

# Tales From

# MEGA CITY 1

## Adventure Outlines for the *Judge Dredd Roleplaying Game*

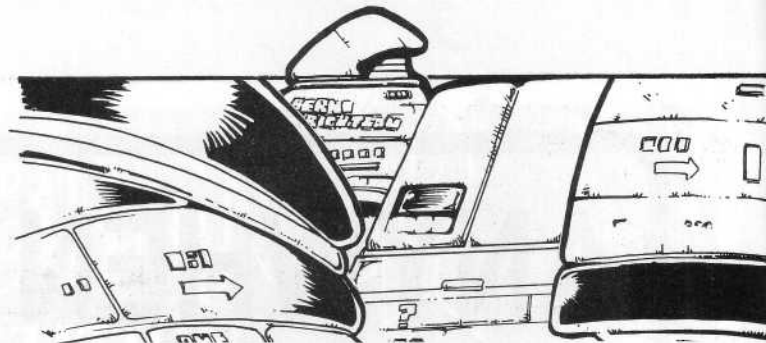
by Hugh Tynan

One of the most interesting jobs for the *Judge Dredd RPG* GM is to come up with new adventures. Obviously, *2000AD* is always going to be your best source for ideas, but the following are some additional suggestions and outlines for simple *Judge Dredd* scenarios. They can be dropped into any campaign, at any point, without disrupting it, and are great fun to play. Be warned, the way I play it, Mega-City One is a **crazy** place, and the ideas that follow reflect this fairly, er, realistically.



### CADET IN CONTROL

In their thirteenth year, Cadets in the Academy Of Law undergo a practical assessment to determine their fitness to continue cadetship. The assessment takes the form of an On-Street-Investigation in which the cadet directs the actions of senior Judges, via a camera hook-up. Sometimes one very senior Judge is used - Dredd himself even has to put up with it - but on other occasions a group of less remarkable Judges is under the cadet's control. This adventure is based on that scenario: the player char-



acters are being used to test a cadet's knowledge of street procedure. During the test a Spy-In-The-Sky camera follows the Judges around; it is specially fitted with a microphone, and sounds and pictures are transmitted back to the cadet, who then tells the Judges vocally what to do, addressing them individually or as a group.

The PCs are informed of all this in the morning, and are filled in on what exactly to do. They are also told a little about the cadets who are 'directing' them; there are two. The first, Koskin, is expected to be a little nervous, as this is his third attempt at the assessment. 'Just be patient,' says the Judge running the briefing. 'Don't let yourselves get flustered, and there's no way we'll have a repeat of the silly accidents that ruined his last two attempts.' Other senior Judges present shake their heads sadly, and the PCs will hear them mutter about 'poor old McEnroe'. In the brief time they have, all the PCs will be able to discover is that Judge McEnroe suffered from a 'terminal shortage of confidence' when sent in to deal with the Flamethrower gang at the refinery...

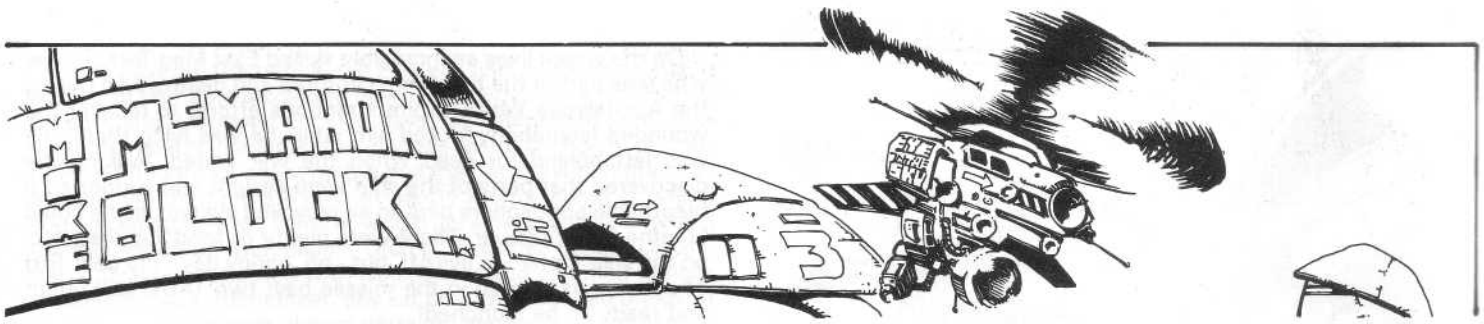
The other cadet, Dried, is respected by his tutors and referred to as 'dedicated'. This time the PCs will feel their colleagues find the situation more amusing. One of the briefers will let slip the word 'zealous' - Dried is a man who doesn't let go.

The test begins. Koskin, the first up, soon has the Judges helping OACs across the road and checking parking meters to see if the time paid for has expired! Later he tells them to question witnesses to incidents which they all saw in full; take the registration number of a bank-heister's van when it is only twenty metres away, easily within shooting range; and call an H-Wagon to get a Robo-Cat out of a tree. He lets a juve scrawler go free because he said he was sorry, and when the Judges are asked to help free a fatty stuck in a door, he suggests tying one end of a rope onto the back of a Lawmaster and the other end around the unfortunate citizens neck!!! Finally, another citizen asks the Judges what kind of weather the sector can expect in the evening and he tells the Judges to radio Weather Control via MAC and find out. When the first attempt to get through on the radio fails, Koskin says 'Hold on... I'll, er, go and find out myself'. The Judges then hear the sound of running feet moving away from the cadet's microphone and a door closing. Koskin doesn't return, and the Judges will have to fail him.

Cadet Dried is late for his test, but the tutors eventually find him down at the shooting range blowing synthiboard targets to pieces with High Explosive bullets. Senior Judges will pass this onto the PCs with glee.



Illustrated by Carl Critchlow



As soon as he assumes control, Dried is on the ball. He sees a man spit on the pedway, and the first thing the Judges hear from the Spy In the Sky is: 'You men - quick - the perp on the corner! Get a Lawgiver against his head!' Even though they may not know what is going on, the PCs ought to comply. Dried isn't going to waste time dealing through middle men, however, and he runs the interrogation himself.

'Good. Now creep, we're gonna play a little game. It's like twenty questions, except I ask as many questions as I Gruddman feel like, and if you give the wrong answer you get a General Purpose bullet in your stinkin' head. Ready?'

He then goes on to scream ridiculous questions at the perp. Was it the East Meggers who put him up to spitting? Was he ever in the Cursed Earth before (implying that he is about to be exiled from the city!)? At one stage, he says to the PCs: 'Hold on for a second while I wipe this foam from my mouth.'



This is just the beginning. Later, during a demonstration, the Judges arrest a demagogue who was trying to get the crowd to take off all their clothes outside the Sector House. Dried warns him that 'Any trousers that get taken down will be used against you'. When the citizen laughs, he tells a PC to 'slap him about a bit'. As the day goes on, he tells the Judges to shoot at a leaper with High Explosive before he hits the ground: 'Don't let the sucker mess up the pavement.' Finally he tries to get the squad leader to walk, unarmed, into a house where a futsie with a stub gun is waiting, so that the futsie won't carry out his threat of destroying the vidphone (which is on loan and City Property).

Even if the PCs haven't had enough, Dried's tutors decide they have, and drag him away from the console. The Judges are then asked if they would pass or fail him, and if they answer that he deserves to pass they will be lectured on the stupidity of passing people like him and also punished by being used as a puppet for two more Cadets the next day!

## FROM EAST-MEG WITH HATE *or* THE MAN WITH THE GOLDEN TAD

A Total Annihilation Device crashes into Sector 301, and - by a one-in-a-million chance (or so everybody thinks) - it doesn't explode. The reason why is revealed when the following note is discovered in the warhead: 'Stinking Mega City citizens and Judges, your end is near! Prepare for death!' The curious thing is, the missile came from space; but there are no armed satellites belonging to MC-1 up there at this time, and East Meg denies all knowledge of the incident (healthy paranoia is OK at this point, but sensible Mega City Judges should know that there are no armed East Meg satellites up there either - in fact, there are no armed satellites up there at all!). Space has been used for peaceful purposes only since the Apocalypse War, and - apart from the wrecks of that war's battleships - there are only communication and exploratory, laboratory satellites in or around the earth's atmosphere.

But a clever Tech-Judge has developed a technique of following a trail of burnt space-fuel and is confident the TAD came from the wreck of an old MC-1 war cruiser that was used in the Apocalypse War. If another attack is planned by the person or persons who fired the first missile, it is imperative that a team of Judges be sent up to neutralise all the wrecked cruiser's offensive capabilities. The PCs (of course) are selected.





On the wreck lives an incredibly skilled East Meg Tech Judge, who was part of the team that captured and destroyed it during the Apocalypse War. Despite strenuous efforts to recover the wounded (somebody kicked him while he was lying there), he was left behind for dead when the war ended. Waking, he discovered that parts of the ship were airtight and supported a breathable atmosphere *plus* an air recycling system, so he could breathe freely forever. There were plenty of food supplies, etc, on the ship for him to live off, but - oh, happy day - the best find of all was discovered in the missile bay: two TADs, still intact and ready to be launched!

Further research showed that one of the TADs (the one he has not yet fired) was a big golden one with ten times the speed of any other; the Mega City Judges during the war thought that a missile with more driving power (such as this one) might be able to penetrate the Apocalypse Warp that prevented the destruction of East Meg One. It was never used, as Dredd eventually managed to turn the East Megger's missiles against the City (besides, to obtain the necessary speed for this Golden TAD, some of the explosive power had to be sacrificed, and it wouldn't have done as good a job as Dredd did in the end). Now, the Judge in the wreck knew that the war had been lost, but he wasn't the sort to let peace get in the way of some honest vengeance, and he realised that he could probably destroy a large part of the Mega City with the Golden TAD. So, he launched the other as a warning - making sure to remove the detonation charge first, of course.

He plans to launch the Golden TAD very soon, but what he doesn't know is that the part of the Mega City that he has the TAD aimed at doesn't exist any more (the south sectors which were destroyed in the Apocalypse War, and he is aiming roughly at where Florida used to be).

He will of course detect the PCs shuttle long before it arrives, but he cannot do anything about it until it reaches him, as none of the Warship's defence systems remain operational. He has, however, made extensive preparations for when they do arrive; being a Tech Judge, he has completely reprogrammed all the robots (of which there are over 50) on the ship to fight on his side, and riddled the corridors with all sorts of traps and pitfalls. In addition, a huge, powerful space monster has recently made its home in the wreck, and it will resent the PCs' intrusion into its privacy!

Hopefully, the PCs will eventually find the East Meg Judge in a locked control room from where he has been observing their progress (or some of it) through cameras hidden in the passageways and rooms. He will have the door booby-trapped and will kill himself rather than be captured, although he may elect to fight to the death, if possible. He will almost certainly launch the Golden TAD if the Judges look like reaching his hiding place, but - as it is aimed at the south sectors - not much damage will ensue from that, although it is an extremely undesirable thing to happen anyway. The scenario will probably end with the PCs breathing a sigh of relief when they return to earth to find Mega City One still intact (although it is possible that the Golden TAD may never have been fired at all; see below).

So that's the storyline, how about some details? Well here you go, spug, I'll try to cover most of what you'll need to know.

The PCs will be flown up to the satellite by another highly skilled (at piloting spacecraft) Judge. When they reach the wrecked battlecruiser, she will fly the shuttle into a docking bay (there is one that is still intact) and stay on board, keeping the engines warm in case the PCs need to make a quick getaway.

The first few yards of their journey will be in an airless vacuum and in zero gravity, so they will have to wear suits (which are provided, with spares in the shuttle). The shuttle also contains a Street Scanner and a machine for testing the air to see if it is breathable). Once through the airlock, they are in a breathable atmosphere with artificial gravity. There is, unfortunately, a welcoming committee of some modified Robodocs (all warships had to have plenty of medical back-up!) with Laser Rifles! There will be one Robodoc for each two Judges, with a minimum of one; their weapons are as normal but the East-Meg Judge has managed to raise their CS to 38.

Once past the Robodocs, the PCs will find themselves lost in a maze of corridors leading to now-useless gun turrets, external airlocks and destroyed docking bays. Somewhere in here is an elevator, which presents the Judges with a choice of four different floors (not counting the one they're on) which they can explore. On the first is a host of empty rooms, some of which support breathable air, some of which are airless, and all of which contain modified Demolition Droids, External Repair Droids, Servo-Droids, etc, armed with weak lasers and modified to fight reasonably well. Remember, any hit on a Spacesuited Judge in an airless environment almost certainly means death for him or her, so your Judges will probably want to leave this floor as soon as possible. In fact, the only thing of interest here is the Captain's Log and Computer Records of the battle in which the ship was destroyed - these are all in the bridge, along with plans of the whole ship (which would be useful).

On the next floor (which is completely airless), are the Crew Quarters and Officers' Messes, etc. The whole area is littered with corpses of people who died from asphyxiation and explosive decompression when a laser bolt burst through one small unarmoured spot, so it is quite a disturbing scene. There is nothing useful here - except the hole made by the laser bolt; PCs could use this to gain access to the outside of the ship, and there are a reasonable amount of hand holds on the surface which would make circumventing the ship fairly straightforward, should the PCs wish to try and find the East Meg Judge by looking in various portholes (or re-entering the ship through other holes made in the battle).

The next floor is the main Combat Control and Engine area, and it is in a small computer room here where the East Meg Judge will make his last stand. Using the computers, he will launch the Golden TAD when he hears the sound of battle outside his door - he has posted two Fighting/War Droids outside when taking over an enemy ship and attempting to board it, but in this case they failed to stop the East Meggers boarding their ship!

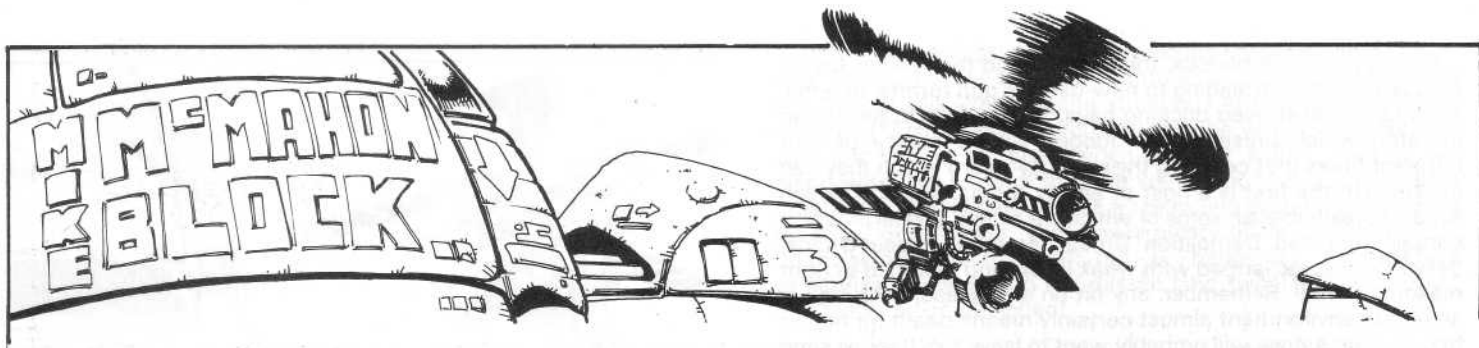
However, he may not be able to launch the Golden TAD if the PCs have already visited the last floor, which has just a few small storerooms and the missile bay. If they reach the bay, they will find it fairly simple to immobilise the TAD - at least temporarily; simply pushing it off the tracks that it slides along when launched would probably be adequate! However, it will not be that easy to get to it, as the Space Monster mentioned earlier is living nearby and must be passed to reach the bay. I suggest you just create a monster with a lot of tentacles and perhaps One Big Eye - but make sure he doesn't eat or kill *all* the PCs! You could always use something similar to the Netherworld Mega-pede.

But even before they reach the Space Monster's room, they will have to get past a locked door that works on the palmprint principle (see p38, *Judge's Manual*). A Judge with the appropriate Special Ability (see *You Can Do What?* in the forthcoming *Judge Dredd Companion*) will be able to open it, otherwise the PCs might try sticking their hand(s) in and hoping for the best, or blasting it down. If they try to open it the proper way - ie, by submitting their palms to be examined - an alarm will go off immediately, and this will be followed in D6 turns by 75% of the remaining robots. There were originally 53 of assorted types and sizes; you have been keeping track of how many the PCs destroyed before they reached here, haven't you?

A High Explosive bullet will get them through the door no problem, but the Judge who shoots must roll under one-tenth of his **TS** to stop the alarm going off, with results as described just above (if he makes the roll, he is presumed to have shot the door in a place where the alarm is ineffective... If the alarm does go off, the Judges will doubtlessly have to blast their way out of the wreck, get back to the docking bay where their fellow Judge waits in the shuttle, and start again!

This scenario works very well and, if the Golden TAD is launched (and it will be unless the Judges manage to do something spectacular before they confront the East Megger in his hidey hole), your Judges will certainly never forget their return to earth, wondering how much remains of Justice Central - and if the Chief Judge is still alive!





## AN EXERCISE IN PUBLIC RELATIONS

This scenario takes place after a fairly major disaster or period of public unrest. You could, for example, use the last visit of the Dark Judges, although this is likely to be rather disruptive to the campaign. A better alternative is to have the Rad-Fleas infest a whole quarter of the city (not the quarter the PCs are in) or use some other disease. You get the idea.

Anyway, after this little problem has been resolved, there is much Public unease and a marked lack of faith in the Judges. Drok, haven't these citizens got no trust no more? There are demonstrations, protests, strikes, huge rumbles and the amount of Judge killings - or attempted Judge killings - rockets, knives and stub guns up! You probably ought to have the PCs dodge a few inarticulate attempts to express grievances...

The Council of Five decide that something must be done to calm the citizens down. Riot foam? Nah... Forty days continuous rain? Maybe... Then, a Sector Chief comes up with the bright idea of having the boys in blue appearing frequently on the Vid, maybe even on a special Justice Department programme, *Crimewatch MC*, where people ask them questions about organisation, equipment, past cases, sentencing and all aspects of a Judge's life.

This idea is applauded; as well as cementing relations with the citizens the Judges were pledged to serve, it would also provide an ideal opportunity to feed the public false information should the need arise (there have been thousands of incidents in the past when such a facility could have proved extremely useful). The plans get grander; perhaps people would eventually get to look on the Judges as friends and help stamp out crime, and particular Judges could become 'personalities'... This could be the greatest thing for the Justice Department since the invention of the Manta Tank!

*'Couldn't we just use them instead?'*

*'Thanks, Dredd, we'll keep you informed of our decision.'*

The Judges get to work immediately. A new section of Justice Department is instigated - the PR Department - and arrangements are made for the first, experimental broadcast. It will take place in the PCs' sector (of course!) and a squad of intelligent, interesting Judges are needed to appear on it. So, when the usual witty comments the PCs make are aired during the next morning briefing (well, I know my players can't shuddup...), they 'volunteer'. They are told this is of the utmost importance... exercise in diplomacy... why, there could be a rebellion any day... that kind of boss-talk. And thus it comes to pass that the PCs are the first Judges featured as special Vid Guests.

I suggest you get a tape recorder with a condenser microphone and record the actual game while the Vid appearance is taking place. You can go back over it later, perhaps as the Chief Judge, giving the players grief about certain things their PCs said! Don't allow any 'I was only jokin', I didn't really say that' from your players. They have to do their utmost to roleplay their Judges exactly - no cursing, no unpleasant behaviour and lots of interesting conversation. If they perform well, the public response is good (and the crime wave subsides!), and they might even receive a commendation!

Plenty of other scenarios could spring from this one, especially if the Judges Vid-Show becomes an accepted fact of life in MC-1. For example, instead of people attacking the Judges, they might start pestering them for autographs! Citizens will want to be seen always to be trying to help the Judges, reporting imaginary crimes and making extravagant guesses that could confuse an investigation. All sorts of things are possible, right down to an attempted assassination in the Vid Studio! Or corrupt Judges becoming public heroes, even sex symbols! Life in the Mega City will never be the same again.

**Suggested Questions:**

*Remember Judges are under no pressure to give truthful answers; in many cases, may be far better off lying.*

- How long have you been a Judge?
- Do you enjoy it?
- Have you ever been badly injured?
- How many people have you killed?
- Do you have any friends?
- Have you ever experienced terror?
- Have you ever had to arrest a fellow-Judge?
- Do you ever feel any sympathy?
- How is your life organised (sleeping, eating, etc)?
- Was the Academy training hard? (Pretty dumb question, huh?)
- Did you ever feel disenchanted and fed up with the whole thing?
- Have you to answer to anybody for your actions?
- Have you ever been in the Cursed Earth, or out in space?
- Can you give us a rundown of a typical case, any average everyday incident that has happened to you?
- How about something major? Some tough assignment?
- Have you any funny stories?
- Do you ever feel like 'kicking yourself'?
- What would you sentence me to, if I, say, spat on the ground? Isn't that a bit much? Wouldn't you feel a bit guilty for giving me that?
- Have you ever wounded or killed an innocent person?
- Would you risk your life to save *anybody*, even a mutie or alien, or even a *perp* from crime?
- What is the worst sentence you have ever given anyone?
- You say you can't feel emotion. Does that include hate or disgust?

When writing adventures for your Judges, keep them clear and easy to follow, but add in any embellishments you like, including perhaps a few minor, trivial and completely unconnected incidents. Try to involve your players in a bit of excitement before the actual plotted storyline comes into play. And finally, don't miss any opportunities for adventure: you can manage all of this in *The Man With The Golden TAD*, for example, by having the Judges actually in Sector 301 when the first missile arrives...

*Hugh Tynan*

