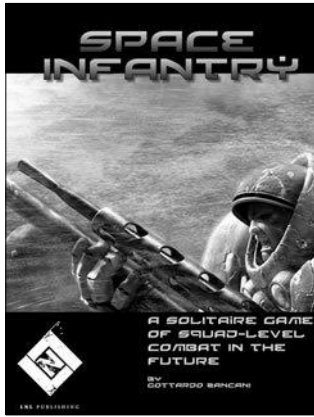


# CHRONICLES OF 'JUDGEMENT' DREDD

A Space Infantry Narrative



## Campaign

Jovvian War Prelude (2656-2657), the first major intergalactic conflict involving the human race.

## Original Mission

Scout sector 0515.7011.9012 .surface.H005 (Jovvian) and record level of insect 'Flesh Eater' infestation.

## Strategic Options

Two extra Resources and Heavy Battlesuits.

## Resources

Two each of Grenades, MediKits, Intelligence, Ammo and StymoPacks.

## 1st Squad, 1st Platoon, 51st Company, 2nd Battalion, 3rd Regiment

Squad Leader 'Judgement' Dredd (Aide-de-camp, Command 2, Blood Cross, White Cross, Black Comet, Lucky Star, Purple Star)

One Scientist

One Explorer

Fire Team A: 4 Space Infantry veterans (Heavy Battlesuits, Tactician, Melee 3)

Assault Team A: 4 Space Infantry veterans (Parry)

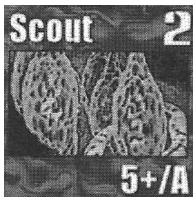
Assault Team B: 4 Space Infantry veterans (Heavy Battlesuits, Deadly Strike, Fire 3)

Close Combat Unit: 2 Space Infantry veterans (Heavy Battlesuits, Bull Strength)

## Updated Mission

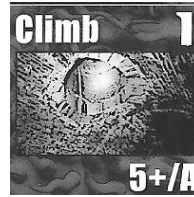
During this routine scouting mission, the ground suddenly collapses and the earth swallows up the squad. They tumble into a Flesh Eater hive! Now the units are split with a Scientist and the Close Combat Unit isolated. The squad must regroup and find a way out of this perilous underground network of tunnels.

First discover the isolated units in sector 0515.7011.9012.underworld.H005 (Jovvian), then exit the whole squad from the Flesh Eater hive and evacuate the planet.



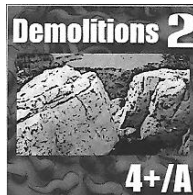
### T30/T29 Hive Sector 4

Dredd, Explorer, Fire Team A, Assault Team A and Assault Team B come out of the cave-in unscathed. Explorer scouts the area. The squad is in a passage running west to east.



### T13/T12/T11/T10 Hive Sector 12/9/11

On reaching the tunnel, it is found that it deteriorates to a narrow passage and there is a vertical shaft leading down which the explorer finds too hard to descend (*no climb Success Levels!*). Dredd concludes that the south is impassable (*Intelligence resource*) and decides to continue exploration of the hive to the north. On the way back, the squad is again assailed by scout swarms at the crossroad...this time, two swarms.



### T28 Hive Sector 4

Route with the lesser debris heads west but closer inspection shows that demolitions are required to blast a way through. No Demolitionist or Demo Charges are available but Explorer realizes that a couple of well placed grenades should do the trick (*Intelligence resource*).

A frantic melee is fought out. Fire A and Assault B fail to suppress any swarms and both suffer ammo loss to boot! Assault A saves the day with effective suppressive fire (*minus three Action Points!*) and the swarms are killed.



### T27 Hive Sector 9

The squad approaches an ominous looking crossroad. Dredd smells trouble and using his leadership abilities to the full (*five Command Points!*), leads his men forward in stealth mode. As Dredd predicted, the area is infested with Flesh Eaters...three scout swarms!

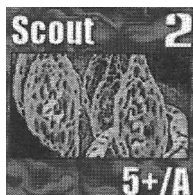


### T9 Hive Sector 8

The squad reaches the long tunnel again and begin advancing down it. It is straight and lit with a green glow emanating from the rocks. Soon three swarms are spotted crawling towards the squad. A firefight develops.

A melee develops. Initial impact sees super suppressing fire from Assault B (*minus four Action Points!*) and two wounds inflicted on the swarms. The swarms are now killed but not before wounds are inflicted on Fire A and Assault B. Their Heavy Battlesuits fail to protect the men and two MediKits have to be used to prevent casualties.

Dredd orders his teams to take cover and also gives permission for intensive fire. Two swarms suffer wounds. Further intensive fire kills the swarms but Close Combat Unit suffers a wound when their Heavy Battlesuits fail to protect the men (*again!*).



### T26/T25/T24 Hive Sector 11

Dredd decides to take the north tunnel which opens out to a 'Y' junction. Explorer scouts the tunnel and reports that it leads to an unstable area.

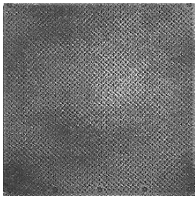


### T8 Hive Sector 8

The long tunnel turns north. This section is again covered in various underground fauna. This time Dredd is prepared. He orders Scientist to search the fauna thoroughly (*three Success Levels!*) under the cover of the teams in stealth mode. Sure enough, as the squad pushes through the fauna, three scout swarms are disturbed.

The squad hits the swarms at fire range. Dredd orders his teams to take cover and lay down intensive fire. One swarm is killed. The swarms now close to melee. In their usual style, Assault B lay down heavy suppressive fire (*minus four Action Points!*). Assault A use a StymoPack. The remaining two swarms are killed.

Scientist studies scout entrails and realizes that the swarms feed on the fauna (*Cache of two Intelligence resources*).



**T23/T22 Hive Sector 11**

Suddenly Com link is re-opened with Scientist and Close Combat unit. They can't be far away! The squad turns east with seismic activity underfoot. The isolated units are discovered hiding in a cave! The regrouped squad then returns to the 'Y' junction.



**T21/T20/T19 Hive Sector 11**

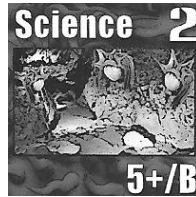
Dredd orders the squad to take the north tunnel. The passage is covered in various underground fauna. Scientist has been discovered just in time because search skills are required to find a safe way through the fauna. As the squad pushes through the fauna, three scout swarms erupt from the putrid sludge!

Teams and swarms melee. Again, Assault B lay down heavy suppressive fire (*minus four Action Points!*) and the swarms are killed.



**T18/T17/T16/T15/T14 Hive Sector 8/11/9**

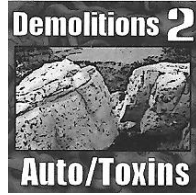
Leaving the unstable area and fauna behind, the squad begin advancing down a long tunnel. Progress is extremely slow (*whole squad just one advance Success Level!*). Dredd decides to turn back and explore the south tunnel of the crossroad before the squad moves too far away from this junction.



**T7 Hive Sector 3**

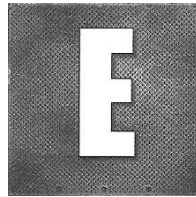
The long tunnel continues north. Scientist notices that debris in the tunnel is similar to debris at the initial cave-in site (*Intelligence resource*). There should be a breach to the surface close by! As the squad stealthily winds its way further into the growing pile of debris, they are charged by three swarms led by a warrior...hive mind located!

The Flesh Eaters crash into the squad. In the ensuing melee, Assault B use a StymoPack and cause six wounds! Assault A parries the warrior attacks! The insects are all killed.



**T6 Hive Sector 3**

As predicted, demolitions are required to blast a way through. A couple of well placed grenades creates a narrow one-man passage (*Intelligence resource*) but the explosions causes a fissure to open up which spews out toxins. The men's protective breathing apparatus counters the threat. The men squeeze through the small aperture.



**T5 Hive Sector 3**

Daylight from above...an exit has been found! Sloped rubble leads to an opening onto the surface. The squad literally runs up the slope and out into the open air. Phew! Dredd calls the Dropship for an emergency evacuation.

**SUMMARY**

**Space Infantry** is a very good solitaire game and has high replayability potential with 3 unique Space Infantry companies, 4 campaigns, 11 surface missions, 8 hive missions, 8 unique enemies and endless random hives. The player, as squad leader, is involved in all facets of the game, with loads of decisions to make before, during and after each mission. The squad leader also plays a very important role in node resolution and combat. The game really comes into its own when played as a campaign.

More information at: <http://lnlpublishing.com/>