

Big Game

A scenario for **Judge Dredd - The Roleplaying Game**
By the Sector 142 Reclamation Society

This is a short scenario for a small group of Judges, and is designed to take place over the course of a single evening in Sector 142. It requires a little setup in a previous adventure for maximum impact.

For the Gamemaster

A Predator (from the vid of the same name) has come to Mega-City One for a little sport. At the time this scenario was written, the Judge Dredd vs. Predator story wasn't out, so the plot assumes that Justice Dept. has never encountered a Predator before and has no details of them on file. This particular Predator has been on vacation in the Cursed Earth, bagging Gila Munja, and now aims to hunt MC-1's local fauna, concentrating on the big game (Judges), for a few days before heading back home. The Predator sports the latest in Predator-chic, as does its small one-pred ship which arrived in stealth mode (though not wholly undetected) a few nights ago. Slip the following report into a briefing in a scenario prior to running this one.

+++ item +++
ILLEGAL ENTRY

At 07:18 an unknown vehicle employing stealth technology entered the City from the Cursed Earth, vicinity Paul Verhoven Block, 142 South. Vehicle and occupants are believed to be concealed within the Sector. All units be on alert.

After hiding its ship in the ruins of Jes Ventura Block (a casualty of the Apocalypse War) on Sector 142's southern border, the Predator set off to hunt Judges. Unfortunately for the alien sportsman, a small-time criminal, one Benji 'Jingles' O'Dingle, stumbled upon the ship while waiting for his stookie supplier to drop off a shipment. Delighted with his find, O'Dingle called in a few favors, and acquired some heavy lifting equipment and intrusion technology. Since the market for small spaceships with incomprehensible alien controls is iffy, at best, O'Dingle stripped the ship of anything portable, and dumped it in a chem-pool until he could find a buyer for such an unusual vehicle.

The Predator returned after an enjoyable evening's hunting, only to find that its vehicle had been stolen (Welcome to Mega-City One). Understandably ticked off, it tracked the moving equipment to the chem-pool, but in the course of O'Dingle's looting of the ship, portions of the ship's computer had been shut down, and it no longer responds to remote commands. Lacking the equipment necessary to extract the ship from its current resting-place, the

Predator has been tracking O'Dingle and his cohorts with an eye to retrieving the missing components and extracting some bloody retribution.

O'Dingle, though, has his fingers in more than one pie; an acquaintance of his, Grammercy Bourbour, recently masterminded the hijacking of a Justice Dept. H-Wagon, which was carrying a load of armaments, including a shipment of new Widowmakers. Grammercy asked O'Dingle to find a buyer, and he in turn sold the shipment to the Linguini crime family for use in their ongoing vendetta against the Maraschino family.

Which is where our heroes come in...

Follow the White Rabbit

Start off the Judges' day with the crime report and throw them a few mundane crimes to deal with on their patrol. Keep them fairly busy, until...

The Judges are currently on patrol in the vicinity of Frank Langella Block. They have just arrested Den van Halen for attempted suicide, plus 7 others for coercion (shouting "jump!"), and are 59(d)'ing a hab or two while waiting for the catch wagon, when the call comes through.

+++ item +++
ARMORY THEFT

Interrogation of WINDSOR, Mags indicates possible lead on H-Wagon 534J-323 hijacking. Perp claims she saw one Blanche Coney at the Droppim & Ben Doon Shuggy Hall with a Justice Dept. issue boot knife. Description of knife tallies with Mk. IV boot knife which is in limited usage; H-Wagon 534J-323 cargo manifest lists 4,000 Mk. IVs. Judge <yournamehere>'s team to investigate.

The PCs have two options, either blitz Coney's hab, or track her down at Droppim & Ben Doon.

Heading to Coney's apartment reveals that she's not there. Appropriate SS rolls find a 100g bag of sugar taped inside the vid-unit, two overdue vid-slugs, an unlicensed goldfish, and a half-empty box of spit pistol cartridges. Since Coney doesn't have a gun license, this is damning evidence.

If they send a team to check Coney's hab, or call in Forensics then give them the following handout:

+++FORENSIC REPORT+++
HAB C-1145, BILL CONNELLY BLOCK

Investigation found a 100g bag of Colombian White taped to the inside of the vid-unit. Analysis indicates that it is part of the consignment seized 08/02/2117 in 143 South.

Two vid-slugs, *Bat Gliding for Cretins* and *Benji and Dougal Meet the Campbells*, both 14 hours overdue.

Unlicensed goldfish, genetic strain 7J-92.

31 x 10mm spit pistol cartridges found in desk drawer; Coney does not have a licensed firearm.

Heading to the Droppim & Ben Doon Shuggy Hall, the judges come face to face with an ugly assortment of perps. They are playing shuggy, drinking munce beer and munski, betting, spitting and generally breaking the law. No-one will admit to knowing McSpug, though astute Judges (those who can succeed in a SS roll), note that the eyes of those questioned sometimes flick over towards a citizen in all in black (shirt, trousers, boots, mok-leather trenchcoat, and shades), standing at the bar.

This unfortunate individual is Ander Woo. Despite his intimidating mode of dress and the fact that he's very heavily armed, he isn't particularly dangerous; just extremely lucky.

Woo came to the Shuggy Hall to buy a number of small-arms from Coney, and stayed to have a drink after the transaction. He was just about to leave when the Judges showed up, but now isn't sure how to get through the door with a coat full of ordinance. In addition to nine weapons, Ander is wearing a gravity-reducing harness, similar to those favored by fatties, to reduce the weight of all those weapons.

Judges approaching Ander will note that he looks particularly nervous. Anyone with *Spot Hidden Weapon* almost passes out from the sensory overload. When the Judges notice him, he will panic and run for the door, while whipping out two Patooie-Max IV Automatic Spit Pistols and blazing away at full auto. Fortunately for the Judges, Ander is a terrible shot, and while his barrage shreds the shuggy hall and its patrons, he has half the normal wildfire chance of actually hitting anyone important, i.e. PCs.

While the Judges attempt to stop him, the other patrons draw various weapons and attack the Judges, Ander and/or each other, as the mood takes them. The first round to hit Ander will actually merely damage his gravity-reducing harness, after which things get interesting.

The damaged harness has a side effect of distorting gravitational attraction when rapid movement occurs, resulting in Ander performing a number of Ang Lee-esc maneuvers, such as increasing hang-time, enabling brief runs up the side of walls, weird cartwheels while firing, huge leaps, etc. These rapid gravitational shifts also play havoc with Ander's sense of direction, and now he couldn't find the door if his life depended on it (which, now that the PCs are here,

it does). While the harness is malfunctioning, treat Ander as if he has an *Avoid Shots* with an Initiative of 75%. Play it like the Lobby scene from the Matrix, with weapons everywhere, shell casings raining down, and plenty of gratuitous violence as Ander manages to hit everything in the bar except the Judges. Ander has plenty of ammunition and is not afraid to use it.

Give the Judges a TS roll to figure out what might be happening, and remind them that they need someone alive for questioning.

Inflict a few rounds of this skirmish on them, before, with a sizzle, and a rather disturbing effect which appears to make time-freeze and everything rotate around Anders; the harness' gravity repeller finally gives out and implodes into a micro-black hole, taking Ander's liver with it.

Fudge the scene so that Ander, at least, is left alive (sans liver) for questioning. Once captured, he'll spill the beans, revealing that he bought the weapons from Coney about an hour ago, before she left the bar with a buddy of hers, Benji O'Dingle. Hopefully, the Judges will pull O'Dingle's data from M.A.C. and pay him a visit. None of Ander's weapons match those from the hijacked shipment.

WOO, Ander (Arms Dealer)

S	I	CS	DS	TS	SS	MS	PS
2	38	12	31	37	29	18	5

Phases: 2 4 6 8

Surrender: No

Weapons

Auto Spit Pistols x 4 [0, 40m] - rapid fire

Handgun [0, 40m] x 3

Stump Gun [0, 40m] x 2

Equipment

Gravity-reducing harness

A Number of Law 'Bidin Cits (Honest, Judge)

S	I	CS	DS	TS	SS	MS	PS
2	25	30	15	5	20	5	2

Phases: 3 6 9

Surrender: 0

Shuggy Cue [0]

Handgun [0, 40m]

Stump Gun [0, 40m]

Knife [0]

Benji, the Hunted

At O'Dingle's apartment, just as the Judges are about to knock/ring the bell/kick the door in, a blast from a scattergun punches a ragged hole in the door. When their ears stop ringing, they hear a voice from inside yell, "Ye'll no ha me, ye muti hellion!!", followed by another gunshot.

Inside the hab, Ma O'Dingle is shooting wildly at the Predator, which has managed to track Benji back to his hab. After melting a hole through the window, it climbed in and was busy searching the place when Ma rolled into the room. Now, Ma is quite a colourful character, a die-hard ex-pat Calhabber, and a card-carrying member of the Wheelchair Warriors. She's small, fearless, wiry, well armed, and almost blind.

The Predator, for its part, isn't sure what to make of Ma; there's probably some prohibition against hunting insane old cripples. Fortunately, the PCs have just shown up, and the protocols of the hunt have whole chapters on what to do with gun-wielding fascist law enforcement. Feeling rather relieved, it activates its stealth screen, and prepares to take some MC-1 Justice Dept. trophies.

Ma O'Dingle is in a wheelchair with a stump gun in hand and a claymore strapped across the back. As the Judges burst in they'll only see Ma in the room. Ma will simply conclude that the Judges are yet more intruders from a rival clan, intent on raiding her Munski still (Ma's mind is still back in CalHab, during the Munski Wars). She'll open fire on the Judges and scream insults at them in colloquial CalHabian (M.A.C. can translate).

The Predator will watch this with interest for a phase or two, before getting to work. It prefers going hand-to-hand with the Judges, and will use its net, spear and claws on them. Good tactics include firing the net to pin a Judge against the wall and cutting weapons and limbs to pieces with spear and claws.

If the Judges manage to damage it, the stealth screen will short out for a few seconds, allowing them a glimpse of their opponent, before the creature jumps through the window, 729 stories up, and disappears.

Don't let the Judges kill the Predator, but do allow them to damage it a bit before it gets away. If it starts wiping the floor with the Judges, have a second team of Judges, who were called in response to a report of gunshots from this hab, burst in, causing the Predator to execute a strategic withdrawal.

After the fight, they can search the hab, and question Ma.

There is an unknown metal device with flashing lights and an alien script on it which the Predator missed. TS are useless, and all the PCs can do is to send it to Tech. The Predator has left some good samples of a fluorescent yellow blood, and a team should probably be called into analyse it.

Ma isn't much help either. She can tell the Judges that Benji arrived with Blanche, about half-an-hour before the Judges. She made a vid-phone call, they loaded up some boxes and left. A search of the hab will reveal many pieces of stolen property.

The Predator (Alien Hunter)

S	I	CS	DS	TS	SS	MS	PS
4	54	57	0	30	70	20	10

Phases: 1 2 4 6 8 10

Special Abilities:

Instant Reactions, Avoid Shots, Crack Shot, Precise Throw, Pursue/Evade x 2, Hide & Sneak x 2

Armor: Head: 40%, Arms: 30%

Stealth Screen: see below.

Weapons:

Expanding spear [1]

Laser weapon [+1, range: 200m]

Frizbee-thingy [0]

Claws [0]

Net [-, range: 50m]

Self Destruct Device

The Predator's stealth screen can be seen through on infra-red, though as soon as the creature realizes that it can be seen this way, it will adjust the settings and disappear from infra-red too. It's footprints, though, will always be visible to IR. While concealed, a -25% SS roll is necessary to spot the creature if it is stationary; while moving a normal SS roll is required.

The net can be fired up to 50m and pins and entangles the target. The spear may also be thrown. The frisbee-like disk will sever a limb if it causes a wound to that limb, and automatically returns to the thrower; on a 96%+ roll it has missed and gotten stuck in something.

Psi abilities that directly affect the mind have a -25% penalty due to the creature's alien brain.

The Predator's strength and Precise Throw ability make it an extremely dangerous opponent.

Mel 'Ma' O'Dingle (Wheelchair-bound Basketcase)

S	I	CS	DS	TS	SS	MS	PS
1	25	26	30	5	5	5	2

Phases: 3 6 9

Claymore [1]

Scattergun [0, 40m]

Red Pill, Blue Pill

The Judges can call in Tech and Forensics teams to tear O'Dingle's hab apart. Fell free to give them some other crime to handle while they're waiting for the results. Give them the appropriate handouts.

+++TECH REPORT+++ DEVICE FOUND WASHINGTON WALLACE BLOCK

Initial analysis of device indicates that it a modular unit of a larger device possibly used as part of a sophisticated targeting system. Design matches no known specs; possible offworld origin. Tech-Div. is very interested in obtaining further samples.

+++DATA REQUEST+++ VID-PHONE RECORDS APT. 984-S2, WASHINGTON WALLACE BLOCK

00:16 - Albie's-All-Nite Eatery (00:01:17)
01:15 - Fettucine Construction Co. (00:03:08)

JUSTICE DEPARTMENT CORPORATE FILES FETTUCINE CONSTRUCTION CO.

Headquarters: Sub-15, Donny Corleone Block, 142 South

Branches: 4 citywide

Business: Small scale construction. (Estimated 0.0002% of market).

Criminal Activities: Possible ties to Maraschino crime family, but this has never been proven.

+++FORENSIC REPORT+++ APT. 984-S2, WASHINGTON WALLACE BLOCK

Tech figures just about everything in the apt. is a stolen item; cross-reference is going to take a while. Intruder left some blood behind; stuff is a fluorescent yellow and doesn't match any known species; possibly muti, more likely offworld. Awaiting data from offworld colonies to match against known species.

Traces of chem slime found in apt. carpet match survey samples taken from Johnnie Denver Chem Pit #87, near Dexter Poindexter underpass. Judge Winter and Tech team dispatched to check it out.

Winter Calls In

Winter here. We dragged your chem pool, and the Techs are busy going over the results right now. We got what looks like a single person, short-range spacecraft, origin unknown. The thing's been stripped of everything that wasn't nailed down, looks like wrecker work. Techs reckon that it could be the ship that came in last night in stealth mode near Paul Verhoven Block. They figure it got stripped

somewhere else and then dumped in the chem pool here. There're matching vehicle tracks and stuff, looks like they used some construction equipment to transport it here. I'll keep you updated. Winter out.

The obvious plan is to go to the Fettucine Consturction Co. and have a few words with O'Dingle and Coney.

Unfortunately, for the Judges, the Predator is no slouch with technology either, and has tuned into the radio frequencies of their helmets. After the fight they may notice occasional static and lag when communicating with Control; this is the Predator listening in.

With this information at its clawtips, the creature puts 2 and 2 together faster than the PCs (no great claim to fame, in my campaign :) and beats them to grandma's house.

Survival of the Fittest

At the Fettucini company, the entrance is monitored by a security camera. If the Judges don't spot it (SS+10) the perps will be expecting them. The Predator is already inside.

As the Judges approach the door they'll hear the sound of gunfire, the door will explode open and a man using a Widowmaker 3000 shotgun will rush out. He stops when he sees the Judges and opens fire on them.

Inside is chaos; the perps are shooting anything that moves (usually each other). They all have Justice Dept. weaponry (with the self-destruct security measures disabled, of course). The building itself consists of two massive warehouse areas filled with construction machinery (massive cranes, bulldozers, trucks, etc), and tall stacks of crates, mountains of bags of plascrete, and huge vats of liquid plasteel. Attached to the first warehouse is a group of small offices. The place is a huge maze, and the perps could be anywhere.

Encourage the PCs to split up, and let them experience being on the receiving end of Justice Dept. weaponry for a bit. During this time, the Predator will be listening in on their helmet radios; it will occasionally confuse them by mimicking their comrades voices, always repeating phrases that have been used before, to lead them into traps and crossfires. A SS roll will enable the PCs to realize that their radio communication has been compromised, and a TS roll will enable them to scramble any subsequent conversation. The creature will also jam any communication with Control while they are in the area.

The Predator will not directly engage the PCs, but will use them to eliminate the Fettucines by manipulating them into attacking one another. If this fails, it will take a more direct hand and kill some of the henchmen itself. Don't be afraid to have the Predator save their skins (ha, ha) if the PCs get into a sticky situation. If the PCs start deciding that the Predator is on their side, more fool they.

The Predator needs the PCs because it is having some trouble figuring out which one of these humans is O'Dingle. They all look very similar, and it doesn't want to accidentally kill O'Dingle and be stuck here. It figures that the Judges know what they are doing, and if they find O'Dingle, it can simply take him from them.

O'Dingle and Coney have barricaded themselves in an office (and O'Dingle has further locked himself in the adjoining bathroom). As far as they can tell, everyone is the enemy, though if the Judges identify themselves as such, they will gladly surrender.

The Judges are safe from the Predator unless they attempt to injure O'Dingle, at which point the Predator will take an interest. It wants O'Dingle alive so that it can get all the missing pieces of its ship back (it

missed Winter's message, and isn't aware that the ship is in a Justice Dept. impound lot), and also to make him regret all the trouble its been put to.

This is the climactic scene, the Predator will try and take O'Dingle from the Judges as soon as they try to harm him, or once they have arrested him. It will appear before them and attempt to use sheer intimidation to make them hand O'Dingle over. As soon as it realizes that they aren't impressed, it will try and kill them.

If the creature is fatally wounded, or captured, it will activate a self-destruct device, which, if not disabled within 3 Combat Rounds will explode with the force of a thermo-bomb obliterating everything in 500m. *Jinx Mechanism*, or a TS - 20% roll will stop the countdown.

Fettucini Henchmen

S	I	CS	DS	TS	SS	MS	PS
2	25	30	15	10	25	5	5

Phases: 3 6 9

Weapons:

Widowmaker 3000 shotgun [varies]

Lawgiver [varies]

Guido Fettucini

S	I	CS	DS	TS	SS	MS	PS
2	25	30	15	10	25	5	5

Phases: 3 6 9

Weapons: Lawgiver [varies]

Blanche Coney

S	I	CS	DS	TS	SS	MS	PS
2	25	30	15	10	25	5	5

Phases: 3 6 9

Weapon: Spit Pistol [0, 40m]

Benji 'Jingles' O'Dingle

S	I	CS	DS	TS	SS	MS	PS
2	27	22	24	10	35	15	3

Phases: 3 6 9

Weapon: Lawgiver [varies]

Coupe de Grace

At this point, the PCs either have a dead Predator, a live Predator, or a great big smoking hole in the ground.

If it's dead, well at least they have the spaceship and the technology; Tech-Div will be happy. If it's still alive, it's probably got a lot of time to serve; or maybe some alien race will try an extradite it to stand trial for previous hunting offenses.

Well, that's the lot; hope you enjoyed this (and your PCs survived).

+++ data +++
+++ status red +++

+++ item +++
ARMORY THEFT

Tech-Div. report hijacking of Justice Dept. H-Wagon 534J-323, at 23.03. Possible psyker involvement. Perps are in possession of shipment destined for Armory 92K, 149 South.

+++ item +++
JUDGES DOWN

Judges Van Damme and Segal down at Sly Stallone Block. No assistance required; Meat Wagon on site. Preliminary forensics indicates death due to decapitation in both cases. Be on the lookout for perp with bladed weapon. Report contact to Control.

+++ data +++
+++ status yellow +++

+++ item +++
MULTIPLE ARSON

Multiple arson at Jerry Lee Lewis Block; five apts and section of level 18 block park incinerated; 26 dead, 139 injured. Forensics find no traces of fire-starting agents, possible pyrokinetic. Psi-Div. on standby if necessary.

+++ item +++
GANG WARFARE

Gangland war between Maraschino and Linguini families ongoing. Collateral damage now 3,534. Use of lethal force authorized.

+++ item +++
POTENTIAL RIOT

Expect major traffic delays vicinity Artie Clark Spaceport; est. 630,000 citizens awaiting arrival of Oz muzak star, Ian Impact. Transport is 10:16min late. Riot teams standing by.

+++ item +++
FORCED AMPUTATION

Perp with las-saw vicinity Lizzie Borden Block struck again 23:16. Amputation count now includes 12 r-arms, 3 l-arms, 4 r-hands, 6 l-hands, 11 r-legs, 9 l-legs, 1 head. Body sharking involvement not suspected at this time.

+++ data +++
+++ general status +++

+++ item +++
WEATHER

Weather Control reports ongoing delays with maintenance of systems over Sectors 138 through 145. Expect high temperatures until further notice.

+++ item +++
DOOM AND GLOOM

Psi-Div. report incidences of portents of doom and bad omens up 2% since this time yesterday. Currently at 28%. Report any unusual occurrences immediately.

+++DATA REQUEST+++
DROPPIM & BEN DOON SHUGGY HALL

Address: 3296 Famous Goose Blvd., Dungivinadrok, 142 South.

Owner: Benni Doon, Dinty McGinty Block, 142 South
Licenses: Gathering permit 13P9-004-87B; Shuggy permit 7K99-15B/19; Non-alcoholic beverage license J765-KK-9143/22H.

Activities: Shuggy and social gathering.

Criminal Activities: Known gathering place for criminal element; instances of illegal substance trading, trading in stolen goods, criminal brokering, and perp running encountered in previous raids. Patrons are usually hardened perps, approach with caution.

JUSTICE DEPARTMENT CITIZENS FILES

WINDSOR, Mags Teal

- **Age:** 46
- **Sex:** Female
- **Height:** 1.62m
- **Weight:** 74kg
- **Description:** Blue hair, brown eyes, right-handed
- **Born:** John Buckingham Block, 142 South, 18/10/2071
- **Education:** Buckingham Block Juverama
- **Employment Record:** Unemployed
- **Address:** Apt. 834/28B John Buckingham Block, 142 South
- **Criminal Record:** Scrawling 23/05/2083, 3 mths; Spitting 08/09/2085, 500Cr; Disrespectful Behaviour 08/09/2085, 2 mths; Tapping 13/11/2088, 4 yrs; Tapping 01/10/2094, 6 yrs; Resisting Arrest 01/10/2094, 5 yrs; GBH 17/03/2105, 10 yrs; Tapping 13/02/2117, 10 yrs.

JUSTICE DEPARTMENT CITIZENS FILES

O'DINGLE, Benji 'Jingles'

- **Age:** 41
- **Sex:** Male
- **Height:** 1.88m
- **Weight:** 102kg
- **Description:** Blond hair, blue eyes, right-handed
- **Born:** Val Doonican Block, 121 West, 19/01/2076
- **Education:** Tess Harper Juvery, 121 West
- **Employment Record:** Unemployed
- **Address:** Apt. 984-S2, Washington Wallace Block, 142 South
- **Criminal Record:** Tapping 23/06/2097, 2 yrs; Possession of Stolen Property 09/12/2102, 3 yrs; Possession of Stolen Property 17/09/2107, 5 yrs.

JUSTICE DEPARTMENT CITIZENS FILES

CONEY, Blanche

- **Age:** 34
- **Sex:** Female
- **Height:** 1.79m
- **Weight:** 90kg
- **Description:** Brown hair, brown eyes, right-handed.
- **Born:** McSpug-in-the-Glen, Clan Radlands, CalHab, 05/08/2083
- **Education:** McSpug Elementary School
- **Employment Record:** Emigrated MC-1 30/06/2104; Unemployed
- **Address:** Hab C-1145, Bill Connelly Block, 142 South
- **Criminal Record:** Overdue library slugs, 07/03/2106, 2 mths; D&D, 20/09/2106, 6 mths; D&D, 05/08/2108, 1 yr; Possession of Stolen Property 18/09/2110, 4yrs.