



by Marcus Rowland

## A Judge Dredd adventure for a small team of Judges

### Players' Briefing

It's Shift 2 briefing, 10.15 hours, at Sector House 142. Today Judge Rippon is briefing officer, dispensing comments on the news and reports as they flash across the screen with her usual lack of humour. You hope nothing happens that will cause you to laugh, or - worse! - that you don't start yawning as the briefing rolls on ....

#### ++ Item 32 ++

##### RIOT CONTROL

The Sector 145 South silly walkathon began this morning. No trouble is anticipated, but perps may take advantage of the crowds.

*(Rippon:)* "We're on alert to provide back-up if things get out of hand, and you'll receive squad assignments with your patrol orders. Review crowd control procedures during your rest breaks, if there's time".

#### ++ Item 33 ++

##### THEFT

Synthi-Synth™ Laboratories report a burglary and theft of computer slugs and files, probably industrial espionage.

*(Rippon:)* "Synthi-Synth™ are a major defence contractor and the city's largest plastics manufacturer. There'll be more on this when we know what's been stolen".

#### ++ Item 34 ++

##### SPONTS

The iso-cubes are running close to capacity in most sectors, so try to avoid arresting sponsts unnecessarily.

*(Rippon:)* "That means don't book them on nuisance charges unless there's really no alternative."

#### ++ Item 35 ++

##### INFORMATION

Rick Macey was released from the cubes yesterday afternoon, and disappeared within a few hours. He was suspected of acting as a hit man for one of the body sharking gangs, but was actually arrested for overdue library slugs. Report any sightings.

*(Rippon:)* "Macey was based in this sector, and it's possible he's holed up somewhere in the area. He's clever and dangerous. He isn't wanted for anything yet, but it's probably just a matter of time."

#### ++ Item 36 ++

##### WEATHER [RESTRICTED INFORMATION]

Rain this morning will contain trunk additive J-17. It will fall from 11.30 to 12.00, so all Judges should take a neutraliser tablet at 11.15 hours. Requests for weather should be sent to the Weather Congress via MAC, not to sector houses.

*(Rippon:)* "Let's try to avoid sloppy procedure on this; I don't want to spend another morning sorting through a pile of complaints from Weather Control! And don't forget the pills."

#### ++ Item 37 ++

##### EXPENSES

The financial quarter ends tomorrow, and all outstanding expense claims should be submitted to Accounts Division, in triplicate on form B-3Y-7/3EX, accompanied by receipts.

*(Rippon:)* "I want claims in by 23.00 hours; we've applied to have the rec room redecorated, and we wouldn't want Acc-Div to turn down the estimates because they were mad at us, would we? OK, that's the last item, so collect your assignments and get out on patrol."

Was Rippon looking at you just then? Maybe you didn't put in all your receipts, by Grud! Rippon assigns you to a patrol route through the sector. At 13.00 hours you are to call in at the Tresco Megamart and

other shops in the shopping centre of Clark Savage Block, to conduct an anti-shoplifting crime blitz and check antique dealers and jewellers for stolen goods. Later you should visit Ronnie Rambo Block to make a crime prevention inspection of the new block Cit-Def armoury, and then return to the Sector House at 16.30 hours. As you leave, Rippon adds that in the "unlikely" event that you are needed for riot control, you should abort your patrols and join squad "FOX", one of eight units from the sector.

**Game Master's Information**

Every month a group of the Mega-City's most influential criminals meet to discuss their plans. The composition of this group varies as members are arrested or killed, but usually several notorious perps attend, and try to prepare the perfect crime.

Four days ago an industrial spy told the group about Spungg®, a new plastic from the recreation division of Synthi-Synth™ the manufacturers of Boing®. Spungg® is a food additive which converts fat deposits into a resilient substance resembling Boing® and Synthi-Synth™ are developing it as a luxury item, to be sold to fatties as a new answer to their mobility problems. However, the criminal "masterminds" gathered at the meeting were quick to see other advantages to the material; a sufficiently fat criminal would be almost bulletproof, since shells would bounce out of the resilient flab, and the perp could bounce over, or through, obstacles. Last night a crack burglary team, acting on the group's instructions, broke into the Synthi-Synth™ laboratories, stealing dozens of files to cover their interest in Spungg®. By 08.00 hours criminal scientists had manufactured enough Spungg® to feed a dozen men.

Now all that remains is for Spungg® to be tested. At 13.30 hours the Gutz gang, a former tag eating team who have been devouring great quantities of Spungg®, will rob a bank and try out the new material. The bank they have chosen is in the block plaza adjoining the Tresco Megamart in Sector 142. Rick Macey has arranged for other equipment, and will cover the Gutz brothers with a laser rifle. His instructions from the perp masterminds are to help the brothers escape, or kill them if they are captured, since they cannot be trusted to remain silent.

As an annoying complication, the local branch of Sponts Anonymous happens to be holding a meeting in a social club near the bank, and the Judges' attempts to deal with the raid on the Fifteenth National Bank will be hampered by false confessions and demands for arrest.

**Phase 1: 10.30 - 13.00 hours**

There are two incidents during this phase of the patrol, one leading to the main adventure. Referees may wish to add other reports and events where they are relevant to a campaign, but this isn't essential.

10.32 hours: As you patrol through Elm Street, a city bottom shopping zone, you hear the ring of a burglar alarm ahead.

See Figure 1 for street diagram. A perp has smashed her car across the pavement and into the front window of the local branch of Forbidden Kneepad, and two jimps are pretending to deal with the incident while helping themselves to the most expensive gem-encrusted pads. The jimps don't expect real Judges to arrive so quickly, but are on the alert. Once the Judges arrive they will say they can handle the incident, and if the Judges insist on staying the jimps will try to bluff their way out by pretending they are arresting the driver.

A blue roadster has spun off the road and crashed into the window of a branch of Forbidden Kneepad. Two Judges are on the scene, one checking the shop damage while the other checks the driver. She seems shaken and has a nosebleed.

The car is a General Mechanics Siesta roadster of standard design (see GM's Book p111). The driver carefully spun it off the road so that the rear bumper smashed into the shop window and the car was left positioned for a quick getaway. On a Street Skill roll Judges will notice that the car isn't damaged; the rear bumper was reinforced for ramming (without affecting its armour). Also, the car is stolen. If the Judges check and discover this, or if they appear to be suspicious, the jimps will immediately "arrest" the driver, saying they hadn't been able to check because their helmet radios weren't getting through to the Sector House.

**Perp 1: Gladys "Wheels" Lambretta (Driver)**

S	I	CS	DS	TS	SS	MS	PS
1	19	15	78	17	37	25	4

*Abilities: Control Skid, Control Spin, Drive Fast. Gladys is an attractive blonde. She has blood (actually a theatrical dye) on her face and blouse, and pretends to be in shock. There is a fully-loaded stump gun in an opaque plastic purse in her shoulder bag. She is unarmoured*

Both jimps wear good replicas of Judges' uniforms, giving the same armour protection as the real thing. The badge and eagle are made of lightweight metalised plasteen, not the metal of real insignia, but which look authentic. Communications and other secondary equipment are dummies. Their Lawgivers are replicas, disguised spit pistols with normal characteristics. Both are marked "Dredd", and a sharp-eyed Judge may notice this.

**Perp 2: Harry "the Actor" Wujcik (Jimp)**

S	I	CS	DS	TS	SS	MS	PS
2	17	18	12	31	46	14	9

*Ability: Acting (new SS ability - Acting gives a 10% bonus on attempts at disguise (normally requires an SS roll), and reduces the chance of successful lie detection (eg, by Birdie or by a Judge) by 5%. May be taken twice. Available to Judges, especially those assigned to the Wally Squad.)*

*Harry is a tall Negro with a good physique, and looks very much like a real Judge. His badge is marked "Hansen". He has been pretending to deal with Gladys, but has still managed to pocket gems worth 2105 Creds. He will probably be the spokesman for the two jimps.*

**Perp 3: Nola Cunningham (Jimp)**

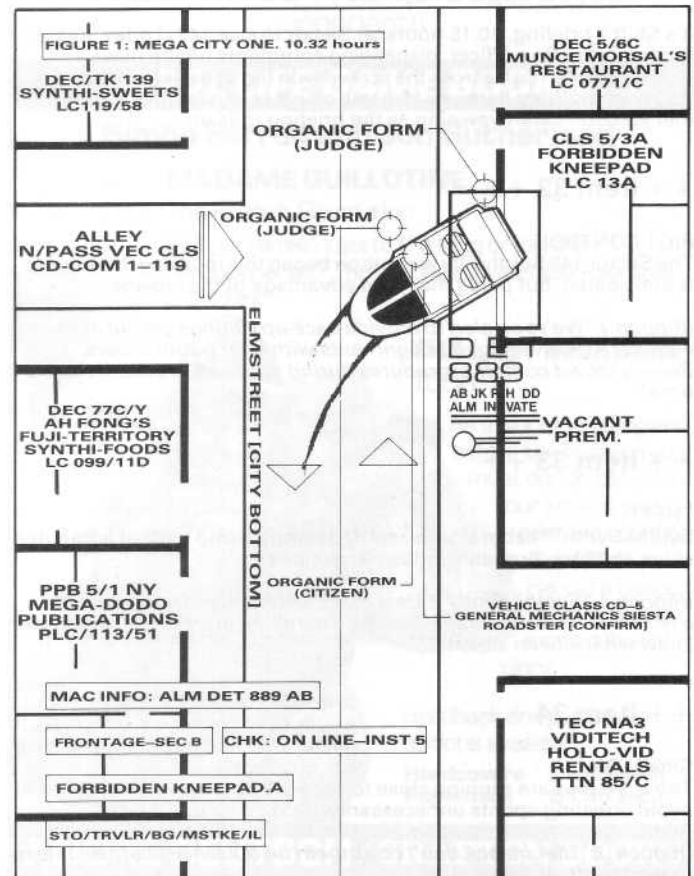
S	I	CS	DS	TS	SS	MS	PS
2	21	23	10	19	22	12	000

*Nola is a brunette - slightly short for a Judge, though just within the minimum height required by regulations. Her badge says "Barlow". She has pocketed jewelled knee-pad trimmings worth 18,500 Creds, while pretending to examine the damage and keep curious citizens away from the window.*

A particular flaw in the jimps' disguise is their lack of bikes. If questioned, they will say they were on foot when the crash occurred, investigating work permits in the nearby street market, and that their Lawmasters are parked in a side street. They will also ask the Judges to call in a report on the incident, since their helmet transmitters aren't getting through to the Sector House. If such searching questions are asked that they need to offer these explanations, the jimps will assume that the Judges suspect that they are fakes and will leap into the roadster to escape at the first opportunity.

If the Judges don't realise they are dealing with jimps, it's possible Harry might "accidentally" drop some gems to give the game away; the GM must decide if he makes any mistake, or if the Judges only learn of their error when the SJS pay a 'friendly' visit to find out why they let three perps escape!

If the Jimps are caught, they will reveal the name of the perp who sold them their highly illegal uniforms and guns; Vernon "The expeditor"



Bradlaw, a criminal based in Sector 248 North. The Judges should radio in and have MAC assign another team to pick him up, since it would take two days to reach him by road, or four hours by H-wagon.

Two messages arrive shortly after this incident:

**11.02 Hours ++ THEFT REPORT UPDATE**

The Synthi-Synth™ burglars broke into the leisure products division laboratory, which doesn't handle restricted information. Items stolen apparently include the formulae for Boing® and other products – including some which haven't been perfected or patented yet, computer data slugs, and chemical samples.

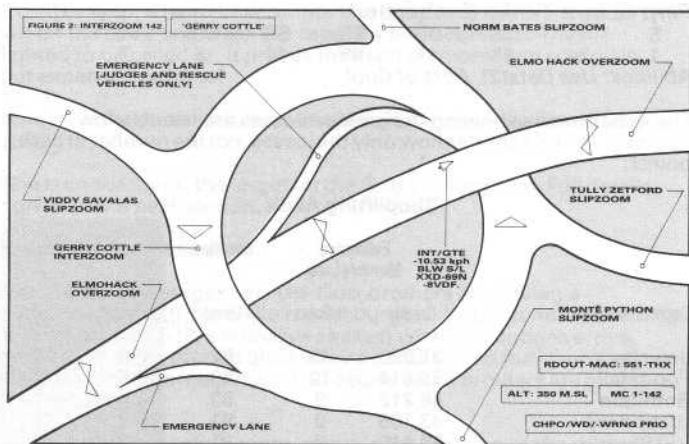
**11.12 Hours ++ RIOT CONTROL**

Judges assigned to Riot Control Squads "ABLE", "BAKER", and "CHARLEY" should report to the Sector House for transport to Sector 145. H-Wagons and Pat-Wagons supporting these squads should follow assigned routes. All other units should note there may be delays on backup calls.

The team are in Squad "FOX" and should continue their patrol. Don't remind the Judges that they are supposed to take their pills at 11.15; anyone who forgets loses 1D6 Initiative on exposure to the rain at 11.30, and for the following hour. Use of a respirator won't help – the drug is absorbed through the skin – and may attract some attention. The pill starts to work exactly 15 minutes after it is taken; if it is taken late, Initiative is regained 15 minutes later. The pill effect wears off after exactly an hour. It starts to rain at 11.30, and the next encounter takes place in a light shower which puts a 5% penalty on all DS rolls.

11.37 hours: As you circle around the Gerry Cottle Interzoom, you notice the traffic is bunched up behind a green Leymak Placebo, registration XXD-69N-8VDF, that is driving east (upwards) on the Elmo Hack Overzoom, and is at least 10kph below the legal limit.

See Figure 2 for road layout. The car is driven by Sven Azimov, a futsie on his way to kill his mother-in-law, cousin, aunt, grandmother, and anyone else who get in his way. He is driving slowly because he intends to kill them with home-made bombs, which are in a synthi-card box on the rear seat. There are ten bombs, already armed, and they will explode if dropped, violently shaken or shot, or if the car crashes. Azimov is otherwise unarmed. If the Judges try to stop him, he will pretend to surrender, then try to run their bikes down, or he will throw them a bomb to play with and accelerate away.



**Perp 4: Sven Azimov (Futsie and Slowster)**

S	I	CS	DS	TS	SS	MS	PS
3	17	11	10	54	14	2	4

Ability: Fit Component (used to build bombs)

There are ten bombs, equivalent to standard hand bombs except that they are already fused and explode on impact.

The overzoom continues east, with junctions every 4 or 5 kilometres. If the Judges call for back-up, more Judges will join the road ahead of the car approximately 20 kilometres further on. By this time Azimov will have thrown out 2 or 3 bombs.

This encounter continues until Azimov crashes (BOOMM!!!!), is somehow forced to stop, or escapes. Be creative; a road duel and explosions in the middle of a crowded overzoom are bound to cause a few incidents.

Azimov has left his wife tied up in a cupboard at his apartment, with a time bomb on a nearby workbench. If the Judges report the incident promptly, and can give his name or car registration, MAC will direct them to apt 58 on the 187th floor of the nearby Lenny Henry Block (use the Boris Becker Block plans from the GM's Book), and tell them his wife hasn't arrived at work (she is a waitress at a munce-burger parlour). The apartment is cluttered with work benches and a weird assortment of tools and parts; Azimov is a frustrated inventor who has never been able to sell any of his "brilliant" designs (for example, several complex and totally unworkable perpetual motion machines). The bomb is in plain view, but is surrounded by 6 other machines that also look odd or lethal. Judges examining these strange devices must make a Tech Skill roll before finding the right one. There is a 10% bonus on all skill rolls to disarm it, since Azimov isn't trained in demolition work and hasn't incorporated any booby traps. It will explode twelve turns after the Judges arrive, if it isn't disarmed. Treat the explosion as if it were a fire bomb (GM's Book, p113). Azimov's wife has fallen asleep in the cupboard, and won't do anything to attract the Judges unless they make enough noise to wake her. She doesn't know anything about her husband's inventions, and can't help with the bomb.

**Jill Azimov (Munce-Burger Waitress)**

S	I	CS	DS	TS	SS	MS	PS
1	13	7	5	10	21	12	8

Jill is spectacularly beautiful. She is also a registered trunk user, and if Azimov is killed and the Judges don't arrange for a social worker or neighbours to look after her, they will later hear that she has committed suicide.

If Azimov escaped, other units will pick him up when he tries to kill his mother-in-law; however, he will kill approximately 40 innocent bystanders before he is caught. If the bomb in his apartment isn't defused, and Judges aren't around to deal with the aftermath, it will start a fire that kills 238 citizens.

If the Judges caught the jimps and questioned them, the following message will be received at 12.15 hours (or at a moment when the Judges are on their bikes and not in hot pursuit).

**++ 12.15 HOURS ++ ITEM ++ ARREST REPORT**

Sector 248 North report the arrest of Vernon Bradlaw, contact of jimps arrested this morning. Bradlaw visited this sector yesterday and claims to have sold Stumm gas grenades, gas masks, and electro-prods to Rick Macey. See today's crime report item 35.

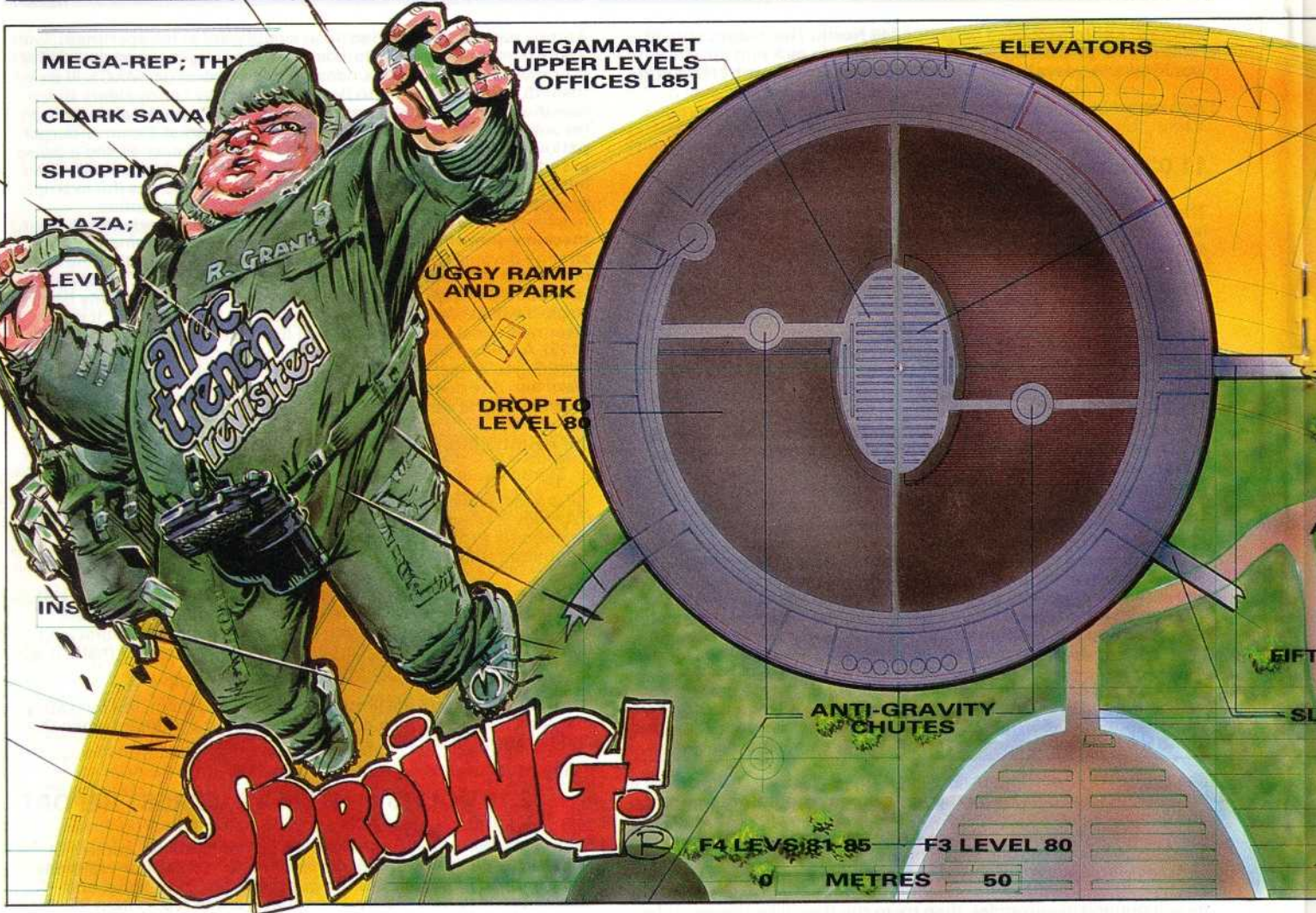
**Phase 2: 12.30 - 13.30 hours**

At 13.00 hours you approach Clark Savage Block, a post-war design with twin towers over a circular base. The shopping centre occupies levels 80-85 of the base structure. You've been told the Tesco Megamart has reported 9% losses from shoplifting, double those of similar stores elsewhere, and your main priority is a random crime check of customers and staff. There are also several antique dealers and jewellers in the precinct, and you are to check for stolen items and leave lists of missing valuables with them.

As the Judges enter the block, a robot porter directs them to the basement car park. If the Judges seem to want to stay on their bikes, the droid will tell them that (a) this would break building safety codes, (b) their exhaust fumes would set off the fire alarms and sprinkler systems, (c) "it's more than my job's worth". Since building safety codes are part of The Law, and since the bikes really would trigger the fire alarms, it's assumed the Judges will comply.

Figures 3 and 4 show the main areas of the shopping plaza. The main transport systems within the building are two large anti-grav chutes (one for each tower), local elevators and stairs, and block buggies. The lower levels (up to 79) contain block environmental systems, three schools, and business offices. Levels 80 to 85 are a shopping precinct, serving other blocks as well as Clark Savage. Levels 86-110 contain two block parks, a sports complex, a theatre, and other community facilities. From level 110 upwards the block is divided into two residential towers, linked by bridges at every tenth level, where there are additional shops and recreational facilities. A skyrail terminal is on the south-east tower, a hoverport on the north-west.

The shopping plaza is a six-level space consisting of galleries around an open area dominated by the Tesco Megamart. Bridges at each level link the galleries, the anti-grav chutes [1], and the megamart [2]. Level 80, the plaza floor, is covered in synthi-astroturf, and crowded with shoppers and playing children. A spiral ramp and staircase [3] links the levels, carrying block buggies and an occasional service vehicle. Slidewalks [4] link this level with bus stops and other blocks.



The Tresco Megamart is part of a vast retail empire with hundreds of branches throughout the Mega-City. It occupies all six levels of the shopping plaza, though the top level is devoted to offices and service facilities.

Recently the sector headquarters of the chain noticed that profits from this branch were falling; the amount of stock entering the shop was rising without any apparent increase in sales, and stock-taking showed many small items were disappearing. The manager, Burt Tenko, blames the losses on shoplifting, though the company has spent several thousand creds on security improvements without any effect. Naturally, they have also notified the Justice Department. Several teams of Judges have visited the shop; all have arrested shoplifters, but still the rate of loss remains unusually high.

In fact, Tenko is responsible for the loss of profits. Normally the store should have 132 credit points where shoppers pay for their goods; he has added another seven, in areas handling small items which might plausibly be stolen. He has also programmed the main computer to pass the money taken at these extra credit points to the account of Ko-Net Travel, a front he maintains on the 84th level of the plaza. The staff operating these points aren't aware anything is wrong; the only way to discover transactions aren't being recorded would be to check the central store computer, learn the number of points in each department, then go down and make a visual inspection. Customers using these points receive goods and receipts in the normal way. Tenko is accustomed to Judges visiting the store, and has prepared charts comparing the quantity of goods entering the store with the amount sold and in stock. These charts are completely accurate, but naturally omit the goods sold through the phoney cash points, to give the impression that approximately 9% of the stock turnover is 'wastage' through theft. Half of this loss is real shoplifting (normal for a store of this type in Mega-City One), the rest represents his fraud. Tenko convincingly pretends to be worried about his promotion prospects and job security, and will continually ask the Judges if they have caught anyone. He is good at making misleading statements without actually lying, which will defeat the use of a Birdie. For example he might say "I think this shop is crawling with shoplifters" which is true, but doesn't explain most of the losses.

Perp 5: Burt Tenko (Embezzler)

S	I	CS	DS	TS	SS	MS	PS
1	24	13	11	65	44	3	7

Abilities: Use Data(2), Aura of Cool.

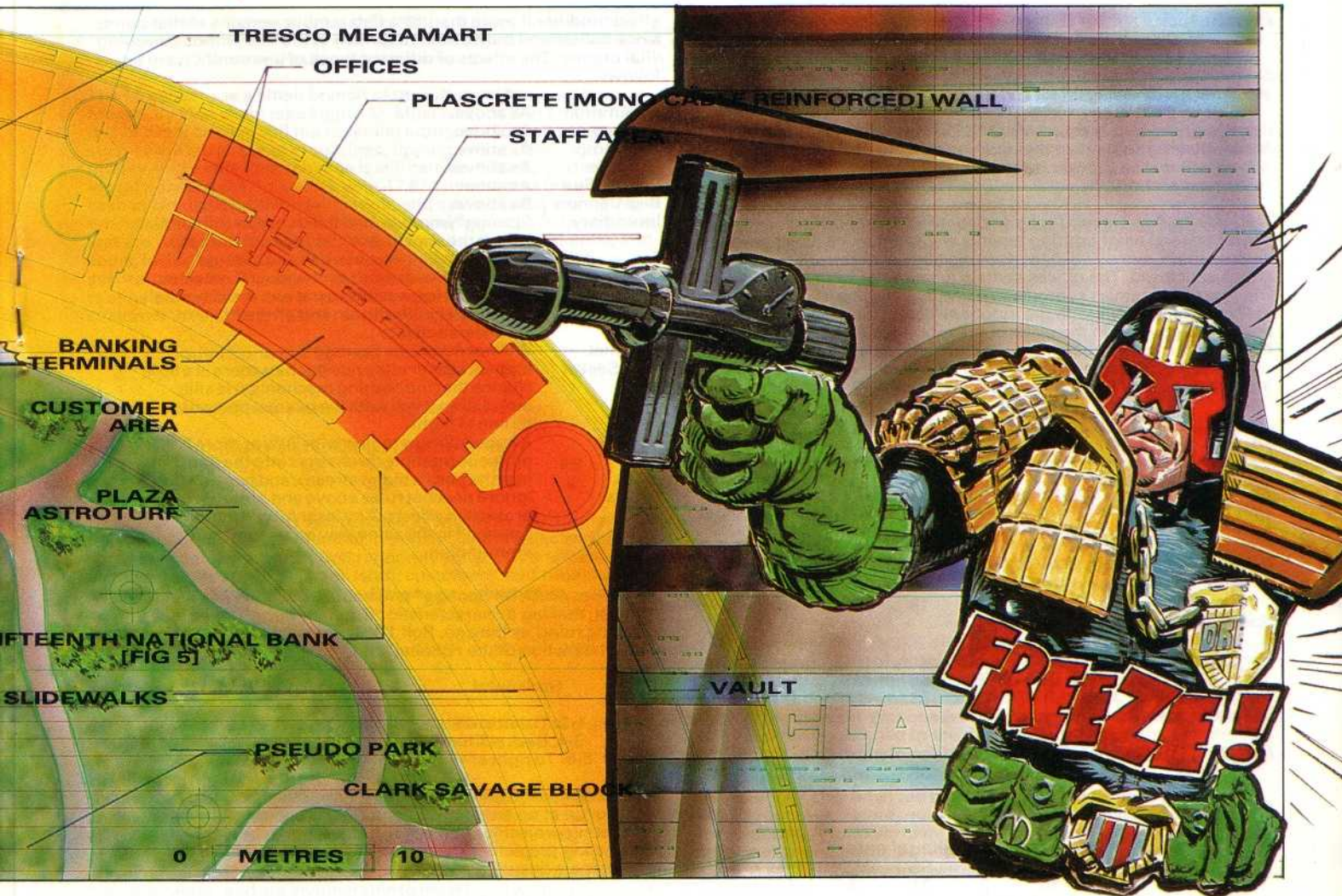
The departments showing the greatest losses are listed below; naturally Tenko's charts show only the losses, not the number of cash points:

Shoplifting Audit

Department	Estimated Monthly Loss		Location Level	Cash Points	
	Credits	%Sales		Official	Extra
Jewellery	21,050	13	82	3	1
Food Hall	75,214	12	80	6	2
Boutique	48,212	9	83	4	1
Stationery	43,105	9	81	2	1
Vid Slugs	32,115	9	81	3	1
Software	27,214	8	81	2	1
Gifts	21,112	7	80	3	.*
Drug Store	13,241	6	82	3	.*

\* losses entirely due to genuine shoplifting

In the time between the Judges' arrival and the bank robbery they won't be able to do much more than make a cursory inspection, though they will certainly find a few minor shoplifters with goods worth 6D6 creds hidden in bags, pockets, etc. Use typical citizens; all will be unarmed and will surrender without a fight. If the Judges return to the store after the robbery, they should be able to find some clue to Tenko's fraud; for example, the credit points used for the fraud are a slightly different model to those elsewhere in the store. If the GM decides the players need even more help, he could decide that Tenko occasionally needs to take cash out of the Megamart to his home. If the player Judges abandon the investigation, Acc-Div will eventually notice the fraud, but it will take several weeks for something to show up on their computers. If the Judges actually ask



for Acc-Div help, a team of accounts and programmers will swoop down on the store and crack the case in a few hours. Acc-Div are delighted to be called in; it proves they can do more than complain about expense accounts!

Each level of the plaza contains 8 smaller shops, coded by level and a letter.

80-a is an autobank, the target for the Gutz brothers raid. Full details are given in the next section.

80-b is a furniture store.

80-c is a munce-burger bar. The Gutz brothers are having a pre-robbery snack (triple 5-kilo muncebunners, Britcit-style fried munce sticks, and 5-litre munskya shakes) when the Judges arrive, but their view of the plaza is blocked by a partition and they won't see the Judges enter the megamart. Full details of the brothers are given in the next section.

80-d is a public meeting room, occupied at the time of the robbery by a Sponts Anonymous group therapy session. Eighteen sponts are present, led by the famous Edwin Parsey. Unfortunately the excitement of the robbery will cause remission among members of the group, and Parsey will rush out to confess, followed by the others. Assume that all the sponts have similar characteristics to Parsey, and assign names randomly.

80-e is a car showroom. For safety reasons none of the cars are fuelled; if one is sold, an electric tractor tows it down to the basement garage, where it is fuelled and given a final inspection before it is handed over to the customer.

80-f is a computer shop. If asked, the manager will remember selling a business system to Burt Tenko, manager of the Tresko Megamart (see above). For some reason Tenko asked him to deliver it to shop 84-g, and not to the megamart.

80-g is a gourmet restaurant, Chez Synth; the manager turned away four fatties (the Gutz brothers) half an hour ago, because all the

tables were booked, and heard one of them say "when we've seen Neville and got our cut we can buy this place".

80-h is a tailors, irrelevant to this adventure.

Most of the shops on other levels are also irrelevant; however, there are some exceptions.

82-b, 82-d, 82-e, and 83-b are all antique dealers, selling junk and bric-a-brac dating back to the late 20th and early 21st century. Stock includes a few rare paper books, plastic and glass bottles, rare tin cans and egg cartons – even some wooden furniture! All the proprietors are honest, except for minor breaches of Section 11 health regulations and advertising laws (punishable by fines rather than imprisonment). 82-c and 85-a are jewellers, also more or less innocent of wrong-doing. If the Judges search really thoroughly (as a blitz search) they will eventually discover some minor offence, such as a can of cleaning fluid that breaks fire regulations.

Shop	Shop name	Manager
82-b	Levvo's Antique Parlour	Tom Levvo (owner)
82-d	Decade 1990! Inc	Freda Reeves
82-e	Draw the Blinds on Yesterday	Winston Kodogo (owner)
83-g	The Shape of Futures Past™	Morgan Christopher
82-c	Bagel's Bangles and Beads	Ursula Bagel (owner)
85-a	The Ugly Jewellery Co.	Spug Thompson

83-b, the Crocker Antique Company, is apparently identical to the other antique shops, but the proprietor is a fence, Nick Crocker, who once served a term for tax fraud. Most of the items on open display are legitimate, but stock in a back room includes a fantastically valuable C5 electric tricycle (stolen last year), a first edition 1983 E-K London telephone directory (stolen from the Brit-Cit Museum two years ago), a genuine VHF flatscreen TV set (a smuggled import from Fuji Territory), and a collection of 115 20th-century hub-caps that were stolen from a wealthy collector during the Apocalypse War. Judges who enter this room and make an SS roll will realise that at least one of these items has appeared on a stolen goods list.

**Perp 6: Nick Crocker (Fence)**

S	I	CS	DS	TS	SS	MS	PS
1	13	10	10	12	34	6	7

*Surrender modifier +15%, no weapons (but a huge variety of junk available for throwing).*

If the Judges visit this shop before 13.25 hours, they will also find Rick Macey playing solitaire in the back room, and any Judge making an SS roll will realise Crocker is terrified. Full details of Macey are given in the next section.

84-g is Ko-Net Travel, Tenko's cover firm. The shop is closed and shuttered, and neighbouring tenants will say they've never seen anyone there, since Tenko tends to visit late at night when most shops are closed. The offices contain a computer terminal linked to the Tresco Megamart computer system and the credit system. Ko-Net actually bank with the autobank downstairs, and the fraud may be discovered in the wake of the robbery if Acc-Div are asked to check on the bank's customers. The current Ko-Net balance is a little over 850,000 creds, Tenko intends to remove the extra credit points and get things back to normal when he has a million creds.

**Phase 3: 13.30 - 14.30 Hours**

At 13.25 hours the Gutz brothers intend to move into the bank and start their robbery. Simultaneously Rick Macey will prepare to shoot anyone who interferes with the plan.

**Perp 7: Eric "Curley" Gutz (Heister, former illegal eater)**

S	I	CS	DS	TS	SS	MS	PS
2	22	23	11	11	18	9	11

*Special attack: Bounce (see below)*

**Perp 8: Brian "The Porker" Gutz (Heister, former illegal eater)**

S	I	CS	DS	TS	SS	MS	PS
3	21	33	9	14	33	11	2

*Special attack: Bounce (see below)*

**Perp 9: Cyril Gutz (Heister, former illegal eater)**

S	I	CS	DS	TS	SS	MS	PS
3	36	31	10	21	16	3	8

*Special attack: Bounce (see below)*

**Perp 10: Mo Gutz (Heister, former illegal eater)**

S	I	CS	DS	TS	SS	MS	PS
2	24	25	10	2	21	16	7

*Special attack: Bounce (see below)*

The Gutz brothers began their careers as heisters, but "retired" during the rule of Judge Cal, and took up eating as a way of passing the time. To their surprise, they found they had natural talents for food absorption and flab production, and began to compete in amateur and semi-pro tag-team eating competitions in the period after Cal's death (this unusual form of eating contest called for strength and agility as well as gluttony; the team's consumption was measured over 15 minutes, with only one eater at the food chute at any moment - consumption of more than 1200 kilos per team was common). Food rationing after the Apocalypse War put an end to their careers; they joined the League of Fatties, but were rounded up and confined until rationing ended, and never regained their original eating speed. For several months they have been drifting on the fringes of the underworld, trying to get back into organised crime. They see this robbery as their big chance, and for this reason (plus the fact they think they are bulletproof) will not surrender. They aren't bright, and may fall for tricks that most perps would escape. They have criminal records for minor offences from before the reign of Cal.

All four Gutz brothers carry attache cases containing electro-prods, shaped Boing® helmets, gas masks, armoured gloves and two Stumm gas grenades a piece. Brian also has two shaped demolition charges. They have forgotten to clean their fingerprints from this equipment. The brothers each weigh over 500 kg and use a belliwheel to move, and have taken massive doses of Spungg®. They wear dark green coveralls.

Spungg® transforms flab into a resilient molecule resembling Boing®, armouring the body as follows:

Head (Boing® helmet)	65%
Chest	50%
Abdomen	90%
Arms	40%
Legs	45%

This protection is enhanced by the bouncing effect of Spungg®; if a projectile or blow hits and the armour roll is less than half the remaining armour protection of the flab (eg, an armour roll under 45 for an abdomen hit), the bullet or blow bounces out without doing any damage to armour at all. Any hit which penetrates suffers a -2

effect modifier if more than 10% flab armour remains at that point, since bullets and blows tend to remain in the flab without reaching vital organs. The effects of different types of ammunition are as follows:

GP Ammo	As above.
HE Ammo	As above.
AP Ammo	As above.
Grenade	As above.
Scatter Gun	As above.
Bike Cannon	As above.
Incendiary	Spungg® impregnated flab is highly inflammable. If the shot doesn't bounce out the perp bursts into flames, even if the flab would normally give armour protection. The flames are almost impossible to put out. A sickly smell of roast perp fills the air, and all the fire sprinklers activate....
Ricochet	Will not penetrate Spungg®.
Heat Seeker	If a heat seeker hits and ricochets there is a 50% chance that the homing mechanism is still active; if so it will seek the nearest person to its line of flight.
Hypo	A hypo hitting a region with 20% or more flab protection simply discharges into the flab, not into the perp's blood stream, and has no effect.
Lasers	Ignore ricochet rules above and armour protection effects. Any laser hit will ignite the Spungg® in the same way as incendiary ammunition.

Projectiles which hit Spungg® and bounce out don't just vanish; they ricochet, making a characteristic "Spunngggggg" noise (like a vibrating ruler) as they go. Roll 1D6 twice, for the horizontal and vertical direction of the ricochet:

Horizontal	Vertical
1-2: To left at 45°	1-2: Up at 45°
3-4: Back at firer	3-4: Back at firer
5-6: To right at 45°	5-6: Down at 45°

For example, if the die rolls are 3 and 1, the bullet bounces back at the firer, but up at an angle of 45°. The GM should carefully track ricocheting projectiles and see if Judges, perps or citizens are at risk. Ricocheting projectiles make wild attacks on anyone in the approximate line of fire, but have -2 effect modifiers.

Spungg® also affects the mobility and hand-to-hand combat abilities of perps. For each combat round a perp spends gathering momentum (for example, by running and bouncing backwards and forwards between two walls), five metres per action are added to running speed, and this speed is retained in rounds and actions in which the perp does something else (eg, throwing a punch) while bouncing along.

However, equivalent time must be spent shedding speed to stop again. For each round spent in this fashion, there is a +1 effect modifier on all hand-to-hand hits. For example, Cyril Gutz spends 3 rounds building up speed, giving him 15 metres movement in each action. He then kicks Judge Fodder (strength 1), hits him in the abdomen, and penetrates his armour. Cyril has strength 3, rolls 2 (on 1D4) for damage, subtracts 1 for kick, then adds 3 for his accumulated speed, for a total of 7. Fodder takes 2 wounds and crumples to the synthi-astroturf; with a survival roll of 04 he is seriously dead....

The brothers intend to blow their way into the back rooms and vault of the bank, swallow as many sacks of money as possible (remember that the Gutz brothers are capable of consuming vast quantities of inedible junk), then bounce their way out onto the east slidewalk. A hover-van, with Vince Spiers at the wheel will be waiting beside the slidewalk from 13.30 onwards.

**Perp 11: Rick Macey (Hit Man)**

S	I	CS	DS	TS	SS	MS	PS
3	46	67	32	25	43	12	000

*Surrender modifier -20%*

*Abilities: Avoid Shots, Crack Shot, Fast Shot, Aura of Cool. Macey is tall, blonde, and has an extremely vicious look. He carries a trombone case containing a laser rifle and spare power pack, and has a laser pistol in his pocket. He wears Cit-Def uniform, including a shell jacket and helmet.*

At 13.27 Macey goes out onto the gallery and pretends to wait for someone, prepared to shoot anyone who interferes with the robbery, or the Gutz brothers if they are caught. He plans to take an elevator to the basement, and use a stolen Turbo 1400 Starglider roadster (see GM's Book p111) to escape. It has false number plates (Judges who check will find the numbers are registered to a Munkska delivery van) and is parked four rows behind the Judges' bikes. When Macey leaves he will try to damage the Lawmasters, by backing into them or

spraying their engines with laser fire. If the Judges have left their computers switched on, they will report the attack by radio, but won't open fire on Macey without a direct command.

The target bank is a small branch of the Fifteenth National Bank of Mega-City One chain (see Figure 5). Most citizens don't make much use of cash, but it is still the essential lubricant of small transactions, such as the purchase of magazines, tipping and children's pocket money, and a little loose change is still carried. It is also preferred for illegal transactions. In a block with 47,821 inhabitants the amount of cash in circulation can be fairly high, and since it is the end of the financial quarter, many customers have deposited cash to pay bills, and the vault currently holds 1,420,115 creds in assorted notes and coins, including 850,000 creds ready-bagged for collection by a securo-pod team. The bank has three staff, aided by a GP robot. Most routine transactions are carried out on banking terminals in the customer area, the remainder are handled by the staff.

**Otis Peabody (Bank clerk)**

S	I	CS	DS	TS	SS	MS	PS
1	21	12	12	18	21	6	7

*A wimp who cowers in a corner throughout the robbery.*

**Adolf Nelson (Bank clerk, Cit-Def commander)**

S	I	CS	DS	TS	SS	MS	PS
3	23	36	10	22	11	18	4

Nelson carries a licenced spit pistol, and will show the normal behaviour of any Cit-Def member in a crisis; he will panic and start to spray the room with shots, Roll randomly for wild fire targets, including everyone in the bank (staff, customers, and robots as well as perps) in the round before the Stumm gas affects him.

**Janis Scrooge (Bank Manager)**

S	I	CS	DS	TS	SS	MS	PS
2	16	17	11	45	43	2	5

*Abilities: Use Data, Interrogate*

Janis ducks for cover and activates the alarms at the first sign of trouble, and is the most sensible employee of the bank.

**Hi! I'm Bernie (GP robot)**

*Standard servo-droid: efficient, eager to please, and very good at annoying Judges. Naturally, he has used his cameras to record the perps as they rob the bank.*

The external bank walls are plascrete reinforced with monomolecular filament cables, and are invulnerable to most hand weapons, though a bike cannon could probably damage them eventually. The internal walls, customer windows and doors are made of polypropylop, glasseen and other tough plastics on a metal frame, giving 80% armour protection. The vault is monomolecule reinforced crystalline steel; one of the demolition charges is specially designed to deal with this material.

It is assumed Judges become aware of the crime after the perps have broken in. The first indication that something is happening occurs when four or five customers run out screaming, gas starts to gush from the bank door, the alarm sounds, and there are two loud explosions as the brothers deal with the internal door and the vault. Eric, Brian and Mo start to stuff the money into bags and swallow them, while Cyril guards the door with his electroprod. If Judges are nearby and can reach the bank within six rounds they can interrupt this phase, otherwise the Gutz brothers will have swallowed 850,000 creds (250,000 a piece for the three in the vault, 100,000 creds for Cyril) and will be preparing to escape when the Judges arrive:

As you approach the bank you see wisps of vapour around the door, and citizens collapsing outside. You also hear a strange twanging noise, rapidly rising in intensity and frequency, and feel the ground and synthi-astroturf vibrating beneath your feet. With a series of loud "Spunnggg" noises, four huge green forms hurtle from the bank door, flying across the plaza towards you.

The brothers have 10 metres/action accumulated speed, and intend to bounce from the side wall of the Megamart and out to the slidewalk. However, the side of the Megamart is a window, and they will smash through it and into the display behind. Five shop window models run screaming as they are sprayed with fragments of glasseen. The brothers are entangled with furniture and other display materials for 1D4 actions, then continue their escape, having lost their speed.

Naturally the Judges can attempt to stop the perps. However, Macey begins his sniping attack at this time, running round the gallery to keep the Judges and perps in sight. He will make his own escape when all of the Gutz brothers have been caught or escaped, or if the Judges start to close in on him. If any of the brothers catch fire (as explained above), the sprinklers will activate, and the synthi-astroturf will become very slippery. The Judges must make initiative rolls to stay on their feet or lose an action, while the Gutz brothers will continue to bounce

whatever the conditions, though they will be unable to make bounce attacks.

At approximately this time the first sponts appear on the scene, led by Edwin Parsey. They start to confess to a range of crimes, from bank robbery and breaking the glasseen window to multiple murder. Naturally these crimes are purely imaginary, but the sponts will get in the Judges' way and prevent them dealing with the crime effectively, as well as stopping ricocheting bullets.

A hover-van piloted by Vincent Spiers is waiting beside the east slidewalk. The surviving brothers will bounce out and must make Initiative rolls to bounce into the van; cling nets will stop them bouncing out again. Brothers who miss the van plummet 80 levels to the pavement, and up again; Spiers must make DS rolls to catch them in mid-bounce. He will take off as soon as Judges appear, leaving those brothers who haven't boarded to be captured. Whatever happens, at least two of the Gutz brothers should escape.

**Perp 12: Vince Spiers (getaway driver)**

S	I	CS	DS	TS	SS	MS	PS
2	32	21	45	37	30	2	11

*Las-knife, Stump gun.*

Spiers look like the stereotyped image of a getaway driver; silvered sunglasses, a drooping moustache, and cowboy boots.

Scim-Dynamo Hover-van: a commercial version of the Scim-speeder (see GM's Book p109) but Full Speed 380 kph, Max Speed 180 m/R, Acc/Dec 30 m/R, Stop 60 m/R. Use normal hover-car hit locations. Cargo capacity 3 tons.

The hover-van (licence 3KN-HV126-34211) is stolen, and will be close to full cargo capacity if all four brothers manage to get on board. Judges can fire at it until it lurches out of range (though they shouldn't shoot it down), but can't really pursue it. Unfortunately most of the area's H-Wagons are already answering emergency calls, or have been reassigned to the riot in Sector 145 South, and the van will be lost in traffic before it can be intercepted.

If the Judges stay on at the block they can make sure the rest of the bank's money is secure, question citizens around the plaza, and look for evidence. A forensic team will arrive after 10+2D10 minutes, and start to examine the belliwheels, cases, and other items left by the gang. A service Pat-wagon will collect the bikes and leave replacements.

If the Judges chase Macey, 'Hi! I'm Bernie' will try to keep citizens out of the bank with a particular lack of success (but since there is still Stumm gas in the air the Judges will eventually return to find a few light-fingered citizens doubled up and vomiting outside). If the Judges are close enough to Macey to stop him sabotaging their bikes, he will start a gun battle, continuing until he is wounded, killed or escapes.

Macey, Spiers, and the Gutz brothers were briefed by Gavin Neville, a mobster and one of the masterminds who thought up the crime, at Ricardo's Shuggy Hall, and will confess this if they are taken alive. They were supposed to return to the Hall after the robbery. Other routes to Neville are through the comment overheard by the head waiter of Chez Synth, or through Crocker; two or three citizens saw Macey leaving Crocker's shop. If he is questioned, he will bluff at first, then confess that Neville contacted him by vid-phone and told him to expect Macey. Crocker saw that Neville was in a shuggy parlour when he called, but can't identify it. If all else fails, MAC can produce a list of criminal contacts known to the Gutz brothers and Macey; Neville heads that list.

Neville is rumoured to be a henchman of Chris "Las-Saw" Dick, suspected mob leader, a resident of Vito Corleone Block. MAC's records show that Neville is a fanatical shuggy player, and is the owner of Ricardo's Shuggy Hall, which happens to be near Clark Savage block.

When the Judges have this information they will be told to wait for new bikes (if they were damaged), then be assigned to check out the shuggy hall while other units visit Neville's apartment and Vito Corleone Block. As they travel they will receive a message from MAC:

**++ 14.15 HOURS ++ CRIME REPORT**

Further to crime report item 33, the Clark Savage Block robbers may have been using a product stolen in the Synthi-Synth™ raid. It's called Spungg®, and would have the effects you describe. Their scientists say it was still in the experimental phase of development, and hadn't been tested for long term effects. They think it will break down after a few hours and lose its bounce.

**Phase 4: 14.30 - 15.30 Hours**

Ricardo's Shuggy Hall is typical of shuggy halls everywhere (use the plans in the game box); at this time of day the only occupants are a few dispirited players, lethargically tapping balls around the table and waiting for high-rolling gamblers to arrive. The barman, "Fast" Eddie Kinnock will admit to having seen Neville earlier in the day, but says he went out at lunchtime and hasn't returned. He seems worried about something; if the Judges search they will eventually find a man's body, stabbed and locked in the lavatory cubicle adjoining Neville's office! Kinnock tends to give the game away by glancing in that direction whenever he is asked an important question.

**Perp 13: "Fast" Eddie Kinnock (Accessory to murder)**

S	I	CS	DS	TS	SS	MS	PS
2	34	20	14	16	45	6	8

*Will not fight*

If Kinnock is confronted with the body, he will eventually admit that Neville was there earlier. The man came in and went into Neville's office. Kinnock doesn't know how he was killed; Neville called him into the office and said the other man drew a knife, and that they were fighting for it when he died. Neville said he would kill Kinnock if he didn't help conceal the body.

A few minutes later some more strangers came in (describe everyone who escaped from the scene of the crime). Neville talked to them for a few minutes, then Kinnock heard him shout "There were Judges there and you still went ahead with it? Spug me - you must be idiots!". A few minutes later Neville left with them, saying he'd be back with some friends to pick up the body in two or three hours. A Birdie lie detector or interrogation will reveal that Kinnock is telling the truth; however, he suspects that Neville wasn't being 100% truthful with him, and won't be coming back.

An ID card in the victim's pocket identifies him as Bernie Montarez, a maintenance technician at the Synthi-Synth™ laboratory. A check with MAC will reveal that he was suspected of being the inside man for the robbers, and has been missing since the burglary. Laboratory analysis will later reveal that the card is a good fake; in fact he was Dominic Gruber, a freelance industrial spy known to have mob connections, and who took on the alias to bluff his way into Synthi-Synth™.

Neville killed Montarez/Gruber because he was attempting to blackmail him. Originally he thought he could simply hide the body and carry on as normal, but when he heard Judges were on the Gutz brothers trail (or that some of the perps had been arrested), he decided to abandon the shuggy parlour (which is heavily mortgaged) and go underground, getting a face change and any other disguise surgery he could afford, and then start again in another part of the Mega-City. However, he first has to deal with a few loose ends, such as the Gutz brothers, Rick Macey, and Vince Spiers.

If the Judges search Neville's office thoroughly, they will eventually find an electro-key taped to the bottom of a desk drawer. It's for an expensive lock, manufactured in fairly small quantities. MAC can verify that under 35,000 were sold and installed.

At the Judges' request, MAC can compare a list of customers who bought the locks with a list of property holders. At approximately 15.15 MAC will find that one of the customers owned a lock-up garage now leased to one Nevil Garvin, and will suggest that this might be an alias for Gavin Neville. It's a few kilometres away, so Control will assign the team to check out the garage; it will take approximately 15 minutes to get there.

**Phase 5: 15.30 - 16.30 Hours**

A few months ago Neville set up a securo-pod heist, which was cancelled when one of the gangsters was arrested and confessed to the Judges. Another mobster dealt with the squealer, but Neville had already paid six months rent on a large garage (big enough to hold a securo-pod and the equipment needed to break it open), which currently holds two stolen Mo-pads, a five ton truck, the hover-van and Neville and the other perps. Use the large tunnel diagram in the Judge Dredd game, set up as on p125 of the GM's Book, with a vehicle between each of the posts, the end marked "pipeway exit" closed off by sliding doors, and no elevator at point E. Set up the perps as you like; if there were only two or three survivors of the raid add a few more thugs - henchmen of Neville's who are present for the final share-out from the robbery. There should be a minimum of two perps for each Judge. Any additional NPCs should be heisters (as p52 of the GM's Book) armed with spit pistols or scatter guns.

When the Judges arrive they will hear a furious argument in progress, clearly audible outside the garage. The surviving Gutz brothers are saying they can't get rid of the money they swallowed; for some reason they can't seem to vomit it up, and they don't feel at all well. Other gangsters are suggesting ways of recovering the money, from salt water to a chain saw ....

Whichever way the Judges proceed, they will eventually need to unlock the doors and interrupt the argument. As the Judges enter they will be stepping from daylight into dim light; even if they are on their bikes, with headlights lit, they will need a moment to acclimatise. Meanwhile the perps scatter behind the vehicles and start to fire. The Judges should also hear a twanging noise as the Gutz brothers try to get up speed for bounce attacks.

In the hours since the Gutz brothers took their doses of Spunng®, the chemical has been reacting with their flesh, becoming more and more unstable as time passed. Each of the Gutz brothers is now equivalent to a few kilos of nitroglycerine, and any sufficiently powerful impact may set them off. The chance of an explosion in any round is as follows:

For each round spent building up speed by bouncing	+10%
For each impact in which the flab acts as armour	+20%
For each impact penetrating the flab	+20%
Any laser or incendiary damage	+100%

If one brother explodes, the others will also detonate, spraying the garage with fragments of bone, shredded money and lumps of flesh. All the Judges and perps will be in the blast area of the explosion, which has a +1 effect modifier for each brother exploding (eg, if 3 brothers detonate there is a +3 modifier) but no other special effects. All the Gutz brothers will be killed.

Since the Judges are armoured and the perps are not, it is likely that none of the perps will be able to continue the fight, and the adventure will end with the Judges dealing with their wounds (and those of the perps) and reporting back to control. Forensic will eventually find some of the Synthi-Synth™ material in the smouldering remains of a mo-pad equipped as a laboratory. A med-team will arrive, and give the Judges first aid. Control will order them to return to the sector house, rest for an hour, then report to an H-Wagon for transport to Sector: 145 South. The afternoon isn't over yet, and there's still a riot to deal with ....

**Afterwards**

Aim to give surviving Judges between 30 and 50 experience points for this adventure. As usual, good planning, effective roleplaying, and efficient utilisation of skills and resources should be rewarded; stupidity and poor roleplaying should be penalised.

Although the team have caught Neville, they don't really have any evidence to convict his alleged boss, Chris "Las Saw" Dick. Naturally Dick will take steps to ensure that Neville can't betray him, and the team may be asked to protect him from Blitzers or some other form of assassination.

The Tresco Megamart mystery may still need to be solved; encourage the team to take another look at the situation, or get specialised help. If they don't do this, it's possible they may eventually be assigned to track Tenko down.

The Synthi-Synth™ research division will be very interested in the Judges' reports, and the Judges should be encouraged to think of banning Spunng® before it hits the streets.

This scenario has deliberately been left with several loose ends which GMs can exploit or ignore. Where did Azimov get his explosives? Who was going to buy the stolen kneepad jewellery? What happened to the rest of the Spunng®?

Will the Judges ever visit Ronnie Rambo block, and what will they find there? There's no need for a single team of Judges to follow up all these problems; it's a big Mega-City, and there are thousands of Judges on the streets.