



This is a patrol adventure for up to five Judges, covering the activities of a typical day in a typical sector of Mega-City One. *A Day in the Life* can be dropped into a campaign or included as part of a single, longer adventure. It could even be chopped into pieces and used in other adventures!

by Hugh Tynan

SECTOR HOUSE 255, BRIEFING ROOM: SHIFT 3 - 10.50 HOURS

++ITEM 56++

SKEDWAY ATTACKS Over the past three days 67 Mo-Pads have been destroyed on this sector's skeds. There have been no survivors, but witnesses (from nearby Mo-Pads) state that the vehicles simply exploded.

There's a chance that somebody is leaving remotely controlled bombs on the Mo-Pads. Each squad will perform a crime blitz one Mo-Pad. I'll give you the target with your patrol orders.

++ITEM 57++

WALLY SQUAD OPERATIONS The Wally Squad are working the sector this week, investigating an Umpty-bagging epidemic. All other Judges are requested to stay off the case and allow the Wally Squad a shot at infiltrating the group.

The Wally Squad will also be organising a couple of bank heists and other crimes to gain the baggers' confidence. Whatever you do, try not to kill any heisters you happen across. No assigned routes should take you near these operations, but for those of you who can't resist shortcuts - you've been warned.

++ITEM 58++

BOPAROUND A Fancy Dress Open Air Boparound is being held in Marc Gascoigne Plaza at 11.00 hours. The Littlehouse Juve Crew are demonstrating their new dance at 12.00. Large crowds are expected to attend.

You all know what the juves in this sector are like. Your patrol will include a 20 minute stop in the Plaza. The presence of Judges will make a few perps think twice.

++ITEM 59++

PUBLIC MEETING A new citizen's group called 'The Friends of Dredd' are holding their first public meeting in a hall at the Marvin Gaye Skyrail Station.

We don't know what this kind of nut club this is, but we want to be ready for trouble. Keep your eyes peeled. We'd like to prevent any incidents. The civos are beginning to think they can't belong to any organisation since the Chief Judge made it illegal to be a pacifist.

++ITEM 60++

H-WAGON SHORTAGE Several H-Wagons were destroyed recently in a fight with a mutie-hijacked Strat-Bat. Replacements will be delivered next week.

So don't call in the H-Wagons unless you really can't handle it...

++ITEM 61++

SATELLITE ATTACKS Communications Satellite QD-155/173 has been subject to laser fire from this sector. It is suspected that the power for the laser has been taken from the Skyrail tracks, as the trains have suffered momentary power failures all week. All squads will be supplied with special detection equipment that will pinpoint any laser fire.

Most of the shots are just bouncing off the satellite's solar panels, but some have hit - and eight Tech Judges have been killed. We're cracking down on this, so please try not to cause false alarms by using those Cyclops lasers.

++ITEM 62++

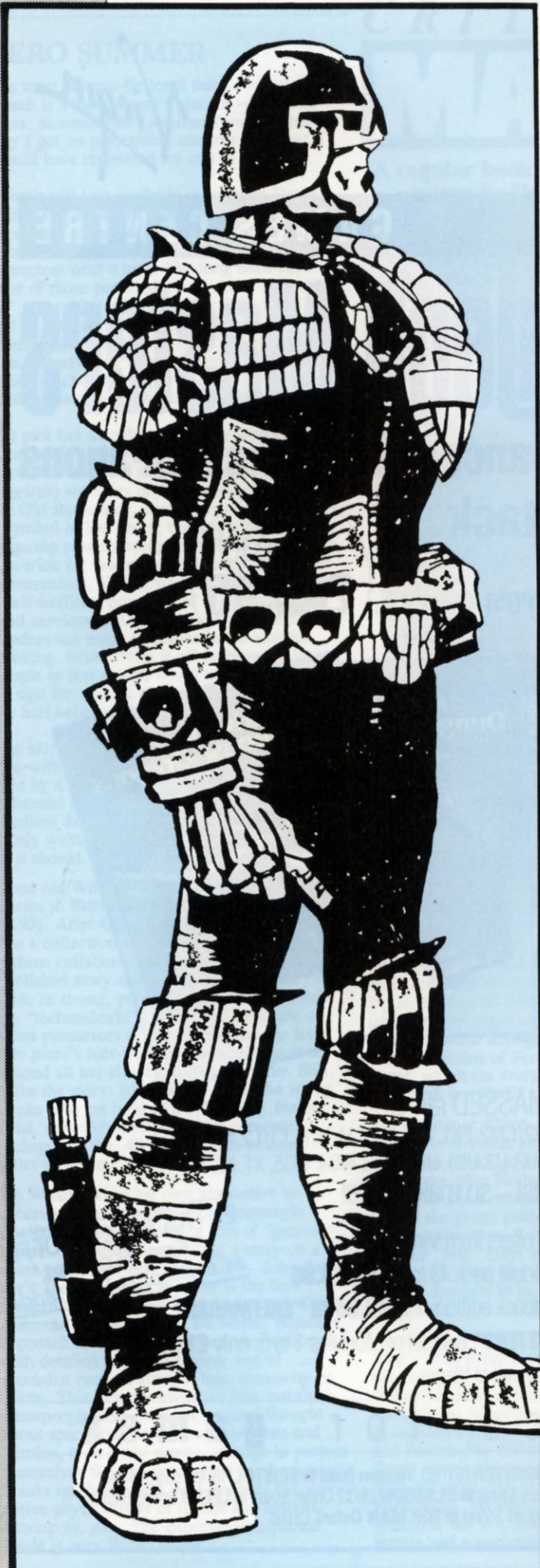
ESCAPING PERPS Someone is going round releasing perps from holding posts. Be on the lookout for anyone hanging around near an apprehended or cuffed perp at a holding post.

Make a special effort on this. We've lost 222(!) perps in the last three days. This creep may pass on the secret, copy his master key or whatever.

++ITEM 63++

Let's be careful out there.

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Judge Jude, the assigning officer, then turns to the PCs and gives them their specific patrol orders:

'You're on Zippers today - no, hang on, that's Squad Bracken. You're on Lawmasters as usual. This is your route, along the North edge of the Sector on City Bottom and then circle around towards the centre. You're stopping at the Marc Gascoigne Plaza Boparound at 12.00 for 20 minutes - try to be on time, huh? At 13.10 you're blitzing a Citizen Duffy in his Mo-Pad 'Around the Bend' - big orange Royale job. Look for all the usual stuff, of course, but look especially for bomb making, radio and remote control gear. We've got nothing on this Duffy, which is a teeny bit suspicious.

This is the laser detector thingy. The indicator lights up and beeps if anyone fires a laser within 2000 metres. You've got two minutes to follow the trace to where the shot came from. The H-Wagons have these as well.'

As the PCs leave, they will overhear Jude assigning a temporary room on floor 17 to a pushy (but aren't they all?) SJS officer, close to the SJS resident Judge.

GM'S INTRODUCTORY DATA

Read through the events before you run the adventure for your players, so that you know roughly what is going to happen. This is supposed to be a more or less average patrol in the day of a Mega-City Judge, without a 'main adventure' as such. You don't have to go to great lengths and give subtle warnings that lead up to a climax. Play it as it would happen in MC-1: without apparent logic or connections.

All in all, the events here are just a few hours work for the player character Judges. Assuming, of course, that they can survive those few hours...

ON PATROL

Phase 1: 11.00 - 11.30

The PCs' patrol commences at 11.00 hours, and initially the Judges are heading North through City Bottom along Memory Lane. The street is temporarily deserted, apart from a small creature sitting on top of a street camera - clutching what looks like a very, very powerful thermal grenade! As the PCs speed towards it, they will see that its wrist is through the pull-ring. If it jerks its arm, the PCs - and thousands of citizens - will have less than four seconds to live!

The creature is a Griblig (see *2000AD Progs 464 & 465*) - a small, furry, unbearably cute and highly intelligent little alien pest. The grenade is actually inert, although the PCs aren't going to know this! Normally, its burst area would have a radius of about a kilometre.

The street camera is simply a pole protruding from the side of a building, about 5 metres above ground level, with several viewing guns mounted at the end. It is slowly swivelling, making it difficult to shoot the Griblig - the only feasible course of action. Any other plan, such as trying to reach the Griblig from a nearby window or using Stumm (Gribligs are immune to Stumm, by the way - let's not make this too easy for the PCs), will simply result in the creature running away down the street, waving the grenade above its head. The Griblig will simply dodge a cling net and return to its perch.

Just as the PCs draw a bead on the Griblig and shoot, the creature will leap through an open window about a metre above the pole. You did tell the PCs about the window, didn't you? Shame. The grenade will fall to the ground - and not explode. The grenade will simply bounce, and then roll around quietly on the pavement, still not exploding.

Griblig

| S | I | CS | DS | TS | SS | MS | PS |
|---|----|----|---------------------------|----|----|----|-----|
| 1 | 99 | | <i>You must be joking</i> | | | | 000 |

The Griblig's attempt to leap through the window will be automatically successful (well, look at its initiative). The PCs will automatically miss the Griblig, although the street camera is a different story. The shot will hit it if the missed the Griblig (the die roll was a failure); if the shot hits one of the moving viewers; or because the Griblig's leap makes the camera vibrate. Whatever the cause, the street camera will explode (this is important for the next phase of the patrol) and crash to the street.

Back to the grenade. This is a real grenade with the explosive charge removed. The only obvious way to discover if it is live is to pull the pin. If the PCs ask MAC they will be told that there should not be any live grenades in MC-1. The PCs could call for a Tech Judge, and if they do this they will get lucky - one is nearby.

Judge Renouf

| S | I | CS | DS | TS | SS | MS | PS |
|---|----|----|----|----|----|----|----|
| 1 | 30 | 41 | 24 | 37 | 28 | 32 | 33 |

Special Ability: Crack Shot

Renouf will arrive after two minutes on his Lawmaster, examine the grenade for about a second, and then pull out the pin. If he is asked how he knew the grenade was a dud, he will explain that 'Drokk! I didn't. If the the thing started humming I was going to lob it down the street and run like spug!' The PCs can and should report him for such an irresponsible attitude, gaining EPs for doing so. Control will send some experienced Judges to pick him up, but Renouf will not offer any resistance.

Once the pin has been removed a tiny tag reading 'Cyn's War Artifacts' can be seen. Any Judge making a SS roll will remember that Cyn's is on the other side of the block. Failing that, MAC can give the PCs a list of possible sources of grenades, and Cyn's is the nearest.

The front door of the shop is wide open, and behind the counter the back room is also open. A few more Gribligs are playing near the dead body of the proprietor, 'Mad' Amme Cyn (there are ID papers on his body). His skull has been shattered by a blunt instrument, and he has been dead for about two hours. Only one item is obviously missing from the shop's stores - taken from a broken glass-fronted display case. A small card identifies the contents as 'An extremely rare and valuable long range flak gun, c1961. Type UI/RR-05.'

MAC can supply information about Amme Cyn: *Lives alone in apartment above shop, family killed in Apocalypse War, no known friends or associates; and on the flak gun: Range 350 metres, area burst radius 8 metres. Cyn's apartment above the shop contains nothing unusual.*

Phase 2: 11.31 - 11.59

If the street camera was not destroyed in the incident with the Griblig, ignore this incident and adjust the time of Phase 3 accordingly. At 11.38 a message comes through for the judge who actually shot at the Griblig and destroyed the street camera: 'Judge (name) of Squad (name of Squad Leader), return to Sector House 255 and proceed to Room 201, Floor 17.' Floor 17... The SJS... Remember? The PCs will!

If the wanted Judge does not leave for the Sector House immediately, the other PCs should be encouraged to make sure that he does so. If he doesn't reach the Sector House within 10 minutes (which he will, if he leaves *immediately*), three more messages will arrive in quick succession. The first will be from the Sector Chief, the second from the resident SJS Judge and the third from the Chief Judge - a Rogue Judge is an important matter! These are just warnings, because if it comes to a fight, the player might as well roll up a new character now, rather than deal with the full force of Mega-City Justice.

When the PC arrives back at the Sector House the resident SJS Judge and the visitor will be waiting in Room 201, which is dark, forbidding and equipped with a table covered in *huge* syringes... The PC will be hooked up to a lie detector, and the interview - or interrogation - will start. You should make sure that the PC feels really uncomfortable, and that the SJS Judges are played as nasty, harsh, disbelieving and authoritarian figures, who are looking for an excuse to find the PC guilty of something... You might like to use some or all of the following questions:

How long have you been on the street? Have you ever known a bent Judge? Did you report him? Have you ever thought of performing a crime or of breaking regulations? How many perps have you killed? Were the deaths necessary? Why did you shoot the camera? What were you about to do that you didn't want us to see? When did you start damaging Justice Department property, accidentally or otherwise? Have you damaged anybody else's property? Was it necessary to shoot at the creature? Was it a real grenade? Are you investigating the matter further?

And so on... Eventually, the PC should be released to rejoin his squad at the Boparound in Marc Gascoigne Plaza.

Meanwhile the other PCs should have resumed their patrol. As they pass the William Holden Block, their progress will be halted by a body falling (with appropriate repulsive sound effects) to the ground in front of their Lawmasters. To the right of the PCs is an 'up' anti-grav chute (with huge arrows painted on the side to indicate the direction) runs up the side of the block - and the leaper (if that is what it is) seems to have come from there. If the judges look up at this point, they will see, 105 floors up, another speck in the sky turn into the frantically screaming figure of a falling citizen...

If the PCs look closely at the chute they will see that there are several other figures being carried upwards, that all the chute exits into the block seem to be closed and that yet another citizen has just popped out of a hole in the top of the chute and is plummeting downwards. Calling for H-wagons is a waste of time, as there are none available in the sector at this time.

There is a control box next to the chute (roll Strength or under on a D4 to open), with a two position switch inside. This is currently in the 'up' position, and the PCs may leap to the conclusion that 'down' is literally that - but this is a one way AG chute, and the down position is actually 'off'. Turning the switch to 'off' will result in the six citizens in the tube dropping towards the base of the chute. The first one will hit the bottom after 4 phases and the other six citizens will arrive D10 phases apart. All will be killed in the fall. If one of the PCs tries juggling the switch, it is important to note that the citizens will keep the same vertical spac-

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ing as they fall, so turning off the chute for three phases will mean that the lowest citizen will be only 1 phase away from death at the bottom of the tube. The topmost citizen is D4 + 4 phases from the hole at the top of the tube, so the 'juggling' will have to be carefully timed so as not to lose any more lives!

Inside the reception area of William Holden block, sitting behind a desk, is the robot in charge of the AG chutes. It will not respond to any speech or actions. Fortunately, there is a bank of switches labelled 'AGC Exit hatches'. Those for chute 3 are in the closed position, so it is a simple matter to open the exits and allow the citizens to escape from the chute into the block. You may deduct EPs if the PCs don't think to open the chute exits from the top downwards - especially if this results in another death.

While the PCs are engaged in trying to sort out the mess, the floor manager of the block, Ernest Boon, will arrive. Boon will be horrified by what is going on, and will tell the PCs that the exits should be open. Boon will further explain that, because the top of the chute was shattered by vandals, the block's managers decided to close the chute exits at night to prevent any criminals getting into the block. Theoretically, the inactive robot should have opened them first thing in the morning.

The PCs may suspect some sort of robot malfunction, but if they closely examine the robot they will realise that it is, in fact, a Botter! Robert Smythe has disabled the genuine robot, hidden it in a storeroom, and taken its place at the desk. Then he lost faith in his ability to fool people, and has simply decided to sit still and do nothing.

Robert Smythe

| S | I | CS | DS | TS | SS | MS | PS |
|---|----|----|----|----|----|----|----|
| 1 | 21 | 17 | 35 | 15 | 31 | 6 | 15 |

The PCs can charge Robert with almost anything from damaging a robot to mass murder, and it should be interesting to see what charges they can come up with!

Phase 3: 12.00 - 12.25

The PCs should meet up in the watching bay overlooking the Marc Gascoigne Plaza, which is packed with citizens waiting to see the Littlehouse Juves give a demonstration of their latest dance. A platform covered in criss-crossed conveyor belts except for a small section in the

middle, is set up in the centre of the plaza. A group of dancers in fancy dress appear and leap onto the platform, trying to work their way to the stationery centre area. At a pinch, the gyrations, contortions and effort of even trying to stand in one place on the conveyor might be called dancing, and it might catch on - the PCs should be encouraged to decide if this is an activity that might need banning at some point in the future. Eventually, the crowd joins in, leaping onto - and being whisked off - the platform. This goes on for about 10 minutes, and then the scene changes to one of complete carnage.

Around the platform appears the dome of a force field, and as a juve topples into it, she screams horribly as she is consumed. Each combat round after the force field goes up, D6 juves are incinerated as they fall over on the belts and are carried into the field, and the dancers panic as they see the fate that awaits them if they don't reach the safety of the centre section. The PCs will be able to do little, other than move down from the watching bay towards the platform. Once the dancers have been 'thinned out' (after three combat rounds) the PCs will be able to see the cause of the havoc.

Standing on the steady area of the platform - and pushing off anybody else who reaches it - is a juve (not in fancy dress and wearing a T-shirt with 'Roy Hattersley Block Revivalist Dancers' on it). Any PC making a TS roll will realise that he is holding a Remote Activation Unit for a force shield - a fairly rare item in MC-1. Destroying this will result in the shield's deactivation.

Kane Lansky

| S | I | CS | DS | TS | SS | MS | PS |
|---|----|----|----|----|----|----|----|
| 1 | 32 | 20 | 23 | 12 | 43 | 9 | 22 |

Special Ability: Sector Knowledge

If the PCs think of shooting the juve, bullets will simply not penetrate the shield. Just keep telling them that solid matter cannot penetrate the shield until they think of using a Lawmaster's Cyclops Laser. Any laser shots will suffer a -30% penalty thanks to the shield's deflection effects. If the shot hits the activation unit the shield will drop, although a near miss (your discretion) could be ruled to make Lansky drop the unit into the conveyor belts, where it will be chewed to pieces by the motors.

Whether the shot misses or not, two rounds later several H-Wagons will come screeching down out of the sky and spray the whole plaza (including the PCs) in riot foam. If the shield is still up, the H-Wagons will bring their lasers to bear on the perp, with somewhat devastating results!

The H-Wagon crews will dig the PCs out first and if Lansky is still alive there will be little trouble in digging him out as well. He is simply a sworn enemy of the Littlehouse Juves - but this leaves open the question of where he found the shield generator. His answer of 'Found it...' is perfectly true, even to a lie detector.

This answer is also so unlikely, however, that it can't be true - and it isn't the whole story. The unit was deliberately left in a spot where it would be found by an adult enemy of the Littlehouse Juves, along with a note explaining how to use it. Lansky can't read, so he ignored the note - and can't even remember it. A Psi Judge will be able to find memories of the note in his unconsciousness. There is no way of tracing the original perp, as all fingerprints etc have been obliterated and the unit wasn't in his possession for long enough for a Psi to pick up an image from it.

After this incident, the PCs may resume their patrol, hopefully not much later than 12.25.

Phase 4: 12.26 - 13.00

As the judges leave Marc Gascoigne Plaza and head off past Walt Disney block, a message comes in from the Sector House:

Emergency! Judge needs assistance. All squads in vicinity of Horst Wessel, Walt Disney, and Pik Botha blocks, proceed immediately to Temporary Biological Research Laboratory OA-S23. Armed Futsie. Judges have been wounded.

The PCs are two minutes away from the Lab. MAC has extensive files on the Lab, which was set up to work on the problem of re-evolving the residents of the Charles Darwin Block, after Professor E Northcote Fribbs reversed evolution enzyme leaked into the block (see 2000AD 184 & 185). Research has carried out in the hope of curing the citizens and re-evolving Fribbs (now a giant amoeba) so that he can serve his sentence. The research scientists were on a lunch break when the futsie arrived.

The front doors of the building are wide open. Judge Bracken and his squad are under cover behind a juggler (see JD p112), but the futsie has a clear view of the doors so they have been unable to leave. Only one of Squad Bracken's Zippers is still in one piece; the others have been destroyed.

Judge Bracken

| S | I | CS | DS | TS | SS | MS | PS |
|---|----|----|----|----|----|----|----|
| 3 | 30 | 38 | 52 | 32 | 22 | 28 | 26 |

Special Ability: Fast Mount, Control Spin



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Judge Curry

| S | I | CS | DS | TS | SS | MS | PS |
|---|----|----|----|----|----|----|----|
| 1 | 14 | 24 | 28 | 30 | 26 | 15 | 18 |

Curry has been wounded in the head.

Judge Folan

| S | I | CS | DS | TS | SS | MS | PS |
|---|----|----|----|----|----|----|----|
| 1 | 19 | 14 | 17 | 19 | 22 | 9 | 18 |

Folan has a chest wound.

Judge Greene

| S | I | CS | DS | TS | SS | MS | PS |
|---|---|----|----|----|----|----|----|
| 0 | 9 | 8 | 14 | 12 | 8 | 9 | 12 |

Greene has been hit in the head and in the abdomen, and needs urgent medical attention.

The perp, Tobin Sors, is hidden behind a set of shelves which gives him 50% armour overall, although he wears no other protection. You should play Sors as a complete loony, who keeps up a constant monologue about how he is going to take over the whole city, free all the Umpty Candy bars, and kill everybody. He is quite happy to let the PCs into the building, so that they can talk to Bracken and the other Judges, but he will fire his gun (the flak gun from Cyn's) should the PCs try to leave or if they get too close - within 15 metres or so.

Tobin Sors

| S | I | CS | DS | TS | SS | MS | PS |
|---|----|----|----|----|----|----|----|
| 2 | 32 | 44 | 7 | 48 | 17 | 3 | 7 |

Special Ability: Knock Out and Weapons Knowledge

Weapons Knowledge is a new TS ability that gives a thorough working knowledge of most weapons and allows expert alterations and expansions to be made to a weapon. Sors, for example, has modified some spit gun ammunition for the flak gun, which gives a +2 effect modifier.

The battle should be fairly straightforward to run. Sors has only 8 rounds for the flak gun (range 350m, burst area 8 metres). When he has only one round left, he will grab one of the jars in front of him and pour

the contents into the gun. This will cause the gun to explode, covering Sors in Fribb's enzyme - and possibly (4%) anybody else in the Lab as well. Those affected will immediately start to de-evolve into lower forms of life.

There are, however, some problems in dealing with Sors. The cages in front of him hold former citizens from the Charles Darwin bock, now de-evolved into monkey-types, lizards, the odd bipedal worm and some rodents. Heat-seekers will home in on them rather than Sors, and if the PCs don't realise the nature of what is in the cages, Bracken or one of her squad will point out that the creatures are innocent citizens who have a chance of being re-evolved. They are therefore not to be killed out of hand in the hope of getting Sors. The futsies, of course, under no such obligation to protect the lives of the de-evolved citizens.

The rest of the equipment in the Lab is extremely valuable, in particular the Med-Computer and the prototype Re-Evolving Machine. You should feel free to set Acc-Div on PCs who damage/destroy the research laboratory to any degree.

Phase 5: 13.01 - 13.30

The next item on the agenda is the crime blitz on Duffy's 'Round the Bend' mo-pad. Sector control will remind the PCs of the 'appointment', and direct them to the junction between Rick Priestley and Stan Laurel Skedways. The big orange mo-pad will sweep past as they sit on their Lawmasters, without stopping (obviously, as Citizen Duffy doesn't know that he is about to be blitzed).

Chasing the mo-pad is no problem, as it is on a fixed course and speed (210kph), and the Lawmasters can be put on automatic to follow and match its progress. However, the mo-pad has no porch, so somebody must knock on the door (a DS roll to succeed) to get Duffy's attention.

The door will be answered by a small, happy-looking man, who will immediately invite the PCs into his home, which is rather luxurious and comfortable for a mo-pad (Duffy is actually quite well-off). He has a good outlook and a happy disposition, and will immediately ask if this is a Crime Blitz. When told that it is, he will sigh and say 'Errr. Well, I may as well save you the bother. There's a box of sugar in the cupboard in the kitchen - I like it in my synthi-synth - and, ummm, well, I don't know how much you can, errr, find out, but I was doing about 4kph under the limit about an hour ago... Like I say, I don't know what you know, but I'm an ummm honest citizen and do my best. Errr... sorry.'

Putting a lie detector on Duffy will show that he is telling the absolute truth. The confession may well make the PCs suspicious, but going over the mo-pad with a (very fine) tooth comb will produce nothing else at all. All that remains is to sentence Duffy and leave.

However, the Lawmasters will not be there when the PCs try to leave the mo-pad. One can see in the grabber of a Big Mo mobile service station. It is a relatively simple matter to order the Big Mo to stop via a helmet radio, or to board it directly from the mo-pad. Once they are aboard, the robot in charge will be very apologetic, and claim that he had orders from 'Judge Glisten' to collect the bikes from the side of the mo-pad. You don't need telling that there isn't a 'Judge Glisten' in Sector 255, do you? The robot will offer them all a service anyway, now that they are here...

As they are clearing up this confusion, the 'laser detector thingy' will beep and indicator will point into the midst of a group of mo-pads going past on the other side of the sked. From here, run this as a normal chase. Each PC will have to mount his or her Lawmaster, let it down from the side of the Big Mo and then they can begin the pursuit. The PCs have only two minutes until the trace is gone. The indicator could have been pointing at one of three vehicles which are 370 metres ahead of the PCs and travelling at 200 metres per round. As the PCs get closer, one of the mo-pads, a green Don Juan Roadhugger, will slew sideways and decelerate, in the hope that a PC will be just a little *too* close! If there is a PC close enough (your discretion), he or she should make a DS roll to avoid a collision. The driver of the mo-pad, Russell T'bag, will drive erratically and make life as difficult as possible for his pursuers. If he fails a DS roll and ends up crashing off the skedway and down to the city below, fine! This will be a case without any explanation for the PCs.

Russell T'bag

| S | I | CS | DS | TS | SS | MS | PS |
|---|----|----|----|----|----|----|----|
| 1 | 31 | 20 | 24 | 99 | 12 | 5 | 7 |

Special Ability: Perfection in anything technical at all - this is not just a person with a lot of special abilities, this is a *genius*.

In the event that the mo-pad is boarded, the first PC will be attacked by Russell with an electro-prod. He is very scared, but he will reveal nothing at all under any circumstances short of full torture - and PCs who indulge in this should be reported immediately!

Behind a locked door at the back of the mo-pad is a small room with a computer terminal in it. The disk drives are active as the PCs enter, and

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then the screen lights up and there is a *Wiffle...* as Russel T'bag's concealed laser goes into action. You may like to choose to have Duffy's mo-pad blow up a moment later... This depends on whether or not your players are psychopaths who appreciate the little guy getting it in the back of the neck.

The disks in the computer are labelled as 'Traffic Data' and 'Satellite Path & Main Program'. A TS roll (+10% bonus) will enable a PC to work out that the program calculates the position of Communications Satellite QD-155/173 and fires the laser at it. A second TS roll - and accessing the 'Traffic Data' - will show that the program actually bounces the laser off QD-155/173 and then hits a mo-pad, destroying it utterly. Russell is a technological show-off, and on the few occasions when he has hit the satellite, it was because he meant to do so. Even more impressive than the skill used to destroy his fellow mo-padders, is the fact that T'bag is able to take power from the Skyrail tracks by radio waves! T'bag is also responsible for the false message telling the Big Mo to take the Lawmasters in for servicing.

T'bag may be a genius, but is also guilty of the murders of eight Tech Judges, the destruction of 67 mo-pads and their occupants, impersonating a Judge, power theft from the Skyrail tracks and dangerous driving.

Phase 6: 13.31 - 14.00

When T'bag has been sentenced, killed or whatever, the PCs may realise that they are a little off their patrol route. If they report in, they will be told to return to their assigned route immediately.

As they do so, they will hear coming from a crowded pedway: *'Call me SIR, Punk, or it's knee-popping time! Right! Hold it Creep...'* **BLAM!** *'Sorry for him are you? Well, you're scum as well'* **BLAM!** *'Leaving the scene of the crime, huh? OK! RAPID FIRE!'* **BUDDABUDDABUD-DABUDDA!** as Judge Dredd makes an arrest in his own inimitable style. Gradually, however, the PCs may realise something is wrong when the firing doesn't stop and the crowd begins to panic.

The PCs will then see Dredd emerge from the crowd, run east, pick up a citizen by the scruff of the neck, shake him, and shoot him through the head! If they still don't realise that something is seriously wrong, Dredd will go through the whole procedure again with another terrified and apparently innocent citizen.

'Judge Dredd' is actually one of eight 'Call-Me-Sir' androids, unveiled by the Friends of Dredd at their meeting at Marvin Gaye. The 'Dredds' are exact copies of the FoD's hero, even down to the programming to uphold the Law. Unfortunately, their programming is a little bit *too* literal,

so anybody and everybody is a Lawbreaker in the visual scanners of the androids.

'Call-Me-Sir' Judge Dredd Android

| S | I | CS | DS | TS | SS | MS | PS |
|---|----|----|----|----|----|----|-----|
| 3 | 35 | 35 | 10 | 10 | 10 | 5 | 000 |

The android will not listen to reason, and will attack any PCs who try to restrain it - claiming that they are Rogue Judges in Dredd's loudest tones. Further fun (for you) can be added to this incident by having another squad of Judges arrive (use the statistics of Bracken's squad, but without the wounds) and misinterpret the PCs actions as an attack on Judge Dredd!

Calling the Sector House will clear up some of the confusion. They will immediately call off the second squad of Judges. Fortunately, five of the robots - including this one - have been traced, but there are still three somewhere out there... You may like to add extra encounters with the mad androids over the next few days of your campaign or to this patrol. The PCs might get called in to protect some genuine criminals (they have rights to imprisonment, you know) from the Call-Me-Sir androids, or they might get assigned to watch Dredd's back when the word gets out that 'he has gone Rogue...'

'AS WE COME TO THE END OF A PERFECT DAY...'

This adventure should reflect the irrelevancies and confusion of a series of everyday incidents in MC-1. EP awards depend on how your players coped with everything that was going on, but an average award of 65 is probably in order.

The adventure may also be continued as another patrol and/or expanded into several full cases. Some of the Call-Me-Sir androids are still on the street... Citizen Duffy might still be cruising the roads (slightly under the speed limit, of course) and may turn his hand to crime now that he has a record and everything... The Friends of Dredd are all now safely tucked away in Kook cubes, but supposing that there are still one or two of them out there, building another set of Call-Me-Sir Dredds - improved, tougher, more Law-abiding models... There is also the mysterious character who left the shield generator for Lansky to find... A technical genius like Russell T'bag is hardly likely to be confined for long... And then there are the Gribbligs; your PCs didn't catch them? They're breeding even as you read this...

OA TEMPORARY RESEARCH LABORATORY

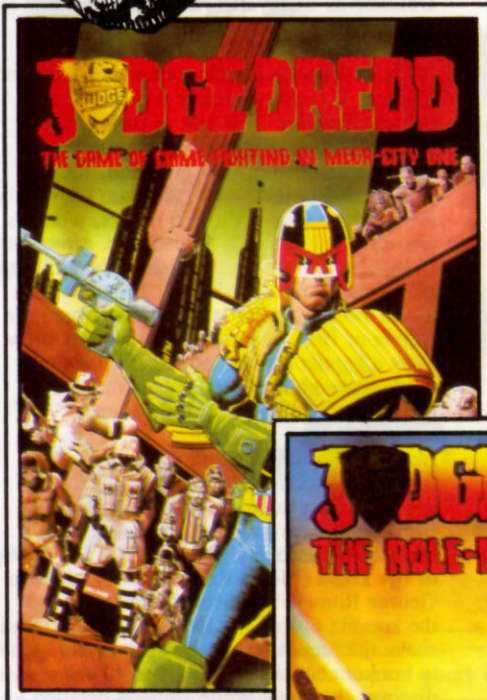
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YOU ARE THE LAW IN MEGA-CITY ONE!



JUDGE DREDD

THE GAME OF CRIME-FIGHTING IN MEGA-CITY ONE

Mega-City One, where more than 400 million citizens live on a knife-edge of tension. Crime is a way of life for many, but one fact can be relied on - **Judge Dredd** is the Law! Whether the crime is littering or murder, no one escapes his justice. Now you can join **Judge Dredd** in this fast-action board game of crime-fighting in Mega-City One. You can arrest the Angel Gang, Judge Death, and other notorious lawbreakers - but look out, they're tough, and sometimes you might need a robodoc to fix you up.

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JUDGE DREDD

THE ROLE-PLAYING GAME

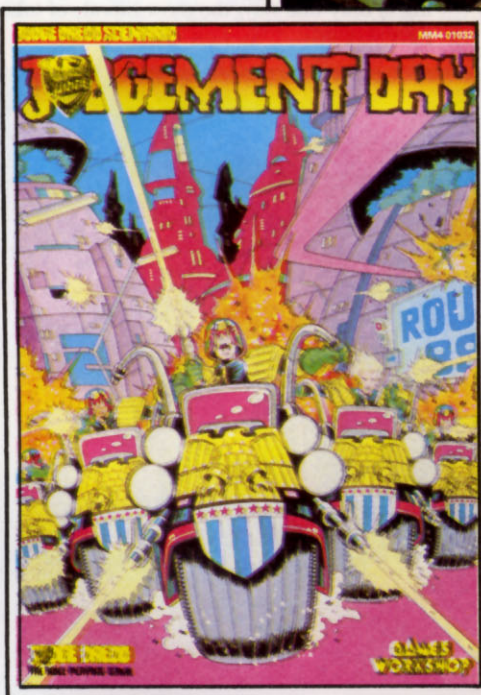
In **Judge Dredd - The Role-Playing Game** you become a Judge and strive to uphold the law in a city of over 400 million (every one a potential criminal!). This is a game playable by upwards of two players plus a controlling **Game Master** who acts as the players' guide, taking them from adventure to adventure in their relentless battle against crime. Special game features include:

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Game Master's Book giving special rules for running the game, detailing the Mega-City, city blocks, perps, etc. A unique collection of information about Mega-City One culled from the pages of **2000 AD** and assembled into one package. Includes a guide to the crimes, perps and even slang of the 22nd century!

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Judgement Day contains a complete scenario for the Judge Dredd game. As a team of Judges temporarily assigned to the SJS, the players pursue a trail of mystery to the prison colony of Titan. There they will learn of the terrors in store for the inhabitants of Mega-City One, before they return to earth to face one of 2000 AD's greatest villains in a cataclysmic fight to the finish! **Look out for future Judge Dredd Scenarios.**

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GAMES WORKSHOP

Judge Dredd - The Role-Playing Game is a sophisticated, open-format game without conventional board or playing pieces. The action and events take place in the imaginations of the players and game master. Recommended for ages from 12 to adult. For information on the Citadel 2000 AD's Judge Dredd Miniatures range, send a S.A.E. to Games Workshop Mail Order or ring the hotlines.
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