



REQUIEM FOR THE HEAVYWEIGHTS

HISTORY

This scenario is based on the story *Requiem for a Heavyweight* as seen in 2000AD progs #331-334. This story was also reprinted in *Judge Dredd: The Complete Case Files* 07.



rampage, desperate to bust out of the block and feast on the promised food.

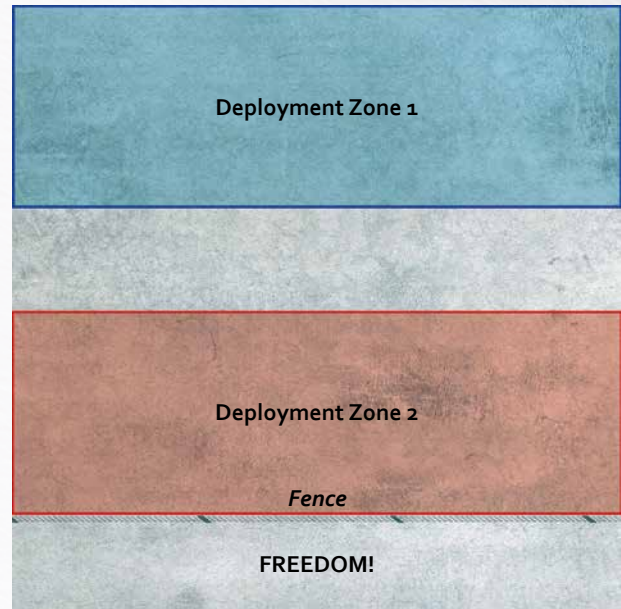
THE SET UP

This scenario is played on a 3' x 3' playing area representing the grounds at street-level that surround the Frank Cannon Segregation Block for the Excessively Fat. This particular area of the grounds is enclosed by barbed wire. The scenario begins as the Fatties make their bid to leave the grounds in their effort to get to the promised food.

Mega-City One has won the Apocalypse War against the Sov Block. Now, however, the next battle begins – the battle to rebuild. In the grim aftermath, food, shelter, and manpower are in desperately short supply as Mega-City One has suffered horrific casualties and catastrophic damage to its infrastructure.

None feel this shortage in food more than the Fatties. With appetites as big as their gargantuan frames, these foodies are now confined to segregated blocks where they can be fed in moderation.

One such block is the Frank Cannon Segregation Block for the Excessively Fat. For the most part, the Fatties therein have surrendered to both their fates and their shrinking bellies. But, when an anonymous broadcast declares piles of scrumptious grub are waiting just beyond the block's locked gates, the Fatties go on the





THE ENCOUNTER

Terrain Placement

Keen to keep a close eye on the fatties, the Judges patrolling the grounds of the segregation block have ensured that there are no obstacles to block line-of-sight. The board should be left relatively free of scatter or other objects.

Deploy Models

Player 1 controls the rioting Fatties. They are free to recruit a gang of Fatties up to a total of 27 Notoriety. The fatties begin this scenario in Deployment Zone 1.

Player 2 controls the patrolling Judges. They are free to recruit these Judges up to a total of 27 Notoriety. The Judges patrolling the grounds begin in Deployment Zone 2.

Special Rules

Bringing Down the Fence

Such is the weight of the Fatties in the segregation block that they need only perform a Charge action on the fence surrounding the segregation block to bring that fence down. Bringing the fence down in this fashion ends the model's activation.

Once the fence is down, any model which performs a Move action which carries them over the edge of

the playing area is considered to have escaped the segregation block.

Game Length

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

Objectives

The Fatties will be victorious if at least one of their number is able to bring down the fence surrounding the Segregation Block and waddle to freedom.

The Judges will achieve victory if **all** the Fatties are subdued or incapacitated before they are able to escape the segregation block.

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: Rioting; Section 14: Contraband; Section 16: Perverting the Course of Justice.*

