



THE FOOD RAID

History

The Fatties first appeared in 2000 AD in progs 273 & 274 with the classic League of Fatties story. Fatties would make several appearances in both 2000 AD and the Judge Dredd Magazine including the storyline 'Requiem for a Heavyweight'.



When food rationing was enforced following the Apocalypse War of 2104, the fatties were left distraught. Begging and fraud spread throughout Mega-City One. On the flipside, many 'norms' began assaulting them for being fat whilst many were starving (and some suggested eating Fatties as a compromise). After numerous protests and rallies, the situation escalated and finally, the short-lived criminal League of Fatties was created by Chairfatty Dick Porker to 'Fight for Food'.

After several successful food raids, the Fatties' crime epidemic spread but eventually they proved themselves not cut out for crime – their ample size precluded any chance of making a quick getaway, as did their tendency to Chow Down at the crime scene. Finally, to restore order, the city passed the Fat Control

Law: all Fatties were restricted to four special blocks and not allowed out until they were below 300 kg [661.3 lbs].

Within these blocks, they had to submit to a rigorous regime of exercise and a tightly-regulated diet.



The Fatties that did get out often binged on food to celebrate and ended up back in the blocks the next day.

This narrative scenario recreates the first of those food raids.

FORCES

Justice Department

- Citi-Def Auxiliary with pistol
- Citi-Def Auxiliary with combat rifle
- Street Judge on a Lawmaster with bike cannons

League of Fatties

- Dick Porker with spit pistol and close combat weapon
- Contender with pistol
- Contender with spit pistol
- Fattie with spit pistol and close combat weapon
- Fattie with pistol
- Fattie with spit pistol



THE SET UP

A supply point is distributing food to a queue of hungry civilians when the League of Fatties launch their first food raid. The defending Citi-Def immediately call for aid but will the Justice Dept. be able to respond in time and save the vital supplies before the League of Fatties scoff the lot?





THE ENCOUNTER

Terrain Placement

The 3' x 3' table represents a food supply point in the centre of a ruined urban area surrounded by a road. Place a small building in the centre of the board to represent the supply point. The surrounding area should be mostly open but add some debris for limited cover.

Deploy Models

The Citi-Def are deployed on the table first, both must be within 6" of the centre of the board. Deploy a line of 5-10 citizens outside the front of the supply point. Deploy another 5-10 citizens as per the rules on page 90 of the rulebook. All other models start off-table.

Armoury & Big Meg Cards

Justice Department

- **Armoury Cards:** Hi-Ex, Med-Pack, Stumm Gas
- **Big Meg Cards:** Hit 'Em With Everything!, Spy-In-The-Sky, Warning Shot

League of Fatties

- **Armoury Cards:** Med-Pack, Stims, Smoke Bomb
- **Big Meg Cards:** Bring It On!, Go! Go! Go!, Umpty Candy

Special Rules

Caches

At the start of deployment, starting with the Justice Department player and then alternating, place five food cache markers within 9" of the centre of the board but not within 6" of each other nor inside the building.

Pick Up/Drop Food Cache

During its activation, any human model in base contact with a food cache marker may spend a single action to pick it up. Once picked up a food cache can be moved simply by moving the model carrying it. A model carrying a food cache cannot Shoot, Fight, Charge or Sprint and has -1 Evade. If a model carrying a food cache fails to Evade in a Fight, or is injured or stunned it will drop the food cache.

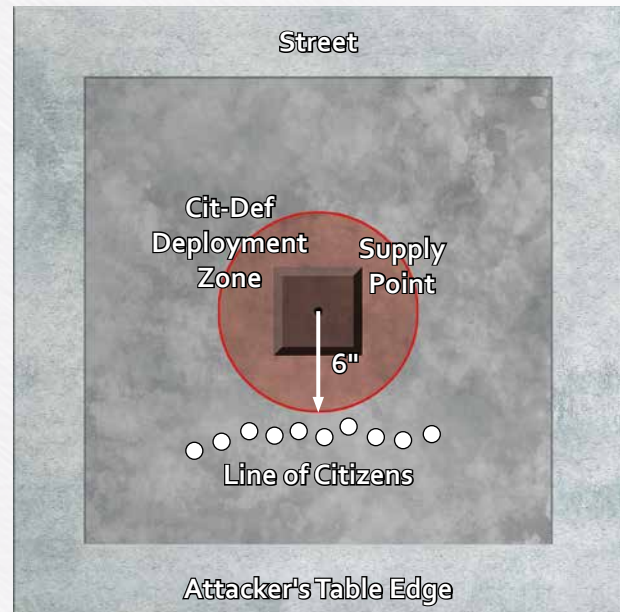
A defending model may safely Stash any food cache marker by moving it and themselves off any table edge. They can then only return through the same point using a Move action on their next activation.

Chow Down

During its activation, any Fattie model in base contact with a food cache marker may spend a double action to consume it, removing it from the game and replenishing Jet Barf, if applicable.

CHAAARGE!

The fatties move on via the Attacker's table edge and can arrive using a Sprint or Charge Double Action.



Call 911

The Judge arrives on their Lawmaster on Turn 2 (don't put their or their Lawmaster's chip into the bag until Turn 2). They ride on using a Move action from the opposite table edge to the Attackers. They can choose any Vehicle action as their second action.

Game Length

The game continues until one side achieves its objective, or all food cache markers have been safely stashed or consumed.

Objectives

Justice Department

Save the food caches from the Fatties by either safely stashing them or taking down all the Fatties.

League of Fatties

Eat the food caches.

The side which stashes or consumes the most food caches wins.

SENTENCING

Although not wishing direct harm to anyone, any Fattie arrested will still be judged in accordance with the Book of Law. Most likely *Section 2: Assault*; *Section 3: Robbery*; *Section 5: Theft*; and *Section 14: Contraband* will apply.

When released all Fatties are to be put under Block Arrest in one of the segregation blocks until their weight is less than 300kg.

