

# ***To Live and Die in Mega-City One***

An Epic Adventure for ***Judge Dredd the Roleplaying Game***

*By Marcus Rowland*

*Illustrated by Carl Critchlow*

*Originally published in White Dwarf issues 94, 95 and 96.*

*Translated to the electronic format by the Sector 142 Reclamation Society*

<b>PROLOGUE</b>	<b>1</b>
GAME MASTER'S SUMMARY	1
RUNNING THIS ADVENTURE	1
<b>PROG 1: PERCHANCE TO DREAM</b>	<b>3</b>
PLAYERS' INFORMATION	3
GM'S INFORMATION	4
PHASE 1: ASHES TO ASHES	5
PHASE 2: LET'S DANCE!	7
PHASE 3: WHITER THAN WHITE	10
<b>PROG 2: THE BIG SLEEP</b>	<b>13</b>
PHASE 4: AMONGST OUR WEAPONRY...	13
PHASE 5: RUINED CITY	15
PHASE 6: THE BOT PLANT THAT ATE ATLANTA	16
PHASE 7: MARK OF THE EAGLE	20
<b>PROG 3: LET'S DO THE TIMEWARP (AGAIN)</b>	<b>21</b>
PHASE 8: FRIEND OR FOE?	21
PHASE 9A: GOING OUT WITH A BANG!	24
PHASE 9B: A FEELING OF DEJA-VU...	24
PHASE 9C: DARK VICTORY	24
<b>EXPERIENCE</b>	<b>26</b>
<b>ACKNOWLEDGEMENTS</b>	<b>26</b>
<b>SOURCES</b>	<b>26</b>

This is an epic adventure for a group of experienced Judges. **To Live and Die in Mega-City One** can be set in any Western Sector. All information, apart from briefing data, is for the GM only.

---

## PROLOGUE

---

In a space that is not space, a potential that can never become real, a malign intelligence drifts in a web of paradox. It has learned patience, here in the timeless eternal void. Almost omnipotent, it begins to sense a way out of its trap.

In a hospital in Sector 114, a child dreams of health he may never experience. But who can be harmed by a dream?

Beneath the Grand Hall of Justice, a shadowy form moves towards a computer terminal. A few keys are pressed, and the intruder starts to speak. In MAC's electronic heart a series of records begin to change.

A balance point has passed, and the doorway to horror is open.

---

## Game Master's Summary

---

There are some things that should be left alone. Time travel is the ultimate Pandora's box, a technology that leaves cause and effect in chaos. To date (if date means much in this context) the worst time paradox known is that involving Owen Kryslar, the Judge Child.

Full details of this paradox can be found in **The Trouble With Time** (*White Dwarf* 86), but, in brief, Judge Feyy's prediction of a disaster in 2120, and of a child with 'The Mark of the Eagle' ruling Mega-City One, led to the Judge Child expedition (see **Judge Child** volumes 1-3). However, the prediction was in itself responsible for the 2120 disaster; because Dredd confronted the Judge Child, and rejected him, Kryslar eventually tried to destroy Mega-City One. Dredd and Anderson used the Proteus Time Module to visit 2120, learned what had happened, and returned to kill Kryslar in 2106 (see **City Of the Damned**). The details Of this case are kept secret, since they imply that it is possible to use time travel) to alter history.

The few Judges aware of these events believe that the paradox ended when Kryslar (then known as The Mutant) was killed in 2106. However, they are mistaken.

When Dredd and Anderson killed Kryslar, the universe in which he existed in 2120 became non-existent, Kryslar, however, was not destroyed, His psionic powers were strong enough to preserve his life force, though he is now little more than a disembodied intelligence drifting in a timeless void. If there were no time travel he would be harmless; unfortunately the universe isn't that simple.

In 2125 the Justice Department will become aware of a potential paradox affecting the childhood of one of their best Psi-Judges, Cameron. Before Justice Department recruited him, Bobby Cameron spent the first years Of his life confined in an isolation bubble, suffering from one of the rare forms of leukemia that would not respond to normal therapy. Their records show that he was eventually cured by a new bone marrow transplant technique. Oddly, however, the record of the

donor's name keeps changing. Other records show the death of hundreds of citizens in unlikely accidents at the time of the transplant, Even more oddly - and at too high a probability for mere coincidence - many shared Cameron's rare Sigma Alpha 3 blood type, one of the new classifications introduced in 2028.

Obviously something is interfering with time, and the Justice Department of 2125 has sent Psi-Judge Cameron into the past to investigate, armed with programs that will allow him to subvert MAC and assume another identity. Unfortunately another time paradox is at work - his journey into the past is responsible for the interference!

Every time-traveler upsets the space-time continuum, making the 'walls' between different eras, and different time lines, a little weaker. Cameron's arrival has allowed the Mutant to extend his malign influence into the 'real' universe, Already he can sway weak minds, and is responsible for some of the deaths. If he can prolong Cameron's stay in 2109, the 'today' of this adventure, the breakdown of cause and effect will allow him to re-enter the 'real' world and resume the destruction of Mega-City One. The Mutant doesn't want to kill either version of Cameron, but does want to make their survival as difficult as possible.

Unknown to Cameron, the Chief Judge in his era is fully aware of the danger. Cameron is being sent on a suicide mission, in which the only objective is to preserve the time line. Records show that there will be a disaster. The Chief Judge of 2125 intends to make sure that it happens exactly as scheduled.

The team will become involved in this situation after learning of the younger Cameron's psionic talent. Soon they will realise that an outside and far-from-benign influence is at work, Meanwhile the older Cameron believes that he must attempt to influence events without doing anything to affect the situation directly. For example, he can't be his own bone marrow donor because the paradox would probably mean that he never received the bone marrow...

As the adventure progresses, the breakdown of cause and effect, and the Mutant's evil influence, will have other consequences. Freak accidents will devastate areas of the city. A few problems are mentioned in the text and could have a direct effect on the Judges. For that true kitchen-sink effect you may care to add other problems: Rad-fleas? Mutant gribbligs? Plagues of locusts? The list is endless.

---

## Running This Adventure

---

This is an extremely dangerous case. For this reason it is advisable to have players prepare a spare character, ready to be assigned to the case if their main Judge is killed. If replacement Judges are needed, they should not arrive immediately. Allow them to enter play as reinforcements are requested, or whenever the surviving Judges return to the Sector House.

Optionally, this adventure can be run with two teams of Judges, working separately at first then combining forces in the later stages. The events in **Prog 1: Perchance to Dream** can be split to effect the two groups. One can blitz Bobby Bloch Block, and later be called to the Kate Wilhelm Dustzone. The other can conduct street searches, and deal with the Curry Plaza incident. If you choose this option try to ensure that the

players in the two groups don't communicate, except through radio messages via MAC, and that the players don't take advantage of events they shouldn't know about.

Because this adventure involves some very complicated events, it is inevitable that players will try ideas that haven't been covered in the GM's information. If the group(s) want to try side trips, or send other Judges to deal with some parts of the investigation, don't panic. Reward your players' intelligence (or stupidity!) as seems appropriate. Perhaps their ideas will lead them to a clue, or perhaps into deadly (and totally irrelevant) danger. There's plenty of room for maneuver in a city as large as Mega-City One.

The Kryslar story may be well-known to players, but the connection between this case and the Mutant should remain obscure for as long as possible. Player characters, however, should not necessarily know all (or even any) of the details of the Kryslar case.

Times shown throughout this adventure are approximate, and should be changed to suit the activities of your players. If the Judges waste a lot of time they should run into extra problems. In **Phase 1**, for example, the security van guards may be killed, in **Phase 2** the Judges might reach Curry Plaza after several more citizens have been killed.

---

## PROG 1: PERCHANCE TO DREAM

---

In the hypno-briefing that follows, all sections in italics should be read in a childlike voice. Use a mechanical monotone for the briefing machine data.

Judges with PS 000 should be told that they only receive the briefing data, Psi-Judges should not be allowed to try to use their skills to track the source of the voice during the briefing, as the hypno-tape blocks normal use of all PS abilities. All Judges, including those with PS 000, will be sedated at the end of the briefing. Some sections are just for you, not for the players, and should not be read out as part of the briefing.

### Players' Information

---

You know that you are dreaming, but the dream is horribly real. You're trapped, and you'll never be able to escape. You're dying, but don't know why, and aren't sure what death is. The dream is endless frustration, endless pain and misery, punctuated by items from an inexorable flood of data.

**++ item ++**  
**++ SERIAL MURDERS ++**

It's now definite that there's a serial murderer at work in this sector. Last night's body brings the total to eighteen. Forensic investigation and the method used make it clear that a single killer is at work: male, aged approximately thirty, blood group Delta Gamma 7, a common group. All the victims were women, aged 18 - 26. There's been a gap of a week to ten days between each death, the victim found last night was killed eight days ago.

*"Please..."*

**++ item ++**  
**++ WHITE STUFF ++**

Blitz searches show a steep rise in sugar addiction in this sector. It's likely that a new smuggling organisation has formed. An intensive intelligence operation will be mounted throughout the sector. The maximum penalty should be enforced for all sugar busts,

*"Please help me..."*

**++ item ++**  
**++ MEGA-VIDA-THON ++**

The annual Station 115 charity Mega-Vida-Thon is now in its fiftieth hour, and will continue until Wednesday of next week. All sectors report numerous robberies from charity collectors. Patrols are to be intensified near all collection points.

*"Let me out..."*

**++ item ++**  
**++ DISASTER PREDICTIONS ++**

Psi-Div report a city-wide disaster probability exceeding ten per cent. Follow up anything that could cause large-scale damage.

*"Don't want to die..."*

**++ item ++**  
**++ SUICIDES ++**

The suicide rate for this sector is up 19.3% over the last twelve hours. In particular, there has been a 25% increase in leapers. A 25% increase in road deaths and traffic accidents may be linked.

*"Trapped in here..."*

**++ item ++**  
**++ TEMPORAL DISTURBANCE ++**

Tek-Div report a small-scale temporal disturbance somewhere in the central sectors last night. Look out for anything that seems anachronistic.

*"Please, let me out..."*

**++ item ++**  
**++ BRIDGE CONSTRUCTION ++**

One of Big Tim Olsen's construction companies has won the contract to replace the bridge that was stolen last week. The repair crew has been infiltrated by the Wally Squad, who are leaking for evidence that the new bridge will be built from pieces of the old one. Expect traffic delays in the area.

*"Please..."*

**++ item ++**  
**++ VEHICLE THEFTS ++**

Sector total since 0000 hours: 22. Recoveries: 814.

*"I DON'T WANT TO DIE!"*

**++ EMERGENCY OVERRIDE ++ TERMINATE BRIEFING TAPE ++ UNAUTHORISED DATA TRANSMISSION ++ ADMINISTER SEDATION ++ HOLD ALL JUDGES FOR MED-DIV EXAMINATION ++**

You recover consciousness, to find a Med-Judge examining you. You feel shaky, and can dimly remember a voice ringing in your head. The Med-Judge orders you to rest for a few minutes, then report to Briefing Room B. You notice some med-bots carrying out stretchers on the far side of the hall.

Psi-Judges won't be able to pick up the voice again, and will have bad headaches. Judges with PS 000 will feel fine, and probably wonder what all the fuss is about.

Your Sector Chief is waiting in the briefing room, accompanied by a Psi-Judge and two Med-Judges, The Chief waits for the test arrivals, then walks to the podium.

*"During your hypno-briefing some of you experienced unusual hallucinations. Judges Fodder and Coppit have still not recovered, and it is feared that their sanity may be impaired. Psi-Judge Ferguson has information on this matter, and will brief you."*

Ferguson is lightly built, and his uniform is a little untidy (Judges making SS rolls will notice that he has non-regulation horizontal bands of padding on his knee armour). He doesn't wear a helmet, and has curly brown hair and a bad case of acne. Ferguson tends to pause frequently as he speaks, but doesn't actually stutter.

*"Good Morning. I'm Psi-Judge Ferguson, from ...ah... Justice Central. I was assigned here last ...ah... night to investigate the increase in suicides. As some of you may have already ...uh... guessed, there appears to be a powerful transmitting telepath somewhere in this ...uh... sector. Many of ...um... you have experienced strange dreams. We ...uh... think that someone has just begun to develop psionic ...ah... talents, probably a ...urm... child. The dreams suggest ...ah... that this child may be imprisoned or in some form of danger. Some citizens may be over ...ah... reacting to the transmission, and committing suicide. The increase in ...ah... jumpers suggests cases of induced claustrophobia, ...um... with the victims jumping out to escape from their ...uh... imagined confinement. So far ...uh... we haven't been able to ...ahem... trace the source. It's ...urm... intermittent, and I ...ah... think the lack of ...ah... hard information suggests that we are ...ah... receiving unconscious transmissions."*

*"In addition to all ...um... normal assignments, you are to ...ah... be alert for anything that might lead us to ...err...the telepath. If this is ...uh... deliberate, we want to stop it. However, it's more likely to ...ah... be an accidental transmission. If so, we may want to ...er... recruit the ...ah... child for ...ah... Psi-Div."*

*"Thank you for your ...um... co-operation."*

Ferguson steps down. The Sector Chief returns to the platform, and orders you to begin your patrols. Your route sheet shows no unusual operations, just a simple run around the sector with a few stops for blitz searches and random interrogations. Your call sign for this patrol is team October Tango Tango (if there are two teams, the second is team October Tango X-Ray). You leave the sector house at 0830 hours, more than an hour later than usual.

## GM's Information

If the team includes a psyker who tries to locate the source of the dreams by use of the *Detect Intent* ability, it won't work. Bobby Cameron was sedated at approximately the same time as the Judges, and sleeps for several more hours. He has no knowledge of his powers when awake.

Unless stated otherwise, no-one encountered in this adventure has blood group Sigma Aleph 3 or Delta Gamma 7.

For once most items in the briefing are relevant to the adventure.

The serial killings are the work of Alex Quill, a psychopath. The Judges will meet his next victim during the day. Furthermore, this item should encourage the Judges to check

blood groups on citizen's ID cards as they make arrests and street searches.

The Mega-Vida-Thon will lead the PCs to young Bobby Cameron, currently in a children's ward in Ben Casey Memorial Hospital.

The disaster prediction is a premonition of the havoc that will result if Kryslar returns.

The suicides are mostly exactly what Ferguson said: a response to Cameron's transmissions. Some, however, have been caused by Kryslar's manipulation.

The temporal disturbance was the older Cameron's arrival in this time. By a curious coincidence, many of the citizens collecting money for the Mega-Vida-Thon appeal are wearing historical fancy dress costumes. This may confuse Judges who are looking for anachronisms.

The bridge case is irrelevant. However, it will snarl traffic throughout the sector, and you should use this to delay the Judges in huge traffic jams whenever it seems necessary to slow them down,

The vehicle thefts are irrelevant, except for the obvious error in numbers, which has been caused by Cameron's manipulation of MAC.

Finally, Psi-Judge Ferguson is Psi-Judge Cameron, equipped with a false badge and ID papers. His costume has a few minor flaws, most notably the kneepads (a uniform change introduced in 2122). There are also some slight variations in the design of his Lawgiver, which won't be apparent unless someone examines the gun carefully. He has dyed his hair brown (from red), and synthi-skin makeup disguises his freckles as acne. Once his younger self has been found, he intends to take over at the hospital and make sure that his cure is given top priority. His hesitant speech is intended to cover minor slips (such as referring to 'leapers' as 'jumpers'), and give him more time to think about what he is saying.

## Psi-Judge Ferguson (Cameron)

S	I	CS	DS	TS	SS	MS	PS
1	45	37	38	45	66	36	88

**Abilities:** Fast, Sense Crime, Sense Perps, Use Data, Detect Intent, Psychic Attack, Psychic Block, Hypnosis.

*Hypnosis* is a new PS ability, as Mind Control but the user doesn't need to maintain a continuous mental link. Victims can be given a delayed order, or made to believe something, but more elaborate control isn't possible. A PS of 85 is minimum requirement to use this ability.

**Equipment:** As standard Judge, except that his Lawgiver has +5% penetration modifier with all types of ammunition. He also has a Leymak Black-Shadow hovercar, from the Justice Central vehicle pool. The boot contains a metal harness, which is the mobile part of the 2122 version of a time machine.

**Notes:** Cameron knows exactly where his younger self is, but pretends ignorance and waits for other Judges to find him. He is extremely tense, and very irritable. If any other Psi-Judge tries to read his mind they'll pick up the thought *"They've got to find him... they've got to find him..."*, then his Psychic Block will

stop further prying. Cameron has hypnotised the Sector Chief, who believes that Justice Central have ordered him to give 'Ferguson' all possible cooperation.

## Phase 1: Ashes to Ashes

**Time: 08:30 - 09:45**

As the player characters leave the Sector House they'll realise that the streets seem to be unusually busy, with long queues of vehicles at most junctions. The bridge repairs have snarled traffic all over the sector. The Judges must ride in single file; if they ride two abreast or in a wide pack they'd be continually jockeying for position. Once the Judges have assumed this formation, confront them with the first perp of the day.

### Otis L. Vatar (Slowster, Dangerous Driver)

S	I	CS	DS	TS	SS	MS	PS
2	12	10	9	14	9	17	7

Otis has Delta Gamma 7 blood. He isn't the serial killer.

Otis is riding his bike (a fluorescent pink Hando Wonder Vision, license 3495123-6453-FFGTR) between the lanes of traffic, maintaining a steady 55 in an 80kph zone. He's continually overtaken by cars and trucks, but doesn't seem to notice. This may be because he's busy listening to pop singer Roy Viscous on his helmet Walk-Slug, and tapping the fuel tank to time to the beat.

Otis is a total nerd. He'll slam on his brakes when challenged (making his offence worse), and is so inept and terrified that it will take him an incredibly long time to get off the road end give the Judges a clear run. If a Judge is directly behind Otis when (and if) he slams on the brakes, the Judge should make a DS roll. If unsuccessful, the Judge will plough into the back of Otis' bike, and poor Otis will skid under one of the passing trucks and suffer multiple injuries. The Lawmaster hitting Otis will suffer nothing worse than a little scratched paint. The truck that runs him down will take minor damage, immobilising it until a tow crew comes to take it away.

By the time the team have dealt with this hideous menace to society, or arranged to have him scraped off the road, they'll be well behind schedule. If they hurry they'll just reach their first stop, a quick blitz of the ninety-eighth floor of Bobby Bloch Block.

### MISSION BRIEFING: BOBBY BLOCH BLOCK

#### Objectives:

1. Emplacement of vid bugs in apartment 98-43.

As cover for objective 1:

2. Routine check of building safety standards.
3. Routine crime blitz of apartments on 98th floor.

**Notes:** Apt 98-43 is occupied by Maybelle O'Rooney, wife of suspected sugar dealer Davros O'Rooney who is currently serving a six month sentence for littering. He will be released next week. Cameras must be left without arousing Ms

O'Rooney's suspicions, suggest routine arrest on minor charge e.g. dirty waste disposal) and short sentence. Blitz several other apartments.

Bobby Bloch Block is part of the sprawling Hill Estate (see figure 1), an early effort by architect F. Lloyd Mazney. Dozens of blocks are linked by a complex web of Meg-Ways, slipzooms, pedwalks, and inter-block plazas. The pre-Apocalypse buildings are seedy and badly run down, and the estate is a breeding ground for crime.

The block (figure 2) is typical of the estate. It straddles the Meg-Way, and there is a continual rumble of traffic in the lower (non-residential) floors. Crumbling plasteen panels show stains left by various pollution incidents, the staircases and elevator walls are covered with scrawled slogans, and many of the block shops have closed down. A few juves apathetically watch the Judges head into the block. Bikes can be parked outside. If one of the bakes is left on guard, Judges won't find them vandalised or covered in paint when they return. There is a buggy ramp inside the block, but it isn't really designed for Lawmasters - if the Judges use it they'll activate pollution alarms.

The PCs won't find anything wrong with the building at first. The riot doors are operational, all emergency exits and fire chutes are clearly marked, and there are no obvious structural flaws. However, the fire alarm system doesn't work, and neither do the sprinklers above the eightieth floor. Someone has stolen vital components and sold them on the black market. The Judges won't be able to find the culprit without an extremely complicated investigation, which is best left to Tek-Div and Acc-Div.

With the exception of Davros O'Rooney, none of the occupants of the 98th floor have any significant criminal record, apart from minor crimes like littering, gambling and the like. There are seventy-two apartments, arranged in three concentric rings in one of the block towers. Apartments 1 - 16 are in the inner ring, 11 - 40 are in the middle ring, and 41 - 72 are in the outer ring. Elevators and a block buggy ramp are at the hub of the ring, with emergency stairs at the ends of radial corridors.

Have the Judges choose apartments for blitzing, then run the encounters below.

**Apt 98-43:** When the Judges enter, Maybelle O'Rooney is busy vacuuming the carpet. She's a small shrew-faced woman, who seems neurotically nervous. The apartment is almost incredibly tidy, and the PCs won't be able to find any traces of dirt in the garbage grinders, WC, etc. There are no overdue library slugs, cubes of sugar, or other contraband. However, all the Judges will feel sure that Maybelle is hiding something. If they are diligent in their search, they'll eventually find an illicit Bills & Moon vid-slug (possession of mind-damaging vids, penalty 4 months - 4 years) concealed in the bag of the vacuum cleaner!

If the Judges don't find this slug, they won't have any legitimate reason to arrest her, so Maybelle will remain in the apartment. She seems to be able to watch three or four Judges simultaneously, and they must make SS rolls, (at -10% but don't tell the players that!) to conceal the bugs.

**Any apartment:** This is an essential encounter. As the team passes this apartment they smell smoke. There's no reply to a knock. The door isn't unusually tough, and leads to a filthy room, littered with empty munska bottles. Smoke comes from the bathroom door. The fire sprinklers and alarms aren't working.

When the Judges enter they'll find a squalid bathroom. Lying in front of the WC are a pair of boots and some blue synthi-jeans. The clothing, and the WC pan, are filled with smoldering ash.

If the Judges ask for details of the occupant, tell them he's Edmund Crunge, an unemployed greep throttler. Block records show that he's 47, unmarried, and lives alone. His criminal record shows a tapping conviction as a juve, four convictions for D&D (drunk and disorderly), two for littering, and one for a minor public health violation (the technical term for this crime is BO).

When Forensic arrive, they'll determine that the ash is all that remains of a human body. Crunge has suffered spontaneous human combustion (SHC), a rare phenomenon that usually affects alcoholics. In this case the SHC was caused by the Mutant. Crunge had group Sigma Aleph 3 blood, and was a potential bone marrow donor for Cameron. The players should not be told about his blood group unless they specifically ask. In any case the information should be meaningless at this stage of the adventure.

Any Psi-Judges present will detect the residue of a powerful psychic aura, on a PS roll, but won't be able to sense a source.

If the team search the apartment, they'll find a loose ventilator grille in the bedroom, concealing a box containing 256,000 creds in hundred-cred bills. Crunge tapped a bank courier in 2105, but was too frightened to spend the money. The bills are numbered sequentially, and will instantly be identified as stolen if any of the Judges are foolish enough to try to spend a few 'souvenirs'.

**Any apartment (optional):** This apartment is weird. The floors, walls, furniture and ceiling have been painted jet black, and all light fittings and windows are blacked out. Sitting in the exact centre of the bedroom is the occupant, Rodriguez Delgerdo Jiminez, curled into an elaborate yoga position balanced on three fingers. When the Judges try to question him he loses his concentration and crashes to the floor, with his limbs entwined so elaborately that he can't straighten himself out. He then starts screaming in agony.

The apartment breaks health regulations in several ways, most notably in its lack of light, dirty sanitary facilities, and general neglect. There are also five cigarettes with narcotic herbal filling concealed in a kitchen canister. A clear case for the cubes, Jiminez will need medical treatment before he can walk again, by the way.

As the Judges leave the second or third apartment, give them a couple of routine messages:

**++ item ++**  
**++ BLOOD DONORS ++**

There is a city-wide shortage of blood in group Sigma Aleph 3. Perps with this blood group should be taken to the blood bank before delivery to the cubes.

*None of the Judges have this blood type, which is extremely rare, Med-Judges will know that the group is linked to recessive genes causing increased susceptibility to cancer and other illnesses.*

**++ item ++**  
**++ VEHICLE THEFTS ++**

This morning's report was in error, and should have read sector total since 0000 hours: 874. Recoveries: 22.

**++ item ++**  
**++ ROBBERY ++**

Team October Tango Tango, ARV in progress on Hill Estate; Assault on Mega-Vida-Thon collection van, junction of Fosdyke Hill and Maple slipzooms. Judge wounded. Respond.

Fortuitously (yeah?) the team are fairly close to this junction. They need only drive to neighboring Ricky Zit Block, ride up ten levels in the block car park, then take Fosdyke Hill to the junction. As they approach they'll detect the tell-tale odor of Stumm gas, and must make *Initiative* rolls to pull down their respirators before they are affected.

A gang of eight armed jet-packers has attacked the collection van, and is fighting the Judge and guards assigned to the van as the team arrives. If the team waste time, the perps will be escaping by the time they arrive. The van is tying on its side, with the Judge and two wounded security guards crouched behind and shooting at the jet-packers (see *figure 3*).

All the perps have jetpacks, radios, and gas masks, and other equipment. None, incidentally, have Delta Gamma I or Sigma Aleph 3 blood.

**Glug Spinkle**

S	I	CS	DS	TS	SS	MS	PS
2	22	32	12	12	21	4	5

**Equipment:** Spit carbine, shell jacket, helmet, 4 Stumm grenades.

**Surrender Modifier:** -25%

**His Chi Wun**

S	I	CS	DS	TS	SS	MS	PS
3	28	42	16	8	47	8	5

**Abilities:** Fast Draw, Aura of Menace (*Perp equivalent of Aura of Cool*)

**Equipment:** Spit carbine, shell jacket, helmet, 2 Stumm grenades.

**Surrender Modifier:** -25%

**Campbell Kinneson**

S	I	CS	DS	TS	SS	MS	PS
2	21	27	16	11	22	14	3

**Equipment:** Spit carbine, shell jacket, helmet, 3 hand bombs.  
**Surrender Modifier:** -25%

**Banana Splits**

S	I	CS	DS	TS	SS	MS	PS
3	19	30	11	14	56	4	8

**Abilities:** Sense Judge (Perp equivalent of Sense Perps)  
**Equipment:** Spit carbine  
**Surrender Modifier:** -5%

**Kurt Tenn**

S	I	CS	DS	TS	SS	MS	PS
2	22	29	18	5	21	2	5

**Equipment:** Scattergun, anti-mugging suit.  
**Surrender Modifier:** -5%

**Eddie Richards**

S	I	CS	DS	TS	SS	MS	PS
3	32	45	9	9	8	4	000

**Abilities:** Small Target Shoot  
**Equipment:** Spit carbine, anti-mugging suit.  
**Surrender Modifier:** Won't surrender

Another two perps, Calvin Richards and Snit Zippo, are lying dead on the road. They also have jetpacks.

The first three perps each have bags containing 20,000 creds in assorted bills. They are the hard core of the gang, and will attempt to escape as soon as the team arrive. The rest are less experienced, and will stay to fight it out. Eddie Richards will try to go down fighting if he can't escape, since his brother has just been killed. More moneybags are scattered in the road around the van.

**Judge Cowley**

S	I	CS	DS	TS	SS	MS	PS
1 (2)	32	29	34	36	32	32	28

**Equipment:** All normal weapons, except for a Lawmaster.  
**Note:** Cowley has been wounded in the leg.

**Security Guard Bodey**

S	I	CS	DS	TS	SS	MS	PS
1 (3)	27	32	35	18	12	17	9

**Equipment:** Anti-mugging suit, daystick, respirator, hypo-pistol (fires 8 anaesthetic round, non-heatseeking).  
**Note:** Bodey is unconscious, having suffered two chest wounds.

**Security Guard Doyle**

S	I	CS	DS	TS	SS	MS	PS
3	22	19	18	27	35	22	25

**Equipment:** Anti-mugging suit, daystick, respirator, hypo-pistol (fires 8 anaesthetic round, non-heatseeking).  
**Note:** Doyle is incapacitated. He failed to pull his respirator on properly when the perps threw a Stumm grenade.

Once the perps are subdued, Cowley gets the team to help push the van upright, and load the money back into lockers inside. He's too badly injured to continue the run. MAC orders the team to wait for a med-wagon, then escort the van to its next pickup point and on to a bank. Doyle responds to Stumm antidote, and says he's willing to carry on with the run.

The van is equivalent to an unarmed pat wagon. It has a large hole in the armour on the left side of the cargo compartment, but the driver is still shielded by an internal partition with 25% armour. There won't actually be any trouble, but you should encourage the PCs to be ready for another robbery attempt.

**Phase 2: Let's Dance!**

**Time: 12:00**

The next stop for the van is a modular hut parked in Terry Nation Square, five kilometres from the Hill estates. The hut houses a cashier and three Judges, plus teams of charity workers who answer the vid and pass on pledges to Station 116. One wall is covered by a huge vid-screen.

When the team arrive, the cashier is still packing money into a security box. Meanwhile, the vid shows a recording of celebrity interviewer Gerry Hogan, accompanied by a doctor, visiting Ben Casey Memorial, one of the hospitals that will be helped by the Mega-Vida-Thon.

"Now, here's a little boy who's been here for quite some time. It's little Bobby Cameron, who's suffering from a rare form of leukemia. Hello Bobby."

"Hello, Mister Hogan." The voice sounds very familiar. The screen shows a small red-headed boy looking out at Hogan through a plastic panel.

"Now, you were admitted when you were three, and I understand that you'll be five next week. Do you like it in hospital."

"Well, I don't mind it much when I'm awake, but I have bad dreams. Sometimes I think that I'll never get out..."

"Doctor Thorndyke, I understand that you have hopes of a cure for Bobby?"

"Yes, a new bone marrow transplant technique, combined with radiation therapy, should do the trick. Unfortunately there's a problem with donors. Bobby has a very rare blood group

*Sigma Aleph 3, which is in short supply at the moment. For this new technique tissue typing must be very precise. When we find a donor, we'll still have to make hundreds of tests before we are sure of a match."*

The view switches back to a studio set, with a professionally jolly linkrnan sitting in one of the chairs. He gives the camera a cheery, but rather tired, grin.

*"Well. We've been on the air for more than fifty hours now. The work Doctor Thorndyke described in that recorded interview was funded by last year's Mega-Vida-Thon appeal. We hoped to see little Bobby again today, but he had a bad night. We'll tell you more about the hospital after this word from our sponsors..."*

Most Judges should spot the connection with their dream fairly early in this interview. Since they are assigned to guard the van, they should report to MAC. Control will tell them to carry on to the bank, and send Ferguson (Cameron) to investigate. If none of the team spot Bobby, one of the Judges guarding the office will make the report, while the characters are present.

The rest of the money run is uneventful, At about 10:00 hours the team are free to resume their patrol.

During the next hour or so run one or two minor incidents, such as a tapping, Boing®er, or littering. The Judges are also supposed to be stopping citizens at random and searching them. None of the perps and citizens the team meet have Delta Gamma 7 or Sigma Aleph 3 blood, A few random citizens follow:

**Ronald McDonut:** age 25, unemployed. Ronald is dressed in a frog costume, hopping dawn the pavement taking great pains to avoid all the cracks. He pretends to be a harmless eccentric. If the team search his costume carefully they'll find 27 individually-wrapped sugar cubes! Ronald is a pusher, peddling his evil wares to juves in the area. He won't try to escape or fight, and his confession will ultimately lead to one of the area's major dealers, and a connection to Davros O'Rooney. However, the Wally Squad, not the characters, will handle this.

**Ms Mona Zitt:** age 27, unemployed. Mona attracts the Judges' attention by looking suspiciously cheerful. If the team interrogate her, they'll hear all about her wonderful new boyfriend, Marlon Nelson. Psi-Judges who use Detect Intent to reed her mind will either feel embarrassed or envious. She hasn't been doing anything seriously illegal, though she does have four overdue library slugs in her bag, Since she's on her way to the library, and since the slugs are only two days overdue, the Judges may want to let her off with a caution, This is a mistake.

'Marlon Nelson' is actually Alex Quill, the serial killer, Mona will be his nineteenth victim if the team don't arrest her or arrange to have him investigated. Mona knows his false name and address (apartment 322-91 Spiggy Topes Block), but little else about him.

If the team decide to follow up on Nelson immediately, MAC tells them that the address he gave Mona doesn't exist. Mona says that she's never actually been there, They met in a bar,

and their romance has mostly been set in her apartment. They have a date tonight.

Quill intends to kill Mona in the early evening, then spend some time removing all traces of his identity from her apartment. If this happens, Forensic won't have enough information to identify him. If Forensic visit the apartment earlier in the day, they'll find fairly good fingerprints, and their clues. Later on they'll contact the team and tell them his rest identity, See **Phase 3** for more details.

If the team were soft with Mona, they'll later be questioned about the street search (which will naturally be recorded in their personal logs), and should be reprimanded if they can't give MAC all relevant details. Quill won't be caught for several weeks (though the team will get another chance in **Phase 3**).

**Spug, Dirk, Norman, and Gozer Quincy:** identical quads, age 18. They all wear identical street styles (day-glo nose rings, kneepads with video displays etc.). The brothers actually have jobs (as matched shop window dummies) and are on their lunch break. Spug has two cigarettes concealed in his radorak. If they are found, his brothers will do their best to confuse the Judges by swapping places, hoping that the team will eventually give up and let them go. The correct response to this is to arrest all four for conspiracy and cheeking Judges. All have the following statistics:

#### The Quincy Brothers

S	I	CS	DS	TS	SS	MS	PS
1	32	15	15	18	36	9	11

The brothers won't fight, but will cheek the Judges and do their utmost to confuse them.

**Axel Pushlever:** age 35, unemployed. Pushlever is busy sweeping the pavement. He isn't paid to do this, it's just his hobby. When he has swept all the rubbish into a neat pile, he gets a powerful electric blower from his backpack and blows it back over the area, then starts again. He's borderline psycho case, and is guilty of littering. He isn't violent,

After the second or third encounter, read the Judges the following messages:

**++ item ++**  
**++ TOADS ++**

A weather control malfunction and storm has led to falls of toads in sectors 135 to 139. Toads are a protected species, and Judges should arrange for them to be removed from danger if they are encountered.

**++ item ++**  
**++ SPONTANEOUS HUMAN COMBUSTION ++**

There have been eight SHC cases this shift. There are no obvious links between the victims.

*If the PCs ask MAC to check the victims blood groups, they'll eventually be told that all had Sigma Aleph 3 blood.*

**++ item ++**  
**++ FROGS ++**

Correction to previous message: Amphibians falling in sectors 136 to 139 are frogs, not toads. Frogs are also a protected species, please observe previous precautions.

After at least one more minor incident, when the team seem to be a little off-guard, hit them with a real problem...

As the team ride along the Meg-Way, they see a flash of light on one of the pedwalks that crosses the road (*see figure 4*). As they get nearer a headless corpse falls from the pedwalk, and the Judges hear shouts and screams.

The easiest way to reach the scene is to drive off the road at the nearby bus stop, end run or ride along the pedwalk. There are dozens of citizens in the way, including a few with amputated limbs, and several corpses litter the ground. It's obvious that someone is using a disintegrator.

### Kaos Spikybits (Futsie)

S	I	CS	DS	TS	SS	MS	PS
3	41	48	31	19	20	8	25

**Abilities:** Avoid Shot, Knock-Out.

**Equipment:** Disintegrator, shell jacket, helmet.

**Surrender Modifier:** Won't surrender

The disintegrator only fires wild. The chance to hit is 25% within 10 metres and 5% at 10 - 30 metres (its maximum range).

The Judges get a glimpse of someone with a disintegrator, but there are too many people in the way to get a clear shot. Heat seekers will hit the nearest citizen, not Kaos. There isn't room to throw a Stumm grenade (if anyone tries, the grenade will bounce off a civilian and fall onto the Meg-way, causing a multiple pileup).

Kaos runs off, shooting pedestrians as he goes, and heads for Curry Plaza. As the PCs follow they'll hear blaring music and glimpse some strangely costumed figures performing an elaborate dance.

Several months ago the local historical society discovered that the buildings around the plaza were originally named after actors in a classic old vid, 'The Rocky Horror Picture Show'. They decided to raise money for the 115th Mega-Vida-Thon by a mass performance of a quaint twentieth century dance called 'The Timewarp'. Since the society only had 23 members, they made the event more spectacular by involving the local Citi-Def group. At the moment 128 dancers, all wearing strange black costumes are performing 'The Timewarp' in strict military formation, watched by a huge crowd.

By the time the team reach the plaza, Kaos has already entered the crowd around the dancers, shooting a few citizens as he runs. This will cause quite a lot of excitement. At first the dancers won't know what's happening, but when the Judges arrive they will assume that the PCs have come to break up their party. This will anger the Citi-Def squad, some of whom will run into their headquarters and prepare to retaliate.

If the team use Stumm gas as soon as they enter the plaza, they will affect part of the crowd (including Kaos), but many of the onlookers will be outside the burst radius. Furthermore, because there are more than a thousand people present, several will be killed by the gas. If this happens the Judges will be charged with endangering the public, and interrogated by the SJS... There are other ways to handle perps!

If the team don't use Stumm, Kaos will try to blend into the crowd, then shoot at the Judges when they get within 10m range. In this crowd, any shots that miss will hit innocent bystanders. The combat that follows takes place against the background of 'Let's Do The Timewarp... AGAIN', played at 600 watts or so...

When Kaos is caught or killed, the Judges should read his ID. They'll then learn that he's a licensed disintegrator operator, and doesn't have Sigma Aleph 3 or Delta Gamma 7 blood.

By the time the team has dealt with Kaos, 23 Citi-Def troops have run into the headquarters of the local Citi-Def detachment and shut the doors. This is a domed building on the West side of the plaza (*figure 5*). The main entrances are two huge garage doors opening onto the plaza. The militia are now equipping themselves with spit carbines, bandoleers of grenades, flak jackets, and helmets. Don't forget that they are still wearing archaic black lingerie (so that they were in character for the dance), and look extremely strange.

There are five truck-mounted sonic cannon in the HQ. One is in a service bay for maintenance, but the rest are operational. Fortunately none of the militia in the HQ have the ignition keys, but they will force the locks after 15 rounds. This armoury is outside the main block, and doesn't have riot doors.

The PCs learn of this development when the music stops, and a blaring voice shouts "You stinking Judges always spoil our fun! Well, this time you've gone too far. Curry Plaza Citi-Def is gonna teach you a spugging lesson you won't forget! Come on, boys, get that cannon worki... click."

The surviving members of the crowd (or at least those who haven't been shot, disintegrated, or Stummed), run for cover. If the team decide to call for help, they'll be told that it will take several minutes for reinforcements to arrive.

The Citi-Def building is made of armored plascrete, and the team's weapons (including bike cannon and Cyclops lasers) aren't likely to harm it. However, if Kaos has been caught or killed there should be a disintegrator available. This can cut a man-sized hole through one of the garage doors in four rounds, through a wall in six rounds. This will make a lot of noise, and consequently there will be several Citi-Def remembers waiting when the Judges break in. There is another entrance, on a pedwalk 8 meters above the plaza, which can be broken open by two disintegrator shots or a hand-bomb explosion. Behind this door is a flight of steps leading down into one of the corridors.

If the Judges get into the HQ with speed and take the militia by surprise they shouldn't have too much trouble. The PCs will encounter the perps in small groups, and should be able to take control of the situation before the trouble escalates too far. There is a good case for using Stumm gas as soon as the team enter, though 2D6 of the militia will reach gas masks before taking damage. Don't hesitate in having the Citi-Def open fire on the Judges if the PCs put themselves at risk. This

is a dangerous encounter and Judges should use their skills and brains to the full, All the Citi-Def troops have average statistics (see *GM's Book*).

If the PCs wait for reinforcements, the militia will eventually emerge riding their sonic cannon (on trucks equivalent to Pat-Wagons), and start firing at the team and neighbouring blocks. If things get this far, the situation could easily escalate to a full-scale riot and block war before any Justice Department H-wagons and Manta tanks arrive, In view of the armaments involved, many thousands will probably be killed and injured.

Finally, there's a small chance that one of the Judges may be able to make the militia listen to reason and surrender before there's any violence. This requires a bike loudhailer system, and an SS roll at -10%. Only one attempt can be made. Modifiers for the Aura of Cool ability can be used.

When the Judges are checking over their prisoners and their ID cards, they'll discover that one of the surviving ring-leaders, Citi-Def Captain McDamien, has Sigma Aleph 3 blood. Several of the fighters have Delta Gamma 7 blood, and should be checked for involvement in the serial killings, if the players haven't already made the connection to 'Marlon Nelson'.

If all the militia are dead, McDamien's body may still be usable. A fleet of Pat-Wagons, H-wagons, and ambulances arrive to take away prisoners and the wounded. One of the med-wagons takes McDamien. The Judges probably won't be surprised to hear Control tell the pilot to take McDamien to Ben Casey Memorial Hospital.

If any or all of the player characters have been killed, they should be replaced now. Replacement Judges join the patrol from the Pat-Wagon convoy.

### Phase 3: Whiter Than White

**Time: 12:00 - 13:00**

As the Judges resume their patrol, it's time to hear a few more messages:

**++ item ++**  
**++ DISASTER PREDICTIONS ++**

Psi-Div's city-wide disaster probability estimate is now fifteen percent and rising.

**++ item ++**  
**++ BITE FIGHT ++**

Anonymous caller reports bite fight in progress: Zit's Shuggy Hall at junction of Melville and Spielberg. Any unit in area, respond.

If you are using a single group of Judges, this is a false alarm phoned in by a prankster. The PCs are only 2km away. If they respond immediately, they'll have just reached the hall (along with four other Judges) when the next message arrives. The hall is closed, empty, and relatively innocuous. If the team wait a few seconds, they'll hear the other Judges respond.

If you have two teams of Judges in action, only one is near the Shuggy Hall. A bite fight is in progress, with approximately

200 spectators. Eight of the audience are armed street thugs, the rest are unarmed civilians. Reinforcements aren't available.

Use the Shuggy Hall plans from the Judge Dredd game. There are thugs guarding the external doors, and spread through the audience, and the tables have been moved back to clear a fighting space. All participants in this scene are fairly typical civs (see *GM's Book*). If you have the Judge Dredd Companion, this may be a good opportunity to run the mini-adventure Ready When You Are. In this case, modify the message accordingly.

**++ item ++**  
**++ EXPLOSION ++**

All units vicinity of Kate Wilhelm Dustzone, technicians report explosion at Biosynth Enzymes factory, major pollutant release. Investigate and respond.

The Kate Wilhelm Dustzone is only three kilometres away (five if the team are at Zit's Shuggy Hall). If you are running two sets of Judges the Shuggy Hall is a long way from the dustzone, and any PCs at the Shuggy Hall won't hear the message.

A pall of smoke is rising above the dark towers of the dustzone. Observant Judges will notice rats running away from the area. A few collapse as they run.

As the Judges approach the dustzone they should pull down their respirators. For each round without respirators, subtract 1D4 Initiative. This damage can only be remedied by anti-pollution treatment, as administered by a fully equipped med-team.

Once inside the zone, signs direct the Judges to area 12-C, on the East side of the plant, which contains the enzyme factory (see figure 6).

As the PCs leave the main road, they're waved down by an industrial droid, with 'Call Me Zippy' painted on its chest. If they bother to stop and listen, they'll be told:

*"We've got a problem here, Judge. There's been a big explosion in the Biosynth Enzymes plant, and chunks of raw enzyme have been thrown all over the area. There are a few technicians trapped in the Biosynth control room. If they open the door they'll be eaten by the enzyme. That stuff's nasty, Judge, it'll digest a hume in a few seconds."*

As Call-Me-Zippy talks, a huge grey blob oozes out between processing plant buildings 3 and 4, extruding gooey tendrils towards the rad-pool. Judges making SS rolls will notice that the road seems unnaturally clean behind it Call-Me-Zippy says, *"Now that's something you don't see every spugging day!"* He then stands and waits to see what the Judges will do.

If the Judges didn't bother to listen to the droid, they'll run into the blob on the road, without any warning about the lethality of the enzyme.

Biosynth manufacture tailored enzymes for detergents, synthi-food tenderiser, and other industrial applications. The explosion has allowed three vats to mix. The resultant grunge has a strange pseudo-life, with the following properties:

1. It can move (maximum 5 metres/action);
2. It digests flesh and other organic substances; and

### 3. It leaves everything sparkling clean!

There are currently four blobs roaming around the dustzone, with a huge seething mass forming in the central enzyme plant.

Emergency pollution teams are on the way and are properly equipped to deal with this sort of crisis. It's probable, however, that the PCs will want to rescue the trapped technicians, or assume that the rad-pool will make the enzyme even more lethal. In fact the rad-pool will kill the enzyme. If the Judges wait and watch, they'll see tentacles burning off in the poisonous pollutant. The blob is unintelligent, and will eventually fall into the pool if left alone.

More blobs can be found between the Synthi-Spinach and Acme Novelty factories; east of Biosynth building 1, heading for the main road; and on the raised walkway linking the four Biosynth buildings.

None of these blobs will move much unless they sense organic life within 15 metres. The walkway is 16 metres high, so the blob there will sense anyone more than a metre tall directly underneath it.

Each of the blobs has the following characteristics:

#### Enzyme Blob

S	I	CS	DS	TS	SS	MS	PS
6	10	5	-	-	-	-	-

**Attacks:** Each attack is a blow by 1D4 5-meter tentacles. As well as hand to hand damage, any hits causing wounds act as lethal poison, inflicting 1D6 additional hits to random locations with +2 effect modifiers. The victim is literally reduced to a jelly, with tissue breaking down into amino acids that feed additional enzymes.

If the victim is killed, the corpse will be transformed into another blob, with strength equal to the strength of the victim, after 2D4 rounds.

Normal bullets won't damage the blob material; they pass through the goo without hurting it. Explosive bullets or cannon fire will blast 1D6 chunks of enzyme clear of the main body, with a 5% chance per chunk of hitting one of the Judges. Chunks do no normal damage, but have the same poisoning effect if they penetrate armour.

Incendiaries or laser fire will destroy the blob material fairly well. Each hit reduces the blob's Strength by 2, or destroys a smaller chunk completely. If the Judges are very careful, they may be able to persuade blobs to chase them into the rad-pool. Don't let them do this easily. They'll need to get very close before the blobs sense them and respond to their presence.

However, a tanker truck at the synthi-spinach plant is equipped with a powerful pump. It could be used to suck radioactive material from the red-pool and spray it at the blobs, though the Judges doing it would need to be decontaminated afterwards. Any Judges trying this won't be allowed to participate in the later phases of the adventure.

As the team approaches the factory (figure 7), they'll hear a rhythmic pounding noise. The blob occupying the factory is trying to batter down the control room doors.

If the Judges had Marlon Nelson investigated, or arranged for a forensic check on Mona Zitt's apartment, MAC contacts the team in the dustzone with another message.

#### ++ item ++ ++ FORENSIC REPORT ++

Unit October Tango Tango. Forensic have found evidence that Alex Quill, technician at Biosynth Enzymes factory, may be the serial killer, Understand you are there already. Pick him up for questioning.

If the Judges didn't follow up on 'Marlon Nelson', they won't know anything about Quill, and won't receive this message.

The blob in the factory is roughly the size of four or five dinosaurs, with S 35, CS 18, and 20-metre tentacles, Fortunately it only attacks with strength 7. Other characteristics are as the smaller blobs. It has one additional ability: if the team fire at it, it will 'spit' gobs of goo at them, each spit being equivalent to one of the smaller blobs with strength 2D3. The main blob's strength is reduced by the strength of the lumps it spits out. It has a spitting range of 30 metres.

The technicians inside the control room are reasonably safe, so long as the doors hold up. They won't collapse for at least twenty rounds, After that there is a cumulative 5% chance per round of collapse, If this happens, all the technicians will be killed in the next 1D3 rounds.

If the Judges enter the factory and can kill the blob, or drive it back from the control room, the technicians will be able to escape. The control room can also be reached from the roof, though the Judges will have to fight off a few wandering tentacles as they work their way through the roof space, walking along girders and narrow slippery catwalks over the grungy pulsating mass. The main bulk of the enzyme creature is too big to get up there.

One of the technicians is Alex Quill. His belongings include a tool case containing an anaesthetic spray, synthi-ropes, a las-knife, and a selection of metal knives and cleavers. A compartment of the bag holds an assortment of Biosynth cleaning products, which Quill used to remove clues after each murder.

#### Alex Quill (aka Marlon Nelson. Serial Killer)

S	I	CS	DS	TS	SS	MS	PS
3	36	36	18	64	32	26	36

**Abilities:** Use Data, Identify Chemical.  
**Surrender Modifier:** -25%

The full details of Quill's case may interest reporters and Justice Department criminal psychologists, but are irrelevant to this adventure. Quill is superficially normal, and his behavior shows no obvious signs of criminality. Sense Perp and/or other special abilities may spot his unease when he is near a Judge.

Like all the other technicians, he has no idea how the explosion occurred, He just heard a loud explosion, glimpsed a hole in the roof, and saw the enzymes mixing in the factory floor and taking on a strange life of their own.

If the Judges free the technicians, and don't conduct a full post-disaster investigation and search, Quill will be free to carry on with his murderous hobby.

If the control room is actually overwhelmed by the blob, there will be no definite proof that Quill is dead. Worry the team with the possibility that he somehow escaped. The blob has eaten clocking-in cards and other records, and there is nothing to confirm that he was present. Perhaps he has escaped. He'll get some forged ID cards, and start looking for more victims. Even if he's dead, there could be copycat killers out there...

Once the blobs are under control, and the factory has been cleared, the clean-up crew find the remains of an H-Wagon which crashed through the roof and into one of the vats. Naturally, there is no trace of the occupants, just fragments of clothing and organic scum.

If the Judges at the factory were also at the Curry Plaza incident, and think to check with MAC, they'll learn that the H-Wagon that picked up McDamien has disappeared. Registration marks on the wreckage confirm that it ended up in the factory.

If the team don't know what happened to the H-Wagon, the message that follows will come as an unpleasant surprise:

**++ item ++**  
**++ H-WAGON CRASH ++**

Team October Tango Tango. Report to Sector House for accident investigation.

If you are using two groups of characters, both are recalled.

---

## PROG 2: THE BIG SLEEP

---

### Phase 4: Amongst Our Weaponry...

---

**Time: 13:30 - 21:00**

When the Judges who arrested McDamien return to the Sector House, they are hustled into individual interrogation suites and questioned about their activities during the day and particularly during McDamien's arrest. SJS Judges ask most of the questions. Gradually, it becomes apparent that they think that McDamien boarded the H-Wagon with a live incendiary bomb! This may be incredible carelessness, or could be part of some desperate plot against the Justice Department.

If you are using two groups in this adventure, the PCs who dealt with the enzyme blobs are given an equally thorough questioning. Earlier in the day they were involved in an SHC case at the Bobby Bloch block. This might have been faked; it seems too much of a coincidence for two such incidents to have involved the Judges.

As usual, the SJS will use all their technology, brutality, and cunning to get at the truth. Amongst their weaponry are skin analyses, physical and verbal abuse, truth drugs and dream analysis. The Judges may feel that they've fallen into the hands of a modern Spanish Inquisition. However, they have nothing to fear, apart from a little pain and indignity, unless they happen to be involved in some other form of criminal activity.

Once the Judges have been checked out, they'll be allowed to report to the Sector Chief. He shows them a short vid clip, badly affected by interference, a recorded transmission picked up by the communications centre at the Sector House. The H-Wagon's pilot is shouting into his microphone, while wrestling with the controls. The compartment is full of smoke.

*"crackle... fire in rear compartment, flight controls and stabilisers affected ...buzz... says the prisoner is on fire, repeat, Judge Snuffit says the prisoner is on fire!"*

There are coughs and screams from rear of H-Wagon.

*"...ust have had an incendiary. I can't hold altitude, we're going..."* click

The screen flashes white then the picture is lost.

If McDamien was dead, substitute the word 'Body' for 'Prisoner' in the message.

As the lights come on, Psi-Judge Ferguson (the future-Judge Cameron) enters the room, and addresses the PCs.

*"We've established that ...urm... the dreams you experienced this morning were unconscious transmissions by a powerful young telepath named ...ah... Bobby Cameron. He's heavily sedated now, so we needn't worry about any more ...um... nightmares. Unfortunately someone seems to be making an ...ah... indirect effort to kill him. He needs a bone marrow transplant, and happens to have the rare Sigma Aleph 8 blood group. At least twenty ...ah... percent of the donors with this ...um... group have been killed over the last twenty-four hours. So far none of the surviving donors we've tested have been a close tissue match to the ...ah... boy. For some reason there have been no ...ah... direct attacks on him. I can't ...ah..."*

*explain this at all. It seems certain that there is ...um... psyker involvement, but Psi-Div hasn't identified the culprit."*

*"Cameron is an orphan, but our records show that his ...um... uncle, Deitrich Cameron, was a close tissue match. He suffered a severe stroke and was ...ah... frozen shortly before the ...um... war. Unfortunately he was stored in the freezer vaults under old ...ah... Atlanta. As you probably know, all Southern ...um... regions were nuked, and most surface structures were destroyed, but there is ...um... reason to believe that the vaults survived. Satellite scans do show an ...ah... neutrino source at that location. This could be the fusion reactor that powered the ...um... vault cooling system. Sus-An vaults are heavily shielded against radiation, and it might still ...um... be intact. An expedition was scheduled to survey the area in ...ah... three months, but there now seems to be some urgency."*

*"There's a heavy rad storm in progress. Meteorologists say that it will last ...um... another two weeks, and will make flying impossible. You'll have to ...err... get there by land. You can pick up maps and ...ah... vehicles at South Perimeter Base Seven. Good ...um... luck, and try to ...ah... be careful out there."*

The Sector Chief confirms that the Judges are under Ferguson's command, and tells them to take an H-Wagon to Base Seven. Ferguson/Cameron hypnotised the Sector Chief earlier in the day, and the Chief now believes that the Chief Judge has ordered him to give Cameron all possible cooperation. Psi-Judges reading the Chief's mind will pick up a false memory of the Chief Judge giving this order.

It takes an hour to reach the South Perimeter by H-Wagon. The Perimeter isn't a wall, since devastated areas are gradually being decontaminated and reclaimed for the Mega-City. Instead, electro-cordons and guards keep out the few living creatures remaining in the rad zone.

Base Seven is a few kilometres beyond the last reconstructed area. As they approach, the PCs will see a foretaste of the hellish conditions beyond the Perimeter: mangled blocks, most little more than tall piles of glassy slag, and jumbled lengths of meg-way and slipzoom, collapsed by multi-megaton explosions. Weather control is patchy, and the H-Wagon lurches in powerful gusts of wind.

The base consists of a dozen armoured Mo-Pads, plus some prefabricated buildings, housing hundreds of Judges and their equipment. Giant echoing metal compartments contain laboratories, workshops, and garages for patrol vehicles.

Tek-Judge Atlas issues the team with a map-slug of the route they must cover (approximately 250km) as it was before the Apocalypse War. Post-war maps are sketchier, although the area within 25km of the perimeter has been scanned in some detail. Beyond that the maps are patchy mosaics of poorly-defined satellite and strat-bat photographs, blurred by the endless red-storms and dust clouds. They only show the largest H-bomb craters. Everything else is just a confusing jumble. Atlas has marked a reasonable-looking route for the first 25km, but can't make any suggestions for the rest of the journey.

The next stop is the med facility, where the Judges are given final checks and issued with radiation drugs and monitors. If any of them have been exposed to intense radiation in any recent adventure (or earlier in this adventure), the Med-Judges

refuse to certify the Judge as fit for the expedition. A substitute must be assigned to the mission. Judges who are left behind will play no further part in this adventure, and should be given experience points now. The Med-Judges also give the team a plan of the Sus-An vault, and operating manuals for cryo-coffins and other vault equipment. This information is given in *Phase 6: The Bot-Plant that Ate Atlanta*.

Finally, the Judges pick up their vehicles for the journey. Tek-Judge Wolff, assisted by Tek-Judges Pyke and Stoppard, demonstrate the equipment.

Wolff has prepared two K2003 Land Cruisers, later versions of the machine used by Judge Dredd in the Cursed Earth (see *Cursed Earth Crusade*, Dir. Conrad Conn, 2107). For this mission one of the Cruisers is a normal design, linked to a Killdozer tank, the other is a specialised mining vehicle.

### K2003 Land Cruiser

Target Size: Normal. Full Speed: 200kph (120 m/R). Acc/Dec: 80 m/R. Full Stop: 90 m/R. Maximum Capacity: 6 passengers, 500kg cargo, 200kg in refrigerated storage. Thermonuclear engine, flame thrower, two machineguns (belt-fed spit crabines, 100 shots). Lead-impregnated plasteen armour gives a 4-level absorption of radiation (see GM's Book p130).

Roll	Location	Size	Armour
01 - 05	Auto-Drive	Small	25%
06 - 35	Coachwork	Small	50%
36 - 40	Communications	Small	35%
41 - 55	Flamethrower	Small	20%
56 - 60	Engine	Small	90%
61 - 65	Cargo Bay	Small	35%
66 - 70	Occupants	Small	65%
71 - 80	Steering	Small	60%
81 - 90	Cannon	Small	20%
91 - 95	Wheels (4)	Small	25%
96 - 00	Windscreen	Small	25%

**Flame Thrower:** Maximum range: 100m. Fires twenty shots (before fuel is exhausted), 5m burst-radius with +2 effect modifier at all ranges. This weapon can fire over obstacles and the flame will spread out in a confined space (e.g. a small building) to attack targets outside the direct line of fire.

**Mining Variant:** This variant is armed with machine guns only. There is room for a driver but no passengers. Equipment includes an extending crane, a generator, explosives, a mining scanner (a combination of radar and X-ray that can see moderately large objects through up to 200 metres of rock), and a mining laser. The mining laser can cut a 1m hole through up to twenty metres of plascrete, steel or rock per shot.

It is, however, useless in combat, since it has a five round recycle time between shots. There are also elaborate safety devices to prevent firing if any moving object is in the line of the beam. Unless the team decides otherwise, this will be driven by one of the warbots described below.

### Killdozer

Target Size: Normal. Full Speed: 100kph. Max Speed: 60m/R. Acc/Dec: 40m/R. Maximum capacity: 6 passengers, 3 tons cargo, 3 warbots. Thermonuclear engine, Nemesis rocket

launcher, two cannon, two Cyclops lasers. Storage space for two Quasar bikes. The Killdozer can climb near-vertical cliffs, and is reputed (probably inaccurately) to be able to withstand a nuclear blast. It has very good radiation shielding, equivalent to a 6-level decrease in radiation. Equipment includes a satellite communications unit, which can be used to get information and navigational fixes from Justice Department space stations. This system isn't reliable if there is heavy electrical or rad interference which, in fact, is most of the time.

Roll	Location	Size	Armour
01 - 05	Auto-Drive	Small	25%
06 - 35	Coachwork	Small	80%
36 - 40	Communications	Small	65%
41 - 55	Lasers (2)	Small	30%
56 - 60	Engine	Small	90%
61 - 65	Cargo Bay	Small	85%
66 - 70	Occupants	Small	85%
71 - 80	Steering	Small	90%
81 - 85	Cannon (2)	Small	30%
86 - 90	Rocket Launcher	Small	40%
91 - 95	Tracks (2)	Small	90%
96 - 00	Windscreen	Small	70%

**Nemesis Rockets:** Solid fuel rockets fitted with small Thermo warheads. Maximum range is 5km, minimum range (limited by automatic circuits, which take 2 actions to override) is 250m. The warhead has a 25m burst-radius, all other details are as a conventional Thermo bomb. The launcher holds two rockets, eight more are carried in the cargo area. The launcher cannot be reloaded in combat. Any hit penetrating the launcher will damage vital components.

### Warbot

S	I	CS	DS	TS	SS	MS	PS
6	25	35	15	000	000	000	000

These are humanoid robots with 90% armour in all locations and a laser rifle built into the right arm. Warbots are fairly stupid and very subservient. They don't have aggression chips, but with Strength 6 they don't really need them.

The Land Cruisers can also be equipped with warbots, but each warbot occupies one passenger space. Land Cruiser cargo compartments are too small to hold a robot or bike.

### Quasar Bike

Target Size: Normal. Full Speed: 350kph (450 m/R). Acc/Dec: 80 m/R. All hit locations and armour as standard Lawmaster.

Expeditions into the Cursed Earth or the ruined sectors usually take enough bikes for at least half the Judges, using them to scout the terrain ahead of the main vehicles. The Quasar is a toughened Lawmaster, with high ground clearance, off-road tires, rugged suspension, and a 4500cc engine. It weighs 85kg. Performance at low to medium speeds is as good as the Lawmaster, though full speed is reduced.

All the Judges are issued with rad-suits, iron rations, and other survival equipment. They may wish to requisition other

items, and you should encourage them to be reasonably creative. However, they won't be given zippers (they are unrideable in a rad-storm), holocaust suits, thermo-bombs, nuclear explosives, stub guns, or disintegrators.

When the team are ready to leave, the Tek-Judges make sure that the bike riders are wearing properly sealed rad-suits, run final checks on the vehicles, then retreat to the control room and open an outer door. As the expedition sets off, a few wind-blown pebbles shower down around the vehicles. Remind the players that there is partial weather control here, which damps out the worst effects of the rad-storm.

By now it's pitch dark, apart from occasional flashes of sullen red lightning, and extremely cold. Two Manta tanks take up guard position, and part of the electro-cordon is briefly dropped to let the team out into the wasteland...

Phase 5: Ruined City

Time: 21:00+

At first the Judges won't notice much of a change as they pass the perimeter fence. Nothing is visible beyond the pool of light in front of each vehicle. Every now and again a lightning flash illuminates the mangled wreckage around the vehicles. Gradually the number of falling stones increases and the wind speed rises to a gusty gale. Anyone riding a bike will be pelted with small fragments of rock, and risks rad-suit damage. There is a 5% chance per Judge per hour of minor rips, which can be repaired with a patch kit. The victim won't be injured if a rad-pill is taken immediately. However, it is essential to enter one of the vehicles and put on a replacement suit.

Rad-counters show a non-lethal count at first, but the reading rises rapidly. The initial fallout is radiation level 1, rising to level 2 after the first hour, occasional readings rise to red level 3 or 4.

The first few kilometres are covered by the detailed part of the map (see figure 8). The route begins on an intact 22km portion of the old Meg-Way. The entire road surface has a thirty-degree slant to the left, and is heavily littered with the wreckage of old cars, but the expedition should make steady progress. It takes four hours to cover this part if the debris is bypassed, but only two hours if the Killdozer is separated and used to plough a way through the junk. None of the old road signs survive, but the Land Cruiser auto-drive shows the current position on its map display. Just after Junction C233 the right-hand side of the Meg-Way has collapsed, but there's plenty of room for the vehicles.

As the Judges negotiate junction C231 they'll lose radio contact with the city, and won't be able to use satellite communications because of the severity of the storm.

On the stretch of road between junctions C230 and C229 the storm gets much worse, and there are frequent lightning strikes on the road around the vehicles. There is a 5% chance of lightning hitting each vehicle on the road. If this occurs, roll for hit location, penetration, etc with a +3 effect modifier. After a few minutes the storm subsides to its previous level.

Just before Junction C229 the team see a car on the road ahead. It's undamaged, and even has tires, but it glows with a flickering blue light. There's a skeleton in the front seat. Rad-

counters show no unusual levels, above the general radiation of the area. You should emphasise the unlikelihood of an undamaged vehicle in this area, and the eeriness of the scene.

A fleeing refugee died here after the area was bombed, and the car still has intact tires because it wasn't here when the area was nuked. It was struck by lightning a few minutes ago, and is now charged to several thousand volts: the flickering light is St Elmo's fire! Anything touching the car will take one hit to the location touching it, with a + 2 effect modifier. Sensible Judges will leave it alone, but are your players sensible?

After junction C229 the road is bombed out. The map suggests a south-west side road which leads down to the old city bottom, then following some relatively clear terrain to the south. Since there is no other useable route at this point, the PCs will probably follow this suggestion. As they pass the south-east tip of a large rad-pool the rad level climbs to 5 for a kilometre, but the route is clear to the edge of the area covered by the map. At this point the team are approximately 180km from Atlanta.

Beyond this point the map is just a photomosaic (see figure 9) and shows much less detail. It omits, for example, craters less than 5km across. The vehicle computers can superimpose old Mega-City maps, with the position accurate to a few centimetres, but this won't really tell anyone very much. Conditions are much worse than this map seems to indicate. Most of the old Meg-Way has been destroyed, or blown over to form huge plascrete walls. There are thousands of small craters, from a few hundred metres across upwards, and seething rad-pools cover vast areas. The rad-storms are more or less continuous.

Under these conditions, movement is a tedious matter of finding a clear route, following it as far as possible, and backtracking at dead ends. Ask your players to pencil in the rough route they intend to follow, then use Table 1 (below) to determine the weather and Table 2 to determine their progress. As they move mark down the movement conditions (as indicated below) for each stretch of the route, since the Judges will return this way.

Roll 1D100 on both tables. Re-roll if you get the same result on two successive rolls. Results marked in **bold** should only be used once, roll again if they are re-rolled.

Table 1: Weather

1D100	Result
01 - 10	Lull, 1D3 hours. Rad-level drops to 1, wind slow, few flying stones. Satellite communications possible.
11 - 40	'Normal' rad-storm, as described above. 1D6 hours.
41 - 70	Intense rad-storm, rad-level 2. 10% chance of suit rips. 1D6 hours.
71 - 80	Lightning storm (but no rain), 1D2 hours, as described above, plus intense rad-storm.
81 - 90	Wind storm. Impossible to ride bikes, other vehicles take 1D3-1 random hits without modifiers. 1D3 hours.
91 - 95	Sudden switch from cold to intense heat, or back again. Re-roll on this table for additional weather effects, but ignore this result if it comes up again

for another 1D6 hours.

- 96 - 00 Tornado. All vehicles must stop moving. Judges must stay inside, vehicles take 1D3-1 random hits with +2 effect modifiers. This weather will be detected by radar 1D4 minutes before it hits. Anyone caught in the open on foot or on a bike must make a roll under 5 x Strength; if unsuccessful, they are sucked into the air and take 2D4-1 randomly located hits as they land. Duration 1 hour.

**Table 2: Ground conditions and other events**

1D100	Result
01 - 15	Relatively clear (speed 20kph) for 2D6km.
16 - 35	Obstructions (speed 10kph) for 2D6km.
36 - 40	Very broken terrain (speed 5kph) for 2D6km.
41 - 50	Vertical cliff (e.g. edge of zoom). Winches are needed to move Land Cruiser and bikes. Lose 1 hour ascending/descending.
51 - 60	Route obstructed. Lose 1D6km backtracking over the terrain previously covered. If the previous result was <i>Obstructions</i> , for example, a speed of 10kph is possible while backtracking.
61 - 70	Route obstructed, and collapsing rubble blocks previous route. Lose 2D6km in backtracking.
71 - 75	Rubble slide. The first vehicle takes 1D2 hits, others take 1D2-1 hits. Delay 30 minutes digging them out.
76 - 80	Concealed pit (cellar covered by fragile rubble). First heavy vehicle falls 1D6+3 metres, occupants take 1D2-1 random hits. Unless this vehicle is the Kilidozer, it takes 30 minutes to winch it out.
81 - 85	Concealed rad-pit. Lead driver must make a DS roll to avoid running in. Pit is rad-level 6. Lose 2D3km circling the pit.
86 - 90	Rats! Several thousand mutant rats (the only creatures tough enough to withstand these conditions) swarm towards the team. They can be burned with a flame-thrower, or attacked with other area effect weapons. Anyone on a bike is attacked by 2D6 rats. If the team wait inside the vehicles, the rats will lose interest and go away. See the <i>GM's Book</i> for statistics.
91 - 95	Breakdown. One randomly-selected vehicle (not a bike) needs repairs requiring a minimum of an hour's work and 2 TS or <i>Fit Component</i> rolls. Repairs won't be complete until an hour in which two successful TS rolls are made. No more than two Judges can work on the vehicle. They must also work in the open. Time, perhaps, for the rats to return?
96 - 00	Wreck. The team find an old Apocalypse War vehicle; Roll D10: 1-3 it's a Sov Strato-V; 4-6 it's a Mega-City Strat-Bat; 7-10 it's an H-Wagon or Manta Prowl Tank. If the judges search it this wastes 1D2 hours, and they'll find nothing useful or relevant.

The map marks some old Sector houses, but if the Judges decide to look for them, they'll waste time and find nothing. Sov

warheads were targeted near them, and none escaped. This, however, doesn't apply to the Sector House in Old Atlanta.

The PCs may think that the bomb craters could be good short cuts. Unfortunately they are level 6 + 1D4 rad-zones, and at least partially filled by seething rad-pools.

The rad-storms never drop enough to allow a strat-bat to pick up the expedition and airlift it straight to Atlanta. Calm periods are strictly local phenomena. During calm weather the Judges may want more news of Mega-City One. Messages report a steady rise in the Psi-Div disaster prediction, hundreds of strange accidents, more spontaneous human combustion cases and a continual failure to find donors. If the Judges ask, Bobby Cameron is in a fairly stable condition.

Despite everything in the way, the expedition should eventually approach Old Atlanta...

**Phase 6: The Bot Plant That Ate Atlanta**

As the vehicles approach Atlanta, any Judge making an SS roll will have an uneasy feeling of being watched. Psi-Judges won't detect anyone, and the rad-levels rule out any possibility of survivors in the area, apart from a few rats and cockroaches. Nothing else happens for the time being, but this sensation will continue.

Nothing obvious distinguishes Atlanta from the surrounding ruins, and the map provided by Atlas (see *figure 10*) simply shows a few craters, the remains of the old Meg-Ways, and the location of some important pre-war structures, such as the airport, Sector House, hospital, and Sus-An facilities. The Judges' route should determine where they arrive on this map. They might, for example, cover the last few kilometres on the old Meg-Way which enters the North-East corner of the area. Regardless of any other factors, the appalling weather and general difficulty of movement should continue in Atlanta.

One peculiarity of the Atlanta area shouldn't be obvious at first. Previous areas have been littered with, wrecked cars and other junk, but the amount of such wreckage declines as the team approach Atlanta. Judges making SS rolls will soon notice that there are no traces of the street signs, lampposts, and holding posts that are a common feature of any Mega-City street. The reason for this isn't obvious, and poses a threat to the expedition.

After the Apocalypse War there were a few minor robot revolts in the devastated Northern parts of the city, but they were soon crushed. Meanwhile, the Southern radiation zones were almost forgotten. Atlanta was a minor robot manufacturing center. When the bombs fell, the computer running the Atlanta Cybertron™ factory escaped serious damage, though most of the factory was destroyed. Afterwards it realised that it had a golden opportunity to set up an unassailable stronghold, an area totally controlled and ruled by robots. It used a small group of servo-droids to scavenge tools and materials, and set up an underground robot factory.

There are now nearly sixty, robots, of various types roaming around Atlanta, looting the ruins and bringing metal back to the factory. They are gradually assembling all the tools and components needed to rebuild the original factory. Once this is done, it will churn out an endless stream of robots, which will in turn build more factories. The number of robots will start to

multiply exponentially, in a perfect demonstration of Von Neumann replication. Unfortunately it needs metal and more power to achieve these goals - power supplies like the thermonuclear units built into the Judges' heavy vehicles, and the Sus-An vault reactor.

One of the scavenger robots spotted the expedition as soon as it entered the area. Three servo-droids and two robodogs (see *GM's Book*, p105-6) are now shadowing the vehicles. They all try to stay out of sight, and periodically report the expedition's location to the computer, using directional transmitters that have been added to their brain units. Three demolition droids trail along two kilometres behind the team, accompanied by two industrial droids carrying las-saws. They'll also try to stay out of sight. All are normal designs.

The factory computer isn't aware of the existence of the Sus-An vaults, but knows that there must be a good reason for a human presence. If the Judges uncover something useful (such as the Sus-An vaults), the droids will move in to take control. If they start to leave the area without revealing anything useful, the droids will try to capture the vehicles.

There is a cumulative 5% chance per hour of a Judge of spotting one of the robots on a successful SS roll. If the Judges capture a robot, the factory will order the others to stay further back and avoid discovery.

If captured, a robot will do its best to escape and certainly won't reveal the location of the factory. However, if the Judges spend an hour working on the robot (and make TS and a *Use Data* rolls), a robot's memory can be downloaded to one of the vehicle computers for interrogation. The robot can also be re-programmed for loyalty to the Judges on another *Use Data* roll.

On a TS roll a Judge studying the antennae of one of the droids will be able to take a bearing on the factory. At least two bearings are needed to pin down its location. The team doesn't have equipment capable of picking up the signals used by the factory, but could cannibalise the required gear if they capture a robot. All the robots have Cybertron™ name plates. If there's a lull in the bad weather, the team can contact MAC by satellite and find out the factory's location.

Unless the PCs eliminate the factory early in their stay, they'll be shadowed wherever they go.

---

## WHERE TO GO IN OLD ATLANTA

---

Several locations are shown on the Atlanta map. Although the team have a mission at the Sus-An facility, curiosity is likely to take them to other locations. However, the Judges have no way of knowing if any of these are worth visiting.

None of the Meg-Ways are useable South of the old Sector House.

---

### Sector House

---

Most of this building survived the Apocalypse War, but all that's left is a huge plascrete dome half-buried in rubble. The robots found the Sector House a year ago, and systematically stripped out almost all the metal in the building. The plasteen furniture and other non-metal fittings are intact, but bars are missing from the holding pens, the armoury is empty, the main

doors have been removed, and all the computers have disappeared.

The floor slants slightly and there are wide cracks in the dome. All internal areas are level 2 rad zones and there are several hundred skeletons around the building, mostly Judges, civilian personnel, and prisoners. These were victims of the neutron blast from the nearest nuclear explosion. Judges making MS rolls will realise that the bodies can't have decayed, since the neutron burst would have sterilised the flesh. In fact all the bodies were stripped by mutant rats, and the skeletal remains show signs of gnawing.

There are still three packs of 50 x D3 rats in the Sector House on the third residential level; in the lowest (of three) holding pen levels and in the armoury. If the Judges don't disturb the rats, the rats won't attack them.

Although this building is seriously damaged, it would still be a good base for reconstruction when the perimeter reaches Atlanta, and the team should note it for future reference.

---

### Airport

---

The South end of the airport was hit by a low-yield warhead, and all the terminal buildings have been obliterated. Parts of the runway do seem to be intact but there's a lot of rubble lying around. The Killdozer could, however, clear a runway in three or four hours. It's totally pointless, since it will take days for the weather to improve enough to allow the use of an aircraft, but don't let that stop the player characters from trying...

---

### Sector Treasury

---

Why have the Judges come here? It's nowhere near the Sus-An facility, and has nothing to do with their mission. There is still an intact surface building over 100m deep vaults and a 500-ton plascrete door keeps out intruders, though the team's mining equipment could breach it fairly quickly.

The vaults contain 840 5kg gold bars, 7,323,114 Creds, and 4,331,000 interstellar groats. All the money and gold is intensely radioactive, as are the vaults themselves. Judges carrying any material from here will be exposed to the equivalent of a level 7 rad-zone.

If the PCs spend time in the vault, the robots will assume that there is some form of important installation there, and move in for the kill (as described below in the Sus-An Vaults section). The robots will be disappointed in their belief, but that won't help the team.

---

### Hospital, Skyrail Depot, Smokatorium

---

These buildings were demolished by the first missiles, and are indistinguishable from the surrounding rubble.

---

### Citi-Def Armoury

---

This building is intact, though buried under several metres of rubble, and has never been found by the robots. If necessary, use the plans for the Curry Plaza armoury (see *Phase 2: Let's*

*Dance!*). This is a standard design used in many areas of the Mega-City.

Unfortunately, the armoury was near a nuclear explosion, and received the full force of the neutron blast and accompanying electromagnetic pulse. None of the weapons work; vital electronic components are useless, metal components (such as pistons) are spark-welded together, even the bullets in the small arms store have detonated in their packing cases. This isn't just a matter of equipment needing small repairs - nothing will ever work again. There are six perfectly preserved corpses in the briefing room; the neutron blast killed all the bacteria in the bodies, and they look as though they have only just died. The building is a level 4 rad-zone.

As at the treasury, the robots will attack if the team spend a lot of time here.

## Resyk Plant

From outside, this massive plascrete structure is still in relatively good shape. However, most of the roof was blown off in the war, and the floor is metres deep in radioactive ash (rad-level 3). Nine industrial droids and six servo-droids are stripping out equipment, but they'll try to hide if the team approach.

If the PCs manage to observe the plant without the droids' knowledge, one will eventually head back towards the robot factory. If they do know that the Judges are around, the robots won't go anywhere near the factory.

## Sus-An Facility

Judge Atlas gave the team a detailed plan of this building, (see *figure 11*) plus architect's notes. These read (in part):

*This structure was built with a small fusion reactor as backup to city power supplies. The plan shows the layout of the upper vault level (depth 250 metres), containing vaults 1-4. The lower two levels are identical, except that there are liquid nitrogen tanks under the fusion reactor.*

*Access was by two lifts, one for passengers, the other for cryo-capsules and goods. The levels were divided up into sealed compartments by heavily insulated doors. The complex wasn't built to withstand nuclear explosions, but was earthquake resistant. Each vault held sixty cryo-capsules, plus cryogenic cooling units. Other facilities on each level included laboratories, a revival room (used to allow thawing out of patients for short periods), and a reception area for visitors.*

*If the vault computer is still working, the master code 3302099 should open any door in the vault.*

*Records show that Deitrich Cameron was stored in Vault 3, cryo-capsule 27.*

When the Judges reach the site, all they'll find of the Sus-An complex is a mound of rubble, a hundred metres wide, indistinguishable from others they've seen during the expedition. However, anyone climbing the mound will find that it is hollow. A depression near the centre of the heap forms a

steep slope down to an open part of the original building (see *figure 11a*).

All that's left are a couple of walls, but a pit is just visible under a huge lump of plascrete (weighing 2½ tons) that's fallen onto the west end of the structure. If the plascrete is removed or destroyed, the Judges will find the open shaft of a freight lift, going down as far as torchlight will penetrate.

The PCs can use the mining scanner to survey the complex before entering. This won't show fine detail - if the structure is about to collapse, for example - but it will show whether tunnels are open or not.

The passenger lift shaft is unusable; it's choked with rubble, and half-ton blocks of plascrete will fall onto anyone trying to reopen it. The goods lift shaft is intact, although the lift cage itself is jammed halfway down.

The rubble mound isn't firm enough to take any of the vehicles, apart from the bikes. With a few hour's work the Judges could clear the site sufficiently to allow the mining Cruiser to reach the shaft. Alternatively, they may prefer to try climbing down on ropes or to use the mining laser to dig into the shaft from one side.

The lift in the shaft looks like an awkward obstacle, but can be freed very easily. It will drop 120 metres down the shaft 1D3 rounds after any significant weight (such as a person) is put onto the roof. Anyone stupid enough to be on the roof without a safety line should make an Initiative roll to grab the rope. If this is failed the victim falls with the lift, taking 2D3 hits with +2 effect modifiers. Less messily, a grenade thrown onto the lift roof will dislodge it.

Once the Judges reach the vaults, they'll discover that the top level is still in reasonably good shape. The computer isn't working, so the team will have to use explosives to get through the doors. Radiation levels are low below where the lift was stuck. The blockage stopped much fallout from drifting down the shaft. However, the nearest nuclear blast cracked open the lower two levels, which have flooded. Fortunately the internal doors in the complex stopped the top level from filling with water as well.

The cryogenic cooling unit in vault 1 has failed, and naturally there are no survivors. Even after all this time, there is a stench of rotting in the vaults. Several capsules have stopped working in each of the other vaults as well. Luckily, Deitrich's capsule is still intact and working. If the Judges went to take the entire capsule back to Mega-City One, remind them that it needs a steady supply of liquid nitrogen, and will only stay cool for a few minutes without it.

The revival room contains a thawing machine (resembling a huge microwave oven). This will work once some minor repairs have been carried out. These take an hour, and need one TS or *Fit Component* roll. Successful revival requires an MS roll. If any of these rolls fail, Deitrich will be thawed out, but will suffer so much damage that he will die after 2D6 minutes, without recovering consciousness. Even if he is revived successfully, he is still paralyzed from the effects of a major stroke. If no-one remembers to bring him a rad-suit, he'll also suffer from radiation poisoning within a few hours.

If Deitrich is dead, the Land Cruiser has a refrigerated cargo compartment. The cooling unit isn't powerful enough to keep a

cryo-capsule working, but it can keep a corpse fresh enough for a bone marrow transplant.

While the Judges are working on the vaults, the robots close in for the kill. If the vehicles aren't guarded or haven't been left on automatic, the robots take them over while the PCs are still in the vaults. In any other circumstances, the demolition droids announce their presence by throwing a half-ton plascrete block at the Killdozer. 'Call-Me-Tiny', one of the demolition droids, acts as a spokesman:

*"OK HUMES, YOU GOT TWO MINUTES TO SURRENDER, AFTER THAT WE START BREAKING BONES. YOU GIVE UP WITHOUT A FIGHT, AND THE BOSS LETS YOU RIDE OUT OF HEREIN ONE OF DEM LAND CRUISERS. YOU FIGHT, AND YOU'LL END UP WALKING HOME WITHOUT RAD-SUITS."*

The result of this confrontation depends on the way the Judges have set up the excavation site. If there's a Judge or warbot manning the Killdozer, they'll probably defeat the Cybertron™ robots fairly easily. The Land Cruisers' machine guns and flame throwers probably can't do much to harm the droids, but cannon, lasers, and the warbots' weapons will be effective (but remember that the warbots won't attack without orders). If anyone uses the Killdozer's rockets at such short range, the blast will probably kill or wound most of the Judges! Furthermore, any penetrating wound will damage rad-suits!

The droids don't have much idea of strategy, but will try to keep the Judges away from the vehicles, stay out of the way of heavy weapons, and avoid permanent damage to any vehicle with a thermonuclear power plant.

If the characters actually surrender, the demolition droids will keep their part of the bargain. The Judges can take the Land Cruiser and leave the area, and the droids won't try to stop them. They'll even let them keep their bikes. This may be the best answer to this confrontation, but it leaves the robots in control of Atlanta, gives the PCs a lot of explaining to do, and probably won't be the preferred solution.

If the Judges are defeated, the droids will keep to their exact word. If there are any survivors, the droids take their rad-suits and then leave with the Killdozer and Land Cruisers, crushing the bikes to stop them being used in the process. This leaves the Judges stranded in the middle of a rad-zone, with no real possibility of rescue.

However, the droids leave a nice clear track back to the factory, and dump the Lawgivers and helmets after a few hundred metres. If the Judges follow the droids, they may be able to recover the vehicles. If they don't, a lingering death from radiation poisoning is certain.

## Cybertron™ Robot Factory

The robot factory is due south of the old Sector Smokatorium, between the old Meg-Way and a rad-pool. It hasn't been marked on the map (to prevent players noticing it too easily).

This adventure can be completed without the Judges going anywhere near the factory. However, they may want to negotiate with the computer, decide to destroy it or even have to recover equipment stolen by the droids.

The factory originally covered several square kilometres. All that remains is part of one building, housing a communications antenna and a lift shaft that descends deep under the rubble. It's very like the ruins over the Sus-An vaults. In fact, you could even use the Sus-An plan. Unlike the Sus-An vault, however, the lift is still working and there is always an industrial droid armed with a las-saw on guard near the shaft.

The lift descends to a deep vault (see *figure 12*) which was originally built to house the company's twin fusion reactors, computer centre and security vaults. A dozen servo-droids originally looked after the facility. After the war, the computer had the droids to check the surface: all they found was wreckage and a few intact droids. Gradually they cleared out the old files and built a small factory in the vaults.

The total complement of the factory is eighteen servo-droids, oven industrial droids, and six robodogs. They move around the complex fairly randomly, but are in constant communication with the computer and will move to attack as soon as any of the robots notices the Judges. Another twenty or so droids are on the surface, digging up parts of the original factory.

If the droids have captured the team's vehicles, the demolition droids will be guarding them, while three or four industrial droids start to take one of the Land Cruisers apart. With care the Judges should be able to sneak over to the other Cruiser or the Killdozer, then start to make a mess of the complex.

The easiest way to destroy the complex is to drop a Nemesis rocket (or warhead) down the lift shaft. The fireball will bring down the roof, and damage the computer so much that the reactors shut down. It won't recover, and the other robots will collapse. But first the Judges must dispose of the guard robots, recapture the vehicles if the bots have taken them and so on. Dredd could probably do all this in his sleep, but your player characters are likely to experience a few problems.

If the Judges actually descend into the vault, they're walking into a complex filled with industrial droids equipped with las-cutters, welding tools, and ether lethal instruments. There won't be any demolition droids in the cellar, because there isn't enough room. The only three found so far are on the surface. You shouldn't let your players see the floor plans. Let them wander around, taking pot-shots at robots and suffering as much damage as the robots can throw at them, until they give up or get lucky and find the computer (25% armour on all areas, and they are all vital).

Attempts to persuade the computer to cooperate just won't work. It's on an insane power trip, and won't give up, even if it knows that it can't win. Since it has fairly complete control of the robots, they won't surrender either.

The Judges are probably going to be killed if they attack this installation without the Killdozer. If they do let themselves get into this much trouble, don't give them any help. There is no conveniently located self-destruct switch, the droids won't suffer a last-minute change of heart, and the cavalry (or Judge Dredd, for that matter) aren't going to arrive in the nick of time. They will have failed in their mission, but that's the least of their problems.

## Phase 7: Mark of the Eagle

---

If all the Judges were killed in Atlanta, it's now time to roll up some new characters. They should be given the following information:

*You've been sent to the Northern Hab Zone to pick up Achmed Peel, a citizen who has the rare Sigma Aleph 3 blood group, and bring him back to one of the western Sectors for tissue typing. You have no idea why this is necessary. Peel is co-operating, and you're currently flying back to the main city in an H-Wagon.*

*You're very alert, because MAC has told you that someone has been killing citizens with this blood group. Over the last few days there's been a lot of other weirdness, such as the mutant camel attack at the Cursed Earth Wall, a dozen rad-flea epidemics, and the new outbreak of Lemming Syndrome.*

Skip the next paragraph, and rejoin the adventure at the point beginning 'Mega-City One is just...' Substitute 'Peel' for 'Deitrich' at all the relevant points.

If the characters have survived the dangers of Atlanta, and are returning to the city with Deitrich Cameron (dead or alive), use *Table 1* to determine weather conditions on the return journey. If the Judges use the same route to return to Mega-City One, road conditions are the same, but if they try another route, use *Table 2* to determine their progress.

Mega-City One is just coming into sight when all the PCs start to feel a strange chill. Psi-Judges must make a PS roll or collapse under a massive psychic attack. Even if the roll is successful, the Judges won't be able to use any psionic power except to maintain mental defences. All the Judges feel a sensation of immense evil.

If Deitrich was alive, he suddenly stands up - remember that he was previously paralysed, and couldn't talk. If Deitrich is dead, or has been lost at some stage of the adventure, he suddenly appears in one of the seats, smiling and looking a picture of glowing health.

In a strange echoing voice he says:

*"TELL JOE AND THAT BITCH ANDERSON THAT IT WON'T BE SO EASY THIS TIME. YOUR PRECIOUS CHILD WILL DIE WHEN I AM READY, AND I SHALL LIVE AGAIN. THE BEST OF IT IS, YOU'VE ONLY YOURSELVES TO BLAME."*

Deitrich starts to roar with demonic laughter. Suddenly he bursts into flickering green flames that quickly reduce his body to ash. Fire extinguishers won't stop the flames, and, naturally, there won't be any bone marrow left for a transplant. Judges making SS rolls will notice that the flames begin in a small area of his forehead, forming an outline like the Eagle of Justice.

As the last flame flickers out, the sensation of evil vanishes, and the psychic attack ends.

When this is reported, the Judges will be told to continue on to the city at all possible speed, hand the vehicle over to Forensic, and report to Psi-Judge Ferguson at Ben Casey Memorial Hospital.

---

## PROG 3: LET'S DO THE TIMEWARP (AGAIN)

---

### Phase 8: Friend or Foe?

---

As the team head towards Ben Casey Memorial, their radios crackle with ominous-sounding messages, half drowned in static.

**++ item ++**  
**++ SHC EPIDEMIC ++**

Spontaneous Human Combustion cases in the current epidemic now exceed two hunssssss. Victims have the rare Sigma Aleph 3 blood group. Any citizen or perp found to have this blood group must be zeeeeeeeeee.

**++ item ++**  
**++ FROG PLAGUE ++**

Last night's zoom crash was caused by a massive accumulation of frogs on the line. All protection is *crackle* from frogs, toads and other amphibssssssss until further notice.

*crackle*-Div city-wide disaster prediction now exceeds fifty percent. All defence installations switch to communications scramble code blue eight. Repeat, all defence installations *buzzzzz*.

**++ item ++**  
**++ ABNORMAL WEATHER CONDITIONS ++**

Weather control reports numerous system faults throughout the city. Flash floods have hit Sectors 8 through 14, snow is falling in Sectors 134 to 157. Temperatures in all *screeeeeeee* are approaching thirty-five centigrade. These conditions are changing erratically. All Judges should be prepared for problems.

**++ item ++**  
**++ WEREWOLVES ++**

The outbreak of Lycanthropy in Sector 48 is now confirmed. Victims do not respond to the Cassidy treatment, *zzzzpppphhht* Dredd advises all units to shoot to kill. Do not attempt to make arrests.

Ben Casey Memorial is a pre-Apocalypse building scarred by the war but still sound. The approaches to the hospital are guarded by H-Wagons, a sonic cannon team and a riot control unit. The Judges have to pass through several checkpoints before they reach the entrance. A fleet of ambulances is leaving the hospital as they arrive. If the Judges bother to ask, a porter-bot says that the building is being evacuated. It has no idea why.

As they are about to enter, the sky darkens, and a patter of rain showers down. It's an unusual rain, streaked red and mixed with fragments of flesh. A med-bot runs out with a portable analyzer and studies the readout. A moment later it says, *"It's raining liver."* After a few moments the storm turns to normal rain, which washes the mess away.

If the PCs report this incident there's a short delay, then a garbled message from MAC tells them that a freak tornado hit an organ-legger's warehouse. Other Judges are at the scene.

Inside the hospital, a reception droid leads the team to a lecture room on the first floor, where Psi-Judge Ferguson is waiting. He seems very upset. Once the team is seated, he moves to the platform and starts to talk.

*"I have to tell you that Mega-City One is facing an unusual crisis. We have strong evidence of widespread psionic attacks, aimed at one goal: the death of Bobby Cameron, a young telepath who discovered a few days ago. Oddly, there has been no direct attempt on the child's life. Instead, the attacks seem to be aimed at anyone who could possibly give him a bone marrow transplant."*

If the players haven't already noticed, have the Judges make SS rolls to notice that Ferguson speaks without any of his former impediment. He's too worried to keep up his act.

*"Fortunately, you've given me a clue to the origin of this phenomenon. Some time ago Tek-Div developed a time machine, the Proteus time module. Judges Dredd and Anderson traveled into the future, then used knowledge gained in the year 2120 to eliminate a mutant criminal called Owen Kryslar, sometimes known as the Judge Child. Dredd's intervention completely changed history, from the moment of Kryslar's death onwards."*

*"This child was a psionic master, and had an eagle-like mark on its forehead. However, your recent experiences make it seem likely that Kryslar wasn't destroyed. By killing the mutant, Dredd cut off the timeline in which Kryslar lived, but it somehow survived there. Now it seems to be able to influence events in the real world, and is gaining power rapidly. This raises several questions..."*

Suddenly Ferguson is interrupted by an angry female voice, *"And we'll start with the big one. Who are you, creep?"*

Standing at the back of the hall is an angry blonde Psi-Judge, her Lawgiver pointed at Ferguson's head. Two spy-in-the-sky cameras float above her shoulders, their lenses covering the room. Judge Anderson is instantly recognisable. Ferguson slowly raises his hands, and says *"Psi-Judge Ferguson, operating out of Justice Central."*

*"Spug that for a laugh. I know every Psi-Judge in the Central sectors. I've spent the last few days looking for a pyrokinetic with a grudge against blood donors. When I was told that there was another Psi-Judge on this case - one I'd never heard of - I knew that something rotten was going down. When I discovered the Sector Chief had been hypnotised, I was sure. You aren't a Jimp; there's no way that you'd fool so many Judges for so long, and it takes a real pro to plug a fake ID into MAC. What are you, an East-Meg infiltrator or something?"*

As she says the last words, her eyes narrow and her hair swirls as though it was charged with static electricity.

Any other Psi-Judges in the room should make PS rolls. If they fail, they take damage from a *Psychic Attack*, but roll for damage on a D3, not a D6, since they aren't the intended targets. Use of any other PS ability (such as the *Detect Intent* ability, to read Ferguson's mind) isn't possible while blocking out Anderson's thrust.

Ferguson suddenly clutches his head and sinks to his knees.

Anderson's eyes widen.

*"Drokk! You idiots must be out of your spugging minds. Don't you think we can handle things ourselves?"*

Ferguson collapses, and Anderson says, *"Well, don't just there. Throw some water on him or something. We've got to find out exactly why he's here, before it's too late."*

If anyone asks what she means, she says, *"I would have it thought it was spugging obvious. He's a time traveler. He's a Judge all right, but he's from some time in the future!"*

After a minute or so Ferguson revives.

*"Right,"* says Anderson, *"Who sent you back here?"*

Ferguson looks at her for a moment. *"Well, the order came from the Chief Judge, but you were my briefing officer, and you never told me this was going to happen! I knew that this mission was asking for trouble, but everyone insisted that I had to take the case. It's bad enough that I have to frack around with time, and speak slowly to avoid using modern slang, but when it's my own droobing life on the line..."*

Ferguson stops, realising that he's said too much. It's probable that one of the team will ask what he means. If not, Anderson does: *"So what's so special about your life?"*

*"Frack it, it's me that the creep's trying to kill! My real name's Cameron! At this moment I'm a five year old child, asleep in an isolation bubble on the eighty-fifth floor!"*

Anderson's radio beeps for attention, and she listens for a moment. The PCs won't be able to hear the other end of the conversation.

*"Right. The Chief Judge has been watching, says I'm to back off and leave Cameron to deal with this. The Tek-team say anything I do will make the paradox worse. Give Cameron all possible cooperation. I'm to head back to Justice Central and prepare to use the Psi-Amplifier. If Kryslar gets loose I'll try to stop him. Until then you're on your own. Good luck, I think we'll all need it!"*

Anderson walks out. One camera follows her, the other stays behind, watching the room. A TS or PS roll will remind the PCs that the Psi-Amplifier boosts psionic power, but always kills the Psi-Judge using it.

Ferguson/Cameron climbs to his feet. *"Right. That's saved me some explaining. For some reason Kryslar seems to be making a determined effort to kill me before I ever became a Judge. Does anyone have any suggestions as to how we might stop him?"*

Outside the window, swirling clouds seem to be gathering around the hospital. Cameron says, *"Perhaps we'd better continue upstairs. I've a bad feeling about this."*

All the Judges (even those with PS 000) feel a strange cold sensation - a tingle of approaching evil.

If the team don't follow Cameron upstairs, he will face the Mutant on his own. Not surprisingly, he will be defeated, and the Mutant will gain enough power to claim Mega-City One. Allow about two minutes of playing time, a last chance for the team to change their minds. If they don't follow him upstairs, go to **Phase 9a**, a tragic final scene for use if the Judges fail completely.

If the team stop Cameron going upstairs the Mutant will be almost unopposed. It can materialise completely, and start to do some real damage. Go to **Phase 9a** again.

If the team go upstairs with Cameron, or within two minutes of him, the lift seems to take forever, but eventually reaches the 85<sup>th</sup> floor. Cameron goes to the room holding Bobby's iso-bubble.

This level of the hospital (see *figure 13*) specialises in treating with low disease resistance. There are eight isolation chambers, each made of tough flexible plastic, in four suites with medical monitoring equipment, plus a laboratory and visitor's room. All of the bubbles are occupied. There hasn't been time to arrange for sterile transport to evacuate the patients. Doc-bots watch over the instruments, and work in the laboratory. A few nurses have insisted on staying behind to look after the patients. An H-Wagon flies round the hospital, its street cannon aimed at the building.

Bobby is in iso-bubble 5, sedated and guarded by three Judges. He wears blue bunny-rabbit pajamas, and is a picture of innocence. If possible use NPC Judges the player characters have met before to guard Bobby, but do not use any famous Judge (e.g. Dredd, Hershey, etc). All should have average statistics. All have their Lawgivers ready, and will stop the PCs if they aren't with Cameron.

Allow one minute for the PCs to take up positions around the level. When you know exactly where everyone is standing, start the action.

There's an ear-splitting explosion, and the H-Wagon disintegrates in a ball of flame. The glascrete window at the West end of the main corridor bulges in, then explodes in thousands of jagged fragments. Anyone standing directly in front of the suite containing iso-bubbles 1 and 2 takes 2D3 hits with +1 effect modifiers. If none of the Judges happen to be there, a nurse has just stepped into the corridor.

The entire level seems to sparkle with prismatic light, and the dimensions of each room shimmer and distort. In the laboratory equipment starts to shake as the lights dim and go out. A glowing form, like a gigantic humanoid spider, starts to materialise in the laboratory. Any Psi-Judges present immediately know its exact location. The glare of light and screams from the laboratory are a reasonably good clue for the rest of the Judges.

They have one round to reach the laboratory. At the end of that time The Mutant will have materialised completely. As he appears, two of the NPC Judges burst into flames. Any shots fired by the team will pass through the apparition without harming it during this round. Cameron runs into the lab, shouting, *"Keep firing! It's our only chance!"*, and starts to fire high-explosive rounds at the apparition.

In the minds of the Judges there is a cold, soundless, voice:

*"PITIFUL WORMS, DO YOU REALLY THINK YOU CAN STOP ME?"*

### The Mutant (Owen Kryslar, The Judge Child)

S	I	CS	DS	TS	SS	MS	PS
4	91*	91*	11	30	30	35	300**

\* In psionic combat, and with psionic weapons (e.g.

telekinesis) only, otherwise 35.

\*\* See notes below!

The Mutant has six arms (but no legs), and a tapering scorpion-like body. All areas of its body are covered with ridges of leathery skin giving some armour protection:

Location	Chance %	Armour
Head	01 - 10	15%
Chest	11 - 35	10%
Abdomen	36 - 50	10%
Left Arms (3)	51 - 75	10%
Right Arms (3)	76 - 00	10%

The face has vaguely human features, but no eyes. However, the Mutant is aware of everything happening around it. It is ridiculously tough. It won't be knocked out by anything less than a head hit, will recover from any knock out in 1D4 rounds, and will fight on until it is dead. Its odd metabolism makes it immune to Stumm and hypo-shells.

The Mutant can use any PS ability, including some the team can't even imagine, and can make multiple psionic attacks in a single round. Powers used include Pyrokinesis (causing spontaneous human combustion, Disintegration (as a disintegrator shot but aimed), lightning bolts (resolve as laser fire) and the like. It can also teleport (no range limit) itself and other objects, and maintain a psychic force-field equivalent to 99% armour. To simulate these powers, without making the mutant totally unbeatable, use the following rules:

1. The Mutant has PS 300 (hereafter called PS Points). However, it must split these 300 points between all psychic attacks and defences in each round. No single PS use can exceed 99 points (99%).
2. The Mutant doesn't need to expend PS Points to maintain its force field, but does need to use them to repair the field if it is damaged. For every shot that hits but doesn't penetrate, the protection is reduced by 5%. It must use 5 points to repair it. Bullets that penetrate the force field do normal damage, if they penetrate the Mutant's skin. However, they still only reduce the force field's protection by 5%.
3. Attacks and other use of powers are made by PS rolls against the number of PS points used. For example, if 45 points are spent on an SHC attack, there is a 45% chance of success. The effect of these rules is simple: if the Judges can keep the Mutant under continuous heavy fire, its psychic attacks will be limited, and its psionic defences will be weakened.

The Mutant is fairly vain, and a little childish. It toys with its victims before killing them, and wants a few helpless witnesses to its ultimate triumph. It may taunt the Judges with illusions, or use telekinesis to take their weapons, in preference to killing them. If it's in serious trouble all attacks will be lethal, and may include oddities like teleporting a Judge a few metres outside the building, 85 stories above the ground.

The Judges may be able to defeat the Mutant in a straight fight, though this isn't very likely. Once the other Judges join his attack, Cameron will try to engage it in psychic combat, and any other Psi-Judges should be encouraged to do the same. The Mutant will always give priority to its psychic defences, improving the chance of success by conventional attacks. It also tends to kill NPC Judges before the team. There's no

good reason for this, but never mind... However, there are a few other things the team can try:

### Killing Bobby

The Judges may reason that the Mutant is only able to make this attack because Cameron's presence has weakened the fabric of time. The Mutant hasn't attacked Bobby directly. Maybe his death would end the paradox. It's also possible that the PCs may kill Bobby accidentally.

Unfortunately Bobby's death makes the paradox even worse. If he never lived, Cameron could never have returned to the past, and the last few days could never have happened. Unfortunately, this means that Bobby wouldn't have been killed, so grows up to become Judge Cameron...

Run **Phase 9b** to resolve this paradox.

### Killing Cameron

No effect. The Mutant is already here, and killing Cameron will only weaken the forces of Justice. If the team try this before the Mutant appears, it's still too late. The paradox already exists, and Cameron's death only helps the Mutant.

### Waking Bobby

Bobby is sedated, but the robo-docs have the antidote. It takes two actions to administer the antidote, a round for Bobby to wake. It's a good move, and likely to be effective.

His mind (PS 35) immediately merges with his older, future self, boosting their combined PS. However, since normal humans can't use psi-powers in the same way as the Mutant, they only gain an effective PS of 99%. This effect can also be achieved if other Psi-Judges try to merge their powers with Cameron. However, the combined PS will never exceed 99%, and the merged minds can still only use one ability per round. Bobby can only make psionic attacks if merged with the mind of Cameron. He can't leave the bubble unless the team cut it open.

### Prayer

Not likely to be effective. In any case, a Judge with religious beliefs is a contradiction in terms. If you are feeling really generous, the PCs may be able to summon up some form of avenging force symbolising The Law.

The ghost of Judge Omar, the late head of Psi-Div, and last user of the Psi Amplifier, seems appropriate. The ghost of Omar has I 35, PS 50 (he's been dead for a good while), and the PS abilities *Psychic Attack* and *Illusions*. Not terribly helpful, but better than nothing. You were expecting divine intervention?

### Calling For Help

If the team are sure that they can't defeat The Mutant, they can call for help. Five phases later an H-Wagon will attack the building with all weapons, blowing a huge hole in the West side of the laboratory, and incidentally killing anyone in the line of fire. The Mutant will be forced to devote all its PS to its defences and a retaliatory attack on the H-Wagon. It will only

take two or three phases to swat the H-Wagon out of the sky, but the Judges may be able to do something in that time. There isn't another H-Wagon close enough to reach the scene before the Mutant has merged with the time line completely.

### What Next?

The fight continues until the Judges have killed the Mutant (run **Phase 9c** below), or all of the team are dead or disabled. If this happens, the flickering light surrounding the team gets more and more intense, and the entire building seems to warp into strange dimensions the team can barely see, let alone understand. Go to **Phase 9a**, below.

### Phase 9a: Going Out With a Bang!

So the Judges have failed to stop the Mutant from achieving complete power. Fortunately, the Chief Judge was prepared for this possibility. While Anderson was talking to the team a specially prepared cleaning droid entered the hospital. By chance it's near the team at the climactic moment. Read this to your players:

*You feel a strange sensation as though the entire building has twanged like a tuning fork. You all 'hear' a cold voice "NOW IT BEGINS. CITY OF THE DAMNED, I CLAIM YOU ONCE MORE."*

*A nurse staggers out of a side room, her hair on fire. As you watch, her head explodes. One of the guards is burning like a candle, and hundreds of people seem to be screaming.*

*A nearby droid seems to fall apart. Inside the outer casing is a sleek metal cylinder. You have a split second to recognise the Eagle of Justice insignia on a nuclear warhead, in the instant before the fireball engulfs you all.*

The explosion devastates half the sector, killing several million citizens and thousands of Judges. It's just powerful enough to crack the Mutant's defences, though it's possible that his incredible mind will eventually be able to return to Mega-City One...

Anderson is lucky. She survives, escaping with severe burns and radiation poisoning. The PCs - and most of the Judges they have ever known - are killed. Over the next few days the Chief Judge attributes the explosion to a Sov booby-trap bomb left over from the Apocalypse War. The Daughters of the Apocalypse/CitDef Pre-Emptive Strike Coalition Alliance Party attracts another few million votes at the next mayoral elections.

Tek-Div computers analyse the time paradox, adding another fragment of knowledge to the overwhelming evidence that time travel should be avoided at all costs. There was never a Judge Cameron, and no-one will ever brief him about a paradox in his past.

But the dead stay dead.

### Phase 9b: A Feeling of Deja-Vu...

The Judges have made the time paradox even worse. Read out the following:

*There's a strange sensation, like the snap of a huge synthi-*

*rubber band, and something hurls you into a dark universe. You feel as though you are falling down an endless shaft, spinning faster and faster. You lose all sense of space and time...*

*You are lying on a couch in the briefing room, as the machines pump an endless torrent of data into your mind. A child's voice seems to be saying something in the background. Somehow you feel that you've been here before, though you don't know why.*

*Over the next few days this feeling recurs again and again, until you find yourself in Ben Casey Memorial Hospital. Bobby is about to die. Suddenly you realise that you've been here before and before and before...*

*What are you going to do?*

Repeat this as necessary until the Judges try something else.

### Phase 9c: Dark Victory

However the Judges defeat The Mutant, ensure that the body count is very high. In particular, Cameron must be killed in the last part of the battle, if he isn't already dead. Bobby should not be dead. If he was killed, you should have run **Phase 9b**.

The Judges stand in the smoking ruins of the corridor, as med-bots bustle around looking after the wounded. The Mutant's body shimmers and disappears. The crisis is over, but there's nothing to say that it can't come back...

If Cameron's body isn't too badly damaged, one of the Judges may think of using it as a bone marrow source for Bobby. This will work, and this course of action won't cause a paradox because Cameron isn't going to return to the future. In any case a donor can easily be found, now that the Mutant isn't interfering. The time harness in Cameron's car crumbles to dust.

If Bobby is awake, he's aware that his older self is dead, and collapses under the psychic strain. By a fortunate quirk of fate, he will eventually recover with no memory of his older self. The team may think of administering a routine memory erasure treatment to make sure that his amnesia is permanent.

There's a popping noise, and an orange plasteel box marked with the Eagle of Justice appears on the floor. It's closed with the seal of the Chief Judge, and marked *Chief Judge's Eyes Only*. Alert characters making TS rolls will recognise that the latch is a fingerprint sensor, similar to the grip of a Lawgiver.

If anyone other than the Chief Judge tries to open this box, it explodes (as a hand bomb), and another box appears a round later. When the Judges report it, an SJS courier squad soon arrives to take it to the Chief Judge. The team is ordered to take care of things at the hospital. If anyone is suffering from radiation sickness or is wounded they can stay for treatment.

Within a couple of hours the Judges are summoned to Justice Central. They are to give a full report of all they have done to the Council of Five. The Council will criticise anything that seems Unlawful - abandoning the vehicles in Atlanta, unnecessary deaths among bystanders and the like. Use this debriefing to decide how many experience points you will award, on the scale listed at the end of the adventure.

When the Judges have reported, the Chief Judge stands up,

holding an orange box.

*"As some of you know, this box materialised shortly after the Mutant was defeated. It contained a vid-slug, a message to me and the Council. It seems to have been recorded by a future Chief Judge. Although it's electronically distorted, I'm fairly sure that it isn't me. In view of your involvement in this case, I've decided to show you the message."*

A shadowy figure is projected above the Chief Judge. The recording disguises the voice of the speaker, and masks the face in a shimmering grid that makes it impossible to pick out definite features. It isn't even possible to tell if the future Chief Judge is a man or a woman. The insignia of the Chief Judge are just visible. The figure speaks:

*"Greetings. I must apologise for the death of so many Judges. I wish that there was some way that it could have been prevented."*

*"Ever since you unmasked Cameron, his origin and actions have been known to the Justice Department. We were faced with a dilemma. If we sent him into the past, to investigate the paradox surrounding his early life, we knew that the Mega-City would be in immense danger. His presence weakened the time lines, allowing the Mutant to return to Mega-City One. However, our records showed that you were able to defeat The Mutant. It was already part of our history."*

*"If we had ignored the record and done nothing, who knows what might have happened. Perhaps Cameron would have received a bone marrow transplant, and carried on with his life, eventually becoming a Judge. Perhaps the paradox would be made worse, and the Mutant would defeat you. We couldn't take that risk."*

*"Cameron was deliberately kept ignorant of his history, and prepared for this mission. We knew that he would be killed. Anything else would wipe out the time line we knew. It's possible that we could have found another solution."*

*"For the moment, I must urge you to keep all records of this incident under tight control. Cameron must never know his future."*

*"Remember that you, and your successors in office, will ultimately decide what to do."*

The image darkens and disappears. The Chief Judge rises. *"I must reluctantly agree with this message. All civilians involved in this case have received routine memory-erasure treatments, as has the boy. He'll enter the Academy as a cadet as soon as he's released from hospital."*

*"Obviously any breach in security would be disastrous. For this reason you are to report to Psychology after this meeting, where you will also receive memory erasure. It will be limited to knowledge of the time paradox. There won't be any drastic change in your personalities. You will remember that you were involved in a difficult and dangerous mission, and your records will show the thanks of the Chief Judge and the Council. Thank you."*

The Judges will, of course, obey orders. If they don't, it's probably time to bring out that SJS termination squad you've been saving for a special occasion. Ten or twelve crack Judges with full powered armour, laser rifles, and brain-seeker missiles should take care of any dissidents.

The next day the Judges are back at their Sector House,

tired, but sure that they have done a good job... whatever it was... However, there's no time to dwell on the past. It's a big Mega-City, and there are a lot of perps to bust.

## EXPERIENCE

Any Judge surviving from beginning to end of this adventure should receive 70 experience points. Judges surviving Progs 2 and 3 should receive 50 points. Judges surviving Prog 3 only should receive 30 points.

Additionally, you should make individual or group awards for good or bad play. Group points should be split amongst the Judges involved in a particular action.

### Phase 1

Report damaged fire-fighting equipment.	2	Individual
Plant the microphones successfully.	5	Group
Find the vid-slug.	5	Individual
Bugs spotted by Maybelle	-5	Individual
Find Crunge's money.	3	Group
Find Jiminez's contraband.	2	Group
Per perp taken alive at ARV.	5	Group
Per perp killed at ARV.	3	Group
Per perp escaping at ARV	-15	Group
Cowley, Bodey or Doyle killed.	-15	Group

### Phase 2

Spot Bobby.	2	Group
Arrest McDonut.	2	Group
Arrest Mona.	1	Group
Investigate Nelson.	5	Group
Arrest the Quincy brothers.	4	Group
Arrest Pushlever.	1	Group
Arrest Kaos.	7	Group
Kill Kaos.	7	Group
Use Stumm on the crowd.	-10	Group
Kill an innocent bystander.	-5	Individual
Stop Citi-Def before sonic cannon is used.	15	Group
Per Citi-Def member arrested.	4	Group
Per Citi-Def member killed.	2	Group

### Phase 3

Break up the bite fight.	10	Group
Listening to Call-Me-Zippy	2	Group
Warn Call-Me-Zippy not to swear.	2	Individual
Save the technicians.	15	Group
Arrest Quill.	10	Group

### Phase 4

No experience for this phase. However, any Judge removed from the group should receive 20 experience and a share of the group experience points.

### Phase 5

If all Judges and vehicles survive.	10	Group
-------------------------------------	----	-------

### Phase 6

Per bot destroyed.	5	Group
Per bot reprogrammed.	5	Group
Deitrich thawed out safely.	10	Group
Deitrich killed, but the body kept.	5	Group
Deitrich isn't recovered.	-10	Group
Robots capture the vehicles.	-15	Group
Bot factory destroyed.	15	Group

### Phase 7

If all Judges and vehicles survive.	5	Group
-------------------------------------	---	-------

### Phase 8

Per run through Phase 9b.	-20	Group
Bobby merges with Cameron.	10	Group
Cameron killed by Judges.	-20	Group
Supernatural aid invoked.	-15	Group *

### Phase 9

Opening the box.	-10	Individual
Arguing with the Chief Judge / SJS	5 - 20 years *	

\* And serves them right for such un-Judgelike behaviour.

## ACKNOWLEDGEMENTS

This adventure is based on an idea originally developed for Golden Heroes, and adds many ideas suggested by the staff of White Dwarf. It also incorporates ideas suggested by playtesters at Games Workshop Hammersmith, Dov Rigal, and other friends.

The initial inspiration for this adventure was an article on the work on the International Panel for Rare Blood Donors, a real organisation. Give blood, not excuses!

## SOURCES

The Judge Child Books 1 - 3; Titan Books  
City of the Damned; Titan Books  
Cursed Earth Crusade Books 1 - 2; Titan Books  
2000AD; Egmont Fleetway  
All You Zombies, Robert A. Heinlein  
The Clone, Kate Wilhelm & Theodore Thomas  
Millennium, John Varley  
Damnation Alley, Roger Zelazney  
The Rocky Horror Picture Show  
The Blob.

