



THE DAY THE LAW DIED

HISTORY

This scenario is based upon the Judge Dredd epic entitled *Judge Cal*. This story, which marked the debut of the Kleggs, ran through progs #89 – 108 of *2000AD* and was reprinted in *Judge Dredd: The Complete Case Files 02*.

Mega-City One is under the control of the tyrannical – not to mention insane – Chief Judge Cal! Backed by corrupted Judges and an army of the mercenary aliens known as Kleggs, Cal's absolute rule is defined by his cruelty and self-indulgent whims. His impulsive commands and spats of rage have led to thousands dying at his command. Unless this tyrant is deposed, his reign could spell doom for Mega-City One!

Resistance against Cal is led by Judge Dredd and a cadre of veteran Judges from the Academy of Law. But this small group has been tracked down by Cal's Kleggs. Now the Judges fight not only for their own lives, but for the future of Mega-City One! Knowing only Dredd can lead the resistance to victory, a handful of these Judges vow to hold the Kleggs at bay whilst Dredd and the rest of the Judges escape.

This scenario is intended to explore the unseen rearguard action led by Senior Judge Fernandez. Although Fernandez stayed behind believing he would face the Kleggs alone, a handful of other Judges have doubled-back to join him.

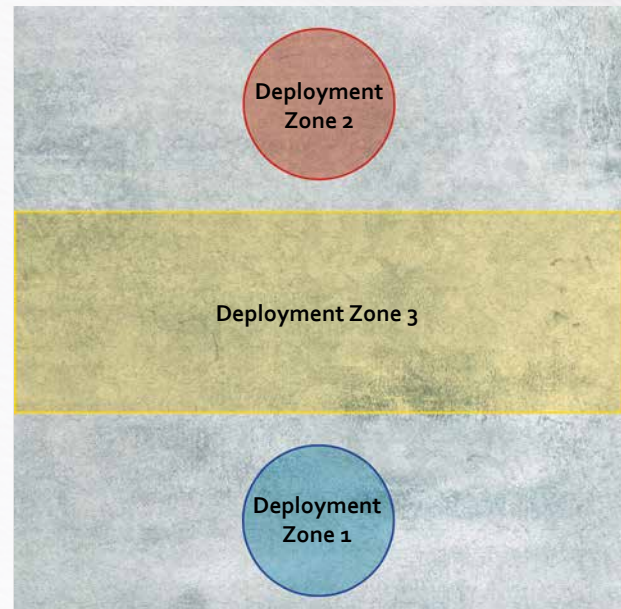
THE SET UP

This scenario is set in a disused, underground garage to which the Kleggs have tracked the Resistance.

THE ENCOUNTER

Terrain Placement

Players take turns to populate the garage with four inoperable vehicles. Each vehicle placed must be in Deployment Zone 3 as shown below. The rest of the map should be kept free of other scatter and obstacles.





Deploy Models

Player 1 controls the Judges. Judge Fernandez uses the Senior Street Judge profile, while the rest of the Judges have a combined notoriety of no more than 39 points. However, no vehicles or Specialist Judges may be taken. The Judges will begin the game in Deployment Zone 1.

Player 2 controls three Klegg models, which begin the scenario in Deployment Zone 2.

Special Rules

Last Stand

Senior Judge Fernandez is already wounded, place one Injury marker on this model before play begins.

There's Too Many of Them!

The Judges numbers are limited, but Cal has employed a small army of Kleggs. For this reason, Player 2 can replace any Incapacitated Klegg model by removing the Incapacitated model and replacing it with a new

Klegg model in Deployment Zone 2 at the beginning of the next round.

Swift and Hasty! Eat Them Quickly! Human Flesh is Very Tasty!

If a Klegg Incapacitates a Judge in close combat, that Klegg must make a Cool test. If they pass, they follow Judge Cal's strict instructions and can act as normal on their next activation. However, if they fail, they succumb to their base instincts and must spend their next activation eating the slain Judge! The Klegg may perform no other action while eating, however, once gorged on man-flesh, the Klegg removes one Injury marker and all Stun markers.

Game Length

The game continues until either player has achieved his or her objectives as outlined below.

Objectives

Player 1 must hold off the Kleggs for six full turns. This will allow Judge Dredd and the rest of the rebel Judges enough time to escape.

Player 2 must Incapacitate or Subdue all the Judges within six turns in order to continue the Klegg's pursuit of Judge Dredd and catch him before he can escape.



SENTENCING

This is war! There is no time for judging!

