

A NIGHT IN THE DEATH OF SECTOR 255



An Adventure for *The Judge Dredd Roleplaying Game* by Hugh Tynan

This adventure is designed as a direct sequel to *A Day In The Life Of Sector 255* (*White Dwarf* 83). It can be run on its own, but if it is used as a sequel it should follow on directly from *Day in the Life*.

This is another 'patrol adventure'. However, unlike *Day in the Life*, this one does have a main plot. Of course, *Night in the Death* is sprinkled with smaller, less important incidents, but the Judges are, above all else, trying to save the entire sector from the devastating effects of an evil plot!

SECTOR HOUSE 255, BRIEFING ROOM: SHIFT 7 - 22.50 HOURS

++ITEM 31++

PEST CONTROL The Gribbligs in this sector have multiplied very rapidly and are now a serious problem.

This has to be stopped now. Report all sightings of Gribbligs, no matter how trivial, to Pest Control immediately. Keep tabs on the creatures until the exterminators arrive.

++ITEM 32++

DISAPPEARANCE OF JUDGE One member of Wally Squad investigating the Umpty Bagging in this sector has disappeared. He and his partner had arranged a false bank heist at Bucknard's Everfull Bank. Judge Graham, the missing Judge, walked into the bank at 13.50 hours and hasn't been seen since. His partner was in the getaway vehicle.

Judge Graham: 195cm, small moustache, black hair, blue eyes. Last seen wearing a yellow suit under a red radorak with blue kneepads and green street creepers. In other words, you can't miss him. Teams have been assigned to follow this up, but all squads will be kept posted.

++ITEM 33++

ADVANCE WARNING A new Umpty Candy company, Crudbary, will be pulling off a publicity stunt which involves dropping millions of free pieces of candy onto sector 255. This event has been timed for midnight.

This Umpty has been rigorously tested and is non-addictive. Crudbary also have full authorisation for this little trick. We're just warning you so you won't be surprised when it starts to rain sweets. Don't eat any.

++ITEM 34++

ESCAPING PERPS Whoever it is who can free perps from cuffs has not been caught yet. Since the start of Shift 3 a further 53 perps have been released from holding posts. The total number of perps now freed is 275.

275! IN THREE DAYS! Need I say more?

++ITEM 35++

PROLIFERATION OF SWEARING Due to the excessive use of expletives in this sector the Chief Judge has authorised us to enforce an experimental law which makes the use of the following words illegal: Bambo, Bimbo, Dok, Drok, Muglie, Ratfink, and Stomm.

This means you too, boys and girls - Judges have to set a good example! And as S-P-U-G and C-R-E-M-O-L-A are already illegal, that leaves only 'By Grud!'. The Moral Minority object to that too. This is only an experiment for the next 24 hours. The citizens are being informed. All squads are invited to make reports on the desirability of the new law... after the 24 period is over. Only Sector 255 is affected by this new law - this is where swearing is most common, so we get to be the guinea pigs for the rest of MC-1, D-R-O-K-K it!

++ITEM 36++

MISSING MEDAL Sector 255's top runner, Steve Swot, returned from Texas City today. As he ran through his home streets on a 'lap of honour' he was mugged. His 50,000 credit gold medal was stolen.

These little incidents are what gets a sector a bad name you know...



ILLUSTRATED BY BRETT EVANS

++ITEM 37++

SUICIDAL CITIZENS The 'Lemming Syndrome' has struck several times in this sector over the past few nights and it may strike again tonight.

Not much we can do about this, but be warned. You might be needed in a hurry.

++ITEM 38++

GREETINGS The author wishes to say hello and hopes everyone enjoys this adventure as much as the last one.

Er. Sorry about that, Judges. Someone's been tampering with the briefing computer again... Hmmm.

++ITEM 39++

MORALE BOOST Who takes more perps alive?

*All Judges (in chorus): We do! Sector two-fifty-five!
OK, Judges, squad routes to follow...*

Judge Jude, the assigning officer, gives the following route to the PCs:

'Perimeter patrol tonight for you: east, south and west edges. Start by heading northeast to get to this corner of the sector, then follow the eastern edge until you hit Canavan's Blight Club. From there, west along the southern limits to the Justice Department Armoury. And then back here. Try to stay in the sector, just for me...'

This makes 255 sound like a fairly rectangular sort of area. It's not. Just thought you'd like to know that.

GM'S INTRODUCTORY DATA

In this adventure the PC Judges must thwart a dastardly plot, which could result in the deaths of most of the Sector's inhabitants! Initially, though, this is just another graveyard shift as the PCs arrest minor criminals and clear up a couple of mysteries. However, there are clues to the main thread of the adventure...

The adventure is divided into six phases, covering specific periods of time. A selection of messages from the Sector house to the Judges is also included. At about the right point in the adventure read the message out to the PCs as it appears on their Lawmaster computer screens. Shout 'Item!', hit the table and make the players jump. Somebody might as well have fun. If necessary, alter the message time to keep the action flowing along - ie no important messages arrive in the middle of a battle!

THE PLOT

Grag Peppard is a futsie. So what? Grag Peppard is also the Production Supervisor at Crudbary. The two facts, and what is about to happen to Sector 255, are not entirely unrelated. Peppard is a very dangerous and very crazy person, but he is highly intelligent and possessed of exceptional self-control. Peppard did spend three months in a kook cube, but his external facade of normality (something that few futsies can manage) resulted in his rapid release. Since then he has been building a secret society which now has 5000 members in 33 sectors. The members are, oddly enough, all futsies as well who want to... well, you know what futsies are like. Peppard recruited them through rehabilitation clubs and social readjustment programmes - and then promised them chaos, murder, mayhem and other easy-to-relate-to and enjoyable diversions. Tonight, in Sector 255, *Sergeant Peppard's Lunatic Homicidal Crazies Brigade* attacks!

Peppard has discovered a drug which induces the 'Lemming Syndrome', and has used his position as the Production Supervisor of Crudbary's main plant in a Sector 256 to contaminate the company's sweets. In particular, he has contaminated the free sweets to be dropped on 255 during the PCs' shift. Once the Lemming Syndrome has taken hold and crowds are hurling themselves from high buildings, the Brigade will strike. From their hiding places in warehouses in neighbouring sectors, the futsies will stage a mass raid involving murder, arson, vandalism, general weirdness and all the other stuff that futsies do so well. The Judges should be too busy dealing with the mass suicides to cope properly. Cunning, eh?

Peppard has already sent out drugged samples to some block sweetshops to test its effects, hence the outbreaks of Lemming Syndrome to date (see below for more details or Prog 445). This candy is still being sold, as the briefing (Item 37) and the *Messages* show. The Lemming Syndrome is just a strange indefinable quality or 'something in the air'; nobody has realised that a drug is involved. But when everybody in the Sector starts having a nibble...

Peppard's plans are not going to run smoothly (awhh, you'd guessed), but more of that later.

A TWIST OF LEMMING

JUSTICE DEPARTMENT CASE REPORT

SUBJECT

The 'Lemming Syndrome'
FIRST RECORDED OCCURRENCE
25 October 2107, Flakey Foont block
INCIDENT REPORT

Citizens gathered in large crowds at the floor 98 podport and jumped from the lip. Unusually, all leapers fell in silence. By the time riot foam equipped units arrived and sprayed the port, 747 people had jumped to their deaths. 300 more citizens had gathered, but were prevented from jumping by the foam.

INVESTIGATION

Searches were conducted for sonic weapons, and contaminants in water, air and gas supplies; Psi-Div probed the area for signs of demonic influence. Weather Control was consulted on unusual atmospheric conditions that could affect citizens' behaviour. Survivors revealed nothing; most were just affected by a 'funny feeling'. Poor living conditions in Flakey Foont were assumed to be the cause.

HISTORY

The Lemming Syndrome has since occurred in 53 blocks. Most were slums, which supports the above theory.

PROCEDURE

Use an H-Wagon to spray the affected Lemming Syndrome rioters with riot foam. Little further attention need be paid to repeat occurrences.

FURTHER DATA

Lemmings were small rodents. Occasionally these creatures would gather together, undertake long and difficult treks to the sea and then hurl themselves to their deaths. The reasons for this behaviour were never established.

MESSAGES

These messages should be read to the players at the relevant points during the adventure. Obviously, not all of them are directly relevant to the PCs, but they do give the impression of a busy sector in action all around them.

Phase Time Message

1 23.06 The Lemming Syndrome has occurred again. 1042 citizens have already jumped from Bob Dylan block and Bob Geldof block is losing 89 per minute. All Judges in vicinity: proceed to blocks immediately.

The PCs are nowhere near these blocks and need do nothing.

1 23.26 The gang who have been freeing perps from holding posts have been captured. Stay vigilant on this, just in case.

The PCs are probably responsible for the arrest of the perps.

2 23.32 John Lennon block has a Lemming Syndrome incident in progress. This is a serious development. John Lennon is a high prestige block, not a slum. All Judges will be kept informed of further developments and the results of investigations now in progress.

If they think to call in, the PCs aren't needed at John Lennon.

2 23.55 We have a bomb scare in the Philip K Dick block. Evacuation is now disorganised. Judges required for crowd control.

The PCs are too far away to get to the block in time.

2 23.59 It's gonna start raining candy any minute now, Judges!

3 00.04 The Med Judges have now identified a drug in the blood-streams of all the Lemming Syndrome victims from Bob Dylan, Bob Geldof, John Lennon and other blocks. This is certainly the cause of the mass hysteria in these cases. Usually the phenomenon is a natural action and no contaminant or other physical factor is responsible. The source of the drug is not known. The blocks' food supplies are suspected.

3 00.09 There is definitely something up tonight with the crazies, Judges! 17 large groups of futsies have

been apprehended while lurking in derelict buildings near the edges of 255. Apparently some kind of mass attack was planned.

The PCs encountered a group for themselves. The 'was' may be a little premature; the attack is still planned!

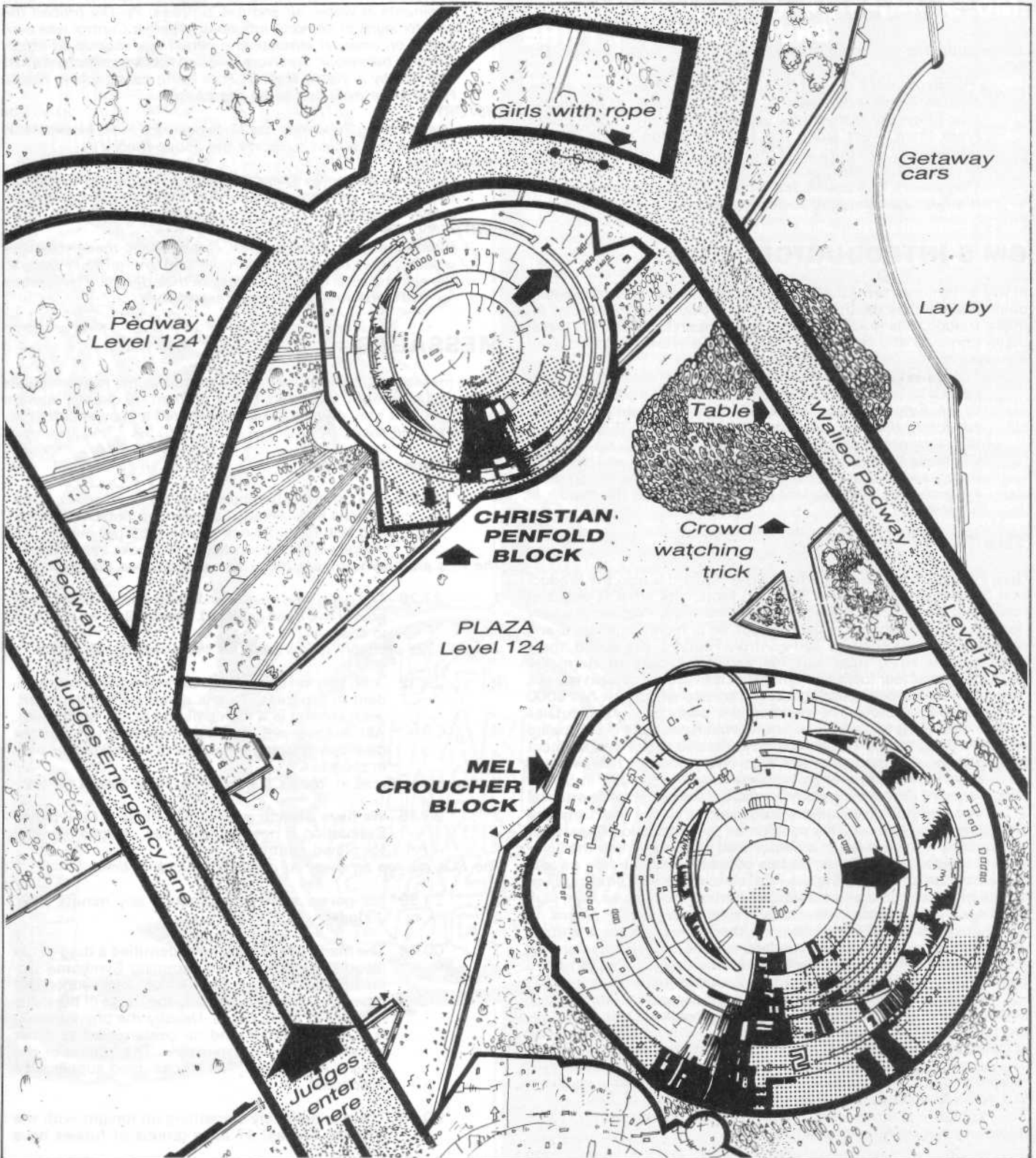
3 00.18 We have more 'Lemming Syndrome' attacks all over the sector. Mark Twain, Elvis Costello and Ry Cooder blocks have all lost about a thousand civics each.

Again, the PCs are not needed at any of the affected blocks.

3 00.23 The bomb in the Phil Dick block has been found and defused. No-one was seriously injured, despite minor rioting.

3 00.30 All Lemming Syndrome citizens were affected by a drug. Med and Tech Judges are now certain that the drug was administered in the victims' food. Investigations to find what they did eat continue. *The drug is in some of the Crudbary's candy thanks to Peppard.*

AUTOMATA TOWERS Sector 255



- 4 00.40 Crudbary are going to pull the trick with the sweets again at 02.00. They have permission. Once again, Judges are reminded that it is against Justice Department policy to accept sweets from strangers.
- 4 00.50 Gangs of armed futsies are still being brought in. All we know at the moment is that an organised attack on Sector 255 was cancelled at the last minute. There have to be more of the creeps out there.

There are. Peppard cancelled the attack when Crudbary gave out uncontaminated free samples. The futsies he managed to contact are waiting for the drugged sweets to be dropped; the ones he didn't contact were captured by the Judges when they attacked.

- 4 00.58 Gribligs are showing up all over 255. Watch out for them, report any sightings and then stay with the little creeps till Pest Control arrive. Do not let any get away.

The PCs are due to encounter some Gribligs shortly after they get this message.

- 4 01.14 There has been a traffic accident on the junction between Paul Cockburn and Jervis Johnson skedways. Traffic is being diverted onto the Charlie Elliott slipzoom.

- 5 01.44 Replacement H-Wagons and Mantas have arrived. When we get pilots they'll be out and about again.

- 6 01.50 More of those futsies are lurking along the Sector boundary. Apparently, there was going to be a very big attack. Nearly 3000 crazies are now in the kook cubes so there can't be many more.

Only about 2000 or so. And any minute now...

ON PATROL

Remember that this adventure takes place at night. People and places cannot be seen as clearly as during the day, Lawmaster lights are on all the time, infra-red sights must be used on Lawgivers (but let the PCs tell you this for themselves), skill rolls (especially in combat) may be penalised due to the lack of light and so on.

PHASE 1: 23.00 - 23.30

At 23.09, as the Judges head northeast along the reasonably quiet skedways, slipzooms, and pedways (with Judge's lanes), the PCs notice a commotion in a plaza a few levels below where they are travelling. A large crowd (for this time of night) of about 100 people has gathered at one edge of the plaza.

If they watch for a few minutes, the Judges see a small man in a brown overcoat sliding playing cards around a low table. From time to time he accepts money from the spectators, does something with the cards and then gives back the money. The Judges see this sequence of events clearly once, however, so they cannot be sure whether the raincoated man usually wins or loses.

Any PC making a successful *Street Skill* roll will notice about 12 seedy-looking characters standing at the edge of the crowd watching the plaza rather than the card game. They are watching for Judges, and any PC who goes down to their level will be spotted. However, the lookouts won't think of actually looking up. A Judge with *Spot Hidden Weapon* may notice (+10% chance) that at least seven of the men have concealed pistols. The others have firebombs stuffed down their trousers, but the Judges won't be able to see these... Additionally, any Judge making a successful *SS* roll (at -20%) will realise that a group of unusually tall men are standing together near the centre of the crowd. Oddly, there are eleven rather flashy roadsters parked nearby; all have drivers at the wheel. The judges are witnessing the rescue (number 276) of another perp from a holding post.

Perpfree Inc is a large and well-organised gang of 53 men, who are part of the crowd (the rest are passing citizens), the drivers, and the bunko artist running the card game. Once the perp fastened to a holding post has agreed to pay 10,000 credits, the card game is set up. Naturally a crowd gathers, and under this cover - and that of the 28 tall gang members - one of the gang frees the perp from the holding post. This is done using a special key invented by Russell T'bag, the technical genius (see *Day in the Life* for details of Russell). The card game is rigged so that the punters win and stay in the game until the perp is free. The whole gang then hop into the cars and zoom away.

The Judges cannot just drive up on their Lawmasters and arrest the perps. The alarm will be raised and the card sharp and the

newly-freed perp will leap into a car. The other gang members will try to pull the PCs off their bikes and beat them up. Some of the 'ordinary people' who are not members of the gang will help. If the Judges do end up in a fight with the 53 members of Perpfree and 20+D10 citizens it is likely that they will lose. The gang members involved should be rolled up as Heisters (p52, *GM's Book*). If the PCs survive they find a taunting note (you know what is taunting to your players, don't you?) and a pair of empty cuffs dangling from the holding post.

This note is the gang's downfall. In the excitement it has been scribbled on the back of a freehand map showing 60 of the Sector's holding posts. These are numbered, and the first 56 have been ticked. If the players work out that holding post '57' is where the gang will strike next give them some extra EPs. If they can't work it out for themselves Control will help, but no EPs for this. Post '57' is, however, several miles away - the PCs should call in with their information; this will lead to the arrest of the perps, but no EPs for the arrest for the PCs. That's what you get for stupid frontal attacks. Judges should know better.

Of course, it is possible for the PCs to surprise Perpfree Inc and friends. The lookouts are not *lookups*. The Judges are higher than the plaza level, so can drop down from above. Luck is, of course, working on the side of Justice. Three little girls - who shouldn't be out at this time of night but it's not an offence - are playing with a 7m skipping synthi-rope. The PCs can 'requisition' this and swing down on top of the card game. The Judge who does this must make an *Initiative* roll. Success indicates that he or she has landed on the card shark's table. Not surprisingly, he surrenders instantly - an unexpected Judge is quite a shock! Failure, however, indicates that the PC has fallen to the ground gracefully (taking the usual damage for a 6m fall). The card shark will be stunned for D6 rounds by a flailing Judge's boot or the sudden appearance of said Judge. Whatever happens some of the 53 perps are bound to escape. This doesn't matter as long as the PCs get the card shark, as he will quite happily grass on every other member. If the PCs get in touch with control they can be picked up within 30 minutes as they return home.

Just as the PCs prepare to continue their patrol, they hear the question 'Please Sir, can we have our rope back?'

PHASE 2: 23.31 - 23.59

The PCs reach the northeast corner of the Sector at 23.34 and should travel along the east edge of 255. After 500m or so they will be stopped at a red light when a civo will cross the street in front of them. Halfway across he turns and yells into the gloom.

'Spug you anyway, you drokking ratfink!'

'HAH! Ya dum Bimbo! Dem words s'legal now. An' dere's sum Stomping Judges behin' ya!'

The PCs should, of course, arrest the perp in the road for 'use



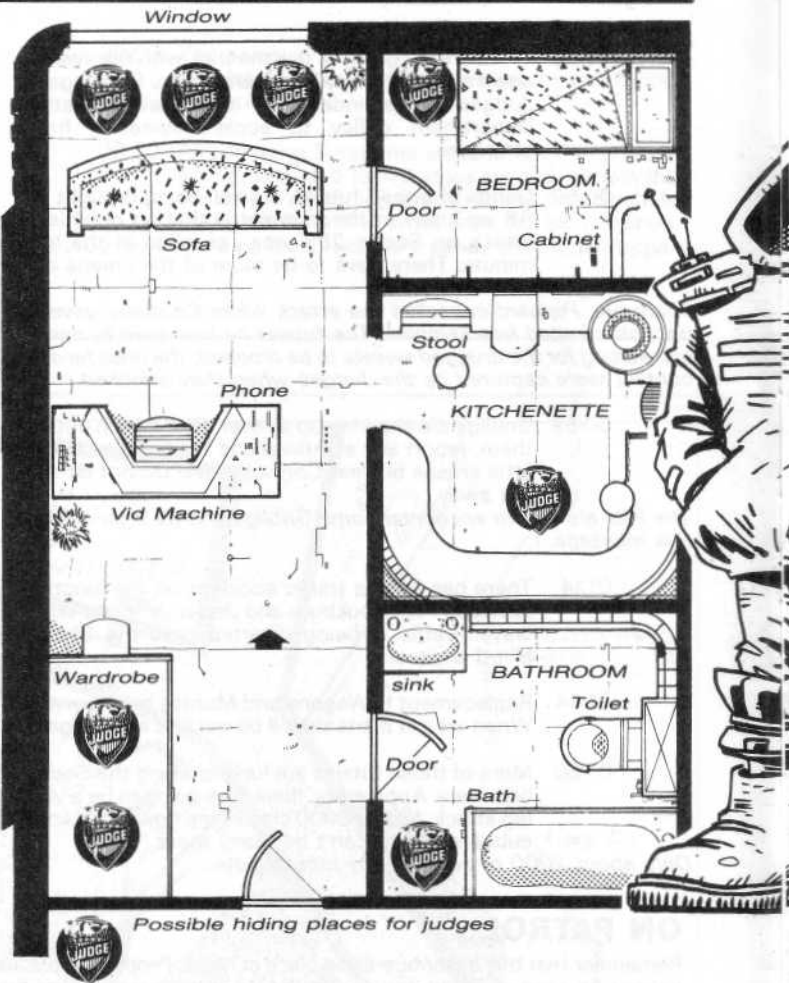
of illegal expletives'. Three months or a 1000 credit fine are suitable sentences. The second perp, a small man with a beard, runs off down a short, narrow alley. This leads to a through sector pedway, and if the PCs arrive within 30 seconds they will be able to spot the perp in the crowd. Otherwise, they will have to guess which way to go (left, right or down the strip). If they choose to go in the right direction (ie down the strip), they will have to leave their Lawmasters at the access strip. No vehicles are allowed on this particular pedway.

You should start using rounds, phases and actions as soon as the perp runs away. The perp on the crossing will freeze and surrender immediately. It will take several actions (drive, a few actions to get down the alley, a brake action, a dismount etc) to follow the bearded perp, and the Judges will end up 12 x actions metres behind him. He has an *Initiative* of 29, so the Judges should be able to catch him without difficulty. It's more of a problem to follow the perp in the crowd (see *Judges Manual* p32, roll less than average of SS and Δ). The *Pursue Perp* special ability (see WD80) may also prove useful.

By the time the Judges are within 20 metres of the perp they will be in Sector 254. He leads them on a confusing chase through the night: up anti-grav chutes, down slipzoooms, across plazas, leaping from pedway to pedway (regardless of the drop!) and so on. Eventually, he will just give up and collapse in an exhausted heap, but everyone is lost somewhere in 254! Unless someone makes a successful SS roll (at -25%), they will not be able to find the pedway to 255. The perp is guilty of illegal use of expletives (which isn't an offence in 254, let him use a few choice ones now) and assorted arrest offences (*GM's Book*, p58).

If the PCs are lost they will have to get directions back to 255. Professional pride should prevent them asking citizens, and contacting their Lawmasters will not produce a response. They will have to approach a Sector 254 Judge, who won't be entirely convinced that these sorry-looking types are actually Judges at all. Asking for directions! Hah! Jimps the lot of 'em. It's 'Up against the wall and drop those phoney Lawgivers' time. It's dark, and the Judge will take a lot of convincing. Just to add insult to injury, make sure that the PCs are asked about leaving their Lawmasters on automatic defence. They didn't? You sure these guys ain't jimps?

Eventually the PCs are able to head back to 255. As they come back to where they left the Lawmasters, the PCs encounter Sergeant Peppard's Lunatic Homicidal Crazies Brigade for the first time. On the pedway are a group of people standing in a circle. These futsies couldn't agree on who got what weapon, so they are now playing spin the bottle to decide who gets a gun... This is getting frustrating, as the bottle keeps pointing at Lunatic Homicidal Crazies who already have guns, or at no-one in particular. Pretty soon, they are going to start killing each other. The other problem is that the ring of people, a suspicious pile of weapons and the bottle are blocking the pedway and no Judge can ignore that kind of thing.



Possible hiding places for judges

The futsies have standard statistics (*GM's Book*, p50). The pile of weapons includes 8 clubs, 3 electro-prods, 6 knives, 2 las-knives, 4 hand-guns, 3 hand bombs, 5 spit pistols and 6 stump guns. Armed only with Lawgivers the Judges will almost certainly lose a fight with the Brigade members. The Lawmasters and their weaponry can be reached in two turns by an indirect route (ie not running through the futsies).

When the PCs reach their Lawmasters everything in the stowage compartments has been plundered and the bike computers have been smashed, regardless of whether they were left on automatic or not. The scatter guns are still in place, so the PCs may be able to Stumm the approaching mob of futsies who are D4+3 rounds away.

Once armed with scatter guns the PCs should be able to make a mass arrest. Questioning the futsies will produce only a few random gibberings and dark hints of what is to come: 'Tonight! Tonight! HAHAHAHAHA!'; 'It's a pretty city...'; 'Glowing eyes, cats, rats, cats...'; 'Pennsylvania six five oh oh oh...'; and 'Blood and Chocolate... yummy, yummy...'. If you feel that the gibbering about 'Blood and Chocolate' might give the game away at too early a stage, ignore it. Control will order the PCs to resume their patrol. Replacement Lawmasters will arrive with the pick-up squad for the futsies.

PHASE 3: 00.00 - 00.39

Midnight. Weather Control have kindly cleared any clouds away and the moon is full. Crowds of citizens fill the streets. The air above Sector 255 is full of hovertrucks. Their cargo bay doors open and Crudbary's promotion starts, the whole scene lit by gentle moonlight and neon. Thousands of little Crudbary's Umpty Candy boxes, each with its own tiny parachute, drop all over the Sector.

Before the boxes reach ground they burst, scattering sweets in a rain of candy shrapnel. The citizens start cheering and lunging for the Umpty. Despite the crowds, however, the whole business is peaceful as the hovertrucks keep flying over and dropping more than enough sweets for everyone.

However, Grag Peppard's plans to drug all of Sector 255 and cause a mass outbreak of the Lemming Syndrome have gone wrong. The 'wrong' batch of Crudbary's Umpty candy has been dropped, and most of the sweets are not drugged. A few blocks (see *Messages*) are affected by the Lemming Syndrome, but no connection between this and the Umpty has been made yet. For the most part all the PCs have to do is follow their route, listen to the messages coming over the radio and watch the citizens enjoying themselves.



Of course, there are bound to be one or two perps who think they can get away with something.



By 00.28 the Judges are heading towards Canavan's Blight Club down a dark, deserted street on city bottom (everyone has gone up to the parks and plazas to get some sweets). The relative peace of the scene is disturbed by a 'Cheel! Chup! Cheel!'. A Griblig, and somewhere close by. It is not until the Judges turn the next corner that they find the creature, lying stone dead at one side of the roadway. Several Crudbary's wrappers are scattered around the body.

The Griblig is a victim of the Lemming Syndrome. After eating several bits of the Umpty, it's tiny (but very intelligent) little brain decided to end it all by jumping out of a window above the street. The PCs may reach the nearly correct conclusion that the Umpty poisoned the Griblig, and call in to Control about the matter - but why have none of the humans eating the candy been poisoned? Only about 0.00001% of the sweets are drugged, so the Lemming Syndrome incidents have not been connected with Crudbary's candy. Contaminated sweets were sold through block sweetshops, so the slight rise in the rate of Lemming Syndrome occurrences is not high enough to register.

Peppard is not at all happy with his failure. He wanted everyone to be leaping by this point! He is hurriedly preparing a repeat performance with the 'right' batch of properly drugged sweets. This is why, at 00.38, as the Judges approach Canavan's Blight Club, a nearby PA screen flickers on. After the Crudbary's logo and company song (*Only the sickliest, stickiest Umpty... Tastes like Umpty never tasted beee-fore!!!*), a large man appears on the screen. He smiles at the camera, and announces that Crudbary's are so pleased with the response to the first Umpty drop they are going to do it again at 02.00!

This man is Peppard, who is desperate to bring 255 to its knees tonight. He has had great difficulty in holding back Sergeant Peppard's Lunatic Homicidal Crazies Brigade after the failure of the first drop, and groups of futsies have been arrested all over the Sector. Peppard has organised the second drop without any authority from Crudbary (Justice Department, has, however, authorised the second drop). The robots piloting the hovertrucks have been ordered to return to the plant and pick up another batch of sweets. This time, there will be no mistake: Sector 255 is going to get the Lemming Syndrome.

PHASE 4: 00.40 - 01.15

As the Judges pull away from Canavan's Blight Club on the next leg of their patrol, a figure waves them down from a darkened doorway. The man is about 2m tall, with a small moustache and vividly coloured clothes: the missing Judge Graham of the Wally Squad. In case the PCs do not realise who he is (why weren't they listening to the briefing?) Graham will introduce himself. He has a strange story to tell:

Judge Kinane and I had to pull a bank heist so that the Umpty Baggers we were trying to infiltrate would think we were perps - standard Wally Squad procedure. Kinane waited in the car while I went into Bucknard's bank, but as soon as I was in the lobby a civo in a zoot suit shoved a gun into my ribs. I was bundled into a car, my stump gun was taken and the next thing I knew was when I woke up at their hideout.

They didn't believe me at first, but in the end I convinced them that I was what I claimed to be: a perp with no scruples but lots of talent. They are Umpty baggers, alright, with a source of genuine Uncle Umpts! We already knew that somebody was bagging in 255, but we didn't know who. These creeps have a bit more ambition and they don't like competition one little bit. The legal Crudbary's Umpty is killing their business. So the gang is going to stiff the Crudbary management, starting with the guy just on the tube, the Production Manager. You've got to do something! I won't let them kill anyone, but I'm going to need help to catch them all.

I've got to go, or they'll start to suspect something's up. Don't follow me, or you'll give the game away. You don't exactly look like civos, you know!

Judge Graham
S 2 | 59 CS 52 DS 39 TS 32 SS 55 MS 29 PS 24

Special Abilities: Duck, Fast; Strong Strike, Knock Out; Aura of Cool, Sector Knowledge.

Graham is an efficient Judge, and will not take kindly to his instructions being ignored. If the PCs follow him he warns them once not to blow his case, and then demands to speak to Control so that the PCs can be ordered not to interfere. He believes that the best way to handle the case is for him to work on the inside, while other Judges protect the homes and lives of the Crudbary executives.

When (as they should do) the PCs call Control for instructions, Graham's warning about Crudbary's Production Supervisor and the other executives should be passed on. MAC will identify Crudbary's Production Supervisor as Grag Peppard (but at this point in the adventure he's a possible victim entitled to protection) after a search through the files. The PCs are told that: *Peppard is one of the main driving forces behind Crudbary's growth, and he made all the arrangements for the Umpty drops on 255. He was the one who made the announcement about the 02.00 drop, by the way. That's been cleared. He lives in Apartment 14, floor 132, Jeff Minter block. You are assigned to protect him. Squad Abbot is already on the way as well. Meet them there. Jeff Minter block is on the PCs patrol route, and they should arrive at about 01.01.*

Judges Abbot (Judge-5), Daltrey and Merphos (Judge-4s) are already at Peppard's apartment. As the senior Judge present, Abbot knocks on the door and, when there is no reply, sends one of the PCs to get a duplicate key from block administration. Peppard is not home, and keeps the place looking completely normal - just in case he is ever crime-blitzed as a reformed futsie. Abbot is relieved at this - Graham's Umpty Baggers haven't got here before them and there is no point scaring an honest citizen, after all. He orders everyone to hide (possible hiding places are shown on the map of Peppard's apartment).

After a few minutes (let the PCs get really uncomfortable and stiff in their hiding places, have noisy groups of juves walk down the hall, you know the sort of thing...) Graham and the baggers arrive. There are two of the mob's leaders (Mobsters - *GM's Book*, p52) and four large thugs (Henchmen - see the *GM's Book*, p53) armed with stump guns. The leader types are here to make sure their rather stupid underlings manage to murder the right person. They try the door and kick it down if necessary. Graham is pushed into the apartment first (they don't quite trust him, and he makes an excellent shield).

When it's obvious to them that Peppard isn't home (or the Judges try to arrest them), one of the leaders jumps to the conclusion that Graham has tipped someone off. Pausing only to give Graham the benefit of his razor-like wit, 'Drokk! He's gone... ya tipped someone off ya creep. Oh, ya dirty spug... I'm gonna kill ya fer that. Do it, boys!', he opens fire into the apartment. Graham tries



to leap over the sofa to get away - and he might land on some Judges behind it. Abbot and his squad burst out of their hiding places (as, presumably, do the PCs). Getting out of the wardrobe, kitchenette or bathroom takes one action.

The Judges should have no trouble in taking the thugs. Their leaders surrender as soon as they are wounded or their subordinates are out of the fight. The mobsters have the key to a hotel room and a few other clues to their activities (pieces of Umpty Candy, etc). Control will order Squad Abbot and Graham (if he is still alive) to follow up these leads to the Umpty Bagging mob as soon as possible. The PCs are ordered back on patrol.

Peppard isn't in his apartment because he is arranging the dropping of drugged sweets over Sector 255. One item that needs arranging is the killing of other Crudbary executives. Peppard has decided on a sec-cond drop all on his own, and doesn't want the company interfering in his plans. This time, everything will be right.

PHASE 5: 01.16 - 01.45

By 01.20 the PCs are back on patrol and probably wondering what is going on. Things are about to become clearer. This begins with a message from Control for them. This isn't in the general *Messages* section because it is just for them:

Attention Squad (name of squad leader). Interesting little item here regarding Peppard. We haven't managed to locate him, but it turns out he was a kook. He's done three months for a futsie incident, but was freed after tests indicated he was perfectly normal again. Just a momentary lapse, apparently. After this, he set up a few futsie rehabilitation clubs and readjustment groups - but a lot of cured futsies go in for that kind of thing. They get some sort of moral conscience and want to help others who went through the same thing.

The PCs may just dismiss this as a red synthi-herring, but if they don't have doubts about Crudbary's Umpty, they soon will have!

At 01.31 the Judges are on city bottom, circling the wall of Bob Geldof block. The mess from the Lemming Syndrome incident earlier in the shift has been cleared up (apart from a few bloodstains) and the streets are empty. Suddenly, ahead of the Judges there is a most peculiar scene. From a window some 50m up a stream of Gribbligs are plummeting downwards and landing in the road. In the process they are making a terrible mess and, um, dying. All this happens in absolute silence, without a single 'Chup! Chup! Chee!' from the Gribbligs. This is another outbreak of Lemming Syndrome.

The Judges are under no obligation to protect the lives of the Gribbligs, so they need not call for riot foam-equipped H-wagons. They should, however, report the incident to Control so that exterminators can be despatched (if they are still needed at the rate the Gribbligs are jumping). The PCs will be told to find and stop the Gribbligs escaping into the rest of the block.

The Gribbligs are jumping from the Geldof block sweetshop. The door to the shop has been broken open by a drunk (who is lying just inside it). The Gribbligs are in the back room, and are sombrely queuing below the window, waiting for their turn to jump. If the Judges shoot at any of the Gribbligs, they will even hurl themselves into the line of fire! Behind them is the cause of their behaviour: a large crate of sweets. Some of the Gribbligs are still holding chunks of candy in their paws, and their are wrappers and half-eaten sweets everywhere. All the sweets are Crudbary's Umpty Candy, plainly marked and wrapped as such. These are some of Peppard's test batch that was sent out before the full promotional drop.

The exterminators will arrive in about three minutes, but the Gribbligs will have killed themselves by that time anyway. As the PCs report in on this incident, they will be interrupted by a message from Control that comes in over the Lawmaster computers:

'Urgent. Squad (name of squad leader). We've just received a call from John Lazenby, the Crudbary Manager. He lived in Sector 128 and had only just heard about the repeat drop of free chocolate when he called.'

The screen blanks, and then a vid-phone recording is played. Lazenby, an angry-looking man, stands in the foreground.

'Listen, I don't know what's going on in 255. This second drop wasn't planned! We can't afford to do that sort of thing twice! I don't know what the loony Peppard is playing at, but he hasn't told us about it! He must have decided to do it all himself and I jus'- BLAM! BLAM! Lazenby gasps and drops from view. Control cuts the recording and comes back online:

'Those Umpty Baggers must have got to him after all.'

The PCs should, of course, report what the Gribbligs are doing, apparently as a result of eating Crudbary candy. With the clues the PCs now have, they should realise that Peppard has an ulterior motive for the second drop of sweets, that the sweets are probably drugged and that this may have something to do with the gangs of futsies that have been reported during the shift. If they report their deductions, the EP rewards for this adventure should be increased. If they don't manage to make the connections, Control will. The PCs will be ordered to resume their patrol, while Control will assure them

that the second drop of candy will be stopped and Peppard picked up for questioning at the very least.

PHASE 6: 01.46 - 2.00

Peppard killed Lazenby (not the Umpty Baggers) while the Judges were at his apartment. Peppard didn't expect Lazenby to find out about the announcement of a second drop which is why he was on the phone when he was killed. A squad of Judges in Sector 128 was despatched to the scene, and were just in the right place to arrest the Umpty Baggers who had come to kill Lazenby! At 01.46 the PCs receive the following message from Control:

Apparently the Umpty Baggers didn't kill Lazenby at all. They have just been arrested outside his block. They were genuinely surprised to find out that he was already dead and surrendered quietly. It should now be obvious to the PCs that Peppard killed Lazenby.

Sector 255's PA screens now show a continual stream of announcements by the Sector's Chief Judge. All are warnings not to eat any Crudbary's Umpty. That's all the civos are told. Public reaction to this is predictable: Judges are cursed as spoilsports, things are thrown at PA screens and complaints are long and loud. 'Didn't I eat fifty-five just an hour ago and weren't they beautiful? Whatayagot to say to that, you ratfink Judges?' How about three months for an illegal expletive? Maybe the PCs are attacked as well. No? Well, it was just a thought...

Peppard is now at Crudbary's plant in Sector 256, overseeing the loading of drugged sweets onto the hovertrucks. If the PCs think, they should realise that there is nowhere else for him to be. You should award extra EPs to any players who request permission from Control to deviate from their patrol routes and check this out. If they don't think of this Control calls them at 01.48 and orders them to check the Crudbary factory, which is only just inside 256. The PCs arrive at the factory at 01.51, just in time to see a fleet of hovertrucks heading for Sector 255! Shots fired at these trucks will have no effect. The robot pilots have orders to fly over 255, drop the sweets and then self-destruct, thus destroying the evidence. And Peppard is currently engaged in destroying the evidence inside the plant: his drug dispensers on the production line.

When the PCs arrive at the factory its gates are open. Any Judge who makes a successful *Street Skill* roll will notice that a light is moving about on the ground floor, and that it goes out as soon as they enter the compound. Peppard has seen the Judges arriving.

'Sergeant' Grag Peppard

S 3 | 69 CS 46 DS 30 TS 50 SS 28 MS 5 PS 3

Special Abilities: Avoid Shots, Recover Quickly; Crack Shot; Disable Mechanism.

There are two entrances to the factory building: large double doors for trucks (which are raised to about 1.5m) and a smaller side door. The side door is made of steel and firmly locked. Nothing short of a Cyclops laser will get it open. If the PCs choose that route Peppard will flee to the roof and use his jetpack to escape. How else did you think he had managed to get here after killing Lazenby in Sector 128?

If the PCs come in through the main doors Peppard will be hiding behind them, and as the Judges enter he will try to drop the doors on them for D6 damage with a +3 effect modifier. He does this if he rolls less than his *Initiative* as the PCs enter; failure indicates that the doors roll down just before the PCs come in. This could have equally disastrous results of the PCs were attempting to drive in on their Lawmasters! Each Judge gets the opportunity to dodge the doors by making *I* or *DS* rolls. In the confusion Peppard will push over a stack of crates and retreat to the point marked 'X'. He will let fly with his stump gun at any obvious targets, and wait for an opportunity to use his next surprise.

Peppard's position is next to the controls for the factory. If any of the PCs venture onto the areas marked by dotted circles Peppard will open the lids of the candy vats below! Anyone on the lid will fly in, and then be covered by molten candy as Peppard trips another lever. A Judge who is trapped in the candy can do nothing to save himself and will drown unless dragged clear in 2D4 rounds. At this point Peppard will retreat to the back room, strap on his jetpack and fly out of the window. If he manages to escape he should not be caught, but used for sequels to this adventure by you (or maybe me).

Just as the PCs are slapping on the cuffs, dragging fellow Judges from the vat or commiserating with each other about the one that got away, it's 02.00. All around the Crudbary factory, from every warehouse and shack, come the futsies of Sergeant Peppard's Lunatic Homicidal Crazies Brigade! And as the only figures of authority in sight, the Judges will attract their attention. Dramatic license means that their shots miss, but the Judges have only one round

to mount their Lawmasters, start them, accelerate and be 100m away or the futsies will engulf them. If the Judges fail to do this they will need to make DS rolls to fight their way through the crowd, fire the bike cannon, or drop stumm grenades, or something, anything, which will earn them an extra round to escape. If they don't manage this, they will die in D6+6 phases. Yes, die. You can't fight a crowd of 812 futsies unless rescued. Such is life. Actually, it's death we're talking about here. Such is death.

The nearest place to deal with the futsies is the Justice Department Armoury in 255. Anyway, the futsies are heading in that direction. The place is almost entirely deserted as most Judges are out shooting down Crudbary's hovertrucks or dealing with mass outbreaks of the Lemming Syndrome. Despite the warnings most citizens are stuffing themselves silly with the free sweets.

The defence of the armoury could be run as a wargame if your tastes are that way inclined. Or you can allow the PCs to hold off the futsies with riot foam and a few heavy weapons. If they roleplay a good defence, let them win.

WE HOPE YOU HAVE ENJOYED THE SHOW...

You may want to change this adventure to suit your own group. For example, you may not think there is enough combat; this is easily

rectified, but combat is secondary in *JD* games for most people. The ending can be rather bloody. You may feel that your PCs might find it more enjoyable to fly an H-Wagon around locating and destroying the Crudbary hovertrucks. Or they could end up on the streets trying to contain the Lemming Syndrome. Or you could use the ending as it stands, but change it slightly to give an *Assault on Precinct 13* feel as the crazies close in slowly.

At various points in the adventure, Control issues the PCs with instructions and gives them results if they don't make the correct deductions. This may give the impression that the PCs are just puppets being ordered about. This is not true at all. The players should be encouraged to think about their problems and reach conclusions. Control is really only there to drop hints. What seems clear to a GM might be very obscure to a player!

As the adventure stands, 100 EPs is about right for surviving *A Night in the Death*. There are plenty of opportunities to die, but there are also plenty of chances for good roleplaying and using the *JD* system as it was meant to be used.

Creating a sequel should be fairly straightforward. Maybe Russell T'bag had another key hidden away somewhere. There are still plenty of futsies lurking around the Sector. The Lemming Syndrome is in full swing. Peppard may have escaped. Has anyone heard from the Friends of Dredd recently? And, of course, the Gribbligs, are growing in numbers all the time...

SMALL FACTORY UNIT

Exterior Wall

