

JUDGE DREDD

DEMOCRACY FALLS

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Judge Dredd Created by John Wagner and Carlos Ezquerro



DEMOCRACY FALLS

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Grud!' screamed Caramel Joe to his cam-navigator, a young thing with bright orange hair tied in numerous pigtails around her head, 'That big bellied chump will not let me pass!' Joe's racer, a wedge-shaped vehicle rimmed with spikes and riveted armour plating, rocketed through the streets of the Hab Zone without so much as slowing when it smashed through rubbish, cargo crates and in one case a Munceburger stand! His car swerved to one side, ramming into his bloated opponent's ramshackle racer.

'Nobody trades paint with Grunter Leadbelly and lives!' shouted the driver of the other car, shaking his corpulent hand out of the chain-link window. His racer was an oval of riveted plasteen shaped around his massive form and the diminutive person crammed in the navigator's seat. Its blurring tracks were wider than what Joe could get around and the fatty was hoping to keep his dominance in the race by sticking to the tighter roads – denying him any possibility to pass.

'Ah ha!' Caramel Joe gasped at the appearance of the flashing lights and sirens of a much-feared Lawmaster on a side street, cranking his steering wheel toward the unsuspecting Judge. 'Make sure you get this on cam, Caramel!' he laughed maniacally...

'Judges are worth a thousand points!'

WHAT IS DEMOCRACY FALLS?

Democracy Falls is a stand alone campaign for the Traveller: Judge Dredd roleplaying game, placing a team of Judges on an assignment taking them from the streets of Mega-City One to one of the Cursed Earth's notorious collections of lawless miscreants. This journey will pit them against Mega-City One criminals, Cursed Earth mutants, adrenaline-fuelled crazies and some of the most skilled racing drivers in Dredd's world.

In the more literal of senses, Democracy Falls is what happened to the Indianapolis area after the Atomic Wars. A huge and sprawling collection of individual gang villages within the confines of the old highway system of the city, Democracy Falls is one of the largest collections of Cursed Earth inhabitants in what was middle America. It is a chaotic and lawless place that is run by a council of seven gang leaders – the Winners' Circle – who govern the area at the point of numerous very large guns.

The dark mutated descendant of the Indianapolis 500, the most famous car race in 20th century America, is a vicious and violent sport called Bloodrace. Held monthly, the Bloodrace Games take up to two vehicles from each gang and places them in the streets of the Speedtown. Recorded by cam-navigators riding shotgun (sometimes literally), the winner is the car that scores the most points during the race. It is a primary source of entertainment for everyone in D-Falls, and a constant reminder that the city does not pay attention to the Law.

The Justice Department has known about the existence of Democracy Falls for as long as it has existed, making the controversial city a never ending headache for the Chief Judges whenever it comes up. Democracy Falls has long avoided trouble with the Judges of Mega-City One by following one simple rule. They have never brought their gang wars to the streets of Mega-City One and have avoided giving sanctuary to criminal elements with ties to that city.

...until now.

An overzealous Circle member added a new score for the Bloodrace. The addition of a score multiplier for scores recorded in Mega-City One – even the mocking score for Judges – has brought a few fateful racers to the NorthWest Hab Zone. These racers will set events in motion that will bring down the wrath of Mega-City One, causing Justice Department to send a team of Judges to the city and ultimately bring about the end of the Winners' Circle in Democracy Falls.

ADDING TO DEMOCRACY FALLS

The nature of the assignment in *Democracy Falls* is designed to be somewhat linear in how it narrates the team of Player Character Judges from section to section within the chapters.

However, Referees are free to add some of their own unique events, encounters and fights into the larger campaign of *Democracy Falls* to create the gaming experience they desire. As long as these additions do not detract or subvert the main plot of the mission, they should be an excellent way to extend the adventures found in *Democracy Falls*.



99 RED IN SECTOR 301

'One of us ain't coming home after this race, drokker!'
— Caramel Joe, Bloodrace Driver

The *Democracy Falls* mission begins in Mega-City One just like any other day in the lives of the street Judges, but a nearby crime requires their immediate attention and gets them involved in a much larger operation, to go on a special assignment to bring justice to criminals in a faraway and dangerous place.

This chapter provides the circumstances as to why the Player Character Judges are chosen to go and bring the law to Democracy Falls.

BLOODRACERS IN THE NORTH WEST HAB ZONE

After a bold but foolish decision by Diesel Williams (see page 28) to extend new scoring rules to apply to targets within Mega-City One, a couple of racers choose to try their luck and earn some additional points before returning to Democracy Falls. The two drivers are Caramel Joe and Grunter Leadbelly, long-standing rivals from the Heralds of Zion and Broader Ripple gangs. This is a grudge match, the two drivers hate one another intensely, when Caramel Joe called out his rival for a run to the Mega-City he did not believe Grunter Leadbelly would have the guts to agree.

Both drivers quickly regretted their act of bravado, but neither would ever back down in the face of the other.

Caramel Joe and cam-navigator Connie Ways were in a fast speedster called the *Angler*. The vehicle is built for speed and control, allowing Joe to pick up a few scores from around the race before moving ahead of his opponents and earning his win by crossing the finish line in a scoring position. The *Angler* is an excellent racer for the game when run in Speedtown – but has serious limitations on the streets of the Hab Zone.

Grunter Leadbelly, one of the most infamous fatty drivers in Democracy Falls, drives his hideous, half-tracked juggernaut, *Muncemasher*. Grunter's cam-navigator is named Foxy and is new to the sport; Grunter's last one died very badly when Grunter's safety harness gave way and his girth crushed the poor lad. The *Muncemasher* is built on a heavy frame and a powerful engine designed to move Grunter's weight at competitive speeds, but its primary method of winning races is through the damage it inflicts. The tight streets and alleys of the Hab Zone are perfect for Grunter's style of Bloodracing – close and violent!

These two bloodracers were part of a normal Speedtown Bloodrace in Democracy Falls, getting ready to take their positions in the starting boxes when Caramel Joe started worrying about how bad he was going to beat Leadbelly. The two got into a pre-race screaming match, and finally Grunter challenged Joe to meet him in the Northwest Hab Zone to settle this 'once and for all.'

When the race began, the other five cars went careening around the track and into Speedtown and the two rivals strayed into the Cursed Earth, toward the city and eventually into the Hab Zone, entering via the aid of an old criminal contact.

Once in the Hab Zone the racers began scoring lots of minor points through bystander collisions and collateral damage, but it was apparent that the *Muncemasher* was better suited to Mega-City One and Caramel Joe was losing the race. He had to do something fast if he was going to break away, score big points and beat Grunter.

This was when Judge Edimann, a four-year Street Judge with a respectable arrest record, hopped off his Lawmaster to sentence some vandals. Caramel Joe saw the flashing lights of Edimann's parked Lawmaster and went for the big score – a Judge kill.

Edimann barely had enough time to activate a signal that he was in trouble before the *Angler* careened into and through him, crushing the Judge against a rockcrete column. Edimann died within moments, making him the first Judge to be killed in a Bloodrace.

Hearing what had happened over their squawksets, Grunter decided to get out of the area and head back to Democracy Falls early. He knew that the Judges would be hot on the heels of the racers after losing one of their own, and he was not about to stick around to take any of Joe's heat off of him!

The *Angler* had suffered a cracked engine block and was no longer driveable. Caramel Joe and Connie grabbed the cam and began to head away from the scene on foot. They hoped they could arrange for transit back toward home and get away from Mega-City One before the Judges tracked them down. As they went their separate ways the sound of sirens put paid to any plan as they both sought to escape by foot.

They will be several blocks away by the time the Judges arrive, forcing the Player Characters to question witnesses and get hot on their trail to make the arrests and bring a Judge-killer to justice!

CODE 99 RED

The Referee should make sure all of the Player Characters are on patrol somewhere in the Pit (as Sector 301 is known). The Judges will be the closest street Judges to the scene of the crime and the Referee may wish to add several simple encounters prior to the murder before moving onto the main case.

Once any preliminary encounters and crimes have been dealt with, the Judges will receive the following emergency call from the sector house.

All Judges to the corner of Poe and King. We have a Judge down, Med Judges in transit. Secure the area and make necessary arrests. I repeat – we have a Code 99 Red!

When a Judge is in trouble all available Judges will drop whatever they are doing and rush to help their fellow officer as rapidly as possible.

JUDGE DOWN!

Once the Player Characters get to the scene of Judge Edimann's murder they will have to get ready to perform their duties in the fullest. They will need to contend with gawking bystanders, potential witnesses and the wreckage of the *Angler*; such duties will require them to use a variety of skills to discover where Caramel Joe and Connie ran off to.

When the Player Characters arrive, they should receive the following narrative introduction:

'Get back!' a Med Judge shouts at the crowd as she waves you closer with her daystick, 'Make room!'

The assorted juves, punks and other citizens seeing your Lawmasters coming fan out. You know that half of them probably have pocket-cams on them, taking pictures of the scene. Greasy smoke trails up from the wreckage of some kind of heavily modified roadster smashed into a support column, the dented and flashing chassis of a Lawmaster spun on its side nearby. A damaged robot is busy collecting what looks like groceries and putting them into a bag it is carrying. The body of one of your fellow Judges lies sprawled out next to the scene, a black sheet bearing the Eagle of Justice covering him.

'It's Judge Edimann,' the Med Judge says as she walks over to you, her badge telling you her name is Cason, 'he did not make it. The vehicle was built to kill what it hits, and it struck Edimann dead-on.' She points at the wrecked car, 'The driver is not here... which means the perp should be on foot.'

'Find that driver.'



While Judge Cason guards Judge Edimann's body and readies it for transport, the Player Characters will need to investigate the scene and track down Caramel Joe and Connie. They can do this in a variety of ways, some of which are covered on the following page.

INVESTIGATE THE WRECKAGE

The characters will likely want to know as much about how Judge Edimann died as they can to understand what they are going to be looking for. Looking over the wreckage of the *Angler*, the Lawmaster and the street area surrounding the collision allows the Player Characters to make three different types of skill tests to obtain information about the scene. The skills in question are listed below with a list of facts discoverable under each one. For each successful skill test passed, one piece of the information should be given to the characters.

Drive (Wheeled)

- The vehicle did not try to stop until the last few metres before the impact, meaning the driver either did not see or *wanted* to hit Judge Edimann.
- There was another set of tracks in the street nearby but they were made by something with tracks and not wheels.
- Tire marks indicate the perp's car did try to swerve; away from the Lawmaster and toward Judge Edimann! This is looking more likely to be a homicide.

Investigate

- Lubricants and coolant leaked all over the street when the car's engine cracked; these could be used to chemically track anyone that might have walked away from the wreck.
- Two people left the scene and headed in the same general direction; a driver and a passenger.

Mechanic

- The safety restraints inside the car were not cut or torn but released manually using the latch. The driver and passenger (if there was one) were able to walk away from the wreck.
- The car was built with replaceable armour plates all over it, like some kind of makeshift war machine.
- The engine of the car is fuelled by a relatively primitive version of old petrol, a rare sight in the Mega-City.
- The frame of the car was reinforced and spring-loaded for impacts, as if the vehicle was designed to run into things and still function.

Using the information they have found, they should realise they need to head toward the western Hab Zone to find the perps in question.

LOOK FOR LOCAL SURVEILLANCE SYSTEMS

The Hab Zone is not thick with reputable businesses with security surveillance for the Judges to call upon for information and the area is notorious as a blind spot in PSU's coverage, there are other options to acquire vid-pics of what happened – revealing evidence that Judge Edimann was definitely murdered by the car's driver.

Any Judge that mentions looking around for cameras, vid-equipment, or other forms of surveillance should be allowed to make a Street Perception skill test (+2 DM) to see two potential surveillance options.

THE ROBOT

The first surveillance option the Judges could call upon is the navigational camera of the general purpose robot (RPG) was struck a glancing blow by Caramel Joe. When it finally managed to right itself it sent a message to Justice Department about the incident and began to gather the groceries it dropped (it had been doing the shopping for its elderly owner).

Accessing the robot's video storage information using their Override Card, any character needs to pass a Computers skill test (+2 DM) to download the data for replay on their Lawmaster's Synitron computer. If the characters are able to access this information read the following:

'Playback initiated...' the robot speaks as the images begin to scroll in fuzzy monochrome across the screen. You watch as the images zoom by, stopping when you see Judge Edimann's Lawmaster pull up to the curb. A moment later the perp's car blasts into the frame, smashing into Edimann and his bike. The image shakes slightly at the impact, and you can see a blurry set of feminine legs hop out of the wrecked car and run quickly away out of frame – the first glimpse of your perp!

Judges that watch the vid-playback can make another Street Perception (+4 DM) skill test to estimate the direction that the female perp (Connie Ways) ran off to.