



# HOUR OF THE WOLF

## HISTORY

This scenario is based upon the Judge Anderson solo story of the same name. It ran through progs #520 – 531 of *2000AD* and was also reprinted in *Judge Anderson: The Psi Files Volume 01*.

*Hour of the Wolf* re-established Orlok as a recurring Judge Dredd villain. He would return to plague Dredd and Mega-City One numerous times. The assassin finally met his end in prog #1337, having been executed for the deaths of 800,000 Mega City One Citizens in the tourist attraction known as Sin City.

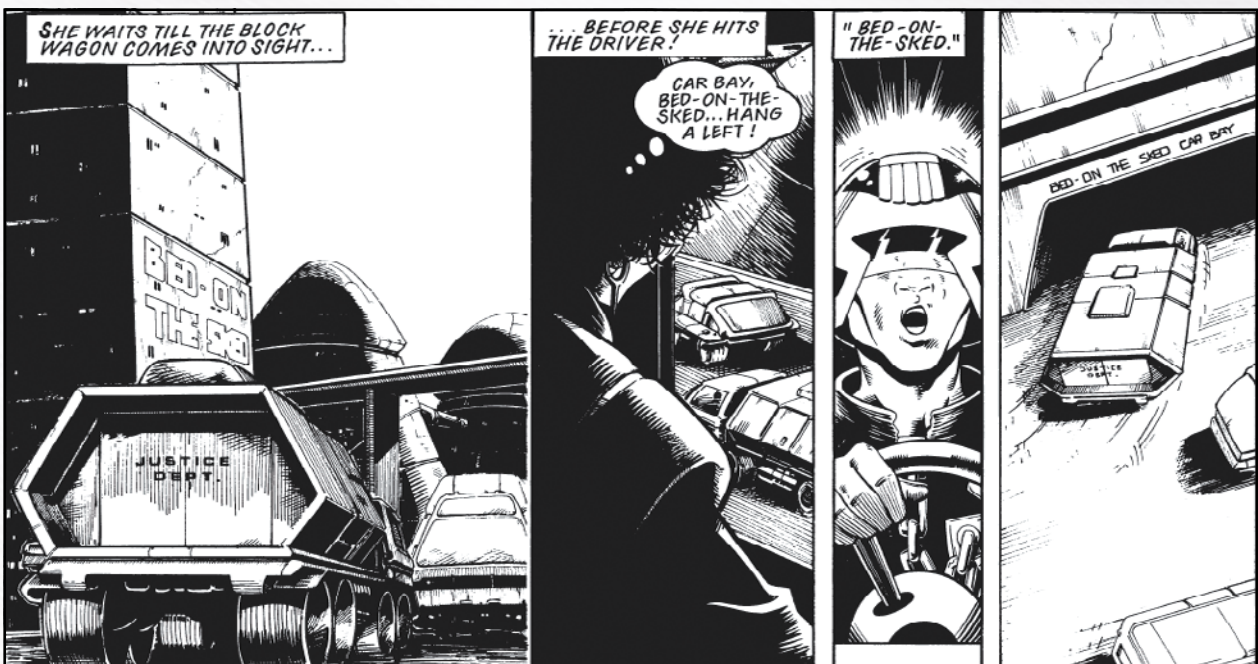
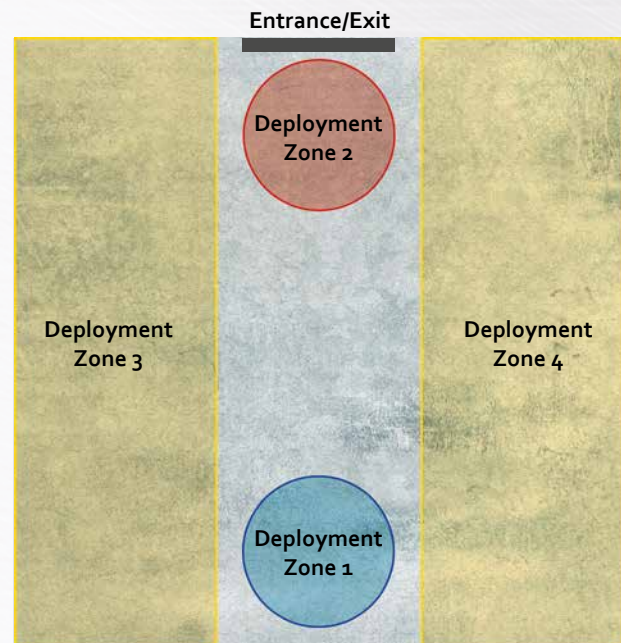
The Sov's most dangerous agent, Orlok the Assassin, has been in the custody of Justice Department since his arrest by Judge Dredd in 2103. But the assassin has used a secret drug to enter a death-like state and his 'body' – now aboard a Justice Department block wagon – is being transported to Justice Central for autopsy. However, Sov psi-agent Glennly Mexworth, using her psionic powers to take control of the block wagon's driver, has guided the wagon (and the incumbent Orlok) to a discrete car bay.

Having killed the Judges escorting the assassin, Mexworth has now revived Orlok in anticipation of taking the assassin home to the Sov Block. However, as Orlok and Mexworth prepare to abandon the vehicle, they themselves are ambushed by an opportunist Block

Gang intent on taking Mexworth and Orlok's wagon, their money and, most probably, their lives.

## THE SET UP

This scenario is played on a 3' x 3' area representing a sheltered parking bay. One side of this playing area is the entrance/exit to the bay, as shown on the map. The Justice Department block wagon should be placed in Deployment Zone 1.





## THE ENCOUNTER

### Terrain Placement

Players are free to take it turns to populate the car bay with up to four other vehicles. Both players will take turns to place each vehicle on the map.

Each vehicle placed must be in the Deployment Zones 3 and 4 as shown on the map. In the event of their being only one vehicle to place, that vehicle will be placed by the Gang player. The rest of the map should be kept free of other scatter and obstacles.

### Deploy Models

Player 1 controls Orlok and Mexworth and must deploy their miniatures within 2" of the Justice Department block wagon. For this scenario, Orlok cannot benefit from his Drokk – Satellat! rule. In addition, he is only armed with a Hand Cannon instead of his signature Tokarev 'Shelepin' 11mm weapon. Glenny Mexworth uses the profile for a Genetik Construct armed with a Sniper Rifle. In addition, she also has the Pre-Cog Psi Skill, as detailed on page 70 of the *Judge Dredd the Miniatures Game* rulebook.

Player 2 is free to compose his own force of Block Gangers. The total Notoriety of this gang and its weapons should not exceed 35 Notoriety. Once Orlok and Mexworth have been placed, player 2 may place their miniatures anywhere within Deployment Zone 2.

### Special Rules

#### Ambush!

The gang have been waiting to ambush an unsuspecting vehicle all night. Before the game begins, Player 2 makes Cool tests for each of their models, any that pass the test begin the scenario in Overwatch.

#### Leaving the Table

Models may only leave the car bay via the exit as shown on the map. Any model which leaves the car bay via this exit is removed from the game.

#### Game Length

The game continues until either player has achieved their objectives.

#### Objectives

Mexworth is under orders from the Sovs to ensure Orlok is freed from Justice Department custody. Player 1, therefore, will claim victory if Orlok is alive at the conclusion of the scenario or leaves the table as per Leaving the Table above.

Player 2 will win if Orlok is incapacitated or subdued.

## SENTENCING

The only Judges in this scenario have already been killed by Mexworth and Orlok. No sentencing, therefore, will be passed at the conclusion of this encounter.

