing a powered exoskeleton and bionic eyes. He limps up to her, and attempts to bow, with a terrible screech of metal joints. Tommy leads her into the main lobby of the theatre, where she is to meet the cast and see some of the models and vehicles used in the production.

The lobby is dominated by a gigantic replica of the famous K2001 Land Raider and Killdozer, and a huge model Tyrannosaurus Rex resembling Satanus, which overshadow the assembled cast and crew.

The line of celebrities in the lobby is led by the stars, Flint Westwood and James Doon, accompanied by the director Conrad Conn.

	S	I	CS	DS	TS	SS	MS	PS
Flint Westwood	2	19	21	32	20	43	4	27
James Doon	1	11	13	10	6	21	6	19

Conn (Cal) 2 73 75 37 44 72 31 29
Abilities: Agile, Duck, Fast, Instant Reactions, Fast Draw, Special Strike 2, Fabricate Voice Print, Acting 2, Keen Observation, Spot Hidden Weapon.
Notes: Insane, fanatically determined to destroy Mega-City One, won't surrender. Carries four vials of 2T(FRU)T virus in a kneepad pocket, a small radio control unit, and a miniature laser pistol (5 shots, disguised as a pen), all well concealed. He is unarmoured.

Conn leads McGruder along the line of actors and technicians, saying a few words about each person's role in the production. No-one looks particularly suspicious, but any Judge with the *Sense Danger* special ability will feel extremely nervous. If members of the team ask questions about the Killdozer and dinosaur they will be told that they are harmless props. The Killdozer's weapons are fakes, the dinosaur is a robot, and both have been powered down for the display. While this is currently true, Cal's transmitter can send a radio pulse which will activate back-up power supplies. He has added an aggression chip, and the dinosaur will go berserk and rampage through the theatre if it receives an appropriate signal.



Target Size: Normal			
Random Hit	Target Point	Size	Armour
01-20	Computer Brain	Small	45%
21-30	Main Drive	Small	75%
31-45	Fuel	Small	75%
46-50	Right Foreleg	Small	75%
51-55	Left Foreleg	Small	75%
56-70	Right Hindleg	Small	75%
71-85	Left Hindleg	Small	75%
86-00	Tail	Small	75%
Robo-tyrannosaur	S 4 I 30 CS 45	Claws & Teeth - 3 Effect Tail - 2 Effect	



After the introductions Conn escorts McGruder, Gideon, Dunning, and the bodyguards to balcony seats in Theatre 1 [see Map 3]. The team can stay with McGruder or take up positions elsewhere in the theatre. Stark and his men are in strategic locations in the auditorium and around the building.

OPENING TITLES

As soon as the Judges are seated the lights dim, and the opening titles of *Cursed Earth Crusade* appear above the holo-projectors. The film opens dramatically, with the last Strat-Bat flight to Mega-City Two and the attack on its crew. The last survivor flies back to Mega-City One through a spectacular hail of radioactive dust and debris, and is quarantined until Dredd arrives to question him.

Later, though, when Dredd is preparing for his mission, something seems not quite right. One of the Judges in the background turns to face the camera, and is revealed to be Conrad Conn himself. As the crew are preparing to board the Killdozer he joins them, and for the first time his badge is visible. It reads CAL. A moment later he turns to look directly into the camera. A chill runs down the spine of everyone in the theatre as he begins to address them. His voice seems to have fallen in pitch, and he is talking slowly to emphasise every word:

I am Judge Cal. I repeat, I am Judge Cal. You must obey me. I repeat, you must obey me. Remember your loyalties - I am the rightful Chief Judge and McGruder has stolen my rightful place. You must destroy her and all those who support her, then await further orders.'

As he finishes this remarkable speech the house lights come on.

Conn has used a voice synthesiser to replicate the original voice of Cal, and trigger buried hypno-conditioning in the minds of the elder Judges. McGruder, her secretary, Gideon, and the team aren't affected, but her four bodyguards and Bolan are shaking their heads and starting to respond to the compulsion. In every active phase each of these Judges must make a *Psi Save* or start to attack McGruder and her supporters. They are unable to do anything else. Stark's men are divided between older Judges, who are affected by the compulsion, and younger personnel, and are effectively neutralised.

AUDITORIUM PANDEMONIUM

Conn is in the vid control room, above the balcony, watching the scene as the Judges start to fight each other, smiling softly to himself. He has killed the projector operator, and replaced the original *Cursed Earth Crusade* with another copy containing the extra scene. He has also pocketed a small speech synthesiser unit, which uses a throat mike to pick up his voice and convert it into Cal's unmistakable tones.

It is probable that the team, McGruder, and Judge Dunning will be able to deal with the bodyguards and Bolan. Gideon tries to protect McGruder, but a stray shot clips him and knocks him out. Judges who make a *Street Skill* roll will realise that McGruder (Zenda) is trying to shield Gideon. As soon as all hostile Judges near McGruder have been killed or knocked out, Cal triggers the dinosaur robot. It lumbers towards the auditorium and through the wall onto the balcony, crushing dozens of screaming citizens! Cal himself waits for a clear sight, then tries to shoot McGruder. This should take at least two or three shots, giving Judges a chance to fire at the booth.

If Cal/Conn is cornered by the Judges, he will try to take control of McGruder, using the voice box to trigger buried compulsions. However, this won't work, since Zenda is too young.

CAL vs. CONN

Ultimately, if Cal is defeated he will try to crush the vials of 2T(FRU)T virus and infect McGruder and the team. However, his left hand suddenly grabs his right wrist and starts to force it back. Conn's personality has been conserving its psychic strength, and is making a last desperate attempt to regain control.

The Judges have one clear round to see what is happening and react. On the first phase of the next round Cal will regain control and crush the vials. If the Judges restrain Cal and put a pen in his left hand, Conn will write '*tooty fruity in kneepad*', again in mirror-writing. The Judges should be able to remove it without difficulty. Watch out for attempts to restrain Cal by shooting his knees or forcing him to the ground: any injury to the left knee will break the vials, and everyone will be in terrible trouble.

Meanwhile, Dredd and his men arrive and cordon off the theatre. If the robot is still rampaging through the theatre they will knock it out. If the vials have been broken, Dredd's team will set up electro-cordons, quarantine the theatre, and summon medical aid. A sample of the unknown substance can be passed out for analysis, if Cal/Conn hasn't told them what it is. Unfortunately, the mutant form of the plague is extremely nasty, and all attempts to treat it will fail. See 2T(FRU)T in the *GM's Book*, but incubation time is only 3D10 hours and the resistance modifier is -20%. However, Cal immunised Conn's body, and the vaccine can be isolated from his blood.

If the Judges think of this, the Justice Department Med Division can synthesise enough vaccine to treat everyone in the theatre, and end the risk of plague, although a week in quarantine will be required. If none of these, or similar, courses are followed, the case will end with the last survivors fighting off maddened disease victims, as the real McGruder calls them on the vid to apologise for the deception.

CAL GETS HIS CHIPS!

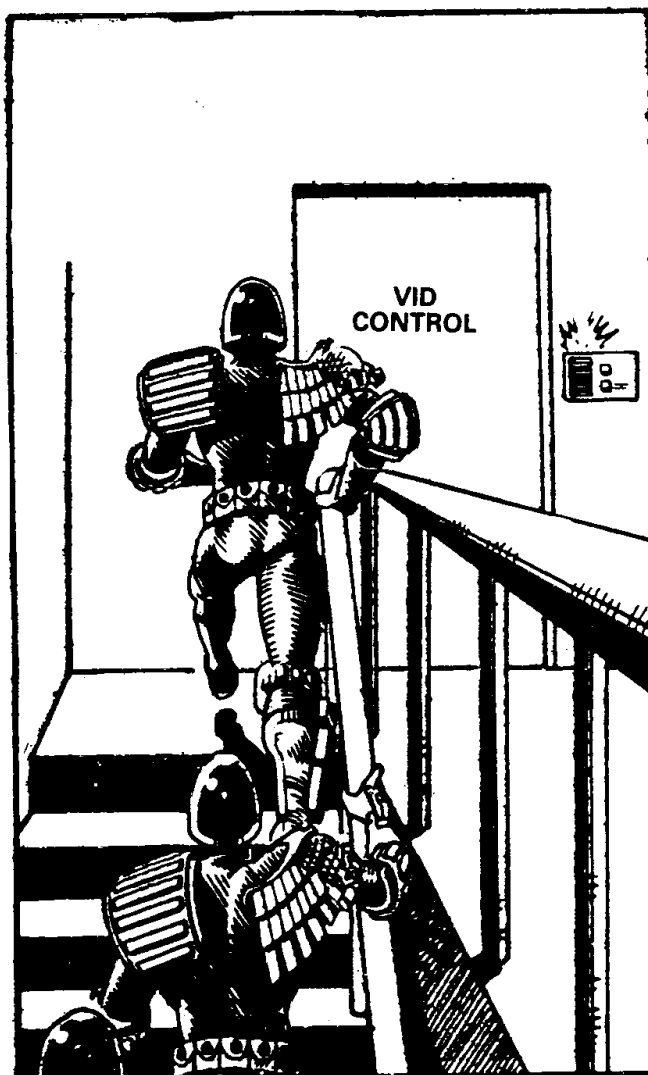
Once Cal has been identified as occupying Conn's body, and provided the above disaster has been averted, it's easy to use Med Division equipment to locate the biochip. Removal is a minor operation, requiring a roll using the *Administer Treatment* special ability. Conn will make a speedy recovery. The ultimate fate of the chip is left to your imagination, or that of your players. It may perhaps be built into a robot and sent to Titan, or simply stored in the Black Museum, next to the glass case containing Cal's brain!

If the virus hasn't been released McGruder's double will receive a call from Psi Division, saying that the disaster probability is now 24% and falling rapidly. In this event, she can reveal the truth of her identity to the team, and then continue with the last engagement of the evening, the arrival of the Tigran ambassador at Kennedy Spaceport. Since most of her bodyguards will either be dead or incapacitated she will order the team to escort her. They must keep up the deception until the evening ends.

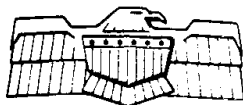
BACK TO WORK

A few minutes after the ambassador's ship lands, the last event of the day occurs. As the team are walking across the concrete to greet the alien (a carnivorous biped resembling a huge walrus), a strange noise comes floating across the tarmac.

In the glare of the spaceport lights, it's just possible to see six power-boards weaving far above the field, well out of shooting range, trailing the twang of ancient Country and Western guitar music from portable micro-vids. To the faint strains of 'Benson Arizona', The Power Boarders vanish into the sunset, trailing a defiant banner reading *Oz or bust!!* A few moments later an H-Wagon rumbles over the field, vanishing behind the control tower as it tries to pin down its nimble prey. McGruder advances to meet the Tigran ambassador, and the adventure ends...



APPENDIX - SPACE EQUIPMENT



All the space equipment detailed here is presented in the same format as the equipment in the main rulebooks, including (where appropriate) hit location profiles for use in combat. This equipment may also be useful in future adventures, either in Mega-City One or out in the depths of space.

BUBBLE TENT

An inflatable tent with room for 5 occupants, a one-person airlock, a puncture repair kit (requires a *Tech Skill* roll and 1 round to repair a puncture), and air supplies for 20 hours of occupation by its full complement of 5 people. Usually packed in a case (size Small, armour 10%); any hit penetrating the case will ruin the tent and smash the air supply. The tent has no armour protection when inflated, and is, in fact, transparent.

ROBO-MULE

A special robot, tailored for use as a mount under the rough conditions of Titan and other airless worlds. Robo-mule air tanks hold twenty hours air for one person, and are equipped with pumps to allow all the air in the tank to be passed to a space suit.

The storage compartment of each robo-mule holds a cling net, a one-man bubble tent (as described above, but without an additional air tank), 200m of strong climbing rope, a powerful lantern (small, armour 5%, any hit destroys), and a supply of clean drinking water.

Under Titan's gravity each 'mule can carry two Judges, or an equivalent load, at a steady 15 m/R over level terrain. They are equipped with speech synthesisers and short range radios for communication with their riders, and are controlled verbally.

Target Size: Normal

Random Hit	Target Point	Size	Armour
01-10	Air Tanks	Small	65%
11-25	Computer Brain	Small	65%
26-35	Fuel Cell	Small	65%
36-45	Headlights	Small	15%
46-55	Left Foreleg	Small	65%
56-65	Right Foreleg	Small	65%
66-75	Left Hindleg	Small	65%
76-85	Right Hindleg	Small	65%
86-95	Main Drive	Small	65%
96-00	Storage	Small	35%

	S	I	CS	TS
Robo-Mule	5	20	10	15

SPACE SUITS

All Judges going into space are automatically supplied with vacuum suits. Two models are available: one is an oversuit worn over a normal Judge's uniform, the other an armoured suit equipped with holsters for a Lawgiver and ammunition, life support supplies, and food; medical and repair kits.

Oversuits reduce *Initiative* by 5. It requires a minimum of 1 round to put a suit on, together with a successful *Initiative* roll. If the roll fails, another round and another roll must be made, and so on. Oversuits carry a three-hour air supply, one puncture patch (make a *Tech Skill* roll to apply in time), a radio, and have 5% armour in all locations. If they are punctured in any location they will immediately depressurise. Judges exposed to vacuum become unconscious in $3 \times \text{Strength}$ rounds, and take an automatic hit at +3 Effect in each subsequent round until death. Because these suits are easily punctured they are usually only provided for emergency use at convenient locations on spaceships and in other space habitats, and are of dubious value in any combat situation.

Space Armour reduces *Initiative* by 10, and *Initiative* based special abilities cannot be used while wearing a suit. It requires at least 4 turns to put armour on, including time spent undressing. Armoured suits carry 10-hour air supplies. There are several variants on the standard suit, incorporating special equipment for different environments. The model which follows is designed for combat use on small airless worlds (eg Titan, the Moon), and is as close as possible to a normal Judge's uniform in the location of ammunition pouches, holsters, etc.

Random Hit	Target Point	Size	Armour
01-05	Head	Small	45%
06-25	Chest	Small	55%
26-45	Abdomen	Small	55%
46-55	Left Arm	Small	25%
56-65	Right Arm	Small	25%
66-75	Left Leg	Small	25%
76-85	Right Leg	Small	25%
86-90	Non-Vital Component	Small	30%
91-00	Life Support	Small	See below

All wounds which penetrate a space suit have automatic +1 Effect Modifiers, due to depressurisation.

Hits which penetrate the *helmet*, *chest* or *abdomen* completely depressurise the suit. See the section on *Oversuits* earlier for more details. A *Tech Skill* roll is needed to apply a patch. If a suit is depressurised $D4 \times 10$ minutes' air is lost.

Hits which penetrate the *arms* or *legs* don't depressurise the suit. However, they activate sealing devices which slow the occupant by one action per round.

Hits to the *life support* system should be rolled as follows by you, the GM, and you should only reveal the results as they become obvious to the unfortunate Judge in question. Life support system parts are accessible from the outside, and repairs may be made with successful *Tech Skill* rolls.

Random Hit	Target Point	Size	Armour
01-20	Air Purifier	Small	25%
21-35	Air Reserve	Small	65%
36-70	Electronics	Small	25%
71-00	Heating System	Small	35%

Damage to the *air purifier* leaves the occupant breathing air which becomes stale. The effects will be felt after $1D6 + \text{Strength}$ turns. The occupant starts to feel dizzy and loses 5 *Initiative* a turn until either the suit is repaired or they asphyxiate.

Hits to the *air reserve* should be treated as hits to the helmet, abdomen, or chest. The suit immediately loses pressure, and a patch must be applied before the occupant dies. This still leaves the occupant without air. Each suit has an air line, which allows air to be passed from one suit to another. If this is done the air in the two suits is shared equally (for example, if one suit has no air and the other has six hours air, both suits will have three hours worth after the transfer). A *Tech Skill* roll is needed to transfer air successfully; if the roll fails air isn't lost, but a round will be wasted.

If the *electronics* are hit the occupant loses contact with other Judges. Navigational aids which are built into the suit (a gyrocompass and radio compass) will also fail, as will the lights.

A damaged *heating system* has no immediate effect; however, the Judge will start to feel cold 1D6+2 turns later. If the damage isn't repaired within 1D6 turns the occupant will start to take one automatic hit (at -1 Effect) every round.

WEAPONS

Lasers and solid slug weapons have normal effects in space. Incendiary weapons are ineffective, as are all gases, riot foam (the bubbles burst!), concussion grenades (no atmospheric shockwaves), and sonic cannon. Secondary effects of the above weapons may still occasionally occur—for example, anyone looking at an incendiary bomb would still be blinded—but they are rarely worth the trouble of carrying them around. Special heat seekers will be issued when the Judges reach Titan, because the prisoners are adapted to the planet, and have abnormally low body temperatures.

OTHER EQUIPMENT

Items in the left column will work correctly on Titan; items to the right are dangerous or useless, for fairly obvious reasons.

Works

Auto-Key*
Beeper
Electro-cordon**
Infra-red sights
Medi-pack††
Street Scanner
Jet pack

Won't Work

Birdie lie detector
Boing®
Jammert
Pollution meter
Snuffler
Suction boots, etc
Bat glider

* Contraband; possession on Titan is a serious breach of The Law

**Already available on Titan as penal colony equipment.

† Affects suit and robo-mule electronics.

††Vacuum medi-packs are standard suit accessories, and contain liquid wound sealants which can be injected through space suits without causing tearing.

AFTERWARDS

You should allocate experience points from a total pool of 60 points multiplied by the number of Judges who actually managed to survive to the end. If the investigation ends in utter disaster you should severely reduce this amount (perhaps so severely that no one gets anything at all).

Reward good role-playing, and any action which reflects the true spirit of The Law and its stern enforcers. For example, saving members of the audience from the robot dinosaur, arresting Cal without killing Conn, and mercifully treating rad-flea sufferers should all be rewarded.

Penalise anything which doesn't feel right: bad role-playing, needless violence, carelessness, rank stupidity and the like. For example, anyone who shoots Mrs Marjorie Blackshack should be penalised; she may currently be a criminal and a nuisance, but she has been wronged by The Law and doesn't deserve summary execution!

Judges who perform exceptionally well may be offered places with the SJS or McGruder's bodyguard, but only if your campaign is ready for such complications. This may be a good way of removing a bunch of really boring over-powerful Judges from your game and getting your players to start again with some Rookies.

NEXT PROG...

Several sequels to this investigation are possible. When Conn has recovered sufficiently (if he is still alive, of course), he will undoubtedly wish to premiere *Cursed Earth Crusade* properly. The event may well prove an ideal target for terrorists or ordinary perps.

Cal, like many a good villain, may not be completely dead. Who is to say that there was only ever one biochip? He may have had other plans for survival: clones, brain transplants, RNA injections, or perhaps he will be brought back to life by reincarnation. The possibilities are as limitless as your own warped imagination...

AFTERWORD

SOURCES

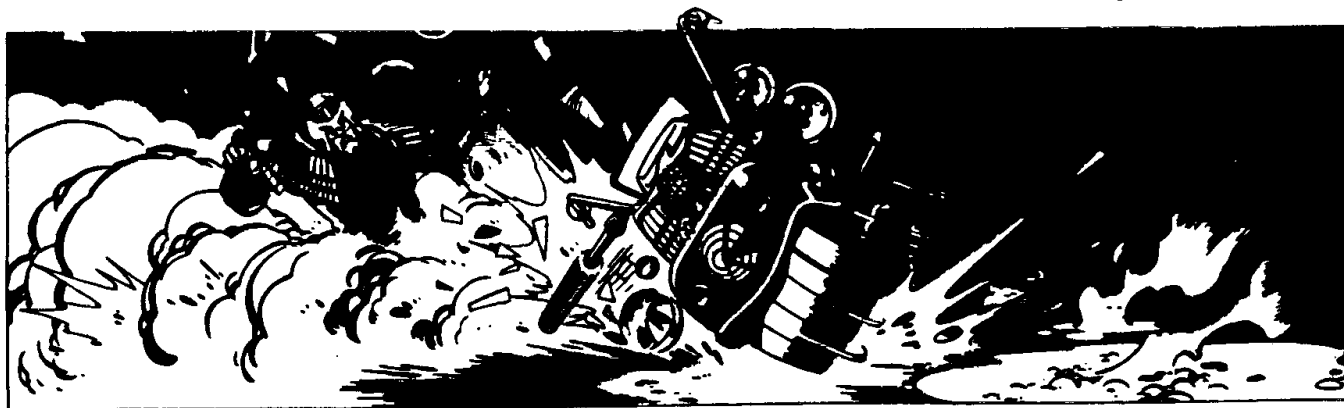
The Cursed Earth I & II
Judge Caligula I & II
The Judge Child I, II & III
Rogue Trooper I

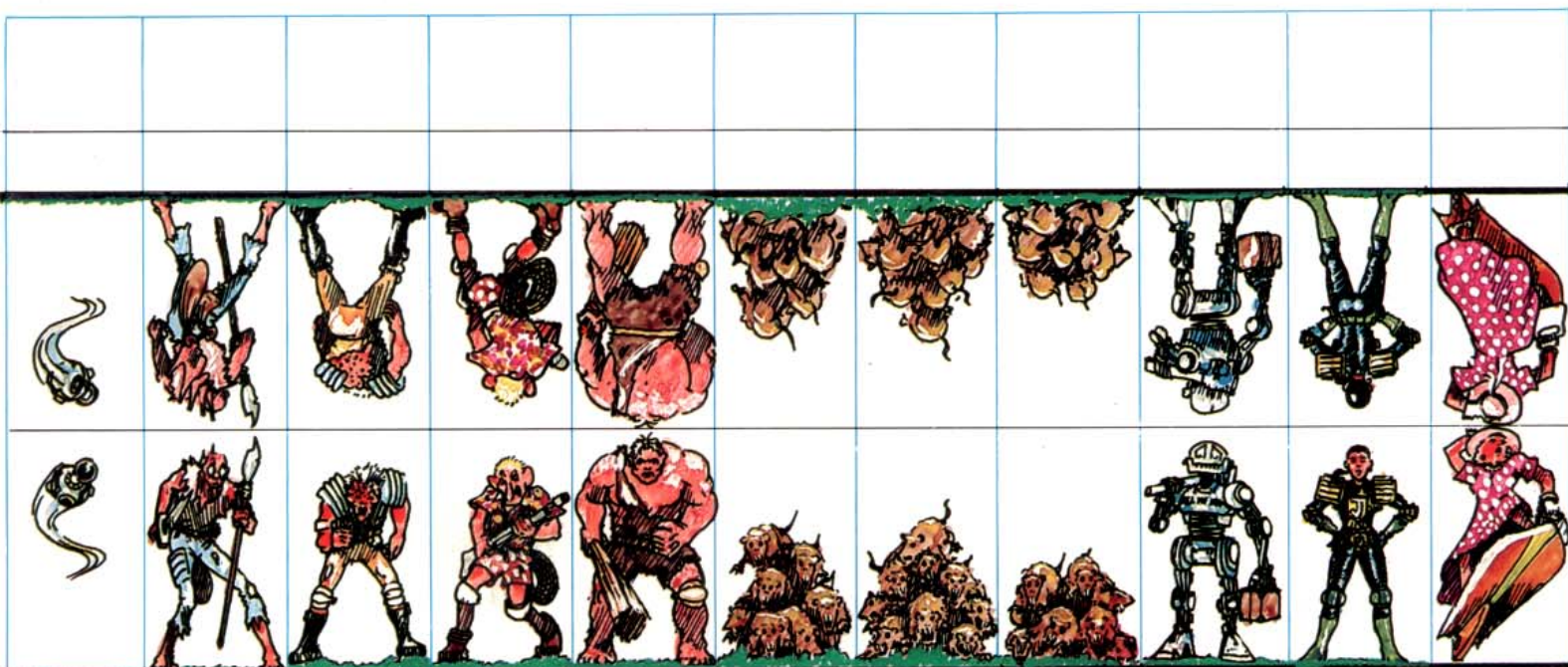
Titan Books
Titan Books
Titan Books
Titan Books

Imperial Earth
They Saved Hitler's Brain (film)
The Boys From Brazil
The Golden Turkey Awards
Guinness Book of Astronomy
Facts & Feats
Waltz of the Body-Snatchers
Hauser's Memory
No Award

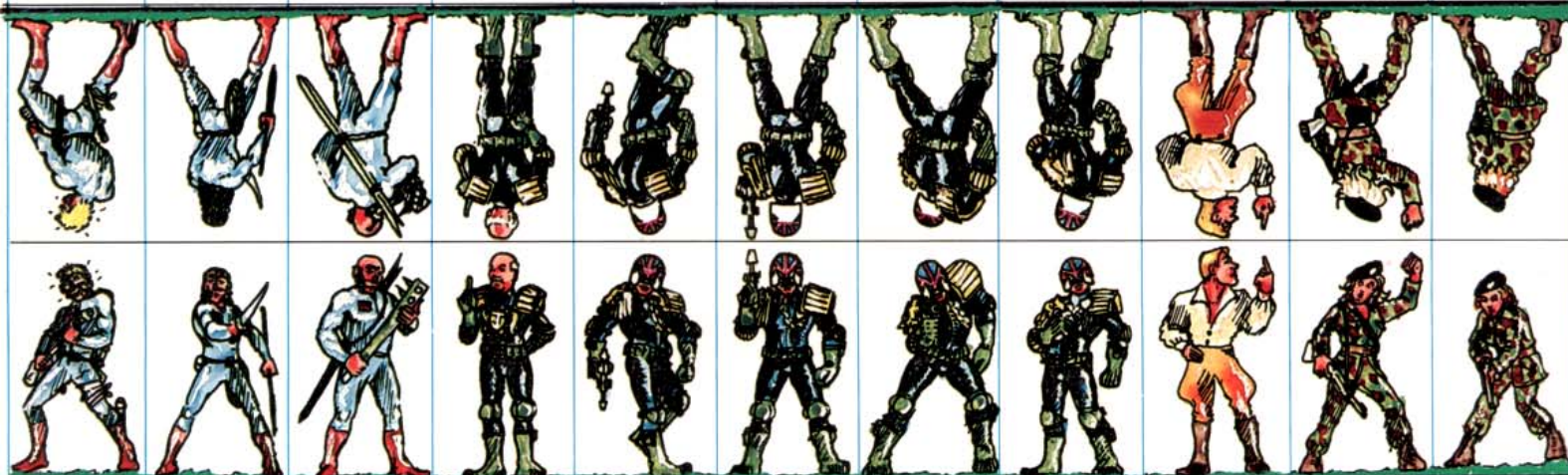
Arthur C. Clarke
Howco International
Ira Levin
Harry & Michael Medved

ed. Patrick Moore
Bob Shaw
Kurt Siodmak
Roger Zelazny

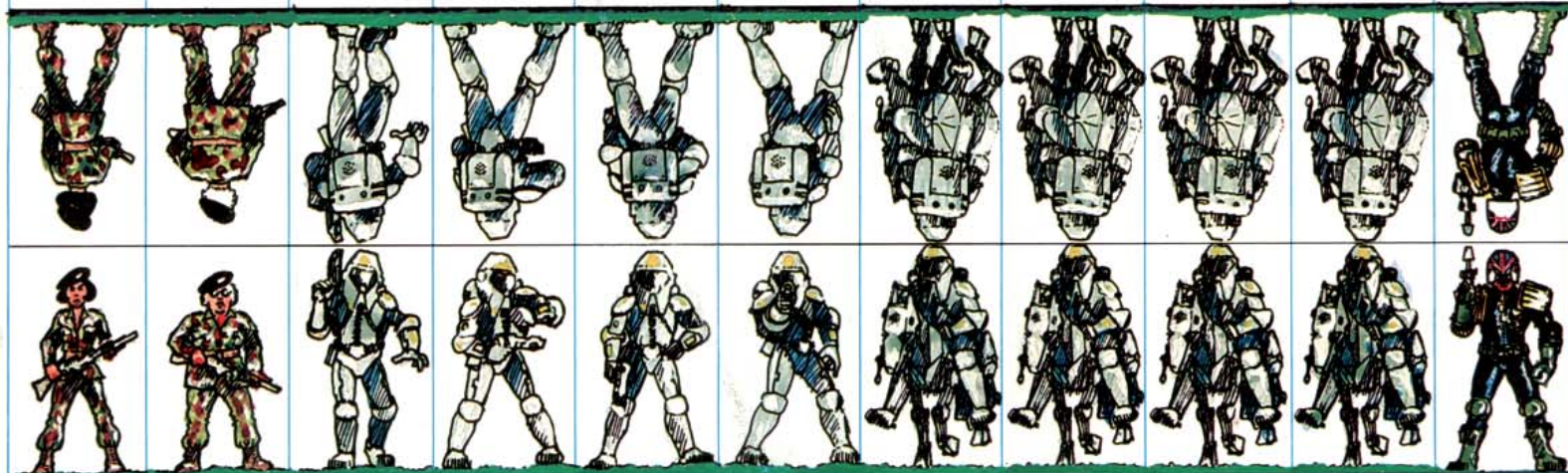




SPY-IN-THE-SKY	NO-NAME	PINKY	CHARLEY	EGOR	RAT PACK	RAT PACK	RAT PACK	CALL-ME-ISHMAEL	CHIEF JUDGE McGRUDER	MRS BLACKSHACK
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KENT	MUNGO	STALLONE	CHIEF JUDGE GIDEON	BRIT-CIT JUDGE	BRIT-CIT JUDGE	BRIT-CIT JUDGE	BRIT-CIT JUDGE	CONRAD CONN	JOCASTA JONES	DAUGHTER OF THE APOCALYPSE
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DAUGHTER OF THE APOCALYPSE	DAUGHTER OF THE APOCALYPSE	JUDGE IN VACC-SUIT	JUDGE IN VACC-SUIT	JUDGE IN VACC-SUIT	JUDGE IN VACC-SUIT	JUDGE ON ROBO-MULE	JUDGE ON ROBO-MULE	JUDGE ON ROBO-MULE	JUDGE ON ROBO-MULE	JUDGE
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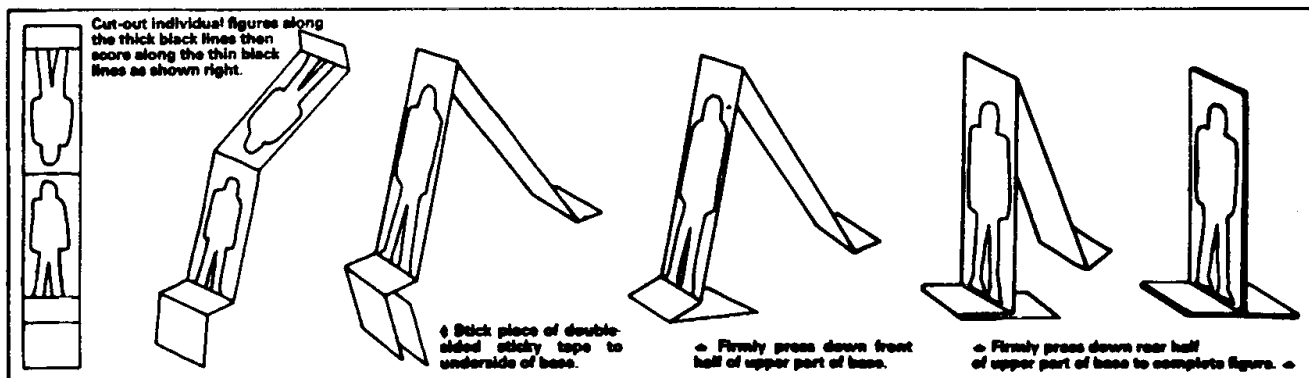


JUDGEMENT DAY

ACKNOWLEDGEMENTS

Thanks to Marc Gascoigne, Ian Marsh and Pete Tamlyn for plot suggestions, the film *Dark Star* for my favourite Country & Western tune, and various people at the 1985 Novacon SF convention for permission to use their names in this adventure.

MLR, Winter 1985





JUDGEMENT DAY

SKY RAIL

JOHNNY CLUTE
KINDERGARTEN

EDDY RICE PUDDING PLAZA

HAL JEKYLL MED CENTRE

KENNY BULMER PARK

CHRIS PRIEST HOVERPORT

IAN WATSON BLOCK LIBRARY

LIZA TUTTLE HIGH SCHOOL

TULL ZETFORD SLIPZOOM

GAHAN WILSON MEGASTORE

NORM BATES ALLEY
SERVICE ROAD

BRIAN ALDISS PLAZA

AL BODRYS PLAZA

TERRY PRATCHETT SLIPZOOM
(SERVICE ROAD)

IZZY ASIMOV PLAZA

SPIGGY TOPES EEZIGLIDE

WINSTON SMITH PLAZA
(ENTRY PLAZA)

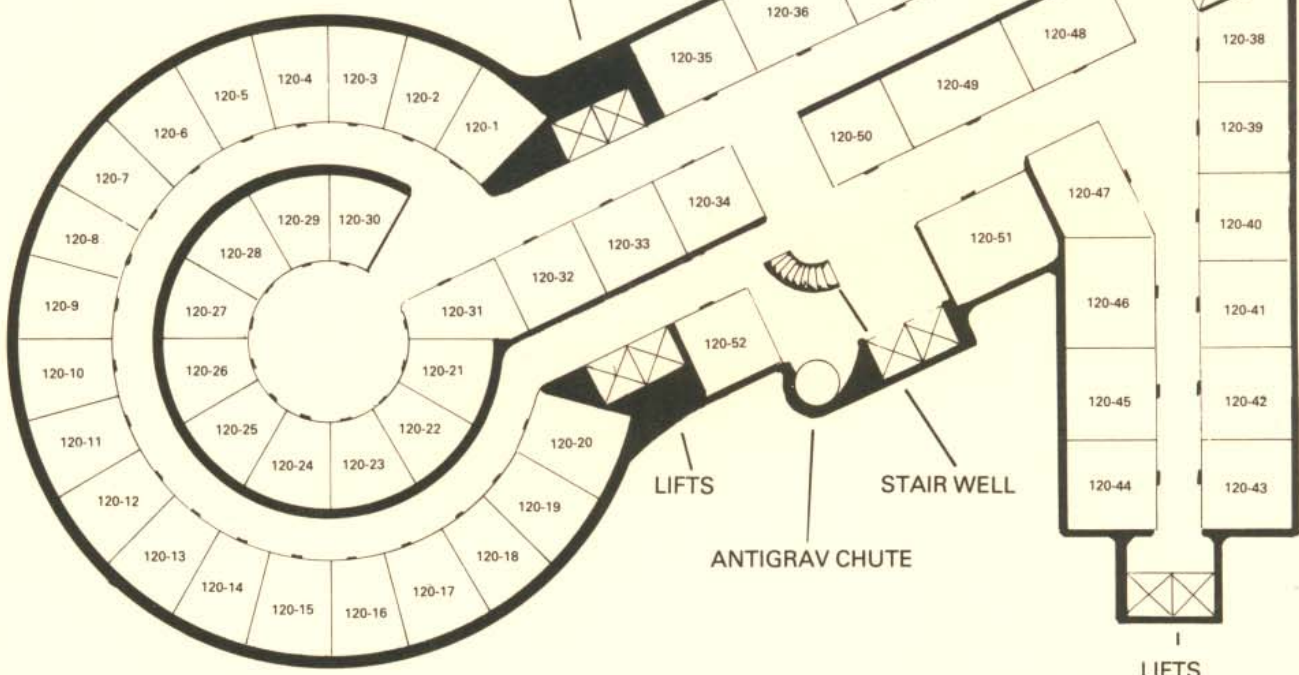
TARIM TOWERS BLOCK
PRE-APOCALYPSE
POPULATION 8075
141 LEVELS

NOSHIERY

ANTIGRAV CHUTE

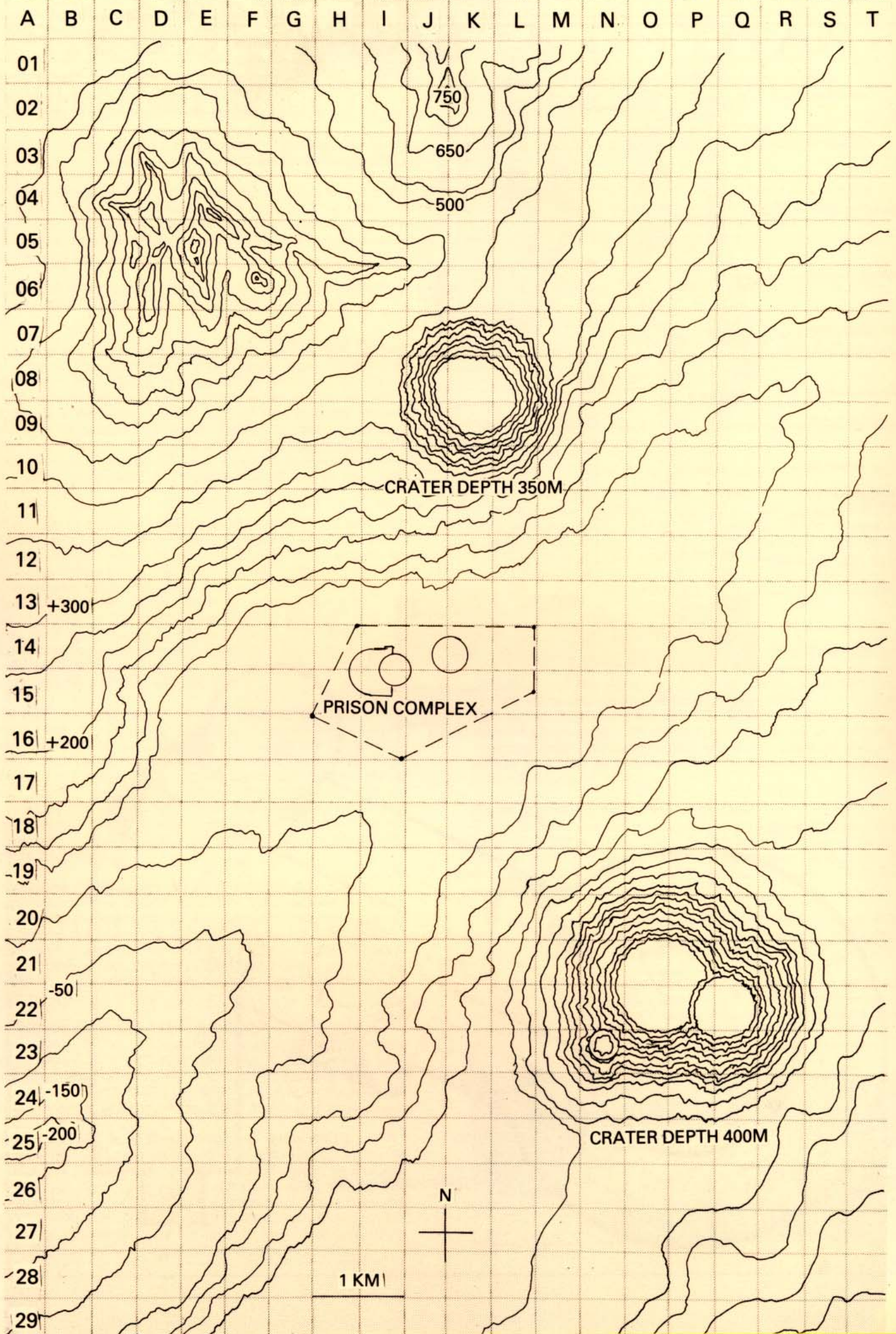
LIFTS

LIFTS



MAP 2

TITAN PRISON COMPLEX



ЛЛА2U2ЛЛКЭНЭЭОУЭВМІНЧОТС

ОРМЕУГГДИЕНЕІ2...
МАМІ2ЛОКІГГЛНЕСІЛА2ЛОБНІМ



JUSTICE DEPARTMENT SERVICE RECORD

☐ PENTECOST, WARREN

☐ Medical Division

☐ Age 34 Height 1.85m Weight 73kg
Brown hair, brown eyes, left handed

☐ SERVICE RECORD (Assignments)

Graduated 2096
Assigned Sector 235 Med-Squad 2096-2098
Assigned Sector 114 SJS Unit 2098-2100
Assigned Grand Hall of Justice 2101-2102
Disabled, assigned Academy of Law 2102 to present

☐ SERVICE RECORD (Notes)

Pentecost graduated with high marks for all medical skills, and expressed a preference for Med-Squad service. After brief general service this request was granted, and Pentecost was assigned to a Med-Squad in Sector 235.

In 2098 Pentecost was recommended for promotion, and assigned to the Sector 114 SJS medical unit, where he was responsible for the treatment of Code 99 Reds, and less serious medical and surgical conditions.

After another recommendation for promotion he was assigned to the Grand Hall of Justice, and served there throughout the rule of Judge Cal, as assistant to the head of the SJS Medical Division.

In 2102 Pentecost joined the Judges' rebellion against Cal, and suffered spinal injuries in the assault on the Statue of Justice. Later he was judged unfit for normal service. After this injury, Pentecost took up a post as a medical tutor at the Academy of Justice.

☐ MEDICAL RECORD

Long Term: Pentecost was partially paralysed in the left leg, and wore an external leg brace to aid walking. He was unable to ride a Lawmaster.

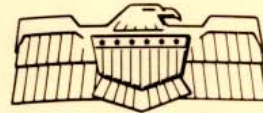
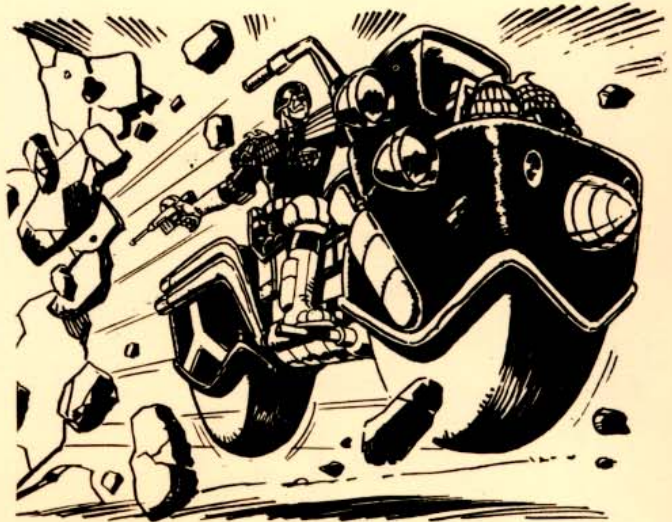
Recent: Three months ago Pentecost was injured in a laboratory explosion, and suffered minor head injuries, leading to occasional headaches. He was taking painkillers for this condition, and was scheduled for follow-up medical examinations early next week.

☐ SPECIAL NOTES

Assigned saloon car GHYT-V2659 (unmarked)
Residence Apt 120-40 Tarim Towers Block

☐ DISCIPLINARY RECORD

Investigated 2102, suspected of involvement in hypno-conditioning of Judges during rule of Cal. Found not guilty. See SJS investigation report 2102/1134-1145.



SPECIAL JUDICIAL SERVICE DOSSIER 2102/1134-1145 (SYNOPSIS)

☐ PENTECOST, WARREN

☐ COMPLAINT/OFFENCE

As assistant to Judge Kent (Section Head, SJS Medical Division) accused had access to departmental briefing tapes, and was suspected of involvement in their use to control Judges.

☐ SUMMARY OF INVESTIGATION

Pentecost was assigned to routine medical duties throughout the period (testament of Med-Judges Finlay, Powell, Kildare, Herriott) and had no part in preparation of briefing tapes. Subject did not, however, show any resistance to the hypnotic control used during this period and it is recommended that he should not be exposed to psychic or hypnotic control in future assignments.

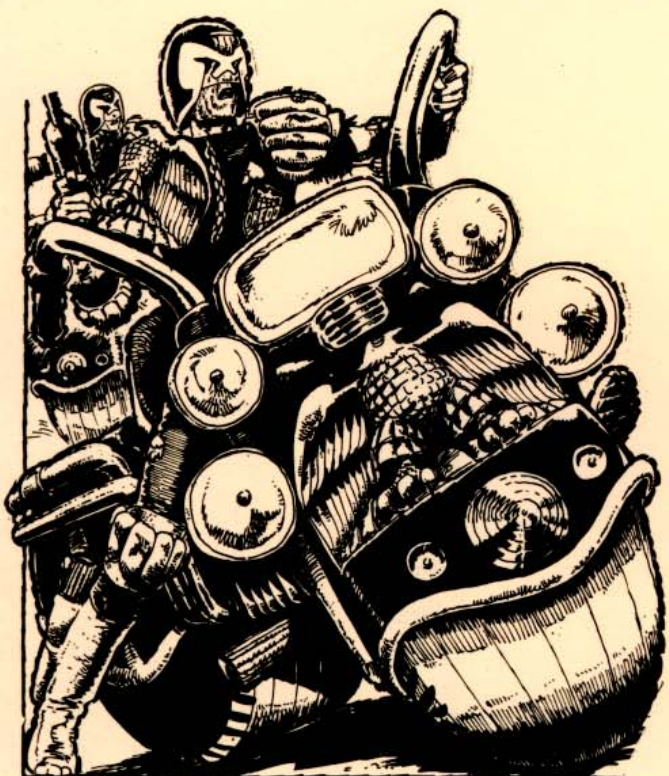
☐ RECOMMENDATION

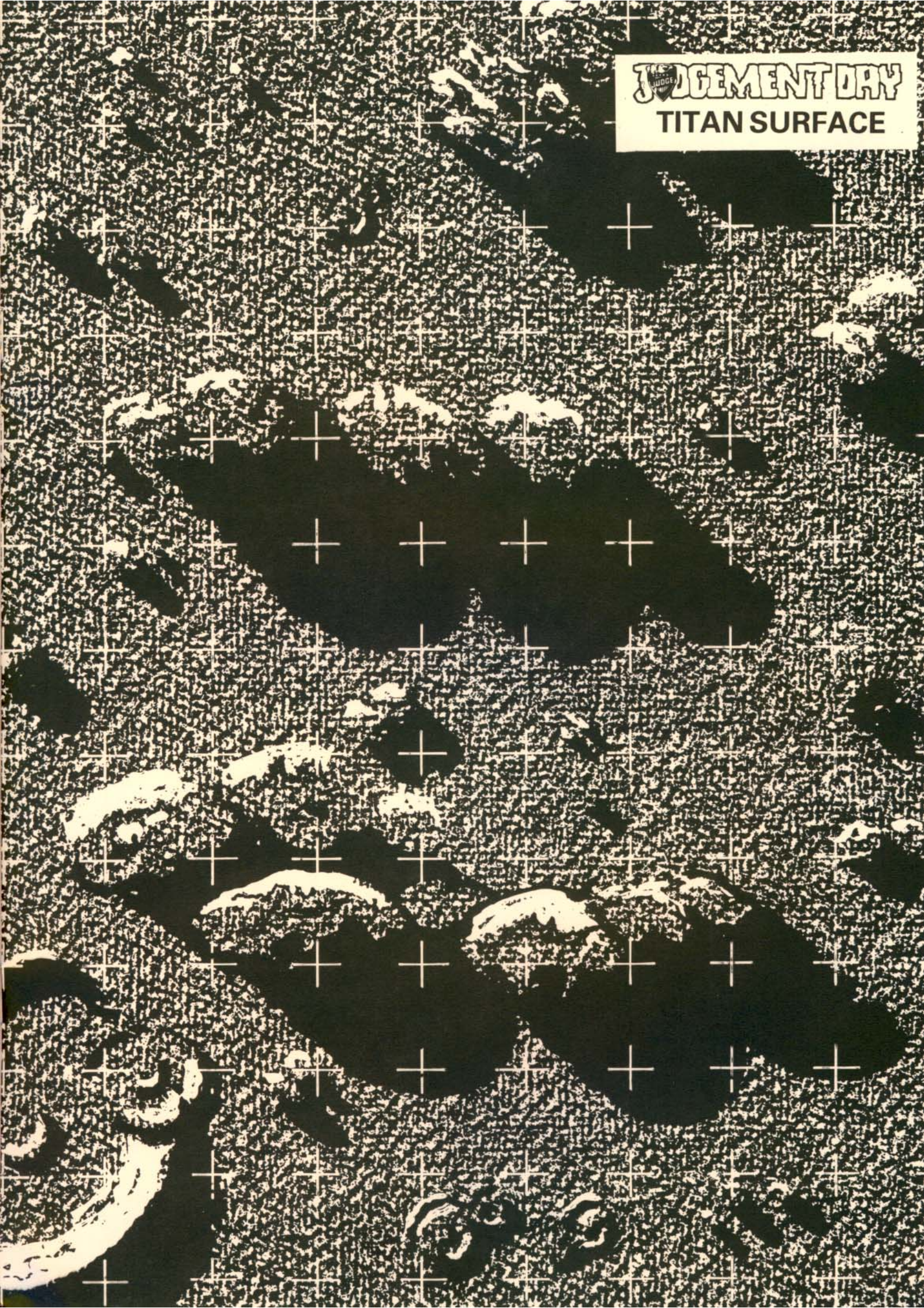
No disciplinary action

☐ ACTION

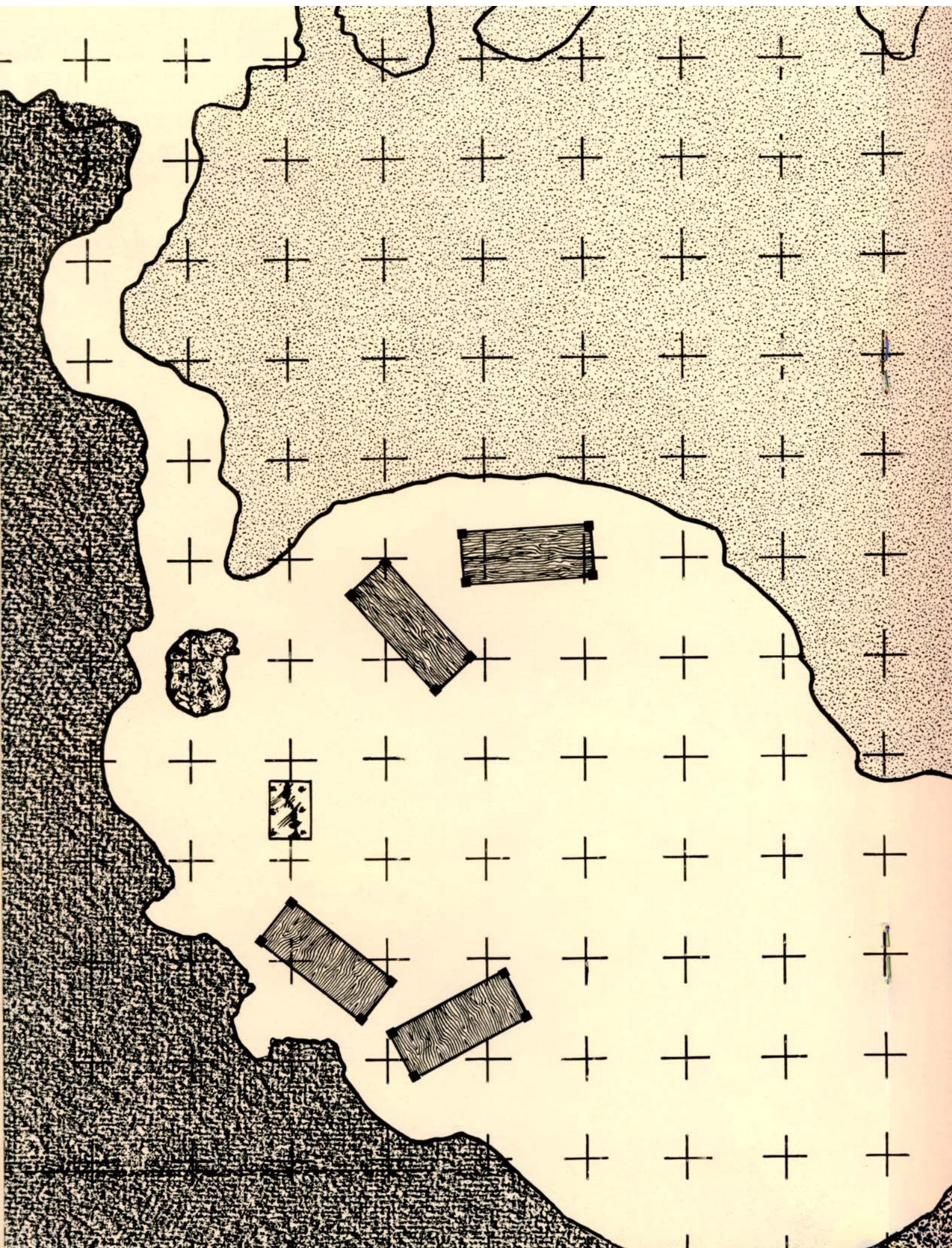
None

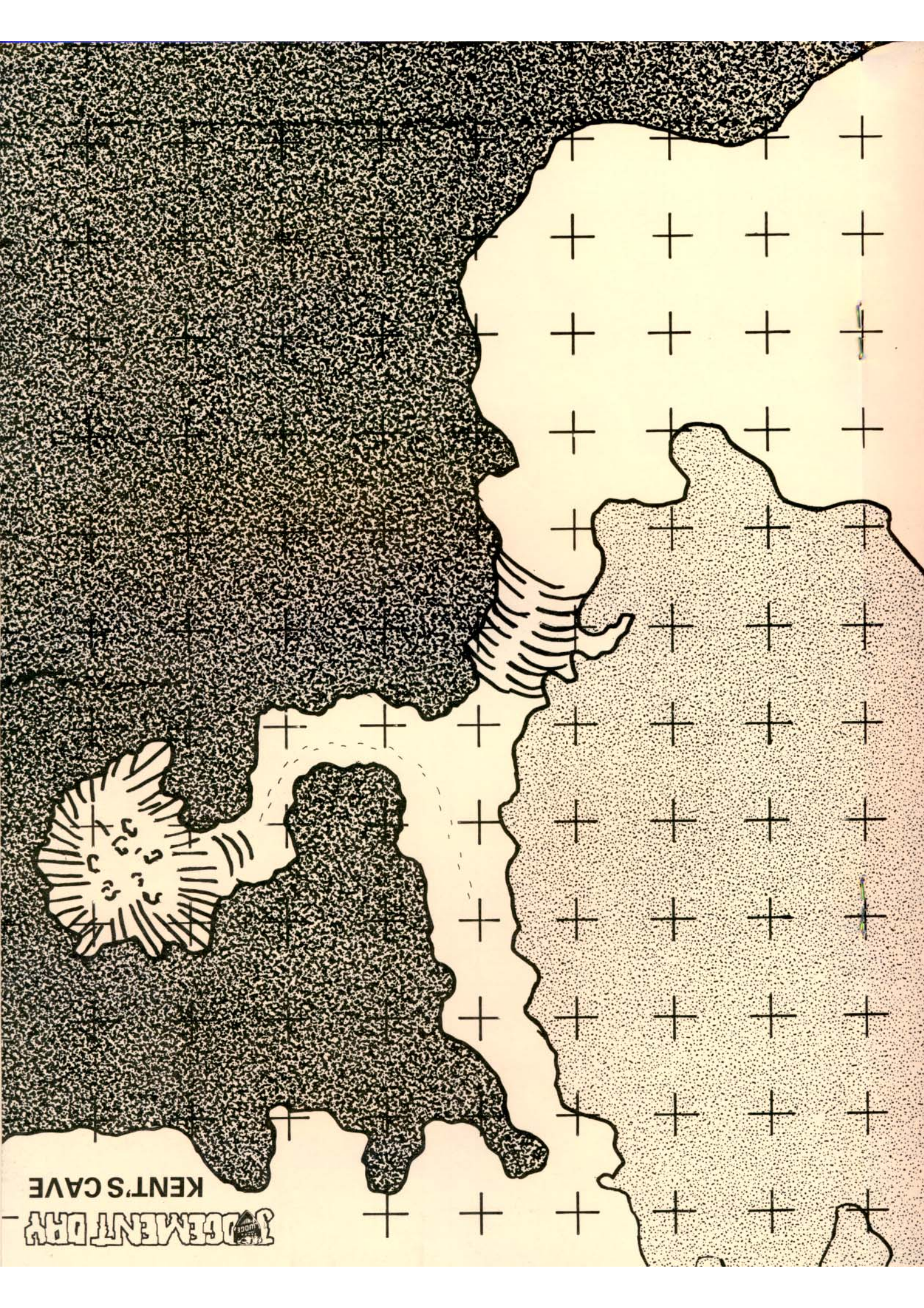
Investigating Officer: McGruder, SJS





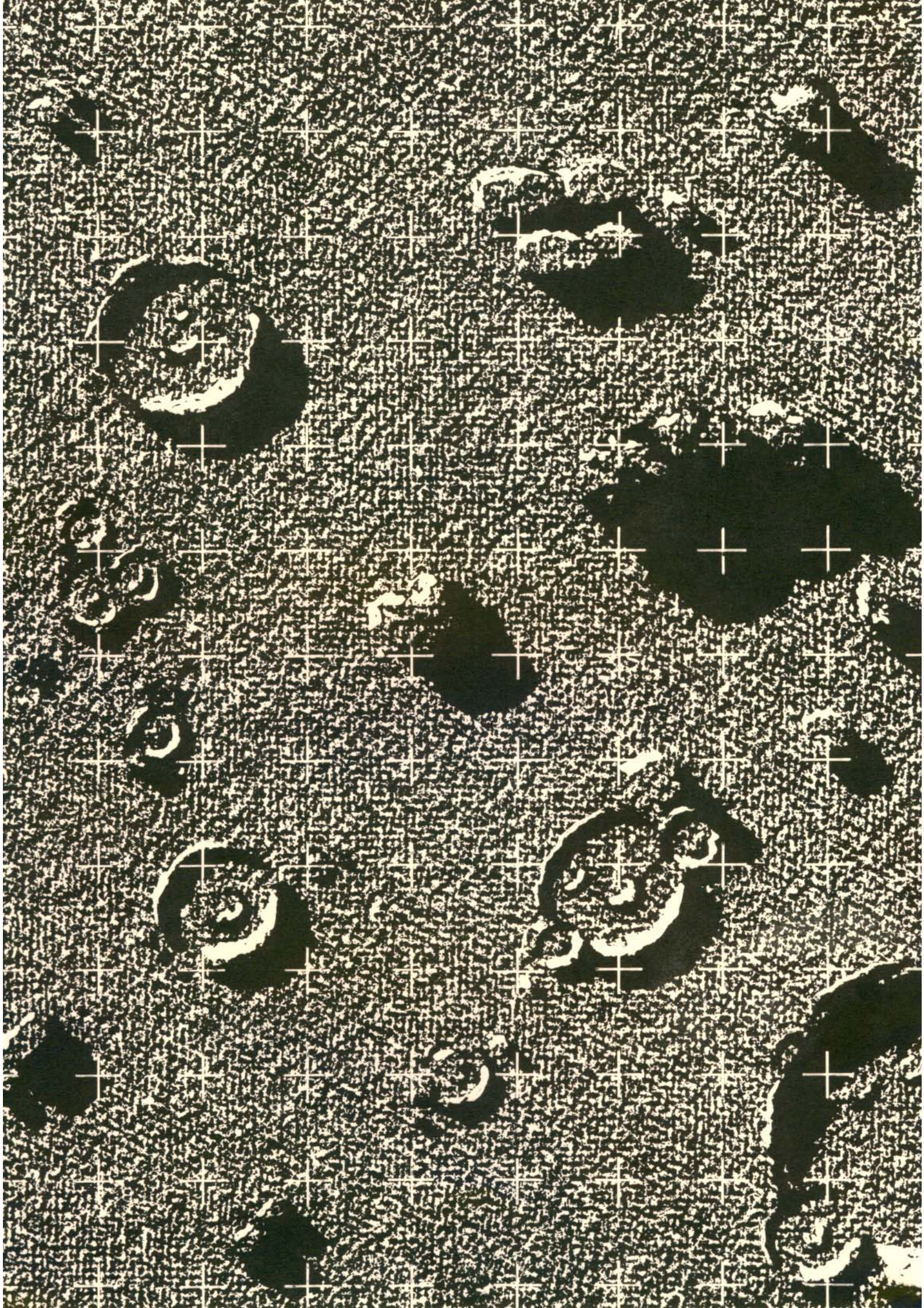
JUDGEMENT DAY
TITAN SURFACE





KENT'S CAVE

JUDGMENT DAY





SPECIAL JUDICIAL SERVICE DOSSIER 2102/112-116 (SYNOPSIS)

☐ **KENT, PETER**

☐ **COMPLAINT/OFFENCE**

1. As director of Emergency Hospital Unit 40077 Kent gained access to the department contraband store and stole 1745 tubes of Adifax tablets between the years 2095-2098. These tablets were sold to known addicts.

2. As SJS MEDICAL CHIEF (2099-2102) Kent conspired with Judge Cal, and was involved in hypno-conditioning of Judges.

☐ **SUMMARY OF INVESTIGATION**

1. Evidence found in Judge Cal's private files after his death revealed this offence. It is assumed likely that Cal had the evidence before Kent was appointed to his post, and used it to ensure Kent's cooperation.

2. Evidence of Med-Judges Finlay, Powell, Kildare, Herriott confirmed this accusation.

3. Kent attempted to escape from the Mega-City but was arrested by Judges McGruder and Giant. He confessed to the above crimes during interrogation, and claimed that Cal blackmailed him into cooperation.

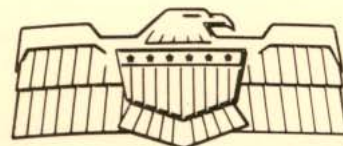
☐ **ACTION**

Sentenced to life imprisonment on Titan

Investigating Officer: McGruder, SJS



TOOLY-FRUITLY IN KNEE PAD



EMERGENCY HOSPITAL UNIT 40077

□ HISTORY

Established 2095

Destroyed 2104 (overrun by East-Meg units)

□ EQUIPMENT

4 Med-pad mobile operating theatres

20 Pat-Wagons as general wards

6 Pat-Wagons as intensive care wards

8 H-Wagons, medical model

2 Workshop trucks

1 Field kitchen unit

1 Generator truck

30 Lawmaster mk. II/e bikes

□ PERSONNEL

Director (Med-Judge 4)

6 Surgeons (Med-Judges 2 or 3)

15 Medical orderlies (Med-Judges 1 or 2)

6 Administrators (Accounts branch Judges 1)

25 Judges (Non-specialised)

10 Technicians (Tech-Judges 2 or 3)

45 Cooks, clerks, etc (Civilian employees)

□ DIRECTORS

Med-Judge Kent 2095-2098

Med-Judge Pearce 2098-2104 (d. Apocalypse War)



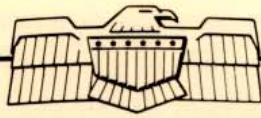
CHIEF JUDGE McGRUDER

McGruder

OFFICE OF THE CHIEF JUDGE – SCHEDULE

08:00	Welcome Chief Judge Gideon of Brit-Cit to city, at Atlantic Tunnel exit.
08:45	Meeting: extradition procedures and military cooperation, Hall of Justice.
11:30	Unveil new statue of Fergee, Aftermath Square.
13:00	Lunch, guests Chief Judge Gideon & Brit-Cit Ambassador at Titz Hotel.
14:30	Inspection, Academy of Law.
16:00	Council of Five convene, Hall of Justice.
18:00	Charity vid premiere, Megastoria Theatre.
20:30	Welcome Tigran Ambassador, Kennedy Spaceport.

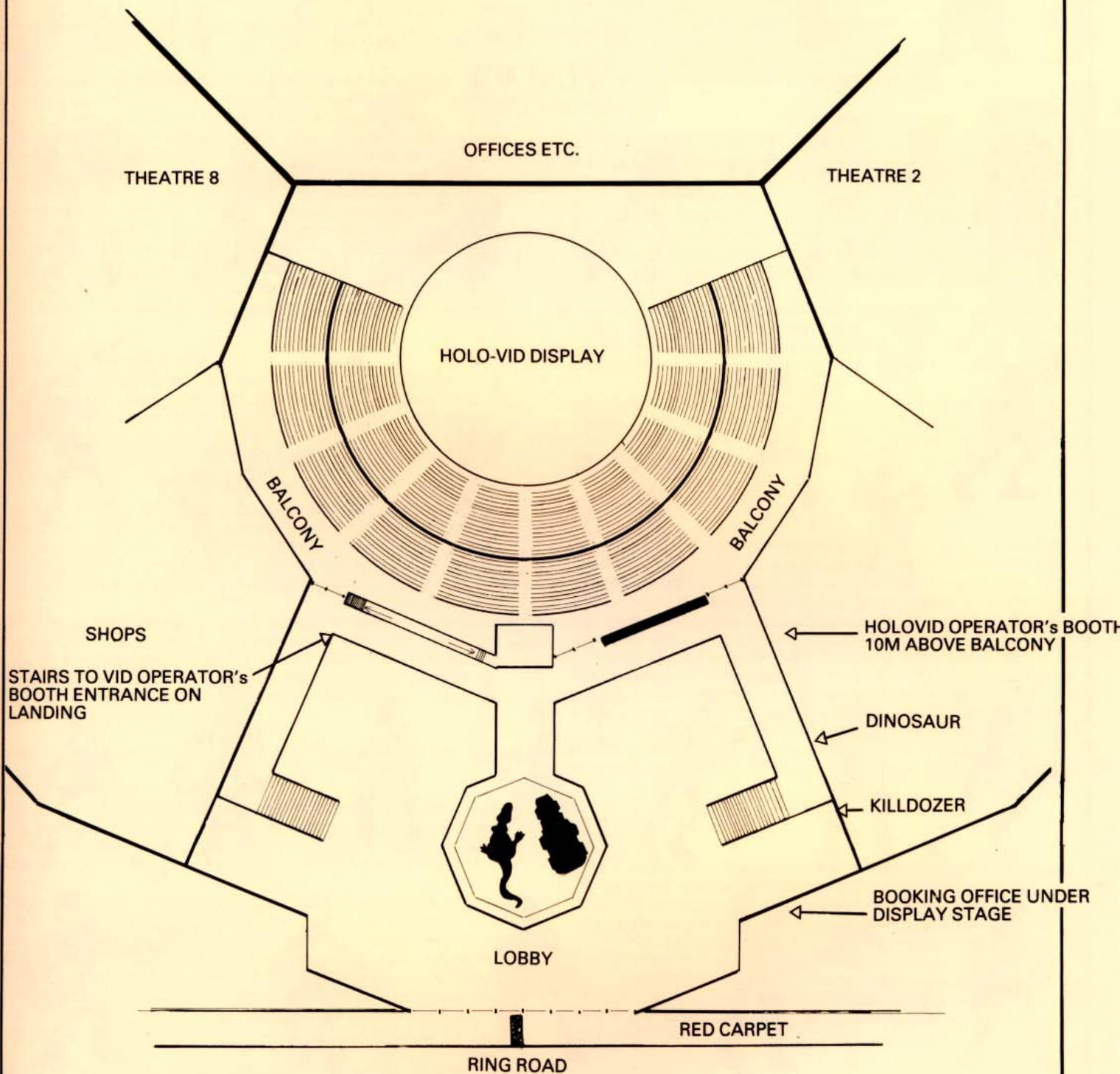




MAP 3

JUDGEMENT DAY

MEGASTORIA THEATRE 1



JUDGEMENT DAY

By Marcus L. Rowland

Judgement Day is an intriguing investigation for a team of 2-4 Judges of average experience, or 4-6 newly-appointed Judges. This package is not a complete game in itself; you will need *Judge Dredd - The Roleplaying Game* to play this adventure.

It's two in the morning.

A team of Judges glides through the deserted streets surrounding the old Maze development area, looking in vain for the occasional insomniac perp to arrest. It's a very quiet night, with few of the shift's major incidents catching the attention of the Judges as they drift over their bike radios. The mob war is continuing to rage across the northern sectors - another two-bit gangster has been terminated by the opposition tonight. A massive new tower block has been found to be infested with Rad-Fleas, and is presently under strict quarantine while emergency Med-Squads desperately battle to fumigate the building on time. Some crazy citizen has taken it into his head to fire guided missiles at Zoom-tube trains as they pass, presumably just for the fun of it. On the whole, though, it's been quiet . . .

Not very far away, though, a shadowy figure is putting the finishing touches to a plan that will put the whole of the Mega-City at risk. If the plan is allowed to succeed, the Judges will once again be faced with the threat of chaos and anarchy, when the most evil criminal mind the Mega-City has ever known returns to claim what's his, on **JUDGEMENT DAY!!**

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Made in Great Britain

JUDGE DREDD
THE ROLE-PLAYING GAME

**GAMES
WORKSHOP**

