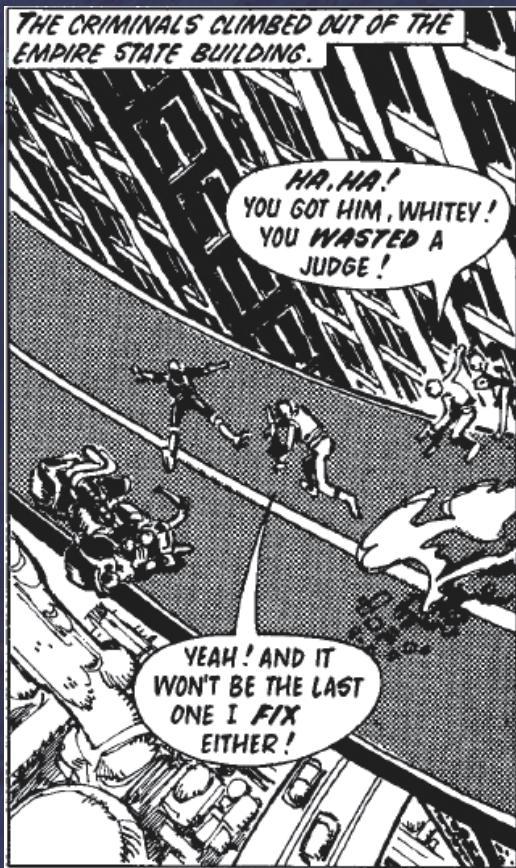




JUDGE WHITEY

HISTORY

This scenario is based upon Judge Dredd's very first story, which appeared in prog #2 of 2000AD and was reprinted in *Judge Dredd: The Complete Case Files 01*. 'Whitey' would attempt to take his revenge on Dredd a handful of times after this first altercation before being killed by the Judge in prog #520.



THE SET UP

Judge Alvin has been viciously murdered by the perp known as 'Whitey' Logan. The Chief Judge himself has condemned this atrocious act and ordered his toughest Judge, Judge Dredd, to hunt down and pass judgement on Whitey and his gang of thugs and murderers.

Whitey and his accomplices are hiding out in one of the topmost floors of the old Empire State Building. A ruinous shadow of its former glory, the Empire State Building lurks in the bottom of Mega-City One, dwarfed by the towering city blocks and meg-ways of the

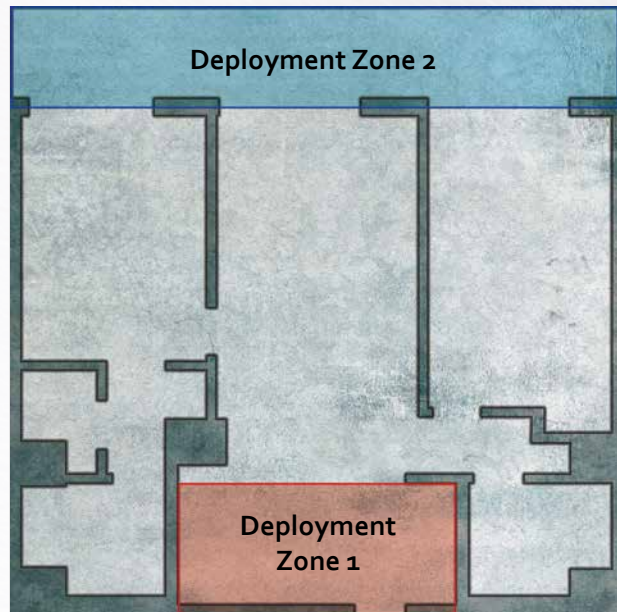
teeming metropolis. The city's premier lawman, Judge Dredd, has entered the dilapidated building to bring his quarry to justice...

THE ENCOUNTER

Terrain Placement

This scenario is a small skirmish best played on a 3' x 3' area. As this scenario is set in the interior of the Empire State Building, no vehicles are allowed. The area should be partitioned by walls and doors as shown on the example map below.

Players are free to take it turns to populate the map with furniture, crates, rubble, and ad-hoc barricades, but these obstacles should not cover an area greater than 6" x 6" inches. Only one doorway may be blocked by these obstacles, with Player 2 (controlling Whitey and the perps) choosing which doorway to obstruct. Any obstacles placed will also provide cover as normal.





Deploy Models

Player 1 is free to choose a Block Gang with a total Notoriety of 23 points. However, they must specify which of these Block Gangers is Whitey. Whitey is then deployed in Deployment Zone 2.

Player 2 controls Judge Dredd. However, as this scenario is inspired by Judge Dredd's debut story, it features a much younger Joe Dredd than the one showcased in the Judge Dredd Miniatures Game. As such, in this scenario, use the Senior Street Judge profile for Dredd.

After Whitey has been placed, Player 2 may position Dredd anywhere in Deployment Zone 1. Player 1 then places the remaining perps anywhere on the map at least 12" away from Dredd.

Special Rules

Ambush!

Whitey and his gang know Dredd is onto them and are lying in wait for him. Before the game begins Player 1 can take a Cool test for each of his or her models, any that pass the test begin the scenario in Overwatch.

The Balcony

The whole of Deployment Zone 2 is a balcony overlooking one of Mega-City One's meg-ways. Any models which are forced off an open edge of this deployment zone are considered to have fallen to their death.

Leaving the Table

Dredd, Whitey, and the perps may only leave the apartment via the door shown in Deployment Zone 1. A model must remain in base-to-base contact with this door for a whole turn without being incapacitated or subdued in order to leave. Any model which leaves the apartment is removed from the game.

Game Length

The game continues until either player has achieved their objectives as outlined below.

Objectives

Whitey wants Dredd killed. Failing that, he wants to survive. As such, Player 1 wins if Dredd is either incapacitated or subdued, or if Whitey is able to leave the table via the door.

MODELLING JUDGE WHITEY

In the story, Whitey stole Judge Alvin's helmet and wore it himself in defiance of the Judges. If you wish, you can create a specific Judge Whitey model by carefully swapping a Block Ganger model's head with a Judge's head, to represent Whitey wearing the murdered Judge's helmet.



Dredd has been instructed by the Chief Judge to bring Whitey in alive. Player 2, therefore, will claim victory if they subdue Whitey and incapacitate or subdue the other Block Gangers. Dredd loses if he ever incapacitates Whitey.

SENTENCING

Whitey, if captured alive, is sentenced to life imprisonment on the notorious 'Devil's Island'. A traffic island used as a prison by Justice Department in the middle of one of Mega-City One's densest of concentrations of meg-ways. It is surrounded by such heavy traffic that escape is said to be impossible.

Any other perps arrested will be not only be judged for their confrontation with Dredd, but they will also be viewed as accessories to the murder of Judge Alvin. As such they will also receive life sentences according to the following sections of the Book of Law:

- *Section 1: Homicide; Section 2: Assault; Section 8: Criminal Damage; Section 11: Public Order; Section 16: Perverting the Course of Justice.*

