



Russian Roulette

Part Two of the Kazan Gambit



A Scenario for Games Masters and Judges

The
JUDGE DREDD

Roleplaying Game



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Russian Roulette

John Caliber

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Introduction

Russian Roulette is a scenario for four to six 3rd to 5th level judges. It is the second scenario in the *Kazan Gambit* trilogy, following the events of *The Sleeping Kin* and continuing the judges' battle against a force of deadly sleeper agents reactivated twenty years after the Apocalypse War, a nuclear conflict between Mega-City One and East-Meg One. The sleepers' original mission was to assassinate Supreme Judge Bulgarin of East-Meg One when he arrived at Mega-City One to inspect his invasion troops. Now that Bulgarin is long dead, the sleepers have defaulted to their second objective: the destruction of the Mega-City One Justice Department!

Preparation Notes for the Games Master

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

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

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

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

Russian Roulette

Judges from Sector 190 investigated a mutant smuggling operation working in their territory. The trail led to the Gourmet Club, cannibal diners who were feasting on the mutants after promising them safe passage into the Mega-City One. When the judges found Joseph Bourgain, the Gourmet Club's organiser, dead in his luxury-hab, they discovered clues suggesting robots killed him. Their investigation took them into Robotown, a haven for renegade mechanoids, in search of the assassin robots and their programmer. On identifying a robot modifier called Voltaic, the judges were led into a secret chamber beneath the city with five empty suspenso-pods, resting places for East-Meg One sleeper agents who have until recently been in



suspended animation for twenty years, hidden from the city at large. The judges mounted a search for the sleepers but soon the trail grew cold.

A short while later, Sector 190 hosted part of the Apocalypse Day Parade. Fighting broke out between the Sov-Block immigrants residing in Sector 190 who had their own floats in the parade and the Mega-Front, a racist movement. During the fighting, the four East-Meg sleeper agents appeared, slaughtering the Mega-Front. The judges gave chase and eventually captured some of the sleeper agents. On interrogating them back at Sector House 190, the judges learned the sleepers were all clones of War Marshal Kazan, one of the architects of the Apocalypse War. The sleepers revealed there were many more Kazan clones hidden in Mega-City One, ready to take up arms.

Synopsis

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

guards over the Sov immigrants and investigate racist operatives from neighbouring David Duke Block who have been intimidating the Sovs. They have an encounter with corrupt Judge Trebell and the Scourges, local bullyboys. When the judges return to the Munce factory, all the Sovs are dead, killed by acid gas.

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

Prog One: Neighbour Nuisance

The text of *Russian Roulette* is based on the presumption that the players taking part are the same as those who completed *The Sleeping Kin* and do not require anything more than brief notes concerning the events in the former scenario to enjoy *Russian Roulette*.

Scene 1: Sector 190 — Bean District

Read the following out loud to the players.

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

You are currently on patrol as members of Tac Group 2 but for the moment you are 'cut loose', able to bring justice at your discretion without first having to defer to your Tac Group Leader, Judge Able, for assignments. Over the last

hour, you have been following up reports of robberies throughout Bean District on the eastern edge of Sector 190. The items stolen have nothing in common. They range from powerboard wax to remote-controlled clothes zippers to plasteen fencing partitions. You have summoned a Tek-Squad to run forensic studies of the crime scenes; their findings have yet to come through.

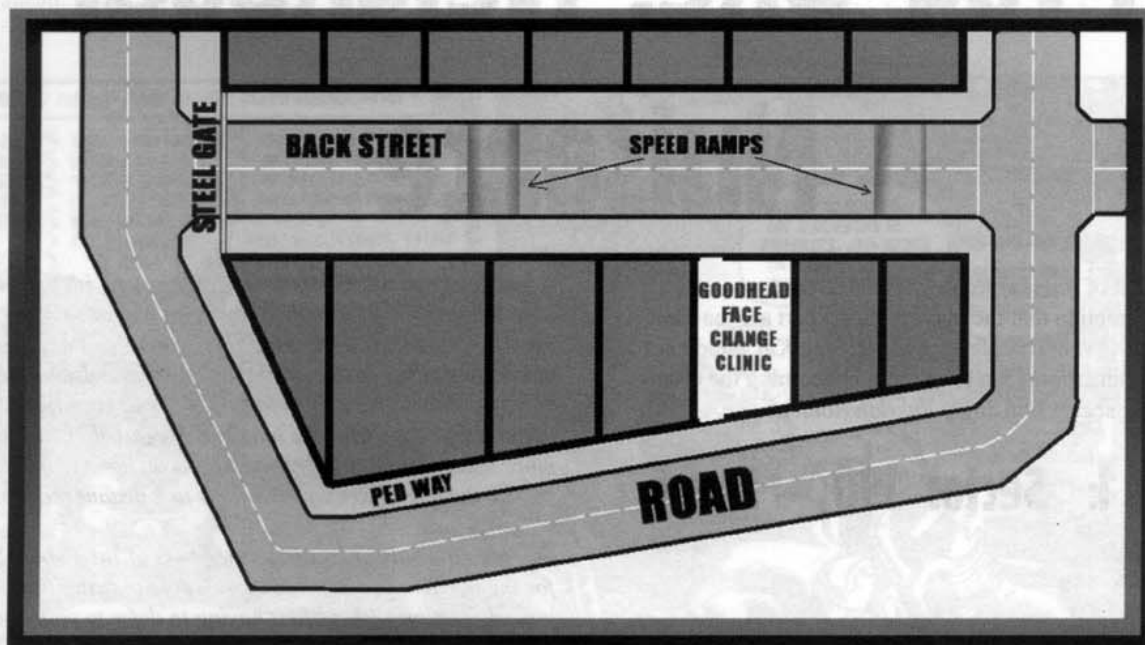
You stop by a store selling eternity lamps, a gimmick that soon backfired on the lamps' manufacturers because the lamps' never-ending power supply precluded repeat business for the hundreds of eternity franchises scattered about the city. Grem Lestralis' franchise is one such venue to hit hard times. If that is not enough of a concern for Lestralis, a neighbouring businessman is now complaining that the awning in front of the Lestralis store is blocking his own name banner, costing him business. As you patiently listen to the arguments from both parties, forming a judgement to settle the affair—or at the very least a referral to the Trade and Industry Bureau—your helmet radios beep for your attention. Glad for the distraction, you excuse yourself from the Lestralis affair and patch into the Justice Channel. It is a message from Sector Control. 'We have a Code 4, Section 2 in progress at the Good Head Face Change Clinic, corner of Spatz and Nimrod! All available units respond.'

A Code 4 denotes a robbery, Section 2 an armed robbery. You quickly issue the feuding storekeepers the URL of their TIB representative before mounting your Lawmasters and screaming off towards the scene of the crime. The corner of Spatz and Nimrod sits on the edge of Bean District's dust zone. Though the Good Head Face Change clinic is well kept, the surrounding streets and neighbourhood are largely

disused, scheduled for demolition. You ride within two hundred feet of the Good Head building and see the shattered storefront window littered with mannequins and colourful balloons. A tattered banner has fallen from the clinic wall and is now draped along the pedway, reading 'Sale Now On! 500 Credit Scalp Swap, 1,000 Credit Full Face Change, Including Free Cheek Swirl For the Ladies!'

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

Four Sov-Block immigrants are responsible for the Face Change Clinic robbery and the earlier crimes. They plan to resell their loot for hard credits to make their poverty-stricken lives in the Sector 190 Sov quarter a little easier. There are two robbers within the clinic's foyer, one armed with an antique revolver with a spare magazine, the other with a PPK II handgun. The first is watching the judges by the window and will open fire if they attempt to enter the clinic, but otherwise will hold fire. The second will join in the fight should the judges actually gain entrance to the foyer, fleeing into the clinic's back rooms with intent to ambush the judges. He will leap out and open fire on the judges if they enter, screaming, 'You will oppress the citizens of Sov-Block no more!' The first will fight until he is incapacitated or killed. There are two more robbers out back, waiting in a turbo truck and armed with double-barrelled stump guns.



Sov Robbers (4)

Citizen 3; HD 3d6 +3 (13); Init +0; Spd 30 ft.; DV 11 (+1 Reflex); Attack +2 melee, or +2 ranged; Fort +1; Ref +1; Will +1; Str 11, Dex 11, Con 10, Int 10, Wis 11, Cha 8.

Prior Life: Goon.

Skills and Feats: Balance +2, Bluff +2, Climb +2, Computer Use +3, Concentration +2, Drive +3, Hide +3, Intimidate +4, Jump +3, Listen +5, Move Silently +3, Perform +4, Search +4, Spot +6, Streetwise +5, Swim +2, Technical +3; Alertness, Resist Arrest, Toughness

Possessions: Handgun (3d6/4), antique revolver (2d6/4) or double-barrelled stump gun (2d6/2), pad armour (DR 4).

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

A red turbo truk leaves rubber streaks along the ground as it screeches away down the back street. The vehicle has not travelled a hundred feet when it bounces over a speed ramp. The back doors swing open and another robber falls hard onto the slab. The turbo truk does not stop. The robber gets to his knees, clutching his head. You can see a double-barrelled stump gun off to one side, thrown out of the truk. It rests ten feet from his grasp. The robber gets to his feet, shaking his head.

If the judges make an Arrest check, they do so with a +2 circumstance bonus because the robber is both wounded and demoralised. If the robber resists the check, he shouts, 'I will not make your day!' and dives for the stump gun, his intention to fire to distract the judges while he races off after the turbo truk. The robber fires wildly with a -2 circumstance penalty to his ranged attack rolls.

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

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

If the judges pursue the robber, they find him in the roadliner's cab, holding the driver hostage, his weapon pressed into the driver's forehead. The robber shouts, 'Get out of the way—I am leaving!' at the judges. The judges may attempt another Arrest check or fire through the cab window at the robber (three-quarters cover). If the shot

misses, it will strike the hostage. The judges may attempt a Ricochet shot, bouncing inside the cab and counting as a 10 sq. ft. enclosed space, for Rapid Fire 6. Alternatively, the judges may try to tackle the robber in melee combat. The robber does not have the courage to kill his hostage but will not be so lenient on the judges, blasting away with his spit gun. If the judges are unable to incapacitate the trukker, he forces the driver to start up the roadliner, intent on running down the judges (Reflex Save DC 15 to avoid 4d10 damage – no Damage Reduction will apply). The roadliner, however, has been damaged in the collision with the turbo truk and does not respond well to the driver's control. It leaves the road, mounts the kerb and smashes into a rockcrete column. The robber will pop the cab sunroof and climb up onto the roadliner before the judges arrive. He will fire at them from the roof until defeated. The carrilot was left behind in the roadliner's cab. It contains a treasure trove of valuables stolen from various locations en route to the Good Head Face Change Clinic with an estimated value of 6,500 credits.

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

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

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

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

Scene 2: Sector 190 - Sector House 190

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

Your B-shift ends, but for you the night is only just beginning as you are also assigned to C-Watch, the shift encompassing the graveyard shift and the most violent time of the day in Mega-City One. After reporting in to eat, wash and file preliminary paperwork, you attend the briefing given by Watch Commander Heron at 2200 hours. The other judges of your shift are gathered here also.

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

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

The room falls silent. Heron continues. 'We are co-ordinating a relocation of the entire Sov-quarter population—six hundred and forty-two citizens—to the abandoned Munce factory by Steeplejack Heights with the help of Housing Department. The operation will begin at 2300 hours and is to be concluded by daybreak. Selected tac groups will oversee the relocation process. Your job is to keep the Sovs compliant until they are safely within the factory. Once they are installed, a contingent will remain.

You will keep our people away from the Sovs and vice versa, but leave the diplomatic talk to Housing Department—they're sending a Relocation Unit over to help.

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

The judges have access to additional resources to help accomplish their task of loading up the Sov immigrants into the hoverships. They may each choose to wear riot armour and shields, and in addition to their Lawgivers may carry 606 Pacifier rifles (pages 42 and 33 respectively of the *Rookie's Guide to the Justice Department*). One judge in the group may carry a riot foam gun (pages 139-141, *Judge Dredd Rulebook*). Tac Group Leader Tyson will explain these options to the judges. Tyson takes the judges into Conf-Room B and shows them a holographic map of the Sov quarter. Show the players the map on p7.

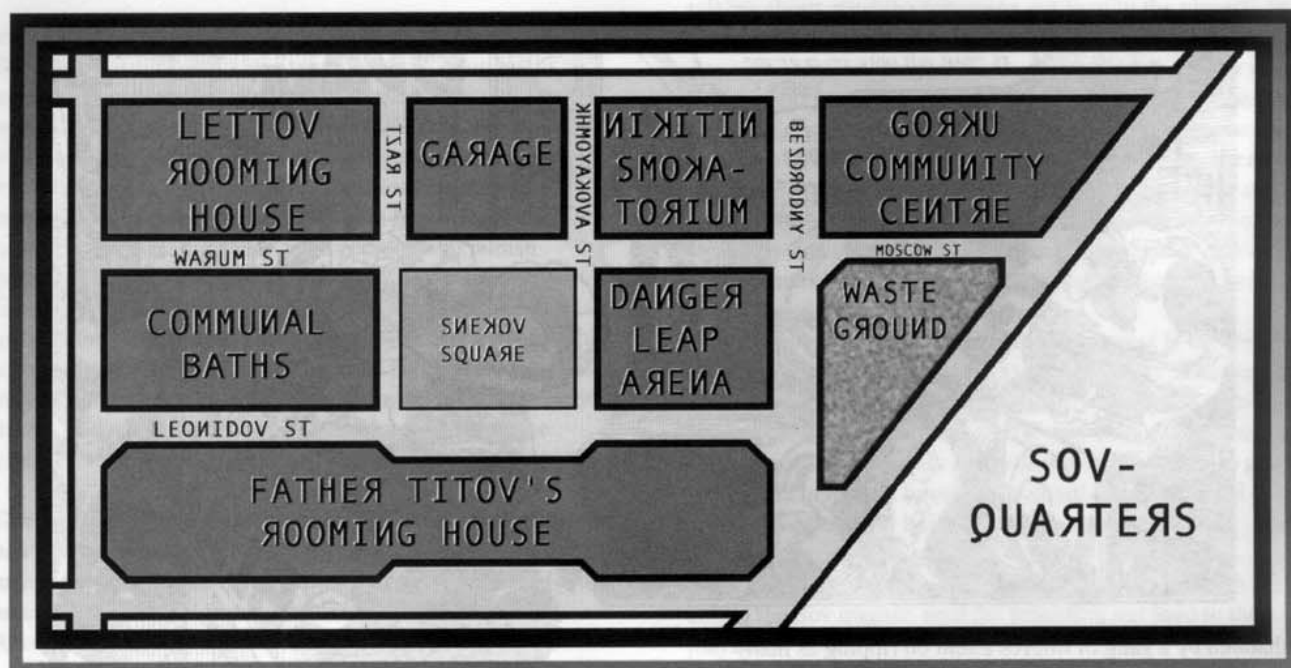
Read the following out loud to the players.

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

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

Scene 3: Sector 190 - Sov Quarter

The Sov quarter is located halfway between Oscar and Lulo districts in the middle of a disreputable area nicknamed the Plughole. As the judges ride through towards the Sov quarter, they are aware of eyes belonging to slummies and wanted criminals watching their every move. The judges are free to choose their point of entry into the Sov quarter along any of the skedways or filters. The remainder of their time in the Sov quarter will be spent ushering the entire population into Snekov Square. The following encounters keyed to Map 2 form the entirety of the difficulties and



experiences the judges will face before the hovership arrives. Play them through as and when the judges arrive at the appropriate locations. The judges may use Arrest checks to convince reluctant Sovs to comply with their demands.

Sov Immigrants

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

Prior Life: None.

Skills and Feats: Appraise +4, Balance +4, Bluff +2, Drive +4, Hide +4, Medical +1, Jump +2, Move Silently +3, Perform +3, Ride +4, Search +2, Spot +4, Streetwise +5, Technical +1; Great Fortitude, Skill Focus (appraise).

Possessions: 2d10 credits, assorted items of personal value only.

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

Sov Crocks (11)

Citizen 4; HD 4d6-4 (12); Init -1; Spd 30 ft.; DV 10; Attack +2 melee, or +2 ranged; Fort +2, Ref +0, Will +2; Str 8, Dex 9, Con 9, Int 8, Wis 12, Cha 8.

Prior Life: None.

Skills and Feats: Appraise +3, Bluff +5, Concentration +2, Hide +1, Medical +4, Listen +6, Move Silently +1, Perform +3, Ride +2, Search +2, Spot +10, Streetwise +10, Wilderness Lore +7; Alertness, Great Fortitude, Skill Focus (streetwise).

Possessions: 1d10 credits, assorted kitchen utensils (1d4/0 subdual).

Garage: The garage is an abandoned car showroom, now loaded with ancient Mega-City ground cars and block buggies given to the Sovs by charitable organisations to help them get about. If any of the judges think to inspect the vehicles (Search check, DC 12), they discover the cars all have long-expired tax discs. Further examination (Technical check, DC 12) reveals the fuel tanks as being filled with an illegal home-brew concoction, breaching several environmental pollution Laws.

Father Titov's Rooming House: Four levels tall and in better structural condition than the Lettov building, Father Titov's Rooming House houses Sov-immigrant families with young children. Unlike the Lettov, Father Titov's building has many modern conveniences such as Tri-D sets, garbage grinders, electrostatic carpets and electron showers. Unfortunately, now that the Sovs have left, it is now



inhabited by a gang of thieves intent on ripping as many valuable items as they can squeeze into two robo-skips chugging down the corridors in the gang's wake. The gang members are punks garbed in green mock-leathers with differing sigils. A Streetwise check (DC 15) identifies the punks as former members of the Iconoclasts who have renamed themselves the Stuffers. There are twice as many Stuffers as judges, armed with crowbars, rattlers (chains) or handguns. They will attack the judges if challenged but otherwise will flee the rooming house by one of the fire escapes, electronically signalling the robo-skips to find their own way out of the building to join them.

Stuffer Gang Member (x2)

Citizen 3; HD 3d6+3 (16); Init +1 (+1 Dex); Spd 30 ft.; DV 12 (+2 Reflex); Attack +2 melee, or +3 ranged; Fort +1, Ref +2, Will +1; Str 11, Dex 12, Con 10, Int 9, Wis 11, Cha 8.

Prior Life: Punk.

Skills and Feats: Bluff +2, Climb +2, Drive +5, Hide +6, Intimidate +4, Jump +2, Listen +3, Pick Pocket +6, Ride +5, Search +2, Spot +4, Streetwise +6, Swim +2; Combat Reflexes, Improved Unarmed Strike, Toughness, Weapon Proficiency (exotic - rattler).

Possessions: Crowbar (1d8/0), rattler (2d4/-) or handgun (3d6/4).

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

Nikitin Smokatorium: The Sovs brought many of their native pleasures with them into Mega-City One, principally their love of smoking nasty cigars filched from the Mongolian Isolation Zone and getting extremely drunk on a

daily basis on synthi-vodka. The Justice Department tolerates these practices as long as they do not pass beyond the Nikitin Smokatorium's walls. If the judges enter, they find a handful of Sovs in a thick cloud of cigar smoke, all drunk and extremely disorderly, fighting one another with broken bottles and chair legs. Most of the Sovs are brawny, with arms like transit stacks. Naturally, the judges will be targeted if they intervene.

Drunken Sovs (7)

Citizen 2; HD 2d6+5 (14); Init +1; Spd 30 ft.; DV 9 (-1 Reflex); Attack +3 melee, or +0 ranged; Fort +3, Ref -1, Will -1; Str 16, Dex 8*, Con 13, Int 7*, Wis 8*, Cha 9.

Prior Life: Goon.

Skills and Feats: Balance +3, Bluff +3, Drive +3, Jump +5, Perform +3, Ride +3, Spot +3, Streetwise +3, Technical +3; Great Fortitude, Resist Arrest, Toughness.

Possessions: Synthi-vodka bottles (1d3/2), chair legs (1d6/0).

*Reduced owing to intoxicated state.

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

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

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

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

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

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

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

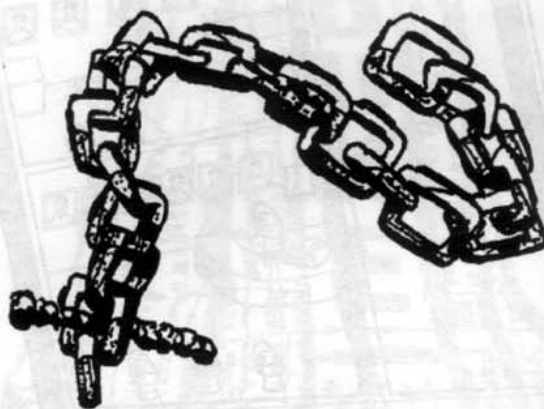
If the Community Centre has been the judges' first port of call in the Sov quarter, read the following out loud to the players.

'Well, you might as well try to make yourselves useful by locating the rest of our guests,' says Bovina. 'Though your Sector Chief in his wisdom decided to leave me alone to organise these people, some refuse to leave their residences. I hereby grant you permission to bring them here, but please, no violence! Try once in your lives to show some respect for human rights.'

Rattler

Originally designed to secure cargo pods aboard dreadnoughts sailing the Black Atlantic, rattlers have been adopted by street gangs as a nonlethal weapon of choice. A rattler has a plastisteel core with a 4-millimetre thick plasteen coating intended to reduce damage to cargo pod exteriors but is equally competent at causing extremely painful injuries without breaking bones. The typical rattler is between three to six feet in length, though experienced users can easily handle rattlers up to ten feet. The rattler counts as an exotic weapon. Characters lacking this feat risk striking themselves if they should miss their intended target and must make a Reflex save (DC 10) or suffer 1d4 damage, ignoring Damage Reduction.

Cost: 95 cr.



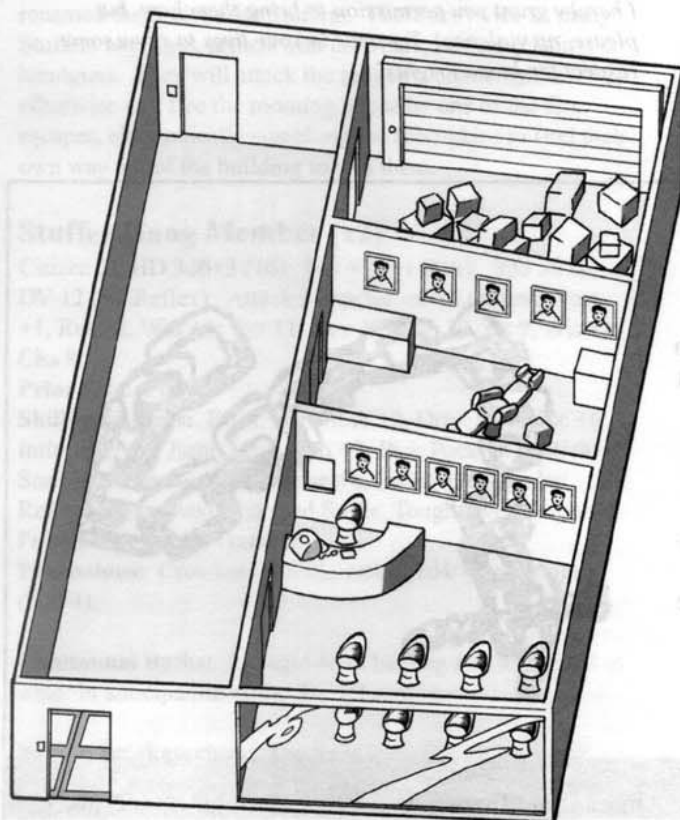
Damage	Armour Piercing	Area of Effect	Critical	Rapid Fire	Range	Ammunition Increment	Size	Weight	Type
2d4	—	—	x2	—	—	—	Large	10 lb.	Bludgeoning

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

Scene 4: Sector 190 - Munce Factory

The hovership lands in waste ground opposite the Munce factory. On the other side of the ground stand David Duke Block and Steeplejack Heights, the tallest buildings in Sector 190, comprising prestigious business units and high-rise luxury-habs owned by business executives. Tac Group Leader Tyson lets the judges handle the disembarkation of the Sov immigrants. The Games Master can decide how easy or difficult this task should be based on how well or poorly the judges handled the various encounters back in the Sov quarter. Once the Sovs are unloaded, they are to be escorted into the Munce factory. Inside are prefabricated living quarters, washrooms and 'outdoor' tables and chairs where the Sovs can socialise. The Sov immigrants are

Munce Factory



generally very displeased with their new accommodation and let Bovina Scojo as well as the judges know about it, though their words—in Russian—are lost on both parties; clearly, they are very angry. The Munce factory has no windows and has three entrances, two large enough to admit three men side by side, the third a massive loading door. The latter has been welded shut for many years.

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

Scene 5: Sector 190 - David Duke Block

David Duke Block was built in 2094 and is typical of that phase of city block construction: cylindrical and lumpy with a domed roof. Acid rain shields, built and then abandoned because of the cost involved in powering them, now hang limply by the block's sides. The judges have never visited David Duke Block before, but they have heard of its reputation for staging unlicensed block-climbing contests on an annual basis.

David Duke Block

Sector 190, MegWest

Built: 2094

Type: City Block

Levels: 166

Population: 83,000

Citi-Def: 530, 2nd level

Damage Reduction: 17

Structural Hit Points: 33,200

The judges can get directions to any location in the block from Ro-Bin, the interactive computer located on Level 1 in the main foyer. If the judges first enter the foyer, the local Residents' Association is there to meet them. Alternatively, the judges may choose to search the pod park for signs of the offending hoverpadders. If the judges choose the latter, go to paragraph E below. Otherwise, continue with the foyer encounter below. Read the following out loud to the players.

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

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

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

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

Block Locations

Block Park: The judges respond to an emergency call while they are searching the block park—several juves have been killed. The judges arrive to find four juves covered in blood. A Search check (DC 12) reveals numerous plasteen flechettes embedded in their bodies and scattered about the immediate area. A further Search check (DC 15) reveals one of the juves lying atop a brightly coloured sphere with the name 'Stikkit®' emblazoned across its surface. If the judges run a check on the object through Sector Control, they learn the sphere belongs to a line of toys called Stikkit® outlawed in 2122 for injuring players with fast-moving components.

The culprit of the Stikkit® massacre is one Herman Slovless, a peddler in rejected trinkets he sells to the gullible. The judges spot Herman sneaking away from the scene behind some nearby plasteen bushes, a swag bag over his shoulder loaded with Stikkit® balls and a ten-gallon hat covering his face. If the judges pursue Herman, he will release the Stikkit® balls from the swag bag. There are twenty-two balls. Each releases a cloud of flechettes as it hits the ground. Any judges within 15 feet must make Reflex saves (DC 20) or each suffer 1d10 points of subdual damage. If the judges get past the Stikkit® balls, they will need to capture Slovless before he makes it to the antigravity cluster and loses himself among the block's many corridors.

The block park is filled with citizens and many obstructions such as plants, benches and the obligatory robot park keeper. Any ranged attack rolls made against Slovless will suffer a -4 circumstance penalty, with natural rolls of 1-5 automatically striking a citizen. Slovless is a weed (DV 10 and 4 hit points) and incapable of putting up a real fight. He reveals under questioning that he got the Stikkits® from a dumpster several blocks away. He has been keeping them in his apartment, waiting for the appropriate time to try to sell them. Slovless claims he had no idea the Stikkits® could be so dangerous. A lie detector scan reveals Slovless is lying.

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





Cyborgs

Citizen 2; HD 2d6+5 (14); Init -1; Spd 30 ft.; DV 9 (-1 Dex); Attack +2 melee, -1 ranged; Fort +1, Ref -1, Will -1; Str 14, Dex 9, Con 13, Int 4, Wis 4, Cha 4.

Prior Life: Goon.

Skills and Feats: Climb +6, Hide +3, Intimidate +1, Jump +7, Listen +1, Search +1, Spot +2; Improved Unarmed Strike, Iron Will, Toughness.

Special Qualities: DR 3.

Possessions: None.

If the judges intervene, the cyborgs will attack them with their bare hands. The cyborgs are immune to Arrest checks and behave like homicidal combat robots. If the judges make a Spot check (DC 15), they notice the cyborgs are all plugged into a series of wall sockets by power cables extending from their spines. If the judges sever a cable (DR 5, 20 hit points) or pull a cable from the socket, the cyborg

concerned screams, clutching his head before collapsing to the ground dead.

The culprit behind the cyborgs is Doctor Tristran Dobermann, formerly of Mega Labs, expelled because of unethical experiments on humans. Doctor Dobermann has been continuing his practices in secret, bribing punks into being his guinea pigs and then stripping away their humanity. The cyborgs had developed enough intelligence to learn how to open the apartment door and, unknown to Dobermann, stole out into the corridor and brought back the first things they saw—the children. Doctor Dobermann is resident in the apartment, experimenting with various pieces of equipment in his converted bedroom. He is unaware that his creations have left the apartment and is most apologetic to the judges. This, however, should not stop the judges sentencing him to a very long time in the cubes.

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

Jimps (4)

Citizen 4; HD 4d6+7 (23); Init +0; Spd 30 ft.; DV 11 (+1 Reflex); Attack +4 melee, or +3 ranged; Fort +2, Ref +1, Will +3; Str 12, Dex 11, Con 12, Int 12, Wis 11, Cha 12.

Prior Life: Punk.

Skills and Feats: Balance +3, Bluff +8, Computer Use +5, Disguise +8, Drive +4, Forgery +6, Hide +5, Intimidate +8, Move Silently +3, Ride +4, Search +7, Spot +5, Streetwise +6, Swim +4, Technical +2; Iron Will, Quick Draw, Resist Arrest, Toughness.

Possessions: PPK II handgun (3d6/4) or stump gun (2d6/2), stolen judge uniform (DR 6), stolen goods.

Roam-a-Dome: The roam-a-dome is a glasseen blister on the side of David Duke Block where the younger residents can relax without being lectured by their elders. On this occasion, a group of juves are causing a public nuisance by throwing lemons from a box against one of the walk zone partitions. If the judges make a Knowledge (law) check at DC 8, they know that lemons are illegal in Mega-City One

for the damage their citric acid can cause to the body. If the judges confront the juves, read the following out loud to the players.

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

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

The fruits are actually alien creatures called zems. They grow among the lemon plantations of the Earth colony Ulas-U on the other side of the Milky Way. The zems have evolved to resemble the lemons, a disguise useful in hiding themselves from predators. A pack of zems has been smuggled onto Earth with a crate of lemons bound for Mex-Cit. A few crates were then smuggled into Mega-City One

to feed the zest addicts among the city's population. If the judges inspect the crate the juves were getting the lemons from, they are bitten by a dozen angry zems! The zems will proceed to leap at the judges and anybody who happens to be nearby.

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

Pod Park: The pod park on Level 27 is exposed to the elements, partially shielded by an overhang taking the edge off the winds whipping around David Duke Block. If the judges search for hoverpods (Search check, DC 12), they find a pool of the vehicles behind a block hoverbus. If the judges inspect the hoverpods (Search check, DC 15), they learn four have been activated recently, their gravitic drive coils still warm to the touch. At this point, Ralf Pidman, the

Zems (12)

Tiny Alien Animal

Hit Dice: 1d4 (2)

Initiative: +0

Speed: 10 ft.

DV: 14 (+2 size, +2 Reflex)

Damage Reduction: 2 (natural armour)

Attacks: Bite +2 melee or rake +4 melee

Damage: Bite 1d6/6 or rake 1d4/2

Face/Reach: 1 ft. by 1 ft./° ft.

Special Attacks: Barbed Bite

Special Qualities: Bounce

Saves: Fort +0, Ref +2, Will -1

Abilities: Str 3, Dex 10, Con 10, Int 3, Wis 9, Cha 2

Skills: Hide +2, Listen +1, Spot +3

Climate/Terrain: Forest

Organisation: Solitary or cluster (2-20)

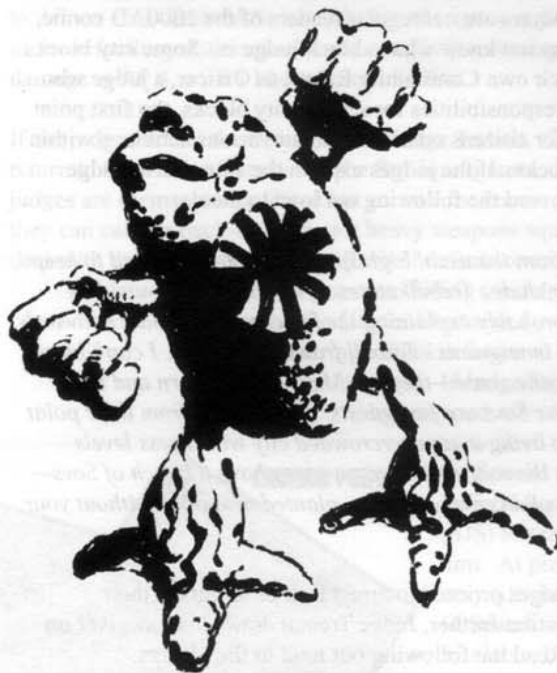
Advancement: 2 HD (tiny)

Combat

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

Barbed Bite: Zems' fangs are shaped like little arrowheads. They are very difficult to remove unless the zem wishes. If a zem is killed in the middle of a bite, its fangs remain embedded in the target. A Dexterity check (DC 18) is necessary to remove the fangs without worsening the wound, which will cause an additional 1d3 points of damage. This attempt cannot be made if the zem is still alive.

Bounce: Zems' bodies have properties similar to rubber. They have evolved this physiology to survive falls from trees but also exploit it to bounce at their attackers, increasing their speed. Any ranged attack against a zem in mid-bounce suffers a -2 circumstance penalty.



pod park mechanic, appears, cleaning his hands with his coveralls. He asks the judges how he can help them. If the judges ask Ralf who the last citizens were to have used the hoverpods, read the following out loud to the players.

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

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

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

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

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

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

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

You watch, shocked, as Judge Trebell raises his Lawgiver towards you. 'Look, we're all judges together,' Trebell says. 'We owe the Sovs nothing—they nuked half our city, for Grud's sake! Those immigrants are here not because the Chief Judge wanted them but because some damn political convention forced them down our throats! If the Sovs come to Mega-City One, they should be made aware of the consequences. We aren't here to protect the enemy, but to serve our own kind. Let the citizens deal with them. The Sovs deserve it after everything they did to us.'

Judge Trebell will not back down. The judges will have to physically overpower him. Trebell will first try to disable the

judges with his Lawgiver stun-shot but will soon dive for cover and switch to Standard Execution rounds if they persist. The judges should not mince firepower with Trebell—he has broken the Law and must be punished.

Judge Trebell

Street Judge 7; HD 7d12+7 (58); Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; DV 17 (+7 Reflex); Attack +8/+3 melee, or +9/+4 ranged; Fort +6, Ref +7, Will +6; Str 13, Dex 14, Con 13, Int 11, Wis 12, Cha 12.

Skills and Feats: Balance +4, Bluff +5, Climb +3, Computer Use +3, Concentration +8, Drive +4, Intimidate +6, Jump +4, Knowledge (law) +9, Listen +3, Medical +4, Pilot +4, Ride +9, Search +5, Sense Motive +5, Spot +4, Streetwise +10, Swim +3, Technical +3; Combat Reflexes, Improved Initiative, Lightning Reload, Nerves of Steel, Point Blank Shot, Quick Draw, Weapon Focus (boot knife), Weapon Focus (Lawgiver).

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

The pod park explodes about you. Bullets scream through the air, bouncing off the hover pods, the floor and the hoverbus towering over you. 'Stinking judges! You were meant to protect us, but now you're sucking up to the Sovs! If you won't given them justice, leave it to us!' The words hit you like bullets, echoing through the artificial canyon between the hoverpods and the hoverbus, distorted so you cannot trace their source.

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

Scourges

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

Prior Life: Crazy Patriot.

Skills and Feats: Balance +2, Climb +4, Computer Use +3, Craze (jetpacking) +7, Drive +3, Hide +4, Intimidate +3, Jump +4, Listen +1, Move Silently +5, Ride +1, Search +3, Spot +2, Swim +2, Technical +3; Resist Arrest, Skill Focus

(craze - jetpacking).

Possessions: Spit pistol (2d6/6) or handgun (3d6/4), jet pack.

Refer to the map below, a plan of the pod park.

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

Gantry: The gantry is made of solid plastisteel (DR 20, 40 hit points). The pod park has two slow-moving, open elevators (one-quarter cover) for transporting citizens from ground to first level onto the gantry (6 rounds to rise or descend the full, one-level distance).

Hoverbus: The hoverbus has not been refuelled. Its doors are locked but a Technical check at DC 15 will open them. The hoverbus has DR 12 and 225 hit points and provides one-half to full cover.

Hovercars: The hovercars are in a state of refuelling. Cars A and B are not flight-capable at present but will be completely refuelled in 5 rounds. Cars C and D are ready

for flight. Car E has an engine fault and cannot fly. The Hovercars have DR 9 and 40 hit points and provide one-half to three-quarters cover. It takes a Pilot check (DC 25) to make basic evasive manoeuvres within the crowded pod park.

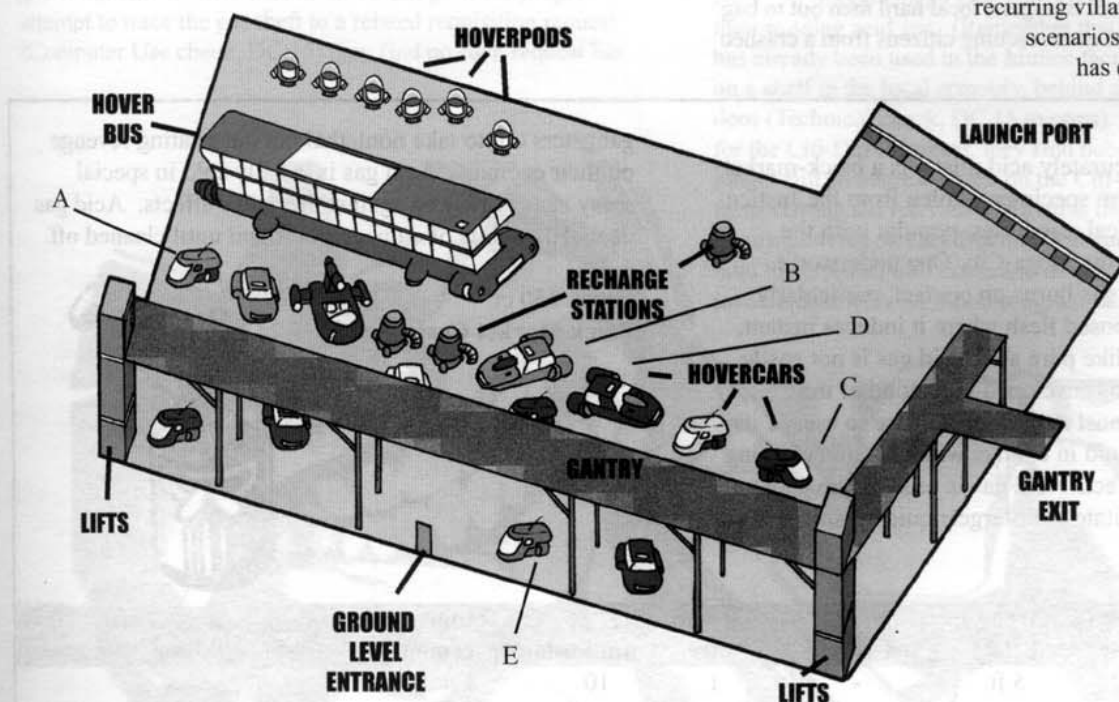
Hoverpods: The hoverpods are all flight-ready. Manoeuvring a hoverpod out from its resting place requires a Pilot check (DC 10). Taking evasive manoeuvres inside the pod park requires a Pilot check (DC 18), assuming the Scourges are shooting at the judges; otherwise the check is set at DC 10.

Refuelling Station: The pod park has three refuelling stations, pumps drawing fuel from a central below-level reservoir and feeding it via telescopic hose into the hover vehicles. The refuelling stations have DR 10 and 25 hit points. If they are destroyed, the below-level reservoir explodes, causing everybody within 20 feet to suffer 3d10 damage at AP 8. Once one of the refuelling stations has been destroyed, the remaining stations will no longer be able to deliver fuel. Roll 1d20; on 1-5, any attempt to make use of the refuelling station results in an explosion causing 2d6 damage at AP 8, with a 10 foot area of effect.

If the judges defeat the Scourges and Judge Trebell, they can return to the Munce factory and the Sov immigrants. If the judges are themselves defeated but survive the encounter, they can call for back-up such as a heavy weapons squad to deal with the Scourges. If Judge Trebell defeats or escapes

the judges, he goes into hiding (perhaps to be used by the Games Master as a recurring villain in future scenarios). If Judge Trebell has escaped, the judges may wish to call in

the Special Judicial Squad (SJS) to search for him. At present, only SJS Judge D'Spatch is available, but he will lead a search for Trebell using Street Division personnel. Trebell, however, will manage to evade the manhunt for the time being



Scene 6: Sector 190 - The Munce Factory

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

Once the David Duke encounters are resolved, the judges will return to guard the Munce factory. If they do not, Tac Group Leader Tyson will arrive on a routine inspection to order them to do just that. In any event, Tyson will give the judges instructions not to disturb the immigrants while they are bedded in and settled for the night. The Games Master is welcome to set a few encounters in front of the judges while they keep watch, for example, juve gangs out to cause mischief, out-of-control Boingers, local hard men out to bag themselves a judge, or even rescuing citizens from a crashed

hovership or a fate worse than death at the hands of organ leggers.

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

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

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

Once the Munce factory has been declared fit for the judges to examine, they must now search for the source of the acid gas. Have the judges make Search checks (DC 25). If they fail, the SCS or another back-up unit will find it. A floorboard is lifted to reveal a well where raw munce was once poured to undergo the first step in its refinement process. The refinery apparatus has long been removed. In its place is a canister still smoking with acid gas.

Acid Gas

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

gangsters out to take nonlethal but devastating revenge on their enemies. Acid gas is usually sold in special spray cans armoured against the acid's effects. Acid gas deals 1d4 points of damage per round until cleaned off.

Cost: 150 cr.

Black Market Cost: 450 cr.



Damage	Armour Piercing	Area of Effect	Critical	Rapid Fire	Ammunition	Range Increment	Weight	Type
1d4	1	5 ft.	-	1	10	3 ft.	—	Gas

Have the judges make a Technical check (DC 18). If successful, the judges will be aware that acid gas is kept in the Justice Department armouries and the armouries of select sector houses. Its use is banned within Mega-City One borders; it was last deployed during the Zombie War as a desperate measure to cull the enormous zombie army attacking Sector 190. Several answers to the question of how or by whose action the acid gas got out of the Justice Department's possession should now be percolating in the judges' minds. Avenues of investigation suggest traitors within the Justice Department, a cache of acid gas unknown to the Justice Department, a holdover from the Zombie War missed by clean-up squads or an entirely new batch of acid gas manufactured by the black market.

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

Unfortunately, these searches will find no trace of an acid gas conspiracy, though other misdemeanours unrelated to the Sov-immigrant incident will be unearthed. The judges will personally be able to conduct an investigation of Sector House 190. They may first ask that the Justice Department armouries have their inventories searched for missing acid gas. The finding is that all acid gas caches are intact. A direct search of the Sector 190 armoury with the assistance of Quartermaster Couhoun reveals a deficit in the local acid gas complement—two barrels are missing. If the judges attempt to trace the gas theft to a related requisition request (Computer Use check, DC 15) they find no such request has

been made. The same result applies to any tek-judge search of the armoury inventory.

The answer to the mystery lies in the armoury inventory, but in a database different from that initially investigated by the judges. Six weeks previously, a requisition order from several local Citi-Def units was made for eight Stumm gas barrels. Six Stumm and two acid gas barrels were removed from the armoury and distributed among various Citi-Def units. There are two ways the judges can discover this fact: Firstly, they can go through all the armoury security camera footage from the past six weeks until they see the acid gas barrels being removed. Secondly, they might decide to run a stock check on all the barrels in the same room as the acid gas, where they will learn of the inconsistency in the Stumm gas records. Any judge who discovers the computer record fraud through his own initiative will earn himself 200 experience points. Alternatively, if the judges cannot get to the bottom of the mystery, they can fall back on a Computer Use check (DC 20) or have a tek squad discover it for them, but they lose out on the 200 experience points.

The question remaining is to which Citi-Def unit did the acid gas go? A Computer Use check (DC 10) reveals five units: those operating from Gunga Din, Mary Jane Watson, Michael Moore, Renee LaRue and Snoop Doggy Dog City Blocks, all within Sector 190. If the judges mount searches in the Citi-Def headquarters of the first four city blocks, they find no trace of the Citi-Def, though they do discover the Renee LaRue Citi-Def using their uniforms as props in an illegal military-themed sex cult, operating as the judges enter. At Snoop Doggy Dog Block, the judges finally locate their missing acid gas. (Remember that one acid gas barrel has already been used in the Munce factory). The barrel sits on a shelf in the local armoury, behind a locked plastisteel door (Technical check, DC 15 to open). If the judges search for the Citi-Def members, they find nobody on-site. If the judges run an address check on the Citi-Def, they discover from visiting the relevant apartments the Citi-Def are away on manoeuvres on City Bottom. The judges will need to hunt the Citi-Def unit down and discern the extent of their involvement with the Sov-immigrant murders.



Prog Two: Counterattack

Scene 1: Sector 190 — City Bottom

The vast majority of Mega-City One citizens choose to be—or are naturally—ignorant of the existence of City Bottom, the shadowy depths inhabited by the poorest of slummies, displaced persons left homeless after a succession of disasters and roving packs of subhumes, giant rats and other horrors (for more information, refer to pages 167–168 of the *Judge Dredd Rulebook*). The judges have recently encountered various representatives of City Bottom during the events of *The Sleeping Kin*. The Games Master can elect to run encounters of a similar nature to those in the first book, using the same statistics.

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

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

sleeves. 'Senor Judges, I have an amigo who knows the gunmen.'

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

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

If the judges allow Nico to lead them, he tries to climb aboard one of the Lawmasters. Nico is covered with scrubber lice (see p5 of *The Sleeping Kin*) that leap onto the judge concerned and itch like hell until the lice realise the judge is not a good home and return to Nico. The ride to the garbage mountain takes five minutes. The garbage mountain is exactly as the players will have imagined it: thirty feet tall, one hundred feet wide, crawling with rats, insects and the odd, two-headed Cursed Earth Eagle. Read the following out loud to the players.

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

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

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

If the judges agree, Rat Man takes the judges to a site close to the square foundations of a RawMat reprocessing plant. Nico will want to accompany the judges; they are advised

not to let him, maybe even threatening him with arrest for obstructing the course of justice. Nico will run home, crying. The area Rat Man takes the judges to is lightly misted with RawMat gases vented through several meshed portals as big as mo-pads, spaced evenly apart along the foundations. Rat Man tells the judges the Citi-Def usually pass along this route, normally at a run. 'Ummm, an' no wonder,' Rat Man tell the judges, 'there's some nasty rat packs living here ... present company excluded, o' course!'

If the judges wait for the Citi-Def, they are not in luck—they fail to show. Rat Man is embarrassed and frightened that he will now be thrown out of the city. 'Ummm, say I take you aroun' their other fav' places?' If the judges allow Rat Man to escort them to each of the Citi-Def haunts, they again have no luck finding them but do locate discarded rifle shell cases and faulty grenades. A Technical check (DC 12) reveals them to be standard Citi-Def issue by their serial numbers. As the search for the Citi-Def draws to a close, read the following out loud to the players.

You reluctantly end your search. The rays of the early morning sun are beginning to lance down into City Bottom, pushing the shadows back. You pass a wide corridor acting as a cowl over what looks like an abandoned canal basin. The far end of the corridor is shrouded in darkness. Rat Man crouches beside you, his nose twitching. 'Ummm, I don't go down there. It's full of rat poison!' You suddenly think you hear a door closing, somewhere in the darkness within the corridor.

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

Scene 2: Sector 190 - Danger Leap Arena

The door at the end of the corridor is unlocked and opens outwards. Inside, a darkened hallway stretches forty feet before terminating in another door, again unlocked. If the judges enter the room beyond the second door, they are faced with two bouncers, muscle upon muscle of power, dressed in black suits, chains around their wrists. The bouncers will back away from the judges but then pull out

PPK II hand guns from underarm holsters and open fire, taking cover behind the right turn at the end of the room leading into the bite pit. If the bouncers are threatened further and have the judges at close range, they will charge the judges, using their considerable strength to pummel them.

Bouncers

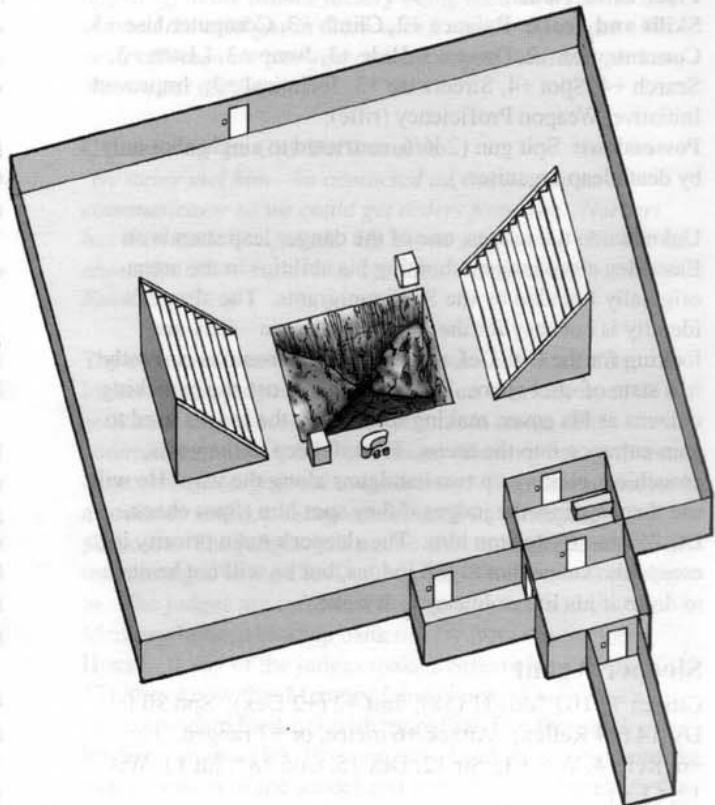
Citizen 5; HD 5d6+8 (28); Init +0; Spd 30 ft.; DV 11 (+1 Reflex); Attack +6 melee, or +3 ranged; Fort +2, Ref +1, Will +1; Str 16, Dex 11, Con 13, Int 13, Wis 10, Cha 14.

Prior Life: Muscle.

Skills and Feats: Balance +3, Bluff +7, Climb +11, Computer Use +4, Concentration +8, Drive +5, Hide +3, Intimidate +9, Jump +8, Listen +7, Medical +8, Search +5, Spot +8, Streetwise +8, Technical +4; Alertness, Improved Bull Rush, Improved Disarm, Resist Arrest, Toughness.

Possessions: PPK II hand gun (3d6/4), armoured greatcoat (DR 3).

The door beyond the bouncers is locked with a chain and padlock. Faint noises of many citizens screaming and bells ringing can be heard beyond. The judges can force the lock open with their override cards (Technical check, DC 15). The room on the other side of the door is packed with row upon row of citizens, masked by layers of cigarette smoke. They are sitting around a rectangular open space bisected by



a pit of a depth the judges cannot measure from their vantage point. Occasionally, citizens on one side of the arena will stand and open fire into the pit. Sometimes men and woman come crawling up out of the pit on the other side of the gunmen. The citizens on their side stand and cheer. Sometimes nobody climbs out. Pairs of muscular citizens are sent into the arena at intervals, attempting to leap across the pit. Those who fail, falling in, are fired upon. The judges may recall Boris Yoivoi, the Sov-immigrant caretaker, describing the same event over a similar pit. The judges have found the only active danger leap arena in Mega-City One.

If the judges make their presence known, the crowd will rush for the far exit. The stampede claims a few lives as the slower, weaker citizens fall and are crushed underfoot. A few citizens will open fire on the judges before searching for an escape route. The Games Master may wish to make the encounter more interesting by having the players fall into the death leap pit and then climb out (Jump check at DC 20, followed by a Climb check at DC 20), maybe also fired upon by citizens trying to injure the judges so they can make their escape.

Armed Citizens

Citizen 1; HD 1d6 (6); Init +4; Spd 30 ft.; DV 10; Attack +0 melee, +0 ranged; Fort +0, Ref +0, Will +0; Str 12, Dex 10, Con 11, Int 11, Wis 11, Cha 12.

Prior Life: None.

Skills and Feats: Balance +2, Climb +3, Computer Use +3, Concentration +2, Drive +3, Hide +3, Jump +3, Listen +3, Search +4, Spot +4, Streetwise +3, Technical +3; Improved Initiative, Weapon Proficiency (rifle).

Possessions: Spit gun (2d6/6, restricted to single shot only by death leap organisers).

Unknown to the judges, one of the danger leap stars is an East-Meg sleeper agent, homing his abilities in the arena originally founded by the Sov immigrants. The sleeper's identity is not easy for the judges to discern—they are looking for the Citi-Def, not him, and the room is currently in a state of utter chaos. The sleeper will use the panicking citizens as his cover, making for the exit the judges used to gain entrance into the arena. He will keep to the walls, crouching, picking up two handguns along the way. He will use them against the judges if they spot him (Spot check, DC 25) and try to stop him. The sleeper's main priority is to escape the venue, not to kill judges, but he will not hesitate to do so if his life or liberty is at stake.

Sleeper Agent

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

Prior Life: Goon

Skills and Feats: Balance +5, Bluff +4, Climb +5,

Computer Use +4, Concentration +10, Disguise +4, Drive +6, Hide +7, Intimidate +9, Jump +4, Knowledge (Mega-City One) +6, Listen +9, Move Silently +7, Pilot +6, Ride +5, Search +5, Spot +10, Streetwise +5, Technical +4, Tumble +5; Alertness, Combat Reflexes, Endurance, Run, Toughness

Possessions: 2 handguns (3d6/4)

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

Scene 3: Sector 190 - Danger Leap Arena - Exterior

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

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

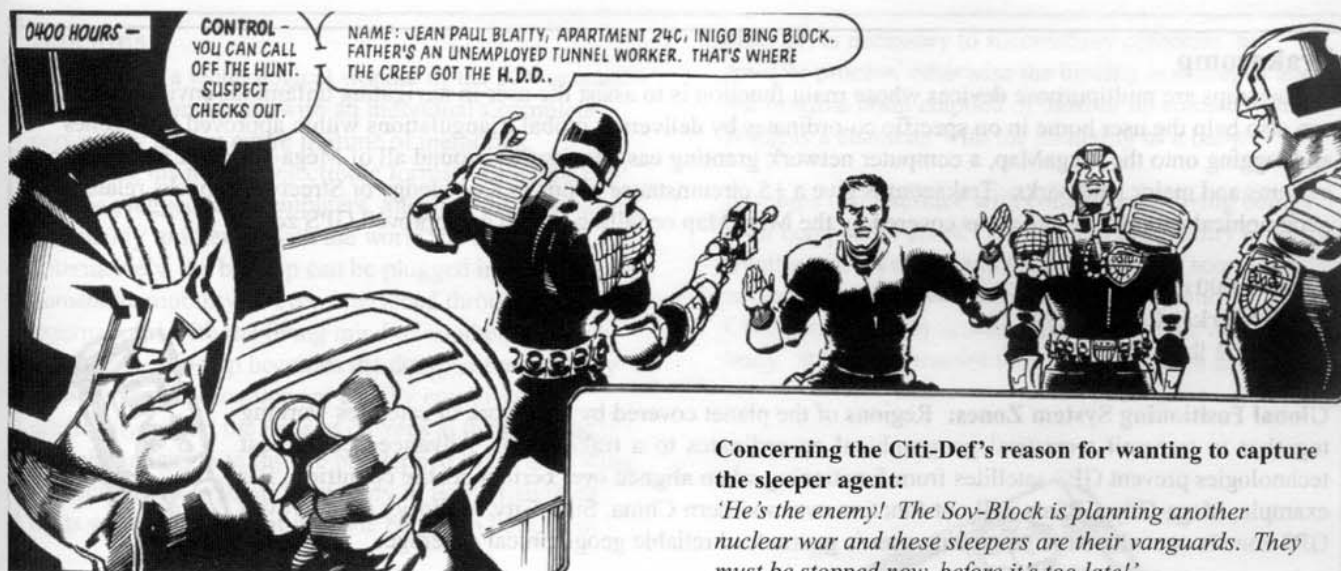
If the sleeper escaped the players, they find him captured by the Citi-Def, hanging from a cling net suspended fifteen feet above the ground, beneath the balcony used by the Citi-Def. The Citi-Def have the judges covered, rifles aimed at their chests. Read the following out loud to the players.

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

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

Citi-Def Soldier

Citizen 2 (Citi-Def soldier); HD 2d6+3 (12); Init +1; Spd 30 ft.; DV 11 (+1 Reflex); Attack +0 melee, or +1 ranged; Fort +0, Ref +1, Will -1; Str 10, Dex 12, Con 11, Int 10,



Concerning the Citi-Def's reason for wanting to capture the sleeper agent:

'He's the enemy! The Sov-Block is planning another nuclear war and these sleepers are their vanguards. They must be stopped now, before it's too late!'

Concerning the Citi-Def's possible involvement with the Munce factory massacre:

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

Concerning the Citi-Def's source:

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

The communicator will be held as evidence in a safety locker. If the judges have Tek-Division examine it, or activate it themselves, all they receive is static. The communicator is a one-way system, allowing the recipients to receive messages, not to send them. The communicator is a common make, a cheap model used for emergency purposes. The judges will not be able to trace the sender of the messages to the Citi-Def, but Tek-Division will be able to. The judges are informed the sender's last address was Memory Lane, a biochip bank not far from the Sector House. If any of the judges make a Streetwise check (DC 17), they know that Memory Lane is one of MegWest's largest biochip facilities with more than five thousand biochips online. Tek-Division have been able to pinpoint the exact location of the sender and provide the judges with the co-ordinates. The judges' next move then will be to visit

Wis 9, Cha 11.

Prior Life: Citi-Def.

Skills and feats: Balance +4, Climb +4, Computer Use +2, Concentration +5, Drive [**specify?] +5, Jump +5, Listen +4, Medical +3, Search +4, Streetwise +5, Spot +4; Endurance, Toughness.

Possessions: Stump gun (2d6/2), knife (1d6/2), shell jacket (DR 8).

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

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

Trakacomp

Trakacomps are multipurpose devices whose main function is to assist the user in navigating unfamiliar environments. It can also help the user home in on specific co-ordinates by delivering global triangulations within approved GPS zones and logging onto the MegaMap, a computer network granting easy navigation around all of Mega-City One's streets, road systems and major landmarks. Trakacomps give a +5 circumstance bonus to Knowledge or Streetwise checks related to geographical excursions into areas covered by the MegaMap or falling within an approved GPS zone.

Cost: 2,000 cr.

Black Market Cost: 10,000 cr.

Weight: 1 lb.

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



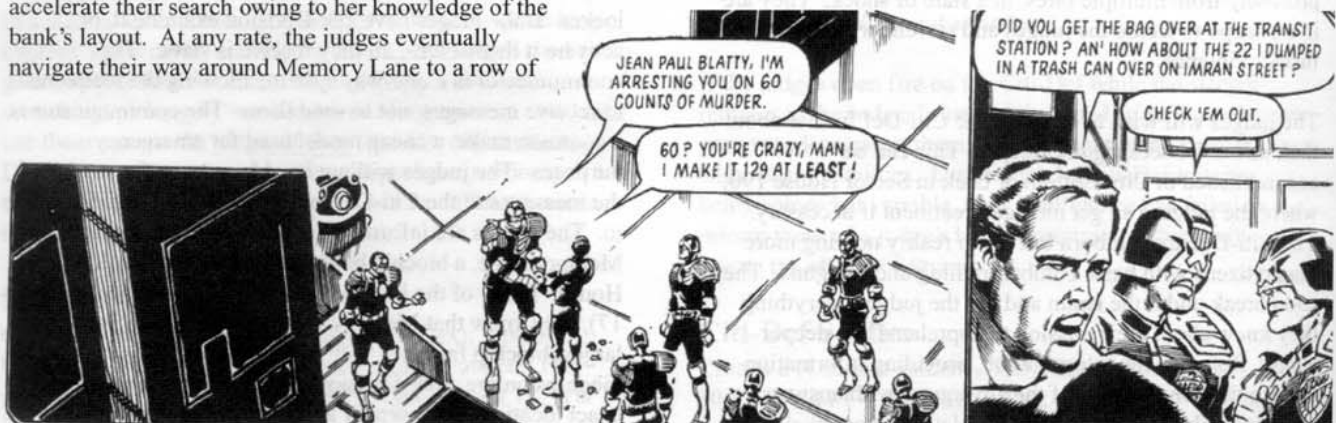
Memory Lane and confront the Citi-Def contact. They are given a trakacomp unit to home in on the co-ordinates supplied by Tek-Division.

Scene 4: Sector 190 - Memory Lane

Memory Lane is a long, shallow building, resembling an overturned domino. Its main entrance is set into the mouthpart of a stylised, plasteen skull three levels tall. Each eye socket is a window allowing light into the visitors' wing. If the judges enter Memory Lane they are met by a tall, willowy, middle-aged female dressed in a dark green suit with matching lacy cuffs and neck frill. She towers over the judges. *'I am Ladee Strunk, your hostess for today. Which of our clients would you like to visit?'* The judges do not have to take up Strunk's offer, but she could accelerate their search owing to her knowledge of the bank's layout. At any rate, the judges eventually navigate their way around Memory Lane to a row of

biochip containers entitled Ever Ready Street. The 'street' is approximately two hundred feet in length. One side of the street features biochips mounted into booster caskets, increasing the biochips' innate, self-recharging power supply, allowing them to interface with computer terminals placed alongside each casket. Some biochips are actively interfaced, while others are in stasis, their personalities presently not in the mood for communication.

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



Biochips

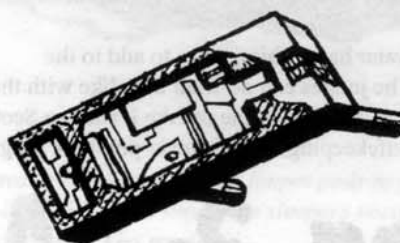
Biochips are a technological wonder of the 22nd century. They can be imprinted with an individual's complete personality and an entire lifetime of memories, preserving his mind in electronic format. Biochips can then be plugged into computers, allowing the biochipped personality to interact with the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

It takes 1d10+10 hours to complete the transfer of a character's mind into a biochip. In that time, the character must not engage in any activity. If he should die before the transfer is completed, the biochip and the personality will be rendered useless. A Technical check

Cost	Black Market Cost	DR	Hit Points	Break DC
150,000 cr.	750,000 cr.	10	2	20

(DC 20) is necessary to successfully complete the transfer process, otherwise the biochip is damaged and the original brain emptied of most of its content. The result is a character with the mentality of a baby.

Biochips can interface with computers or living beings with compatible ports. The biochip personality's Intelligence, Wisdom and Charisma ability scores are unchanged. However, Strength, Dexterity and Constitution ability scores will be that of the new host body. Biochips measure three centimetres in length.



Strunk pauses and closes her eyes. It is then you notice the biochip embedded into her neck. She opens her eyes and smiles down at you. 'I've consulted our database. V88/09 was interred in 2104 by parties unknown, but its membership has been paid indefinitely on a quarterly basis direct from an account at the Bank of Geneva without fail since the day it was installed.' Strunk indicates a small lectern located at the head of the biochip casket. 'Would you like to speak with the client?'

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

The sole remaining eye focuses intently on you, though the rest of the face remains impassive, set like granite. The need to remove your helmets in respect of this great—if evil man—tugs at you. The Bulgarin avatar speaks. His voice is exactly as you might have imagined it: deep as a mine shaft, cultured, accented but clear. 'So, the stories are true; you won the war. Congratulations, or should I say commiserations? A greater battle now faces you.'

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

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

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

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

awoken. Bulgarin is dead so now they will fulfil their second task: to kill you and your Chief Judge!

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

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

The Bulgarin avatar has nothing more to add to the conversation. The judges can do what they like with the biochip: leave it in Memory Lane or take it back to Sector House 190 for safekeeping. At whatever point the judges

contact Sector House 190 to inform them of the Bulgarin avatar's existence, Sector Chief Barker has them summoned to an emergency briefing immediately, as too are all of Sector 190's personnel. Read the following out loud to the players.

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

Prog 3: Above the Law

Scene 1: Sector 190 - Neil Armstrong Spaceport

Read the following out loud to the players.

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

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

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

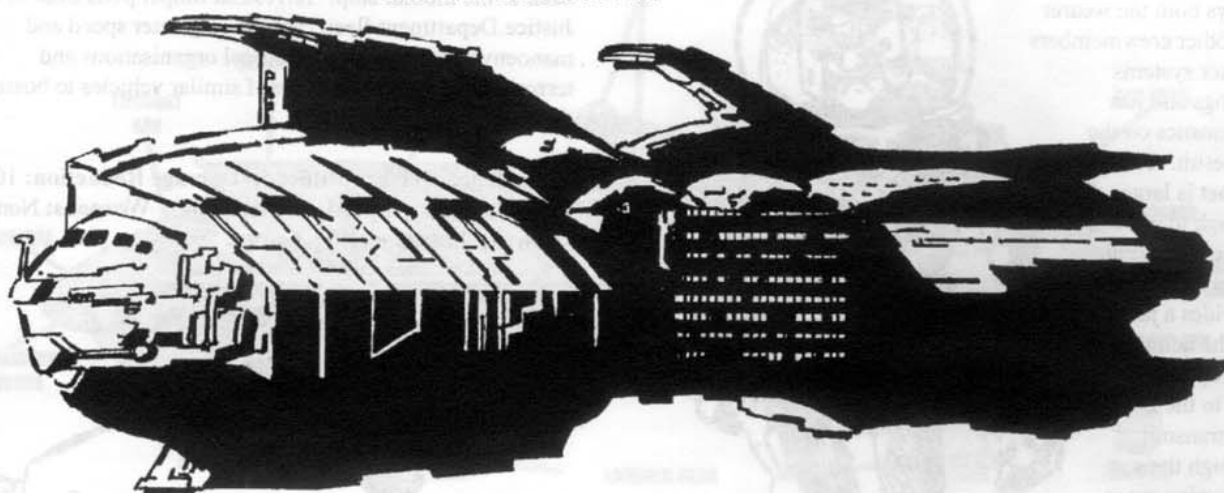
You arrive, groaning as the next queue of aliens, as long as the city wall, awaits your perusal. Just then, you get another call. Judge Lane takes the call. The message is from Judge Sharkey. 'We've got a false alarm, but there's something you should see.'

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

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

Med squad waves you over to a maintenance building on Buzz Aldrin Strip. Judge Sharkey is kneeling by a pile of clothing. 'We were called by a flight engineer—he thought it might be an alien corpse.' You kneel down and inspect the evidence: clothes designed for the larger alien build, internal padding and a full-body skinsuit complete with a slimy alien head and four googly eyes. 'Somebody's playing a game with us,' Sharkey states. At this moment, your minds are cast back to Shoddy Lane, where you searched for operatives of a mutant smuggling ring. You remember they used extensive disguises to get the mutants into Mega-City One, ditching them once they were inside the wall.

The Astro-Liner SCS ALF



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

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

The judges cannot stop the flight, as it has already cleared Earth orbit. Judge Lane informs Sector Control of the situation. Sector Chief Barker's strained face appears on the judges' Lawmaster vid-screens. *'Drokk—what have I done? Judge Lane, take your team and stop him! I'm making a*

ship available to you; use the limpet pods to get aboard the astro-liner. Waste no time—the sleepers must be plotting something big. Get moving!'

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

From the Judge Dredd Rulebook: Cling net, daystick, plasteen hi-ex charge, scattergun, Stumm gas grenade (pages 52–53).

From the Rookie's Guide to the Justice Department: Daggercloud, Dead Shot, Hornet hand cannon, Blazooka, Pacifier riot gun, Widowmaker (pages 31–33).

The judges may also ask for spacesuits, as detailed below.

Spacesuit, SC-SH 'Shimmy'

The SC-SH spacesuit is a staple component of Justice Department 'shallow space' operations where crew members need work or travel only short distances from their spacecraft or station. The spacesuit itself is made from a thin material that maintains pressure and temperature within the suit and protects the wearer from the environmental extremes of space and fast-moving space debris. A chest-

mounted DCM (Displays and Control Module) allows both the wearer and other crewmembers to alter systems settings and run diagnostics on the spacesuit. The helmet is large enough to allow a judge to wear his street helmet and provides a jack for the helmet microphone to link to the DCM and transmit through the suit on Justice space frequencies. The helmet protects the wearer from harmful ultraviolet rays. The suit grants the user DR 8, Radiation Resistance 5 and contains a one-hour self-contained air supply.



The basic suit design can accommodate extra pieces of equipment, such as a Lawgiver holster, equipment panniers and a manoeuvring unit (MU) that locks onto attachments along the suit's upper back. The MU has a DR of 12 and 6 hit points. It can propel the user at speeds of 10 mph but can increase to 20 mph for three short one round bursts in emergencies. The MU does not function to any useful degree in an atmosphere, only in weightless vacuums.

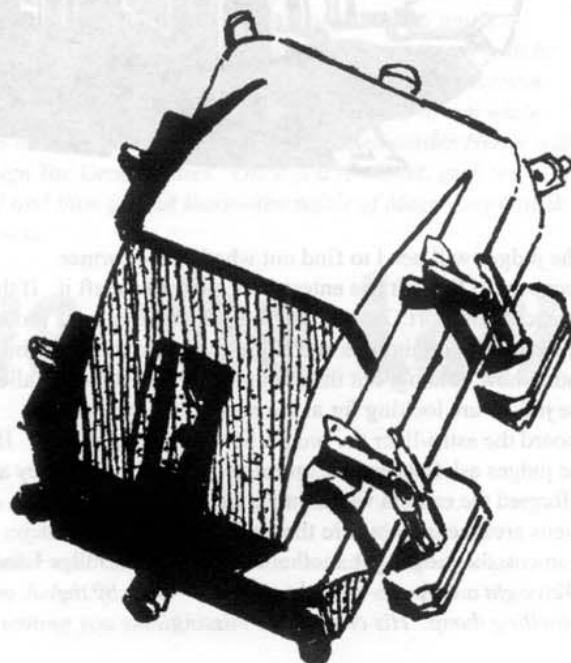
Once the judges are armed, they climb inside the limpet pod and blast off for the astro-liner. One of the judges will be responsible for landing the craft on the side of the astro-liner. This requires a Pilot check (DC 20) to accomplish, or else the limpet will smash into the side of the astro-liner, sustaining 1d10 + 10 points of collision damage.

Limpet Pod, SC-L

Limpet pods are boarding craft designed to gain access to spacecraft or stations by cutting through their hulls with powerful circular laser drills. Limpet pods are launched from mother ships alongside the target structure. They land on the hull using a combination of electromagnets and mechanical grasping apparatus to prevent their being displaced. The laser drills cut a hole large enough for the four-man crew to enter the structure, whereby the limpet

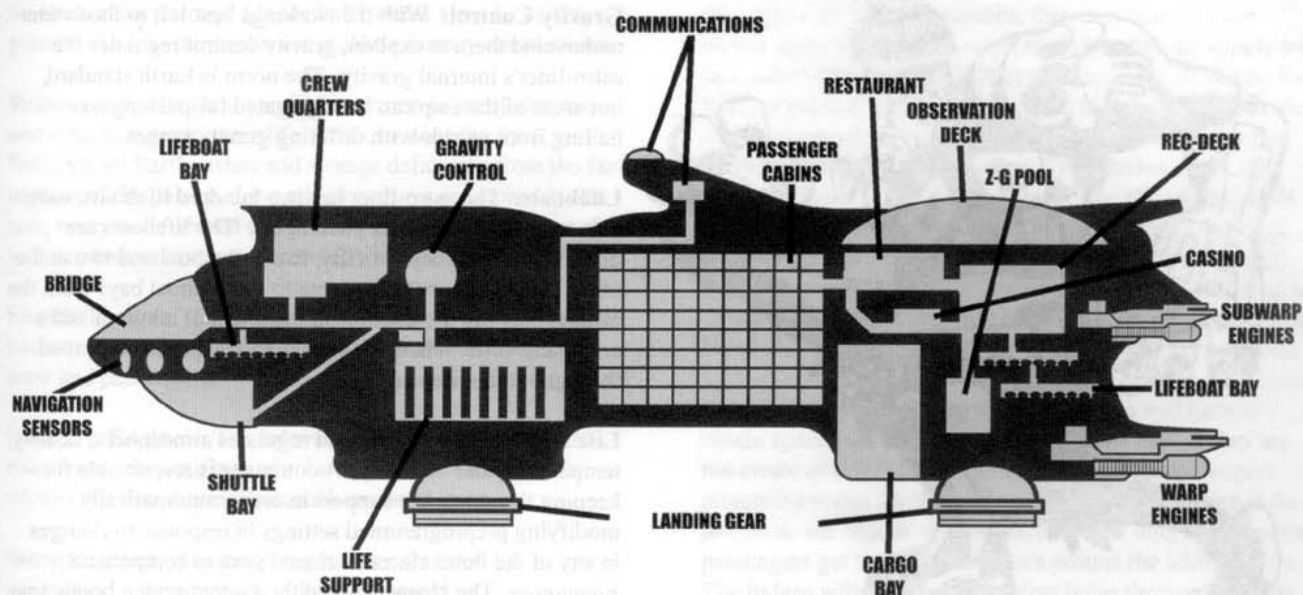
pod's usefulness ends until the crew return for embarkation back to the mother ship. Terrestrial limpet pods exist in the Justice Department fleet, capable of greater speed and manoeuvrability. Various criminal organisations and terrorists make use of a range of similar vehicles to board their victims' craft.

Size: Huge; **Defence Value:** 5; **Damage Reduction:** 10; **Hit Points:** 400; **Speed:** 100 mph (fly); **Weapons:** None; **Crew:** 1; **Passengers:** 3; **Cargo:** 500 lb.



Scene 2: Astro-Liner - Hull

Once the pod is attached to the astro-liner's hull, lasers burn through into a corridor, careful to maintain atmospheric integrity. The judges stand in a curved corridor devoid of life. Judge Lane has the Justice craft transmit blueprints of the astro-liner to her helmet tac display. *'We're in the outer corridor by the gravity control,'* she informs the judges. *'We'll split up into three teams to find the clone.'* Lane splits the judges into two teams. *'I'll take the bridge and have the crew stop the ship. Give me regular reports.'* Lane indicates a terminal protruding from a wall. *'Use them to find your way around the ship.'* Note that the players are not to have access to the map on p27. The wall terminals give them direction to areas of the ship but do not display a full schematic. The Games Master can inform the players what facilities exist but not what their exact relations are to one another are.



The judges will encounter two types of door aboard the astro-liner. Standard doors have DR 12 and 30 hit points. Blast doors have DR 20 and 80 hit points. Blast doors are activated in emergencies either by the crew from the bridge or from wall-mounted emergency buttons located around the cruiser. Blast doors can be opened only by a command from the bridge. The judges are free to explore the rest of the liner. The following area descriptions will assist the Games Master in running encounters.

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

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

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

Cargo Bay: The cargo bay is the largest room in the astro-liner. Clamshell doors open along the ship's underside to

admit cargo, carried in by floating robot handlers. Both the cargo and handlers are securely stored when the liner is in flight. There are hundreds of cargo pods in the bay, accessible by ladders and two industrial-capacity elevators for moving cargo pods into other areas of the bay for opening. Twelve labour robots stand motionless in a room within the bay, waiting for orders.

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

Encounters: A team of alien shysters from the Barron system try to separate the judges from their equipment over the Tri-D card game of tabloo. The judges should be immune from such trickery (if not, deduct 200 experience points apiece from the players involved). The judges—if foolish enough to take part—will lose the game because it is rigged, forfeiting their equipment. Failing their con trick, the shysters settle for arranging the judges to be beaten up and forcibly removed of their equipment and weapons in a quiet corridor outside the casino by a gang of Hammertips, a race of infamous alien thugs with huge hands.



Hammertips

Medium Alien; HD 4d12+4 (36); Init +0; Spd 20 ft.; DV 11 (+1 Reflex); Attack +6 melee, or +3 ranged; Fort +4, Ref +1, Will +1; Str 17, Dex 11, Con 13, Int 10, Wis 11, Cha 15.

Prior Life: None.

Skills and Feats: Intimidate +12, Jump +4, Search +2, Streetwise +3; Great Fortitude, Improved Unarmed Strike.

Possessions: None.

Special Attacks: Slam 3d6/4.

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

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

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

Life Support: Generates and regulates atmospheric density, temperature and humidity. A computer is responsible for keeping the ship's life support in order, automatically modifying preprogrammed settings in response to changes in any of the three aforementioned system components.

Encounter: The sleeper rigged the system with a booby trap after sabotaging it, so that it will shut down in a short while. The judges cannot prevent the system's destruction and will fall prey to the booby trap if they fail a Reflex save (see Sabotage below). If the judges do not visit Life Support, the system fails as directed in the Sabotage paragraph.

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

Rec-Deck: The centre of entertainment aboard the astro-liner, featuring the dramarena (a playhouse and Tri-D



theatre), a Boogarooga (dance hall), and a vircade where patrons can lose themselves in realistic fantasy simulations.

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

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

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

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

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

Sabotage: Apart from the encounters suggested above, the judges also have the main reason behind their arrival at the astro-liner—the capture of the sleeper agent—to resolve. The sleeper becomes aware the judges have arrived soon after they blast through the hull. His first action is to get to Life Support and turn it off. Before this happens, first allow the judges to have some of the several encounters listed above to get a feel for the astro-liner. The judges first become aware of the cessation of life support as a family of bulbous aliens collapse nearby, short of breath. If the judges are not presently wearing spacesuits, they now begin to feel light-headed. If the judges can make a Listen check (DC 15), they hear the hiss of the air as it is extracted through ceiling vents. If the judges head for Life Support, they find the controls have been smashed beyond repair—and a booby trap waiting for them. The sleeper has planted a hi-ex pack beneath the deck plating. When the judges leave Life Support, the hi-ex pack explodes, delivering 1d10 damage (halved from 2d10 because the deck plating acts as a buffer). The judges can make a Reflex save (DC 15) to avoid injury completely.

By this time, the astro-liner's atmosphere is half depleted. If the judges are not in spacesuits, they may instead have pulled down their helmet respirators, but their air supply will last only twenty minutes. Once the respirator air supply has been exhausted, a character can hold his breath for a number of rounds equal to twice his Constitution score. After this period of time, they must make a Constitution check (DC 10) to continue holding their breath. The DC of this check increases by 1 for every round. When this check is failed, the character will begin to suffocate. He will immediately be reduced to 0 hit points. In the next round, he will drop to -1 hit points, and in the third round he will die. Access to a breathable atmosphere will completely negate these effects.

Since Life Support is destroyed, the judges will have to obtain spacesuits from the nearest lifeboat bay. If they are not aware of this facility, hordes of panicking passengers screaming about it will put them in the picture! Even if the judges do not require spacesuits, it is their duty to ensure the passengers get theirs. Blast doors protect the lifeboat bays. The judges will either have to blow holes through the blast doors or override the manual controls independently of the bridge. If the judges try to raise the bridge by intercom, they are met with static. The manual controls require a Technical check (DC 20) to be defeated. The blast doors have DR 20 and 80 hit points. The judges will need to get to the other lifeboat bays and open the doors. If they are attempting to destroy the blast doors, their ammunition may well be exhausted before all four bays are opened. In that event, the judges will have to notify the passengers concerned about their fate and ensure they do not endanger the lives of the passengers who were lucky enough to get hold of spacesuits.

Scene 3: Astro-Liner - Bridge

At some point, the judges are going to have to find out where the sleeper agent is hiding and what fate has befallen Judge Lane and the crew. The judges' ultimate port of call must then be the bridge. The bridge blast door has been activated. The judges get no reply from Judge Lane or the captain via the intercom. The bridge door can be opened again by manual override or physical violence. The manual lock is a better design than the others throughout the ship and requires a Technical check (DC 25) to defeat. Once the judges open the door, read the following out loud to them.

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

The bridge is now exposed to the cosmos. The judges will need to make a Reflex save (DC 15) to prevent themselves from being sucked into the bridge. A successful check



means they have managed to grab hold of the edges of the blast door or some piece of tubing or control system near the door. Judges who fail the check fly towards the breach. Read the following out loud to the players concerned.

You flail helplessly as you fly towards the hull breach. You collide with the bridge crew—dead, their bodies stained with blood from fatal chest or neck wounds. You then notice the floating body of a judge, half its head missing. It can only be Judge Lane.

The judges caught in the vacuum can make two more Reflex checks (DC 20) before they are sucked out through the breach. Their colleagues can try to grab onto them by making a successful melee attack roll (the character being grabbed may deduct their Reflex save from their Defence Value for the purpose of this action, rather than adding it as normal). This will reduce the DC of any of the two Reflex saves by -5 as the judge attempting the save is now a larger object and more likely to snag one of the objects bolted down in the bridge like chairs, control console or boards. Judges who fail the saves will be sucked into space and killed. The judges who remain inside the bridge notice movement from one of the supposed dead, wearing a spacesuit. He raises his head, revealing the face of a Kazan clone. Before the judges can act, he activates a MU flight pack and flies through the breach. Read the following out loud to the players.

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

The astro-liner crashes into the stratoSat's superstructure, lodging amid crossbeams and buttresses. The judges' lives remain in danger, but instead of being thrown through the breach as with a terrestrial collision, they are propelled backwards into the corridor outside the bridge. The judges have the opportunity to try to catch hold of better anchors (Reflex save, DC 15) or even make way for one of the crew

quarters and get inside a cabin (Dexterity check DC 20). Alternatively, the judges may wish to try to gain access to the stratoSat and can do so easily by allowing themselves to be sucked through the breach and then using the superstructure as handholds towards a maintenance door which can be opened with a Technical check (DC 12) and override card. If the judges do not have a card outside their spacesuits, they can hit a call button by the door, summoning emergency teams. Whatever the judges' actions are—remain on board the astro-liner or enter the stratoSat—Space Corp rescue teams searching the bridge for survivors will eventually pick them up. The judges will be brought aboard the stratoSat and given immediate medical attention if necessary.

Scene 4: Earth Orbit - StratoSat

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

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

Moments after Judge Barracks has alerted the stratoSat to the sleeper, the station goes black as the lights fail. Back-up generators go online, flooding the rooms and corridors with a blood-red glare. The intercom blares. 'We are experiencing a temporary systems malfunction. Life support is unaffected. Further updates on repair progress will be distributed as they happen.'

At any point when the judges are in a corridor, whether leaving Med-Bay or en route to another location, they are

surprised as an arm flops out from the shadow beneath a doorway. If they investigate the matter further, they find two tek-judges, both dead, their throats slashed. The judges will need to raise the alarm by intercom. Once they have done so, sirens sound across the stratoSat and heavy weapons teams patrol the corridors. If the judges search the tek-judges (Search check, DC 12), they learn they are both communications personnel from the equipment in their utility belts. Notably absent is one station override card, granting the tek-judges access to sensitive locations aboard the StratoSat. The judges will guess the function of the override cards if they make a Streetwise check (DC 17). Otherwise, they will know only that one override card has been stolen. If the judges decide to search the stratoSat's communication centres, they can enlist the help of tek-judges, either by meeting them along a corridor or contacting Judge Barracks and asking his permission to utilise his staff. Barracks will gladly oblige them and will participate in the search, leading other teams to the other communication centres.

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

If the judges tackle the sleeper on their own, they will find the door to Comm-Centre 4 locked from the inside, the

mechanism blasted by the sleeper. The judges will have to blow the door with their Lawgivers. The door has DR 15 and 50 hit points. Once the door is breached, the judges will see the sleeper agent with his back to them, working the controls of a comm board. The sleeper will spin about within seconds of the blast, allowing the judges to see him for just a second before opening fire on them. The sleeper is dressed in a crimson bodysuit (DR 6) identical to those worn by the dead sleeper the judges found in the Robotown suspenso-pod back in Robotown (see *The Sleeping Kin*). He is armed with a Klashich Mk 3, a powerful handgun. The sleeper knows he is unlikely to escape the stratoSat and will go all-out to kill the judges. If he finds himself in a no-win situation, he will turn the handgun on himself and blow his brains out. Use the scores on p20 for the sleeper, though he carries a Klashich Mk 3.

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

Sensor Station 11 is in chaos. Tek-judges rush back and forth in the blood-red illumination caused by a circuit break still not repaired. As you enter, you are directed towards the largest Tri-D screen in the room. The view is that of Earth from the viewpoint of the stratoSat. A tek-judge frantically taps his controls. A section of the vid-screen is magnified, revealing dozen of glowing dots, slowly enlarging as they

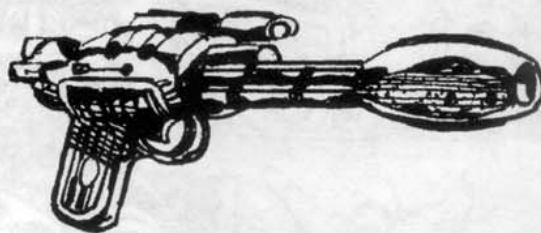
Handgun, Klashich Mk 3

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

Cost: 4,750 cr.

Black Market Cost: 12,950 cr.

Small pistol weapon. The magazine of the Klashich Mk 3 holds 18 rounds, weighs 0 lb. and costs 300 cr./600 cr.



Damage	Armour Piercing	Area of Effect	Critical	Rapid Fire	Ammunition	Range Increment	Weight	Type
4d6	6	—	19–20/x2	3	18	90 ft.	3 lb.	Projectile

approach the camera. 'The signal was launched minutes ago from Comm-Station 4,' the tek informs you, 'directed at the Tunguska Plateau in East-Meg!' The glowing objects are large enough for you to recognise them as nuclear missiles. As one, the weapons turn along a graceful arc and begin a powered descent towards Earth ... towards the North American continent! The tek-judge stares at you, his face dripping with sweat, 'They're heading for Mega-City One!'

Experience Points

The characters who survive *Russian Roulette* each receive 2,000 experience points per prog successfully completed. The Games Master is free to allocate additional points to those players who displayed good problem-solving capabilities, teamwork or good roleplaying (refer to page 230 of the *Judge Dredd Rulebook* for further advice on how to distribute experience points effectively).

New Prior Lives

Each citizen begins his gaming career with a Prior Life, a set of advantages and special features. A prior life is considered a citizen's occupation before he makes his 'debut' in a *Judge Dredd* adventure. The citizen will then have the option to select a prestige class, enhancing and expanding his existing range of capabilities.

Muscle

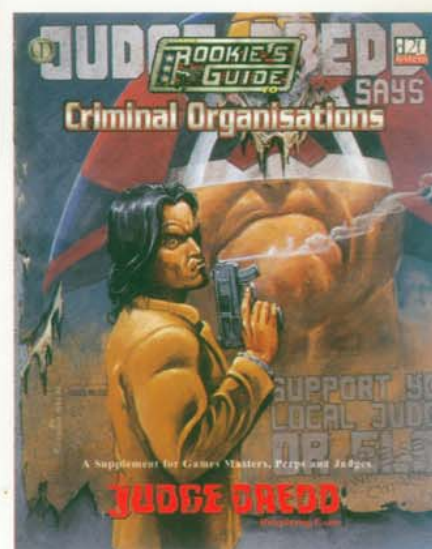
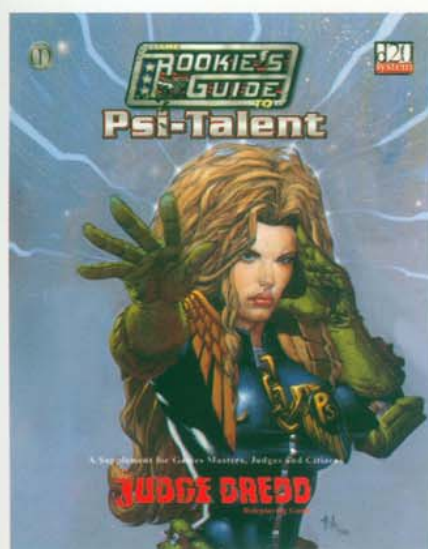
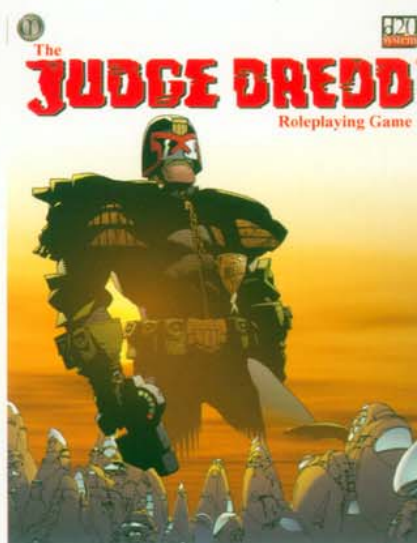
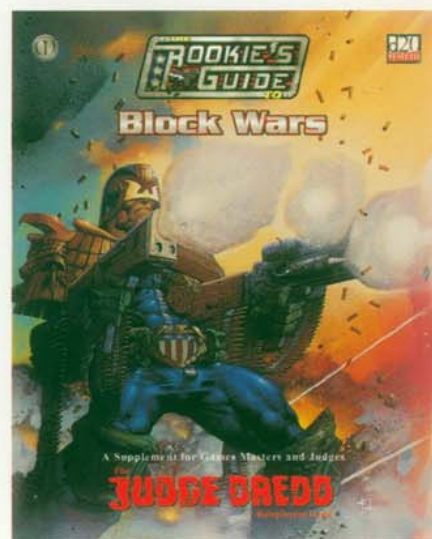
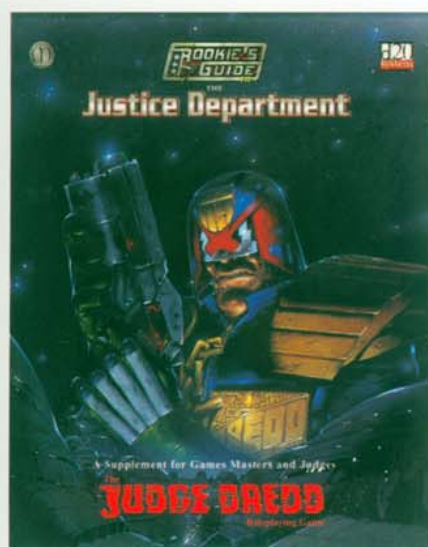
Muscles are goons with attitude, towers of power who serve criminals from gumps to crime lords, their physical strength their chief attribute and weapon. Muscles typically originate from the poorer areas of Mega-City One, building their strength in the early years of their lives simply to stay alive on the streets of their home sectors. Poor academics, muscles use their brawn to get what they want. They make many enemies in their time but few brave enough to actually tackle them. Criminal masterminds employ muscles as unarmed enforcers and bodyguards, giving the judges one fewer reason to haul them in for questioning. The sight of muscles is usually enough to destroy the wills of those the criminal organisations prey on: storekeepers, politicians, cheap gumps trying to steal business from their more powerful peers and Joe Meg. When not on duty, muscles relax by maintaining their strength and impressing women with their physiques.

- † Muscles must have a minimum Strength score of 16.
- † Muscles automatically start the game with Toughness and Improved Bull Rush as bonus feats.
- † Muscles are not well paid. They begin the game with 1d6 x 1,000 credits.



The **JUDGE DREDD**®

Roleplaying Game





Russian Roulette

Part Two of the Kazan Gambit

For 4th to 5th level judges

Several weeks have passed since the events of *The Sleeping Kin*. The judges are continuing their investigation into sleeper Sov-Agents infiltrating Mega-City One but the trail has gone cold. Meanwhile, the crime rate of the city continues to keep all judges busy and relocating unwilling Sov-Block immigrants introduces new stresses to the thin resources of the Justice Department. However, more sleeper agents are only just moving into position and they are planning to force Mega-City One to face the same terrible fate as East Meg One did all those years ago during the Apocalypse War.

The Kazan Gambit continues with the judges tackling a dangerous scenario that will take them from the streets of Mega-City One to a StratoSat station high in orbit where they will witness the explosive conclusion to *Russian Roulette*.

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

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The

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