



# MEGA-CITY RUMBLE

## HISTORY

This scenario is based on the story *Mega-City Rumble* as seen in *Judge Dredd Annual 1982*. This story was also reprinted in *Judge Dredd: The Restricted Files 01*.

Block Wars continue to be a very real problem in Mega-City One. Cutting-edge weaponry combined with trigger-happy civilians often leads to episodes of explosive violence between neighbouring habitation blocks.

*Jimmy Clitheroe* and *John Wayne* are two such city blocks. Each is home to thousands of civilians, and all of them are still angry after a disputed result in a recent Shuggy championship played between the two blocks. Tonight, the Citi-Def forces of *John Wayne* have discovered a squad from *Jimmy Clitheroe* attempting to plant a bomb in the sub-basement of *John Wayne*. Justice Department have dispatched Judge Dredd to deal with the resulting outbreak of blazing violence.

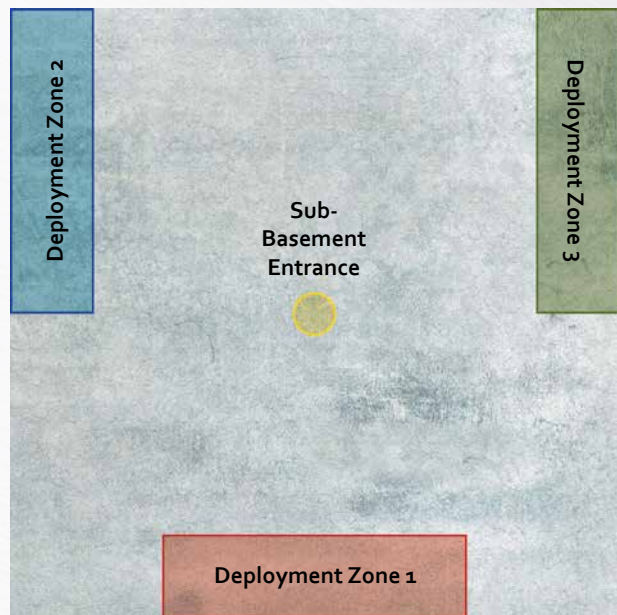
## THE SET UP

This three-player scenario begins halfway through the conflagration between Justice Department and the Citi-Def units of *John Wayne* and *Jimmy Clitheroe* blocks. It is played on a playing area representing one of the many basements of the *John Wayne* city block. Each of the three players should use a different coloured set of Warlord Games' 2000AD tokens.

## THE ENCOUNTER

### Terrain Placement

This scenario is played on a 3' x 3' board. It is populated by a total of six storage containers, each roughly 3" x 1". Each of the three players will take it in turns to place two containers on the map as they see fit. Each of these containers offers any miniature heavy cover. A hatch should be placed in the centre of the board to represent the accessway to the sub-basement where the bomb is. The rest of the map should be kept free of other scatter and obstacles.



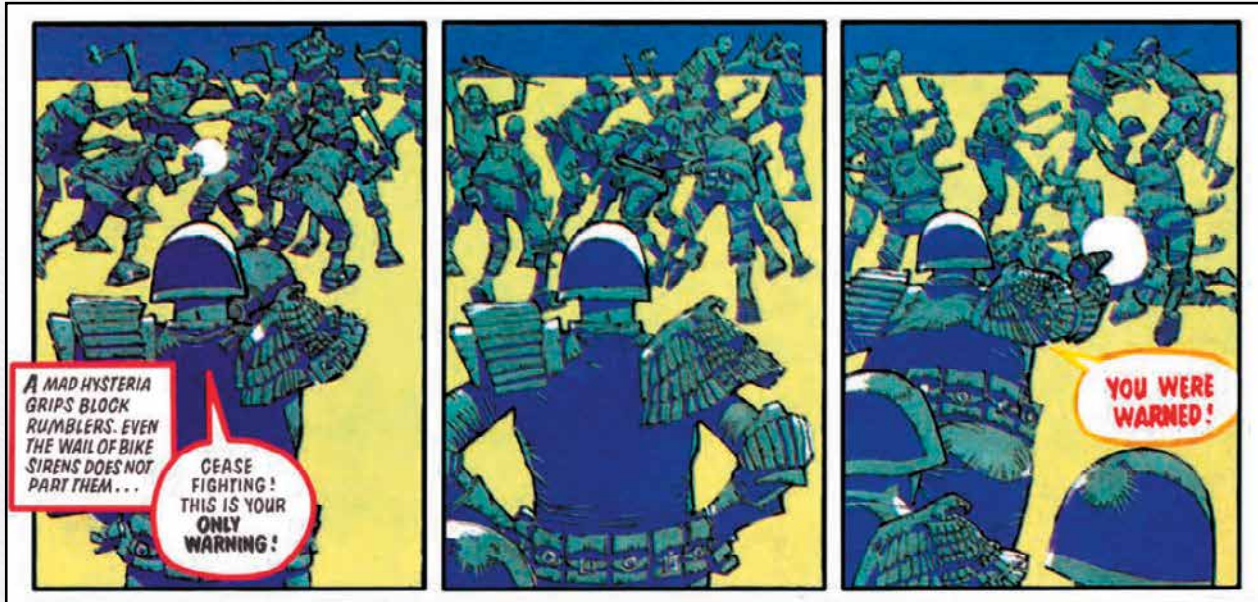
### Deploy Models

Player 1 controls the Judges. This scenario features a much younger Joe Dredd than the living legend featured in the *Judge Dredd Miniatures Game*. As such, use the Senior Street Judge profile for Judge Dredd. The rest of the Judges are chosen to a combined total notoriety of 41 points. Dredd and his squad will begin the scenario in Deployment Zone 1.

### The Citi-Def Squads

Players 2 and 3 are free to compose their own Citi-Def squads, each of which should total 64 notoriety. The *Jimmy Clitheroe* Citi-Def squad begins in Deployment Zone 2 while the *John Wayne* Citi-Def begins in Deployment Zone 3.





## Special Rules

### Entering the Sub-Basement

Models may enter the sub-basement via the hatch in the centre of the board. A model must spend a single action to open the hatch. Once open, the hatch leads to a ladder into the sub-basement. A model must spend a single action to descend this ladder. A model cannot enter the basement without descending the ladder.

### Game Length

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

### Objectives

Dredd and his Judges will achieve victory if both Citi-Def squads are Incapacitated or Subdued.

*Jimmy Clitheroe's* Citi-Def squad will achieve victory if both the Judges' squad **and** *John Wayne's* Citi-Def squad are Incapacitated or Subdued.

*John Wayne's* Citi-Def squad achieve victory if either the Judges' squad **or** *Jimmy Clitheroe's* Citi-Def squad are Incapacitated or Subdued **and** one of their number successfully enters the sub-basement via the hatch.

## SENTENCING

The following sections of the Book of Law apply in this case: *Section 1: Homicide*; *Section 2: Assault*; *Section 8: Criminal Damage*; *Section 11: Block War Participation*; *Section 14: Contraband (illegal or unlicensed firearms)*; *Section 16: Perverting the Course of Justice (obstructing Judges in their duty)*.

