

JUDGE DREDD



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THE ROLEPLAYING GAME

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JUDGE DREDD



INTRODUCTION

Straight from the pages of 2000AD, the galaxy's greatest comic, we bring you the world of Judge Dredd and the incredible metropolis that is Mega City One. This book marries the *Traveller* rules engine to the Judge Dredd setting, allowing you to create and play Judge characters, bringing law and justice to the mean, wild and crazy streets of the largest city in the world. Everything you need to know about Judges and Mega City One is contained in this volume, but for the *Traveller* rules system you will need access to the *Traveller Core Rulebook* in either the standard or pocket editions.



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WHAT DOES THIS BOOK CONTAIN?

Pages, pictures and print, clearly, but in terms of its organisation, the chapters are as follows:

INTRODUCTION

Which you are currently reading. The introduction provides an overview of Judge Dredd's universe for beginners and old hands alike.

CHAPTER ONE – ACADEMY OF LAW

Creating a Judge character – everything needed to graduate from the toughest academy on earth and hit the streets with purpose.

CHAPTER TWO – NEW SKILLS AND SPECIAL TECHNIQUES

New skills and Special Techniques specific to Judge Dredd.

CHAPTER THREE – THE JUSTICE DEPARTMENT

The structure and workings of the Justice Department, including details on the separate divisions and game rules pertinent to sections such as Psi.

CHAPTER FOUR – I AM THE LAW!

Applying the law in Mega-City One – crimes, sentences and punishments.

CHAPTER FIVE – EQUIPMENT

Equipment – both specific to Judges and to Mega-City One citizens.

CHAPTER SIX – MEGWAYS AND SKEDWAYS

Vehicles of Mega-City One, plus information on the complex road systems running through the city.

CHAPTER SEVEN – MEGA-CITY ONE GUIDED TOUR

A deep-dive into the city, including details on Sectors, City Blocks, landmarks and a system for creating your own areas within Mega-City One. This chapter also provides an overview of the Cursed Earth and Black Atlantic.

CHAPTER EIGHT – THOUGHT CRIMES

Psi Division, psykers, new psionic talents and powers, and a range of psionic equipment.

CHAPTER NINE – CRAZIES, FATTIES, MUTIES AND CREEPS

A guide to the different character types and crazes found in Mega-City One, along with game statistics and rules for bringing these into Judge Dredd campaigns.

CHAPTER TEN – ROBOTS

Rules for creating robots and droids in the Judge Dredd universe, along with sample Mega-City One mechanical men.

CHAPTER ELEVEN – MAC'S DATABANKS

Resources for Referees – a glossary of Mega-City One terms and jargon; a timeline for the Judge Dredd saga and advice on running a Judge Dredd campaign.

CHAPTER TWELVE – SECTOR 13

A detailed look at a single Sector – Sector 13 – complete with Sector House personalities, sector history, perps, gangs and plot seeds.

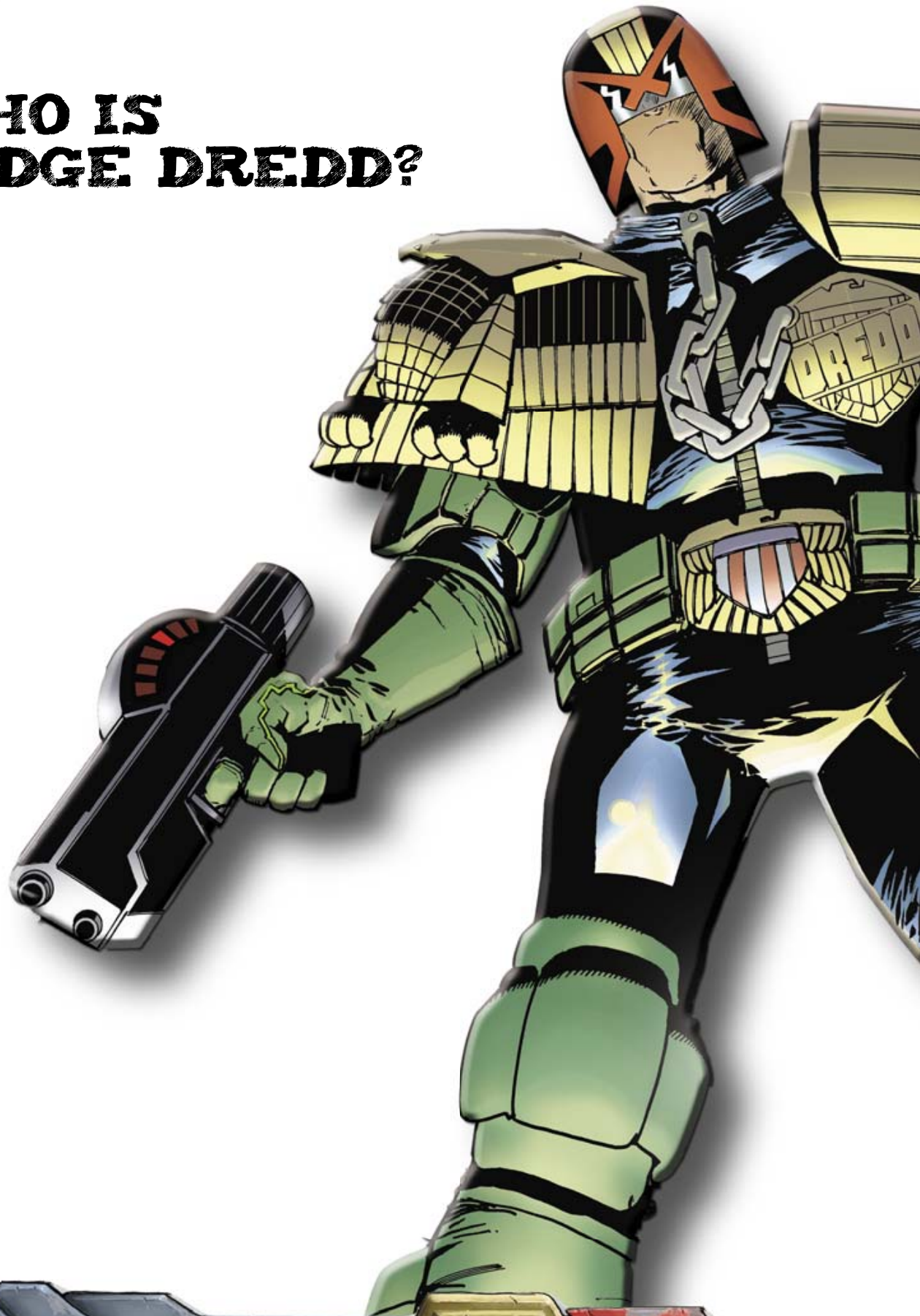
The vast sprawl of Mega-City One means that crime is endemic and handling it a constant strain on resources. During the 21st Century, as the Mega Cities developed, it became apparent that the old division between the state, law enforcement and the judicial process was simply no longer expedient or efficient: new ways required new means of keeping crime under control and punishing those that commit it.

The solution was the Judge system. Highly trained individuals with the power to apprehend offenders and sentence them on the spot, thereby massively reducing the reliance on a system of courts, lawyers and appeals. Concentrating such power into the hands of a few brought new concerns, principally regarding civil liberties and free speech but, generally, it was recognised that only justice or liberty could prevail; and, in the teem and madness of the Mega Cities, justice had to be the foremost concern. In those cities where a Judge system exists, the Justice Departments are the state, the judiciary, the legislature and the police, all wrapped into one.

And foremost amongst these Judges is Joe Dredd.

WHO IS JUDGE DREDD?

INTRODUCTION



Dredd is the hardest, sternest, most effective, most dedicated Judge patrolling Mega-City One. His absolute passion for the application of justice makes him crime's most formidable opponent and he embodies the unique skills and training all Judges possess in pursuit of justice. Dredd is, himself, a clone; a replication of Chief Judge Fargo, the father of the Judge system. He (along with his clone brother Rico) had his growth artificially accelerated so that, in 2066, he emerged with an apparent physiological age of 5, complete with all the appropriate knowledge for his age computer encoded into his brain during the cloning process. The name *Dredd* was chosen by the genetic scientist who created him, Morton Judd, in order to instil fear and respect in the population. In every sense of the word Dredd was born to be a Judge; it is in his DNA and his reason for being. He was created to be the best and he has lived-up to that promise.

And this summation of justice in Mega-City One perfectly encapsulates what the Judges are about. In a city of some 400 million people, covering much of the eastern seaboard of North America, order, discipline and control have to be enforced, ruthlessly, if civilisation is to progress. Individual freedoms are limited and punishment for transgressing the law is dealt swiftly and without much in the way of mercy.

But the Judges are not merciless. The pace of life in Mega-City One creates a condition known as Future Shock and those who succumb to it are known as Futsies. The Judges recognise, and deal compassionately with, the strains the city imposes. The Judges are the fabric of Mega-City One, holding it together, preventing society from complete, devastating meltdown. Judge Dredd is the epitome of that fabric, woven from its cloth. He *is* The Law.

WHO ARE YOU?

Characters in Judge Dredd are Judges. Chapter One takes you through character creation and, at the end of it, you will have a Judge, either straight from the Academy of Law or a seasoned lawman who has served years on the streets. Later supplements for Judge Dredd will deal with playing citizens, mutants, aliens and, naturally enough, criminals (known as *perps* – short for perpetrators); but the focus of this book is four-square on the Judges.

It will be the task of you and your fellow Judges to follow in the footsteps of Judge Dredd, patrolling the streets, preventing and judging crime, handling disorder and becoming involved in the bizarre and unpredictable events that regularly afflict a city the size of a country. You will find your characters dealing with mundane crimes such as littering, petty theft, mugging, vandalism and 'slowing' and the more bizarre and unique crimes such as organ-legging, umpty-bagging, boinging®, tapping and simping. They will encounter aliens – both from other planets and other dimensions – come into contact with powerful psions (and perhaps even *be* psions), face the undead, the walking dead and the unkillable. Anything and everything is possible in Mega-City One – and the Judges are the thin blue, black and red line that stands between these dangers and the normal citizens. It is one hell of a job.

MEGA-CITY ONE

The urban sprawl that covers much of the eastern seaboard of North America, Mega-City One is the first – and largest – of the mega cities (Mega-City Two is located on the western

DREDD'S DEDICATION TO THE LAW IS UNSWERVING; TO QUOTE THE MAN HIMSELF:

'WHERE DO I STAND? I'LL TELL YOU WHERE I STAND. I STAND FOUR-SQUARE FOR JUSTICE. I STAND FOR DISCIPLINE, GOOD ORDER AND THE RIGID APPLICATION OF THE LAW - AND GRUD HELP ANY LIMP-WRISTED LIBERALS WHO SAY DIFFERENT. THE PEOPLE - THEY KNOW WHERE I STAND. THEY NEED RULES TO LIVE BY - I PROVIDE THEM. THEY BREAK THE RULES, I BREAK THEM. THAT'S THE WAY IT WORKS. THE PEOPLE LIKE IT THAT WAY. THEY NEED TO KNOW WHERE THEY STAND. RIGHTS? SURE. I'M ALL FOR RIGHTS. BUT NOT AT THE EXPENSE OF ORDER. THAT'S WHY I LIKE TO SEE THAT STATUE OF JUDGEMENT STANDING THERE, TOWERING OVER LIBERTY. KIND OF A SYMBOL.'



2000 AD AND BEYOND

Judge Dredd is the creation of writer John Wagner and artist Carlos Ezquerra. He first appeared in Prog 2 of *2000 AD*, Britain's foremost science fiction comic and rapidly became the Top Thrill: Dredd's saga continues, on a weekly basis, in *2000 AD*'s pages, although the *Judge Dredd Magazine* and other spin-off titles offer additional outlets for his adventures. *2000 AD* appeared in 1977 and with barely a break in the saga, Judge Dredd has become one of the most extensive and detailed comic book and science fiction settings ever devised.

Dredd's adventures, from his first appearance onwards, can be obtained as *The Complete Case Files* series, available from Rebellion.

seaboard, spanning old California and beyond; Texas City covers the entire state of old Texas and, whilst not a mega city on the scale of the others, has a corrupt, Mafia-run Judge system – until Dredd intervenes).

Mega-City One evolved during the 21st Century, becoming an urban conurbation stretching from Boston to Washington in order to cope with the escalating population crisis facing the United States. Mega-City One was one of three major areas to survive the nuclear war of 2070, thanks to an experimental laser missile defence system built just before the war. Quickly spreading north and south, Mega-City One swelled to hold most of the population of the East Coast, reaching 800 million by the end of the 21st Century. The

Apocalypse War of 2104 effectively halved the population, devastating large tracts of the city; between then and 2131 (the default year for Judge Dredd campaigns), the city has undergone considerable rebuilding and growth but has not yet reached the population peak of the pre-Apocalypse War era. Nuclear strikes during the Apocalypse War left a small part of the city, the North West Hab Zone, separated from the rest of the metropolis by a stretch of radioactive wasteland called Nuke Alley; North West Hab Zone is connected to the main city by a bridge but with a megway tunnel under construction.

Mega-City One is divided into 305 Sectors. Sectors 1 to 300 constitute the main city, radiating out from the island of Manhattan. Sectors 301 to 305 form the North-West Hab Zone; Sector 301 is referred to by both Judges and citizens alike as 'The Pit' due to its incredibly high crime rate – excessive even by Mega-City One standards.

Beyond Mega-City One, inland is the radiation-blasted wasteland known as the Cursed Earth. Separated from the city by huge, weapon-guarded walls, the Cursed Earth is home to mutants, renegades, aliens and rejects who cannot – or will not – live within the mega cities. Largely lawless and therefore incredibly dangerous, Judges who have served-out their useful days have the option to take the Long Walk into the Cursed Earth, bringing law to the villainy that inhabits the rad-zones and countless shanty towns and ruined cities across the whole region. Despite its dangerous, treacherous nature, the Cursed Earth is used as a training ground for rookie Judges who undertake the infamous Hot Dog Runs to test their skills and capabilities whilst training at the Academy of Law.

Mega-City One receives extensive coverage in its own chapter.

JUDGE DREDD



Judges are unique individuals. Within the hallowed halls of the Academy of Law, trainee Judges undergo the most rigorous training regime ever devised, aimed at producing graduates with lightning-fast reflexes, unerring instincts, a sixth-sense for spotting lawbreakers, a knack for survival and an encyclopaedic understanding of the application of the law.

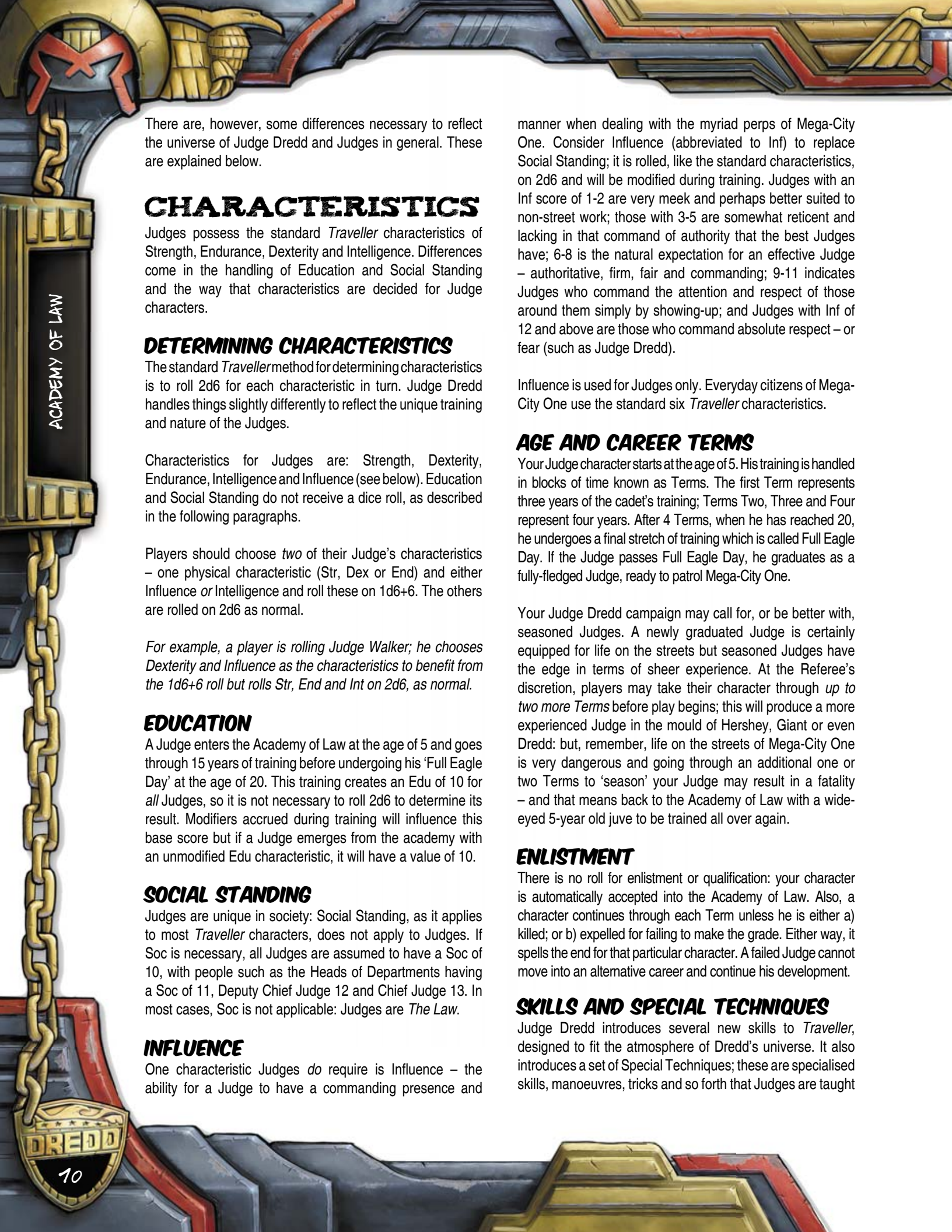
This chapter takes you through creating your Judge. Most of the familiar *Traveller* concepts apply and reference to the *Traveller Core Rulebook* will be necessary, but this chapter contains all the necessary rules and guidance for creating either a graduate or seasoned Judge – whether a Street Judge, in the mould of Dredd; a Pal Judge, like Anderson; a Tek Judge or a Med Judge.

ACADEMY OF LAW

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There are, however, some differences necessary to reflect the universe of Judge Dredd and Judges in general. These are explained below.

CHARACTERISTICS

Judges possess the standard *Traveller* characteristics of Strength, Endurance, Dexterity and Intelligence. Differences come in the handling of Education and Social Standing and the way that characteristics are decided for Judge characters.

DETERMINING CHARACTERISTICS

The standard *Traveller* method for determining characteristics is to roll 2d6 for each characteristic in turn. Judge Dredd handles things slightly differently to reflect the unique training and nature of the Judges.

Characteristics for Judges are: Strength, Dexterity, Endurance, Intelligence and Influence (see below). Education and Social Standing do not receive a dice roll, as described in the following paragraphs.

Players should choose *two* of their Judge's characteristics – one physical characteristic (Str, Dex or End) and either Influence or Intelligence and roll these on 1d6+6. The others are rolled on 2d6 as normal.

For example, a player is rolling Judge Walker; he chooses Dexterity and Influence as the characteristics to benefit from the 1d6+6 roll but rolls Str, End and Int on 2d6, as normal.

EDUCATION

A Judge enters the Academy of Law at the age of 5 and goes through 15 years of training before undergoing his 'Full Eagle Day' at the age of 20. This training creates an Edu of 10 for *all* Judges, so it is not necessary to roll 2d6 to determine its result. Modifiers accrued during training will influence this base score but if a Judge emerges from the academy with an unmodified Edu characteristic, it will have a value of 10.

SOCIAL STANDING

Judges are unique in society: Social Standing, as it applies to most *Traveller* characters, does not apply to Judges. If Soc is necessary, all Judges are assumed to have a Soc of 10, with people such as the Heads of Departments having a Soc of 11, Deputy Chief Judge 12 and Chief Judge 13. In most cases, Soc is not applicable: Judges are *The Law*.

INFLUENCE

One characteristic Judges *do* require is Influence – the ability for a Judge to have a commanding presence and

manner when dealing with the myriad perps of Mega-City One. Consider Influence (abbreviated to Inf) to replace Social Standing; it is rolled, like the standard characteristics, on 2d6 and will be modified during training. Judges with an Inf score of 1-2 are very meek and perhaps better suited to non-street work; those with 3-5 are somewhat reticent and lacking in that command of authority that the best Judges have; 6-8 is the natural expectation for an effective Judge – authoritative, firm, fair and commanding; 9-11 indicates Judges who command the attention and respect of those around them simply by showing-up; and Judges with Inf of 12 and above are those who command absolute respect – or fear (such as Judge Dredd).

Influence is used for Judges only. Everyday citizens of Mega-City One use the standard six *Traveller* characteristics.

AGE AND CAREER TERMS

Your Judge character starts at the age of 5. His training is handled in blocks of time known as Terms. The first Term represents three years of the cadet's training; Terms Two, Three and Four represent four years. After 4 Terms, when he has reached 20, he undergoes a final stretch of training which is called Full Eagle Day. If the Judge passes Full Eagle Day, he graduates as a fully-fledged Judge, ready to patrol Mega-City One.

Your Judge Dredd campaign may call for, or be better with, seasoned Judges. A newly graduated Judge is certainly equipped for life on the streets but seasoned Judges have the edge in terms of sheer experience. At the Referee's discretion, players may take their character through *up to two more Terms* before play begins; this will produce a more experienced Judge in the mould of Hershey, Giant or even Dredd: but, remember, life on the streets of Mega-City One is very dangerous and going through an additional one or two Terms to 'season' your Judge may result in a fatality – and that means back to the Academy of Law with a wide-eyed 5-year old juve to be trained all over again.

ENLISTMENT

There is no roll for enlistment or qualification: your character is automatically accepted into the Academy of Law. Also, a character continues through each Term unless he is either a) killed; or b) expelled for failing to make the grade. Either way, it spells the end for that particular character. A failed Judge cannot move into an alternative career and continue his development.

SKILLS AND SPECIAL TECHNIQUES

Judge Dredd introduces several new skills to *Traveller*, designed to fit the atmosphere of Dredd's universe. It also introduces a set of Special Techniques; these are specialised skills, manoeuvres, tricks and so forth that Judges are taught

and trained in to make them exceptional combatants and expert survivalists. New skills and Special Techniques are marked in *italics* in the Skill Tables and described in more detail in the Skills and Special Techniques chapter.

BENEFITS

Judges gain no benefits as do other *Traveller* characters. Once graduated, every Judge receives his uniform, Lawmaster, Lawgiver, daystick, full eagle, armour and so forth. He also gains an apartment in a Justice Department-owned block and a regular stipend to cover meals and general living expenses. Otherwise, he receives no other material or financial benefits. The Justice Department provides for his every need and no Judge should want for anything else (save those items necessary to a case or the occasional wad of Credits to pay an informer). Those that do want more tend to be the ones who go rotten – like Rico Dredd and Gibson – and that generally guarantees a twenty year stretch on Titan.

ABOUT THE ACADEMY

The Academy covers a massive area of Sector One of Mega-City One – the region once known as Upper West Side in old New York. Within its halls are dormitories, classrooms, lecture theatres, gymnasiums, Sleep-Learn theatres (even whilst asleep, rookie Judges are fed coursework, such is the intensity of their preparation) and the Simulation Halls. The Sim Halls are life-sized recreations of some of Mega-City One's most hazardous districts: in the fourth Term of training, rookies must demonstrate their competence in live-fire situations, apprehending/subduing and sentencing robot perps in order to hone their skills. Failure in the Sim Hall environment can mean serious injury or death – and rookies use, and face, live ammunition in these gruelling tests. But, once passed, the rookie is on his way to Full Eagle Day and graduation.

The Academy is staffed by human and robot tutors. The human contingent consists of Judges forced out of active service due to injury in the line of duty. Chief Judge Griffin, once the Academy's principal, is the most famous of the Academy's staff – many of whom fought and died in the struggle against the tyrannical rule of Judge Cal. These Judges have countless years experience in the field and are eminently capable of passing on their knowledge to the Judges of tomorrow. Robot tutors focus on the standard academic fare: numeracy, literacy, history, geography, and so forth. Every rookie Judge is educated to college-standard although the emphasis is clearly on the Law and its application, in addition to combat and survival skills.

SURVIVAL AT THE ACADEMY OF LAW

The standard approach to *Traveller* character creation is the Survival roll, made each Term, to see if a character gets through without injury or mishap. Characters failing their Survival roll are often forced to leave their chosen career.

Survival in *Judge Dredd* still exists for each Term but is handled somewhat differently. Failing the Survival roll does not automatically remove you from the Academy of Law – *even if you roll a natural 2*. Staying on as a Judge is determined by the Mishap table.

As an alternative (and if the Referee rules this permissible as an option), if your Judge finds himself in circumstances, determined by the Mishap table, that would force him to leave the Academy, he may remain but must *reduce* one of his characteristics by 1 point. The characteristic to be reduced is at the player's discretion.

Rookie Judges join at the age of 5 and that is the last they will see of their parents (save for the occasional Open Day or special exhibition) until their graduation. Once enrolled, the child is given over to the care of the Academy in its entirety. There is great prestige in entering; and proud Mega-City parents, saddened by the loss of a child, are comforted in knowing that their son or daughter is passing into the greatest educational establishment in the world (and the most dangerous).

TRAINING CYCLE

The training cycle for Judges follows the traditional *Traveller* format but there are some differences. (characters start as 5 year olds, for example and the fact that no alternative career paths are used). The checklist is as follows:

GENERATION PROCESS

Basic character generation uses the following steps:

1. Come up with a name for the character (you know he will be a Judge).

2. Roll characteristics and determine characteristic modifiers. Remember that Education has a base of 10 and Influence replaces Social Standing. Virtually all Judges have a Soc of 10.
3. Receive your basic training for the Term.
4. In Term Three, your Judge has the opportunity to specialise. You will decide that specialisation in that term.
5. Choose skills and training tables for this Term and make rolls as directed for that Term.
 - a. Roll for Survival for this term.
 - b. If you succeed, go to Step 6.
 - c. If you did not succeed, then events *may* have forced you from this career. Roll on the Mishap table, then go to Step 3 for your next four-year Term. Optionally, establish a Connection with another player character.
6.
 - a. Roll for Events.
 - b. Optionally, establish a Connection with another player character.

Then return to Step 3 and continue until you have completed four Terms. At the end of Term Four, complete the Full Eagle Day procedure to see how (and if) your Judge graduates.

Finally, if seasoned Judges are being used, take your Judge through one or two Terms, as agreed by the Referee, of the Seasoned Judge procedure – rolling for Survival, Mishaps and Events, just as you have before.

EVENTS AND UNTRAINED SKILLS

Throughout your time at the Academy of Law, you will experience all manner of events which will inevitably test your skills. Many of the skills tested will be ones your Judge has trained in but some will be in skills you have not yet developed. The standard *Traveller* procedure is to apply a –3 DM to rolls where a character uses an untrained skill; for the purposes of Judge Dredd, this is handled a little differently. If your character is called upon to roll using a skill he does not already have, at level 0 or higher, choose one of the following resolution methods:

- Treat the roll as though your Judge has level 0 in the skill, thereby avoiding the –3 DM. Trainee Judges have all sorts of resources, including robot tutors, simulation programmes and other mechanisms to help develop his learning capabilities. For the purposes of training at the Academy of Law, these resources can be called upon to help attain success.

Or Alternatively...

- You may make your roll with the untrained skill, taking the –3 DM as per standard *Traveller* procedure. If you do this and succeed in the roll, then you *gain* that skill at level 0. Subsequent instances of the skill will increase it by one level each time.

The resolution method you choose must be stated in advance; you cannot change to the other method if things go against you.

**'BY GRUD, YOU'RE A
LITTLE ADVANCED FOR
YOUR AGE, AREN'T YOU?'**

Astute readers will have noticed that creating a 5 year old trainee Judge is exactly the same as creating an 18-year old *Traveller* character, in that 2d6 is rolled for the characteristics. Why is this?

There are two reasons. The first is sheer expedience; better to keep the character creation system as simple as possible rather than work out realistic but perhaps lengthy mechanisms for aging from childhood, through teens and puberty and into early adulthood.

The second reason, which sounds more like an excuse but is actually part of the design thinking, is that the characteristics rolled now, whilst the character is at such a young age, reflect the *potential* the Judges at the Academy of Law recognise in the entrance assessments and can accurately forecast, chart and grow. Judges are trained to be razor-sharp, lightning-fast and hard-as-hell: only by understanding, realising and growing that potential, can the Academy be certain of turning out top-notch Judges each year.

The characteristics you roll for that 5 year old represent the man (or woman) he (or she) is *destined* to be...

TERM ONE

Term One represents the first three years and the formative stages of the fledgling Judge's life with the Law. Schooling is the focus: literacy, numeracy, creative play and cognitive reasoning. For the first three years every child in the Academy is studied, monitored, nurtured and coached. Ideas are planted; hard knocks are introduced. The tutor robots offer sympathy; the human Judges offer reality: begin to think, feel and act like a Judge and you will *be* a Judge.

BASIC TRAINING

All characters gain the following skills: Athletics (any) 1, Melee (unarmed combat) 1, Survival 1.

SKILLS

Specialisations are not selected as part of Term One. The available tables are below.

TERM ONE SKILLS AND TRAINING

(Roll on ONE of the tables this Term)

Roll	Personal Development	Skills	Special Techniques
1	+1 Str	<i>Street Perception</i>	<i>Crowd Control</i>
2	+1 Dex	<i>Law</i>	<i>Perp Sense</i>
3	+1 End	Leadership	<i>Control Crash</i>
4	+1 Int	Stealth	<i>Combat Acuity</i>
5	+1 Inf	Investigate	<i>Sixth Sense</i>
6	Jack of All Trades	Melee (bludgeon)	<i>Recovery</i>

SURVIVAL

Roll 4+ on 2d6. You may add your highest characteristic DM to this roll.

Failing Survival at this stage does not necessarily get the character ejected from the Academy. A roll on the Mishap table is necessary and that determines if the character stays or goes.



MISHAP

If your Judge fails his Survival roll for this Term, roll on the Mishap table, below and apply the effects.

MISHAP

2d6	Mishap
2	You are severely wounded during basic combat training. The Academy medics make you feel better but you still have to leave the Academy. Still, you get to go back to your family and you have missed your toys. You much prefer toy guns to the real thing.
3	It is hard work learning all the things Judges have to know. Roll Int 6+ to successfully pass your end of term exams. If you fail, you have to leave the Academy; you should have paid more attention!
4	You feel very homesick and want to see your family badly. The Judges talk to you sternly about continuing with your training. If you can roll End 6+, then the Judges let you see your parents for an hour and that makes you feel better. You continue your training. If you fail, it is obvious you are not cut out for being a Judge and you return to your family. Daddy is upset but he will get over it.
5	Bullies in the dormitory pick on you. Roll Inf 8+. If you succeed, you stand up to them and they back-down. If you fail, they keep picking on you and you gain one of them as an Enemy.
6	One of the other cadets likes to play practical jokes and you get the blame. The Head of the Academy demands to know if you are the culprit. Roll Int 8+. If you succeed, you understand that you are in training to become a Judge and must always tell the truth, so you identify the boy who really played the tricks. You gain the Advocate skill at 0. If you fail the roll, you take the blame and are punished. Roll End 8+. If you succeed, you take your punishment like a Judge should and gain Inf +1. If you fail you are mocked by the other cadets for failing to take the punishment on the chin and lose 1 Inf.
7	During combat practice you injure another cadet although you did not mean to hit him so hard with the practice daystick. You gain that cadet as a Rival but gain Melee (bludgeon) 1.
8	You have trouble with one of the skills taught during Basic Training. Choose one Basic Training skill. This skill will stay at level 0 when you next come to improve it but will increase to level 1 on the third improvement, if you get the opportunity.
9	You are not good at physical training. Pick one from Str, Dex or End. If you roll for an improvement of that characteristic on the Personal Development table, it stays as it is – although if you get the chance to improve it after that, it will increase.
10	You commit some misdemeanour that gets you into serious trouble with the Academy Judges. Roll Inf 8+ and note the Effect: 5-6: Your recklessness has shown initiative. Gain an additional roll on the Skills table 3-4: You are admonished for your actions but have displayed remorse. Roll on the Personal Development table. 1-2: The Judges will be keeping an eye on you as a potential troublemaker. There are no further repercussions 0: You are punished for your actions. Your Survival roll for Term Two will suffer a –1 DM. –1–2: You are in deep trouble; roll Int 6+ to explain yourself. If you succeed, then your Survival roll for Term Two will suffer a –1 DM. If you fail, you are expelled from the Academy. –3 or less: You are automatically expelled.
11	You are injured during training. Roll on the Injury table on page 37 of the <i>Traveller</i> rules but you remain at the Academy.
12	You are injured during training. Roll on the Injury table on page 37 of the <i>Traveller</i> rules but you remain at the Academy as long as you can successfully roll Inf 8+.

EVENTS

Every character gains a roll on the Events table.

EVENTS

d66	Event
11	Disaster! Roll on the Mishap table but remain in the Academy.
12	Your physical training aptitude is excellent. Gain a level of Athletics (co-ordination).

d66	Event
13	You show an aptitude for unarmed combat. Gain a level of Melee (unarmed).
14	You display leadership qualities. Gain a level of Leadership.
15	It is clear you are a born survivor. Gain a level of Survival.
16	Your physical training aptitude is excellent. Gain 1 level of Athletics (endurance).
21	You hone your ability to sneak around. Gain 1 level of Stealth.
22	Working with the robot tutors day-in, day-out hones your persuasiveness skills. Gain Persuade 0.
23	Roll Dex 8+. If you succeed, your natural agility is noticed and developed. Gain a level of Athletics. If you fail the roll, your tutors decide that you need further physical development next Term; you will gain one extra roll, if you Survive Term Two successfully, on the Personal Development table.
24	You become very friendly with one of your fellow cadets. Gain an Ally.
25	It is clear that you have an aptitude for geography. Gain 1 level in <i>Mega-City One Geography</i> .
26	Your physical training aptitude is excellent. Gain 1 level of Athletics (strength).
31	It is clear you are a budding marksman. You gain 1 level of Gun Combat (Lawgiver).
32	You have a clear talent with the use of the daystick. Gain Melee (bludgeon) at 0.
33	You impress one of your human tutors with your attitude and diligence. He becomes a Contact.
34	Your ability to spot lawbreakers is astonishing. Gain a level of <i>Street Perception</i> .
35	It is clear that you have an aptitude for history. Gain <i>Mega-City One History</i> at 0.
36	You are a natural in the saddle of the Lawmaster. Gain a level in Drive (Lawmaster).
41	You demonstrate a natural affinity for computers. Gain Computers 0.
42	During general training, it is clear that you may have psionic potential. You must test for psionics by rolling 2d6 and applying your Int DM. If the result is 11+, you are psionic and Psionic Strength is determined as per page 152 of the <i>Traveller Core Rulebook</i> . Your training in Term Two will be as normal but in Term Three you may transfer into the Psi Branch and continue your training to become a Psi Judge.
43	Plainly you are very comfortable with the everyday people of Mega-City One. Gain Streetwise 0.
44	Your smooth-talking skills come to the attention of both your robot and human tutors. Gain either Advocate 0 or Diplomat 0.
45	You excel at paperwork and demonstrate an admiration for tedious bureaucracy. Gain Admin 0 but lose 1 point of Inf.
46	Although your skill with a Lawgiver will need refinement, you display an aptitude for the Judge's rifle, the Scattergun. Gain Gun Combat (shotgun) 0.
51	Cadet Judges are taught a wide variety of sports as part of physical training. Gain one of the following: Str +1, Dex +1 or Flyer (personal) 0.
52	You show a definite talent for understanding the Mega-City One legal system. Gain a level of Law.
53	When another cadet is injured in training, you are first on the scene and somehow do all the right things to stop the bleeding and keep them alive. Gain Medic 0 (and an Ally in the form of the cadet you helped).
54	During general training it is clear that you have a clear aptitude for all things technical. You gain <i>one</i> of the following: Comms 0, Computers 0, Engineer 0, Mechanic 0, Remote Operations 0 or Sensors 0. Your training in Term Two will be as normal but in Term Three you will be automatically transferred into the Tek Branch and continue your training to become a Tek Judge.
55	You are chosen for training in a Special Technique, Gain a roll on the Special Techniques table. If the result is a technique you already have, re-roll the result.
56	In your studies you show a real talent for science. Gain any Science skill (Physical, Life, Social or Space) at 0.
61	You help a fellow cadet out of a tough situation. Gain an Ally.
62	During general training it is clear that your character displays some unusual quirks. You gain <i>one</i> of the following: Admin 0, Broker 0, Carouse 0, Deception 0, Gambler 0 or Persuade 0.
63	You find a lecture given by the Chief Judge inspirational. Gain one from either Diplomat, Law or Leadership.
64	You form a deep friendship with 1d6 other cadets and pledge to help and defend each other to the bitter end, no matter what you do. Gain that number of Allies.
65	You benefit highly from sleep training. Gain Int +1.
66	You emerge as top of your class in the Term One exams. You gain a special commendation from the Head of the Academy and you gain an additional roll on any of the Term Two skill tables, next Term.



TERM TWO

Term Two sees the start of rigorous training begin in earnest. The focus is on developing the key skills for Judges in combat, application of the law and developing Special Techniques. Cadets are expected to be showing maturity and independence in their decision making and grasping how sentencing, clemency and leniency operate when dealing with criminals and crime.

BASIC TRAINING

All characters gain a level in the following skills: *Drive (Lawmaster)*, *Gun Combat (Lawgiver)*, *Law*, *Mega-City One Geography*, *Street Perception*.

SKILLS

Judges gain two rolls this Term; one roll on either the Personal Development OR Special Techniques table; and one roll on the Skills table – along with any additional rolls granted by Term One events.

TERM TWO PERSONAL DEVELOPMENT AND SPECIAL TECHNIQUES

(roll once on either of these tables)

Roll	Personal Development	Special Techniques
1	+1 Str	<i>Data Access</i>
2	+1 Dex	<i>Dead Halt</i>
3	+1 End	<i>Crowd Control</i>
4	+1 Int	<i>Formidable Presence</i>
5	+1 Inf	<i>Combat Acuity</i>
6	Jack of All Trades	<i>Rapid Aim</i>

TERM TWO SKILLS

(roll once on this table, in addition to Personal Development or Special Techniques)

Roll	Skill
1	Advocate or Law
2	Athletics (any), Gun Combat (any) or Melee (any).
3	Comms or Computers
4	Drive (any) or Street Lore. If you choose Street Lore, roll 1d6: 1: Carouse, 2: Deception, 3: Persuasion, 4: <i>Street Perception</i> , 5: Streetwise, 6: Survival
5	Stealth or Persuade
6	Tactics or Leadership

SURVIVAL

Roll 5+ on 2d6. You may add your highest characteristic DM to this roll.

Cadets are subjected to their first live ammunition simulations and frequent sim trials in the Academy's mock-up of Mega-City One streets. The tactics of famous Judges like Dredd, Fargo, Hershey and Giant are studied so that cadets can learn from the greats.

MISHAP

If your Judge fails his Survival roll for this Term, roll on the Mishap table, below and apply the effects.

MISHAP

2d6	Mishap
2	Killed during training.
3	Severely injured. Roll twice on the Injury table (<i>Traveller Core Rulebook</i> , page 37) and take the lowest result. To remain in the Academy, roll End+Inf 8+; otherwise you are forced to leave.
4	An exercise in the Sim Hall goes badly wrong. Roll 1d6: 1: Severely injured. Roll twice on the Injury table (<i>Traveller Core Rulebook</i> , page 37) and take the lowest result. 2: You are injured. Roll once on the Injury table (<i>Traveller Core Rulebook</i> , page 37). 3: You shoot and kill another cadet. Roll Inf 8+ to prove it was an unfortunate accident and convince the Academy Principal that you should remain in training. If you fail, leave the Academy. 4: You shoot and seriously injure another cadet. Roll Inf 7+ to prove it was an unfortunate accident and convince the Academy Principal that you should remain in training. If you fail, leave the Academy. If you succeed, roll 1d6; on a result of 1-4, the cadet you injured bears no hard feelings. On a result of 5-6, you gain that cadet as an Enemy. 5: You are concussed and spend several days in the med-bay undergoing brain scans. Reduce Int, Dex or one skill by 1 as a result of the concussion. 6: Your recklessness does not impress others and you are reprimanded. Lose 1 Inf.
5	High spirits lead to a carpeting before the Principal. Roll Inf 8+ to avoid punishment. If you fail, roll 1d6 to find how you are punished. 1-2: Go back and re-sit Term One training again. If you gain any new skills, you keep them. If you gain any of the same skills, ignore them. 3-5: You are given a public dressing-down. Lose 1 Inf. 6: You forfeit one skill roll for this Term.
6	Injured during training. Roll twice on the Injury table (<i>Traveller Core Rulebook</i> , page 37) and take the highest result.
7	You are struggling in certain areas academically. Roll Int 7+ to apply yourself. If you fail, you are removed from the Academy. If you succeed gain a +1 DM to your Survival roll for next term.
8	One of your fellow cadets resents your success. Gain a Rival.
9	A fellow cadet gets into difficulties during training. Roll Survival 8+ to help him. If you succeed, gain him as an Ally. If you fail, he blames you for the injuries or humiliation he suffers; gain an Enemy.
10	Your grasp of the law is shaky and you do not do well in the constant tests of your knowledge. The next time you gain a skill roll, do not roll randomly but take <i>Law</i> automatically, to reflect the extra hours you need to put into study.
11	You start to feel disillusioned with the Academy. Too many of your fellow cadets have been injured, burned-out, harassed, bullied or humiliated. Roll Int 7+ successfully or leave the Academy for an easier life elsewhere.
12	You are injured. Roll on the Injury table on page 37 of the <i>Traveller Core Rulebook</i> .

EVENTS

Every character gains a roll on the Events table.

EVENTS

d66	Event
11	Disaster! Roll on the Mishap table but remain in the Academy.
12	Undertake rigorous physical training. Gain +1 Str.
13	You demonstrate an aptitude for handling vehicles. Gain a level in one of the following: Drive (any) or Flyer (any)
14	One of the older cadets takes you under his wing after you assist him with a particular academic problem he has been having. Gain an Ally.
15	You take special classes in how the law needs to be applied in civil, as opposed to domestic, situations. Gain a level of Advocate.
16	One of the younger cadets is being bullied by one of the robot tutors for no good reason that you can see. You can report this matter to the Head of Robot Tuition; if you choose to do this, roll Inf 8+ to convince him of the robot's malfunction. If you succeed, gain a level of Advocate. If you fail, the bullying continues and you know you are powerless to do anything. Alternatively you can attempt to confront the robot yourself. If you do, roll either Int 8+ or Persuasion 8+ to convince the robot that it is acting in a malfunctioning manner. If you succeed, the robot rolls off to have its impartiality circuits adjusted: gain Mechanic 0. If you fail, the robot ignores your accusations and files an adverse report against you. Whatever you do, the bullied cadet recognises your attempts to help. Gain an Ally.

- 21 You are selected for a fact-finding field trip to another Mega-City. Roll 1d6 to determine which one: 1: Brit-Cit, 2: Ciudad Barranquilla, 3: Luna City, 4: Mega-City Two, 5: Murphyville, 6: Oz. You gain a Contact in one of these mega cities and gain an additional roll on the Term Two Skill table.
- 22 Undertake rigorous gymnastic training. Gain +1 Dex.
- 23 During general training it is clear that you have a clear aptitude for all things technical. You gain *one* of the following: Comms 1, Computers 1, Engineer 1, Mechanic 1, Remote Operations 1 or Sensors 1. Your training in Term Two will be as normal but in Term Three you will be automatically transferred into the Tek Branch and continue your training to become a Tek Judge.
- 24 You excel in understanding how crowds and mobs behave. Gain the *Crowd Control* Special Technique.
- 25 You are singled-out for rigorous gymnastics training. Gain a level of Athletics (co-ordination).
- 26 The focus of this term is on the Law of the Mega-City One. Gain a level of *Law*.
- 31 Your reflexes are good. Gain the *Combat Acuity* Special Technique.
- 32 Undertake rigorous endurance training. Gain +1 End.
- 33 An argument with a fellow cadet means you are challenged to a fight for your honour and standing. If you refuse, reduce your Inf by 1 but gain a level of Law. If you accept, roll Melee (unarmed) 10+. If you succeed, gain +1 Inf. If you fail, roll on the Injury table and reduce your Inf by one. Either way, gain one from: Melee (unarmed), Leadership, Tactics or Deception.
- 34 You have a real talent for working the streets. Gain a level in one of the following: Carouse, Deception, Persuasion, *Street Perception*, Streetwise or Survival.
- 35 You take additional classes in using the standard sidearm of the Judge. Gain a level of Gun Combat (Lawgiver).
- 36 During general training, it is clear that you may have psionic potential. You must test for psionics by rolling 2d6 and applying your Int DM. If the result is 11+, you are psionic and Psionic Strength is determined as per page 152 of the *Traveller Core Rulebook*. Your training in Term Two will be as normal but in Term Three you may transfer to the Psi Branch and continue your training to become a Psi Judge. If you rolled this event during Term One, you may re-roll on the Event table.
- 41 You are given advanced training in a specialist field. Throw Int 8+ to gain any one skill. Choose from any of the skill tables in this chapter.
- 42 Undertake rigorous mental training. Gain +1 Int.
- 43 You go on a tour of the city, visiting several sectors. Gain 1d3 Contacts and a level of either *Mega-City One Geography* or *Mega-City One History*.
- 44 You find you can turn your hand to most things. Gain a level of Jack of All Trades.
- 45 You undertake general weapons training. Gain a level of Gun Combat (any).
- 46 The focus of this term is on the Law of the Mega-City One. Gain a level of *Law*.
- 51 You have the opportunity to study an alien brought into the Academy for educational purposes. Gain Science (sophontology).
- 52 Undertake rigorous personality training. Gain +1 Inf.
- 53 You display considerable tactical knowledge. Gain a level of Tactics.
- 54 A field trip into the Cursed Earth goes wrong when the band of cadets is attacked by mutants. Roll End+Gun Combat 10+. If you fail, you are wounded. Roll on the Injury table on page 37 of the *Traveller Core Rulebook*. If you succeed, gain a Special Technique of your choice. Either way, gain a level of Survival.
- 55 You take additional classes in information technology. Gain a level of Computers.
- 56 It is clear you have an engaging personality. Gain a level of Persuade.
- 61 You spend time studying the history or geography of Mega-City One. Gain a level in either *Mega-City One History* or *Mega-City One Geography*.
- 62 You study communications technology as part of classes on electronic surveillance. Gain a level of Comms.
- 63 You are chosen for training in a Special Technique. Gain a roll on the Special Techniques table. If you roll for a technique you already have, re-roll the result.
- 64 In your studies you show a real talent for science. Gain any Science skill (Physical, Life, Social or Space) at 0.
- 65 Anti-Child Oppression Campaigners storm the Academy of Law and the tutors and cadets are forced to repel them. Roll End 9+. If you fail, roll on the Injury table of page 37 of the *Traveller Core Rulebook*. Either way, you gain valuable experience. Roll on any of the Term Two skill tables.
- 66 You emerge as top of your class in the Term Two exams. You gain a special commendation from the Head of the Academy and you gain an additional roll on any of the Term Three skill tables, next Term.

TERM THREE

Term Three sees two additional aspects added to the cadets' training. The first is the Hot Dog Run – a mandatory trip into the Cursed Earth to test the cadet's skills, tenacity and to educate him in the hellish wilderness beyond the confines of the city walls. Term Three is also the beginning of specialisations. Cadets, if eligible, can choose to be streamed into one of the following specialist training areas: Street Judges, Psi Division, Tek or Med.

If your Judge has already been identified as moving into one of these branches in a Term One or Two event, then your Judge will know which area he is to specialise in. If not, follow the below procedure:

1. Test for Psionics. Roll 2d6. If the result is 11+, the character is psionic and Psionic Strength is determined as per page 152 of the *Traveller Core Rulebook*. Your Judge may move into the Psi Division Specialisation if he so chooses. If you fail, go to step 2.
2. If your character has Int 9+ and/or Computers, Engineer or Mechanic, he may specialise as a Tek Judge.
3. If your character has Dex 9+ and/or Medic he may specialise as a Med Judge.
4. All other Judges are Street Judges.

BASIC TRAINING

Characters gain basic training skills based on their stream, as follows:

Street Judges: Gain a level of *Gun Combat (Lawgiver)*, gain a level of *Drive (Lawmaster)*, gain a level of *Law, Melee (bludgeon)* 1.

Psi Division: Gain one Psionic Talent, chosen by the Judge, from any of the Talents, Basic or Advanced, found in the **Thought Crimes** chapter.

Tek Judges: Gain a level of Computers, gain a level of Engineer (any), gain a level of Mechanic.

Med Judges: Gain a level of Medic, gain Social Sciences (psychology) 1, gain Physical Sciences (biology) 1.

SURVIVAL

Roll 7+ on 2d6. You may add your highest characteristic DM to this roll, plus any DMs for your specialisation, as follows:

Street Judges: Gun Combat or Melee

Psi Judges: Psionic Strength

Tek Judges: Mechanics or Engineer

Med Judges: Medic or Computers



SKILLS

Personal Development, Special Techniques and Skills are determined by the tables for your career stream.

STREET JUDGES SKILLS AND TRAINING

(Roll on ONE of the tables this Term)

Roll	Personal Development	Skills	Special Techniques
1	+1 Str	Gun Combat (any)	<i>Crowd Control</i>
2	+1 Dex	Medic	<i>Formidable Presence</i>
3	+1 End	Streetwise	<i>Combat Acuity</i>
4	+1 Int	<i>Street Perception</i>	<i>Rapid Aim</i>
5	+1 Inf	Investigate	<i>Track Perp</i>
6	Jack of All Trades	Leadership	<i>Recovery</i>



PSI JUDGES SKILLS AND TRAINING

(Roll on ONE of the tables this Term)

Roll	Personal Development	Skills	Special Techniques
1	+1 Str	Gun Combat (any)	<i>Enhanced Power</i>
2	+1 Dex	Medic	<i>Dead Zone</i>
3	+1 Psi	Additional Psionic Talent	<i>Enhanced Talent</i>
4	+1 Int	Investigate	<i>Formidable Presence</i>
5	+1 Inf	Life Sciences (psioncology)	<i>Sixth Sense</i>
6	+1 to your Basic Training Psi Talent	Additional Advanced Psionic Talent	<i>Recovery</i>

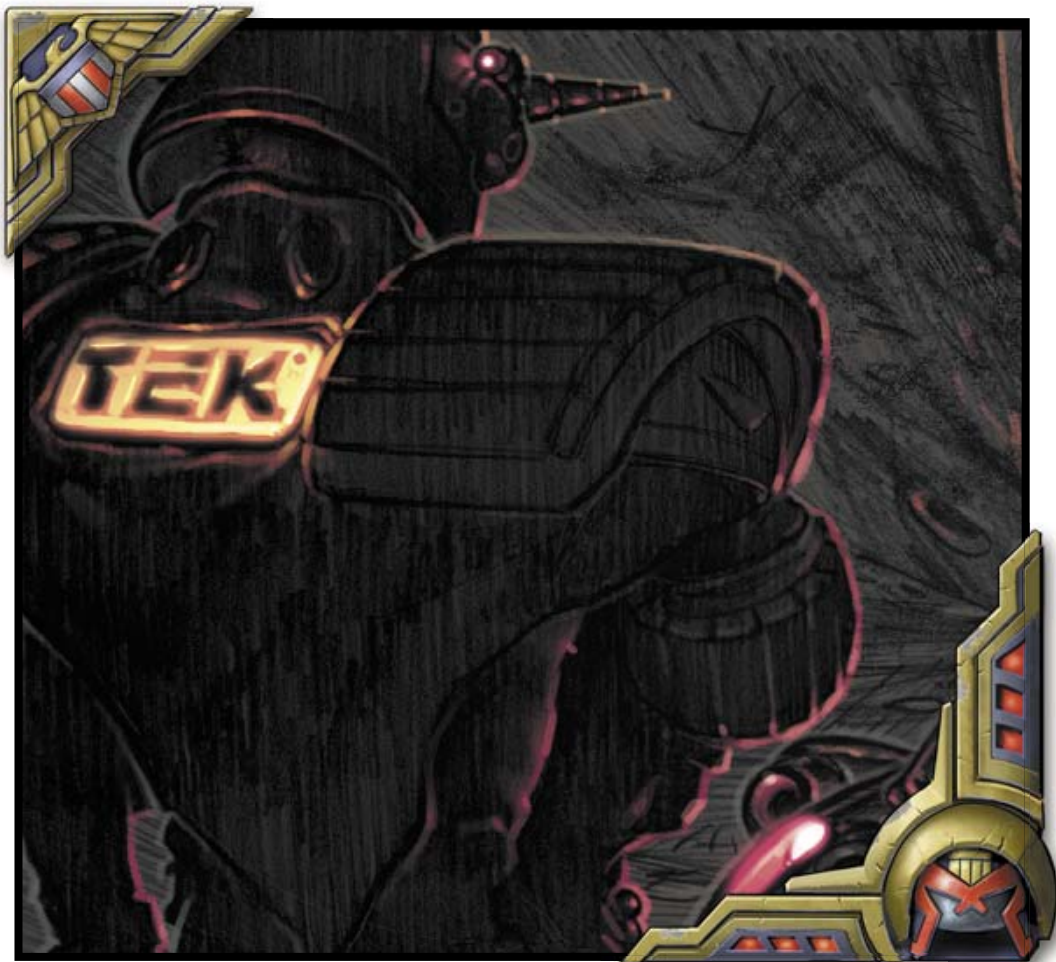


ACADEMY OF LAW

TEK JUDGES SKILLS AND TRAINING

(Roll on ONE of the tables this Term)

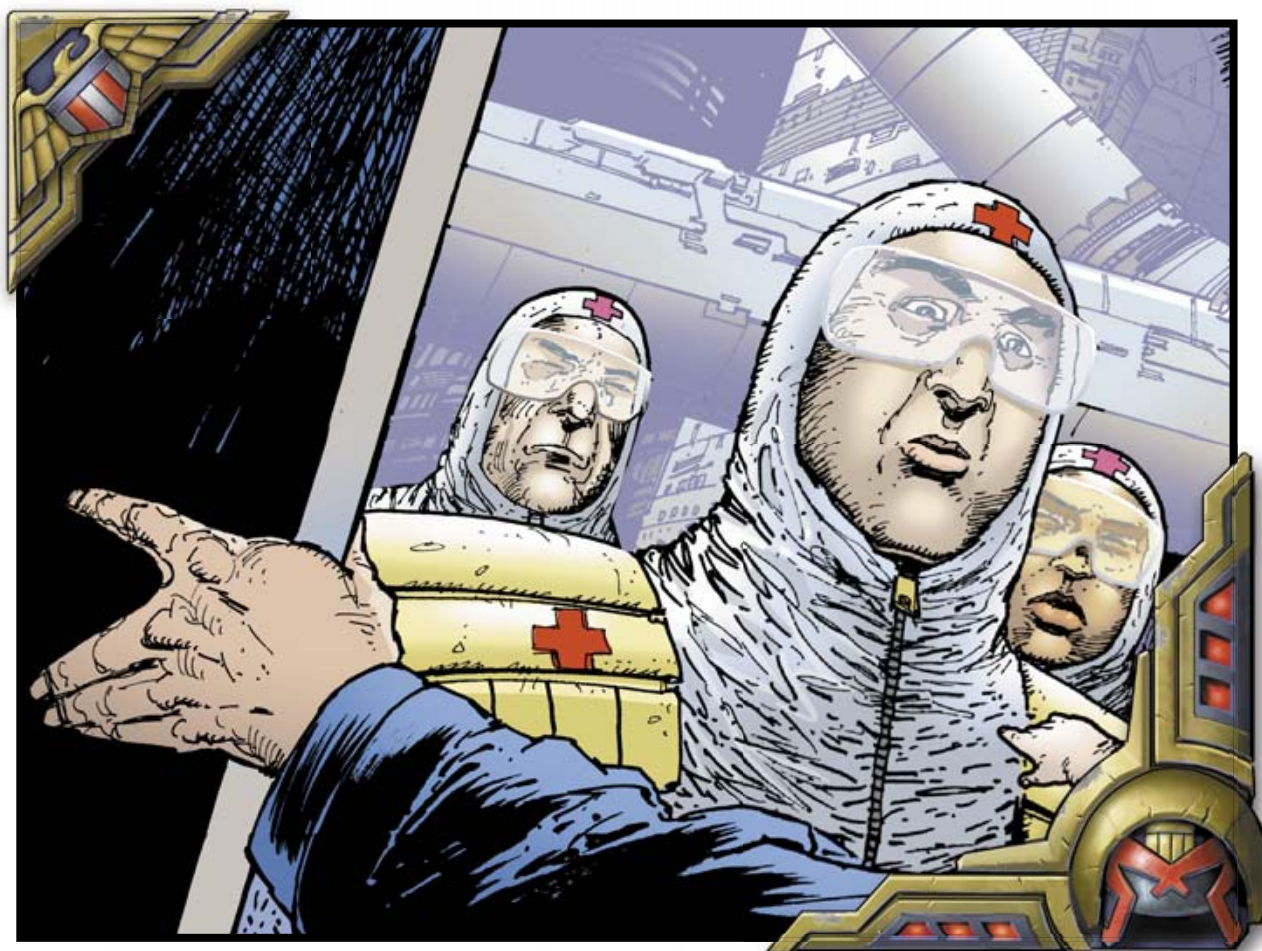
Roll	Personal Development	Skills	Special Techniques
1	+1 Int	Computers	<i>Rapid Assessment</i>
2	+1 Dex	Engineer (electronics)	<i>Steady Hand</i>
3	+1 Dex	Mechanic	<i>Data Access</i>
4	+1 Int	Remote Operations	<i>Jerry-Rig</i>
5	+1 Inf	Sensors	<i>Oh, So That's What it Does...</i>
6	Jack of All Trades	Physical Sciences (any)	<i>Sixth Sense</i>



MED JUDGES SKILLS AND TRAINING

(Roll on ONE of the tables this Term)

Roll	Personal Development	Skills	Special Techniques
1	+1 Str	Admin	<i>Perp Sense</i>
2	+1 Dex	Computers	<i>Sixth Sense</i>
3	+1 End	Life Sciences (any)	<i>Track Perp</i>
4	+1 Int	Medic	<i>Life Saver</i>
5	+1 Inf	Investigate	<i>Rapid Diagnosis</i>
6	Jack of All Trades	Jack of All Trades	<i>Recovery</i>



ACADEMY OF LAW

MISHAP

If your Judge fails his Survival roll for this Term, roll on the appropriate Mishap table, below and apply the effects.

STREET JUDGE MISHAP

2d6	Mishap
2	Killed during training
3	Severely injured. Roll twice on the Injury table (<i>Traveller Core Rulebook</i> , page 37) and take the lowest result. To remain in the Academy, roll End+Inf 8+; otherwise you are forced to leave.
4	To pass a Sim Hall exercise you find a way to bend the rules in your favour. Roll Int 10+ or Deception 10+. If you succeed, you get away with it. If you fail you are hauled before the Principal and forced to explain your actions. Roll Int+Tactics 8+; if you succeed, you successfully show that you used initiative and exploited a flaw in the testing process. If you fail, you are expelled from the Academy.
5	You take part in a Lawmaster control exercise where a dangerous manoeuvre is called for. Roll Drive (Lawmaster) 8+. If you succeed, you pull-off the manoeuvre with aplomb and gain a level in Drive (Lawmaster). If you fail, roll twice on the Injury table (<i>Traveller Core Rulebook</i> , page 37) and take the lowest result. You do, however, remain at the Academy.
6	Interrogation tuition involves the live interrogation of a real-life perp. Roll Inf 8+ with DMs for Persuasion. If you succeed, you extract a full confession from the perp and gain <i>Interrogation</i> 1. If you fail, the perp makes a mockery of your clumsy attempts to intimidate him; lose 1 Inf.
7	As part of your studies you must focus on the Robot War, studying all the vid-records, tri-dees and other documents. Judges who fought against Call-Me-Kenneth and his robots offer first-hand testimony of the madness of the time. Roll End 8+. If you succeed, gain a level in <i>Mega-City One History</i> . If you fail, you gain a life-long hatred and distrust of all robots, including your robotic tutors.
8	A Sim Hall robot exercise involving the apprehension of a fleeing perp, who has just killed a citizen during a street robbery, leaves you with no choice but to shoot the perp in the back as he ignores your commands to halt. Roll End 8+. If you succeed, you shoot the perp without hesitation; there is no doubt that, in real life, he would have killed again. If you fail, the robot perp escapes and you are called before the Principal who questions your commitment to justice. Roll Inf 8+ to convince him that this was a momentary lapse of reason and will not happen again. If you succeed, you remain at the Academy. If you fail, you are expelled.
9	You study the history of Mega-City One crime down the ages. Roll End 8+ to avoid developing an irrational hatred of one of the following (roll 2d6): 2: Aliens (especially Kleggs), 3: Bank Robbers, 4: Boingers®, 5: Corrupt Judges, 6: Fatties, 7: Judge Killers, 8: Murderers, 9: Muties, 10: Organ Leggers, 11: Futsies, 12: Terrorists When dealing with the object of your hatred you must successfully roll Int 8+ to avoid acting with bias when applying <i>Law</i> rolls to this group. If you fail, your prejudice impairs your ability to apply the law correctly. All <i>Law</i> skill rolls will be at -2. If you rolled Corrupt Judges, you may roll Inf 11+ if you so choose. If successful, you can, on graduating, apply to join the SJS.
10	You fail to apply the law in an appropriate way during a training exercise. Roll <i>Law</i> 8+ to immediately rectify your mistake. If you succeed, you pass the test. If you fail, you are called before the Principal who questions your commitment to justice. Roll Inf 8+ to convince him that this was a momentary lapse of reason and will not happen again. If you succeed, you remain at the Academy. If you fail, you are expelled.
11	You suspect that one of your tutors is engaged in corruption. Report him and gain him as an Enemy, even though an internal investigation finds little to support your suspicions. Alternatively, roll Investigate 8+ to gain further evidence. Add the Effect of your roll to a <i>Law</i> 8+ roll. If the <i>Law</i> roll succeeds you are able to prove your suspicions to the Principal: gain an additional skill roll from the Term Three skills. If you fail, you gain the tutor as an Enemy. You have to explain your conduct to the Principal but he accepts that you were attempting to uncover potential corruption. You lose 1 Inf but remain at the Academy.
12	You are injured. Roll on the Injury table on page 37 of the <i>Traveller Core Rulebook</i> .

PSI JUDGE MISHAP

2d6	Mishap
2	Severely injured. Roll twice on the Injury table (<i>Traveller Core Rulebook</i> , page 37) and take the lowest result. To remain in the Academy, roll Psi+Inf 8+; otherwise you are forced to leave.
3	You suffer Psionic Backlash as a result of strenuous psionic activity. Gain 2 levels of Psionic Trauma
4	An exercise goes horribly wrong, threatening your career at the Academy. Roll Psi 8+. If you fail, roll twice on the Injury table, taking the lower result. You gain an Enemy but also +1 to any skill or Talent you choose.
5	Your abilities are called into question. Roll Psi 8+ to convince colleagues and superiors of your powers. If you fail, you must leave the Academy.
6	An exercise results in you using your psionic powers overzealously. Gain +1 to any trained Talent but also gain 1 Rival from amongst your fellow Psi Cadets.
7	You suffer from a psychological disorder. Reduce your Psi Strength by 1
8	You suffer from a life-threatening illness. Reduce your Endurance by 1.
9	Your own powers terrify you. You do not use them unless you can absolutely help it. In times of stress you must roll Endurance 8+ to retain this self-control.
10	You succumb to a destructive vice as a way of coping with your powers. Roll 1d6: 1: Addiction to Empty Candy, 2: Addiction to Comic Books, 3: Gambling for the highest possible stakes, 4: Reckless, self-destructive behaviour, 5: Smoking, 6: Over-eating – you gain considerable weight. You must regularly and secretly, fulfil your urges or suffer a negative DM to skills. Your Referee will decide the intensity of the penalty and for how long.
11	Psionically injured. Gain 1 level of Psionic Trauma (see page 197).
12	You are injured. Roll on the Injury table on page 37 of the <i>Traveller Core Rulebook</i> .

TEK JUDGE MISHAP

2d6	Mishap
2	Severely injured. Roll twice on the Injury table (<i>Traveller Core Rulebook</i> , page 37) and take the lowest result. To remain in the Academy, roll End+Inf 8+; otherwise you are forced to leave.
3	A project to build a unique machine or device goes awry; the machine malfunctions, runs amok, blows-up or something else contrary to what it was meant to do. Roll Int+Mechanic 8+ to explain away the accident or lose 1 Inf.
4	As part of your studies you must focus on the Robot War, studying all the vid-records, tri-dees and other documents. Judges who fought against Call-Me-Kenneth and his robots offer first-hand testimony of the madness of the time. Roll End 8+. If you succeed, gain Space Sciences (robotics) 0. If you fail, you gain a life-long hatred and distrust of all robots, including your robotic tutors.
5	All Tek Judges are exposed to flying in a flight simulator. Roll End 8+. If you succeed, you find the experience exhilarating; gain Flyer (any) 0. If you fail, the experience is horrible and you are left with an acute fear of flying. Any time you are faced with going in an aircraft of any kind, you must throw End 8+ to steel yourself. Otherwise you have to be sedated for the whole trip, a process which gives you a -2 DM to all skills for 1d6 hours after the sedative has worn-off.
6	Through your studies you decide that the old tools (manual screwdrivers, hammers, pliers and so forth) are the best way of getting good results. You shun the use of 22 nd Century advanced tools in favour of antiques from the 19 th , 20 th and 21 st Centuries. Your skills are unaffected but accomplishing a task takes you twice as long as someone using modern tools.
7	You gain an irrational fear and loathing for a particular type of technology. When dealing with this technology your skills suffer a -2 DM. Roll 1d6 to determine what it is you fear: 1: Alien technology, 2: Bombs/Explosives, 3: Computers, 4: Robots, 5: Antique Vehicles, 6: Any two of the above
8	You find yourself easily distracted when working on a task. Either cure this by taking the <i>Steady Hand</i> Special Technique in lieu of your next skill roll, or suffer a -2 DM whenever you are working on Tek assignments with others around you.
9	Become an obsessive bore about one piece of technology. At every available opportunity you talk, ad-nauseum, about your obsession, especially when allowed to work on the item you love so much. Roll 1d6 to determine what it is: 1: Alien technology, 2: Bombs/Explosives, 3: Computers, 4: Robots, 5: Antique Vehicles, 6: Any two of the above
10	You develop a deep loathing of Futsies, even though you know this is a medical condition that requires patience and sympathy. Whenever faced with a Futsie, you fly into a rage unless you can roll End 8+.
11	You are incredibly impatient with anyone who cannot grasp the simplicities of advanced Mega-City science. Anyone who fails to display an interest in technology of any kind gets a fierce reprimand unless you can hold your tongue by rolling End 8+.
12	You are injured. Roll on the Injury table on page 37 of the <i>Traveller Core Rulebook</i> .

MED JUDGE MISHAP

2d6	Mishap
2	Severely injured. Roll twice on the Injury table (<i>Traveller Core Rulebook</i> , page 37) and take the lowest result. To remain in the Academy, roll End+Inf 8+; otherwise you are forced to leave.
3	You begin to suspect that you might be developing criminal tendencies as a result of studying the criminal mind. Roll Inf 8+. If you succeed, you realise this is all in your mind; you are one of the good guys. If you fail, you are compelled to hand yourself over to the SJS; leave the Academy.
4	Your training involves the study of mutation. As a result you become sympathetic to the plight of mutants who are banned from Mega-City One. In the future, when faced with any mutant, you will act in a sympathetic manner towards his condition, irrespective of what he has done or any crime committed.
5	Your training involves human dissection. Roll End 8+. If you succeed, there are no ill effects. If you fail, you gain an unhealthy interest and obsession with the internal workings of the human body. You become visibly more animated whenever you are in the vicinity of injuries that expose the innards of the victim and delight in the rigours of operations and invasive surgery.
6	During a series of medical experiments you are accidentally exposed to something unpleasant that may infect you if you fail a roll of End 8+. If you are infected, roll once on the Injury table. The infection or disease may also re-occur at some point in the future; your Referee will decide when but when it does strike you will have to roll End 8+ to shake off its effects. Roll 1d6 to see what effect that will be: 1: Bed-ridden for 1d6 days. 2: Become prone to headaches for 2d6 hours, suffering -1 to all skills. 3: Subject to nausea causing vomiting and the shakes that last for 1d6 minutes; you can do nothing during such attacks. 4: Double vision and dizziness lasting 1d6 hours. -2 to all skills. 5: Flu-like symptoms; coughing, sneezing and hot flushes. -1 to all skills for 1d3 days. 6: Bed-ridden for 3d6 days.
7	You develop the urge to play practical jokes; this gets you into constant trouble with the tutors. Roll Stealth 8+ or Deception 8+ to avoid being caught. If you are, you are forced to re-sit Term Two in its entirety before going onto Term Four. If you gain any new skills, you may keep them. But if you receive the same skill as one you already have, it does not improve.
8	During a field exercise you misdiagnose a condition that affects the health of a fellow cadet. Roll Medic 8+. If you succeed, you manage to correct the mistake; if not, the cadet is made worse and you gain him as a Rival.
9	The life of a Med Judge is tough: not only must you complete your medical training, you have to double-up on the standard Judge training too and the workload takes its toll. Roll 1d6 to determine how you cope with the strain: 1: Develop a sick and morbid sense of humour. 2: Become emotionless and detached from the world – more like a machine than a human being. 3: Decide that all crime is a sickness that can be cured through medical means. Insist on giving all perps a thorough medical examination in the hope finding a cure for their illness. 4: Become obsessed with the medical shows of the late 20 th and early 21 st Centuries; believe that old medical techniques relying on skill, rather than machinery, are the most effective. 5: Become deeply unsympathetic to any but the most seriously injured. It is perfectly possible to function with a hand or foot missing – no use in being lily-livered about things... 6: Become an expert on a single type of disease or medical condition. You see potential symptoms for this everywhere. Does that Judge have a cold? Could be – or it could be Jigsaw Disease in its early stages...
10	You develop a deep distrust of Futsies, even though you know this is a medical condition that requires patience and sympathy. Whenever faced with a Futsie, you fly into a rage unless you can roll End 10+.
11	You succumb to a destructive vice as a result of coping the pressure of the Academy. Roll 1d6 to determine what it is: 1: Addiction to Umpty Candy, 2: Addiction to Comic Books, 3: Gambling for the highest possible stakes, 4: Reckless, self-destructive behaviour, 5: Smoking, 6: Over-eating – you gain considerable weight. You must regularly and secretly, fulfil your urges or suffer a negative DM to skills. Your Referee will decide the intensity of the penalty and for how long.
12	You are injured. Roll on the Injury table on page 37 of the <i>Traveller Core Rulebook</i> .

EVENTS

Every character gains a roll on the Events table appropriate to their specialisation.

STREET JUDGE TERM THREE AND FOUR EVENTS

d66	Event
11	Disaster! Roll on the Mishap table but remain in the Academy.
12	Undertake rigorous physical training. Gain +1 Str.
13	You are selected for additional training. Roll on either the Skills or Special Techniques table.
14	You demonstrate particular aptitude in one of the skills gained in Basic Training. Increase it by one level.
15	You study the geography of the city. Gain a level in <i>Mega-City One Geography</i> .
16	You study the history of the city. Gain a level in <i>Mega-City One History</i> .
21	You suspect a fellow cadet of cheating in his tests and studies. Throw Int 8+ to be confirmed of your suspicions. If you confront him and have a choice: Turn a blind eye and gain an Ally, or report him and gain an Enemy. If you do the latter, you gain a level of Law.
22	Undertake rigorous physical training. Gain +1 Dex.
23	Interrogation tuition involves the live interrogation of a real-life perp. Roll Inf 8+ with DMs for Persuasion. If you succeed, you extract a full confession from the perp and gain <i>Interrogation</i> 1. If you fail, the perp cracks under the scrutiny of a fully trained Judge and you know better for next time.
24	You demonstrate particular aptitude in one of the skills gained in Basic Training. Increase it by one level.
25	You make an unexpected connection outside the Academy. Gain a Contact.
26	On a rare parental visit, your father's manner suggests he might be involved in criminal activity of some kind. Throw Investigate 8+ to be confirmed of your suspicions. If you succeed you have a choice: Turn a blind eye – he <i>is</i> your father and will have had a good reason for his actions, OR report him and see him arrested – no one is above the law. If you do the latter, you gain +1 Inf but your father also becomes an Enemy.
31	Gain an Ally from one of the other specialisations; roll 1d6: 1-2: Psi Cadet, 3-4: Tek Judge Cadet, 5-6: Med Judge Cadet.
32	Undertake rigorous physical training. Gain +1 End.
33	You are selected for additional training. Roll on either the Skills or Special Techniques table.
34	You demonstrate particular aptitude in one of the skills gained in Basic Training. Increase it by one level.
35	You study the geography of the city. Gain a level in <i>Mega-City One Geography</i> .
36	You study the history of the city. Gain a level in <i>Mega-City One History</i> .
41	A simulated investigation takes on a dangerous turn. Roll Investigate 10+, <i>Street Perception</i> 10+ or <i>Streetwise</i> 10+. If you fail, roll on the Mishap table. If you succeed, gain one of these skills: Deception, Persuade or Tactics.
42	You are given specialist training in vehicles. Gain Drive (any) 1, Flyer (any) 1, Pilot (any) 1 or Gunner (any) 1.
43	You manipulate and charm your way through the Academy. Gain Carouse, Diplomat, Persuade or Steward, as well as a Rival and an Ally.
44	You demonstrate particular aptitude in one of the skills gained in Basic Training. Increase it by one level.
45	You spend months studying the criminal underworld. Gain <i>Streetwise</i> 1, <i>Stealth</i> 1, <i>Melee</i> (any) 1 or <i>Gun Combat</i> (any) 1.
46	You are given an unsolved case to study. Roll Investigate 10+. If you fail, the solution to the case eludes you, just as it eluded the Judge who investigated. If you succeed, you come across some evidence that was missed and propose a successful solution to the case. Gain a level in: Deception, Investigate or Social Sciences (psychology).

d66	Event
51	Someone close to you outside the Academy – a family member or close childhood friend – dies. Roll 1d6 for the circumstances: 1: Natural causes, 2: A long illness, 3: A tragic accident, 4: A sudden illness, 5: Accidentally shot by a Judge, 6: Murdered If you rolled 1-4 you are given a few hours of compassionate leave to attend the funeral and the Academy sends a nice bouquet of synthi-flowers. You continue your career as normal. If you rolled 5, throw Int+End 10+ to understand that this was a tragic accident and the Judge will be feeling remorseful over the accidental death. If you fail the roll, you are suspicious of the circumstances and vow to investigate the death as soon as you have graduated. The Judge may be innocent; but you want to be sure. If you rolled 6, roll a further 1d6. A result of 1-4 and the creep was arrested and sentenced to life in an iso-cube. On a 5-6, he managed to escape and is still at large. Roll Int+Law 10+. If you succeed you know that you must remain detached from the case: Judges should not seek personal revenge. If you fail, you decide that, the minute you graduate, you will be out on the streets hunting for this perp – and, when you find him, you'll make him regret ever being born...
52	One of your tutors takes a special interest in your career. Gain one from: Advocate, Comms or Tactics.
53	You are selected for additional training. Roll on either the Skills or Special Techniques table.
54	You demonstrate particular aptitude in one of the skills gained in Basic Training. Increase it by one level.
55	You study the geography of the city. Gain a level in <i>Mega-City One Geography</i> .
56	You study the history of the city. Gain a level in <i>Mega-City One History</i> .
61	You take part in the Inter-Faculty Marksman competitions. Roll Gun Combat (Lawgiver) 8+ and note the Effect. 6+: A dazzling display. Select any one Special Technique. 4-5: You perform admirably. Gain an extra roll on the Skill table this Term. 2-3: Your performance is good but you know you can do better. 0-1: Adequate performance but you know you should have done much better. Gain a Rival. If you fail, your team loses. Lose 1 Inf.
62	Roll Law 10+. If you succeed, you find a flaw or loophole in the law that has allowed dozens of perps to escape on technicalities or light sentencing. You may roll Inf 10+ to point this out to your superiors; if successful, it leads to changes in the law to close the loopholes and you will gain an additional Term Four skill roll as a reward. If you fail, the tutors study your recommendations but conclude that they would require additional, extensive revisions that would be detrimental for more serious offences.
63	You focus on developing one of your physical characteristics at the expense of another. Increase one of Str, Dex or End by +1 but reduce one of the other physical characteristics by 1 to compensate. Gain a level of Athletics in a specialisation reflecting the improved characteristic.
64	You are selected for additional training. Roll on either the Skills or Special Techniques table.
65	You demonstrate particular aptitude in one of the skills gained in Basic Training. Increase it by one level.
66	You emerge as top of your class in this Term's exams. You gain a special commendation from the Head of the Academy and you gain an additional roll on any of this Term's skill tables.

PSI JUDGE TERM THREE AND FOUR EVENTS

d66	Event
11	Disaster! Roll on the Mishap table but remain in the Academy.
12	Undertake rigorous physical training. Gain +1 End.
13	Undertake rigorous Psi training. Gain +1 Psi.
14	You are selected for additional training. Roll on either the Skills or Special Techniques table.
15	You demonstrate particular aptitude in one of the skills gained in Basic Training. Increase it by one level.
16	You study the geography of the city. Gain a level in <i>Mega-City One Geography</i> .
21	You study the history of the city. Gain a level in <i>Mega-City One History</i> .
22	Undertake rigorous memory training. Gain +1 Int.
23	Interrogation tuition involves the live interrogation of a real-life perp. Roll Psi 8+ with DMs for Persuasion. If you succeed, you extract a full confession from the perp and gain <i>Interrogation</i> 1. If you fail, the perp cracks under the scrutiny of a fully trained Judge and you know better for next time.
24	You demonstrate particular aptitude in one of the skills gained in Basic Training. Increase it by one level.
25	You make an unexpected connection outside the Academy. Gain a Contact.
26	Gain an Ally from one of the other specialisations; roll 1d6: 1-2: Street Judge Cadet, 3-4: Tek Judge Cadet, 5-6: Med Judge Cadet.
31	Undertake rigorous Psi training. Gain +1 Psi.
32	You are selected for additional training. Roll on either the Skills or Special Techniques table.
33	You demonstrate particular aptitude in one of the skills gained in Basic Training. Increase it by one level.
34	You study the geography of the city. Gain a level in <i>Mega-City One Geography</i> .
35	You study the history of the city. Gain a level in <i>Mega-City One History</i> .
36	You study the history and science of psionics. Gain Life Sciences (psioncology).
41	Your studies delve deep into the history of the Dark Judges, the Necropolis and the saga of the Judge Child. As a result one of your powers in any Talent gains a +1 DM when you use it.
42	Your training hardens you to the effects of Psionic Trauma. If you have accrued any levels of Psionic Trauma, reduce it by 1. If you have not accrued any Psionic Trauma, you may ignore the first level you receive.
43	You volunteer for an advanced psion training programme in Advanced Talents (see page 184). Roll Psi 8+. If you succeed, you may test for one Advanced Talent your Referee chooses, with the exception of Ship Integration, gaining a +1 DM to the Learning of that Talent.
44	Gain any skill or Special Technique from the tables in this career at level 1. However, one of your Psionic Powers in any one Talent becomes impotent and you cannot use it.
45	You are selected for specialist Psionics Training. Throw Psi 9+. If you succeed, choose either to: increase a Talent by 1 level; OR gain a Power from any other Talent you are not capable of using. You may use this Power by rolling against your Psi but always at -3 until you are competent with that Power's Talent.

d66	Event
46	You inadvertently scan a fellow cadet, a tutor or a family member who is allowed a rare visit and discover a deep secret. Roll 1d6 to discover what it is: 1: He or she has lied to you over something in the past. 2: He or she is a perp – or will be. 3: He or she is involved in some form of scandal. 4: He or she has been involved in some form of corruption. 5: He or she is really an Enemy (gain an Enemy). 6: He or she knows something of great value or power but you cannot identify what it is.
51	You are given specialist training in technology. Gain a level of Computer, Flyer (any), Drive (Lawmaster) or Mechanic.
52	You are enlisted in a special advancement programme. Roll Int 8+. If you succeed, you gain +1 to your Psionic Strength. If you fail, roll once on the Special Techniques table.
53	Judges from Psi Division bring a case they are working on for the trainee Psi Judges to study and offer their thoughts and feelings. Roll Psi 10+. If you succeed, you offer considerable insight into the case and gain an additional roll on the Term Four skill tables next Term. You also gain a Contact in Psi Division. If you fail, insights into the case elude you but you still gain a Psi Division Contact.
54	Your training involves mind duels with fellow Psi cadets. Roll Psi 10+. If you succeed you win the duel. Gain either +1 Int, +1 Psi or +1 Inf.
55	You are plagued by dreams, visions and premonitions. Throw Psi 10+ (with DMs for Clairvoyance) and note the Effect of the roll: -2: You are confident that the premonitions are the result of stress and dismiss them -1-0: The premonitions trouble you but you can find nothing that will make them a reality +1: You identify factors at work that will lead to the premonitions coming to pass. Gain +1 Int as you eliminate them +2 or higher: As above but also gain +1 Psi Strength.
56	Selected for specialised training. Gain one level of Deception, Comms, Computer or Stealth.
61	Psionic training leads to you being able to use one of your psionic powers with greater efficiency. The Psi cost for the power chosen is always half (with a minimum of 1 point) the usual cost.
62	You uncover the secret to enhancing your psionic abilities. Gain +1 to an existing power, if you can roll Psi 10+.
63	A psionically adept alien species is brought to the Academy for study. Roll 1d6 and half the result (rounding up); this is the number of your powers that gains a +1 DM, when you use them, as a result of studying with your alien counterparts. The powers can be from any Talents in which you are trained in.
64	You are selected for additional training. Roll on either the Skills or Special Techniques table.
65	You demonstrate particular aptitude in one of the skills gained in Basic Training. Increase it by one level.
66	You emerge as top of your class in this Term's exams. You gain a special commendation from the Head of the Academy and you gain an additional roll on any of this Term's skill tables.

TEK JUDGE TERM THREE AND FOUR EVENTS

d66	Event
11	Disaster! Roll on the Mishap table but remain in the Academy.
12	Undertake rigorous physical training. Gain +1 Str.
13	You are selected for additional training. Roll on either the Skills or Special Techniques table.
14	You demonstrate particular aptitude in one of the skills gained in Basic Training. Increase it by one level.
15	Roll Engineer or Mechanic 10+. If you succeed, a training exercise is highly rewarding and you gain +1 Int. If you fail, the project goes wrong and you must roll on the Injury table (<i>Traveller Core Rulebook</i> , page 37).
16	You gain special training. Gain a level from one of the following skills: Astrogation, Comms, Explosives, Gunner, Medic, Navigation or Recon.
21	Your training leads to a year spent studying the skills of a specialised Tek Judge branch: roll 1d6 determine which and gain a level in the skill associated with it: 1: Explosives/Demotions Unit – Explosives, 2: Justice Space Corp – Pilot (Spacecraft) or Astrogation, 3: Justice Technology Research – Engineer, 4: MAC Division – Computers, 5: Science Division – Science (any Physical or Space science), 6: Surveillance Squad – Remote Ops or Sensors.
22	Undertake rigorous physical training. Gain +1 Dex.
23	You undertake a special course in antique technology from the 20 th Century. Gain +1 DM to any applicable skill when dealing with technology from this era.
24	One of your tests as part of training is to attempt to gain access to a secure part of the Academy of Law's computer systems, demonstrating your ability to hack into the most well protected criminal databases. Roll Computers 10+. If you succeed, roll 1d6 to see what you uncover: 1: You locate the information you were told to find and score full marks in the test. 2: You somehow hack into the records of the cadets in your year. You may ignore the records if you wish. If you choose to read them, you gain valuable information on the training history, achievements and personal views of the tutors, on one of your colleagues. 3: You hack into records that hint at irregularities in the training process. If you make this knowledge known, you will be forced to leave the Academy. It is therefore a secret that you must harbour – it may become important some day. 4: You hack into your own records and are disturbed by what you find there. Your Survival roll for next Term will be at a –1DM. 5: You hack into the records of Judge Dredd. The advantage this gives you for next Term is a +1 DM to your Survival roll. 6: You hack into the financial systems of the Academy. You could, if you wished, make yourself or your family very, very wealthy – and the Academy would not miss the money. If you choose to do this, roll Deception 10+ to cover your tracks. If you fail, you are caught and immediately sentenced to 15 years in the Iso-Cubes.
25	The Sim Halls test your ability to build defences and improvise under live fire conditions. Gain <i>Combat Engineering</i> .
26	You are selected for additional training. Roll on either the Skills or Special Techniques table.
31	You demonstrate particular aptitude in one of the skills gained in Basic Training. Increase it by one level.
32	You study the science of robotics. Gain Space Sciences (robotics).

d66	Event
33	A simulated investigation takes on a dangerous turn. Roll Investigate 10+, <i>Street Perception</i> 10+ or <i>Streetwise</i> 10+. If you fail, roll on the Mishap table. If you succeed, gain one of these skills: Deception, Jack of All Trades, Persuade or Tactics.
34	You are given specialist training in vehicles. Gain Drive (any) 1, Flyer (any) 1, Pilot (any) 1 or Gunner (any) 1.
35	You spend time on field experience with Tek Division. Gain a Contact.
36	You are selected for additional training. Roll on either the Skills or Special Techniques table.
41	Gain an Ally from one of the other specialisations; roll 1d6: 1-2: Street Judge Cadet, 3-4: Psi Judge Cadet, 5-6: Med Judge Cadet.
42	Undertake rigorous mental training. Gain +1 Int.
43	A technical project you are working on has wider benefits for the Justice department. Gain an additional roll on the Term Four skills table next Term.
44	The Sim Halls test your ability to build and improvise under live fire conditions. Gain <i>Combat Engineering</i> .
45	You show a natural aptitude for science during your tutelage. Gain a level in Physical Sciences (physics).
46	You are selected for additional training. Roll on either the Skills or Special Techniques table.
51	You study the geography of the city. Gain a level in <i>Mega-City One Geography</i> .
52	You study the history of the city. Gain a level in <i>Mega-City One History</i> .
53	You show a natural aptitude for science during your tutelage. Gain a level in Physical Sciences (chemistry).
54	Tek Judge training is rigorous but comprehensive. Gain a level in Jack of All Trades.
55	You are given a piece of alien technology to study as part of your Term Three examinations. Throw Int+Engineer 10+ to determine what it is. If you already have the <i>Oh So That's What It Does</i> Special Technique you do not need to roll. If you are successful roll 1d6 to discover what it is: 1: Artwork, 2: Comms Equipment, 3: Computer, 4: Sensor, 5: Toy or Game, 6: Weapon Whatever it is, your work in determining its function grants you Edu +1.
56	You are selected for additional training. Roll on either the Skills or Special Techniques table.
61	A technical breakthrough is made by your tutor group. A rival Tek tutor group claims you stole their ideas and progress. Roll Computers+Inf 10+ to convince the Principal that your success was all your own. If you fail, it seems your rivals were right and someone cheated. You forfeit your skill roll for Term Four (although any skill rolls you gain for Events are still valid). If you succeed, gain Investigate. You also gain a Rival.
62	The Sim Halls test your ability to build defences and improvise under live fire conditions. Gain <i>Combat Engineering</i> . However, you must also roll Dex 10+. If you fail, you are injured; roll on the Injury table (<i>Traveller Core Rulebook</i> , page 37)
63	You gain an insight into how criminals use the highly advanced computers of the 22 nd Century to commit technical crimes. Gain Social Sciences (psychology).
64	Undertake rigorous physical training. Gain +1 End.
65	You show a natural aptitude for science during your tutelage. Gain a level in Physical Sciences (electronics).
66	You emerge as top of your class in this Term's exams. You gain a special commendation from the Head of the Academy and you gain an additional roll on any of this Term's skill tables.

MED JUDGE TERM THREE AND FOUR EVENTS

d66	Event
11	Disaster! Roll on the Mishap table but remain in the Academy.
12	Undertake rigorous physical training. Gain +1 Str.
13	You are selected for additional training. Roll on either the Skills or Special Techniques table.
14	You demonstrate particular aptitude in one of the skills gained in Basic Training. Increase it by one level.
15	You study the geography of the city. Gain a level in <i>Mega-City One Geography</i> .
16	You study the history of the city. Gain a level in <i>Mega-City One History</i> .
21	Roll Medic 10+. If you succeed, you find a medical condition that has allowed dozens of perps to escape on technicalities or light sentencing. You may roll Inf 10+ to point this out to your superiors; if successful, it leads to changes in the law to close the loopholes and you will gain an additional Term Four skill roll as a reward. If you fail, the tutors study your recommendations but conclude that they would require additional, extensive revisions that would introduce other detriments to more serious offences.
22	Undertake rigorous educational training. Gain +1 Int or a level in either Medic or any Science.
23	Interrogation tuition involves the live interrogation of a real-life perp using drugs and truth serums. Roll Medic 8+ with DMs for Persuasion. If you succeed, you extract a full confession from the perp and gain <i>Interrogation</i> 1. If you fail, the perp cracks under the scrutiny of a fully trained Judge and you know better for next time.
24	You demonstrate particular aptitude in one of the skills gained in Basic Training. Increase it by one level.
25	You make an unexpected civilian connection outside the Academy. Gain a Contact.
26	An undercover exercise in the Sim Halls sees you get far too deep into the role you are playing. Roll End 10+. If you succeed you emerge from the exercise a little confused but having developed a Special Technique: roll on the Special Techniques table. If you fail, you suffer a crisis of confidence. Whenever you are in an emergency medical situation again, you should roll End 8+ to retain faith in your medical abilities. If you fail, you find yourself panicking and suffering a -1 DM to the skill you are attempting to use.
31	Gain an Ally from one of the other specialisations; roll 1d6: 1-2: Street Judge Cadet, 3-4: Tek Judge Cadet, 5-6: Psi Cadet.
32	Undertake rigorous physical training. Gain +1 End.
33	As a result of excellence in your medical studies you are selected for additional training. Roll on either the Skills or Special Techniques table.
34	You demonstrate particular aptitude in one of the skills gained in Basic Training. Increase it by one level.
35	You study the geography of the city. Gain a level in <i>Mega-City One Geography</i> .
36	You study the history of the city. Gain a level in <i>Mega-City One History</i> .
41	A routine medical experiment takes on a dangerous turn. Roll Medic 10+, Science (any) 10+ or Int 10+. If you fail, roll on the Mishap table. If you succeed, gain a level in Science (any science you do not already have).
42	You are given specialist training in vehicles. Gain Drive (any) 1, Flyer (any) 1 or Pilot (any) 1.
43	You manipulate and charm your way through the Academy. Gain Diplomat, Persuade or Steward, as well as a Rival and an Ally.

d66	Event
44	You demonstrate particular aptitude in one of the skills gained in Basic Training. Increase it by one level.
45	You spend months studying the psychology of the criminal underworld. Gain Streetwise 1, Stealth 1, Melee (any) 1 or Gun Combat (any) 1.
46	You are given an unsolved case to study. Roll Investigate 10+. If you fail, the solution to the case eludes you, just as it eluded the Judge who investigated. If you succeed, you come across some evidence that was missed and propose a successful solution to the case. Gain one from: Deception, Investigate or Social Sciences (psychology).
51	You focus on developing one of your physical characteristics at the expense of another. Increase one of Str, Dex or End by +1 but reduce one of the other physical characteristics by 1 to compensate. Gain a level of Athletics in a specialisation reflecting the improved characteristic.
52	One of your tutors takes a special interest in your career. Gain one from: Advocate, Comms or Tactics.
53	You are selected for additional training. Roll on either the Skills or Special Techniques table.
54	You accompany a real-life Justice Department Med team on a routine Mega-City One shift. Gain a Contact from amongst that Med Team and gain +1 Int.
55	You study the criminal mind. Gain a level in Social Science (psychology).
56	You study the history of the city. Gain a level in <i>Mega-City One History</i> .
61	During a practical medical experiment you find yourself in command of your tutor group. Roll Medic 10+. If successful, gain a level of Leadership. If you fail, your command is good but not outstanding.
62	An accident in the sim halls tests your medical capabilities to the limit. Roll Medic 8+. If you succeed, you gain valuable experience and confidence in providing medical attention under fire: gain the <i>Life Saver</i> special technique.
63	You make a study of those who suffer from Future Shock and other psychological disorders associated with the pace of life of 22 nd Century mega cities. When dealing with such people you may add your Int or Inf DM to any DMs for the skill you are using.
64	You are selected for additional training. Roll on either the Skills or Special Techniques table.
65	You demonstrate particular aptitude in one of the skills gained in Basic Training. Increase it by one level.
66	You emerge as top of your class in this Term's exams. You gain a special commendation from the Head of the Academy and you gain an additional roll on any of this Term's skill tables.

HOTDOG RUN

All Judges, irrespective of their specialisation, undertake the hazardous Hotdog Run into the Cursed Earth. Here, the cadets are expected to become acquainted with life beyond the confines of Mega-City One, demonstrate their skills in handling the variety of hazards to be found in the devastated wildlands and emerge as more rounded individuals.

Characters do not roll for Survival separately for their Hotdog run. Instead, note the Survival roll made earlier in this Term. If it was passed, then the character gains a +2 DM to the Hot Dog Run Outcome roll (see below). If Survival was failed and the cadet has remained in the Academy, he gains a -2 DM to the Outcome roll.

HOTDOG RUN OUTCOME ROLL

Roll 2d6 and apply the positive or negative DM for Survival, then consult the Outcome table for the appropriate result.

2d6	Hotdog Run Outcome
0	Severely Injured. Roll twice on the Injury table (<i>Traveller Core Rulebook</i> , page 37) and take the lowest result
1	Injured. Roll on the Injury table (<i>Traveller Core Rulebook</i> , page 37).
2	Recurring Radiation Sickness. The cadet suffers from radiation sickness following a failure of safety procedures or abnormally high levels of rads in the area where the run takes place. The character loses 1 point from either Str, End or Int. In addition, the sickness recurs. Your Referee will decide when but when it does strike you will have to roll End 8+ to shake off its effect. Roll 1d6 to see what effect that will be: 1: Bed-ridden for 1d6 days. 2: Become prone to headaches for 2d6 hours, suffering -1 to all skills. 3: Subject to nausea causing vomiting and the shakes that last for 1d6 minutes; you can do nothing during such attacks. 4: Double vision and dizziness lasting 1d6 hours. -2 to all skills. 5: Flu-like symptoms; coughing, sneezing and hot flushes. -1 to all skills for 1d6 days. 6: Bed-ridden for 3d6 days.
3	Temporary Radiation Sickness. The cadet suffers from radiation sickness following a failure of safety procedures or abnormally high levels of rads in the area where the run takes place. The character loses 1 point from either Str, End or Int.
4	Mutie or Monster attack. Your group is attacked by muties or Cursed Earth monsters insistent on your blood. Roll one of the following: Gun Combat 8+, Drive (Lawmaster) 8+, Mechanic 8+, Engineering 8+, Medic 8+, Psionic Strength 8+ or Survival 8+. If you succeed, you beat-off the attack successfully. If you fail, roll on the Injury table (<i>Traveller Core Rulebook</i> , page 37).
5	Mutant Justice. You are taken into a shanty town or village populated by mutants where you must assess existing crime and return your verdict on how justice should best be dispensed. Roll Law 8+. If successful, you gain +1 Inf.
6	Your group is faced with extreme conditions that take every ounce of skill and technique to deal with. Roll 9+ on 2d6, using your highest skill as a DM. If you succeed, you may increase your lowest skill by 1 level or gain +1 to any of your characteristics.
7	Your dealings with the denizens of the Cursed Earth is firm but fair. You gain a Contact from amongst the Cursed Earth's inhabitants.
8	The community of Cursed Earth denizens you come across treats the Judges with respect and humility and learn how to communicate with them effectively. You gain a +1 DM to Influence whenever you are dealing with Cursed Earth mutants.
9	Roll Inf+Law 8+. If successful you assist in bringing a notorious perp hiding in the Cursed Earth to justice; gain an additional roll on any of the tables for this Term. However, you also gain that perp as an Enemy.
10	You find the Cursed Earth strangely compelling, for all its horror and weirdness. You know that when you retire, you will definitely take the Long Walk. Until then, gain Survival 1.
11	The Cursed Earth makes you physically more resilient. Gain either Survival 1 or +1 End.
12	The Cursed Earth helps you make better decisions, having seen its depredations. Gain either Law 1 or +1 Int.
13	Through your experience in the Cursed Earth, you have a better understanding of the foibles of Mega-City One's citizens. Gain +1 Inf or a level of Street Perception.
14	You handle the rigours of the Cursed Earth with distinction. Gain one level in any skill of your choosing and a roll on the Special Techniques table for this Term.

TERM FOUR

The last full Term before graduation sees the cadet Judges going through more of the intense specialisation experienced in Term Three. Mishaps and Events use the Term Three tables but Survival, Skills and Special Techniques use the tables below.

BASIC TRAINING

Characters gain basic training skills based on their stream, as follows:

Street Judges: Gain a level of *Law*, Gain a level of *Street Perception*, Gain a level of *Survival*.

Psi Division: Gain one level in any one Talent you are trained in, plus a new Basic or an Advanced Talent (see page 184).

Tek Judges: *Combat Engineering* 1, *Jack of All Trades* 1, *Science* (any Physical or Space Science) 1.

Med Judges: *Life Sciences* (any) 1, Gain a level of *Medic*, *Streetwise* 1.

SKILLS

Personal Development, Special Techniques and Skills are determined by the tables for your career stream. Note that for Term Four, characters gain one roll on each table as part of Term Four training.



STREET JUDGES TERM FOUR SKILLS AND TRAINING

Roll	Personal Development	Skill	Special Techniques
1	+1 Str	Drive (Lawmaster) or Drive (wheeled)	<i>Formidable Presence</i>
2	+1 Dex	Medic or Computers	<i>Combat Acuity</i>
3	+1 End	Gun Combat (Lawgiver) or Melee (bludgeon)	<i>Recovery</i>
4	+1 Int	Law or Tactics	<i>Rapid Aim</i>
5	+1 Inf	Admin or Advocate	<i>Track Perp</i>
6	Jack of All Trades	<i>Interrogation</i> or <i>Investigate</i>	Character's Choice from Special Techniques (see page 50)

PSI JUDGES TERM FOUR SKILLS AND TRAINING

Roll	Personal Development	Skill	Special Techniques
1	+1 Str	Drive (Lawmaster) or Drive (wheeled)	<i>Enhanced Power</i>
2	+1 Dex	Gun Combat (any)	<i>Dead Zone</i>
3	+1 Psi	Medic	<i>Enhanced Talent</i>
4	+1 Int	Additional Psionic Talent	<i>Inner Strength</i>
5	+1 to your Basic Training Psi Talent	<i>Investigate</i> or <i>Interrogation</i>	<i>Sixth Sense</i>
6	+1 to your Basic Training Psi Talent	Life Sciences (psioncology)	Character's Choice from Special Techniques (see page 50)

TEK JUDGES TERM FOUR SKILLS AND TRAINING

Roll	Personal Development	Skill	Special Techniques
1	+1 Int	Astrogation or Engineer (any)	<i>Rapid Assessment</i>
2	+1 Dex	Comms or Computers	<i>Steady Hand</i>
3	+1 Dex	Gun Combat (any)	<i>Data Access</i>
4	+1 Int	Mechanic or Medic	<i>Jerry-Rig</i>
5	+1 Inf	Navigation or Pilot (any)	<i>Oh, So That's What it Does...</i>
6	Jack of All Trades	Flyer (any)	Character's Choice from Special Techniques (see page 50)

MED JUDGE TERM FOUR SKILLS AND TRAINING

Roll	Personal Development	Skill	Special Techniques
1	+1 Str	Gun Combat (any)	<i>Life Saver</i>
2	+1 Dex	Medic	<i>Rapid Diagnosis</i>
3	+1 End	Life Sciences (any)	<i>Perp Sense</i>
4	+1 Int	Physical Sciences (any)	<i>Recovery</i>
5	+1 Inf	Investigate	<i>Sixth Sense</i>
6	Jack of All Trades	Jack of All Trades	Character's Choice from Special Techniques (see page 50)

SURVIVAL

Roll 7+ on 2d6. You may add your highest characteristic DM to this roll, plus any DMs for your specialisation, as follows:

Street Judges: Gun Combat (any) or Melee (any)

Psi Judges: Psionic Strength

Tek Judges: Mechanics or Engineer

Med Judges: Medic or Computers

FULL EAGLE DAY

After fifteen years of the toughest, most rigorous training on earth, this is what it all comes down to; the culmination of the hard work and effort, injuries, set-backs and triumphs: Full Eagle Day.

Wearing the white helmet and half-eagle badge of a rookie Judge, the cadet goes onto the streets to spend a working day with a seasoned Judge who then decides if the cadet is suitable for graduation. The assessing Judge has considerable leeway in passing or failing cadets but his decision is final; there is no appeal and no second chance. If the assessing Judge fails the rookie then that is it – he must find something else to do with his life.

To pass Full Eagle Day, the cadet goes through the following steps:

Make a successful Survival roll for Full Eagle Day. This is 12+ but the cadet applies DMs according to his specialisation, as below:

- **Street Judge:** Str or Dex characteristic DM, Gun Combat (Lawgiver), Law, plus a DM equal to his highest skill, not already used in this list.
- **Psi Judge:** Psionic Strength characteristic DM, any two Psionic Talents; plus a DM equal to his highest skill, not already used in this list.
- **Tek Judge:** Int characteristic DM, Computers, Engineering OR Mechanic; plus a DM equal to his highest skill, not already used in this list.
- **Med Judge:** Int characteristic DM, Medic, Science (any) OR Persuasion OR Stealth; plus a DM equal to his highest skill, not already used in this list.

The Survival roll is further modified by the attitude of the Assessing Judge...

ASSESSING JUDGE'S ATTITUDE

Judges are not all as stony-faced and meticulous as Dredd. Some, recalling how hard life as a rookie is and knowing how valuable it is to have Judges on the street, are more lenient than others. Roll on the Attitude Table to determine the Judge's attitude towards his Full Eagle Day cadet, and the DM this applies to the Survival roll.

ATTITUDE TABLE

2d6	Assessing Judge's Attitude	Survival Roll DM
2-5	Lenient	+2
6-10	Moderate	0
11-12	Strict	-2

IF THE SURVIVAL ROLL IS PASSED...

Then the cadet passes his Full Eagle Day assessment and graduates as a full Judge, being awarded his Full Eagle and black helmet. He passes out in the grand but solemn,

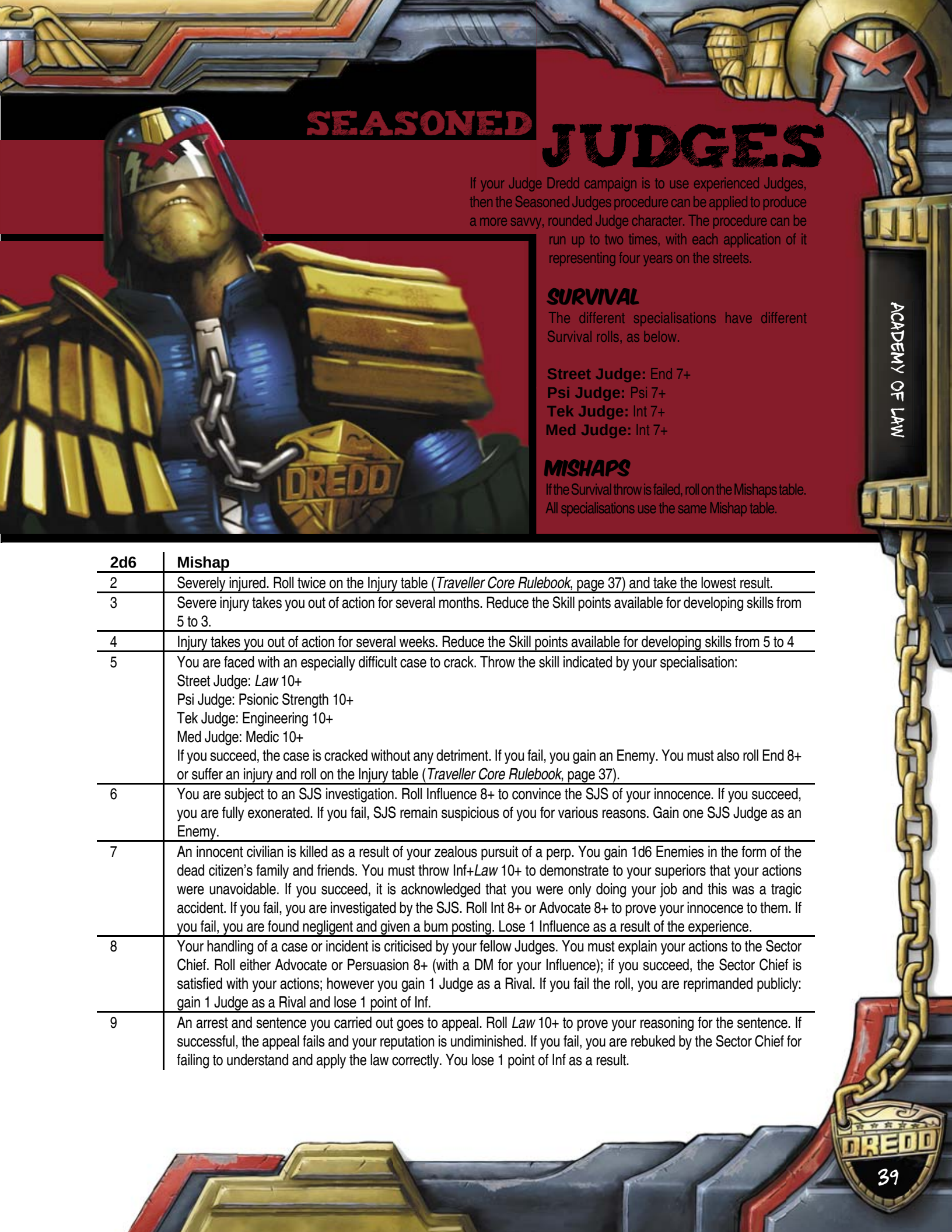
Graduation Parade and is almost immediately assigned to a Sector House to begin his career.

You may begin play with your Judge as he is or, if the Referee wishes it, your Judge can be enhanced under the Seasoned Judges process, explained below.

IF THE SURVIVAL ROLL IS FAILED...

Then there is a chance that your Judge will not be passed by the assessing Judge and his career is over. As with any failure to make a Survival roll, roll on the Full Eagle Mishaps table.

2d6	Mishap
2	Disaster! Everything that could go wrong has gone wrong. The assessing Judge concludes that 15 years of training has still not made you ready and there is little prospect of being so. You are failed and your career as a Judge ends here.
3	You are severely wounded. Roll twice on the Injury table (<i>Traveller Core Rulebook</i> , page 37) and apply the lowest result. If you can succeed in making an Inf 8+ roll, the assessing Judge is still pleased with your performance and he passes you. Congratulations. If you fail the roll, the assessing Judge concludes that 15 years of training has still not made you ready and there is little prospect of you ever being so. You are failed and your career as a Judge ends here.
4	You are wounded. Roll on the Injury table (<i>Traveller Core Rulebook</i> , page 37). If you can succeed in making an Inf 7+ roll, the assessing Judge is still pleased with your performance and he passes you. Congratulations. If you fail the roll, the assessing Judge concludes that 15 years of training has still not made you ready and there is little prospect of you ever being so. You are failed and your career as a Judge ends here.
5	Although things go smoothly, applying the law to a perp you apprehend seems to be more complicated than you had thought. Roll <i>Law</i> 8+. If you succeed, the assessing Judge is still pleased with your performance and he passes you. Congratulations. If you fail the roll, the assessing Judge concludes that 15 years of training has still not made you ready and there is little prospect of you ever being so. You are failed and your career as a Judge ends here.
6	You find yourself in a combat situation. Roll <i>Gun Combat (Lawgiver)</i> 8+. If you succeed, the assessing Judge is still pleased with your performance and he passes you. Congratulations. If you fail the roll, The assessing Judge concludes that 15 years of training have still not made you ready and there is little prospect of being so. You are Failed and your career as a Judge ends here.
7	Passing Full Eagle Day requires you to chase-down a fleeing Perp. Roll either <i>Athletics (any)</i> 8+ or <i>Street Perception</i> 8+. If you succeed, the assessing Judge is still pleased with your performance and he passes you. Congratulations. If you fail the roll, the assessing Judge concludes that 15 years of training has still not made you ready and there is little prospect of you ever being so. You are failed and your career as a Judge ends here.
8	Your assessment takes you out onto the skedways of Mega-City One and you must apprehend a perp committing a traffic offence from the saddle of your Lawmaster. Throw <i>Drive (Lawmaster)</i> 8+. If you succeed, the assessing Judge is still pleased with your performance and he passes you. Congratulations. If you fail the roll, the assessing Judge concludes that 15 years of training has still not made you ready and there is little prospect of you ever being so. You are failed and your career as a Judge ends here.
9	Your survival instincts are put to the test on Full Eagle Day. Roll <i>Medic</i> 8+ or <i>Survival</i> 8+. If you succeed, the assessing Judge is still pleased with your performance and he passes you. Congratulations. If you fail the roll, the assessing Judge concludes that 15 years of training has still not made you ready and there is little prospect of you ever being so. You are failed and your career as a Judge ends here.
10	Your powers of persuasion are needed if you are to pass Full Eagle Day. Throw <i>Persuade</i> 8+. If you succeed, the assessing Judge is still pleased with your performance and he passes you. Congratulations. If you fail the roll, the assessing Judge concludes that 15 years of training has still not made you ready and there is little prospect of you ever being so. You are failed and your career as a Judge ends here.
11	Choose one of your skills (whether basic training or a specialisation) and roll 8+. If you succeed, the assessing Judge is still pleased with your performance and he passes you. Congratulations. If you fail the roll, the assessing Judge concludes that 15 years of training has still not made you ready and there is little prospect of you ever being so. You are failed and your career as a Judge ends here.
12	Despite seeming to have failed in every task set before you, the assessing Judge was placing individual tests of your mettle. To your surprise and relief you are passed. Congratulations.



SEASONED

JUDGES

If your Judge Dredd campaign is to use experienced Judges, then the Seasoned Judges procedure can be applied to produce a more savvy, rounded Judge character. The procedure can be run up to two times, with each application of it representing four years on the streets.

SURVIVAL

The different specialisations have different Survival rolls, as below.

Street Judge: End 7+

Psi Judge: Psi 7+

Tek Judge: Int 7+

Med Judge: Int 7+

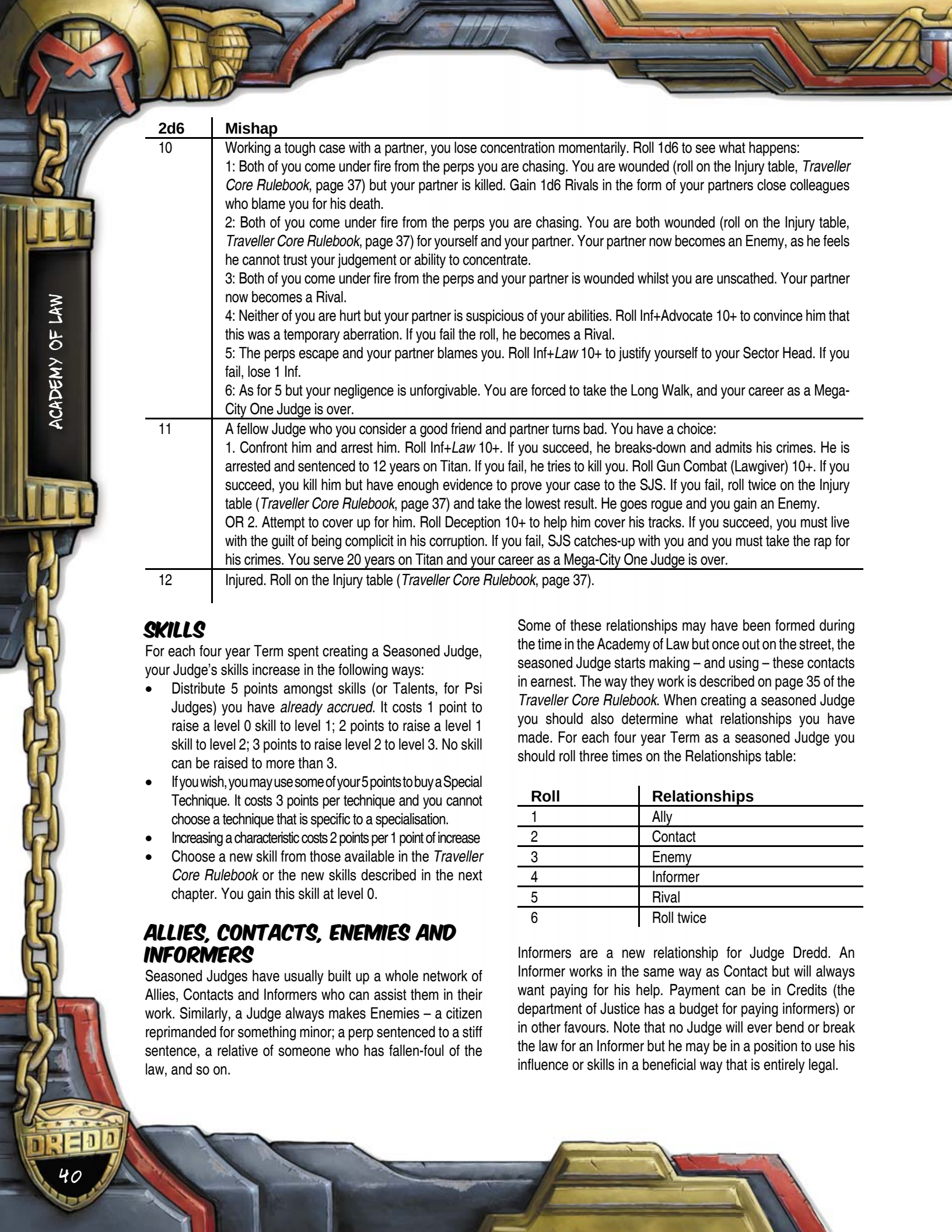
MISHAPS

If the Survival throw is failed, roll on the Mishaps table. All specialisations use the same Mishap table.

2d6	Mishap
2	Severely injured. Roll twice on the Injury table (<i>Traveller Core Rulebook</i> , page 37) and take the lowest result.
3	Severe injury takes you out of action for several months. Reduce the Skill points available for developing skills from 5 to 3.
4	Injury takes you out of action for several weeks. Reduce the Skill points available for developing skills from 5 to 4.
5	You are faced with an especially difficult case to crack. Throw the skill indicated by your specialisation: Street Judge: Law 10+ Psi Judge: Psionic Strength 10+ Tek Judge: Engineering 10+ Med Judge: Medic 10+ If you succeed, the case is cracked without any detriment. If you fail, you gain an Enemy. You must also roll End 8+ or suffer an injury and roll on the Injury table (<i>Traveller Core Rulebook</i> , page 37).
6	You are subject to an SJS investigation. Roll Influence 8+ to convince the SJS of your innocence. If you succeed, you are fully exonerated. If you fail, SJS remain suspicious of you for various reasons. Gain one SJS Judge as an Enemy.
7	An innocent civilian is killed as a result of your zealous pursuit of a perp. You gain 1d6 Enemies in the form of the dead citizen's family and friends. You must throw Inf+Law 10+ to demonstrate to your superiors that your actions were unavoidable. If you succeed, it is acknowledged that you were only doing your job and this was a tragic accident. If you fail, you are investigated by the SJS. Roll Int 8+ or Advocate 8+ to prove your innocence to them. If you fail, you are found negligent and given a bum posting. Lose 1 Influence as a result of the experience.
8	Your handling of a case or incident is criticised by your fellow Judges. You must explain your actions to the Sector Chief. Roll either Advocate or Persuasion 8+ (with a DM for your Influence); if you succeed, the Sector Chief is satisfied with your actions; however you gain 1 Judge as a Rival. If you fail the roll, you are reprimanded publicly: gain 1 Judge as a Rival and lose 1 point of Inf.
9	An arrest and sentence you carried out goes to appeal. Roll Law 10+ to prove your reasoning for the sentence. If successful, the appeal fails and your reputation is undiminished. If you fail, you are rebuked by the Sector Chief for failing to understand and apply the law correctly. You lose 1 point of Inf as a result.

ACADEMY OF LAW





2d6	Mishap
10	Working a tough case with a partner, you lose concentration momentarily. Roll 1d6 to see what happens: 1: Both of you come under fire from the perps you are chasing. You are wounded (roll on the Injury table, <i>Traveller Core Rulebook</i>, page 37) but your partner is killed. Gain 1d6 Rivals in the form of your partners close colleagues who blame you for his death. 2: Both of you come under fire from the perps you are chasing. You are both wounded (roll on the Injury table, <i>Traveller Core Rulebook</i>, page 37) for yourself and your partner. Your partner now becomes an Enemy, as he feels he cannot trust your judgement or ability to concentrate. 3: Both of you come under fire from the perps and your partner is wounded whilst you are unscathed. Your partner now becomes a Rival. 4: Neither of you are hurt but your partner is suspicious of your abilities. Roll Inf+Advocate 10+ to convince him that this was a temporary aberration. If you fail the roll, he becomes a Rival. 5: The perps escape and your partner blames you. Roll Inf+Law 10+ to justify yourself to your Sector Head. If you fail, lose 1 Inf. 6: As for 5 but your negligence is unforgivable. You are forced to take the Long Walk, and your career as a Mega-City One Judge is over.
11	A fellow Judge who you consider a good friend and partner turns bad. You have a choice: 1. Confront him and arrest him. Roll Inf+Law 10+. If you succeed, he breaks-down and admits his crimes. He is arrested and sentenced to 12 years on Titan. If you fail, he tries to kill you. Roll Gun Combat (Lawgiver) 10+. If you succeed, you kill him but have enough evidence to prove your case to the SJS. If you fail, roll twice on the Injury table (<i>Traveller Core Rulebook</i>, page 37) and take the lowest result. He goes rogue and you gain an Enemy. OR 2. Attempt to cover up for him. Roll Deception 10+ to help him cover his tracks. If you succeed, you must live with the guilt of being complicit in his corruption. If you fail, SJS catches-up with you and you must take the rap for his crimes. You serve 20 years on Titan and your career as a Mega-City One Judge is over.
12	Injured. Roll on the Injury table (<i>Traveller Core Rulebook</i>, page 37).

SKILLS

For each four year Term spent creating a Seasoned Judge, your Judge's skills increase in the following ways:

- Distribute 5 points amongst skills (or Talents, for Psi Judges) you have *already accrued*. It costs 1 point to raise a level 0 skill to level 1; 2 points to raise a level 1 skill to level 2; 3 points to raise level 2 to level 3. No skill can be raised to more than 3.
- If you wish, you may use some of your 5 points to buy a Special Technique. It costs 3 points per technique and you cannot choose a technique that is specific to a specialisation.
- Increasing a characteristic costs 2 points per 1 point of increase
- Choose a new skill from those available in the *Traveller Core Rulebook* or the new skills described in the next chapter. You gain this skill at level 0.

ALLIES, CONTACTS, ENEMIES AND INFORMERS

Seasoned Judges have usually built up a whole network of Allies, Contacts and Informers who can assist them in their work. Similarly, a Judge always makes Enemies – a citizen reprimanded for something minor; a perp sentenced to a stiff sentence, a relative of someone who has fallen-foul of the law, and so on.

Some of these relationships may have been formed during the time in the Academy of Law but once out on the street, the seasoned Judge starts making – and using – these contacts in earnest. The way they work is described on page 35 of the *Traveller Core Rulebook*. When creating a seasoned Judge you should also determine what relationships you have made. For each four year Term as a seasoned Judge you should roll three times on the Relationships table:

Roll	Relationships
1	Ally
2	Contact
3	Enemy
4	Informer
5	Rival
6	Roll twice

Informers are a new relationship for Judge Dredd. An Informer works in the same way as Contact but will always want paying for his help. Payment can be in Credits (the department of Justice has a budget for paying informers) or in other favours. Note that no Judge will ever bend or break the law for an Informer but he may be in a position to use his influence or skills in a beneficial way that is entirely legal.



Take a little time to put names, roles and potted histories to your relationships. How did you gain that Informer? How did that normal citizen become an Enemy? What did you do to gain an Ally in the SJS? You do not need to write reams on each relationship but a little detail will help the Referee to use them during game play.

SPECIAL JUDICIAL SERVICE, HOLOCAUST SQUAD AND WALLY SQUAD

There are three additional areas of speciality that have not been covered as the Judge goes through Academy Training. As a seasoned Judge, and with the Referee's permission, they can be applied now.

SPECIAL JUDICIAL SERVICE

The feared SJS is the department responsible for policing and investigating other Judges. Its reputation was badly shaken during the reign of Chief Judge Cal, who used the SJS as his personal terror squad, but since then the SJS has managed to salvage its reputation under the watchful eye of Judge McGruder. The SJS is to be rightly feared by any Judge who has been so weak or foolish as to fall from the path of true justice.

Any Judge that has broken or transcended the law can be subject to an SJS investigation. SJS Judges specialise in tracking through a Judge's career, arrest record, personal, off-duty habits and so forth, on the look out for potential transgressions. Most emerge scot-free but some, those who have been prone to temptation, can be disciplined, punished or even sent to Titan.

If a seasoned Judge wants to become a member of the SJS, he must:

- Have no Event or Mishap on his record that has involved him in any crime.
- Have Inf *and* End of 9+.
- Roll Inf 10+ to gain acceptance to the SJS.

SJS Judges gain Investigate 1 as a bonus skill. They also gain the right to review all aspects of the lives of their fellow Judges, whenever suspicion is aroused but also on routine, internal Crime Blitzes where a randomly selected Judge has every single aspect of his career scrutinised for the smallest possible lapse in adherence to the law.

HOLOCAUST SQUAD

The Holocaust Squad is a highly specialised unit of Judges who tackle the most dangerous hazards and disasters facing

Mega-City One; those that threaten hundreds of thousands of lives and the city's very existence. Every Holocaust Squad Judge knows that he may very well die as a result of saving others – but that is of no concern to him. He is prepared to lay-down his life in selfless sacrifice for the law and the mega city.

For the most part, Holocaust Squad Judges are serving Street Judges who have volunteered to act as part of a Holocaust Squad unit when the need arises. Every Holocaust Judge pledges to put his life secondary to justice and the safety of Mega-City One and undergoes mental tests and holocaust simulations to prove that he is fearless in the face of self-sacrifice.

To become an accepted Holocaust Squad volunteer, a Judge must have Survival 2 and Endurance 10 or higher. He gains an additional skill and, when called upon to serve his Holocaust Squad unit, cannot ignore the summons.

WALLY SQUAD

The Justice Department's undercover branch, Wally Squad Judges abandon the familiar uniform of their colleagues for civilian clothes and spend their days mingling with the citizens of Mega-City One, infiltrating the organised crime gangs, becoming agitators and troublemakers to serve Justice Department's agenda, and undertaking a variety of deep cover activities.

Wally Squad members can spend years impersonating someone else and, even though their training at the Academy of Law prepares them for the rigours of city-life, the temptations that affect normal citizens are strewn before Wally Squad operatives to exactly the same degree. It is therefore not unknown for Wally Squad Judges, like Lenny Zero, to 'go native' and fall prey to the temptations that corrupt average citizens.

If a Judge wants to join the Wally Squad, he must have level 1 in at least one of the following skills: Broker, Carouse, Gamble or Stealth. Acceptance into the Wally Squad is achieved on a roll of Inf 8+ with a further DM for the highest rated of the above skills. Any Judge who serves with the Wally Squad automatically gains 1d6 Contacts from amongst the criminal fraternity.

IMPROVING BY EXPERIENCE

The procedure for creating a seasoned Judge simulates four years of work on the streets of Mega-City One and takes into account the rapid learning curve all Judges go through when out of the Academy of Law and assigned to their duties.

Every Judge learns through continued experience, as found in game play during the campaign. Every four years of game time, Referees can allow player character Judges to improve their characters using a similar process as that used for Seasoned Judges:

- You gain 4 points that can be used to raise skills. Talents or buy Special Techniques.
- It costs 1 point to raise a level 0 skill to level 1; 2 points to raise a level 1 skill to level 2; 3 points to raise level 2 to level 3; and so on.
- Learning a skill you do not have, so that you gain it at level 0, costs 1 point.
- Learning a new Special Technique costs 4 points.
- Increasing a characteristic costs 2 points per 1 point of increase
- No more than 1 unused point can be carried over to the next allocation of points.

EXAMPLE CHARACTER - JUDGE WALKER

As an example of creating a Judge, we will take Judge Walker through his Academy experience, Full Eagle Day and then into two Terms of Seasoned Judge experience.

To begin with, Walker's characteristics are: Str 5 (-1), Dex 8 (+0), End 8 (+0), Int 5 (-1), Inf 11 (+1). Remember that the Academy provides an Education of 10 and Social Standing is not important for a Judge (although it can be considered to be at 10). Walker is quite weedy but a little over average in terms of health and dexterity. He is certainly not the smartest tool in the box but his personality is forceful; perhaps he is a stickler for the law.

TERM ONE

Walker enters the Academy as a somewhat frightened five year-old. The Academy takes him under its wing and for basic training he receives Athletics (co-ordination) 1, Melee (unarmed combat) 1 and Survival 1. The aim is to toughen him up for the hard years ahead. Let's see how he copes with the process.

Walker gains one roll on either the Personal Development, Skills or Special Techniques for Term One: he goes for Personal Development, hoping to improve himself physically. The 1d6 roll is 4: +1 Int. The schooling he gains from the robot tutors is making him a bit smarter – no bad thing in a Judge. Walker's characteristics are now Str 5 (-1), Dex 8 (+0), End 8 (+0), Int 6 (+0), Inf 11 (+1).

For his Survival, Walker has to roll Inf 4+. The roll is 9 – so he sails through his first Term without mishap. Next, for his Event, Walker rolls 64 (using d66): Walker forms a deep friendship with 2 other cadets in his year and they pledge to support each other through thick and thin. He now has two Allies and the Referee declares that these are cadet Judges Cisco and Strom – the two other characters being created for this campaign. As the Referee is using the Connections rule (page 8 of the *Traveller Core Rulebook*), he decides that Walker, Cisco and Strom will benefit from each other's experiences. The skills each can gain – 2 maximum from Connections – will be finalised at the end of Term 4. Until then, they are firm friends.

Term One is complete; Walker has survived. His characteristics and skills are as follows:

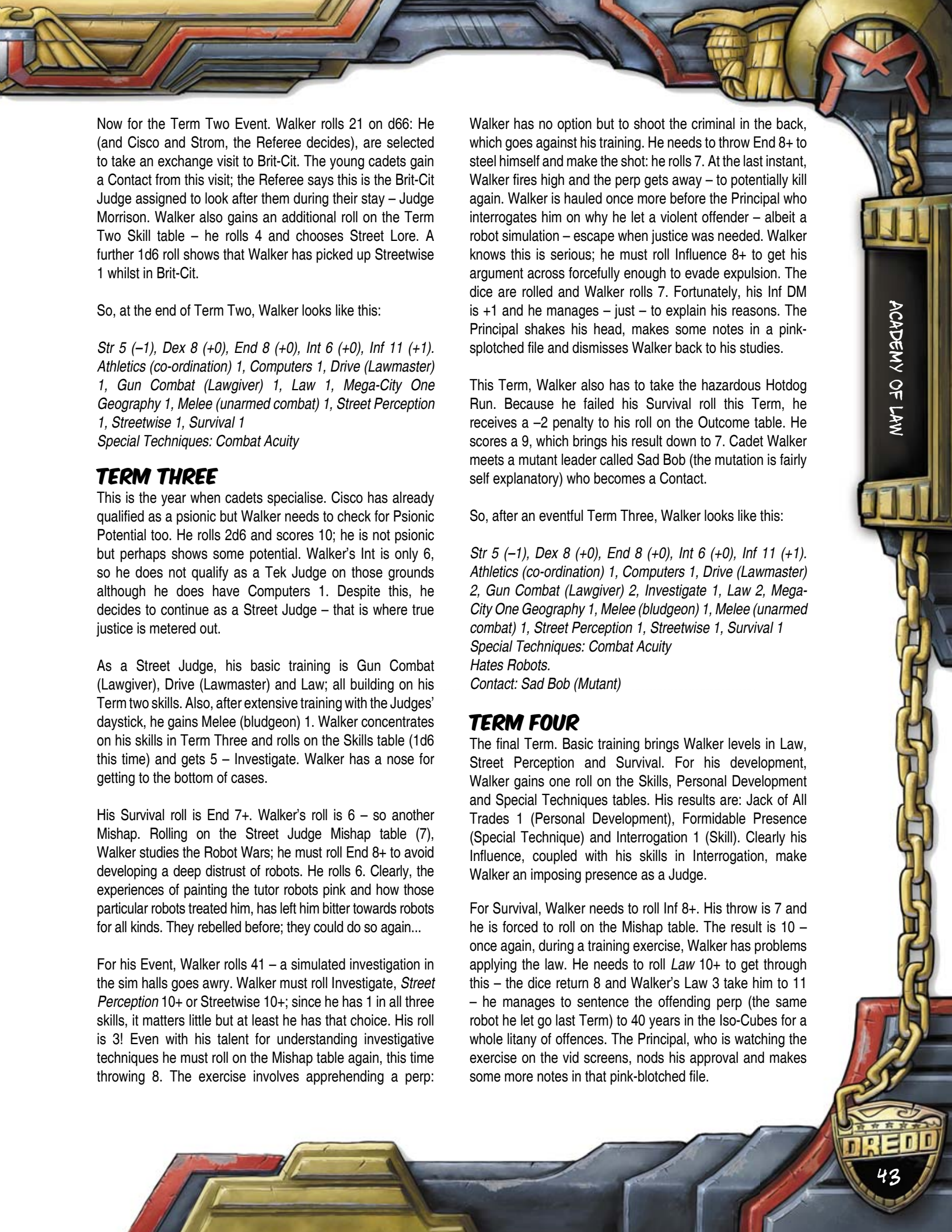
Str 5 (-1), Dex 8 (+0), End 8 (+0), Int 6 (+0), Inf 11 (+1).
Athletics (co-ordination) 1, Melee (unarmed combat) 1, Survival 1

TERM TWO

The training becomes far more serious but Walker is up to the challenge. For basic training he gains Drive (Lawmaster) 1, Gun Combat (Lawgiver) 1, Law 1, Mega-City One Geography 1 and Street Perception 1. These skills reflect the essentials all Judges need to know for life in the tumult of the megacity.

For additional skills, Walker can roll on either the Personal Development or Special Techniques table and once on the Skills table. He decides to learn a Special Technique and throws 5: *Combat Acuity*. Walker is quick to react in an array of combat simulations, his talent astounding his marksmanship tutors. For his skill roll, he throws 3 on 1d6. Walker decides to take Computers 1; clearly he has an aptitude for using MAC's phenomenal computing resources.

Time for Survival. It is harder this Term and Walker needs to throw Inf 5+: he rolls 4, which means he fails and must therefore roll on the Mishap table. The Mishap result is 5: high jinks with Cisco and Strom land Walker in trouble and he is hauled before the Principal to explain why he thought it would be amusing to paint several of the tutor robots pink whilst they were recharging their batteries. Abusing paint and Academy property is a serious offence. Walker has to throw Inf 8+ to successfully come up with an explanation. His Influence is good, giving him a +1 DM. Walker rolls 11; he comes up with an excuse that most likely does not dupe the Principal but is so convincingly told and delivered with such a calm and authoritative voice, that there is no option but to reprimand him and ban him from the paint stores for a Term.



Now for the Term Two Event. Walker rolls 21 on d66: He (and Cisco and Strom, the Referee decides), are selected to take an exchange visit to Brit-Cit. The young cadets gain a Contact from this visit; the Referee says this is the Brit-Cit Judge assigned to look after them during their stay – Judge Morrison. Walker also gains an additional roll on the Term Two Skill table – he rolls 4 and chooses Street Lore. A further 1d6 roll shows that Walker has picked up Streetwise 1 whilst in Brit-Cit.

So, at the end of Term Two, Walker looks like this:

Str 5 (-1), Dex 8 (+0), End 8 (+0), Int 6 (+0), Inf 11 (+1). Athletics (co-ordination) 1, Computers 1, Drive (Lawmaster) 1, Gun Combat (Lawgiver) 1, Law 1, Mega-City One Geography 1, Melee (unarmed combat) 1, Street Perception 1, Streetwise 1, Survival 1
Special Techniques: Combat Acuity

TERM THREE

This is the year when cadets specialise. Cisco has already qualified as a psionic but Walker needs to check for Psionic Potential too. He rolls 2d6 and scores 10; he is not psionic but perhaps shows some potential. Walker's Int is only 6, so he does not qualify as a Tek Judge on those grounds although he does have Computers 1. Despite this, he decides to continue as a Street Judge – that is where true justice is metered out.

As a Street Judge, his basic training is Gun Combat (Lawgiver), Drive (Lawmaster) and Law; all building on his Term two skills. Also, after extensive training with the Judges' daystick, he gains Melee (bludgeon) 1. Walker concentrates on his skills in Term Three and rolls on the Skills table (1d6 this time) and gets 5 – Investigate. Walker has a nose for getting to the bottom of cases.

His Survival roll is End 7+. Walker's roll is 6 – so another Mishap. Rolling on the Street Judge Mishap table (7), Walker studies the Robot Wars; he must roll End 8+ to avoid developing a deep distrust of robots. He rolls 6. Clearly, the experiences of painting the tutor robots pink and how those particular robots treated him, has left him bitter towards robots for all kinds. They rebelled before; they could do so again...

For his Event, Walker rolls 41 – a simulated investigation in the sim halls goes awry. Walker must roll Investigate, *Street Perception* 10+ or *Streetwise* 10+; since he has 1 in all three skills, it matters little but at least he has that choice. His roll is 3! Even with his talent for understanding investigative techniques he must roll on the Mishap table again, this time throwing 8. The exercise involves apprehending a perp:

Walker has no option but to shoot the criminal in the back, which goes against his training. He needs to throw End 8+ to steel himself and make the shot: he rolls 7. At the last instant, Walker fires high and the perp gets away – to potentially kill again. Walker is hauled once more before the Principal who interrogates him on why he let a violent offender – albeit a robot simulation – escape when justice was needed. Walker knows this is serious; he must roll Influence 8+ to get his argument across forcefully enough to evade expulsion. The dice are rolled and Walker rolls 7. Fortunately, his Inf DM is +1 and he manages – just – to explain his reasons. The Principal shakes his head, makes some notes in a pink-splotched file and dismisses Walker back to his studies.

This Term, Walker also has to take the hazardous Hotdog Run. Because he failed his Survival roll this Term, he receives a -2 penalty to his roll on the Outcome table. He scores a 9, which brings his result down to 7. Cadet Walker meets a mutant leader called Sad Bob (the mutation is fairly self explanatory) who becomes a Contact.

So, after an eventful Term Three, Walker looks like this:

Str 5 (-1), Dex 8 (+0), End 8 (+0), Int 6 (+0), Inf 11 (+1). Athletics (co-ordination) 1, Computers 1, Drive (Lawmaster) 2, Gun Combat (Lawgiver) 2, Investigate 1, Law 2, Mega-City One Geography 1, Melee (bludgeon) 1, Melee (unarmed combat) 1, Street Perception 1, Streetwise 1, Survival 1
Special Techniques: Combat Acuity
Hates Robots.
Contact: Sad Bob (Mutant)

TERM FOUR

The final Term. Basic training brings Walker levels in Law, Street Perception and Survival. For his development, Walker gains one roll on the Skills, Personal Development and Special Techniques tables. His results are: Jack of All Trades 1 (Personal Development), Formidable Presence (Special Technique) and Interrogation 1 (Skill). Clearly his Influence, coupled with his skills in Interrogation, make Walker an imposing presence as a Judge.

For Survival, Walker needs to roll Inf 8+. His throw is 7 and he is forced to roll on the Mishap table. The result is 10 – once again, during a training exercise, Walker has problems applying the law. He needs to roll Law 10+ to get through this – the dice return 8 and Walker's Law 3 take him to 11 – he manages to sentence the offending perp (the same robot he let go last Term) to 40 years in the Iso-Cubes for a whole litany of offences. The Principal, who is watching the exercise on the vid screens, nods his approval and makes some more notes in that pink-blotched file.

Walker's Event result is 46: Walker is rewarded with an unsolved case to test his Investigate skill. The case is a series of unsolved robberies from six years ago that have baffled the Judges. Walker needs to roll Investigate 10+. He rolls 10 and his skill DM takes this to 11. Walker's insight and investigative technique sheds new light on a suspect who was dismissed. His tutors are pleased and Walker gains one skill choice from Deception, Investigate or Social Sciences (psychology). He chooses Investigate, further consolidating his skills.

So, at the end of his last Term at the Academy, Walker looks like this:

Str 5 (-1), Dex 8 (+0), End 8 (+0), Int 6 (+0), Inf 11 (+1). Athletics (co-ordination) 1, Computers 1, Drive (Lawmaster) 2, Gun Combat (Lawgiver) 2, Interrogation 1, Investigate 2, Jack of All Trades 1, Law 3, Mega-City One Geography 1, Melee (bludgeon) 1, Melee (unarmed combat) 1, Street Perception 2, Streetwise 1, Survival 2

Special Techniques: Formidable Presence, Combat Acuity Hates Robots.

Contact: Sad Bob (Mutant)

FULL EAGLE DAY

This is the day Walker has been working towards. His assessing Judge, Gant, is moderate in his attitude towards cadets, so Walker gains no bonus or penalty to his Full Eagle Survival roll of 9+. He does, however, gain an overall DM of +7 for his Gun Combat (Lawgiver) and Law skills and for his highest skill not listed for the Street Judges (Walker has a number of skills at level 2) – so, to pass Full Eagle Day, he needs to roll 1 or more. His roll is 8: Walker works diligently, applies the law, shoots a fleeing perp in the thigh, catches a slowster on the skedway and convinces Judge Gant that this young man with the serious attitude is everything a Judge needs to be.

Walker gains his Full Eagle and, along with Cisco and Strom, passes out of the Academy of Justice to take his place on Mega-City One's streets.

SEASONED JUDGE

As Walker is going to be a Seasoned Judge, the Referee allows him to go through two Terms of the Seasoned Judge process. Before that, though, Walker, Cisco and Strom need to formalise Connections. As Walker has one connection each for Cisco and Strom, he gains 2 skills. He can raise existing skills but not above 3 or take new ones, at 0. Walker decides to take Computers and *Mega-City One Geography* (giving him 2 levels in each).

For his first Term out on the streets, Walker's Survival roll is End 8+. His result is 3 – so once more, Judge Walker is checking for Mishaps. The roll on the Mishap Table is 7 – and innocent citizen gets caught in the crossfire between Judge Walker and Zebedee Wit-Nolan, the infamous Mo-Pad highwayman. The poor sap who caught Walker's stray bullet was Delores Compound, a beautician who cruised the skedways selling makeovers from her mobile cosmetics salon. As a result, Walker makes Enemies from four of her customers who are convinced Walker has doomed them to ugliness. Back at the Sector House, Judge Walker has to prove that the death was an accident by throwing Inf+Law 10+. Walker has a combined DM for these skills of +4, so he needs to throw a 6, which he makes with ease (rolling an 8). Delores Compound's death was a terrible accident and Walker accepts that, occasionally, the innocent are casualties of the justice process. However Delores's incandescent customers want Judge Walker's badge – they may make trouble at a later date.

The Mishap over, Walker's skill package for his first Term of active service is 5 points to be distributed across his skills, as discussed on page 40. He decides to spend 2 points raising Athletics (Co-ordination) to 2 and the remaining 3 points on the *Crowd Control* Special Technique.

He has also developed 1 Ally, 1 Contact and 1 Informer.

His second Term as a seasoned Judge see a further Survival roll of End 8+. He rolls 4 (and, by now, Walker is worried that painting those robots pink might have jinxed him) with a Mishap table result of 9. Walker arrests an illegal Boinger® who claims he was prescribed the activity by his doctor and should therefore be treated with leniency. Judge Walker sentenced the perp to five years in the cubes but he must attend the appeal hearing at the Sector House where the perp's doctor, lawyer and therapist have gathered to deride the harshness of the sentence. Outside, Delores Compound's supporters, all wearing masks to cover their increasing hideousness, wave 'Down With Walker!' placards. Walker must throw Law 10+ to prove the sentence was justified. His roll is 2, which, with his Law DM of 3 only gives him a 5. The perp wins the appeal and the sentence is commuted to 6 months, and Walker's Influence is reduced by 1 point. Outside, Delores's supporters go wild and Judge Walker is forced to walk past them, fuming but knowing that, as a Judge, he cannot argue with the Law.

For the last time, Walker has 5 points to improve his skills. He decides to increase his Strength by 1 point, which costs 2 of his skill points and to increase his Melee (unarmed combat) to 2, for a further 2 points. He spends his last point on developing Leadership 0.

Judge Walker is now 28 years old, has been a serving Judge for eight years, is pursued by a crazed bunch of Judge-Haters who blame Walker for their increasing ugliness and dislikes robots intensely. His overall profile looks like this:

Str 6 (+0), Dex 8 (+0), End 8 (+0), Int 6 (+0), Inf 10 (+1), Edu 10, Soc 10
Athletics (co-ordination) 2, Computers 2, Drive (Lawmaster) 2, Gun Combat (Lawgiver) 2,
Interrogation 1, Investigate 2, Jack of All Trades 1, Law 3, Leadership 0, Mega-City One Geography 2,
Melee (bludgeon) 1, Melee (unarmed combat) 2, Street Perception 2, Streetwise 1, Survival 2
Special Techniques: Crowd Control, Formidable Presence, Combat Acuity
Hates Robots. Contact: Sad Bob (Mutant) Enemies: x4 of Delores Compound's friends



Many years of adventure
await Judge Walker
on the hard streets of
Mega-City One...

ACADEMY OF LAW



JUDGE DREDD



The world of Judge Dredd and Mega-City One is far removed from *Traveller's* traditional, gritty environment and style of play. Outlandish heroics, superhuman feats and incredible acts of endurance are commonplace in Judge Dredd stories. This game reflects these themes by introducing several new skills and the concept of Special Techniques.

The new skills introduced below are not necessarily unique to Judge Dredd and work in the same way as any skills (in other words, roll 2d6, add appropriate difficulty, characteristic and skill DMs, and aim to score 8+). Special Techniques, however, work differently, usually by being applied to different aspects of the rules to give Judges that special edge when dealing with the hazards of Mega-City One. Some Special Techniques work as specialised skills and some augment skills; the description of each technique shows how it is applied and when.

NEW SKILLS & SPECIAL TECHNIQUES

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NEW SKILLS

COMBAT ENGINEERING

The Judge is trained in the rapid construction of field fortifications, large-scale camouflage, the appraisal of a structure's ability to withstand enemy fire, landmine placement and removal and/or placement of passive ground sensors. Essentially the battlefield is the character's to mould as he sees fit.

Specialities

Fortifications: The character is trained how to build field defences from trenches to bunkers.

Building a field fortification (trench, sandbag wall, etc.): 1-6 Hours, Education or Endurance, Average (+0). Resulting fortification grants maximum cover equal to half Effect (round up).

Building a defensive fortification (wall, bunker, etc.): 10-60 Days, Education, Difficult (-2). Resulting fortification grants maximum cover equal to Effect.

Finding weak point in enemy fortifications: 1-6 Seconds, Intelligence, Difficult (-2). Character can ignore the cover DM of targets behind fortification, up to an amount equal to Effect.

Camouflage: The character is trained to camouflage vehicles, fortifications and field sites.

Constructing sufficient camouflage to hide a single vehicle: 10-60 Minutes, Intelligence, Average (+0). Grants a Stealth skill to the vehicle equal to Effect until vehicle is moved.

Constructing sufficient camouflage to hide a single small building or defensive fortification: 1-6 Hours, Intelligence, Average (+0). Applies a skill DM penalty to those looking to visually find it equal to Effect until discovered.

Hiding a doorway or hatch from view: 1-6 Minutes, Intelligence, Average (+0). Grants a Stealth skill to the doorway/hatch equal to Effect until discovered.

IEDs and Mines: The ability to place, search for and remove Improvised Explosive Devices (IEDs) and land mines.

Avoiding previously placed minefields: 1-6 Minutes, Dexterity or Intelligence, Average (+0)

Removing an active land mine: 1-6 minutes, Dexterity, Very Difficult (-4)

Sensor Surveillance: The use and placement of specially crafted ground sensors.

Properly placing a ground sensor: 10-60 Minutes, Intelligence, Routine (+2)

Avoiding triggering existing ground sensors: 10-60 Seconds, Dexterity or Intelligence, Difficult (-2)

FLYER (PERSONAL)

This branch of the Flyer skill covers the use of personal devices such as jetpacks, powerboards and bat-gliders – any form of single-user flying aid, whether it is jet-propelled (solid/liquid fuel), anti-grav or, as in the case of the bat-glider, using thermals and air currents for lift.

GUN COMBAT (LAWGIVER)

The Lawgiver is a sophisticated sidearm with many features simply not found on standard handguns. Judges are trained specifically in handling the Lawgiver to greatest effect (especially important, given the different types of ammunition the Lawgiver fires), almost to the exclusion of other handguns. However, a Judge can pick-up any other handgun and use it at a skill level 1 less than his Gun Combat (Lawgiver) skill, rather than at the -3 DM for untrained skill use.

INTERROGATION

Judges are frequently forced to draw information out of sources that do not wish to give it – both perps and witnesses. This places the Judge in a position to use any number of methods to *extract* it. This skill governs several ways to force others to give up what they know – knowingly or not.

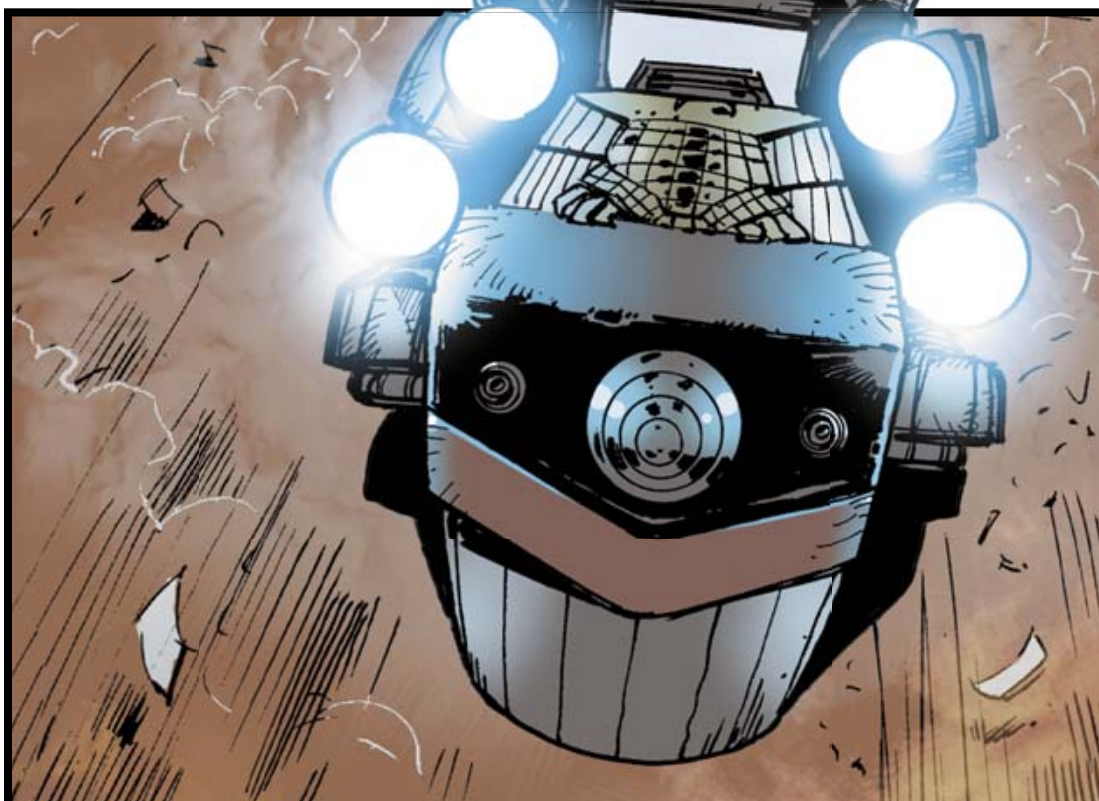
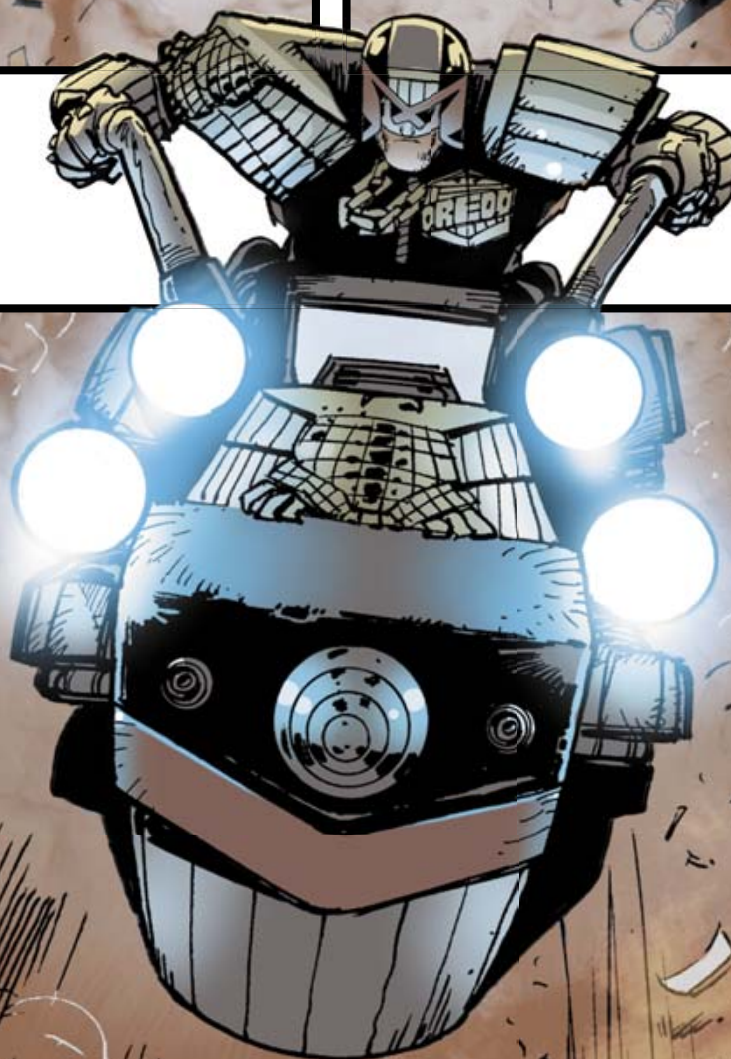
SPECIALITIES

Doubletalk: The Judge knows how to talk circles around most people, getting them to say or admit to things they never meant to with pressured conversation. With enough time to grill them properly, the character can get anyone to spill their secrets.

Badgering an admission of guilt out of a captive: 1-6 Hours, Intelligence, Difficult (-2).

Uncovering a secret through focussed conversation: 10-60 Minutes, Intelligence, Difficult (-2).

Torture: This speciality governs the collection of emotional, physical and psychological methods in which an interrogator can get a victim to break. Through an assortment of devious and unsavoury tactics, the character can get anyone to say what he needs them to. *NOTE: Using this technique*



against innocent citizens is a crime. It may be used against particularly vicious or dangerous perps if all other methods have been exhausted and the Sector Chief or Chief Judge sanctions it.

Knowing a true confession from a false one: 1-6 Seconds, Intelligence, Routine (+2).

Using pain or discomfort to elicit an answer to an inquiry: 1-6 Hours, Influence or Strength, Average (+0).

Using emotional or psychological response to elicit an answer to an inquiry: 10-60 Hours, Influence or Intelligence, Average (+0).

DRIVE (LAWMASTER)

The Lawmaster is more than just a hefty motorcycle: it is the workhouse of the Justice Department and a sophisticated crime-fighting machine in its own right. A Lawmaster is fitted with a staggering array of devices, special adaptations, crime detection technology and weapon systems. The Drive (Lawmaster) skill therefore covers more than simply riding the most advanced road-going bike in existence; it covers the use of the onboard weapons and technology and the special riding techniques a Judge needs to use to get the best out of his vehicle. A Judge can use Drive (wheeled) at a skill level 1 less than his Drive (Lawmaster) skill, rather than at the -3 DM for untrained skill use.

Swerving around a routine obstacle: Instantaneous, Average (+0)

Cracking a perp round the back of the head with a daystick whilst keeping the Lawmaster under control: Significant Action, Average (+0)

Blasting away with bike cannon whilst travelling at speed and avoiding oncoming traffic: Instantaneous, Difficult (-2)

Skidding the bike under a low-hanging obstacle, coming through the other side and getting back into an upright position: Significant Action, Very Difficult (-4)

Using a ramp or other piece of debris to leap over an obstacle, chasm or span: Instantaneous, Very Difficult (-4)

LAW

Understanding the law is fundamental to a Judge. This skill covers how the law works; sentencing, exceptions, leniency, specific cases and so forth. Every Judge emerges with Law when he graduates and undergoes regular refresher courses to remain competent; but some, like Judge Dredd,

even study the huge and complex tomes of Mega-City Law in their spare time.

The Referee may apply a DM to the standard target number of 8+ depending on the circumstances. If, for example, a Judge sees a crime in progress, has witnesses and is in absolutely no doubt about the perp's guilt, then a +4 DM is warranted. If circumstances are tenuous, based on hearsay or evidence is absent altogether, then a DM of -2 or -4 might be warranted. For the most part, though, Judges need to roll Law 8+.

Sentence a perp correctly for a routine crime: 1-6 seconds, Very Easy (+4)

Sentence a perp for a more complex crime with different elements that might conflict: 1-6 minutes, Average (+0)

Assess a complex criminal case, with many disparate elements, each requiring separate consideration and sentencing elements: 10-60 minutes, Difficult (-2)

Assess the most fiendish, complex cases, taking into account alibis, counter-claims, multiple, conflicting witness statements and clear expressions of guilt and mitigation: 1-6 hours, Very Difficult (-4)

If a Law skill attempt is failed, then the Judge has failed to apply the law fairly and correctly, whether in interpretation or sentencing. Although appeals in Mega-City One are difficult to lodge (Judges are, after all, meant to be infallible), they are possible. Note the Effect of the Law roll's failure. To successfully lodge an appeal, a perp needs to roll Advocate 10+; he can use the Effect of the Judge's failed Law roll as a positive DM to his appeal lodgement. If successful, another Judge reviews the case and adjusts sentencing accordingly – and may even set a perp free as a result. If the case is especially sensitive or contentious, the Judge who passed the original judgment may find himself called to account for his actions and even be subject to retraining, disciplinary action or, in the worst case, investigation by the SJS.

For example, Judge Madison has Law 2 and is sentencing a perp for jay-walking a skedway. The result of his roll is 2, modified to 4 for Madison's Law skill: Madison sentences the jay-walker to 10 years in an Iso-Cube. However, this is still a failure with an Effect of 4 (4-8 = -4). The perp decides to appeal. He must roll Advocate 10+ but Madison's overzealous behaviour has given the perp a +4 DM to his dice roll. The perp rolls 7; the DM takes this to 11 and the perp successfully appeals. Madison has some explaining to do as the perp walks free with a Cr. 1,000 fine...

MEGA-CITY ONE GEOGRAPHY

Every good Judge knows the general layout of Mega-City One, its sector locations, old names and so forth and how they connect together; but you have an aptitude for the more detailed geography of the city, spending many hours pouring over the old maps, vid-displays, tri-dees and so on. The city's layout and development fascinates you. This skill allows you to understand the geography of a particular district or sector intimately, recalling its layout and key landmarks/buildings without having to refer to your hand computer, bike computer or MAC.

Understand the general layout of a sector or area: 1-6 minutes, Easy (+2)

Work out the best and fastest route between A and B: 2-12 minutes, Average (+0)

Pinpoint a specific but unobvious building in an area or sector: 1-60 Minutes, Difficult (-2)

Recall the hidden, underground facilities, service shafts, tunnels and so forth, of a sector: 1-6 Hours, Very Difficult (-4)

MEGA-CITY ONE HISTORY

You have studied the history of Mega-City One, since its conception, right up to the present day (including all the wars, strange occurrences and, in particular, the history of its crime). This skill allows you to call on that knowledge to recall facts about a particular district or sector which may provide an insight into current happenings.

Recalling the general history of a sector: 1-6 minutes, Easy (+2)

Recalling a specific historical event of a sector: 2-12 minutes, Average (+0)

Recalling an obscure, very specific fact about a sector: 1-6 hours, Difficult (-2)

Recalling an obscure, very specific fact about a specific building, person or event: 1-6 hours, Very Difficult (-4)

STREET PERCEPTION

The Judge knows and understands how, to read the nuances of Mega-City One's sprawling, chaotic streets. He can spot

which areas are the likely hangouts of perps, when a Block War is likely to kick-off, when a gathering of juves is likely to result in a mugging and whether that illegally parked car has been strategically placed to assist with a robbery just about to happen. The Judge's training has run through just about every criminal habit manifested and displayed in Mega-City One, its symptoms distilled and, through study, sleep training and simulations, the Judge is attuned to the environment.

Assessing the likelihood of a crime about to happen: 1-6 seconds, Average (+0)

Spotting something incongruous that might signal something bigger: 1-6 minutes, Difficult (-2)

Getting the feel for the mood of a particular group of people, a city block and so on, even when all appears calm: 1-6 minutes, Very Difficult (-4)

SPECIAL TECHNIQUES

Special Techniques are the means by which Judges perform superhuman acts of dexterity, endurance and intuition, keeping them several steps ahead of the law breakers who would happily put a bullet in their back with a spitgun. Special Techniques typically modify certain elements of the rules (such as Combat) or augment certain skills (such as Drive (Lawmaster)). Others have more subtle effects. The description of each technique specifies how and when, it works.

COMBAT ACUITY

The Judge is adept at reading the nuances of a tactical situation and greatly improves his chances of reacting first in a combat environment. He rolls Initiative on 3d6 rather than 2d6.

CONTROL CRASH

When a crash is unavoidable, whatever vehicle he is controlling or a passenger of, the Judge is able to take the necessary steps to minimise damage to the vehicle, its occupants and innocent bystanders. The Judge is able to make either a Drive+Dexterity 8+ (if driving) roll or a Dexterity 8+ roll (if a passenger); note the Effect:

Effect	Result
6-7	The Judge uses such skill that the vehicle suffers minimal damage and all personnel inside and in the vicinity are unharmed.
4-5	The Judge significantly minimises damage to the vehicle, occupants and all personnel in the vicinity; damage is reduced by three quarters.
2-3	The Judge minimises damage to the vehicle, occupants and all personnel in the vicinity; damage is reduced by half.
0-1	The Judge manages to reduce damage to the vehicle, occupants and all personnel in the vicinity; damage is reduced by a quarter.
-1 or less	The Judge is powerless to prevent the crash. Full damage is sustained to the vehicle, occupants and all personnel in the vicinity.

CROWD CONTROL

The Judge understands the nature of crowds and mobs, being able to gauge their dynamics, flare-points and general tendencies to swarm. He can use techniques such as Formidable Presence and skills such as Persuade, on a number of people equal to his Inf multiplied by 10. His ability to project his authority into the crowd affects everyone within the Inf x10 range, assuming that he is also using a technique such as Formidable Presence or Persuasion to get the crowd to do his bidding.

DATA ACCESS

The Judge is skilled in speed-reading, sifting and assimilating computer-based data. His mind acts almost as an extension of the data source providing the information, allowing the Judge to assess information quickly and accurately.

When using this technique, the Judge is able to assimilate and understand computer-generated data in a number of seconds equal to 20 minus his Int characteristic. More complex data sets might take longer; a highly complex case-file might require 30 minus Int seconds or might take 20 minus Int minutes, depending on how much detail is presented but essentially the Judge rapidly understands what he is presented with without having to waste hours reading and cross-referencing information.

DEAD HALT

The Judge can bring his Lawmaster or any other ground-based/ground effect vehicle he is able to drive to a dead halt safely and under control. He does not need to make a Drive roll to successfully halt his vehicle and his senses are perfectly attuned to the circumstances around him.

DEAD ZONE (Psi Judges Only)

Using this technique the Psi Judge reaches across the limbo of death and may use any power on a dead person or undead creature, treating the target as though it was still living. Using this technique costs an additional Psi point.

ENHANCED POWER (Psi Judges Only)

The range for a psionic power can be doubled by the Psi Judge but the cost in terms of Psi points is +2 to the power's base cost.

ENHANCED TALENT (Psi Judges Only)

The Psi Judge chooses *one* power from any Talent permissible within Judge Dredd and adds it as a power usable under a Talent he already possesses.

FORMIDABLE PRESENCE

The Judge literally embodies the full majesty and weight of Mega-City law. His mere expression shows his command of both the situation and the facts at hand. Any Non-Player Character within a number of metres equal to the Judge's Influence characteristic must make a successful Endurance roll at 10+ or be rooted to the spot, paralysed with either fear and/or respect, for a number of minutes equal to the Judge's Influence characteristic.

INNER STRENGTH (Psi Judges Only)

The Psi Judge adds his End or Str characteristic DM (his choice) to any one Talent. The Talent must be specified when taking this technique. If the technique is taken again, then a new Talent must be specified. If the Judge has a negative or zero characteristic DM in Str or End, he gains a 'wild card' DM equal to 1d3. This roll must be made every time the Psi Judge uses the nominated Talent.

JERRY-RIG (Tek Judges Only)

The Tek Judge can find a way to effect ad-hoc repairs using just the things he has around him and can use parts of a disparate machine to fix another. He is also able to rig two completely different devices together so that they work together, seamlessly; or to improvise the functions of one device within another (within the bounds of reason, of course). Using this technique takes 2d6 hours and the referee can increase this or set a minimum limit based on the circumstances, if he so chooses.

LIFE SAVER (Med Judges Only)

Med Judges are taught the advanced first aid techniques to save lives even when all looks bleak. If a Med Judge is confronted with a casualty who has reduced to 0 characteristics (and no more than -4) through physical damage and can act within 3 rounds of the damage being



inflicted, he is able to apply rapid first aid that restores the injured person to 1 point in any one physical characteristic, snatching them from the very jaws of death, although the casualty will remain unconscious and requires immediate medical attention (through the Medic skill or a fully equipped Med Team or hospital).

OH, SO THAT'S WHAT IT DOES...

(Tek Judges Only)

When faced with a piece of completely new or alien technology, the Tek Judge can, after studying it for 1d6 hours, deduce its function. This is often accomplished through pressing various buttons, switches and levers but also involves a fair amount of standing back, sucking in breath and wandering around and around the device for a lengthy period, scratching his chin.

PERP SENSE

The Judge knows the signals perps and potential perps give out – even when they are successfully acting as innocently as possible – either just before or just after a crime. The Judge makes an Int+Streetwise (or Street Perception) 8+ roll. The Effect of the roll reflects the strength of the Judge's intuition and accuracy in assessing the situation. Use the Perp Sense table below as a guideline.

RAPID AIM

The Judge can aim and take bead on a target with lightning-fast precision, even if the target is attempting to move into complete cover. The Judge anticipates what the opponent's position will be and can lead his shot to make a precise hit. He must still take a minor action to aim, but he gains a +2 aim bonus for each minor action spent in setting-up the shot.

PERP SENSE

Effect	Result
6-7	The Judge is 100% certain that the perp has committed a crime or is just about to. He also senses what type of crime has been, or will be, committed based on the perp's body language, mannerisms and any other vital signs (the bulge of a concealed gun; or an expensive chronometer on the wrist of a shabbily dressed mugger).
4-5	The Judge knows that the perp has just committed a crime or is about to and has a reasonable idea of the crime itself but needs further evidence to be 100% certain.
2-3	The perp is looking and acting as guilty as hell but the Judge needs to check with control to see if any crime has been reported and if that crime matches with the typical <i>modus operandi</i> associated with the kinds of signals the perp is giving out.
0-1	There is something not right about the way this perp or potential perp is acting. Detain and question, to be on the safe side.
-1 and less	The Judge is suspicious but there is a lack of evidence for detaining and questioning the perp at this time. Might be worth additional surveillance or checking the area for recent criminal activity.

RAPID ASSESSMENT (Tek Judges Only)

The Tek Judge is adept at immediately diagnosing a problem with a piece of machinery, based on knowledge, training, deduction and hunches. Repairing the problem still requires a successful Engineer or Mechanic roll but the diagnosis is always accurate.

RAPID DIAGNOSIS (Med Judges Only)

The Med Judge can take one look at someone and immediately understand, from a variety of physical and verbal symptoms, what is medically wrong with that person – be it Umpty Candy withdrawal, Stookie Gland addiction, Level 10 Rad Poisoning, and so forth.

RECOVERY

Judges are trained to be resilient and work through the pain barrier. With this technique, your Judge remains conscious (but physically) inactive if reduced to 0 in two physical characteristics – when unconsciousness is the result for most people. He is also considered to be Seriously Wounded (see pages 74-75 of the *Traveller Core Rulebook*) if he has lost 2 points from each physical characteristic.

SIXTH SENSE

The Judge's sixth sense alerts him to potential dangers to his life or the life of others, although the precise source of the danger cannot be spotted. If surprised or ambushed, the Judge *always* gets the chance to react, in a way most appropriate to the circumstances.

STEADY HAND (Tek Judges Only)

The Tek Judge maintains calm under pressure whenever dealing with delicate instruments, machines or circuits. He is able to ignore outside distractions, no matter how severe, to accomplish the task at hand.

TRACK PERP

The Judge immediately keys onto pertinent facts about a perp: height, colouring, hairstyle, gait and so forth. When tracking a perp through a crowd or into an area where sight can be easily lost, the Judge still manages to follow his quarry without needing to make a skill roll. A perp can try to shake the Judge off his tail but must successfully roll Dex 10+, with the Judge's Dex characteristic DM acting as a penalty to the evasion roll.



TOGETHER



THE JUSTICE DEPARTMENT

It is fair to say that the Justice Department rules Mega-City One. Whilst civilian institutions such as the mayor's office handle routine, administrative tasks and bureaucracy, the effective power of the city is concentrated into the hands of the Judges. Civilian institutions have little or no control over the security of the city, its laws or anything other than the mountains of petty bureaucracy that complicate the lives of citizens. All important, key decisions are made by the Justice Department and, without it, Mega-City One would be impossible to govern, given its size and somewhat bizarre character.

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The Justice Department places order and justice ahead of liberal concerns. Democracy, in as far as certain civilian positions are democratically elected, is at best tolerated and, at worst, crushed if it even remotely threatens the order of the city. Mega-City One citizens have few rights and lead essentially drab, meaningless lives that are blighted by mass unemployment, boredom and the bewildering pace of 22nd Century living. Citizens are selfish, capricious, uncaring about others and largely ignorant of anything but their immediate concerns.

Without the means to impose law and order immediately and ruthlessly, Mega-City One would descend rapidly into anarchy – as amply demonstrated by the Block Mania started by the Sov Block Judges that heralded the Apocalypse War. Given even the remotest chance, Mega-City One citizens resort to their base instincts and only the Judges keep them from destroying themselves.

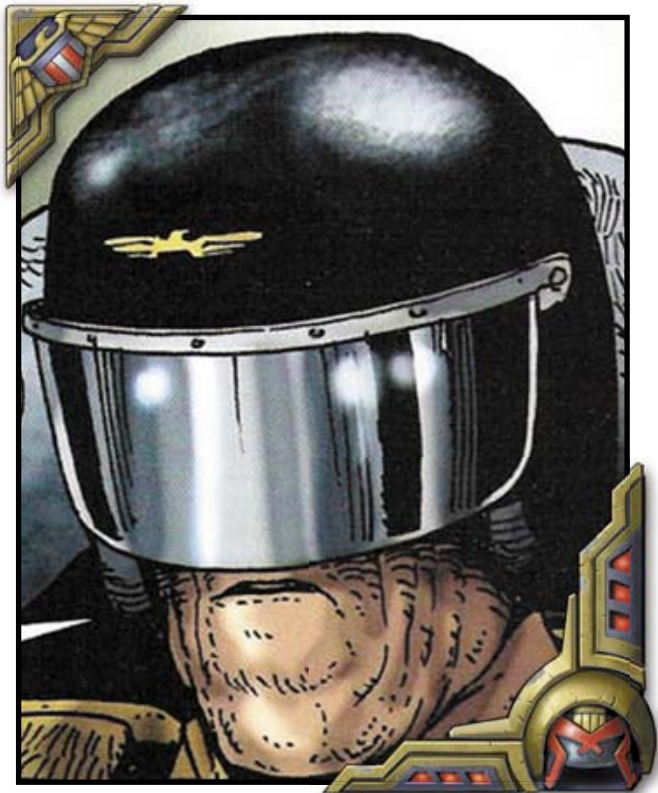
In such a vast metropolis – Mega-City One has a population of around 400 million – the only way to maintain order is to deliver justice and punishment swiftly and to maximum effect. A traditional court system would be unable to cope with the sheer weight of crime that would be forced through its apparatus and the delivery of a sentence at the point of a crime sends out a clear message and deterrent to other, would-be law breakers. Without the Justice Department and the Judges, crime would be at a vastly higher rate, quickly leading to a complete and utter social meltdown.

The Justice Department maintains control through vast resources. It is in control of the city's budget, in control of its information systems and takes the crucial decisions relating to the city's administration. The Judges who patrol the streets are the public face of the Justice Department but the organisation is immense and there is almost no area of Mega-City One's operation that the Justice Department does not influence or control outright.

This means that the Justice Department is supported by a huge civilian and robot infrastructure that is responsible for certain, non-judicial, administrative and operational tasks. The Justice Department has a dedicated civil service in addition to the army of Judges and specialist teams who ensure that the citizens of Mega-City One are kept in their place. This administrative function is largely invisible to the populace of the city and, indeed, to the Judges who rely on its support. But without it, the Justice Department would be incapable of functioning with the ruthless efficiency it displays.

ORIGINS OF THE JUSTICE DEPARTMENT - FARGO

As the Mega-City gained momentum, the judicial system lost it. Due Process was too slow, too inflexible and woefully under-equipped to cope with the social conditions of Mega-City One. If the justice process was too slow, then the sentences it passed on those who broke the law were meaningless. Social liberalism and the prevailing attitude of rehabilitating, rather than punishing, had created a system where criminals readily sneered at the idea of justice. And, in the ever-expanding warrens of the city, it was increasingly easy for criminals to perpetrate their activities without fear of apprehension.



Eustace Fargo, a presiding judge of the old United States Supreme Court, saw the need for a radical new direction. Disillusioned with the crumbling infrastructure of Due Process, Fargo suggested a new way: judges moved out of the courtrooms and onto the streets, given the power and means to apprehend criminals and sentence them at the point of the crime, removing weeks, months and sometimes years, from the process that

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had underpinned American society since before the Declaration of Independence. The old system was fair and just; but society, through the Mega Cities, had out-run its reach. Between 2025 and 2027 the east coast of America was rocked by uncontrollable gang warfare. By this time Fargo had been appointed by Congress to the position of Government Special Prosecutor for Street Crime and under his regime the gang leaders and major perpetrators of anarchy were brought to justice. But the justice system was too slow and open to intimidation: every single defendant walked free. The beleaguered citizens saw the need for instant justice even though some in government opposed it. When President Gurney was swept back into office on a ticket of implementing Fargo's 'New Deal' for justice, the people had signalled their willingness to see justice being brought to bear in a new way. Under Fargo's direction the first academies to train judges in the new form of justice were established but it would be 2030 before the remnants of the old judicial system would be swept away. The Judges were not universally popular and nor were they immune from making mistakes; but with brutal efficiency the gang wars were halted, those responsible incarcerated without having the time or opportunity to intimidate juries and, for the first time in decades, the war against crime looked like it could be won.

Fargo's system flourished under his careful eye. Judges were trained to be incorruptible and this included a monastic approach to their personal lives, controlling normal human urges so that they would be immune from the temptations of both cash and flesh. Regrettably, Fargo, being only too human, was caught *in flagrante* with Sequentia Tells, the Vice Chair of the Commission for Legal Reform. This discovery would be ruinous for the justice system and Fargo knew it: he took the honourable approach of putting a bullet through his head. This attempt at suicide did not kill Fargo, instead causing dreadful brain damage, but Justice Department could not afford for the world to know the truth. So, news of Fargo's death was broadcast, the story being that he was the victim of a drive-by shooting whilst on duty on the streets. Fargo's attempted suicide and brain damage was made a complete secret, even from the president; only the most senior members of the Justice Department – Solomon, Goodman, Judd and others – knew the truth and they were sworn to secrecy.

ATTITUDES TO THE JUSTICE DEPARTMENT

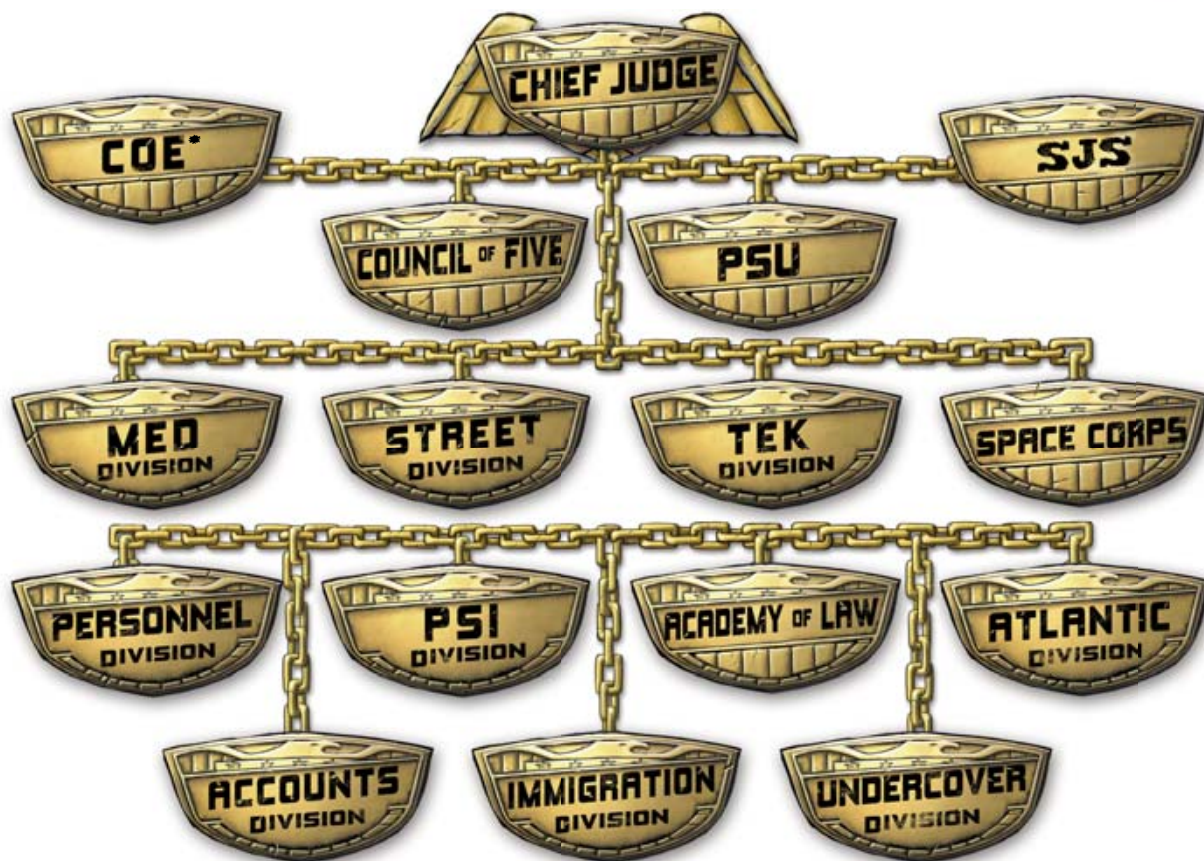
Most people know the Justice Department only through the presence of the Judges on the streets and in the City

Blocks. To them, the Justice Department is The Law and Protector. The Judges are stern, harsh but scrupulously fair; there to be supported and, often, admired. But to others – those who can be bothered to look past the four walls of their apartments and mopads – the Justice Department is a dictatorial organisation that deliberately crushes the human spirit in order to preserve its own power. The Judges are fascist bullyboys, wielding too much power. The city is beholden to them and therefore at their mercy. The attitudes of both the general populace and the small number of Justice Department deniers are undoubtedly narrow-minded; neither sees the Big Picture which is, curiously, all around them. Mega-City One's size, diversity and complexity exist only because the Judges keep the forces of chaos at bay. And there are many sources of chaos: the disenfranchised and bitter mutants of the Cursed Earth; the criminal gangs who have never been more ruthless in their exploitation of the weak and gullible; supernatural and trans-dimensional forces that see Mega-City One as something to be destroyed; egomaniacs like Judge Cal and Owen Kryslar; and the Judge Child, who will stop at nothing to achieve supreme power. The Judges understand their position clearly and appreciate how they are viewed by some sections of society; but they do not let it influence their role. Many may not like the way justice is imposed or order maintained but the Judges know it is essential. Every Judge, from the moment he steps into the Academy of Justice, is trained to recognise and understand that the populace of Mega-City One is too large, too diverse and too immature to govern itself in the old, traditional ways. Every Judge is taught to understand the inherent selfishness of the ordinary individual and how to deal with it so that that selfishness has the least possible impact. Each new crisis faced by Mega-City One strengthens the Judges' position and, even though the Justice Department's existence has been threatened many times in its history, it has prevailed on each occasion due to its stoicism and refusal to capitulate even when doing so would have been the easiest option.

Thus, the Justice Department is the ultimate symbol of unyielding authority, and is the most efficient and effective expression of it. It cares little for its own popularity but much for its ability to do the immense job it was created to do: the protection of Mega-City One.

ORGANISATION

The Justice Department works to a set hierarchy that has changed little throughout its history – even during the turbulent times when the very nature of the Justice Department was called into question (the reign of Judge Cal, for instance). The diagram on page 55 illustrates this hierarchy:



*Covert Operations Establishment

THE CHIEF JUDGE

The supreme guardian of law and order in Mega-City One, the position of Chief Judge is a combination of the political, military, ceremonial and judicial: every crucial aspect of the state is wrapped into the role. The Chief Judge heads the Council of Five and, whilst above the council in terms of rank and experience, the Chief Judge can still be vetoed by it and is bound, by law, to act according to the majority decision of the council unless it is split and a deciding vote is called for.

The Chief Judge is usually elected by Mega-City One's Senior Judges on a simple 'one Judge, one Vote' system. No more than seven candidates can ever run for the position (and it is rare that such an electoral race occurs) and all candidates must be of a senior rank. Once elected, the Chief Judge undergoes a rigorous period of briefing by the Council of Five to prepare him or her for the demands of office. The Chief Judge is briefed on the location of the network of strategic operations bunkers buried deep beneath Mega-City One; the detailed orders necessary for committing the city to war; and countless other secrets regarding the city, its history and the relations with the other Mega Cities scattered around the world.

A BRIEF HISTORY OF CHIEF JUDGES

Every Chief Judge brings a different approach and form of rule to the position. Chief Judge Goodman, a brilliant administrator, was a poor judge of character and easily duped by those close to him. Chief Judge Cal was an insane tyrant who manipulated many Judges (not least his personal cohort, the SJS) into accepting his increasingly insane and murderous schemes – including making his pet goldfish a Judge and sentencing the entire city to death. His successor, Griffin, was the Principal of the Academy of Law who fought against Cal and was elected to the position on Dredd's recommendation.

Griffin was an excellent Chief Judge, leading the city through many difficult times, including the Apocalypse War. It was this conflict that brought about his sad demise. Griffin was captured by the East Meg invader, Kazan, and brainwashed into supporting the Sov Block invasion. Dredd himself had no choice but to assassinate Griffin, understanding that although the Chief Judge had turned traitor, this was beyond Griffin's control.

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After Griffin came McGruder. Previously, McGruder had been the head of the SJS and noted for her hard-line, non-nonsense attitude. The only member of the Council of Five to survive the Apocalypse War, she assumed the position on Griffin's death, leading the Mega-City One resistance and had her position confirmed upon the city's liberation and the end of the war. McGruder led the rebuilding of the city in the wake of the war and became popular through her efforts (the rebuilding effort naturally created jobs). However, despite her undoubted capabilities, McGruder was not without her flaws. She took a curiously favourable stance to Shojun, Warlord of Ji, a powerful psion who threatened not only Mega-City One but the entire world with his plan to raise the Seven Samurai. McGruder countermanded Dredd's recommendation for Shojun's assassination. The resulting massacre hit McGruder hard and she opted to take the Long Walk, even though many senior Judges wanted her to remain in post, remembering her undoubted strengths. Those members of the Council of Five who disagreed with her decision to leave the city were dismissed – McGruder's last act as Chief Judge and one that showed that, for all her flaws, she was still a staunch proponent of justice.

McGruder was succeeded by Silver, the senior lecturer in Applied Violence at the Academy of War and a distinguished war veteran. McGruder appointed Silver to the Council of Five in one of her last acts in office and Silver's election was a certainty. Chief Judge Silver rapidly proved to be one of the most hard-line, uncompromising Chief Judges Mega-City One has ever enjoyed. Silver was completely prepared to use smear tactics and a bending of justice to clamp-down on the Democracy Movement of 2109, giving Dredd himself the power to bring the Democrats to heel. As Silver said to Dredd: 'On this one, *you* write the Law...' Silver used professional agitators and blackmail to undermine the Democracy movement, turning a massacre into an anti-democracy propaganda war. This signalled Silver's willingness to use ever-greater draconian laws against the citizens and it led, inevitably, to the death of an innocent young boy (killed by a citizen brain damaged in a riot-put down by Judges). Dredd, seeing how the law had been twisted and his own complicity in it, was left with no option but to take the Long Walk himself. Silver suppressed this news, fearing the impact it would have across the city and replaced Dredd with Judge Kraken, another clone taken from the same genetic stock as Dredd and Rico. These events precipitated the Necropolis crisis (see page 247) and led, inevitably, to Silver's own death and undeath at the hands of Judge Death himself. This peculiar situation led to McGruder replacing Silver (who was executed by Dredd, having returned from the Long Walk during the Necropolis crisis).

McGruder's second stint as Chief Judge was to see her abilities considerably diminished. Her time in the Cursed Earth during Silver's tenure left her psychologically battered and her judgement was considerably flawed. Due to the deaths of the Council of Five, there was little to challenge her increasingly unpredictable decisions and even Dredd could not convince her to reinstate the council. It took an assassination attempt by one of her own robots to convince her that her time as Chief Judge was completely through. She finally retired as a citizen and, ultimately, succumbed to Alzheimer's Disease. She would have declined into complete senility had Dredd not saved her from compulsory euthanasia and taken her into the Cursed Earth to battle lawlessness and die a more noble, deserving death (something that was, like Dredd's own resignation, covered up).

McGruder was succeeded by Chief Judge Volt. Volt was elected over the other candidates, which included Judge Dredd himself (Dredd ironically voting for Volt rather than himself). Under Volt's reforms, the Council of Five was reinstated and a new, elected civilian body created, which included the abolished position of Mayor, to rebuild the city's shattered trust in the Justice Department. Despite an outstanding record against crime in those sectors where he had had command and his radical social reforms, Volt was unable to prevent the Second Robot War of 2121 and Volt took the situation personally. Although a distinguished and able commander, the burden of wartime leadership was too much for him and at the moment of victory over the robots Volt took his own life.

After Volt came Chief Judge Hershey. A popular and distinguished Street Judge, Hershey accompanied Dredd on the quest for the Judge Child, faced-up to Fink Angel and formed part of Dredd's elite strike team against East Meg One during the Apocalypse War. Hershey rose through the ranks to become a senior Judge and was part of the delegation that attempted to convince McGruder to reinstate the Council of Five – even though this was unsuccessful. She succeeded Volt in 2121, having been appointed to the role of Deputy Chief Judge by Volt the year before. Despite following Volt's social reforms Hershey maintained a stern side and has shown that she is every bit as capable of taking tough decisions and twisting the law when necessary (using assassins against the leaders of Neocuba, for instance). However, she constantly relied on Dredd for guidance and advice and, in 2130, she repealed the anti-mutant laws that had banned mutants from residing within the city. This created a great deal of unpopularity amongst both Judges and citizens and a campaign was mounted to have her voted out of office, to be replaced with someone more authoritarian who would reinstate the anti-mutant acts.

Hershey was replaced in 2131 by Chief Judge Dan Francisco. Francisco was a Street Judge who was made famous by a 24-hour reality TV show following his exploits. Due to his fame, in 2131, he was chosen as a candidate to run against Hershey for Chief Judge with the intention of bringing back mutant apartheid. He was put forward as a candidate by Judges Cardew, Sinfield, and Millan, and won by a landslide after the anti-mutant Norm Supremacists organised a mutant gang attack on him (in order to manipulate and rally support for Francisco).

THE COUNCIL OF FIVE

Despite having been disbanded by McGruder and then reformed under Chief Judge Volt, the Council of Five has always maintained a symbolic and political integrity. The Council of Five acts as the advisory body to the Chief Judge and comprises of Senior Judges, often the heads of the Justice Department's main divisions. The Chief Judge is responsible for appointing the council-members and may expel existing councillors and introduce new members from any division considered appropriate. Should the Chief Judge be incapacitated and no longer able to carry out his or her duties, the council elects an interim replacement until a formal election can be organised for the successor. More often than not, the new Chief Judge will rise from the Council of Five's own ranks. On occasion, a Deputy Chief Judge – the Chief Judge's most trusted adviser – has occupied a slot in the Council of Five, although Chief Judge Hershey replaced the Deputy Chief position with a Wally Squad operative, an individual with closer links to the common citizen than the office-bound Division Chiefs.

The lack of the Council of Five during McGruder's tenure demonstrated the absolute need for the office. Had the council been in place during Silver's tenure, it is likely that his draconian war against democracy would never have been allowed to manifest. The council provides valuable checks and balances against executive decision-making and to be completely effective it requires as wide a representation as possible and naturally contrasting views.

SENIOR JUDGES

The Judges have no particular ranks within their divisions; there are no sergeants, inspectors, lieutenants or chief inspectors. One is either a Judge or a Senior Judge.

Senior Judges are awarded that title not necessarily through length of service (although that is a factor) but through their record of service. Arrest records, experience on the streets, knowledge of the law, knowledge of how the city operates – all these things are taken into consideration for awarding a Senior Judge his title. Some Senior Judges are

BECOMING A SENIOR JUDGE

Judge Dredd characters can become Senior Judges although there is no hard and fast game mechanism for doing so. The Referee is the final arbiter on when a player character Judge is eligible for such a promotion and things for him to take into consideration are as follows:

Age: There is no minimum age for promotion to Senior Judge but it is highly unlikely that any Judge who has served for less than two terms (eight years) will be considered.

Experience: The number of four-year terms the Judge has served on the streets or in a specialist division. No Senior Judge should have served for less than two full terms but otherwise there is no specific lower limit and no qualifying threshold.

Arrest Record: Takes into account not simply the number of arrests a Judge has made but how many major arrests (for major crimes) and the diversity of his arrest record. Referees may want to keep a tally of the arrests the Player Characters make, in preparation for awarding the title of Senior Judge at some later date.

Competence: The competence of a Judge should be measured by his skills. Any Judge that has four or more skills at level 4 or higher is certainly eligible for consideration as a Senior Judge, the other factors being taken into account. Competence on its own is no guarantee of promotion.

Diligence: This is more difficult to measure but essentially diligence is how the Player Character has handled himself in respect to his role as a Judge. Has he always upheld justice? Has he applied the law fairly and dispassionately? Has he made any major mistakes that might have discredited the Justice Department, Sector House or himself? All these things should be weighed-up carefully by the Referee.

If the Referee believes a Judge has met all the above criteria – or even just some of them (but met them well) then he may award the character the title of Senior Judge. He may also, if he believes the character is worthy of the responsibility, award him command of a Sector House. If so, then the character can rightly use the title of Sector Chief.

Similarly, if a player believes his Judge has earned the right to promotion he can run through the above criteria and attempt to convince the Referee of his eligibility. If the Referee agrees, then that character gains promotion. However, the Referee's word is always final and no player can insist on being promoted. Also, only the Referee can decide if a character should be awarded command of a Sector House; the player does not have the right to suggest it.

THE JUSTICE DEPARTMENT





relatively young but they have demonstrated their capability, competence and dedication time and again in the service of the Justice Department and Mega-City One. Foremost of the Senior Judges is, of course, Judge Dredd but he is not the only Senior Judge and his approach to law enforcement not necessarily typical of all Senior Judges, either.

Senior Judges may be, depending on their competence, awarded the command of a Sector House. Thus, each Sector of Mega-City One has a Senior Judge in command of its judicial operations. All Sector Chiefs are answerable to the Council of Five and the Chief Judge, reporting to both on a weekly basis. Senior Judges who do not occupy a Sector Chief position are no less influential; they can be called upon by the Council of Five at any time for advice or an opinion and the Chief Judge frequently has her own body of trusted Senior Judge advisers (typically those who she associated with during her career as a Street Judge).

Only Senior Judges are allowed, following the Volt Reforms, to vote for the Chief Judge and they can also stand for the position of Chief Judge when it becomes available.

SPECIALISED UNITS

PSI DIVISION

Justice Department research into the paranormal began early in its history. Evidence of psionic capabilities had long been suspected but scepticism within the government had meant that dedicated psi investigation programmes had been poorly funded and their results derided by the sceptics who maintained that, simply put, 'there was no such thing'.

Fargo and his comrades were far less sceptical. Dedicated research into psionic talent uncovered, conclusively, that certain individuals are able to tap into the considerable powers of the mind and demonstrate considerable abilities regarding pre-cognition, telepathy, telepathy, and other unusual mental traits. The benefits of such talents to the Justice Department were considerable: the ability to predict crime and perhaps apprehend its perpetrators before they committed it was attractive, as was the ability to probe the human mind for evidence on guilt after a crime had been committed.

Psi Division was formed to identify psionic talent in cadets, develop that talent and then use it to establish an elite team of Judges who would use their powers to support the judicial process – both in the prediction and solving of crime but also wide-scale threats to the city.

All cadets are tested for psionic talent. Those demonstrating it can opt to become Psi Division Judges. If so, their career path is dedicated to the development of their powers and, following graduation, supporting the Justice Department through applying their powers to crime prediction, prevention and solving.

Psi Division's nominal base is within the Hall of Justice but it has its own dedicated facilities – where psi talent is exclusively trained – elsewhere in Mega-City One. Psi Judges are stationed either at the Grand Hall of Justice (the very best, who serve the city as a whole), a Psi facility (for the development of psi talent and involvement in lengthy or complex cases) or a Sector House, where they support the Street Judges on everyday activities. Psi Judges are not numerous; despite the bizarreness of Mega-City One in the 22nd Century, psions are still a rarity but there are enough Psi Judges so that a squad of between two and twelve (2d6) Psi Judges can be stationed at a Sector House to support that Sector's work.

All newly graduated Psi Judges are assigned to a Sector House for the first four years of their formal career. Here they gain the valuable experience of street life that is essential to any Judge. After that, they may continue to serve a Sector or may be transferred to a specialist facility for research and development duties. After a further four years and depending on how the Psi Judge's powers have developed in that time, the opportunity to transfer to the Psi Unit of Justice Central arises. Taking this opportunity means temporarily leaving street service and becoming party to the deep secrets of Mega-City One and Justice Department. The centralised Psi units focus on monitoring the known dimensions of existence, conducting long-term clairvoyant research into potential threats and providing forensic psi specialisation into the largest and most important cases.

Of course, Psi Judges may remain in service at a Sector House and many do. Psi Judges at this level are of considerable benefit to the Street Judges in combating local crime. Psi Judges can and do, undertake active patrols with Street Judges but usually they work from the Sector House in a support function. Training and developing psionic talent is expensive and Psi Judges are not numerous; risking their lives on the street is neither advantageous nor a prudent use of their talents. But it is understood that, although Psi Judges are a rare resource, confining them to backroom work leads to boredom and stress; active work on the streets, as part of a patrol team, is a valuable way of maintaining a Psi Judge's effectiveness and maximising their contribution to justice.

THE JUSTICE DEPARTMENT



SPECIALISED PSI UNITS

Working from the Grand Hall of Justice, Psi Division maintains several specialist units of its own, each focused on a particular area of psionic talents:

Pre-Cogs specialise in pre-cognition and clairvoyance. Their job is to concentrate on the prediction of crime, mostly high-profile cases and citywide threats. Their leads come from a variety of sources but mostly from visions senior pre-cogs have experienced which are then subsequently investigated and verified for accuracy by the junior members of the Pre-Cog unit. Once the accuracy of a particular vision has been established and more detail on its nature gleaned, the findings are referred either to Sector Houses, so that Street Judges can act promptly on the information; or directly to the Council of Five and the Chief Judge, if the information concerns city security at large. It was the senior Pre-Cogs who discovered the existence of the Judge Child, initiating Judges Dredd, Hershey, Lopez and Larter's search for Owen Kryslar across the galaxy.

Trans-D specialises in studying and monitoring the known parallel dimensions mirroring Mega-City One, in particular the Dead World, the place where Judge Death and the Dark Judges originate. Despite the proven existence of parallel dimensions, Psi Division still has very limited powers in entering or communicating with these separate realities and so its activities, largely conducted in complete secrecy, are confined to monitoring and reporting on what is found – and whether or not a risk to the city is posed.

K-Unit is the team dedicated to the use of offensive and defensive psionic talents. Few Judges have the ability to use the powers of the mind for inflicting mental, emotional or physical damage and, following the appearance of Shujan, Warlord of Ji, it has been realised that pursuing psionic talent to such ends is inherently destabilising and dangerous for the Justice Department. Nevertheless, when necessary, K-Unit can be summoned to use their combative powers in defence of the city or against certain powerful psionic foes.

Psyker-Unit monitors criminal psions – psykers – who are in the employ of organised criminal gangs. Psyker-Unit uses a broad palette of psionic talents to identify, monitor and then report to Sector Houses, the activities and movements of psykers, allowing the Street Judges to act on the information. As many psykers have their own, formidable psionic defences, Psyker-Unit's work is not always easy and it remains a full-time job for the Psi Judges who are assigned to its duties.

TEK DIVISION

The Justice Department has always maintained a healthy interest in the development and deployment of technology in the war against crime. This interest has diversified considerably: Tek Division is not simply a division of engineers and mechanics but a talented and wide-reaching division of scientists. Tek Division involves itself in research and development into just about every scientific area. With the considerable financial reserves of Justice Department at its disposal, Tek Division has advanced scientific knowledge in many areas ignored by the private scientific community. Tek Division has successfully investigated teleportation, dimensional travel, cloning, exotic disease, space travel and so forth. Working with the Med and Psi divisions it has made scientific advances that dwarf those of the 20th and 21st Centuries.

The visible face of Tek Division are the rank and file Tek Judges. As part of one of the largest divisions of the Justice Department outside of Street-Div, the Tek Judge has the opportunity to pursue his technical training to almost any end. All Tek Judges spend the first four years of their career in the vehicle bays and armouries of Sector Houses, where they are engaged in maintaining and repairing equipment – although a few of the luckier ones are assigned to join street patrols where their unique skills can prove beneficial to many investigations of technologically advanced crimes. After four years, Tek Judges have the opportunity to transfer to a specialist research division where they become involved in specific areas of design, research, development and maintenance.

SPECIALIST TEK UNITS

Weapons: The Weapons unit is involved in the research and development of the Justice Department arsenal. The oldest of the specialised Tek units, Weapons was created in the early days of Justice Department when it became apparent that President Booth was taking an ever-more dangerous direction to committing America to atomic war. Judge Fargo's advice to Chief Judge Solomon was to prepare the Judges for war by concentrating on armaments and the tools for civil defence. That logic has prevailed and the Weapons Unit of Tek Division focuses on developing and improving all the arms and armament Justice Department needs in performing its role. Weapons Unit developed the Mk I Lawgiver, including perfecting the ability of the weapon to fire specialised ammunition and the DNA recognition sensors built into every Lawgiver's grip, preventing non-Judges from using the weapon. The unit also developed weapons such as the sonic cannon, which is used more by Citi-Def units than Judges but which provides a valuable part of the city's



defensive arsenal. More intriguing products of Weapons Unit include riot foam – especially successful in subduing the angered masses safely – and stumm gas, which is far more brutal in its approach to controlling civil unrest.

Vehicles: With such a vast area to be controlled and with such a complex highway infrastructure, the Justice Department needs the very best and most diverse vehicles it can develop. Vehicles Unit specialises in researching, developing and manufacturing new vehicle designs, refining existing models and researching potential new prototypes. From the V-Unit R&D labs have come the Manta tank, the Land Raider and the ubiquitous H and P wagons. Vehicles also has an entire wing dedicated to the space fleet; the small compliment of starships occasionally used for long-range missions within and without the solar system. Members of the V Unit are all skilled drivers, flyers and pilots but also have the requisite skills for maintaining and augmenting the craft they are familiar with.

Forensics: The Forensics Unit works closely with the Med Judges to apply forensic science to existing cases and for developing more advanced forensic techniques to aid Justice Department's work. Detailed medical forensics is the province of the Med Judges but technical and scientific forensics are handled by the Tek Judges of Forensics Unit: ballistics, computer forensics, vehicle forensics, building forensics and so forth. A highly motivated – some would say obsessive – team, with a highly specialised job, Forensics Units are found at each Sector House supporting local law enforcement, as well as having a headquarters at the Grand Hall of Justice.

Psi Sciences: Working with Psi Division, Psi-Sciences develops the machinery and science that supports and augments the work of Psi Division; technology to both enhance and restrict psionic powers. Psi Sciences are also responsible for Justice Department's ongoing research into teleportation, time travel and dimensional travel, using the unique capabilities of Psi Division to inform the development and testing processes. Psi Science's work is highly secretive and conducted in the fortified, shielded, underground bunker-laboratories far beneath the Hall of Justice.

Space Sciences: Astronomers, planetologists and astrophysicists, the Tek Judges of Space Sciences specialise in the study of the galaxy. Their work has contributed much to the Justice Department's ability to understand alien civilisations and has enhanced the effectiveness of Justice Department spaceships, such as Justice 1. A small department, Space Sciences tends to follow a narrow agenda and spends much of its time assisting other Tek

Judges with their projects; but whenever there is a need for any Judge to make an off-world expedition, Space Sciences usually provides an assessment report and briefing for the Judges concerned.

Life Sciences: The Life Sciences unit concerns itself with the flora and fauna of the Earth, particularly so given the wild mutations that have arisen since the Atomic War and the Apocalypse War. Life Sciences collects specimens, studies them and then extrapolates the results to assist with the work of the Justice Department. For example, the phenomenon of the stookie's anifax gland, which reverses aging, has been widely studied by Life Sciences in conjunction with Space Sciences. The unit's Mutation Studies Group is renowned for its understanding of the effects of mutation and how to handle those who use mutation to turn to crime. The biggest inter-unit co-operation is with the Med Division: Life Sciences and the Med Division have worked closely on cloning research, brain and memory manipulation (as witnessed in the work done on Mean Machine Angel) and other areas designed to either enhance the effectiveness of Judges or manipulating the psyche of perps.

SJS

The Special Judicial Squad is a semi-independent organisation within the Justice Department, responsible for monitoring the behaviour of all Judges within Mega-City One. Routinely, the SJS handles all complaints made against specific Judges, making recommendations to Sector Chiefs for disciplinary proceedings. However, the SJS's fearful reputation comes from the power they have at their disposal when investigating a fellow Judge for corruption and murder – their authority is absolute and their jurisdiction all-encompassing. Even senior Judges are not immune to investigation, interrogation and arrest at the hands of the SJS if they prove wanting. The SJS usually operates as small self-contained squads of Judges charged with specific investigations, though they have been known to assign undercover SJS Judges within regular street patrols in order to monitor the behaviour of Judges going about their normal duties.

The reputation of the SJS is well justified; Judges who form its ranks are all proven hardliners with a track record for being merciless applicants of the law where standard perps are concerned and equally diligent when it comes to judging their colleagues. The SJS Judges are selected for their implacability, absolute dedication, complete loyalty to their division chief and obsessive dedication to rooting-out – and dealing with – internal corruption. Most Street Judges are wary of their involvement in any case at any level and rightly so: on occasions the SJS's obsession with identifying and crushing wrong-doing within the Justice Department

has led to some rash and incorrect decisions. Many Street Judges would rather handle instances of Judge wrong-doing themselves rather than get the SJS involved directly, mainly because they can take the time to investigate impartially and thoroughly. The SJS would take a similar approach but their hard-line attitude means that minor, sometimes justified, transgressions are twisted into unforgivable instances of guilt that send otherwise good Judges for a stretch on Titan.

Another issue with the SJS, and one that cannot be overlooked, is the entire Judge Cal incident. When the insane Deputy Chief Judge and head of the SJS, seized control of Mega-City One, the SJS became his praetorian guard: most were brainwashed into pledging loyalty but some were quite obviously keen to offer their loyalty without the need for brainwashing. In Cal's reign the SJS became an instrument of terror, abusing their powers to a degree that would forever tarnish their reputation. After Cal died, deputy Chief Judge McGruder worked hard to restore the SJS's reputation and systematically weeded-out all those who exhibited the excessive traits Cal exploited. Still, the whole Cal incident is remembered by many rank and file Judges and there is the unspoken belief that, for all McGruder's work, the SJS could be all too ready to adopt a similar, power-abusive position, if similar circumstances were to arise.

INTERNAL INVESTIGATIONS

All Judges are subject to periodic Accountability tests conducted by the SJS. A Judge's arrests and case files are scrutinised and challenged and, if any questionable area is uncovered, the Judge is summoned before an SJS investigator to explain the circumstances. These interrogations are hard, uncompromising and often uncomfortable. The Judge is subject to constant lie detector monitoring throughout and the SJS probe into every tiny detail before they are satisfied that the Judge is clean.

To see if a Judge is subject to an Accountability investigation, roll 2d6 each year. If the result is a natural 2, then the SJS investigate. If the Judge has failed any Law check through rolling a natural 2, then that particular case is the focus of the investigation. The Judge must succeed in an Influence 8+ roll to satisfy the SJS that no corruption or wrongdoing has taken place. If he fails, the SJS launches a more detailed investigation, going through the Judge's entire arrest and case records searching for evidence that will build a case against him. The Referee should adjudicate such circumstances, either abstracting the results or perhaps using the investigation as the basis for a scenario.

RESPONSIBILITY OF JUDGES

No Judge is above the law. Any Judge who breaks the law, either unconsciously or deliberately, is subject to investigation by the SJS. Every Judge is obliged to report any colleague who is suspected of abusing his or her power or transgressing the law to the SJS Judge assigned to his Sector.

Of course, not every Street Judge fulfils this obligation unless there is clearly no alternative course of action. There are numerous mitigating circumstances that could and should, be taken into consideration before a Judge is judged, and many rank and file Judges simply do not believe that the SJS approach an internal investigation with this mitigation in mind. However, any Judge who fails to report a colleague's wrongdoing is guilty of withholding information and perverting the course of justice and will, himself, be subject to SJS scrutiny.

Referees – and players – therefore need to look carefully at how their characters conduct themselves. Any Judge character who abuses his position is liable for an investigation; and his colleagues have a duty to report him to the SJS...

DISCIPLINARY ACTION

Despite the assurances of the Justice Department's Public Relations Unit, Judges are only human and very few will go through their careers without some form of disciplinary action staining their records. Each Judge is expected to be the perfect embodiment of a hard but fair judicial system but they risk their lives every day patrolling the streets, ensuring the safety of a population who, by and large, are ungrateful. When a Judge turns bad, if only for a brief moment, it is of great concern to the Justice Department and disciplinary action tends to be both harsh and swift.

Whilst Judges have the benefit of a fifteen year long training program, players do not and so it is somewhat inevitable that minor transgressions of the law will occur throughout the game. However, it has also been made clear throughout the Judge Dredd game as to just what being a Judge truly entails and so players should make special efforts in order to curb more excessive behaviour. When a player in control of a Judge performs an action that is contrary to the nature of Judges and the Justice Department, the Referee should warn the player of the consequences of his actions. He may get away with nefarious behaviour for a while but, sooner or later, the Justice Department *will* find out what he is doing. It may even be another Player Character Judge who



informs the SJS or the Sector Chief of his activities. When a Player Character is caught by the Justice Department performing actions that are unbecoming of a Judge, the Referee has four options of disciplinary action that he can impose upon the player, each depending on the severity of his transgressions:

PENAL COLONY OF TITAN

This is the dread sentence every Judge fears. With a minimum sentence of twenty years, criminal Judges are sent to the penal colony on the moon of Titan to serve an agonising term of hard labour. Humans cannot breathe the thin, almost non-existent, atmosphere of Titan and so prisoners are biologically modified to function in this harsh, cold environment. Upon completing their sentence, prisoners are returned to earth, where they are carefully watched by the Justice Department as they try to adapt to becoming normal citizens and leave behind their shattered lives. Servitude on Titan is generally reserved only for the most heinous of crimes: treason, mass murder and murder of a fellow Judge. Any Player Character Judge sent to Titan is generally assumed to have been removed from the campaign.

CURSED EARTH PENAL WORK CAMPS

With a minimum sentence of ten years, it is believed in the higher circles of the Justice Department that imprisonment within a Cursed Earth penal camp is somewhat less harsh than Titan, though prisoners may not be so sure. Frequent rad-storms and raids by mutant gangs can often end a prisoner's life in the most brutal of ways and the hard labour forced upon them claims still more. Upon returning to Mega-City One, prisoners are vetted by the Justice Department to ensure they have picked up no Cursed Earth infections or mutations but are then left to fend for themselves as ordinary citizens. Imprisonment within the penal camps is usually reserved for blatant transgressions of the Law - accepting bribes, torturing citizens and embezzling Justice Department funds can all earn a Judge a place in the Cursed Earth. As with servitude on Titan, any Player Character Judge assigned to a penal camp may be assumed to have been removed from the campaign.

DISCHARGE

Judges not convicted of actual crimes may still be discharged from the Justice Department. This is usually the course of action taken for Judges who flagrantly disobey regulations, such as having a love affair with a citizen or fellow Judge or who simply fail to make the grade as a worthy Judge despite their years of training. Such Judges, whilst no longer permitted to take the law to the streets, are often offered

auxiliary positions within the Public Surveillance Unit or as aides to Sector Chiefs, though some opt to leave the Justice Department altogether and adopt the life of a citizen. In very rare cases, a Judge with a previously exemplary record may not be discharged and instead reprimanded. Any Judge discharged from the Justice Department is assumed to have been removed from the game unless every Player Character Judge is simultaneously discharged for gross negligence.

THE LONG WALK

Where a Judge has clearly exhibited an error of judgement that does not warrant a criminal penalty – or if he simply decides that he cannot serve on the streets to the best of his ability any longer – he can opt to take the Long Walk.

Equipped with his Lawgiver and a shoulder-arm of his own choice, the Judge leaves Mega-City One via the Sector One gate and strides, alone, into the Cursed Earth, ostensibly to bring justice to the lawless masses of the American wastelands. If a Judge is retiring honourably, then his walk out of the city is marked by an Honour Guard and a volley of Lawgiver fire. If he is taking the option for less honourable reasons, then his passage out of the city is marked only by those who choose to come and see him off. Taking the Long Walk (or being asked to think about taking it) is considered severe enough a penalty to atone for minor transgressions since the survival rate for most Judges is weeks or months, rather than years.

STREET JUDGES

The Street Judges are the rank and file of the Justice Department. Its most visible presence, they are responsible for the routine enforcement of law and order on Mega-City One's streets.

Every Street Judge is assigned to a Sector for a minimum period of 4 years. At the end of this period they may be transferred to a new Sector, in order to broaden their knowledge and experience or be retained at the existing Sector, to continue their good work. Some senior Judges, like Dredd, for example, are allowed 'free street' status; that is, they are not assigned to a Sector and are allowed to patrol Mega-City One's streets under the direction of the Council of Five or the Chief Judge according to where the Judge will be most effective. For most Player Character Judges, however, a Sector assignment is mandatory.

Judges are expected to work semi-independently but it is the norm for Judges to be grouped into small teams of between 3 and 6 known as Patrols. A Patrol works a certain area, performing a certain duty, for one or more watches (see below). The members of the Patrol are the first call for back

up and are expected to know where their colleagues are at any given time and to offer necessary support automatically. It is common for Patrol members to work different areas whilst on duty, rather than remaining in a group but how the Patrol deploys is down to its members to decide. If a Patrol includes a Senior Judge, then he takes command of the Patrol. If not, a Patrol Head must be assigned and this is usually a decision taken by the members of the Patrol with the Patrol Head role being assigned to a different team member each watch. Some Patrols do not switch their Patrol Head, having formed a comfortable working unit with a natural leader.

DAY IN THE LIFE OF A JUDGE

A typical day for a Street Judge begins when his first shift (or watch) starts. There are three eight-hour shifts within each day – A-Watch (beginning at 06:00hrs), B-Watch and C-Watch (ending at 06:00hrs). These shifts usually begin when the Judge awakes from his mandatory eight hours sleep (or ten minutes in a sleep machine) and so each Street Judge will take two shifts in every 24 hour period. He breakfasts and then attends a compulsory briefing session at Sector House control for a general overview of what he can expect to encounter in the sector during his shift, this being conducted by a duty officer known as the Watch Commander. Every Sector House usually has three Watch Commanders and once the briefing is over, Tac Group Leaders organise Street Judges into their patrol groups and assign them specific duties or details. Unlike the Watch Commanders, Tac Group Leaders will oversee their colleagues' activities on the street personally or by radio contact. Responding to the unpredictability of Mega-City One crime and Justice Department cutbacks, Judges may be called upon to work a second consecutive shift and sometimes twenty-four hour stretches are necessary. Under these circumstances, Judges are ordered to take ten minutes in the Sleep Machine prior to embarking upon another patrol. Drug stimulants are usually carried on patrol to counteract further signs of fatigue.

DUTIES AND DETAILS

Tac Group Commanders (always Senior Judges) assign every Patrol with a Detail for that watch. The Details and duties are summarised in the Watch Detail table. The Referee acts as the Tac Group Commander and may either assign a specific detail or case, or role randomly to determine the activities for the watch.

WATCH DETAIL

2d6	Detail	
2-8	General Patrol	
9-12	Special Detail (Roll 2d6):	
	2	Block Patrol
	3	Block War
	4	Crime Blitz
	5	Crowd Control
	6	H Wagon Duty
	7	Mall Detail
	8	Pat Wagon Duty
	9	Specific Case
	10	Surveillance
	11-12	Traffic Detail

General Patrol

The Patrol is assigned to general Lawmaster patrol of a particular area within a Sector. Essentially the Judges are providing a visible street presence to deter crime and deal with spontaneous petty and serious crimes committed within their patrol area.

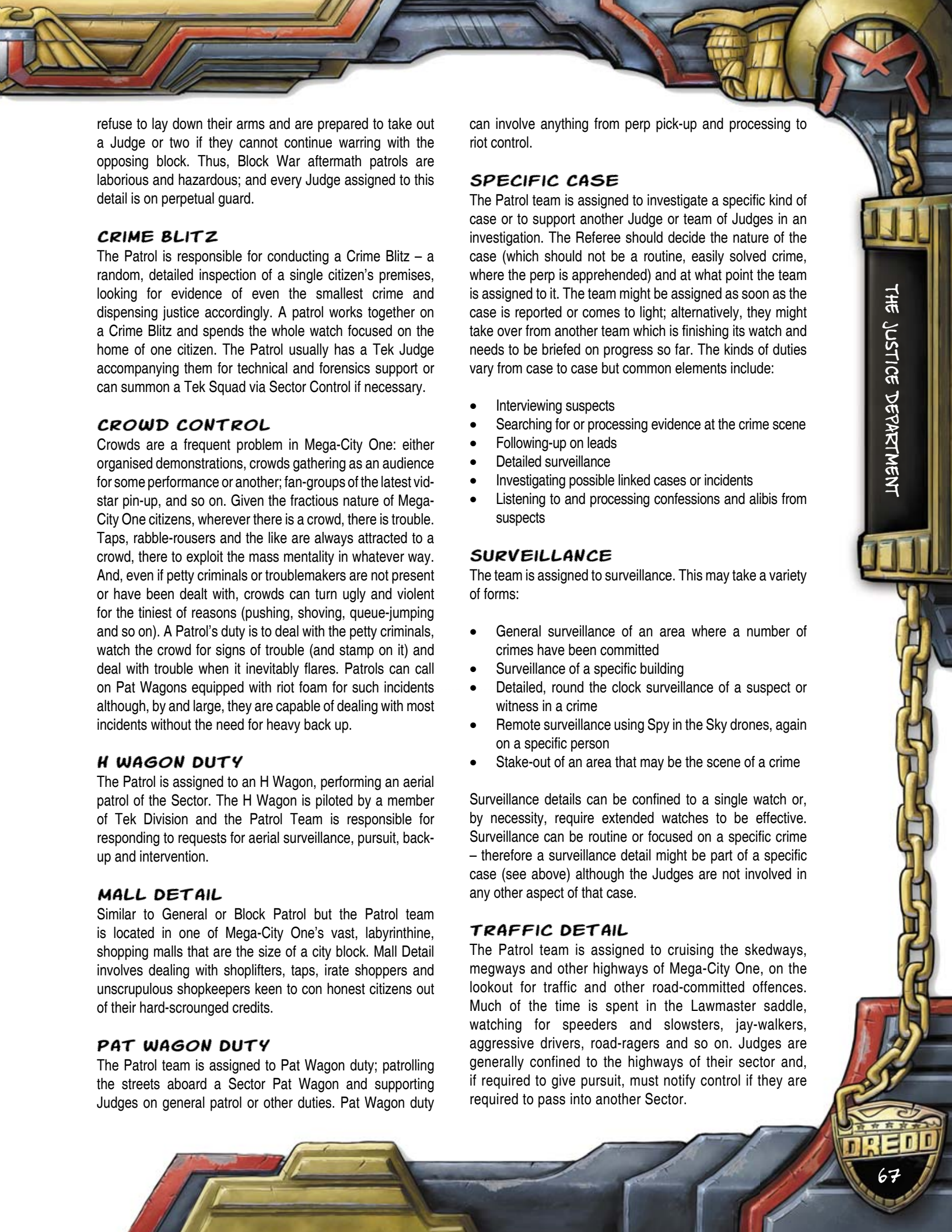
Block Patrol

As for General Patrol but the Patrol team is assigned to a specific City Block where they patrol its levels, boulevards and plazas.

BLOCK WAR

The patrol is assigned to assist in quelling a Block War in their sector. Block Wars are incredibly difficult to control and require the full arsenal of a Sector House: H Wagons, Pat Wagons, Riot Squads, Manta Prowl tanks and so forth. A variety of tactics are used – from sonic cannon to stun combatants, through to surgical heavy-weapon strikes on the most recalcitrant and heavily defended offenders. As a result, the patrol may be involved in any and all of these activities.

One area of a Block War they will be involved with is the aftermath. Floor-by-floor crime blitzes of a city block inevitably follow a Block War, with teams of Judges using lie detectors to verify who, and who was not, involved in the carnage. Tek Judges frequently accompany these patrols gathering essential forensic evidence which is used to support arrests and sentencing. Common dangers involve combatants who



refuse to lay down their arms and are prepared to take out a Judge or two if they cannot continue warring with the opposing block. Thus, Block War aftermath patrols are laborious and hazardous; and every Judge assigned to this detail is on perpetual guard.

CRIME BLITZ

The Patrol is responsible for conducting a Crime Blitz – a random, detailed inspection of a single citizen's premises, looking for evidence of even the smallest crime and dispensing justice accordingly. A patrol works together on a Crime Blitz and spends the whole watch focused on the home of one citizen. The Patrol usually has a Tek Judge accompanying them for technical and forensics support or can summon a Tek Squad via Sector Control if necessary.

CROWD CONTROL

Crowds are a frequent problem in Mega-City One: either organised demonstrations, crowds gathering as an audience for some performance or another; fan-groups of the latest vid-star pin-up, and so on. Given the fractious nature of Mega-City One citizens, wherever there is a crowd, there is trouble. Taps, rabble-rousers and the like are always attracted to a crowd, there to exploit the mass mentality in whatever way. And, even if petty criminals or troublemakers are not present or have been dealt with, crowds can turn ugly and violent for the tiniest of reasons (pushing, shoving, queue-jumping and so on). A Patrol's duty is to deal with the petty criminals, watch the crowd for signs of trouble (and stamp on it) and deal with trouble when it inevitably flares. Patrols can call on Pat Wagons equipped with riot foam for such incidents although, by and large, they are capable of dealing with most incidents without the need for heavy back up.

H WAGON DUTY

The Patrol is assigned to an H Wagon, performing an aerial patrol of the Sector. The H Wagon is piloted by a member of Tek Division and the Patrol Team is responsible for responding to requests for aerial surveillance, pursuit, back-up and intervention.

MALL DETAIL

Similar to General or Block Patrol but the Patrol team is located in one of Mega-City One's vast, labyrinthine, shopping malls that are the size of a city block. Mall Detail involves dealing with shoplifters, taps, irate shoppers and unscrupulous shopkeepers keen to con honest citizens out of their hard-scrounged credits.

PAT WAGON DUTY

The Patrol team is assigned to Pat Wagon duty; patrolling the streets aboard a Sector Pat Wagon and supporting Judges on general patrol or other duties. Pat Wagon duty

can involve anything from perp pick-up and processing to riot control.

SPECIFIC CASE

The Patrol team is assigned to investigate a specific kind of case or to support another Judge or team of Judges in an investigation. The Referee should decide the nature of the case (which should not be a routine, easily solved crime, where the perp is apprehended) and at what point the team is assigned to it. The team might be assigned as soon as the case is reported or comes to light; alternatively, they might take over from another team which is finishing its watch and needs to be briefed on progress so far. The kinds of duties vary from case to case but common elements include:

- Interviewing suspects
- Searching for or processing evidence at the crime scene
- Following-up on leads
- Detailed surveillance
- Investigating possible linked cases or incidents
- Listening to and processing confessions and alibis from suspects

SURVEILLANCE

The team is assigned to surveillance. This may take a variety of forms:

- General surveillance of an area where a number of crimes have been committed
- Surveillance of a specific building
- Detailed, round the clock surveillance of a suspect or witness in a crime
- Remote surveillance using Spy in the Sky drones, again on a specific person
- Stake-out of an area that may be the scene of a crime

Surveillance details can be confined to a single watch or, by necessity, require extended watches to be effective. Surveillance can be routine or focused on a specific crime – therefore a surveillance detail might be part of a specific case (see above) although the Judges are not involved in any other aspect of that case.

TRAFFIC DETAIL

The Patrol team is assigned to cruising the skedways, megways and other highways of Mega-City One, on the lookout for traffic and other road-committed offences. Much of the time is spent in the Lawmaster saddle, watching for speeders and slowsters, jay-walkers, aggressive drivers, road-ragers and so on. Judges are generally confined to the highways of their sector and, if required to give pursuit, must notify control if they are required to pass into another Sector.

MED JUDGES

Med Judges fulfil a triple role: the welfare and treatment of Judges and citizens (including perps injured whilst being apprehended); staffing the Sector House hospital wings; and research, working closely with Tek Division and Psi Division on specific research projects.

Though trained to be compassionate, Med Judges soon become hardened to the realities of Mega-City One, inured to the terrors the citizens can inflict upon themselves and the Street Judges. The majority of Med Judges can be found within ambulance back-up squads or toiling away within the hospitals of the Sector House across the city, working to heal Street Judges in order to get them back onto the streets as quickly as possible.

The first four years of a Med Judge's career are spent attached to the hospital wing of a Sector House, rotating duties between tending to the injured in the med-bays and working the meat wagons in attendance at the scene of an incident or accompanying a Patrol team in its typical watch duties (although Med Judges tend to be summoned to a scene, rather than there as part of a Street Judge unit). After this initial four year term, Judges can transfer to other Sectors and gain the opportunity to specialise, joining the research teams who work under the aegis of the Hall of Justice but are based at laboratories and research facilities scattered across the city.

Senior Med Judges are able to specialise further within Med Division, researching cures to diseases, terminal radiation and lethally concocted poisons. Within a street patrol, the Med Judge is the best ally any of his colleagues may have – his specialised skills can often mean the difference between life and death to a seriously injured Street Judge wounded in the line of duty.

WALLY SQUAD

Justice Department's undercover team, the Wally Squad is tasked with attaining deep-cover and penetrating the underclasses of Mega-City One, posing as a citizen, perp or potential perp in order to bring criminals to justice.

The Wally Squad Judges are often treated with derision by those from Street Division but their undercover operations to infiltrate the largest criminal organisations within Mega-City One have proved vital to keeping law and order. To become a Judge in the Wally Squad is to leave behind much of the training of the Academy of Law and few have the aptitude

necessary to adjust. A Wally Squad Judge becomes, to all intents and purposes, a citizen and his old colleagues often notice a great shift in attitude towards the application of the law. It has been known for Wally Squad Judges to sink too far into their cover identity and 'turn native,' sometimes escaping from the Justice Department completely to take over and run the criminal organisations they were sent to destroy. Wally Squad Judges are never deployed as part of ordinary street patrols.

WALLY SQUAD CAMPAIGNS

As Wally Squad Judges are fundamentally different to other Justice Department divisions (being in plain clothes, for one), it is recommended that every member of a Player Character group be a part of a Wally Squad team, rather than a single individual. This makes it easy to keep Wally Squad characters integrated into the flow of play. Nevertheless, extensive undercover ops are an excellent basis for a Judge Dredd campaign, with their own dangers, challenges and issues in the pursuit of justice.

OTHER DIVISIONS

ACCOUNTS DIVISION

The Justice Department is the most powerful organisation within Mega-City One but like all great bodies it is dependent on a steady credit flow to maintain a competent level of public service. The Accounts Division (Acc-Div) works tirelessly to maintain fiscal records, balance ledgers, set the annual budget for Justice Department operations and enforce taxes charged to citizens. A succession of disasters over the last three decades has damaged Mega-City One's finances, forcing the Justice Department to curb its recruitment programmes and cut back on support for Street Judges.

ATLANTIC DIVISION

Mega-City One's territory extends 2,000 kilometres across the heavily polluted Black Atlantic ocean, halfway to Brit-Cit and marked by the undersea service-plex of Atlantis. Atlantic Division is responsible for patrolling these waters, ensuring both Justice Department and civilian transports are protected from pirates, mutant marine life forms and freak meteorological disturbances. Atlantic Division also polices the Mega-City One docks under the auspices of the Harbour Squad. Despite having learnt many painful lessons from its defeat at the onset of the Apocalypse War, long-standing budget restrictions mean Atlantic Division has yet to upgrade the fleet (including the underwater SKUNK missile defence stations) to efficiency levels comparable with Brit-Cit's own, smaller navy.

WALLY SQUAD



THE JUSTICE DEPARTMENT



PUBLIC SURVEILLANCE UNIT

The PSU is the organisation behind Mega-City One's millions of street cameras and Spy-in-the-Sky units. Its brief is to monitor the public lives of all citizens from the moment they leave their apartments to when they once more enter and lock the door behind them. Tek personnel assisted by robots sort through the information gathered by the cameras and then classify it as one of four categories: benign, suspicious, threatening or dangerous. A suspicious rating prompts further surveillance and a long-term archive, as will threatening but the latter often validates the passive involvement of Street Division operatives. A dangerous rating is automatically routed to Street Division so that immediate action – preventative or curative – can be undertaken with minimum delay. The PSU is headquartered within the Statue of Judgement in Sector 44, governed by a 'nerve centre' sited in the Statue's rockcrete head. Though citizens are unaware of this, the location of PSU is an everyday warning to all Judges that nobody is above the Law. One day, their own indiscretions may be captured on film slug and used against them. For twenty-two years, Judge Jura Edgar was head of PSU. Her lengthy tenure and high success rate proved decisively that few were better suited to the role but her obsession for information-gathering overstepped its bounds when Jura tried to blackmail high-ranking Judges with secret information contained within the so-called 'Cal Files,' a legacy of the terrible deeds carried out by the tyrannical Chief Judge Cal in 2101. When Chief Judge Hershey came to power in 2122, one of her first acts was to remove Jura from her post and exile her to Cursed Earth Work Camp 17. Hershey subsequently appointed former SJS Chief Niles as the new head of PSU.

SPACE CORPS

Space-Div augments the local administration of off-world colonies populated wholly or partially by Mega-City One expatriates. Many of these colonies have been founded on mineral-rich sites creating a basic local economy and a foundation for trade links between the colony and Mega-City One. It is standard practice for the Justice Department to leave the more remote colonies to settle their own disputes but should they be threatened or attacked by hostile forces, Space-Div can provide a swift military response by way of the Space Corps, an army of Judges and civilian soldiers backed by a mighty array of weaponry including starfighters and deep space battle cruisers.

COE

COE stands for Covert Operations Establishment – the undercover espionage wing of the Justice Department employed to counteract threats to Mega-City One and outlying territories by native or alien parties through the

gathering of tactical intelligence that is then disseminated to other Divisions for further analysis. The COE is incredibly secretive – more so than the SJS – and it reports directly to the Chief Judge rather than through the Council of Five.

SECTOR HOUSES

The Sector House is the base for Judges and the representation of law in each of Mega-City One's 305 separate sectors. All Judges will spend at least part of their career stationed at a Sector House; each functions as a miniature Grand Hall of Justice and is the headquarters of personnel assigned to maintain the law within the boundaries of a single sector. Sector Houses provide temporary detention facilities for criminal suspects until they can be properly dealt with by the judicial system and holding pens for convicted perps en-route to the iso-cubes. Every sector house has interrogation suites, armouries, briefing rooms, vehicle garages, offices and communication and control centres, the latter being responsible for co-ordinating the movements and activities of all on-duty Judges, notifying them of crimes in progress and arranging the all-important back-up. Sector Houses are built like fortresses; spiked with artillery to keep the more dangerous citizen riots and lunatic fringe groups at a distance and, perhaps most importantly, to keep perps and suspects in so that they can be processed.

Some Sector Houses were built before the Atomic War and are easily identified by their height, as pre-atomic Sector Houses stand at around fifteen to thirty storeys high, whereas more recent constructions start at around fifty storeys. All Sector Houses are built to approximately the same dimensions and can easily accommodate two hundred staff, though numbers of three hundred and above are sometimes crammed into their confines to deal with sectors suffering from high crime rates. All Sector Houses have at least one large garage where Lawmasters, Pat-Wagons and H-Wagons are maintained and repaired. Most Sector Houses also have a hospital wing where injured Judges, citizens and perps receive treatment for the kinds of wounds and injuries that do not require immediate transfer to a hospital. The medical facilities are not extensive and Judges are kept isolated from citizens and perps but, staffed by the highly competent Med Division Judges, they offer good medical facilities for dealing with the kinds of trauma most likely to have been incurred during the application of justice: cuts, bruises, contusions, concussions, broken bones, stab-wounds and gunshot wounds.

The Sector House is powered by highly efficient fusion power generators designed to keep the wheels of justice moving and these are isolated from the main grid in the event of a



sector blackout. A state of the art megaband communications centre located at the top of the Sector House ensures any reports of crime or information vital to the welfare of the sector can be instantly processed and relayed to any Judge patrol in the vicinity. Sensors built into the holding posts that proliferate across Mega-City One relay information back to Sector Control: that a perp has been locked to one, when, the Judge who put him there, and brief details of the sentence. After criminals are arrested, they are brought into check-in areas by Catch Wagons where they are processed and locked in sub-level holding cubes pending delivery to an iso-block where they will serve their sentence.

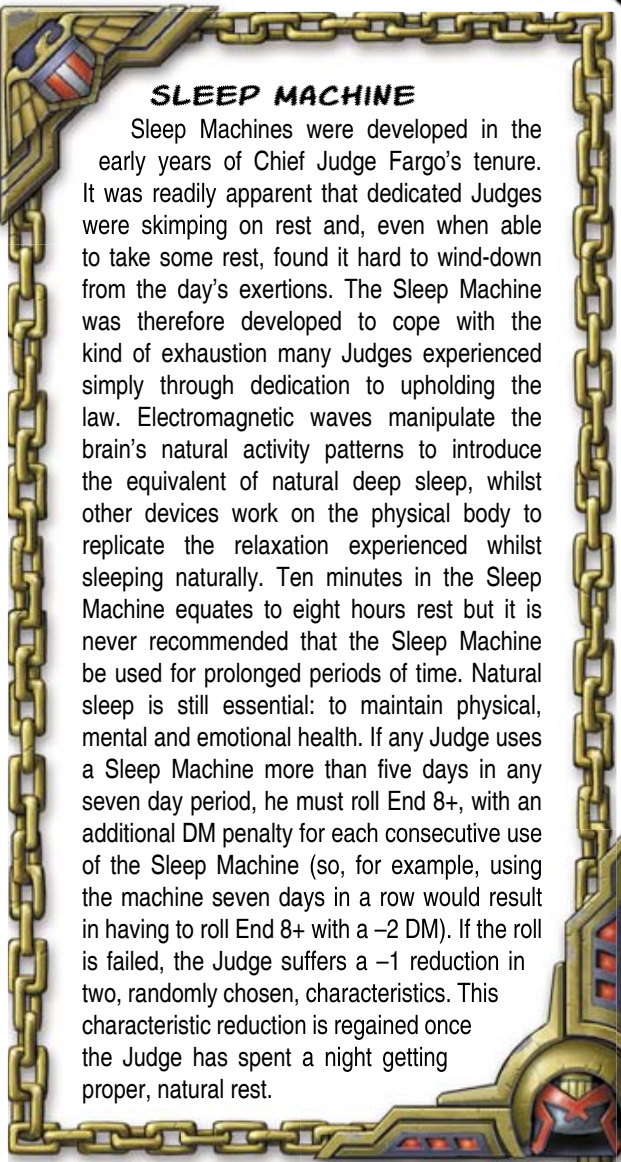
The higher floors of the Sector House are reserved for Judges alone, containing briefing rooms, research areas, offices and, sometimes, dormitories that Judges can use to catch some much needed rest. The briefing rooms fill several times a day with crime reports and updates on the state of the sector while a few levels above are the offices of the Watch Commanders and Sector Chief, who is the de-facto Chief Judge of the entire sector. The Sector Chief receives regular – sometimes hourly – reports on the crime levels within the sector and, although the organisation of the Judges is left to the Watch Commanders, he or she sometimes orders for patrols to be quickly restructured in response to or anticipation of, local circumstances. The support staff of the Sector House are every bit as efficient and busy as their colleagues out on the streets: the information is constant – twenty four hours a day, seven days a week, never pausing, rarely ebbing.

STREET JUDGE ROUTINES

At the start of each watch, Street Judges head to the armoury to restock their weapons and equipment before attending the essential briefing session for their watch. The briefing session is a mixture of verbal address by the Watch Commander and direct information feed via the Justice Department's advanced brain-interfaces. Verbal briefings run through the highest priority items, allowing the Watch Commanders to take questions and stress matters of particular importance or urgency. The direct info-feeds are concentrated bursts of information concerning low-level matters, crime statistics, incident updates and other information pertinent to the sector. This is the conveyance of pure facts that do not require questioning but which each and every Judge needs to know in preparation for his watch.

Once the briefing round (taking no more than ten minutes) is complete, Judges go straight to their assignments, details of

SLEEP MACHINE



Sleep Machines were developed in the early years of Chief Judge Fargo's tenure. It was readily apparent that dedicated Judges were skimping on rest and, even when able to take some rest, found it hard to wind-down from the day's exertions. The Sleep Machine was therefore developed to cope with the kind of exhaustion many Judges experienced simply through dedication to upholding the law. Electromagnetic waves manipulate the brain's natural activity patterns to introduce the equivalent of natural deep sleep, whilst other devices work on the physical body to replicate the relaxation experienced whilst sleeping naturally. Ten minutes in the Sleep Machine equates to eight hours rest but it is never recommended that the Sleep Machine be used for prolonged periods of time. Natural sleep is still essential: to maintain physical, mental and emotional health. If any Judge uses a Sleep Machine more than five days in any seven day period, he must roll End 8+, with an additional DM penalty for each consecutive use of the Sleep Machine (so, for example, using the machine seven days in a row would result in having to roll End 8+ with a -2 DM). If the roll is failed, the Judge suffers a -1 reduction in two, randomly chosen, characteristics. This characteristic reduction is regained once the Judge has spent a night getting proper, natural rest.

which are communicated by the direct info-feed. If a Judge is being assigned to a specific case, he usually receives an additional verbal briefing by the Watch Commander and this includes those Judges (if any) who have already been involved with the case.

Off-duty Judges can grab food in the staff canteen, practice their shooting skills on the firing range, enjoy valuable time off in the rec-decks or catch up on their sleep in the dormitories. If a major emergency beckons, ten minutes in a Total Relaxation Inducer (or Sleep Machine) will serve almost as well as a good night's rest.

THE JUSTICE DEPARTMENT



ADDITIONAL, ADVANCED JUSTICE DEPARTMENT EQUIPMENT

The standard equipment of a Judge is described in the **Equipment** chapter, beginning on page 92. However, additional, advanced resources are available to Judges via their Sector House and these items of equipment are detailed below.

CYCLOPS LASER CANNON

Though famous for its mounting upon the Lawmaster bike, many other Justice Department vehicles also sport the high-powered Cyclops Laser Cannon for it is a truly versatile weapon. Given a much greater powerplant to draw upon, such as that found within H-Wagons, the laser cannon can operate continuously, without the need for a lengthy recharge time after each shot. For details of the Cyclops Laser Cannon, see page 102.

FIRE FOAM JET

Using the same fire retardant chemicals as the fire foam canister, the jets mounted on the fire fighting vehicles of the Justice Department are capable of instantly putting out all fires of huge size or smaller within their area of effect. The fire foam jet fires its chemicals in a 20 metre long cone.

JUDGE HOUND

All SJS Judges carry the Judge Hound, a hand-held device that can track the ident chip contained in any Judge's belt up to a range of 40 kilometres. If the ident chip is removed or lost, the Judge Hound can be recalibrated with a Mechanic or Engineer (electronics) roll of 8+ to home in on the Judge's helmet radio transmissions.

RIOT FOAM

Used primarily by riot squads, riot foam is carried in large, pressurised containers slung across a Judge's back. A high-powered nozzle is carried like a rifle from which a Judge may spray several perps simultaneously. Riot foam solidifies on contact with air, holding any subject completely immobile and unable to take any action until freed with the use of specialised riot foam cutters carried in every Pat and H-Wagon. Though immensely strong, riot foam remains porous, allowing those held within to breathe

freely. Any subject within the riot foam's area of effect will be automatically held immobile, though it is possible to break free with a Str 12+ roll.

RIOT FOAM JET

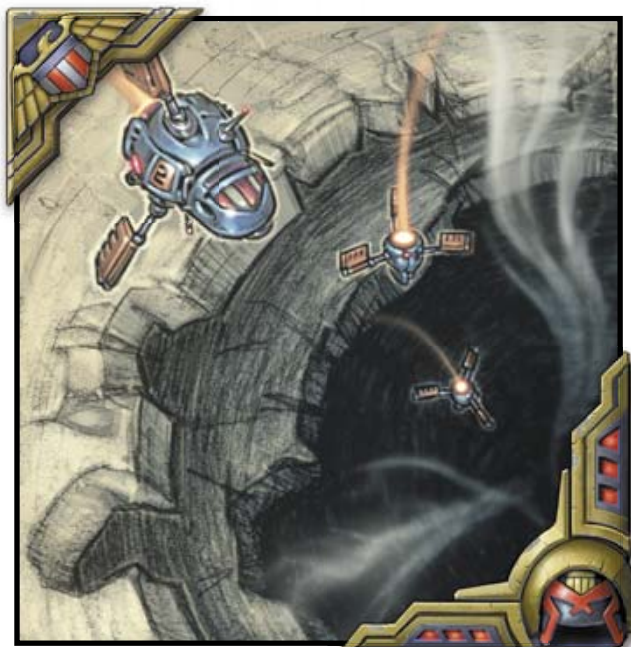
A far more efficient way of dispensing riot foam, the jets mounted on the larger Justice Department vehicles allow the Judges to immobilise a large number of perps at once without causing any permanent harm. The riot foam jet will automatically effect all targets within its 20 metre long cone.

SJS HELMET RADIO

All Mk II helmets used by SJS Judges contain a special chip that allows them to tune into reserved SJS frequencies, kept far apart from those channels used by other Judges. Standard issue helmets are deliberately designed to be unable to tune into these frequencies, allowing the SJS to conduct investigations without subjects ever knowing they are taking place.

SPY-IN-THE-SKY CAMERA

The thousands of Spy-in-the-Sky cameras spread throughout the city form the core of the Public Surveillance Unit's arsenal of equipment used to monitor the citizens and Judges as they go about their daily lives. Small and discreet, the Spy-in-the-Sky is a very small robot equipped with a strong anti-gravitic powerplant and powerful telescopic lens which it uses to relay visual information back to PSU when deployed to monitor known and suspected perps.



Evading a Spy-in-the-Sky requires a successful Stealth 9+ roll. The target number for the roll is increased by 1 for every additional Spy-in-the-Sky despatched to monitor a suspect. Once evaded, the subject under surveillance must continue to make a Stealth 8+ for every twenty minutes that either a sector surveillance team or PSU is hunting for him. If the roll is failed he has been picked up by a Spy-in-the-Sky and one additional unit is automatically summoned to make it harder for the creep to evade surveillance again.

STREET CANNON

The 20mm street cannon is one of the oldest weapons within the Justice Department and has found uses on many different vehicles. Aside from a few modifications to its ammunition feed, it has changed little throughout the years. The bike cannon found on the Lawmaster is a cut-down derivative of the street cannon demonstrating how truly versatile this weapon is. The larger street cannon found on other vehicles has selectable ammunition feeds, permitting them to switch between solid, flare and stumm gas rounds at the desire of the user. The flare round illuminates a circular area of 30 metres and lasts for 1 minute. The stumm gas round is detailed on page 98.

STUMM GAS DISPENSER

Similar in design to the riot foam jet, the stumm gas dispenser found on larger Justice Department vehicles permits the Judges to pacify incredible numbers of rioting citizens in a short period of time. The stumm gas dispenser fires in a 60 foot cone, with all living creatures within this area being affected as if by a Stumm round (see the **Equipment** chapter, page 98).

ZIPPER BIKE

Developed for use in the low gravity environment of Luna-1, the 'Zipper' Lawmaster hover-bike has made increasing appearances above the streets of Mega-City One as part of the newly commissioned sky patrols. The Zipper is heavily based on the chassis of the original Lawmaster and retains the trusted Cyclops and bike cannon armament, though the Notron powerplant is replaced with a super-charged Teka-Tek anti-grav drive that can propel this bike through the air at far superior speeds to the Mk III Lawmaster.

Dimensions	
Height	1,156mm
Width	970mm
Length	2,700mm
Wheelbase	—
Weight	180kg
Fuel Capacity	50 litres
Powerplant	Teka-Tek anti-grav drive
Full Speed	600kph
Max Speed	520m/round
Acceleration	100m/round
Deceleration	130m/round
Cost	MCr. 2.5
Statistics	
Skill	Flyer (grave)
Agility	+1
Crew	1
Open/Closed	Open
Armour	12 (saddle, fuel tank)
Hull/Structure	2/2
Weapons	2 x Bike Cannon, Cyclops Laser

Weapon	Range	Rapid Fire	Damage	Recoil	Mass	Magazine	Weapon
Street Cannon	Ranged (rifle)	Auto 6	3d6+8	2	8	100	Street Cannon

JUDGE DREDD



I AM THE LAW!

Judges have the powers of arrest and instant sentencing over Mega-City One's citizens; when a Judge passes a sentence on a lawbreaker, it is his final word. There is no defence attorney, no jury of Twelve Good Men and True, no defendant's testimony. There is just the Judge – and he represents justice.

The system of justice is not designed to repress citizens (the fact that it can, has done and does, is irrelevant); it is designed to protect them (from themselves and others) and impart order in a city that is essentially a nation-sized powder keg. Instant justice gets the guilty off the streets swiftly; harsh sentences ensure they stay away and act as a deterrent to would-be lawbreakers who mistakenly believe that crime does pay.

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So, Judges have an immense amount of power invested within them. Appeals can be mounted but only with good cause. Usually, what a Judge says, goes and when he says you pull time... then you pull time.

To ensure that the law is applied fairly and justice served no matter what the circumstances, Judges spend a vast amount of time at the Academy of Justice and afterwards, studying the Laws of Mega-City One, both as part of refresher training and in their spare time. A Judge's training includes the levels of training given to lawyers, advocates, magistrates and court-system judges. Every Judge has to be able to rapidly weigh-up the evidence, assess the facts, cross-examine witnesses, listen to whatever pleas or excuses a suspect has to offer and then arrive at the right conclusion. Judges spend years practicing these skills before they even approach Full Eagle Day and when they finally hit the streets they are well-versed in all the techniques, knowledge and assessment they need to employ when dealing with everything from littering to multiple murder.

SWORN DUTIES OF A JUDGE

- A Judge is NOT an executioner – perps should be brought to justice and serve their time in an iso-cube. It is difficult to question a perp and arrest his associates if he is lying on the conveyor belt at Resyk. However, Judges have the absolute authority to respond with lethal force if a perp endangers a Judge, a citizen or Mega-City One as a whole. A Judge will only coldly execute human wrongdoers under the most extreme of circumstances: collaboration with a hostile foreign power, for example.
- A Judge should always use the *minimal* and most *appropriate* force necessary – do not use a Lawgiver when a daystick will do.
- Citizens may not be subjected to unwarranted violence.
- Perps must always be given a chance to surrender. Justice cannot be served if they are dead.
- It is the duty of every Judge to report non-sanctioned or illegal activities committed by their fellow Judges as a matter of course. No one is above the law.
- The full resources of the Justice Department are behind you at all times. You can query MAC for information, call in Psi, forensics or a riot squad. Just ask PSU to follow a suspect or monitor a vid-phone call or have Weather Control rain upon an illegal demonstration. Judges are not lone law enforcers – they have the backing of a massive organisation.
- Judges uphold and enforce the Law – they do not interpret it.

- Judges have an incredible range of equipment and almost supreme authority. Do not abuse the trust the citizens have placed in you.
- Above all, do not use armour-piercing shells on a charging fatty, ricochet in a classroom, bike cannon on a crowded megway and do not annoy the SJS!

THE LAW SKILL

Whenever a Judge has to call upon the law for some reason – be it interpreting the facts of a crime, recalling precedence for a similar situation or crime, or even passing sentence, he makes a roll against his Law skill. For full details on how the Law skill works, see the **New Skills & Special Techniques** chapter, page 49.

MAKING AN ARREST

Judges are *not* executioners. It is their role to police the citizens of Mega-City One and root out the bad elements that threaten life and civil order. To this end, a Judge may not simply take to the street with his Lawgiver, shooting every perp that crosses his path. A rigid system of law and order has been devised to govern the city and the Judges are the direct instruments of that system. When discovered, a Judge must make *every* attempt to arrest, sentence and arrange transportation of the perp to an iso-cube to serve the punishment for his crime.

The imposing authority of a Judge in full uniform is *usually* enough to make most perps surrender immediately, dropping their weapons and ceasing any criminal activities, leaving the Judge free to make the arrest. However, some perps are truly desperate and are willing to risk even the wrath of a Judge in order to remain free.

To successfully make an arrest without resistance, a Judge must present himself to a perp and issue a verbal challenge. Only one Judge may call upon a perp or group of perps to surrender at any one time. A perp must be able to see or hear a Judge in order for an arrest to be attempted. It also needs noting that a perp must be able to both hear and *understand* the Judge making the arrest – dumb animals and many aliens will simply not understand what the Judge is trying to do.

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Whenever a Judge attempts to call on a perp to surrender, the Judge rolls Influence 8+. Applied to this roll as a negative DM is the perp's Desperation DM (see below). If the Judge succeeds, the perp will *immediately* cease what he is doing, drop his weapons and submit himself for arrest. If the Judge fails his Inf 8+ roll, the perp carries on fighting, committing his crime or evading the Judge – the Judge will then have to subdue the perp physically if he is to be brought to justice. Once a Judge has failed an Influence roll to arrest a perp (or perps) called to surrender then the perp can automatically ignore all subsequent challenges to surrender made by the Judge.

PERP DESPERATION

Every perp has a Desperation level, rated from -6 to +6. This is a measure of how desperate a perp is to avoid arrest and thus how willing he is prepared to take extreme measures in avoiding it. Perps with high Desperation levels (-4 and higher) will stop at nothing to escape justice – be that taking hostages, endangering the innocent, risking shoot-outs and so forth. Perps with lower Desperations (-1 or -2, for example) are more likely to simply run and hide or perhaps risk a half-hearted shoot-out before surrendering.

If a perp has a *positive* Desperation – and this will be rare – then he is actively seeking to be arrested; perhaps as a call for help or because he genuinely enjoys the thrill of being caught lawbreaking, being reprimanded by a Judge and then being sentenced. Mega-City One has many such oddballs, such as Edwin the Confessor, who readily confesses to crimes he has not committed in the hope of being arrested and punished.

ADDITIONAL DMS FOR MAKING AN ARREST

In addition to the perp's Desperation level, various other DMs are applied to the Judge's Influence roll when attempting an arrest, as the table overleaf details:

Circumstances

DM to Judge's Influence Roll

Every additional Judge in perp's sight	+1
Every pat-wagon or H-wagon in perp's sight	+2
Every Manta Prowl Tank in perp's sight	+3
Perp in cover	-4
Every ally of perp within sight and not dead or arrested	-1
Judge is Injured	-2
Judge is Seriously Injured	-4
Perp is Injured	+1
Perp is Seriously Injured	+2

HOLDING POSTS

Once a perp has been successfully arrested (whether he surrendered or was subdued), it is standard procedure for a Judge to handcuff him to one of the (literally) millions of holding posts scattered far and wide throughout Mega-City One and then call his Sector House to send a Catch Wagon to pick the perp up for transport to the iso-cubes. Holding posts are made of the finest plastisteel and are nearly impossible to destroy or escape from. A holding post is considered be able to withstand 100 points of damage and has integral armour protection of 12 points. They may be found on practically every street in Mega-City One and a Judge never has to travel further than 2d6x10 metres to find one. A Judge may, optionally, choose to wait with the perp until the Catch Wagon arrives. This can be time consuming and is not standard procedure but may prove prudent in the event of apprehending a particularly dangerous perp.

There are also those rare occasions, usually involving incredibly remorseful perps (and those with positive Desperation levels) where a Judge can simply order the perp to find the nearest holding post and wait for the Catch Wagon. This can be successfully attempted if a perp has a positive Desperation level and if the Judge succeeds in an Influence 6+ roll. Usually, though, no Judge takes the chance and ensures that his perp is cuffed securely before filing the sentence via his hand or bike computer.

SENTENCING

Before a Judge continues his patrol or current investigation, he must sentence the perp to a period of time in the iso-cubes. The arresting Judge's word is final for sentencing (subject to further evidence being uncovered at a later date and many crimes have variable sentences permitted, allowing a Judge to use his own discretion and still remain within the law); however, a Judge who is consistently too

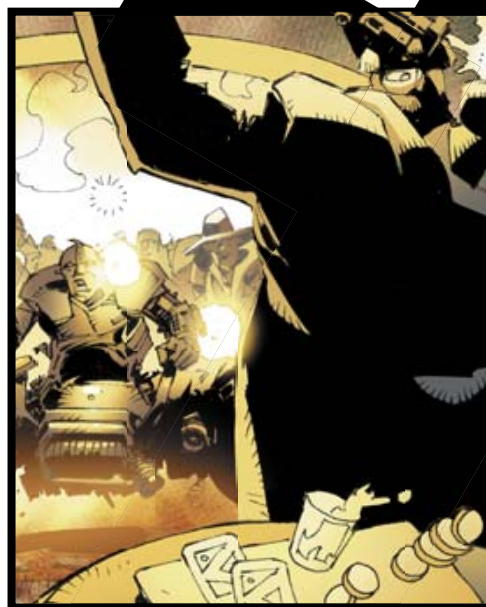
harsh or too lenient may well be investigated himself and disciplined. The guide below may be used by players to determine a suitable sentence for any perp they arrest, be it time spent in an iso-cube, a credit fine (paid directly to the Judge's Sector House) or some other punishment.

General crimes are gathered into Codes and then into Sections, with a Section determining the specific crime. When sentencing, Judges may quote the Code and Section to the perp (and must always file this information when logging an arrest) but are not obliged to do so.

CODE 1: HOMICIDE/SEXUAL ASSAULT

Despite the fact that life is cheap in Mega-City One, murder is still a heinous crime that the Judges do not tolerate. Any citizen caught in the act of killing or attempting to kill, another, faces the stiffest penalties. Code 1 offenders receive no time-off for good behaviour and no parole; Life means Life, with their sentence served amongst similar offenders.

Section	Offence	Sentence
1	Premeditated murder of a Judge during the execution of his duty	Life
2	Premeditated mass murder (spree or serial killing)	30 years-Life
3	Premeditated murder	15 years-Life
4	Prolonged abuse or neglect resulting in death	8-40 years
5	Manslaughter (unlawful killing with no malicious intent, accidental or incidental death caused while involved in lesser category crimes)	8-25 years
6	Rape and Murder	30 years-Life
7	Rape and Attempted Murder	30 years-Life
8	Rape	18-40 years
9	Sexual Assault	10-25 years



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CODE 2: ASSAULT

Assault is a depressingly common occurrence in Mega-City One. Pent-up aggression is usually the cause and attempts to control it, such as the ill-fated Aggrodomes, have usually come to nought. Citizens are expected to control their emotions but many find that lashing-out comes all-too easily.

Section	Offence	Sentence
1	Assault of a Judge resulting in actual or grievous bodily harm	10-20 years
2	Assault of a citizen resulting in grievous bodily harm	3-12 years
3	Assault of a citizen resulting in actual bodily harm	1-8 years
4	Torture	8-15 years
5	Assault with a deadly weapon	6 months-2 years
6	Common assault or brawling	3 months-2 years

CODE 3: CITY SECURITY

The security of Mega-City One is paramount, particularly in the wake of the Apocalypse War. The Security of the City Act enshrines Mega-City One's sanctity and it can be invoked by any Judge who has substantial reason to believe that the overall security of the city is under threat. This is never a step taken lightly and any Judge who invokes the act or the sentence of Execution (under the infamous section 34b), must be in a position to fully justify his decisions and actions.

Section	Offence	Sentence
1	Treason or Espionage	Life
2	Any action likely to lead to citywide death and destruction	Life
3	Collaboration with a hostile foreign power during wartime	Execution
4	Interfering with a Judge engaged in protecting the security of Mega-City One	Execution

CODE 4: ROBBERY

Like assault, robbery is depressingly prevalent. With little prospects of a job, far too much free time and the ever-present pressure to have the latest of everything, many citizens are all-too ready to resort to robbery and piracy to gain what they want. The most careful robbers may even get away with their ill-gotten gains – for a while, but robbery, whether a carefully-planned heist or an opportunistic street mugging (or 'tapping') is dealt with harshly by the Judges.

Section	Offence	Sentence
1	Armed robbery with violence	18 years-Life
2	Armed robbery	10-30 years
3	Hijacking	8-20 years
4	Mopad Piracy	10-30 years
5	Looting	2-10 years
6	Tapping (mugging)	5-30 years
7	Wrecking	10-25 years

CODE 5: BURGLARY

Even though Mega-City One properties are fitted with advanced security systems, burglars, particularly the clever ones, always find a way to gain access to property and its occupant's personal possessions. Like robbery, burglary is met with stiff sentences.

Section	Offence	Sentence
1	Burglary	10-20 years
2	Breaking and Entering	8-20 years
3	Possessing equipment to be used for burglary	2-5 years
4	Trespass	6 months-3 years

CODE 6: THEFT & THEFT-RELATED OFFENCES

Minor theft and related offences receive a more lenient treatment than burglary and robbery but still harsh nonetheless. Casual theft, such as shoplifting and pick-pocketing (known as 'dunking') are a major social nuisance and offenders do not receive a warning or a caution; the appropriate sentence is levelled whatever the circumstances.

Section	Offence	Sentence
1	Shoplifting	1-5 years
2	Dunking (pick-pocketing)	2-5 years
3	Theft (unless covered by Codes 4 or 5)	2-15 years
4	Dealing in stolen goods	6 months-5 years
5	Possession of stolen property	3 months-5 years

CODE 7: ARSON

Although many of the millions of buildings in Mega-City One are made from fire-retardant materials or are equipped with fire control systems, arson is still considered a heinous crime that must be punished with the harshest sentences. In a city where 400 million people are crammed into high-rise spaces, the deliberate act of starting a fire is considered to be on a par with murder.

Section	Offence	Sentence
1	Setting fires with intent to cause death	Life
2	Setting fires with intent to damage property	30 years-Life

CODE 8: MEDICAL & SCIENTIFIC

The medical advances of the 22nd Century are astonishing. There is a constant demand for replacement body parts (the Resyk Centres recycle corpses legally, deriving 107 useful things from each cadaver) and internal organs, leading to a grim black market where people are kidnapped and have organs forcibly removed or their entire bodies sold to unscrupulous research scientists working on their latest insane scheme.

Mastering of technology at the molecular level has brought the ability for faces to be completely altered within minutes, using face changing devices. Of clear benefit to determined and desperate perps, this kind of technology is not banned, because of its clear medical benefits; but is strictly controlled.

Additionally, cybernetics have been a possibility since the early 21st Century, with cybernetic limbs and other enhancements available under specially licensed conditions. There are still those underground, unlicensed clinics where cybernetic modification can be bought illegally, giving certain criminals an edge on their competition and the Judges.

Section	Offence	Sentence
1	Unlicensed practising of medicine	3-15 years
2	Unlicensed experimentation	10-20 years
3	Unauthorised possession of controlled biological, chemical or mutagenic substance	15 years-Life
4	Body Sharking	15 years-Life
5	Organ Legging	15 years-Life
6	Body Snatching	Life
7	Possession and/or implementation of banned cybernetic implants	3-15 years
8	Unlicensed Cloning	5-20 years
9	Possession of unlicensed face changing machinery	5-15 years
10	Use of face changing machinery to assist a perpetrator of crime	15-30 years

CODE 9: CRIMINAL DAMAGE

Expressions of pent-up rage, as well as general impatience with ineffective equipment, are treated swiftly and sternly. Of particular annoyance to the city and the Justice Department, is the act of 'scrawling' – tagging public spaces with painted graffiti. Following the Marlon 'Chopper' Shakespeare affair, scrawling has diminished but occasionally flares again, usually in response to some perceived slight or social miscarriage.

Section	Offence	Sentence
1	Robot Smashing	5-15 years
2	Criminal Damage	6 months-10 years
3	Vandalism	3 months-6 years
4	Scrawling	1 month-1 year

CODE 10: ILLEGAL IMPRISONMENT & ABDUCTION

The law is simple: abduct and imprison someone and you can expect to be imprisoned yourself. For all the lack of general liberty in Mega-City One, forcibly holding someone against their will (unless the Judges do it) is a major crime – as reflected in the sentencing.

One particularly abhorrent crime is the practice of Chump Dumping. Here, aliens are conned into visiting Earth (and Mega-City One) as tourists or refugees, paying extortionate sums to the runners who organise the passage. In deep space, the passenger pod of the spaceship is jettisoned, without life support, leaving the poor occupants to die alone whilst the perps pocket the transit fee. Chump Dumping tends to be controlled by the Mob gangs and other organised crime groups.

Section	Offence	Sentence
1	Kidnap (abduction with ransom demand)	20 years-Life
2	Chump Dumping	Life
3	Abduction	15 years-Life
4	False imprisonment	10-30 years
5	Hostage taking	10-20 years
6	Incitement to kidnapping	5-10 years

CODE 11: CIVIC & FINANCIAL

Water-tight computerised accounting and financial regulation, in the wake of the infamous 'Credit Crunch' of the very early 21st Century, means that most major financial transactions are controlled by incorruptible AIs and computerised systems that do not know the meaning of greed and take the most sensible fiscal decisions based on long-term planning, calculated risk and close observance of previous recessions and depressions. That said, some citizens can get away with relatively low-levels of financial malfeasance, such as minor counts of tax evasion, but financial 'white collar' crimes tend to be few and far between.

Gambling, illegal in Mega-City One since its formation, falls into Code 11. But betting on the outcome of all manner of activities (rat fights, robot fights, dog fights, mutant fights, skyboard races, the vicious Mega-City 5000 bike race) still happens from slums, through shuggy halls to the penthouses of the rich and famous. The Mob controls a lot of illegal gambling through their devious 'numbers rackets' but often gambling is ad-hoc and opportunistic. TV game shows are exempt from the gambling laws but only because extensive and complex charters exist to ensure that pure chance and controls on the sums waged are firmly in place.

Section	Offence	Sentence
1	Bigamy	1 year per count
2	Unlicensed adoption	1 year per count
3	Gambling	1-5 years
4	Tax Evasion	Cr. 5,000 fine-8 years
5	Blackmail	2-30 years

CODE 12: TECHNOLOGY

Any advances in technology leads to an exploitation of that technology for criminal ends, no matter what the safeguards. Most technology crime is covered under other codes, so Code 12 deals with certain specific crimes, such as tampering with robots, building WMDs and computer hacking. Deliberately planting aggression chips in robots, thereby breaking their conditioning to serve and obey humans, is viewed with special severity following the Robot Wars.

Section	Offence	Sentence
1	Implanting aggression chips into robots	15-30 years
2	Illegal possession or trading of war or assassin droids	3-15 years
3	Unauthorised construction of weapons of mass destruction	10 years-Life
4	Computer hacking	3-20 years



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CODE 13: PUBLIC ORDER

Maintaining public order is a major challenge for the Judges. Riots and acts of mass public disorder flare all too easily in such a densely populated city, and one with 87% unemployment and unhealthy levels of aggression.

The pinnacle of Code 13 violations is Block War, when neighbouring city blocks begin blasting the hell out of each other, floor by floor and with whatever weapons come to hand, for the most trivial of reasons. Block War is difficult to contain, owing to the sheer size of the city blocks, the number of citizens involved and the ferocity of the fighting, and so Judges come down very heavily on Block War participants and instigators. Once a Block War has been halted, the offending city blocks are sealed and Judges conduct apartment-by-apartment searches, interviewing each and every citizen to uncover their participation in the fracas. Birdie lie detectors (as well as physical evidence – secreted weapons, spent shell cases, grappling lines, suckers and so on) quickly establish guilt.

Yet Block War has its uses. In the aftermath of the war Judges have the opportunity to investigate many citizens and thus uncover many undiscovered or unsolved crimes. And, as Block War tends to result in huge arrest rates, some city blocks become surprisingly depopulated in a short space of time, allowing the vast waiting lists of those wanting block accommodation to find block housing at long last.

Section	Offence	Sentence
1	Block War participation	15 years-Life
2	Rioting	3-15 years
3	Agitation and rabble-raising/incitement to riot	1-15 years
4	Obstruction	3 months-2 years
5	Unlawful assembly	3 months-1 year
6	Drunk and disorderly	Compulsory rehab + 2 years

CODE 14: PUBLIC NUISANCE

Crazes and faddish pursuits started out of innocent boredom or a need to create something new can rapidly turn into a nightmare for the majority who do not share the enthusiasm. Some pursuits, like Boinging®, are simply too dangerous when not conducted under controlled conditions. So it is that certain pursuits become classified as Code 14 Public Nuisance Violations.

The Code also includes activities, such as running on a moving walkway, which, whilst not necessarily an endangerment to others (but could become so), simply flouts the rules put in place to regulate behaviour.

Section	Offence	Sentence
1	Boinging® in a public place	20 years
2	Low level or dangerous sky surfing/bat gliding	3 months-20 years
3	Peeping	6 months-2 years
4	Loitering	6 months-1 year
5	Loitering with intent	1 year-3 years
6	Littering	Cr. 100 fine or up to 1 year; 2-5 years for a repeat offence
7	Jaywalking	3 months-2 years
8	Running on a public walkway/walking on a public runway	3 months-1 year
9	Begging	1-12 months
10	Intentional wasting of Justice Department time	1 month-1 year
11	Smoking in public	1-3 years + compulsory detox
12	Incitement to commit a crime	1-12 months

CODE 15: TRAFFIC

Mega-City One's roads are incredibly dangerous places. First there is the sheer complexity of the road system; satellite navigation systems and auto-control remove some of the hazards of this complexity but people still become utterly bewildered by the spaghetti-like strands of highway that permeate the city, sometimes several kilometres above the ground. Couple that with the sheer speed of some vehicles – and the fact that the roads are never quiet – and the need for draconian traffic codes becomes apparent.

Section	Offence	Sentence
1	Driving under the influence of drink or drugs	5-15 years, plus life ban
2	Dangerous driving	2-15 years, plus life ban
3	Driving while banned/without a permit	1-5 years
4	Speeding, slow driving, lane weaving, light jumping	Cr. 5,000 fine or up to 2 years, plus a driving ban of 5-20 years
5	Driving an un-roadworthy or dangerous vehicle	Cr. 1,000 fine or up to 2 years
6	Parking violation	Cr. 1,000 fine or up 30 days

CODE 16: PSI

Psions are not illegal in Mega-City One – after all, the Justice Department maintains its own Psi Division – but those rare individuals who do display psionic talents must be registered as soon as their abilities become apparent. A parent who knows their child is psionic but fails to register them is guilty of a Code 16/3 violation; not the child himself. Once registered, the abilities that the psion can use are logged and made accessible to the Justice Department via MAC. Using a power or talent that one is not licensed to use is a Code 16/2 violation.

Section	Offence	Sentence
1	Knowing or premeditated use of a psionic or psychic ability to cause injury or death	30 years-Life
2	Unauthorised use of psionic or psychic abilities	5-15 years
3	Unregistered psionic or psychic abilities	1-5 years

CODE 17: EMPLOYMENT

In a city of 400 million, most are unemployed. Many of the routine jobs humans would once have filled have been either automated or can be accomplished far more cheaply and efficiently by robots. As a consequence, the chances of having a meaningful job in Mega-City One are slim. Unemployment, and how to handle it, is taught as part of the school curriculum in a bid to equip people for the tedious reality of having nothing to do.

Given this situation, Code 17 relates to the labyrinthine employment laws of the city. Moonlighting – holding down two jobs at once – for example, denies *someone else* a job and so is illegal. Employing robots to carry out tasks designated for humans does similar. Likewise, some tasks are assigned specifically to robots because they are too complex or hazardous for humans to undertake – despite the fact that many humans simply do not care, as long as they can work.

Section	Offence	Sentence
1	Employing citizens without a licence	1-15 years
2	Breach of health and safety regulations	Cr. 1,000 or up to 2 years
3	Moonlighting	5 years per job
4	Employing robots in a human-specific task	5-8 years
5	Employing humans in a robot-specific task	5-8 years

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CODE 18: FRAUD & FORGERY

Fraud and forgery are refined arts in Mega-City One, even given the advanced antifraud measures built into official documents, permits and so on. Practised forgers and counterfeiters are masters of their craft, capable of replicating most documents given enough time, resources and money, to a standard that will fool most detection devices. As most activities in Mega-City One require a permit or a license, fraud and forgery are still extensive crimes; citizens are always willing to take a risk to be able to pursue what they want to.

Section	Offence	Sentence
1	Defrauding the Justice Department	20 years-Life
2	Corporate fraud or embezzling	10-30 years
3	Trading in fraudulent goods	5-20 years
4	Counterfeiting or forgery of legal documents	8-15 years
5	Forgery	5-12 years
6	Possession of forging equipment	3-10 years
7	Knowingly trading or possessing forged or counterfeit items	2-8 years
8	Misleading description of goods or services	2-5 years

CODE 19: IMPERSONATION & DECEPTION

Given the status and power of the Judges it is little surprise that some citizens feel the need to impersonate them – either to commit a crime and (hopefully) get away with it or simply to experience the sheer thrill of striding around Mega-City One, clad in that iconic uniform and helmet and to see the looks of fear, admiration and respect on the faces of ordinary civilians as a Judge hoves into view. Naturally enough, impersonating a Judge – jimping – is a serious offence, even if the purpose is simply to attend an innocent fancy dress party. Yet impersonation and deception is not confined to jimping. With face changing technology available with relative ease, the temptation is there to have one's facial features modified to resemble those of a TV, vid or music star. This is, of course, illegal; but it does not stop unscrupulous, unlicensed (and thus illicit) face change clinics from offering this special service to those who can a) afford it b) get a real kick from looking like current vid star Britnee Woodtarn and c) want to run the risk of a year in the cubes. For the fame-hungry (and Mega-City One has lots of famished individuals), the risk is worth it.

Section	Offence	Sentence
1	Jimping (impersonation of a Judge) with intent to commit crime	10-20 years
2	Jimping for other reasons	5-10 years
3	Unauthorised use of an image of a Judge for commercial reasons	1-5 years
4	Unauthorised impersonation of a celebrity or public figure	3 months-1 year
5	Impersonation of a known criminal	6 months-2 years
6	Obtaining goods or services through deception	2-5 years

CODE 20: CONTRABAND

Exotic (and hence illegal, highly controlled or highly taxed) substances arrive in Mega-City One from many sources: other Mega Cities, the Cursed Earth and off-world. With so many of these tempting goodies banned outright, organised crime can make literal and metaphorical killings by supplying contraband merchandise at outrageous prices. Umpty Bagging – the sale of Uncle Ump's extraordinary candy – is a case in point. Psychologically addictive, the recipe was shipped off-world with its creator but that did not stop pirates from capturing Ump's lone spaceship and extorting the secret recipe from him. This counterfeit candy is now smuggled back into Mega-City One by the organised crime gangs to satisfy the needs of Umpty cravers desperate for their next fix. Similar is true for many other substances deemed too bad for public health – such as sugar, caffeine and other innocuous pleasures that were once considered harmless in the simpler days of the 20th and early 21st Centuries.

Section	Offence	Sentence
1	Possession or manufacture of illegal substance with intent to trade	5-30 years
2	Possession of illegal substance with intent to use	1-10 years + compulsory detox
3	Smuggling	8-20 years
4	Illegal or unlicensed firearm	6 months-3 years
5	Umpty bagging	5-30 years
6	Possession or trade of restricted publications	1-8 years

CODE 21: GENETIC PURITY

The war that led to the Cursed Earth created extensive and hideous mutations in many Americans. It also created fear, suspicion and loathing, rather than pity, amongst those not afflicted. Legislation early in Mega-City One's history led to the Mutant Act banning mutants from the Mega-City One environs, condemning them to life in the Cursed Earth. The act enforced regulations surrounding genetic purity, the reasoning being that all kinds of devastating diseases might infect non-mutants, giving rise to uncontrollable and exotic plagues that would destroy the remaining populace. Thus, any sign of mutation in the gene pool was considered illegal, with sufferers being automatically exiled to the Cursed Earth. Similarly, the law applied to genetic manipulation and testing that might give rise to further mutation, such as cloning (even though the Justice Department has, itself, used cloning successfully to create Judge Dredd). Code 21 offences have recently been repealed, but are included here for completeness.

Section	Offence	Sentence
1	Mutant DNA	Cursed Earth Exile
2	Concealing/harbours a mutant	1-5 years or Cursed Earth Exile



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CODE 22: POLLUTION

Mega-City One operates a sophisticated weather control system, developed in the wake of the great Climate Change Meltdown scare of the early 21st Century. However, even with the ability to programme weather down to a street-by-street level, pollution is still a major concern and is therefore clamped-down with the kind of zeal that still recalls the environmental doom-mongers of the Climate Change era. Any form of harmful pollution, be it smoking the odd cigarette outdoors or excessive noise, is an offence punishable by a spell in the iso-cubes – and Judges are provided with handheld pollution meters to record any offending outputs be they emissions or decibels.

Section	Offence	Sentence
1	Interfering with operation of Weather control	20-30 years
2	Creating atmospheric pollution	Cr. 5,000 fine or up to 2 years
3	Noise pollution	Cr. 2,000 fine or up to 2 years

CODE 23: PERVERTING THE COURSE OF JUSTICE

Any action to prevent the law from working as it should, or the agents of the Justice Department doing their job, carries an iso-cube sentence. Most citizens know better than to get in the way of a Judge but there are still those who see the Judges as oppressors and are willing to run the risk of imprisonment if it means taking a stand, however small, against the totalitarian justice regime.

Section	Offence	Sentence
1	Resisting Arrest	5-8 years
2	Escaping from Justice Department custody or imprisonment	10-20 years
3	Perp running (aiding an escape out of Mega-City One)	5-30 years
4	Perverting the course of Justice	15 years-Life
5	Aiding and abetting a known criminal	3-10 years
6	Obstructing a Judge in his duty	5-15 years

CODE 24: SECONDARY OFFENCES

Secondary offences usually accompany the offences under the sections of the primary codes and have sentences that add onto the sentence for the primary crime – or carry sentences of their own.

Section	Offence	Sentence
1	Attempt to commit any category of crime	+25%-50% of the offence's sentence
2	Conspiracy to commit any category crime	+25%-50% of the offence's sentence
3	Withholding information about any crime	2-15 years
4	Actual or attempted bribery of a Judge	10 years
5	Bribery of a citizen	2-10 years
6	Withholding evidence	10-15 years
7	Fabricating evidence	10-15 years
8	Perjury, lying to a Judge or malicious accusation	3 months-5 years
9	Persistent offender	+25% of the offence's sentence
10	Overdue library slug	Cr. 100 per slug, per day

EXCEPTIONS TO SENTENCING

Despite the impression that all Judges are iso-cube happy, the law allows for discretion based on circumstances. A Judge is never compelled to impose a custodial sentence where there are grounds or mitigating circumstances for leniency. Some examples of where a Judge can impose a different form of sentence are:

- **Criminal Activity is the Result of Insanity:** Indefinite psycho-cube observation until mental state is determined.
- **Homicidal or Compulsive Violent Behaviour, Psychotic or Sociopathic Tendencies:** Indefinite psycho-cube incarceration with occasional behavioural modifying brain surgery.
- **Clear Evidence of Future Shock:** Medical treatment in a psycho-cube until medical specialists deem the instance of futsie to have abated.
- **Obsessive/Compulsive Non-Violent Criminal Behaviour (Kleptomania, Spontaneous Confession, 'Petty Crime' Addiction):** Iso-cube incarceration. A citizen completely unable to behave and conform will be sentenced to a compulsory frontal lobotomy.
- **Crimes Resulting From a Frustration at Being Unable to Work for a Living or as a Result of Losing a Treasured Job:** Hard Labour community service for a period of time, depending on the nature of the crime. Hard labour of this kind involves community rebuilding schemes, production-line work and so forth. Often, this kind of sentence is welcomed with gratitude by those who *want* to work.

BACK-UP

Judges are trained to be able to handle the majority of incidents either singly or in Patrol groups; but, such is the nature of Mega-City One, it is sometimes necessary for Judges to call for reinforcements or specialised back-up units.

Calling for back-up is handled via the Sector House, which assesses and co-ordinates back-up resources. If the circumstances warrant it, back-up is usually automatic and consists, in the first instance, of a group of 1d6+1 additional

Street Judges who arrive on the scene within 2d6+3 minutes. The circumstances where a Judge will be *automatically* be granted back-up response are as follows:

- Judge is alone and severely outnumbered
- Judge is injured/incapacitated
- Other Judges in the squad have been seriously injured/incapacitate or killed
- The situation is clearly so severe that specialist units are essential

If none of the above apply but a Judge still requires back-up he will need to succeed in an Influence 8+ roll when contacting control. The Referee may apply a negative DM to the roll if the situation is one where the Judge should, in most circumstances, be able to handle the incident. For example, a lone Judge pursuing a group of half a dozen juve scrawlers who calls for back-up is likely to receive short-shrift from Sector House control, represented in a -4 DM to his Influence roll.

Some circumstances require specialist units to aid in the case – medical aid, Tek Judges or Psi Judges for example. Summoning appropriate aid is still handled via the Sector House and, in most cases, will be automatically granted once the Judge has described the circumstances. If the Referee believes that the circumstances are less than clear or that the Judge needs to justify the request, then an Influence roll of 8+ (with a positive or negative DM of between 2 and 4, depending on the circumstances) may be called for.

CLEAN-UP SQUAD

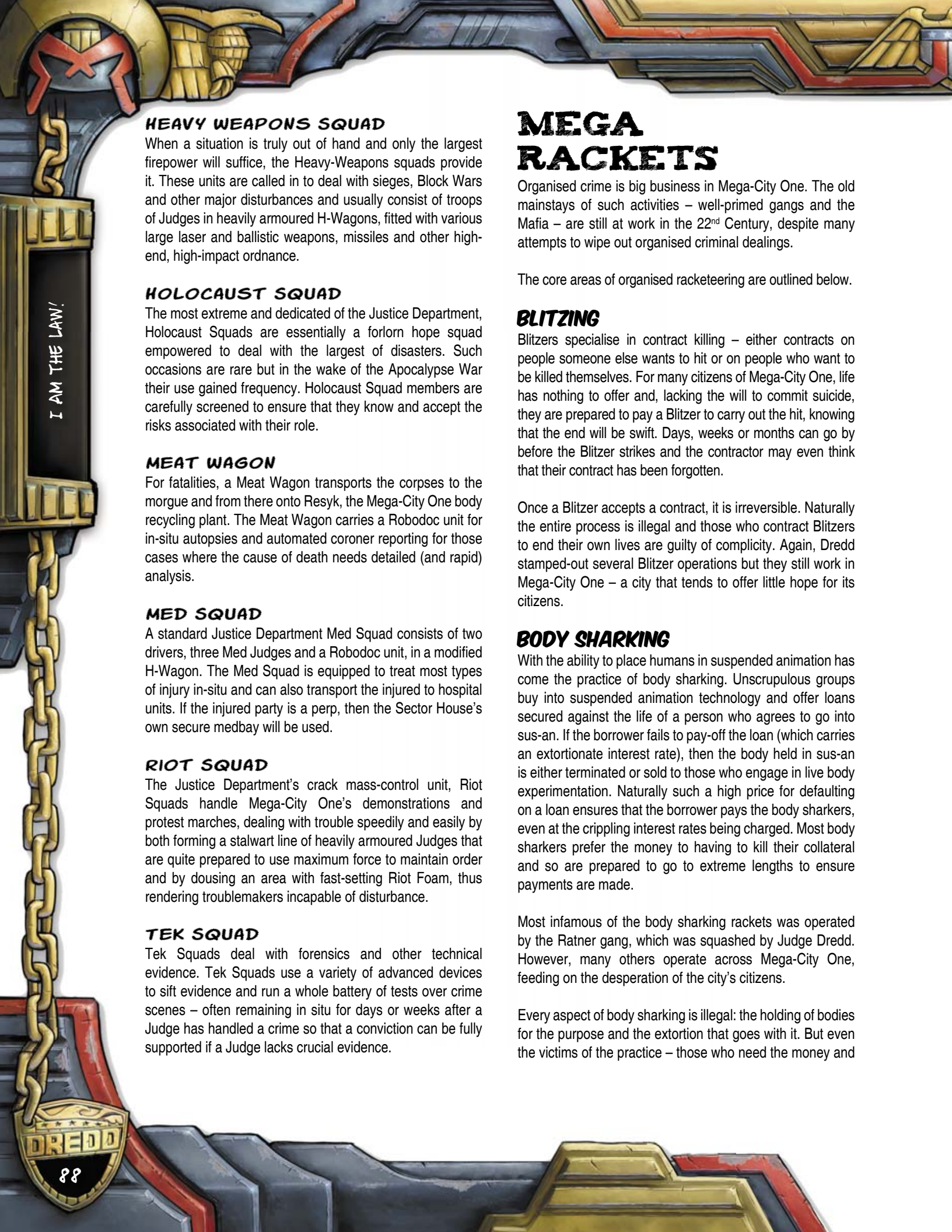
The ones who mop-up the mess, Clean-Up squads arrive in specially equipped Pat Wagons to repair, clean, cleanse and generally attempt to restore normality to a scene after Judges have been involved in some perp-related incident. Unsurprisingly, the Clean-Up squads are amongst the most overworked in the Justice Department.

FIRE SQUAD

Fire Squads are part of the Civil Administration but they work closely with the Justice Department to extinguish fires with their advanced fire-fighting vehicles and equipment, including Hover Water-cannon and Mobile Foam-carriers.

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HEAVY WEAPONS SQUAD

When a situation is truly out of hand and only the largest firepower will suffice, the Heavy-Weapons squads provide it. These units are called in to deal with sieges, Block Wars and other major disturbances and usually consist of troops of Judges in heavily armoured H-Wagons, fitted with various large laser and ballistic weapons, missiles and other high-end, high-impact ordnance.

HOLOCAUST SQUAD

The most extreme and dedicated of the Justice Department, Holocaust Squads are essentially a forlorn hope squad empowered to deal with the largest of disasters. Such occasions are rare but in the wake of the Apocalypse War their use gained frequency. Holocaust Squad members are carefully screened to ensure that they know and accept the risks associated with their role.

MEAT WAGON

For fatalities, a Meat Wagon transports the corpses to the morgue and from there onto Resyk, the Mega-City One body recycling plant. The Meat Wagon carries a Robodoc unit for in-situ autopsies and automated coroner reporting for those cases where the cause of death needs detailed (and rapid) analysis.

MED SQUAD

A standard Justice Department Med Squad consists of two drivers, three Med Judges and a Robodoc unit, in a modified H-Wagon. The Med Squad is equipped to treat most types of injury in-situ and can also transport the injured to hospital units. If the injured party is a perp, then the Sector House's own secure medbay will be used.

RIOT SQUAD

The Justice Department's crack mass-control unit, Riot Squads handle Mega-City One's demonstrations and protest marches, dealing with trouble speedily and easily by both forming a stalwart line of heavily armoured Judges that are quite prepared to use maximum force to maintain order and by dousing an area with fast-setting Riot Foam, thus rendering troublemakers incapable of disturbance.

TEK SQUAD

Tek Squads deal with forensics and other technical evidence. Tek Squads use a variety of advanced devices to sift evidence and run a whole battery of tests over crime scenes – often remaining in situ for days or weeks after a Judge has handled a crime so that a conviction can be fully supported if a Judge lacks crucial evidence.

MEGA RACKETS

Organised crime is big business in Mega-City One. The old mainstays of such activities – well-primed gangs and the Mafia – are still at work in the 22nd Century, despite many attempts to wipe out organised criminal dealings.

The core areas of organised racketeering are outlined below.

BLITZING

Blitzers specialise in contract killing – either contracts on people someone else wants to hit or on people who want to be killed themselves. For many citizens of Mega-City One, life has nothing to offer and, lacking the will to commit suicide, they are prepared to pay a Blitzer to carry out the hit, knowing that the end will be swift. Days, weeks or months can go by before the Blitzer strikes and the contractor may even think that their contract has been forgotten.

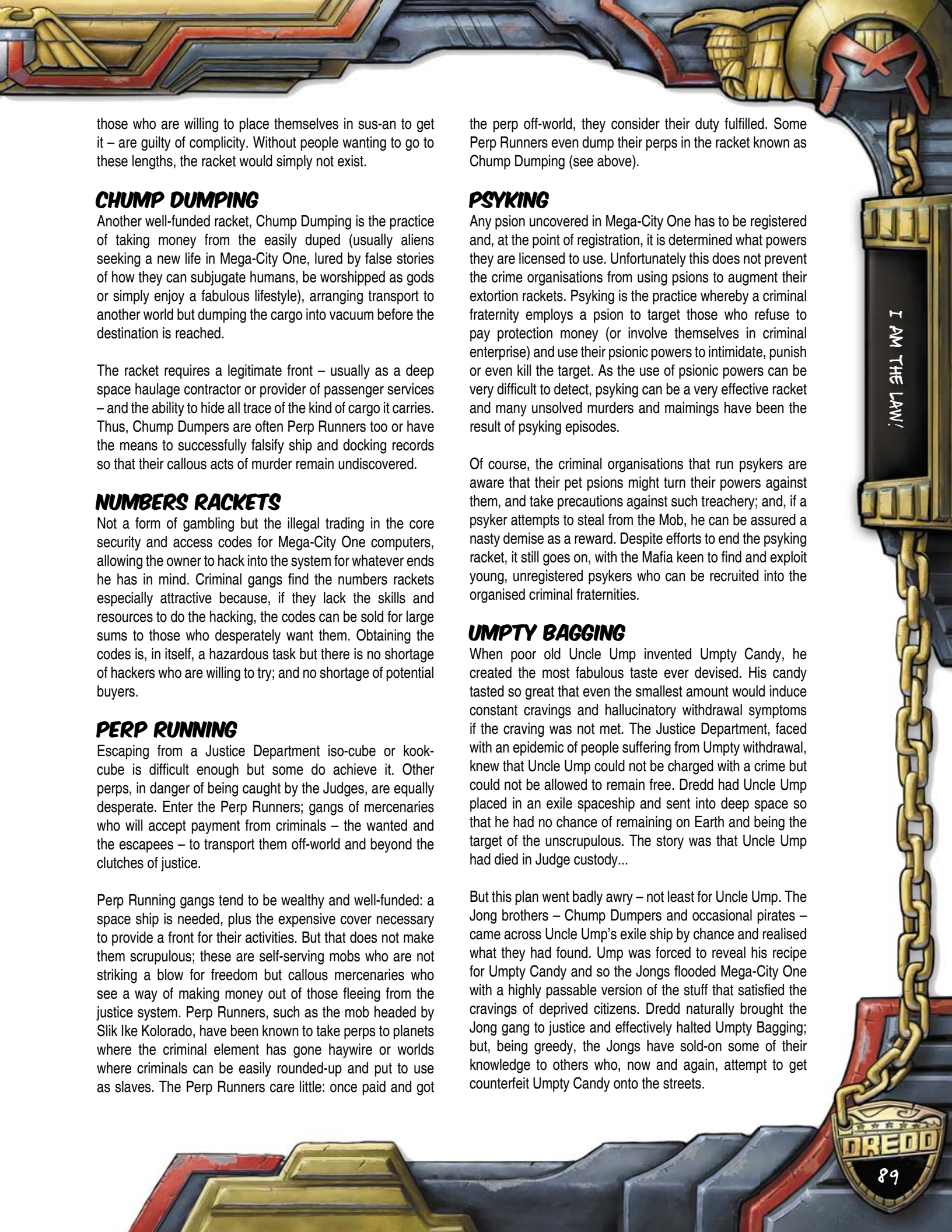
Once a Blitzer accepts a contract, it is irreversible. Naturally the entire process is illegal and those who contract Blitzers to end their own lives are guilty of complicity. Again, Dredd stamped-out several Blitzer operations but they still work in Mega-City One – a city that tends to offer little hope for its citizens.

BODY SHARKING

With the ability to place humans in suspended animation has come the practice of body sharking. Unscrupulous groups buy into suspended animation technology and offer loans secured against the life of a person who agrees to go into sus-an. If the borrower fails to pay-off the loan (which carries an extortionate interest rate), then the body held in sus-an is either terminated or sold to those who engage in live body experimentation. Naturally such a high price for defaulting on a loan ensures that the borrower pays the body sharks, even at the crippling interest rates being charged. Most body sharks prefer the money to having to kill their collateral and so are prepared to go to extreme lengths to ensure payments are made.

Most infamous of the body sharking rackets was operated by the Ratner gang, which was squashed by Judge Dredd. However, many others operate across Mega-City One, feeding on the desperation of the city's citizens.

Every aspect of body sharking is illegal: the holding of bodies for the purpose and the extortion that goes with it. But even the victims of the practice – those who need the money and



those who are willing to place themselves in sus-an to get it – are guilty of complicity. Without people wanting to go to these lengths, the racket would simply not exist.

CHUMP DUMPING

Another well-funded racket, Chump Dumping is the practice of taking money from the easily duped (usually aliens seeking a new life in Mega-City One, lured by false stories of how they can subjugate humans, be worshipped as gods or simply enjoy a fabulous lifestyle), arranging transport to another world but dumping the cargo into vacuum before the destination is reached.

The racket requires a legitimate front – usually as a deep space haulage contractor or provider of passenger services – and the ability to hide all trace of the kind of cargo it carries. Thus, Chump Dumpers are often Perp Runners too or have the means to successfully falsify ship and docking records so that their callous acts of murder remain undiscovered.

NUMBERS RACKETS

Not a form of gambling but the illegal trading in the core security and access codes for Mega-City One computers, allowing the owner to hack into the system for whatever ends he has in mind. Criminal gangs find the numbers rackets especially attractive because, if they lack the skills and resources to do the hacking, the codes can be sold for large sums to those who desperately want them. Obtaining the codes is, in itself, a hazardous task but there is no shortage of hackers who are willing to try; and no shortage of potential buyers.

PERP RUNNING

Escaping from a Justice Department iso-cube or kook-cube is difficult enough but some do achieve it. Other perps, in danger of being caught by the Judges, are equally desperate. Enter the Perp Runners; gangs of mercenaries who will accept payment from criminals – the wanted and the escapees – to transport them off-world and beyond the clutches of justice.

Perp Running gangs tend to be wealthy and well-funded: a space ship is needed, plus the expensive cover necessary to provide a front for their activities. But that does not make them scrupulous; these are self-serving mobs who are not striking a blow for freedom but callous mercenaries who see a way of making money out of those fleeing from the justice system. Perp Runners, such as the mob headed by Slik Ike Kolorado, have been known to take perps to planets where the criminal element has gone haywire or worlds where criminals can be easily rounded-up and put to use as slaves. The Perp Runners care little: once paid and got

the perp off-world, they consider their duty fulfilled. Some Perp Runners even dump their perps in the racket known as Chump Dumping (see above).

PSYKING

Any psion uncovered in Mega-City One has to be registered and, at the point of registration, it is determined what powers they are licensed to use. Unfortunately this does not prevent the crime organisations from using psions to augment their extortion rackets. Psyking is the practice whereby a criminal fraternity employs a psion to target those who refuse to pay protection money (or involve themselves in criminal enterprise) and use their psionic powers to intimidate, punish or even kill the target. As the use of psionic powers can be very difficult to detect, psyking can be a very effective racket and many unsolved murders and maimings have been the result of psyking episodes.

Of course, the criminal organisations that run psykers are aware that their pet psions might turn their powers against them, and take precautions against such treachery; and, if a psyker attempts to steal from the Mob, he can be assured a nasty demise as a reward. Despite efforts to end the psyking racket, it still goes on, with the Mafia keen to find and exploit young, unregistered psykers who can be recruited into the organised criminal fraternities.

UMPTY BAGGING

When poor old Uncle Ump invented Umpty Candy, he created the most fabulous taste ever devised. His candy tasted so great that even the smallest amount would induce constant cravings and hallucinatory withdrawal symptoms if the craving was not met. The Justice Department, faced with an epidemic of people suffering from Umpty withdrawal, knew that Uncle Ump could not be charged with a crime but could not be allowed to remain free. Dredd had Uncle Ump placed in an exile spaceship and sent into deep space so that he had no chance of remaining on Earth and being the target of the unscrupulous. The story was that Uncle Ump had died in Judge custody...

But this plan went badly awry – not least for Uncle Ump. The Jong brothers – Chump Dumpers and occasional pirates – came across Uncle Ump's exile ship by chance and realised what they had found. Ump was forced to reveal his recipe for Umpty Candy and so the Jongs flooded Mega-City One with a highly passable version of the stuff that satisfied the cravings of deprived citizens. Dredd naturally brought the Jong gang to justice and effectively halted Umpty Bagging; but, being greedy, the Jongs have sold-on some of their knowledge to others who, now and again, attempt to get counterfeit Umpty Candy onto the streets.

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The racket is mostly dead but every now and again someone attempts the formula, now in a highly bastardised version as it has been passed through countless hands since Uncle Ump gave it up under Jong torture. Judges may still come across small band of Umpty Baggers who feel they can make money from the most wonderful taste ever devised.

As for poor-old Uncle Ump? He got Chump Dumped...

STOOKIE GLANDING

The adifax gland of the alien Stookies retards and reverses aging. In 2059 this discovery led to the production of adifax-based anagathics and, in 2060, the outlawing of the same when it became apparent the peaceful Stookies were being slaughtered wholesale to satisfy the needs of an aging population.

Stookie glanders kidnap, breed and slaughter Stookies to obtain the adifax gland, which is then used to produce anagathic drugs that are sold on the black market. As Stookies are intelligent, peaceful and meek, this repellent crime has led almost to their extermination. Stookie farms within the city are practically non-existent in present-day Mega-City One but farms exist in the Cursed Earth, well hidden from the Judges and protected by wealthy individuals within the city who rely heavily on the glanders' output.

Although considerable effort has been made to stamp-out Stookie glanding, the placid nature of the Stookies themselves makes them a constant target for glanders who attempt to plunder the Stookie home world for breeding pairs.



JUDGE DREDD



EQUIPMENT

Fifteen years of training is nowhere near enough to equip a Judge to uphold the law on the streets of Mega-City One. Every Judge relies on the equipment he carries with him, both personally and on his Lawmaster and the considerable resources afforded by the Justice Department (chiefly through MAC; the central Justice computer system). Without these tools of the trade, Judges would be far less effective and the equipment a Judge has access to is some of the most sophisticated on the planet (and many others).

This chapter looks at the equipment of a Judge but also includes general equipment available to the average, law-abiding Mega-City citizen and, of course, perps. Judge equipment comes first, followed by sections on commonly available items.

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JUDGE EQUIPMENT

Every Judge carries a standard set of equipment on his person and also on his Lawmaster. Different specialisations have different equipment sets, obviously and these are treated in their own sections. Every Judge, however, gains the following items referenced further in this chapter:

PERSONAL ITEMS

Personal items are worn and carried on the person in the various glove pockets, belt and boot pouches of a Judge's uniform. All this equipment is available from the Quartermaster's Stores at the Sector House and can be replenished for every shift.

ARMOUR

The distinctive shoulder, elbow and knee pads of the uniform, along with a Judge's badge, are advanced armour components, designed to act as symbols of office but also to provide much needed protection against gun shots, laser beams, knives, stones, clubs and the panoply of other weapons that will be used against a Judge on a daily basis. Made from a mixture of plasteeen and foamed kevlar, the armour components are light, do not inhibit movement and offer optimum protection without burdening the Judge.

Coupled with the Bodysuit uniform, a Judge wears the equivalent of 6-point armour.

BIRDY

The Birdy lie detector is a hand-held sensor array that accurately detects lies and mistruths. It analyses voice, body heat, perspiration emissions and other physical signals unconsciously and automatically given out whenever a person is lying. Any person attempting to lie *without* using the Deception skill is detected by the Birdy automatically (essentially a roll of 2+ on 2d6). If a person uses Deception whilst a Judge has a Birdy trained on them they must succeed in making a Formidable (-6) Deception roll to beat the Birdy's sensitive and highly effective lie detection circuitry. The Birdy has an effective radius of 2 metres. Using it to detect a lie requires a Significant Action.

BLEEPERS (X4)

Using a molecular adhesive, bleepers are micro transmitters that emit a continuous signal capable of being tracked by any Justice department vehicle or surveillance measure (such as a Spy-in-the-Sky surveillance camera). A bleeper has an effective range of 10 kilometres. Fitting a bleeper to a suspect or a suspect's vehicle is a Minor Action.

BODYSUIT UNIFORM

The blue-black bodysuit uniform of a Judge is designed to be distinctive, imposing and functional. Its plasteeen-kevlar fabric offers not only excellent protection from assaults but contains specially designed porous layers to keep the wearer correctly insulated at all times. Like the armour components, the bodysuit contributes to the 6 points of armour all Judges have against projectile, melee and energy weapon attacks.

BOOTS

The calf-length boots a Judge wears are more than just imposing footwear. The boot contains an integral Lawgiver holster (allowing for the Lawgiver to be easily drawn whilst riding a Lawmaster), a concealed bootknife and pockets for small items. The toecaps are reinforced, giving the boots the impression of being larger than they actually are. Specially designed innersoles help to elevate the Judge and keep the feet comfortable even after many hours of pounding a beat or kicking lawbreaker *gluteus maximus*.

BOOTKNIFE

Held in a concealed sheath in the boot, the bootknife is balanced for personal defence and throwing and functions as a standard dagger as per page 98 of the *Traveller Core Rulebook*.

BREATHALYSER

The breathalyser instantly evaluates the condition of a suspect's breath, displaying the consumption of any of the following substances made in the past twenty four hours: alcohol, Class A, B or C drugs, Synthi-Caff and Empty Candy.

Using the breathalyser takes a Significant Action and the device has an effective radius of 2 metres.

CHRONOMETER

Built into the wrist section of the glove, the chronometer displays local time, date and ambient temperature. It is self-adjusting to different time zones.

HANDCUFFS (X2)

Plastisteel restraints that lock around a perp's wrists and tighten if the wearer attempts any excessive wrist movement, Justice Department handcuffs can only be released using the special security codes at a Sector House. The restraints are designed to be used by a Judge one-handed. Rolling Dex+Athletics (co-ordination) 8+ allows the Judge to cuff a suspect in a single, fluid movement, using a Minor Action, if he has the cuffs ready. If the Judge is taking his time, then a perp can be securely cuffed in a Significant Action. The cuffs are exceedingly strong: 20 points of damage needs to be



applied in a single burst to cut through or break the linkage between the cuffs and 30 points need to be applied to remove the cuffs from around the wrists. Each cuff contains a standard Bleeper (see above) as an integral tracking feature.

Trying to wriggle free of the cuffs requires a successful Athletics (co-ordination) roll against 15+. Each failed attempt to break free causes the cuffs to tighten, increasing the target for the Athletics roll by +1. If the wearer makes three or more attempts to break free unsuccessfully, he sustains 1 point of damage, applied to his Dex, as the cuffs bite into his wrists, squeeze the nerves and threaten to crack the bones.

HELMET (MK II)

The distinctive helmet of a Judge is, perhaps, the defining element of his presence. A sophisticated, armoured, piece of headgear, it presents the implacable face of Justice to Mega-City One's citizens, lends weight to the public's perception of the Judge and offers vital communications, life-support and protective elements.

The helmet is made from bonded Kevlar and plastisteel giving it a full 6 points of armour capability against projectiles, melee weapons and las-gun beams. The antiglare visor protects the eyes from strong sunlight and violent bursts of light, meaning that Judges reduce any DMs imposed by bright light by half. The visor includes infra-red imaging, meaning that he suffers no DMs due to darkness (*Traveller Core Rulebook*, page 63). The forehead-mounted respirator can also be pulled down to cover the mouth and chin and activates the helmet's integral air supply. In this mode, a Judge is supplied with fresh oxygen for up to 20 minutes (120 rounds). If caught unawares, activating the respirator is a Significant Action.

The helmet includes anti-shock earphones, which prevent against sonic attacks or very loud reports; all DMs associated with such attacks are reduced by half. And naturally enough, the helmet includes a full communications array, keeping the Judge in touch with Sector House control and fellow Judges, with an effective operating range of 20 kilometres. An auxiliary, drop-down microphone extends this range to 40 kilometres but as the microphone can interfere with general wear, it acts as a long-range back up. The comms array slaves to the Lawmaster's own communications package allowing the Judge to communicate with the bike and use the Lawmaster's more powerful communications tools remotely.

LAWGIVER (MK II)

As iconic as the helmet, the Mk II Lawgiver is the standard sidearm for all Judges. This is no mere pistol; the Lawgiver is

a complete weapons system that incorporates the following unique features:

- **Integral palm-sensors:** These ensure that only a Judge keyed to that weapon can use it. If an unauthorised palm print is detected by the Lawgiver's computer, the gun self-destructs, inflicting 3d6 damage to the person holding it.
- **Variable ammunition magazine:** A Lawgiver fires six separate kinds of ammunition (see below) which can be selected manually, via a side-mounted dial or vocally, using standard voice commands. Switching between ammunition types is a Minor Action.
- **Integral stun-shot pulse system:** The weapon emits an electronically-generated subsonic pulse designed to stun and disorient targets rather than deliver physical injury. This works as a TL10 Stunner, described on page 100 of the *Traveller Core Rulebook*.
- **Clip-on Gas grenade adaptor:** Used to fire stumm grenades to the optimum distance.
- **Through-barrel targeting computer:** A sensor array located at the rear of the pistol, behind the grip, provides an accurate targeting mechanism for the Judge, offering a precise image of where a standard execution round will strike when the Lawgiver is fired. The targeting system is useful when a Judge has the time to precisely aim his shot – but most of the time he relies on his Lawgiver training to deliver the snap-response accuracy that is so often needed when dealing with lawbreakers and other assailants. If a Judge is actively Aiming (*Traveller Core Rulebook*, page 61) he gains a +2 DM for each Minor Action he spends aiming, up to a maximum of +6 (3 Minor Actions).

The Lawgiver's specialised nature and sophisticated weaponry mechanisms mean that specialised training is required in its use. The skill covering the gun is Gun Combat (Lawgiver); any non-Judge who picks-up a Lawgiver (and who, miraculously, manages to bypass its self-destruct routine), suffers the standard –3 DM for unskilled usage.

LAWGIVER AMMUNITION MAGAZINES (X4)

The Lawgiver fires six separate types of ammunition, as selected by the Judge. The magazine holds 30 Standard Execution rounds – the default ammunition type used by the Lawgiver – but a computer-controlled calibration system in the front of the magazine adjusts each SE round to fit the selected profile from the five remaining alternatives: Armour-Piercing (AP), Heat Seeking (HS or Hot Shot), High-Explosive (HE), Incendiary (IC) or Ricochet (RC). Issuing a voice command, using either the full name of the round or the initials given in parentheses, instructs the gun



978 6352

HELMET

ARMOUR

BODYSUIT UNIFORM

CHRONOMETER



978 1561



978 7241

BOOTKNIFE

BOOTS





Override Card

MEDIPACK

STUMM GAS ROUNDS X2

LAWGIVER AMMO X4

HANDCUFFS

BLEEPERS X4

BIRDY

BREATHALYSER

POLLUTION METER



to calibrate and load the appropriate ammunition type: the Lawgiver always provides a verbal confirmation of the round selected to ensure the right choice has been made.

ARMOUR-PIERCING (AP)

A calibrated SE round forms the basis of the Armour Piercing round. An AP round is capable of penetrating up to 6cm of plastisteel armour. In game terms, an AP round ignores the first 12 points of armour it encounters.

AP rounds *cannot* be Rapid Fired.

HEAT SEEKING (HS)

An SE round is capped with a miniature heat-seeking warhead that locks onto a human heat signature as identified by the Lawgiver's targeting system and guides itself to the target. The warhead arms itself at ranges above 15 metres, functioning as an SE round at ranges below 15 metres. HS rounds have an inbuilt safety cut-out to prevent them turning about-face and hitting the Judge. If there is no eligible target identified by the targeting mechanism, then the round will guide itself to the nearest target within a 180° arc on a roll of 6+ on 2d6.

HS rounds *cannot* be Rapid Fired.

HIGH-EXPLOSIVE (HE)

High Explosive rounds explode on impact, causing catastrophic damage to their targets. The HE round has a burst radius of 3 metres, applying damage to everything within its radius of effect.

HE rounds *cannot* be Rapid Fired.

INCENDIARY (IC)

Filled with a highly unstable chemical compound, IC rounds shatter on impact and ignite any flammable materials they contact, spreading fire over a 2 metres radius. The IC round delivers 2d6 fire damage in addition to its standard damage and burns for 1d6 rounds, inflicting a further 1d6 damage per round until it is extinguished.

IC rounds *cannot* be Rapid Fired.

RAPID FIRE

Some ammunition types, such as SE, are rapid-fire rounds. The Judge can voice-command his Lawgiver to act in Rapid

Fire mode when these types of ammunition are selected. Rapid Fire allows the Lawgiver to fire in Burst Mode, as described under the section on *Automatic Weapons* on page 62 of the *Traveller Core Rulebook*.

RICOCHET (RC)

An SE round calibrated and fitted with a rubber tip, the Ricochet round is used to best effect in enclosed spaces or where there is the capability to rebound the shot from a wall or ceiling to hit a concealed target. Its lower damage also makes it useful as a stun round, for use when the shot pulse function of the Lawgiver is out of range.

Using RC rounds is handled slightly differently to a straightforward combat sequence. First, the Judge fires the RC round at, or into, the area to be used for the ricochet. This is treated as an Easy skill (+2 DM) as the targeting system in the Lawgiver assists the positioning of the shot in relation to the targeted perp. If the shot is successful, the Judge then rolls 1d6. If the result of this roll is *equal to or less than*, his Gun Combat (Lawgiver) skill, then the RC round ricochets accurately and satisfyingly and hits its target with the target unable to take evasive action. If the 1d6 roll is *higher* than the Judge's Lawgiver skill, the target is allowed either a Dex 10+ or Athletics (co-ordination) 8+ roll to try to get out of the way of the ricocheting round. If he fails, he is hit. If he succeeds, the bullet misses.

If a Judge is firing into an enclosed area, such as the cab of a car, then the Referee can increase the Judge's Gun Combat (Lawgiver) skill by up to +3, for the purposes of determining if the RC round hits and denies the target the opportunity to dodge the bouncing bullet owing to restricted movement, if applicable.

RC rounds can be Rapid Fired.

STANDARD EXECUTION (SE)

The standard round for the Lawgiver, this is solid ammunition that contains the unstable element Argon 88b which acts as the propellant. SE rounds are all-purpose rounds that, through the advanced computer systems of the Lawgiver, can be calibrated and customised into the different ammunition types described above.

SE rounds can be Rapid Fired.

LAWGIVER MKII



LAWGIVER SILENCER



LAWGIVER AMMUNITION TABLE

Ammo Type	Range	Rapid Fire	Damage	Recoil	Mass	Magazine*	Weight (Lawgiver, fully loaded)	Notes
AP	Ranged (Pistol)	No	4d6	1	0	3	1.5kg	Ignore the first 12 points of Armour
HE	Ranged (Pistol)	No	5d6	2	0	3		
HS	Ranged (Pistol)	No	4d6-3	0	0	3		
IC	Ranged (Pistol)	No	3d6	0	0	3		+2d6 Fire damage. Burns for 1d6 rounds, with 1d6 fire damage per round.
RC	Ranged (Pistol)	4	2d6	0	0	3		
SE	Ranged (Pistol)	4	4d6	0	0	30		

*The Lawgiver magazine holds 30 SE rounds. SE rounds are calibrated according to ammunition type, with the maximum number of SE rounds that can be calibrated to a different type noted in the Magazine column. Each shot fired decreases the magazine by 1.

LAWGIVER SILENCER

A clip on attachment to the muzzle of the Lawgiver, the silencer deadens almost all sound and flash when the gun is fired. Fitting the silencer is a Significant Action and its muffled report is inaudible at a range greater than 3 metres. The Lawgiver will also automatically mute its speaker system, so round selection is not repeated to the Judge. A Lawgiver cannot be Rapid Fired when a silencer is fitted and neither can it fire stumm gas rounds.

MEDIPAK

All Judges carry a medipak within their utility belt. The medipak contains a basic diagnosis mediscanner, magnabind bandages, three hypos preloaded with painkillers, three hypos loaded with stumm gas antidote and ten anti-rad pills. The pack is good for two uses and provides a +1 DM to the Medic skill or allows a Judge without Medic to use the skill at a -1 DM instead of -3.

OVERRIDE CARD

An electronic skeleton key. The override card is a wafer of plasteen encoded with a universal override command to open all electronic security systems for most Mega-City One businesses and residences. Using the card a Judge can open most locks on a roll of Int 6+, although some locks have a higher security rating that is ranked from between 1 and 6 (standard locks have security 0). The security rating is applied as a DM to the 6+ roll, so a lock with security

5 requires a roll of 11+ to open using the card. It takes a Significant Action to open a door.

POLLUTION METER

A small, handheld scanner carried in the utility belt, the pollution meter measures both radiation and airborne contaminants with a high degree of accuracy, allowing a Judge to survey the toxicity of an environment with a Significant Action. To identify specific compounds or radiation levels takes two Significant Actions and the Judge must succeed in making an Int 6+ roll; Science skills (Chemistry, for example) apply a positive DM to the assessment.

STUMM GAS ROUNDS (X2)

Stumm gas is typically used as an anti-riot and crowd control measure. Stumm gas causes nausea and discomfort when inhaled (throw End 11+ or be rendered incapacitated as though one characteristic has fallen to 0 for 1d6 minutes). The gas round has an area effect of 10 metres and the gas disperses in 1d6 rounds. Stumm gas rounds can be thrown into an area or launched using the Lawgiver's Gas Round attachment. If launched, a round can be placed accurately at a range of up to 50 metres.

Some citizens can display a violent, potentially lethal, allergic reaction to stumm gas. If, when making the Endurance roll to check for incapacitation, the dice result is a 2, the victim must make an immediate End 4+ roll. Failure means they are treated as though two physical characteristics have been reduced to 0 and undergoes painful spasms, vomiting and possibly a fatal seizure. The affected individual sustains a further 1d6-1 damage for each minute of the gas's effect unless he receives a shot of stumm gas antidote (all Judges carry antidote in their medipack).

SPECIALIST JUDGE EQUIPMENT

In addition, specialist Judges gain certain equipment of their own:

ADVANCED MEDIPACK (MED JUDGE)

The medipacks carried by Med Judges are far superior to those issued to Street Judges. Each contains the equivalent uses of four standard Justice Department medipacks (see page 98), as well as a mediscanner connected directly to MAC'S medical databases. The use of the mediscanner allows a Med Judge to automatically diagnose any known disease or poison after one minute's inspection of a subject, dead or alive. In addition, the mediscanner also allows a Med Judge to analyse any unknown disease or poison. Such analysis takes one hour with a subject and a Medic 8+ roll. Success yields the properties of the disease or poison, such as its incubation period, method of contagion, damage caused and so on.

MICRO FORENSICS LAB (TEK JUDGE)

The micro forensics lab carried by all Tek Judges is a hand-held device used to collect and store samples. Any substance of up to 10cm in length may be placed within and analysed with a successful Investigate or Physical Sciences (biology or chemistry) roll (8+ to 12+, depending on the rarity of the substance). This analysis informs the Judge within one minute of the substance's properties and the potential danger it poses to humans. Up to three substance samples may be safely stored within the micro forensics lab, where they will be kept uncontaminated from the outside world until they are transported back to a Sector House for a more complex analysis.

SCANALYSER (TEK JUDGE)

Tek Judges all possess a modified Mk II helmet which incorporates a scanalyser as an eye-piece. The scanalyser is connected to MAC's technical databases and contains a selectable analysis filter as well as a drop-down information display to provide the Tek Judge with all the information he needs when working on any technical project. The scanalyser grants a +2 DM to any Engineer or Science roll a Tek Judge makes, as he can readily call related information to its display. In addition, the scanalyser also functions as a micro forensics lab to analyse substances. While using the scanalyser in this way only takes 1 to 3 rounds, as opposed to the micro forensics lab's minute, all skill rolls made to perform analysis functions are made at a -1 DM penalty as the scanalyser is not as efficient at collecting

such information. As well as these two major functions, the scanalyser also has the benefit of allowing the Tek Judge to almost instantly gain any information he requires on the technical specifications of any vehicle, robot, weapon or equipment known in Mega-City One.

LAWMASTER AND BIKE EQUIPMENT

The standard issue transportation for a Judge, the Lawmaster is as iconic as the helmet and Lawgiver. A common (and not always welcome, if you are a lawbreaker) sight on the streets, skedways, megways and Xpressways of Mega-City One, the Lawmaster is a high performance, high endurance, high technology vehicle and weapon system rolled into one. Every Judge is allocated a Lawmaster as part of his standard equipment and, naturally enough, the Academy of Law has taught him what he needs to know to get the best out of the bike.

Dimensions	
Height	1,156mm
Width	950mm
Length	2,500mm
Wheelbase	1,956mm
Weight	150kg
Fuel Capacity	55 litres
Powerplant	Notron V8, 4000cc, ASB Quad Carbs
Full Speed	570kph
Max Speed	950m per round
Acceleration	330m per round
Deceleration	400m per round
Cost	MCr. 1.5
Statistics	
Skill	Drive (Lawmaster)
Agility	+2
Crew	1
Open/Closed	Open
Armour	12 (saddle, fuel tank)
Hull/Structure	2/2
Weapons	2 x Bike Cannon, Cyclops Laser

The Lawmaster's Notron 4000cc V8 engine with ASB quad carburettors is the power behind the Lawmaster and generates enough energy to run virtually all the bike's functions. The powerplant runs on Justice Department, special formula, non-explosive, minimal emissions, synthidiesel and a Judge can gain an entire shift's patrol from a single tank. The fuel tank and engine are both protected by 12mm (12 point armour protection) plastisteel plate.

LAWMASTER





The standard fixtures and fittings of the Lawmaster are as follows:

ARMoured SADDLE

The saddle is fitted with 12mm plastisteel armour, which affords 12 points of armour protection to the Judge if targeted from the rear. The saddle itself is made from memory foam, which contours to the Judge's frame and offers maximum comfort for the long hours spent on patrol.

AUTOMATIC MODE

The Lawmaster has a full automatic function which allows it to manoeuvre accurately, either according to a Judge's communicated instructions or to co-ordinates programmed into its onboard nav-computer. Its weapon systems can be activated remotely but only via a Judge's direct command.

Operating a Lawmaster in automatic mode requires the Judge to make a Drive (Lawmaster) roll at a -2 DM, although he gains a DM for his Remote Operations skill, if he has it.

BIKE COMPUTER

The Synitron GK13 autopilot computer forms the heart of the Lawmaster and is responsible for keeping a Judge on his bike and active, even in the most adverse of conditions. In order to achieve this, the bike computer's gyro logic units make the entire vehicle both light to control and yet very stable as they constantly make corrections to the bike's speed and position on the road. The bike computer is sophisticated enough to control the Lawmaster without a Judge's input altogether. Linked into the Likron GS 4T telecommunications unit, the bike computer is also capable of connecting its Judge with virtually any resource of the Justice Department quickly and easily, with the minimum of interaction from the Judge himself. The Likron GS 4T has a maximum range of well over 260 kilometres. Just like the Lawgiver, the bike computer can accept verbal commands and relay information either verbally or on its high-resolution screen. The bike computer combines an automatic target acquisition system with fire control, allowing it to fire the Lawmaster's weapons without intervention from the Judge. The computer is equipped with the following software:

- *Automode/0* – Governs all automatic and remote operations.
- *Navigation/1* – A full set of Mega-City One navigation charts that govern its navigation systems. The software gives a +1 DM to a Judge's Mega-City One Geography skill or allows him to use Mega-City One Geography at 0 (if he does not have the skill) when riding the bike.
- *Fire Control/0* – The weapon system software allowing the Lawmaster to operate its weaponry via remote commands.

- *Comms/0* – The communications software that slaves to the Judge's helmet comms system, the Sector House and Justice Central. The comms package allows the Lawmaster computer to fully access MAC.
- *Justice Library/0* – The library software provides the Judge with a constantly updated read-out of crimes in progress within his Sector, major crimes elsewhere in the city, alerts for back up by other Judges, crime status and arrest reports for cases other Judges in the Sector are handling and newsfeed bulletins on general Mega-City One news.

CABLE WINCH

Mounted under the rear fairing, just behind the wheel, is a Tikkra TT cable winch with 20 yards of line. Fully motorised, the cable is stressed for weights of over one ton, though the Lawmaster can realistically pull only half of this before losing stability.

COMMUNICATIONS ARRAY

The comms array provides audio and visual contact with both the Sector House and Justice HQ. The unit's vid-screen transmits as well as receives video and is voice activated. It contains a hand-held comms unit, connected to the array with 2m of coiled cable. Fitted into the corner of the unit is the small red Emergency button: this is the Judge's SOS alarm, which immediately summons other Judges by sending out a blanket alert signal to all other Lawmaster comms arrays within the Sector. Use of the Emergency button is a last resort: Judges are expected to be self-reliant and, if back up is needed, to communicate the request via Sector House control (so that Judges not engaged in tackling crime can be despatched, rather than disturbing all Judges in a Sector). The Emergency button is therefore rarely used, and when it is, it signals a *dire* need for additional assistance.

DAYSTICK

The daystick is a metre-long club made from reinforced plastisteel. Used in crowd control or simply when blunt trauma is preferable to a Standard Execution round, the daystick is sometimes nicknamed the 'Two Second Lobotomy'. The daystick's bulk means that most Street Judges leave the weapon in the Lawmaster's stowage, bringing it out only when necessary – although it can be hooked onto the utility belt if a Judge needs to carry it as a deterrent or an active weapon.

The daystick functions as a Club (*Traveller Core Rulebook*, page 98)

FIREROCK TYRES

The wide, plastisteel and rubber tyres are high performance, run-flat and bullet proof. Despite their width, they still

offer excellent handling in all weather, and most terrain, conditions.

LAMPS

Each Lawmaster has five standard headlamps and a single Nite-Eye flood and infrared lamp. The standard headlamps are arranged in two banks on either side of the Nite-Eye: the array consists of two main lamps and then three back-up lamps, which are used in fog or heavy rain. The Nite-Eye's intensity in flood mode illuminates a 10 metre, 180-degree arc of darkness to daylight levels; in infrared mode, is used to spot heat traces, such as recent footprints (although such heat signatures tend to dissipate within 10 minutes).

SCATTERGUN

Holstered on the side of the fuel tank, this shotgun-like back-up weapon is pump-action and fires either standard 12-gauge plastisteel shot, plasteen baton rounds or stumm gas rounds. The Scattergun can hold up to 12 rounds in its magazine and different rounds can be mixed in the same magazine or individually loaded into the breech. This weapon works exactly as a shotgun, as per page 99 of the *Traveller Core Rulebook*.

SIREN

All Lawmasters carry a high-powered siren to alert citizens of a Judge in hot pursuit of a perp. The maximum power setting of a Lawmaster's siren is deafening, having a clear range of about a mile, though that is of little discomfort to a Judge wearing his helmet. Senior Judges are sometimes permitted to alter the tone and frequency of their sirens so

as to create a distinctive sound, allowing perps to know just who is tracking them down.

STORAGE PANNIERS

Straddling the rear wheel, the storage panniers are armoured (6 points of protection) and carry the following items:

- Spares for Bike Cannon, Bike Computer, Communications Unit, Cyclops Laser, Headlamps, Nite-Eye Lamp, Lawgiver and Vocal Synthesiser.
- Ammunition for Bike Cannon, Scattergun, Lawgiver.
- Cling Net (x2), Cuffs (x2), Spare Medipack, Rad Suit, Respirator and Stumm Grenades (x10).

LAWMASTER ARMAMENTS

The Lawmaster comes replete with a pair of forward-mounted 20mm bike cannon and a single, powerful, Cyclops laser, housed in the conical collimation focus on the very front of the bike and below the Nite Eye.

All the armaments on the Lawmaster can be controlled manually, vocally and remotely, with pre-programmed fire instructions given to the bike computer ('Smash through that door, halt after 10 metres and give it both barrels, rapid-fire, with the bike cannon, for 3 seconds...').

The cannon are linked but can be fired individually. The cannon's magazines hold 200 20mm shells apiece. The Cyclops laser is power-heavy; one burst can be fired every 10 rounds (60 seconds), with the laser's independent powerplant recharging from the engine in between.

Weapon	Range	Rapid Fire	Damage	Recoil	Mass	Magazine	Notes
Bike Cannon	Ranged (rifle)	Auto 6	3d6+8	2	8	36 (x2)	Can be fired linked or individually
Cyclops Laser	Ranged (rifle)	Auto 4	5d6+6	—	8	—	One burst can be fired every 10 rounds (60 seconds)

MESSAGE POD

A special shell that is used with the bike cannon is the message pod. This hollow shell is fitted with a homing device and small, independent thrusters that give it a range of 500 kilometres. Used when radio comms are impossible (in the Cursed Earth, for instance), a message pod automatically homes to a Sector House or Justice Central, travelling at a speed of 200 kilometres per hour until it reaches its homing threshold and drops to a safe retrieval speed.

Every Lawmaster carries three message pods.

GENERAL MEGA-CITY ONE EQUIPMENT

The following items are commonly found in Mega-City One and are available to citizens, Judges and perps alike.

ARMOUR AND CLOTHING

ANTI-MUGGING SUIT

First judged too dangerous to be used by the citizens of Mega-City One, these armoured suits with vicious spikes were later deemed legal by Chief Judge McGruder.

CHAMELEON SUIT

Bending light around the wearer through the use of an alien photochromatic material, this lightweight body suit grants a +4 DM to all Stealth skill rolls.

ENERGY SHIELD

A small, belt-attached device of alien manufacture, the energy shield is both rare and expensive, yet in great demand. Generating an invisible shield of pulsating energy around any medium-sized or small object, this device provides an advanced level of protection and is capable of turning aside the strongest laser beam or shell – the user gains 12 points of armour protection. The internal power system is good for 10 hours of continuous use before it needs recharging. Note: the energy shield does not provide any protection against melee attacks.

EXO-SUIT

Restricted by the Justice Department to factory and warehouse use, the exo-suit is a semi-robotic body that is strapped in place over the wearer's own limbs and torso. As well as granting a great deal of protection in combat, the servo-motors and hydraulics that power the exo-suit greatly magnify the wearer's own strength. An exo-suit will grant a +3 bonus to Strength but a -2 penalty to Dexterity whilst it is worn.

RADSUIT

This all-in-one suit grants the wearer protection from radiation exposure and contains a one-hour self-contained air supply. The radsuit may be worn over other clothing and armour without penalty. The radsuit protects against up to 600 rads (see *Traveller Core Rulebook*, page 142), both initial and cumulative exposure.

PAD ARMOUR

Every juve worth his place on the streets knows what the current height of fashion is, usually involving improbably

large knee, elbow and probably shoulder pads. Older punks recognise the defensive benefits of this 'pad' armour and so it is popular amongst any who are regularly involved in brawls. Pad armour is of little use in a gunfight but can provide a measure of protection against knives and clubs.

Pad armour offers 4 points of armour protection against melee attacks.

SCRAMBLE HELMET

A lightweight helmet with advanced electronics designed to block all psionic intrusions, the scramble helmet is an illegal device often used by perps who wish to avoid the all-seeing eye of the Psi Judges. The scramble helmet penalises any psion using Talents or Powers against the wearer with a -6 DM.

SHELL JACKET

The shell jacket is standard equipment for the vast majority of Citi-Def units and comprises of layers of toughened kevlar laminated to a thin plasteel compound. The result, whilst heavy, provides a great deal of protection for those expecting to enter heavy combat.

A shell jacket provides 10 points of armour protection against all attacks.

SPORTS ARMOUR

An evolution of pad armour, sports armour adds a helmet and chest protection, often with plastisteel ribbing within the pads to greatly enhance its durability. Though usually seen on the jetball fields, street versions are available, ostensibly so fans can show support for their favourite teams. However, sports armour is also common amongst tap gangs who expect to face resistance to their operations. It is very common for citizens to pay three or even four times the listed amount for their sports armour, as the most popular teams typically charge a great deal more for their official merchandise and any juve seen supporting a mediocre team is likely to get into a great deal of trouble amongst his peers.

Sports armour provides 6 points of armour protection against melee attacks.

THERMAL MASKING SUIT

Through using reflective and infrared-absorbing materials, this thin and lightweight suit is capable of completely suppressing the wearer's heat signature. A character wearing a thermal masking suit is invisible to infrared imaging (such as a Judge's Mk II helmet infrared visor filter). In addition, heat-seeking rounds such as those carried by the Lawgiver cannot lock onto the wearer's heat signature.

ARMOUR TABLE

Armour Type	Protection	Required Skill	Cost (Cr.)	Mass (Kg)	Notes
Anti-Mugging Suit	1/6 (see Notes)	None	1,000	2	Provides 1 point of protection from ranged attacks, but 6 points from Melee attacks owing to its integral spikes
Chameleon Suit	1 (see Notes)	None	20,000	2	+4 DM to all Stealth skill rolls
Energy Shield	12 (against kinetic and energy ranged attacks only)	None	30,000	0.5	The internal power system is good for 10 hours of continuous use before it needs recharging. Note: the energy shield does not provide <i>any</i> protection against melee attacks.
Exo Suit	12	Vacc Suit 0	300,000	18	a +3 bonus to Strength and a -2 penalty to Dexterity.
Rad Suit	See Notes	None	8,000	2	Protects against up to 600 rads.
Pad Armour	4 (against Melee attacks only)	None	200	1	
Scramble Helmet	1		5,000	1	Penalises any psion using Talents or Powers against the wearer with a -6 DM.
Shell Jacket	10	None	200,000	12	
Sports Armour	6 (against Melee attacks only)	None	300	2.5	
Thermal Masking Suit	2	None	15,000	3	Wearer is invisible to thermal imaging devices. Heat seeking rounds cannot latch onto the wearer's thermal signature.

STANDARD EQUIPMENT**BEDSET**

A citizen never knows when he must leave his apartment, block or hideout and sleep rough. This bedroll will ensure a good night's sleep wherever he must lay his head. Consisting of an integral sleeping bag and self-inflating airbed, the bedset can be deflated, rolled and stored in a small, pouch-sized covering that fits into a carryall for easy portability.

CARRYALL

This is a simple synthi-leather backpack that is strapped to a character's back, allowing the easy carrying of many small objects.

CHAIN, PLASTISTEEL

A 5 metre length of plastisteel chain can support up to 1,000kg in weight and withstand up to 20 points of direct damage delivered by a ballistic or energy attack.

COMMUNICATOR

Dozens of different styles of personal communicator are available to the citizens of Mega-City One, from tiny throat mikes of extremely limited range, to powerful vehicle-mounted models capable of sending clear messages past the upper reaches of the atmosphere to spacecraft waiting in high orbit. The maximum range of each communicator is listed by its entry in the table below. It should be noted that whilst any communicator may be set to a 'private' frequency

to avoid interference, the Justice Department is capable of monitoring them all. Using a communicator requires a Comms skill roll of 4+. Calibrating a communicator to evade Justice Department detection and monitoring requires a Comms roll of 12+.

COMMUNICATORS

Type	Maximum Range (km)	Mass (kg)	Cost (Cr.)
Throat Mike	3	—	300
Hand Unit	80	0.5	1,250
Backpack	400	1.5	3,500
Vehicle Comms Array	3,000	10	12,500

CROWBAR

Used by many unsophisticated criminals to defeat electronic locks, the plastisteel crowbar may also be used as a crude weapon if they are discovered breaking in to a citizen's apartment. Treat as a Club (*Traveller Core Rulebook*, page 98).

FACE-CHANGING MACHINE

Heavily regulated by the Justice Department, a citizen may have his face literally changed within ten minutes through the use of this specialised atom-scrambling machine. Virtually impossible to obtain without extensive checks being made into a citizen's background most are purchased on the black market, where they prove incredibly expensive. However, actually owning a face-changing machine permits perps to alter their identities without being tracked by the Judges – although voice, DNA and fingerprint identifiers remain unchanged.

Most face-changing is handled through licensed premises such as the popular Nu-You chain found across the city. All such parlours are required to provide a list of clients, with images of their new look, to Justice Central on a daily basis.

FIRE FOAM

Designed to give a single powerful burst of fire-quenching foam, this small canister allows a character to fight fires. The use of fire foam extinguishes medium-sized fires, taking 1d6 rounds to do so.

FIREARMS PERMIT

Virtually impossible for any normal citizen to get hold of, permits for firearms are issued only by the Justice Department and they are strictly controlled. Citizens wanting one must demonstrate an impeccable character history and demonstrate they are both trustworthy and have a definite

need of a weapon. This usually requires an Advocate or Broker 12+ roll, with a further DM for Social Standing.

The forgery and sale of firearms permits on the black market is therefore rife. Genuine firearm permits are only ever signed over to one individual for a single weapon and it has been known for many counterfeit permits to make the mistake of listing several weapons. The details of every firearms permit issued by the Justice Department is kept on record within MAC and is immediately accessible to every Judge, although citizens are also given a small slug containing the relevant information. Counterfeit firearms permits are highly unlikely to have records altered within MAC.

FLASHLIGHT

A simple handheld xenon torch to provide illumination within darkness. Provides a beam of light that extends in a cone up to 200 feet long and 20 feet wide. The battery is widely available for Cr. 2 and is good for 1,000 hours of continuous use.

GRAPPLING HOOK

A far cry from the relatively sophisticated sucker gun and claw grapple, the grappling hook is merely a fixed metal, multi-pronged hook attached to the end of a 20-metre line. A grappling hook can support 200 kilograms of weight before snapping.

HAMMER

A simple tool with a multitude of uses in mechanical, technical and computer fields. The hammer may be used as a club in melee combat.

HANDCUFFS

Though a far cry from the Justice Department issue, these handcuffs are moulded from toughened plasteen and are still capable of holding a subject firm. An Athletics (co-ordination) 12+ roll must be made to be free from the handcuffs.

INFRARED VISOR

This is a lightweight but technologically sophisticated visor that will allow any character to see in absolute darkness up to a distance of 10 metres by registering the heat signatures of his surroundings and nearby creatures.

LIFE SUPPORT MACHINE

Standard issue within hospitals and well-equipped ambulances, the life support machine promises salvation to even those grievously wounded. It takes a Significant Action and a Medic 8+ roll to properly hook up a wounded character to a life support machine; however, once inside, the character is automatically stabilised, no matter how badly wounded he



is and will be kept alive regardless of the effects of poison, disease or radiation, until specialist medical aid is available.

LOCK, ELECTRONIC

The standard measure to secure any box, door or car within Mega-City One, electronic locks can be relatively cheap, though many wealthier citizens are keen to invest in the very latest technology to protect their belongings. Those bought on the black market may not be automatically opened by a Judge's override card and are thus illegal. Locks have a security rating between 8 and 15. Any character with an electronic toolkit may by-pass an electronic lock as a Significant Action by making an Engineer (electronics) roll using the security rating of the lock as the target to throw on 2d6.

LOCK, MECHANICAL

Virtually obsolete in Mega-City One, mechanical locks provide a measure of false security to poorer citizens. In practice, such mechanical devices operated by keys do little more than slow down a perp intent on gaining entry to whatever it protects. Mechanical locks have a security rating between 2 and 8. Any character with a mechanical toolkit may bypass a mechanical lock as a Significant Action by making a successful Mechanic roll using the security rating of the lock as the target to throw on 2d6.

LOCK HACKER

A more primitive device than a Judge's override card, the lock hacker is a small plastic slug that allows a citizen to break through any electronic lock with a successful Engineer or Mechanic roll using the security rating of the lock as the target to throw on 2d6. The hacker can also be used on mechanical locks as it is thin enough to slide between doors and frames.

The possession of a lock hacker will earn a citizen at least 3 years in an iso-cube if he is caught with one by a Judge.

MEDIPACK

This medipack contains magnabind bandages, painkiller hypos and usually, anti-rad pills, allowing a character to treat almost any injury. Each medipack is good for one use only. The standard medipack contains a variety of dressings that can be used to arrest bleeding and prevent further damage from complications if a successful Medic roll is made. The medipack does not, itself, augment the Medic skill, but it contains the essential items necessary to apply First Aid at the scene, pending additional medical treatment at a suitable facility.

RESPIRATOR

This is a full-face mask designed to filter out harmful gases and atmospheres. However, it also has its own self-contained 10 minute oxygen supply. If attacked by gas whilst

not wearing a respirator, a character must make a Dexterity 8+ roll in order to fit it in time.

RIOT FOAM CUTTERS

An unlicensed and highly illegal version of Justice Department issue equipment, a pair of riot foam cutters utilises sharp cutting blades combined with a chemical agent that neutralises the foam on contact. These cutters can free a citizen trapped in riot foam in one standard action.

ROPE

Constructed of high tensile, woven plasteen fibres, the common rope is still a tool of great use in the high-technology metropolis of Mega-City One. A standard length of rope is 10 metres.

SCOPE

There are many different models of scope available in Mega-City One but they are all designed to accomplish the same function. Mounted upon any weapon of large size or greater, a scope incorporates telescopic lenses and laser range-finding to greatly increase the accuracy of any shot fired at extreme ranges. A scope provides a +1 DM to any weapon that has been aimed, as per the *Traveller Core Rulebook*, page 102.

SILENCER

A silencer deadens the sound of firing from any projectile weapon. Fitting a silencer is a Significant Action and the weapon will issue no more than a dull, muffled thud within 3 metres; beyond that, nothing can be heard. A silenced weapon may not be rapid-fired. Only projectile pistol or rifle weapons may be fitted with a silencer.

SPEEDHEAL MACHINE

Once stabilised by a life support machine, a seriously injured character greatly benefits from a speedheal machine. Only found in Sector Houses and the best of hospitals, the speedheal machine is an expensive device that, through molecular manipulation, rapidly cures and heals any subject placed within its sensors. It requires a Medic 8+ roll to successfully operate a speedheal machine and a subject cannot speedheal himself. The machine provides healing as per Medical Care (*Traveller Core Rulebook*, page 75) but does so within 6 hours, rather than 24.

TOOLKIT, ELECTRICAL

Designed to allow a character to perform various repairs and modifications to high technology devices such as advanced weapons, vehicles and robots, the electrical toolkit provides all the tools necessary. Engineer (electronics) rolls are made in conjunction with the electrical toolkit; some tasks are impossible without one but in general, the toolkit provides a +1 DM to the skill roll.

TOOLKIT, ELECTRONIC

Comprising of a set of high technology tools such as chip decoders, circuit analysis scanners and the like, the electronic toolkit is essential for any Engineer (electronics) or Computers roll made to disable, repair or modify devices such as computer systems, electronic locks and robot brains.

TOOLKIT, MECHANICAL

A set of basic and low technology tools (screwdrivers, spanners, feeler gauges and so on) with which to perform any mechanically-based task, such as repairing a vehicle's engine, breaking through a mechanical lock or modifying a simple weapon. The toolkit is essential for some tasks that make use of either the Engineer or Mechanic skill.

Item	Cost (Cr.)	Mass (kg)
Bedset	75	1.5
Blanket	20	1
Carryall	50	0.5
Chain, plastisteel	125	1
Crowbar	65	2
Face Changing Machine	125,000	1,000
Fire Foam	200	0.5
Firearms Permit	100	—
Flashlight	50	0.25
Grappling Hook	150	1
Hammer	40	0.5
Handcuffs	350	0.25
Infrared Visor	900	—
Life Support Machine	225,000	1,250
Lock, Electronic 8+	700	—
Lock, Electronic 9+	1,000	—
Lock, Electronic 10+	1,300	—
Lock, Electronic 11+	1,600	—
Lock, Electronic 12+	1,900	—
Lock, Electronic 13+	2,200	—
Lock, Electronic 14+	2,500	—
Lock, Electronic 15+	2,800	—
Lock, Mechanical 2+	60	—
Lock, Mechanical 3+	80	—
Lock, Mechanical 4+	100	—
Lock, Mechanical 5+	120	—
Lock, Mechanical 6+	140	—
Lock, Mechanical 7+	160	—
Lock, Mechanical 8+	180	—
Lock Hacker	5,000	—
Medipack	800	1
Respirator	400	0.5
Riot Foam Cutters	12,500	3
Rope, 30m	200	—
Scope	1,750	0.25
Silencer	500	—
Speedheal Machine	600,000	1,250
Toolkit, advanced electrical	6,000	3
Toolkit, advanced electronic	20,000	2
Toolkit, advanced mechanical	3,500	6
Tripod	200	4

CRAZE EQUIPMENT

Mega-City One has dozens of legal and illegal crazes, many of which rely on equipment, drugs and augmentation to make them possible.

APPETITE INDUCER

An illegal ingredient necessary to produce the largest fatties in the city. Proscribed by the Justice Department, just a few drops of an appetite inducer will cause a subject to crave food above all else for a period of one hour. Greater doses can have a disastrous effect as the subject will be forced to make an Endurance 8+ roll every round for 1-3 hours or be forced to consume whatever objects are nearby, be they dead, living or inanimate.

BATGLIDER

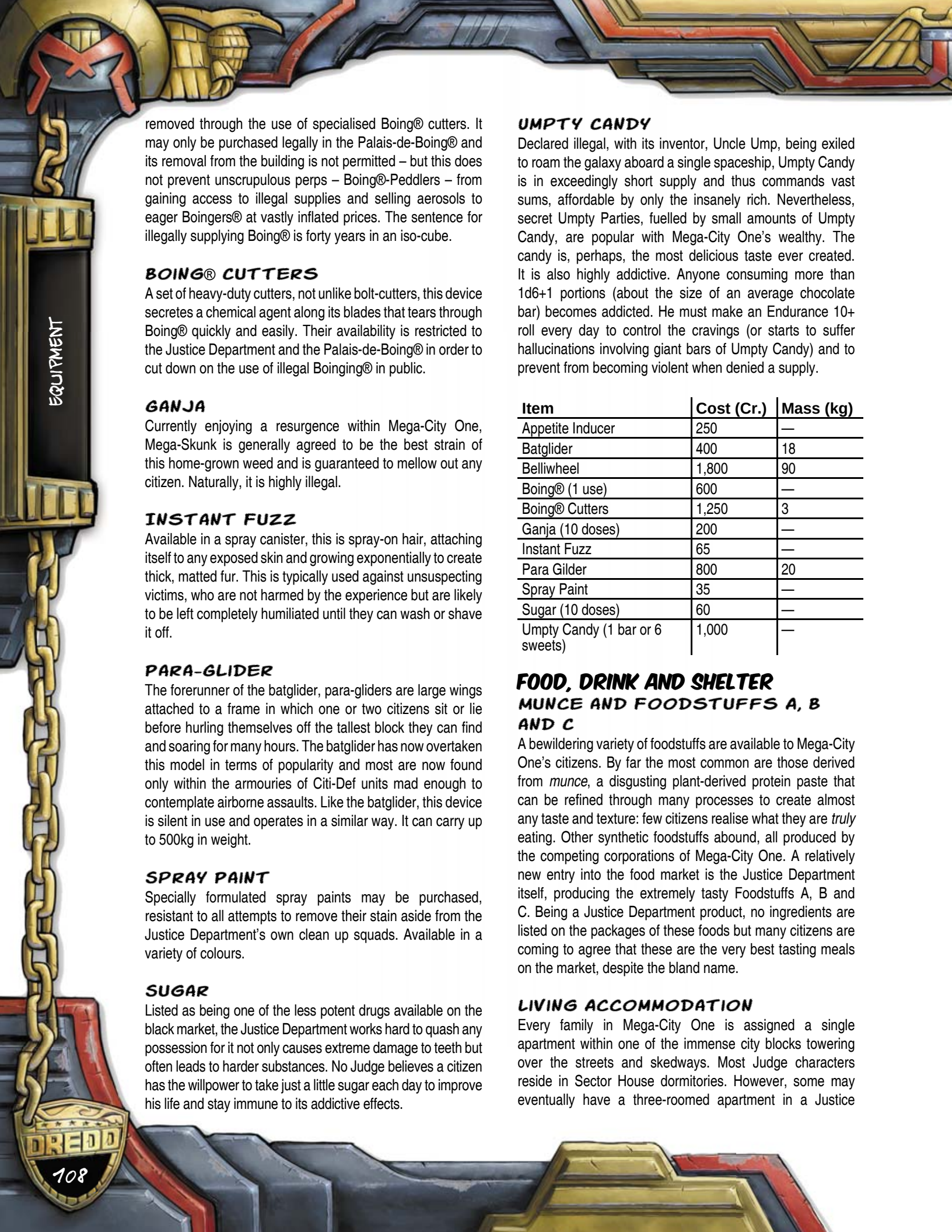
Also called a bat suit, this is an all-in-one clothing set with large, flexible wings stretching between hands and feet that, when filled with oncoming air, provide lift, allowing the wearer to glide. Batting is incredibly popular within some blocks and the air around their peaks is often filled with batters every evening, catching thermals and experiencing a kind of freedom previously unknown to them. A batglider can support up to 150kg and provides flight for up to 60 minutes. The wearer must make a Flyer (personal) 8+ roll to successfully control the batsuit. The batglider, possessing no engine, is absolutely silent in use.

BELLIWHEEL

An essential device for any fattie wishing to retain a degree of mobility, the belliwheel is simply a sitting device on which two heavily reinforced wheels are mounted. A fattie sits upon the belliwheel and moves himself around with his legs, supported by the device. A belliwheel will change a fattie's speed to 6 metres per Combat Round and permit him to run (instead of waddle).

BOING®

Launched as a miracle spray, Boing® envelops its user in an almost impervious bubble, allowing him to bounce from the highest blocks without harm. Often seen as the best rush available in Mega-City One, any use of Boing® outside of the Palais-de-Boing® is rewarded with a mandatory sentence of twenty years in an iso-cube. Using a can of Boing® is a Significant Action. Whilst encased in Boing®, a character is immune to any amount of falling damage and gains armour to the equivalent of 30 points. If a Boing® bubble takes any amount of fire damage, it will immediately stick to the next surface it strikes, holding the user immobile until cut free. Anything struck by a fast-moving bouncing Boing® bubble sustains 4d6 points of damage and causes the bubble to bounce away. A successful Dex or Athletics (co-ordination) 8+ roll halves this damage. Boing® can only be safely



removed through the use of specialised Boing® cutters. It may only be purchased legally in the Palais-de-Boing® and its removal from the building is not permitted – but this does not prevent unscrupulous perps – Boing®-Peddlers – from gaining access to illegal supplies and selling aerosols to eager Boingers® at vastly inflated prices. The sentence for illegally supplying Boing® is forty years in an iso-cube.

BOING® CUTTERS

A set of heavy-duty cutters, not unlike bolt-cutters, this device secretes a chemical agent along its blades that tears through Boing® quickly and easily. Their availability is restricted to the Justice Department and the Palais-de-Boing® in order to cut down on the use of illegal Boinging® in public.

GANJA

Currently enjoying a resurgence within Mega-City One, Mega-Skunk is generally agreed to be the best strain of this home-grown weed and is guaranteed to mellow out any citizen. Naturally, it is highly illegal.

INSTANT FUZZ

Available in a spray canister, this is spray-on hair, attaching itself to any exposed skin and growing exponentially to create thick, matted fur. This is typically used against unsuspecting victims, who are not harmed by the experience but are likely to be left completely humiliated until they can wash or shave it off.

PARA-GLIDER

The forerunner of the batglider, para-gliders are large wings attached to a frame in which one or two citizens sit or lie before hurling themselves off the tallest block they can find and soaring for many hours. The batglider has now overtaken this model in terms of popularity and most are now found only within the armouries of Citi-Def units mad enough to contemplate airborne assaults. Like the batglider, this device is silent in use and operates in a similar way. It can carry up to 500kg in weight.

SPRAY PAINT

Specially formulated spray paints may be purchased, resistant to all attempts to remove their stain aside from the Justice Department's own clean up squads. Available in a variety of colours.

SUGAR

Listed as being one of the less potent drugs available on the black market, the Justice Department works hard to quash any possession for it not only causes extreme damage to teeth but often leads to harder substances. No Judge believes a citizen has the willpower to take just a little sugar each day to improve his life and stay immune to its addictive effects.

UMPTY CANDY

Declared illegal, with its inventor, Uncle Ump, being exiled to roam the galaxy aboard a single spaceship, Umpty Candy is in exceedingly short supply and thus commands vast sums, affordable by only the insanely rich. Nevertheless, secret Umpty Parties, fuelled by small amounts of Umpty Candy, are popular with Mega-City One's wealthy. The candy is, perhaps, the most delicious taste ever created. It is also highly addictive. Anyone consuming more than 1d6+1 portions (about the size of an average chocolate bar) becomes addicted. He must make an Endurance 10+ roll every day to control the cravings (or starts to suffer hallucinations involving giant bars of Umpty Candy) and to prevent from becoming violent when denied a supply.

Item	Cost (Cr.)	Mass (kg)
Appetite Inducer	250	—
Batglider	400	18
Belliwheel	1,800	90
Boing® (1 use)	600	—
Boing® Cutters	1,250	3
Ganja (10 doses)	200	—
Instant Fuzz	65	—
Para Gilder	800	20
Spray Paint	35	—
Sugar (10 doses)	60	—
Umpty Candy (1 bar or 6 sweets)	1,000	—

FOOD, DRINK AND SHELTER MUNCE AND FOODSTUFFS A, B AND C

A bewildering variety of foodstuffs are available to Mega-City One's citizens. By far the most common are those derived from *munce*, a disgusting plant-derived protein paste that can be refined through many processes to create almost any taste and texture: few citizens realise what they are *truly* eating. Other synthetic foodstuffs abound, all produced by the competing corporations of Mega-City One. A relatively new entry into the food market is the Justice Department itself, producing the extremely tasty Foodstuffs A, B and C. Being a Justice Department product, no ingredients are listed on the packages of these foods but many citizens are coming to agree that these are the very best tasting meals on the market, despite the bland name.

LIVING ACCOMMODATION

Every family in Mega-City One is assigned a single apartment within one of the immense city blocks towering over the streets and skedways. Most Judge characters reside in Sector House dormitories. However, some may eventually have a three-roomed apartment in a Justice

Department-owned skyscraper, rather than a city block, and it is not uncommon for several Judges to share several floors of a building or for an entire building to house nothing but Judges.

A standard apartment consists of a living room, bathroom and bedroom, modestly equipped with reasonable furniture, a vid screen, computer terminal (with access to MAC and the Sector House system) and cooking facilities. At this standard, the Justice Department pays all accommodation costs but if a Judge wants something fancier or larger, he will have to finance it himself somehow.

TYPICAL FOOD AND ACCOMMODATION COSTS

Accommodation, Stacker	Cr. 20/night
Accommodation, Basic	Cr. 50/night
Accommodation, Standard	Cr. 100 night
Accommodation, Luxury	Cr. 250 night
Apartment, City Block	Cr. 100 month
Apartment, Conapt	Cr. 300 month
Apartment, Luxy-Block	Cr. 1,500+ /month
Apartment, Slum Block	—
Gooley Bar	Cr. 4
Justice Department Foodstuff A	Cr. 10
Justice Department Foodstuff B	Cr. 24
Justice Department Foodstuff C	Cr. 36
Munce Pudding	Cr. 14
Munceburger	Cr. 10
Munce Meal (3-course ready meal)	Cr. 20
Plasti-Flakes (25 servings)	Cr. 22
Rat Burger	Cr. 2
Soycola	Cr. 4
Synthi-Caf	Cr. 3
Synthi-Ale	Cr. 8
Munce Juice	Cr. 1

SPECIAL MEGA-CITY ONE SERVICES

The advanced technology available in Mega-City One means that many remarkable, desirable and often illegal services are within the grasp of citizens and, thus, perps. New services, based on the clever and creative use of technology appear every few months, last for as long as the craze does and then quietly lapse into obsolescence. Others endure and these are described here.

FACE-CHANGING

Heavily monitored by the Justice Department, there are many face-changing clinics dotted around the sectors of Mega-City One. Utilising molecular-scrambling technologies, these clinics change the appearance of any citizen, willing to pay the fee, within minutes and for many of the richer

residents this can almost turn into a craze, with faces being changed every week. However, the Judges keep track of all face-changing operations, automatically updating their Public Surveillance Unit computers, in order to foil attempts by perps on the run to conceal their identities.

Using a Face Changing clinic, such as Nu-You, costs Cr. 1,000 for a basic operation. The customer selects the face type he wants from a series of menu options and the molecular fizzog configuration machines get to work. More radical operations cost upwards of Cr. 1,000, usually in blocks of Cr. 500. It is possible to have one's face changed to approximate an alien, a film star or a historical figure but such operations always cost premium prices.

When using a Face Changer the customer must roll 2d6. On a natural roll of 2 something untoward has happened: a malfunction or other error. Roll 1d6 for the result:

1. Face is changed to something completely against what the client ordered.
2. Client is rendered ugly.
3. Client is rendered very ugly.
4. 1d3 facial features are distorted (diminished or enhanced) giving the appearance of mutation.
5. 1d3 facial features are scrambled – moved around the face and giving the appearance of mutation.
6. 1d3 facial features are removed and not reassembled; the affected area is covered with a perfectly smooth patch of skin.

PALAIS-DE-BOING®

Boing® returns every few years as a popular craze within the city but, thus far, the only place where a citizen may legally use the miracle spray is within the giant Palais-de-Boing®, a block-sized structure filled with tubes, gigantic pinball machines and high drops designed to provide the maximum enjoyment for the Boing® enthusiast. It is a sad fact, however, that many users still consider a Boing® through the actual city to be the ultimate thrill. An hour's worth of time in a Palais-de-Boing® costs Cr. 200 and includes both Boing® spray and being cut out of the stuff at the end of the session.

SMOKATORIUM

Smoking tobacco of any form (the hugely expensive 'real' tobacco or the more common synthibac, made from munce) is illegal anywhere in Mega-City One with the exception of a Smokatorium. Here, smokers, clad in protective, fishbowl-helmeted suits, puff away in their thousands, filling the levels of the Smokatorium with a vastly poisonous mixture of chemicals that are, eventually, filtered and removed. Anyone



stepping into a Smokatorium without breathing apparatus must succeed in an End 10+ roll or sustain 1d6 suffocation and poisoning damage to his Endurance characteristic for each round that he remains in the Smokatorium unprotected.

It costs Cr. 50 for half an hour's use of the Smokatorium, which includes suit rental and a complimentary packet of 3 synthibac cigarillos (different brands and types of smokes can be purchased at the adjoining Smokatorium shop, with prices varying from Cr. 20 for a basic pack of 20 cigarettes, up to Cr. 10,000 for the finest, vintage, Cuba City cigars.

TAXI COSTS

It costs Cr. 5 for each kilometre travelled within one of the millions of taxis circulating the streets and megways of Mega-City One. Human drivers are gradually being phased out in favour of robo-taxis which are a great deal more reliable and cheaper for the companies that run them, but a citizen will be able to flag down a taxi within minutes in any but the most run-down slum sectors of the city.

WEAPONS

Weapons can only be held legally with a Justice Department permit but, for those lucky enough to be granted a licence, there is an array of weaponry available.

ANTIQUE REVOLVER

Relics from the 20th and 21st Centuries, many citizens possess an antique revolver illegally, having had it passed down through the generations of their family as an heirloom. Six rounds are carried in each antique revolver, which must be loaded individually.

CLAW GRAPPLE

A far more powerful version of the sucker gun, this weapon is most often found in the armouries of Citi-Def units, though they are also popular amongst criminal organisations. Pneumatically powered claws enable the grapple to bite into the toughest of materials, allowing the wielder to either swing along the high-tensile monofilament cable or select the retract switch and be pulled up to the grapple head. A maximum weight of 200kg may be suspended from the cable of a claw grapple. Firing a grapple successfully into its target requires a roll of Dex 9+ with further DMs for Gun Combat. The reel has a maximum range of 1,000 metres and, when set to winch its load, the rate of travel is 50 metres per 100kg of load.

CLUB

Not strictly a weapon as such, the club is any heavy, metre-long implement a citizen may pick up to smash the brains of another.

CONCUSSION GRENADE

Also called the stun grenade, this weapon is designed to simply subdue several enemies at once, rather than blast them apart. All characters within this weapon's area of effect must make an End 10+ roll or be stunned for 1d3 rounds.

ELECTRO-PROD

Used to herd wild creatures in the Cursed Earth, a few electro-prods have made their way into Mega-City One, where they are used as torture devices and by criminals who wish to avoid facing murder charges. The electro-prod causes electrical subdual damage.

ELECTRA ZAP GUN

A brightly coloured and decorative weapon, the electra zap gun has clean lines that were designed to intimidate. However, its electro-charge is utterly harmless and merely stuns its victims for a short period of time, making it suitable for the perp who does not wish to add a murder charge to his time in the iso-cubes or who constantly deals with heavily armoured enemies. The electra zap gun has a maximum range of 2 metres and any target struck is dealt an electrical jolt of 2d6 points of damage to a single physical characteristic. However, the effects of the electra zap gun are notoriously short-lived and injuries recovery at the rate of 1 point every round. The greatest benefit of the electra zap gun is its twin-barrelled design, making it extremely potent at such close ranges. The weapon uses a light power pack which holds enough energy for 40 shots.

FIRE BOMB

Fire bombs are explosive grenades designed specifically to spread fire. Fire bombs deal 1d6 points of fire damage within their area of effect of 3 metres. A successful Dex 8+ or Survival 8+ roll halves the damage. The bomb continues to burn for 1d6 rounds, generating a further 1d6 points of fire damage every round until extinguished.

FLESH DISINTEGRATOR

A monstrous and highly illegal exotic weapon, most often used as a booby trap to protect vulnerable areas in a perp's lair, due to its immense size. Any living creature caught within its area of effect must make either a Dex 8+ or Survival 8+ roll or be automatically slain as their flesh is disintegrated from their bones. The flesh disintegrator uses a heavy power pack, which holds enough energy for 5 shots.

ASSAULT CARBINE, WEST AND SMITHSON .78 MAGNUM

A carbine-format assault weapon that is a favourite amongst perps wanting to pack hefty firepower, the assault carbine is fitted with a flash suppressor, a fully retractable and detachable stock and a 60-round capacity magazine. The weapon can be set to Rapid Fire, allowing it to fire in Burst Mode, as described under the section on *Automatic Weapons* on page 62 of the *Traveller Core Rulebook*.



EQUIPMENT



HAND BOMB

One of the simplest of all modern weapons, the humble grenade still finds its way into the hands of perps in Mega-City One. Though often superseded by the hi-ex pack and concussion grenade, which both do a better job of causing devastation or subduing enemies respectively, the hand bomb is a cheap alternative for street gangs and low-life punks.

HAND CANNON, WEST AND SMITHSON .408 RECOILLESS

A fat, stubby handgun fitted with a gauss field generator along the length of the barrel, the hand cannon is very accurate at short ranges, completely recoilless and packs a massive punch with its .408 ammunition. Some variations of the hand cannon include an integral xenon projector which casts a 3 metre diameter burst of daylight up to a range of 10 metres, when activated, bypassing any penalties for darkness. The magazine fits into the handgrip and holds 18 rounds.

HAND GUN, WALTHER MITSUBISHI PPK II

Probably the most common weapon on the streets of Mega-City One, the PPK II is a good, solid design, enabling even the clumsiest citizen to successfully threaten his enemies. Both light and powerful, handguns form the staple of many criminal organisations, particularly in the lower ranks. The magazine of this weapon holds 20 shots.

HEAVY DUTY DISINTEGRATOR

Typically used in industrial construction and demolition, the licences for heavy duty disintegrators are rigorously controlled by the Justice Department, thus making them command a huge price on the black market. Highly effective at creating holes within walls and other obstructions, their effect on living creatures is lethal. Any living creature caught within the area of effect of a heavy duty disintegrator must make either a Dex 8+ or Survival 8+ roll or be automatically slain. The heavy duty disintegrator uses a heavy power pack which holds enough energy for 16 shots.

HEAVY LASER, TAC SYSTEMS MX. LIGHT BLASTER

Legal heavy lasers in Mega-City One are to be found on the rebuilt City Wall bordering the Cursed Earth in the hands of Judges, though a few also exist within Citi-Def units. They are highly prized by perps looking to cause maximum damage in their criminal activities, for each heavy laser is fully capable of blasting apart almost any vehicle or small building with a single high-powered shot. Usually found in shoulder-mounted

models, the heavy laser weighs an incredible amount but it can be difficult finding a more powerful or versatile weapon in the same class. The heavy laser uses a heavy power pack which holds enough energy for 50 shots.

HEAVY SPITGUN, RASTERBLASTER RB-32

Manufactured by the renowned rapid fire experts, Rasterblaster, this larger spitgun features an elongated barrel, huge magazine capacity and a bipod to support its weight for stable firing. It retains the high rate of firepower of the spitgun and, unlike its smaller cousins, has an ammunition capacity that allows it to keep firing in extended battles. The magazine of the heavy spitgun holds 120 rounds.

HI-EX MISSILE

A simple, no-brainer weapon, the hi-ex missile is fired from a launcher and is capable of causing a vast amount of damage at great ranges.

HI-EX PACK

A flat-pack, high-explosive charge, this weapon has molecular hooks on its main surfaces, allowing it to literally stick to any surface on an accurate throw (Dex 8+ or Athletics (co-ordination) 8+). Though sometimes used as a large grenade, the hi-ex pack is more commonly used as a time-delayed bomb and is capable of causing a great degree of devastation when well placed. The blast can be delayed from initial priming for between 1 second and 24 hours through a simple digital readout. Placing and priming a hi-ex pack is a Significant Action.

HOMING MISSILE

Sacrificing an over-sized warhead for a tracking system and complex flight controls, the homing missile is the payload of choice for those demanding the highest accuracy from their heavy weapons. As long as at least one significant action is spent aiming, with this missile loaded in a launcher, the homing missile can lock on to any target of small size or larger, granting the wielder a +4 DM to his attack roll. A homing missile fired without spending at least one action aiming receives no DM.

HYPO DART GUN

Developed from the tranquilliser gun used by med-squads to pacify kooks and futsies, the hypo dart gun carries a powerful tranquillising agent designed to knock out any living creature within seconds. A living target hit by a hypo dart gun must make an End 10+ roll every round for 1d6 rounds or fall unconscious for 1d3 hours. However, the hypo dart is useless against armoured opponents. Any target that wears more than 2 points of armour protection is immune to

its effects. The hypo dart gun holds only one dart at any one time and must be manually reloaded after each shot.

LAS-BURNER

Designed as an industrial cutting tool, some perps favour the las-burner as an assault weapon, despite its great bulk. Intended to cut through solid plastisteel girders and walls with ease, it can also make light work of the strongest bank vaults and safes. Any character with a Strength of less than 10 using a las-burner as a melee weapon suffers a -2 penalty to attack rolls.

LASER LANCE, WEPTEK LL MK II

A rare weapon that can be difficult to find and even harder to finance, the laser lance is developed along the same principles as the laser rifle but concentrates a huge amount of energy within its red-hot capacitors before releasing it in a torrent of searing light several inches in diameter. The laser lance can cause more damage than almost any other laser weapon of its size, though at the expense of draining its power pack at a far faster rate. The laser lance takes one Combat Round to recharge its capacitors after firing and may not be used during this time. The laser lance uses a medium power pack which holds enough energy for 6 shots.

LASER PISTOL, WALTHER MITSUBISHI LPK I

Rare due to its sheer expense, the LPK I is an awesome weapon with perhaps only the Justice Department's own Lawgiver matching its raw power as a pistol. The thin beam of coherent light emitted with each shot from a laser pistol is capable of causing serious injury and, despite the high value they command on the black market, they are becoming increasingly common on the streets, in the hands of perps seeking the ultimate killing-power. The laser pistol uses a light power pack which holds enough energy for 20 shots.

LAS-KNIFE

Ostensibly a common kitchen utensil found in the homes of many citizens, the las-knife is also popular amongst skilled assassins looking for a completely untraceable, silent weapon. It retains all the disadvantages of an ordinary plasteen knife but has a much keener edge and is capable of causing serious injury when in the right hands.

LAS-SAW

Commonly found in factories, sales of the las-saw are not restricted by the Justice Department and many citizens with a constructing or artistic bent in their crazes possess one. Though it does not have anything like the raw cutting power of the industrial strength las-burner, the las-saw is nevertheless a useful tool and its light weight enables it to be wielded effectively in combat.

LAZOOKA, GENERAL ARMS LASER DESTROYER MK III

Confused by some as a missile launcher until it fires, the lazooka is seen by many Citi-Def personnel as the ultimate development in laser technology. Fired over the shoulder, just like a missile launcher, the lazooka expends the entire energy of its power pack in one, barely-controlled blast of unleashed energy. The lazooka uses a heavy power pack which holds enough energy for just a single shot.

LIGHT DISINTEGRATOR

A light, hand-held device no larger than a pistol, this weapon packs lethal killing force and possession alone will send a citizen to the iso-cubes for a minimum of 6 years. Working on the same principles as the more powerful heavy duty disintegrator, this version is fully capable of rendering a human to his component atoms. Any living creature hit by a light disintegrator must make either a Dex 6+ or Survival 6+ roll or be automatically slain. The light disintegrator uses a light power pack which holds enough energy for 3 shots.

MISSILE LAUNCHER, MAULEY H/HE 'SNUB-NOSE'

The missile launcher is a relatively cheap heavy weapon, though users will soon find its relative cheapness is outweighed by the cost of each missile it fires. However, it proves to be both a powerful and versatile weapon and yet remains simple to use. The missile launcher may only hold one missile at any one time and so must be reloaded every time it is fired.

ROBOWHIP

Used to discipline troublesome robots, the two-metre long robowhip is covered with fine electrodes producing a current of high voltage but low wattage that causes a mere tingle in a human but is incredibly painful to a droid. Each strike by a robowhip upon a robot will cause 1 point of damage to the robot's Endurance that is recovered within one hour. A robot reduced to 0 Endurance by a robowhip will not be destroyed but instead disabled for a period of one hour, until its Endurance begins to return.

SAWN-OFF STUMP GUN, GENERAL ARMS SG-1 X

A common modification made to many stump guns is to reduce the length of their barrel. Aside from making the weapon far easier to carry and conceal, it also forces the pellet shot to spread out in a far greater arc, potentially causing greater casualties though at a greatly reduced range. The sawn-off stump gun stores 8 rounds, pumped from beneath its barrel, which must be loaded individually.

LASER RIFLE, MAULEY M500 'HUNTER-STALKER'

Laser rifles are even more expensive than laser pistols but pack a far more powerful punch. They are favoured by killers who prefer to attack at great ranges in order to avoid detection and many will be retrofitted with advanced scopes and target finders. The laser rifle uses a medium power pack which holds enough energy for 10 shots.



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SMOKE BOMBS

Sometimes used by Justice Department riot squads to quell mobs or flush out perps, many types of smoke bomb have made their way into the hands of citizens. Throwing up a dense cloud of smoke, they make perfect tools for covering an escape or confusing an enemy. Any character caught within its area of effect suffers a -4 DM to all attacks.

SONIC CANNON, HONDAI ULTRASOUND

Normally found only mounted on larger vehicles, the sonic cannon is used by both the Justice Department and Citi-Def units to pacify large mobs quickly and easily. The sonic cannon causes subdual damage to every living creature within its area of effect. A sonic cannon may be used against vehicles, buildings and other solid structures in the same way as the sonic blaster delivering 3d6 points of damage automatically every round without the need for any attack rolls, ignoring any Hull points or armour. When not directly powered by a vehicle it can accept a large power pack, which provides enough energy for 2 shots.

SPEAR

The spear is a primitive weapon and most citizens would expect to see one only in the hands of a primitive undercity dweller or a Cursed Earth mutant. However, some juves will take to sharpening long lengths of plasteen girder in order to use them in gang disputes when more powerful weapons are not available. The spear has reach and can strike opponents up to 2 metres distant. A spear can also be thrown.

SPITGUN, WEPTTEK 12MM

Using ammunition similar to that of a hand gun but slightly larger in calibre, the spitgun is a carbine-format rifle with a high rate of fire. Spitguns can fire a single shot, a burst of three shots or on full automatic mode. The spitgun magazine holds 30 rounds.

SPIT PISTOL, RASTERBLASTER RB-03

A tiny weapon of lethal capability, the spit pistol owes much in design to its larger cousins but compacts a

high rate of fire into a pistol no larger than a handgun. Its small magazine holds enough ammunition for only a few seconds worth of continuous firing but it is a highly concealable weapon that has gained a lot of respect amongst criminal organisations. The magazine of a spit pistol holds 12 rounds.

STUMP GUN, GENERAL ARMS SG-1 X

The stump gun is a rifle-sized weapon that fires cartridges filled with many individual pellets. It is not capable of causing the damage of a traditional bullet or shell-based firearm but instead throws its shot over a greater target area, potentially wounding several targets at once. A mechanical toolkit and a Mechanic 8+ roll turns a stump gun into a sawn-off stump gun. Failing the Mechanic roll ruins the weapon, rendering it unable to fire until a further Mechanic 10+ roll can be made to rectify the damage. The stump gun stores 8 rounds, loaded individually, pumped from beneath its barrel.

SUCKER GUN

An older version of the claw grapple, sucker guns can now be picked up relatively cheaply and are not even classed as illegal by the Justice Department, though their actual use often is. The sucker gun has neither the range nor the strength of a claw grapple and uses a gas-powered 'sucker' on the end of its line in order to gain a purchase on walls and ceilings. A maximum weight of 100kg may be suspended from the cable of a sucker gun. A normal attack roll is made to attach the sucker gun to a solid surface.

ZIP GUN, MAULEY 'MADAM PROTECTOR'

Often the first gun possessed by a punk just embarking on his criminal career, the zip gun is of laughable power when compared to more sophisticated laser or rapid fire technology but it is still more than capable of slaying the average citizen with a single shot. Cheaper than a handgun, the tiny design of the zip gun limits the calibre of shells fired but hardened perps tend to pass it over simply because it lacks any 'intimidation' factor.

DOUBLE-BARRELLED STUMP GUN, GENERAL ARMS SG-1 XX

There are several versions of the common stump gun, where two barrels and firing chambers are mounted in tandem, either side-by-side as with the Sg-1 XX or one atop the other, allowing the wielder to fire both simultaneously. This weapon counts as being a twin-linked stump gun. It stores 8 rounds for each barrel, which must be loaded individually.



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SONIC BLASTER, HONDAI MEGASOUND

The sonic blaster is a rifle-sized weapon typically found in service with the rare human sewer-sweeping teams who, whilst not permitted to field lethal weaponry, must still protect themselves from the mutants and monsters that exist in the dark, filth-ridden tunnels. A sonic blaster may also be used against vehicles, buildings and other solid structures to great effect – literally shaking them apart. If both the sonic blaster and a non-living target are stationary, 2d6 points of damage will automatically be caused every round without the need for any attack rolls, ignoring any Hull or other damage reduction. The sonic blaster uses a medium power pack which holds enough energy for 40 shots.



MELEE WEAPONS

Weapon	Range	Damage	Heft	Mass (kg)	Cost (Cr.)	Notes
Club	Melee (bludgeon)	2d6	0	1	—	
Electro Prod	Melee (bludgeon)	1d6	—	1	175	
Las-Knife	Melee (small blade)	1d6	—	—	250	
Las-Saw	Melee (large blade)	3d6	2	3	475	
Robo Whip	Melee (large blade)	1	—	1	650	Damage applied to Endurance only
Spear	Melee (small blade) or Ranged (thrown)	1d6+3	1	1	—	

SLUG THROWERS

Weapon	Range	Damage	Auto	Recoil	Mass (kg)	Magazine	Cost (Cr.)	Ammo Cost (Cr.)	Notes
Pistols									
Antique Revolver	Ranged (pistol)	3d6–3	No	0	1	6	300	10	
Hand Cannon, West and Smithson .408 Recoilless	Ranged (pistol)	3d6	No	–1	1	18	3,000	20	
Hand Gun, Walther Mitsubishi PPK II	Ranged (pistol)	3d6–3	No	0	0.5	20	1,250	15	
Hypo Dart Gun	Ranged (pistol)	—	No	0	1	1	400	8	End 10+ roll every round for 1d6 rounds or fall unconscious for 1d3 hours
Spit Pistol, Rasterblaster RB-03	Ranged (pistol)	3d6–3	No	0	0.5	12	4,500	10	Concealable under clothing
Zip Gun, Mauley	Ranged (pistol)	2d6–1	No	1	1	6	1,000	8	Concealable under clothing
Rifles									
Assault Carbine, West and Smithson .78 Magnum	Ranged (rifle)	3d6	4	1	5	60	8,000	10	
Claw Grapple	Ranged (rifle)	2d6	No	0	10	1	750	20	
Double-Barrelled Stump Gun, General Arms Sg-1 XX	Ranged (rifle)	4d6	No	2	4	16 (8 per barrel)	1,750	10	

Weapon	Range	Damage	Auto	Recoil	Mass (kg)	Magazine	Cost (Cr.)	Ammo Cost (Cr.)	Notes
Heavy Spitgun, Rasterblaster RB-32	Ranged (rifle)	3d6	4	1	16	120	9,500	10	
Missile Launcher	Ranged (rocket)	By Missile	No	0	8	1	7,000	10	
Sawn-off Stump Gun, General Arms Sg-1 X	Ranged (rifle)	4d6-2	No	2	3	16 (8 per barrel)	1,750	10	Only effective at Personal and Close range.
Spitgun, Weptek 12mm	Ranged (rifle)	3d6	3	1	8	30	6,000	10	
Stump Gun, General Arms Sg-1 X	Ranged (rifle)	4d6	No	2	3	8	1,500	10	
Sucker Gun	Ranged (rifle)	1d6	No	0	6	1	500	5	

ENERGY WEAPONS

Weapon	Range	Damage	Auto	Recoil	Mass (kg)	Magazine	Cost (Cr.)	Power Pack Cost (Cr.)	Notes
Electra Zap Gun	Close (max 2m)	2d6	N	—	1.5	50	900	200	
Laser Lance, Weptek LL Mk II	Ranged (rifle)	6d6+3	No	—	8	6	11,000	1,500	Requires 1 Combat Round before re-firing
Laser Pistol, Walther Mitsubishi LPK I	Ranged (pistol)	3d6+3	No	—	3	20	6,000	1,500	
Laser Rifle, Mauley M500	Ranged (rifle)	5d6+3	No	—	5	10	9,000	1,500	
Light Disintegrator	Ranged (pistol)	Special	No	—	3	3	15,000	5,000	Dex 6+ or Survival 6+ roll or be automatically slain
Sonic Blaster, Hondai MegaSound	Ranged (rifle)	2d6	No	—	4.5	40	1,500	1,500	

BOMBS, GRENADES AND MISSILES

Weapon	Range	Damage	Mass (kg)	Blast Radius	Cost (Cr.)	Notes
Concussion Grenade	Ranged (thrown)	Special	0.5	6m	100	Roll End 10+ or Stunned for 1d3 rounds
Fire Bomb	Ranged (thrown)	1d6	0.5	6m	160	
Hand Bomb	Ranged (thrown)	3d6/2d6/1d6	0.5	6m	100	
Hi-Ex Pack	Ranged (thrown) or sited	4d6/3d6/2d6	1.5	12m	300	
Hi-Ex Missile	Ranged (rocket)	4d6+3	8	—	800	
Homing Missile	Ranged (rocket)	3d6+3	8	—	1,250	+4 DM when aimed
Smoke Bomb	Ranged (thrown)	None	0.5	6m	80	

HEAVY WEAPONS

Weapon	Range	Damage	Auto	Recoil	Mass (kg)	Magazine	Cost (Cr.)	Power Pack Cost (Cr.)	Notes
Flesh Disintegrator	Ranged (rifle)	Special	No	—	150	5	175,000	3,000	Dex 8+ or Survival 8+ roll or be automatically slain
Heavy Duty Disintegrator	Ranged (rifle)	Special	No	—	9	16	35,000	3,000	Dex 8+ or Survival 8+ roll or be automatically slain
Heavy Laser,	Ranged (rifle)	10d6	4	—	30	50	18,000	3,000	
Las-Burner	Ranged (rifle)	8d6	No	—	18	10	3,200	3,000	
Lazooka, General Arms Laser Destroyer Mk III	Ranged (rocket)	16d6	No	1	13	1	14,000	3,000	
Missile Launcher, Mauley H/HE 'Snub-Nose'	Ranged (rocket)	By Missile	No	0	10	1	7,000	—	
Sonic Cannon, Hondai Ultrasound	Ranged (rifle)	3d6	No	—	125	40	78,000	3,000	

JUDGE DREDD



MEGWAYS AND SKEDWAYS

This chapter is concerned with transport; detailing the roadways, pedestrian systems and vehicles of Mega-City One.

Mega-City One is a mobile city. Millions of kilometres of roadways thread through the morass of urbanisation, defining sectors, old districts, new districts and quite often forming districts of their own. The traffic of Mega-City One is incessant; a constant white noise of tyres on ferrocrete; horns, hooters, sirens and the (not infrequent) sound of collisions – either between vehicles, obstacles or citizens. Some citizens spend their entire lives on the move, living in mopeds that cruise the city endlessly, refuelling at the huge, fully automated, mobile service centres that also roam Mega-City One.

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The roads of Mega-City One are therefore incredibly complex and extremely dangerous. Navigating the complexities of the city is impossible without GPS navigation, something that is fitted as standard on every road-going vehicle, along with reliable autopilot and autodrive systems which help keep road traffic accidents to a minimum. Every Judge has, as part of his regular shift pattern, a stint of Road Traffic Detail, cruising the road systems and watching for traffic violations and other crimes, such as mopad piracy and car jacking. Even Judges, with their intensive training, need to rely on their bike computer to reliably navigate around Mega-City One although each Judge can be expected to know the road systems for his own sector without needing to consult his nav computer every few minutes.

GUIDE TO MEGA-CITY ONE TRANSIT SYSTEMS

The different forms of roadways and pedestrian access ways are bewildering: this section defines the different transportation options available in Mega-City One.

BACK STREET

Two-way passages, usually no wider than two metres, Back Streets are found in the oldest and often most neglected, areas of the city – typically in Old Town (old central New York) and City Bottom. Back Streets are notorious gang-haunts, rat-runs for muggers and scum of more violent varieties and generally far away from the general attention of the Judges. Periodic clean-up details of a sector's back streets see Judges descend, in teams, into City Bottom and the old areas to clean-up and clear-out the perp dross that accumulates there. These Back Street Blitzes are one of the few mass-Judge lightning raids that citizens openly welcome and sometimes petition for, because, for a while at least, the Back Streets become safe again for decent citizens (many of whom cannot afford to live anywhere else).

BOOMWAY

A one- or two-way, multi-level megway (between four to ten lanes wide and two to four levels high) that cross a wide expanse between major megways. Boomways are equipped with high-side walls and rails to prevent vehicles from tumbling off the road and plummeting anything up to a mile down. To ensure that accidents are minimised the Boomways are under constant surveillance by Sector House traffic control and are equipped with multiple sensor and vehicle automated override systems to prevent barrier ruptures.

BROADWAY

Any large pedestrian plaza, typically found between City Blocks. Broadways are usually busy with pedestrian traffic at all hours (vehicles are banned from crossing Broadways – save for Judges needing to use them as thoroughfares if in legitimate pursuit) and often home to street-vendors and opportunist perps such as taps.

CROSSWAY/CROSSLINK

Any pedway intersection (see Pedway on the following page).

EEZIGLIDE

A one-way, conveyor system for pedestrians. Eeziglides convey foot traffic at a steady 5km per hour over, under and around broadways, pedways and crossways. Vocalised warnings keep pedestrians informed about Eeziglide rules: no running, no walking or running in the opposite direction, advanced notification of an Eeziglide's termination point, and a stream of advertisement for services, shops and businesses located near to the Eeziglide's embarkation and disembarkation points.

FILTER

A one-way exit or entrance to and from parking areas.

FLYOVER/OVERZOOM

A skedway that passes *over* a City Block, with connections and filter lanes into a block itself. By their nature, Flyovers and Overzooms are amongst the highest roadways in Mega-City One and therefore subject to the same automated safety features as Boomways.

INTER-BLOCK ZOOM

Mega-City One's elevated, enclosed, maglev train-system which replaced the old Sky-Rail network in the late Twenty-first Century. Interblock Zooms provide a link between all the city blocks in any given sector. During a Block War, Sector House traffic control immediately locks-down all Inter-Block Zoom transit capsules to prevent them from carrying either assailants or bombs into enemy blocks. Riding the Inter-Block Zoom costs Cr. 1 per trip or Cr. 5 for ten trips, if purchased in advance from the automated/robot ticket vendors in the Inter-Block Zoom interchange Broad-Ways.

INTERSECT

Any junction between a pedway, megway, skedway or other form of traffic conduit.

JUDGE'S LANE

A two-way road that runs parallel to major roadways and reserved for Justice Department usage. Observation ramps provide convenient parking for Lawmaster-mounted Judges



on traffic detail, along with strategically located speed cameras to monitor both speedsters and slowsters. Judge's Lanes are used by all Justice Department vehicles, from Lawmasters to Pat-Wagons and it is an offence (up to 1 year in the cubes) for unauthorised vehicles to use them. Obs-Ramps are stationed every 5 kilometres along a stretch of road and are positioned reasonably high up to afford excellent visibility.

MEDIAN STRIP

The central reservation running between two directions of roadway. Protective barriers line the Median Strip, preventing accidents in one half of a road spilling into the other. Most Median Strips are between 2 and 8 metres in width, depending on the type of roadway and number of lanes present on each side. Wider, faster megways have wider Median Strips. Information boards posted at regular intervals along the Median Strip offer traffic information, a constant stream of advertisements and Justice Department reminders of the penalties for common traffic violations (*'Speed Up! Or Slow Right Down to A Year in the Cubes!'*).

MEGA CIRCULAR

These bi-directional, six-lane megways bypass downtown sector traffic to join together major megways. The Mega Circulares are typically very fast and very congested stretches of road: vehicles tend to average speeds of 300kph or faster and the constant flow of traffic across and through Mega-City One means that the Mega Circulares are never quiet. It is the joining of North and South Mega Circulares that form the notorious Devil's Island, a special prison completely surrounded by thundering traffic, used by the Judges for punishing criminals who are deemed too dangerous even for the iso-cubes.

MEGWAY

Megways are the largest road format in Mega-City One. Bi-directional and between four and twenty lanes wide, the megways run both across and up through Mega-City One for its whole breadth and length. Megway is the general term for these major, multi-lane highways and where a megway passes through a particular sector it may be given a local name that allows for easier differentiation and reflects the original roadways that the megway replaced. Thus, a stretch of megway might be known as megway 10 in general but as the Sarah Palin X-Pressway where it passes through Sector 21 and around the Sarah Palin City Block.

PARKARAMA

Ground vehicle parks, usually many stories high and fully automated: a citizen drives his vehicle into a loading bay

and robotic systems take the car to a free bay and stores it until the citizen comes to collect it. Parkaramas can hold thousands of vehicles in a variety of sizes from personal transport buggies up to mopads (although it is rare for a mopad to ever actually park-up) and parking charges are generally pricey (anything from Cr. 10 per hour through to Cr. 100 at peak times). Some parkaramas are still of the DIY variety where the driver has to cruise around the labyrinthine parking bays hunting for a parking space. Such manual parkaramas, usually in the poorer districts of a sector, are prime areas for taps and car jackers, who lurk in the shadows waiting for an easy mark or a desired vehicle, and then strike, relatively confident that they can escape with their crime. Some of the manual parkaramas are so large and so maze-like that it is not uncommon for citizens to get lost for hours or days at a time, racking up parking charges whilst trying to find a space, a parked car or simply just the way out. As the manual parkaramas are often privately owned, and owned by criminal gangs in some cases, they are a way of making easy money from unwary motorists who simply want somewhere safe to leave their car and do a little shopping. The costs of using them – both in terms of legitimate fees and the risks of being mugged or having one's car stolen – make such shopping trips hideously expensive.

PEDWAY

Pedestrian-only walkway found right across Mega-City One and at all levels of the city's buildings. Pedways close to ground level are open to the elements but raised pedways – those hundreds of metres above street level – are enclosed either by high-sided, transparent plastisteel walls or full plastistell tubes. Subpeds are enclosed pedways that run under main pedways and beneath roads and buildings.

PODPORT

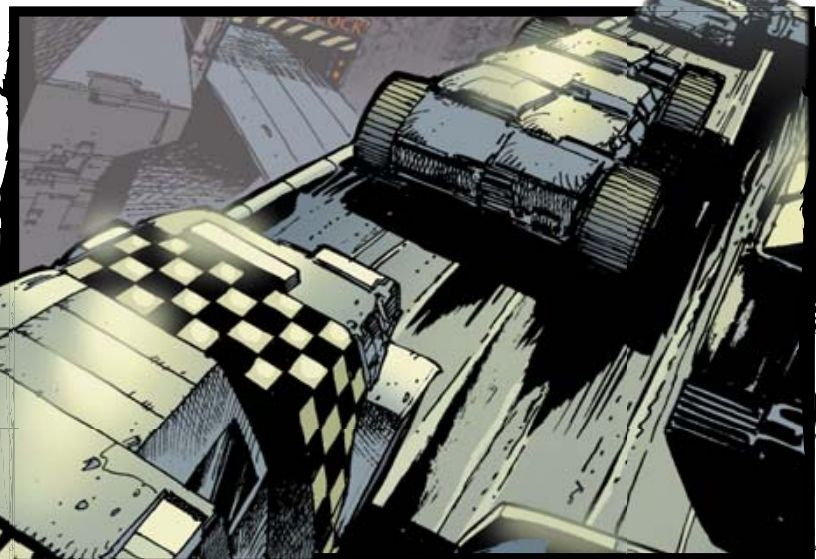
Hover vehicle parks; similar to parkaramas but designed for vehicles using hovercraft technology or antigrav units.

SKEDWAY

Single direction highways of between one and five lanes. Interskeds, or feedways, connect one skedway to another. Underskeds are single-lane roads, often reserved for public service traffic, that pass underneath skeds. Overskeds are similar but pass above the skedways.

SKY-RAIL

The now obsolete monorail public transit-system introduced in the early 21st century. One third of Mega-City One still uses the Sky-Rail network pending upgrades to the zoom-system. Sky-Rail uses a conventional, single track with electrically powered, remote-operated or robot piloted cars. The largest Sky-Rail intersection in the City is Hell's Junction.



SPEED LIMITS FOR MEGA-CITY ONE HIGHWAYS

Some Mega-City One highways have a minimum speed limit for vehicles; drivers using these highways that drive beneath the minimum speed limit ('Slowsters') are liable for arrest.

Highway Type	Minimum Speed	Maximum Speed
Megway/Mega Circular	120kph	500kph
Skedway/Flyover/Overzoom	—	250kph
Superslab	200kph	500kph
Zoomtube	—	180kph

SLIPZOOM

Found at larger interchanges, Slipzooms are one-way on/off ramps of between one to four lanes, used for larger interchanges. An underzoom (also known as a flyunder) is a single-lane road reserved for public service traffic passing under a Slipzoom.

SUPERSLAB

The longest megway in Mega-City One, bisecting the city from north to south. The Superslab is twenty-four lanes, 1,220 kilometres of poured plastisteel and ferrocrete that runs in a straight line through the city but undulates between City Bottom and the higher regions of City Blocks and is joined by hundreds of skedways, mega circulars and boomways, laced into the infrastructure by slipzooms and underzooms. The Superslab tunnels under the immense buildings of the city in many places, including the infamous Fox Tunnel, scene of the climax of Supersurf 7 and shot, backwards, by Chopper (AKA Marlon Shakespeare, the Midnight Surfer) in his daring bid to win the world Skysurf championship. The Superslab never sleeps, never stops, with traffic thundering along it morning, noon and night. Buildings close to it are specially strengthened and noise-insulated to cope with the incessant roar of the twenty-four hour traffic but this does not prevent the Superslab from driving some citizens to distraction. 'Slab-happy' is the term given to those who derive some form of comfort and peace from the proximity of the Superslab, whether that is living on it (in a mopad) or near it; Justice Department Med Centre studies have found that the noise and vibration of the Superslab has a kind of hypnotic effect on many citizens and, when removed from its environs, they become anxious and prone to panic attacks, unable to cope without the constant background roar of the immense highway.

WAYBY

Small parking zones set aside along megways and skedways at regular intervals where drivers can pull-off and temporarily park their vehicles. Waybys tend to be crowded round the clock; both by parked vehicles and cheap roadside cafes selling poor-quality muncie products and beverages.

ZIPSTRIP

One or two-way pedestrian walkways linking City Blocks, sectors and smaller interchanges. Enclosed zipstrips, whether elevated or not, are called Pipeways.

ZOOMTUBE

The most recent traffic innovation in Mega-City One. A zoomtube is a fully enclosed road-system where all traffic is fully computer-controlled for optimum speed and driver-safety. Only vehicles fitted with Zoomtube compatible control overrides are permitted to ride the Zoomtubes. These electronic control management systems plug into the vehicle's powerplant and hand all control of the vehicle over to the pre-programmed Zoomtube system. Vehicle speed, proximity, lane occupancy, and so on, is constantly monitored and adjusted to keep traffic moving at a steady 180kph (faster, when and where permissible) and to regulate the volume of traffic entering and leaving the Zoomtube. Emergency vehicles and Lawmasters are, naturally, exempt from Zoomtube Control – and just as well, because, for all the failsafe mechanisms and integrity of the Zoomtube computer infrastructure, they are not infallible. Even minute discrepancies in control procedures could result in a vast and catastrophic pile-up, especially where Zoomtubes intersect with megways and, especially, the Superslab.

VEHICLES

Fossil fuels, as the main source of fuel for vehicles, were generally replaced by cheap, efficient hydrogen fuel cells and bio-diesel hybrids in the early decades of the 21st Century. Further developments introduced fusion-powered engines and now almost all Mega-City One vehicles are relatively quiet, non-polluting and highly energy efficient. A fad still remains for the petrol-burners of way-back-when with antique car collectors paying huge sums for even the rustiest, most clapped-out relic from the pre-war days.

The vehicles featured below are described in the following terms:

DIMENSIONS

Height: The vehicle's height in millimetres, centimetres or metres (for larger vehicles).

Width: The vehicle's width, measured at its widest point, in millimetres, centimetres or metres (for large vehicles).

Length: The vehicle's length, from nose to tail in millimetres, centimetres or metres (for larger vehicles).

Wheelbase: The width of the vehicle's wheelbase in millimetres, centimetres or metres (for larger vehicles).

Weight: The vehicle's weight in kilograms (or tons, for larger vehicles).

Fuel Capacity: How much fuel, in litres, the vehicle can carry.

Powerplant: The make and type of the vehicle's engine/powerplant.

Full Speed: The maximum speed, in kilometres per hour, the vehicle can attain.

Max Speed: The vehicle's maximum speed in metres per Combat Round.

Acceleration: The vehicle's rate of acceleration in metres per Combat Round.

Deceleration: The vehicle's rate of deceleration in metres per Combat Round.

Cost: In Credits.

STATISTICS

Skill: What skill is required to drive or use the vehicle.

Agility: How easy the vehicle is to drive, expressed as a DM to the driver's skill check.

Crew: How many passengers, including the driver, the vehicle can carry.

Open/Closed: If the vehicle is open or closed (see *Traveller Core Rulebook*, page 66).

Armour: How much armour, if any, the vehicle has (see *Traveller Core Rulebook*, page 66).

Hull/Structure: The number of hits the vehicle can sustain before being disabled.

Cargo: The amount of cargo that can be carried, in kilograms.

Weapons: On the rare occasions where a vehicle is armed, what armaments it carries.

The statistics entries relate to the standard vehicle handling rules found on page 103 of the *Traveller Core Rulebook*. Any additional information about a vehicle's handling or performance is given in the description.

BLOCK BUGGY

A common feature of every modern city block, very few block buggies are owned by citizens but are instead the property of the city. Given the sheer size of most city blocks, even the most able-bodied citizen may have trouble traversing the length of even a single floor, and so simple, easy to use block buggies are supplied for the use of the inhabitants in order to safely take them from park, to mall, to home again without fuss. The buggy is powered by a standard, rechargeable, Hi-Lux battery which gives an operating time of 8 hours between charges. It can comfortably accommodate a single passenger and up to 100kg of additional cargo – although, when fully laden, its range drops to 6 hours of battery life and its speed halves. The buggy is reasonably agile and the driver gains a +1 DM to his Drive skill when using the vehicle.

Dimensions	
Height	1,700mm
Width	800mm
Length	2,000mm
Wheelbase	790mm
Weight	200kg
Fuel Capacity	6-8 hours running time on a full charge
Powerplant	Fnord Autosystems Hi-Lux battery (hydrogen)
Full Speed	100 kph
Max Speed	166m per round
Acceleration	44m per round
Deceleration	50m per round
Cost	Cr. 6,500
Statistics	
Skill	Drive (wheeled)
Agility	+1
Crew	1
Open/Closed	Open
Armour	—
Hull/Structure	1/1
Cargo	100kg
Weapons	—

CITI-DEF GUNSHIP, SIROCCO

Slowly being phased out in favour of less manoeuvrable ground-based vehicles, due to a number of Block Wars where its armaments caused large numbers of casualties, many Citi-Def units cling hopelessly to their prized Sirocco gunships. Fast, well armed and armoured, the gunship is the perfect vehicle for destroying light targets and transporting small squads whilst under heavy fire. Unfortunately, it is these same qualities that have made it lethal during Block Wars, rather than in the defence of the city as was originally intended.

The gunship is powered by the Kyrix neutro-grav, anti-gravity power unit of a kind similar to Justice Department H Wagons. The Sirocco is the most common gunship variant found amongst Citi-Def crews but other variants have similar characteristics.

Dimensions	
Height	2,100mm
Width	3,500mm
Length	8,300mm
Wheelbase	—
Weight	60,000kg
Fuel Capacity	1,800 litres
Powerplant	Kyrix neutron-grav anti-gravity propulsion unit
Full Speed	600kph
Max Speed	1,000m per round
Acceleration	112m per round
Deceleration	130m per round
Cost	MCr. 3
Statistics	
Skill	Flyer (grav)
Agility	+0
Crew	10 (pilot and gunner, plus up to 8 passengers)
Open/Closed	Open
Armour	20
Hull/Structure	8
Cargo	1,000kg
Weapons	2 x Heavy Spitgun, 2x (linked) Hi-Ex Missile Launchers

GROUND CAR, FOORD SLABSTER

The Slabster is one of the most common vehicles found on the streets of Mega-City One and every family who cannot hope to afford the latest roadster or hovercar aspires to the freedom a ground car can give – for many, the car gives the first opportunity they have had to leave their city block. The Slabster is reasonably well-featured for its price and includes many additions such as the Electro 'Lite' security system normally found on far more expensive models. Many are used by the few successful taxi companies still employing human drivers.

Dimensions	
Height	580mm
Width	710mm
Length	1,980mm
Wheelbase	1,093mm
Weight	1,574kg
Fuel Capacity	91 litres
Powerplant	Foord catalytic 2.5 hybrid fuel cell
Full Speed	230kph
Max Speed	383m per round

Dimensions

Acceleration	44m per round
Deceleration	50m per round
Cost	Cr. 4,500

Statistics

Skill	Drive (wheeled)
Agility	+0
Crew	5 (driver and 4 passengers)
Open/Closed	Closed
Armour	6
Hull/Structure	3/2
Cargo	325kg
Weapons	None



GROUND CAR, FOORD STRATO

For many critics, Foord's entry into the roadster market was an expensive disaster but by just slightly altering the marketing of the Strato, the company managed to create a highly desirable ground car for the citizen who wanted the looks and performance of a hot rod but without the expense and prestige. Forever dubbed 'the poor citizen's roadster,' the Strato can never compete with Nirvana's Type-Z in terms of style, features and sheer appeal but it has proved itself to have a performance best described as sparkling, combined with Foord's legendary reliability.

Dimensions	
Height	1,340mm
Width	1,775mm
Length	4,430mm
Wheelbase	2,370mm
Weight	1,300kg
Fuel Capacity	100 litres
Powerplant	Foord Optimax V12 super hybrid
Full Speed	350kph
Max Speed	583m per round
Acceleration	64m per round
Deceleration	56m per round
Cost	Cr. 19,250
Statistics	
Skill	Drive (wheeled)
Agility	+0
Crew	2 (1 driver, 1 passenger)
Open/Closed	Closed
Armour	6
Hull/Structure	3/3
Cargo	160kg
Weapons	None

GROUND CAR, OOSTIN MACRO

A common sight on the streets of Mega-City One (as are similar, two-seater micro cars), the Oostin Macro is a cheap, two-door ground car light on luxury but noted for its long-lived reliability. The Macro has earned the distinction of being the car most young citizens aim to purchase as their first ground car due to its low selling price and there is a growing city-wide Oostin Drivers Fan Club to support this otherwise unremarkable vehicle. Many members make extensive modifications to their Macro, aiming to maintain some individuality amongst the millions of ground cars on the roads.

Dimensions	
Height	1,407
Width	1,683
Length	3,700mm
Wheelbase	2,470mm
Weight	1,140kg
Fuel Capacity	40 litres
Powerplant	Oostin Economy 7 hybrid 1.8
Full Speed	217km
Max Speed	361m per round
Acceleration	40m per round
Deceleration	46m per round
Cost	Cr. 3,750

Statistics

Skill	Drive (wheeled)
Agility	+0
Crew	2 (1 driver, 1 passenger)
Open/Closed	Closed
Armour	3
Hull/Structure	2/2
Cargo	227kg
Weapons	None

HOVERBUS

A perpetual sight in the skies of Mega-City One, for those citizens unable to afford their own vehicle, the hoverbus often provides the most convenient way to move across a city sector. Built for capacity, rather than comfort, hoverbus companies often cram another 20 passengers into the 'standing space,' though all but the most will be careful not to exceed this legal limit.

Dimensions

Height	3,755mm
Width	2,490mm
Length	15 metres
Wheelbase	—
Weight	13,450kg
Fuel Capacity	400 litres
Powerplant	Kummins 665 Transit-class grav unit (8 litre)
Full Speed	150kph
Max Speed	250m per round
Acceleration	28m per round
Deceleration	34m per round
Cost	Cr. 180,000

Statistics

Skill	Flyer (grav)
Agility	-1
Crew	51 (1 pilot, plus 50 passengers, although up to 70 passengers may be carried, using standing room)
Open/Closed	Closed
Armour	6
Hull/Structure	3/4
Cargo	4,050kg
Weapons	None

HOVERCAR, FOORD FALCON GIAH

Wealthier families often choose a hover car such as the Falcon, leaving the crowded streets far below and travelling at great speed to any destination in the city. Many critics have noted that the Falcon has a very basic and even 'cheap' feel to it compared to the credits needed to purchase one but it should never be forgotten that the anti-grav powerplant that provides the hovercar with so much of its flexibility accounts for the greater cost.

Dimensions	
Height	1,473mm
Width	2,187mm
Length	5,080mm
Wheelbase	3,035mm
Weight	1,985kg
Fuel Capacity	90 litres
Powerplant	Foord Z-Tek 8000 grav unit
Full Speed	400kph
Max Speed	666m per round
Acceleration	74m per round
Deceleration	88m per round
Cost	Cr. 18,000
Statistics	
Skill	Flyer (grav)
Agility	+0
Crew	5 (1 pilot, 4 passengers)
Open/Closed	Closed
Armour	6
Hull/Structure	2/2
Cargo	230kg
Weapons	None



HOVERPOD, MERCURY NINE-TEN

Often regarded as a flying buggy, hoverpods meet with little of the same derision, no doubt due to their expense. Though quite comfortable, the Nine-Ten is little more than an enclosed seat inside a bubble, strapped on to an anti-grav powerplant that all but strains to get a single occupant aloft. However, for sheer convenience, there are few modes of transport that can travel across an entire sector and yet still find enough space to land in the most crowded hoverport.

Dimensions	
Height	1,400mm
Width	800mm
Length	2,130mm
Wheelbase	—
Weight	199 kg
Fuel Capacity	12 litres
Powerplant	Mikrodyne Omnifit 10 grav unit
Full Speed	120 kph
Max Speed	200m per round
Acceleration	24m per round
Deceleration	28m per round
Cost	Cr. 9,000
Statistics	
Skill	Flyer (grav)
Agility	-1
Crew	1
Open/Closed	Closed
Armour	2
Hull/Structure	1/1
Cargo	25kg
Weapons	None

JET PACK, KOHINSAYER GREASY LIGHTNING

A potentially lethal device for its owner, the jet pack is a simple, high-powered rocket engine strapped to the back of a citizen to permit flight and fast movement. The Kohinsayer is a budget model that cannot lift a citizen who weighs more than 100kg though it remains surprisingly reliable in operation. The jet pack itself weighs 4kg. The pack has a maximum range of 300km.

Dimensions	
Height	—
Width	600mm
Length	1,000mm
Wheelbase	—
Weight	4kg
Fuel Capacity	10 litres
Powerplant	Kohinsayer PFS VX5 Lifter control unit
Full Speed	250kph

Dimensions	
Max Speed	416 per round
Acceleration	44m per round
Deceleration	52m per round
Cost	Cr. 2,000
Statistics	
Skill	Flyer (personal)
Agility	-2
Crew	1
Open/Closed	Open
Armour	—
Hull/Structure	1/1
Cargo	—
Weapons	None

JUGGER, JCD 939

Often nicknamed the two-laner, for the amount of space it takes up on the megway, the 939 is a work horse of the large corporations, ferrying raw materials and finished goods from sector to sector, forming the vital backbone of commerce in Mega-City One. Boasting a tremendous increase in cargo capacity over JCD's previous model, the 838, it is still able to maintain a top speed allowing it to take to the megway, the only roads in the city capable of bearing these monstrosities without judicial supervision.

Dimensions	
Height	3,556mm
Width	4,830mm
Length	20 metres
Wheelbase	6,600mm
Weight	36,000kg
Fuel Capacity	360 litres
Powerplant	JCD Megway 500kW Hybrid
Full Speed	205kph
Max Speed	341m per round
Acceleration	38m per round
Deceleration	44m per round
Cost	Cr. 125,000
Statistics	
Skill	Drive (wheeled)
Agility	-2
Crew	3 (1 driver, 2 passengers)
Open/Closed	Closed
Armour	6
Hull/Structure	4/6
Cargo	30 tons
Weapons	None



MERCHANT HOVERSHIP, 'GREEN LADY'

Almost without exception, every hovership is owned by one of the large mercantile corporations that trades regularly between Brit-Cit and Mega-City One, with occasional forays to other cities of the world. However, the Justice Department is known to own a couple of refitted hoverships and a few billionaires of the city have taken the time to convert older hoverships into immense luxury yachts. The Green Lady is typical of many hoverships, being able to glide above the surface of the Black Atlantic or sail as a conventional vessel when forced down by oncoming storms. With a cavernous hold and a licensed heavy laser mount to ward off the larger creatures of the Black Atlantic, such hoverships form the centre of trade with Brit-Cit.

Dimensions	
Height	26 metres
Width	30 metres
Length	80 metres
Wheelbase	—
Weight	1,090 tons
Fuel Capacity	10 tons
Powerplant	Quad Suskind Hydrogen Fuel Cell Generators (24,000kW combined output)
Full Speed	75kph (40knots)
Max Speed	125m per round
Acceleration	14m per round
Deceleration	20m per round
Cost	MCr. 18.5
Statistics	
Skill	Pilot (Hoverships)
Agility	-1
Crew	47 (plus berths for 50 passengers)
Open/Closed	Closed
Armour	12
Hull/Structure	8/12
Cargo	2,000,000 tons
Weapons	Heavy Laser

MO-PAD, GENERAL DT-10 HUMBER

Mo-pads are permanently mobile habitation units, perpetually cruising the megways and skeds, their occupants itinerant citizens who rarely pause in their movement save for vital refuelling provision stops at the vast, mobile service units that also ply the highways. Citizens forego the comfortable, static life of the city block in favour of independence and an opportunity to see more of Mega-City One than most citizens will realise.

Mo-pads carry all mod-cons: a living/dining/galley area, bedrooms, showering facilities, entertainment units and a spacious cab. Using the mobile services that ply the meg-lanes, there is no need for a mo-pad citizen to set foot on static ground.

The DT-10 Humber is a prime example of an older mo-pad found on the Mega-City One highways. It gives a lot to newer models in terms of size and comfort, though it is still able to keep up to the minimum speed limits on the megway, where most examples spend their entire working lives. The interior can be described as basic and the autopilot is notoriously unreliable in emergency situations, forcing drivers to at least be present in the cramped cockpit at all times. However, owners tend to scrape and save every credit they can find in order to upgrade the autopilot and better equip the living quarters.

Dimensions	
Height	4 metres
Width	3.5 metres
Length	7.45 metres
Wheelbase	4,318mm
Weight	29,918kg
Fuel Capacity	200 litres
Powerplant	DT Systems Endurance H-Cell Hybrid
Full Speed	220kph
Max Speed	366m per round
Acceleration	40m per round
Deceleration	48m per round
Cost	Cr. 26,000
Statistics	
Skill	Drive (wheeled)
Agility	-1
Crew	6 (1 driver plus 5 passengers)
Open/Closed	Closed
Armour	8
Hull/Structure	4/4
Cargo	1 ton
Weapons	None

MO-PAD, MERCURY ROYALE

Mercury's entry into the lucrative mo-pad market was to be in a blaze of glory and, in truth, they created a vehicle which had few equals on the megways of the city. A truly immense vehicle, the Royale had every feature and luxurious extra that could be squeezed into its giant hull, including a full swimming pool, enclosed roof garden and wall-spanning Tri-D screens. There was truly no better way to travel in Mega-City One. Unfortunately, citizens forced on to the roads of the city were rarely in a position to lay out the credits for such a mo-pad and so very few were ever sold. The Royale is an incredibly expensive mo-pad, due to Mercury's constant price changes designed to recoup development costs and so has become a status symbol of sorts in high society, purchased by citizens and corporations that like to create an impression during business negotiations

Dimensions	
Height	4.8 metres
Width	6 metres
Length	20 metres
Wheelbase	8,500mm
Weight	66,000kg
Fuel Capacity	500 litres
Powerplant	Mikrodyne Monamyics Fusion Plant
Full Speed	235kph
Max Speed	391 per round
Acceleration	44m per round
Deceleration	52m per round
Cost	MCr. 4.5

Statistics

Skill	Drive (wheeled)
Agility	-2
Crew	12 (1 driver plus 11 passengers)
Open/Closed	Closed
Armour	8
Hull/Structure	8/8
Cargo	8 tons
Weapons	None

POWERBOARD, CHOWDER BOARDS MCKENZIE EXTREME

Seen by many juves as the ultimate sport, powerboards are a craze that sweeps through Mega-City One every few years. Taking the form of a jet-powered, flying surfboard, powerboards were made famous by Supersurf champion Chopper. A simple throttle is operated by the rear foot of a powerboarder who uses the weight of his body to guide the machine through any manoeuvre. When the inevitable happens and the user falls from his powerboard, it immediately halts in mid-air, keeping the user safe from harm as he dangles from a safety line attached to one of his ankles. Cheap and easy to maintain, the McKenzie Extreme is one of the most popular powerboards in the world, though it lacks the top end speed of later models.



Dimensions	
Height	55mm
Width	559mm
Length	1,833mm
Wheelbase	—
Weight	59kg
Fuel Capacity	—
Powerplant	Fuziontek Super-X Lithium/Hydrogen fuel cell (endurance 100 hours between charges)
Full Speed	175kph
Max Speed	291 metres per round
Acceleration	70 metres per round
Deceleration	102 metres per round
Cost	Cr. 4,000
Statistics	
Skill	Flyer (personal)
Agility	+0
Crew	1
Open/Closed	Open
Armour	—
Hull/Structure	1/1
Weapons	—

POWERBOARD, HENSI CO. YAKAMOTO 3000Z

Made by Hensi Co. of Hondo City, the Yakamoto 3000z is arguably the fastest and sleekest powerboard credits can buy. With an incredible top speed and licensed Krapasaki gravitic stabilising fins, there is little else a Supersurf champion will use in his sport.

Dimensions	
Height	57mm
Width	559mm
Length	1,841mm
Wheelbase	—
Weight	59kg
Fuel Capacity	—
Powerplant	Hensi Ono-Sensei Neutriliium battery cell (endurance 150 hours between charges)
Full Speed	250kph
Max Speed	416 metres per round
Acceleration	84 metres per round
Deceleration	106 metres per round
Cost	Cr. 9,000
Statistics	
Skill	Flyer (personal)
Agility	+1
Crew	1
Open/Closed	Open
Armour	—
Hull/Structure	1/1
Weapons	—



POWERBOARD, STIGCORPS HURRICANE X1

The Hurricane X1 powerboard has added plating to make it far more resilient to rough impacts and gunshots and even incorporates a tiny cargo hold in which a skysurfer can store small amounts of provisions or spares for longer journeys. It retains its sleek and fast performance, however, through the use of expensive but powerful Stigcorps A3 thrusters which grants the powerboard its competitive edge despite its increased weight.

Dimensions	
Height	57mm
Width	559mm
Length	1,836mm
Wheelbase	—
Weight	63kg
Fuel Capacity	—
Powerplant	Stigcorps A3 thrusters (endurance 120 hours between charges)
Full Speed	235kph
Max Speed	391 metres per round
Acceleration	80 metres per round
Deceleration	94 metres per round
Cost	Cr. 7,500
Statistics	
Skill	Flyer (personal)
Agility	+0
Crew	1
Open/Closed	Open
Armour	2
Hull/Structure	1/1
Cargo	3kg
Weapons	—

ROAD BUGGY, MERCURY TYPE 102

Considered a lethal contraption by all but its most loyal owners the Type 102 is still present on many of the roads of Mega-City One due to its inherent cheapness. The proud owner of this road buggy enjoys few thrills with its skimping of internal features and the lacklustre performance means it cannot even legally drive on the megways of the city. However, those citizens who have such vehicles can rarely afford to travel far anyway, though they must always keep a sharp eye out even on city bottom, for larger vehicles have been known to crush the Type 102 without their drivers even knowing the buggy was there.

Dimensions	
Height	1,542mm
Width	1,557mm
Length	2,690mm
Wheelbase	1,867mm
Weight	750kg
Fuel Capacity	35 litres
Powerplant	GoGreen Bio-diesel/hybrid, 1.1 litre
Full Speed	110kph
Max Speed	183m per round
Acceleration	22m per round
Deceleration	26m per round
Cost	Cr. 2,250
Statistics	
Skill	Drive (wheeled)
Agility	+0
Crew	1
Open/Closed	Open
Armour	—
Hull/Structure	1/1
Cargo	50kg
Weapons	—

ROADSTER, NIRVANA BKJ3000 TYPE-Z

Every young juve with but a passing interest in vehicles is likely to have the latest vid slug of a Type-Z being put through its paces on a crowded megway, for this is *the* car to own in Mega-City One. Though it gives a lot away in speed to the fastest hovercars, it is a well-known fact that a true adrenaline rush can only come from high speed driving through the ground traffic of Mega-City One. With gorgeous, sleek looks and benefiting from a highly-tuned engine, there are few vehicles with the sheer class of the Type-Z. A fairly rare sight on the streets of Mega-City One, the purr of the powerplant guarantees much head-turning as the roadster sails past, which is likely the intention of its wealthy owner.

Dimensions	
Height	1,125mm
Width	1,870mm
Length	4,142mm
Wheelbase	2,500mm
Weight	690kg
Fuel Capacity	60 litres
Powerplant	Evov V12 24-valve
Full Speed	475kph
Max Speed	791 metres per round

Dimensions

Acceleration	88 metres per round
Deceleration	104 metres per round
Cost	Cr. 28,000
Statistics	
Skill	Drive (wheeled)
Agility	+0
Crew	1
Open/Closed	Open
Armour	4
Hull/Structure	3/3
Cargo	100kg
Weapons	None

SKY TRUK, MERCURY-KARMACK

Built to allow businesses to avoid the inconvenience of the eternal traffic jams of the city, the Sky Truk also grants an exponential increase in the speed in which it can deliver its cargo, thanks to the powerful Karmack A2 anti-grav powerplant. Few smaller businesses can justify the increase in price needed to take to the skies of Mega-City One, though those that take the gamble often succeed where their competitors fail

Dimensions

Height	4 metres
Width	4.5 metres
Length	8.45 metres
Wheelbase	—
Weight	32,000kg
Fuel Capacity	300 litres
Powerplant	Karmack A2 anti-grav powerplant
Full Speed	400kph
Max Speed	666m per round
Acceleration	74m per round
Deceleration	80m per round
Cost	Cr. 31,000
Statistics	
Skill	Flyer (grav)
Agility	+0
Crew	3 (1 driver plus 2 passengers)
Open/Closed	Closed
Armour	8
Hull/Structure	4/4
Cargo	6 tons
Weapons	—

STRATO-CRUISER, TURBINE-X

Seen only in the giant spaceports of Mega-City One, strato-cruisers skim the very edge of the world's atmosphere to avoid the radiation belts cloaking areas such as the Cursed Earth, to deliver their high-paying passengers to any major city within a few short hours. Every strato-cruiser is a sleek, highly-aerodynamic vehicle designed to attain great speeds whilst granting occupants absolute safety and a modicum of luxury.

Dimensions	
Height	8.5 metres
Width	3 metres (fuselage); 25.6 metres wingspan
Length	62 metres
Wheelbase	—
Weight	185,000kg
Fuel Capacity	120,000 litres
Powerplant	Olympiad Systems 595 Strato-X thrust
Full Speed	3,258 kph (MACH 3)
Max Speed	5,430m per round
Acceleration	608m per round
Deceleration	716m per round
Cost	MCr. 24
Statistics	
Skill	Flyer (winged)
Agility	+0
Crew	3 (capacity for 84 passengers)
Open/Closed	Closed
Armour	10
Hull/Structure	8/8
Cargo	8 tons
Weapons	—



STREET BIKE, KRAPASAKI TD-4

The dream of many young juves, the Krapasaki is known for being a cheap, no-frills bike designed only for thrilling speeds. Despite many Lightweight measures taken, the Notron 2000cc v4 powerplant cannot hope to match the raw output of the Otomo or Lawmaster but as a cheap alternative for the young, it has proved a good seller for Krapasaki.

Dimensions	
Height	830mm
Width	900mm
Length	2,000mm
Wheelbase	1,400mm
Weight	176kg
Fuel Capacity	18 litres
Powerplant	Notron 2000cc v4
Full Speed	300kph
Max Speed	500m per round
Acceleration	56m per round
Deceleration	66m per round
Cost	Cr. 1,800
Statistics	
Skill	Drive (wheeled)
Agility	+0



Dimensions

Crew	1
Open/Closed	Open
Armour	—
Hull/Structure	1/1
Cargo	10kg
Weapons	—

STREET BIKE, OTOMO K-9000

One of the fastest bikes available in Mega-City One, the K-9000 is capable of matching even the Judge's Lawmaster Mk III for sheer speed and handling. It does, of course, lack the armour and weaponry that make the Lawmaster so lethal and also gives a lot to advanced computer control systems. Its sleek fairings are designed for pure speed and even in a city jaded with the appearance of yet another 'latest thing,' it is clear that Otomo have another winner on their hands, provided their wealthier clientele can be convinced to hand over the credits.

Dimensions

Height	1,144mm
Width	915mm
Length	2,015mm
Wheelbase	1,400mm
Weight	150kg
Fuel Capacity	55 litres
Powerplant	Notron V8, 4000cc, ASB Quad Carbs
Full Speed	570kph
Max Speed	950m/round
Acceleration	158m/round
Deceleration	236m/round
Cost	Cr. 22,000

Statistics

Skill	Drive (wheeled)
Agility	+1
Crew	1
Open/Closed	Open
Armour	3
Hull/Structure	2/2
Cargo	20kg
Weapons	None

ROADLINER, ROADLINERS INC. 'FAT BOY'

Running alongside the much larger juggers, the Roadliner is a vehicle designed purely to transport great amounts of cargo from one part of the city to another, as quickly as possible. A utilitarian approach has been taken to design and the Roadliner, in common with many of its rivals, is little more than a shaped box on wheels with an underslung powerplant helping to maintain a low centre of gravity. There have been some questions raised as to the Fat Boy's stability when fully loaded but it has passed all Justice Department tests successfully and has been approved for citizens' use.

Dimensions

Height	3,800mm
Width	2,590mm
Length	15 metres
Wheelbase	10,714mm
Weight	13,800kg
Fuel Capacity	400 litres
Powerplant	DUF 9000 Slingbox
Full Speed	225kph
Max Speed	375m per round
Acceleration	42m per round
Deceleration	50m per round
Cost	Cr. 65,000

Statistics

Skill	Drive (wheeled)
Agility	-1
Crew	3 (1 driver, plus 2 passengers)
Open/Closed	Closed
Armour	6
Hull/Structure	3/4
Cargo	10 tons
Weapons	None



JUSTICE DEPARTMENT VEHICLES

The Justice Department maintains an enormous and diverse fleet of different vehicles. Every Sector House has its own Justice Garage, administered and maintained by Tek Division, which keeps, for Sector use, a compliment of Pat, Meat and H wagons. Larger vehicles, such as the Manta and Land Raider, are specialised vehicles that must be called-in from Justice Central.

PAT WAGON – MK III

After the Lawmaster, the Mk III Pat-Wagon is the most commonly sighted Justice Department vehicle seen on the streets of Mega-City One. Designed to be flexible enough to bring the law to citizen riots and armoured perps, as well as fulfil the grunt work of catch and meat wagon teams, the Mk III Pat-Wagon is well respected amongst the Judges for being able to take just about any punishment the streets can give. The turret-mounted street cannon is a specialised variant of the bike cannon found on the Lawmaster and is capable of firing a variety of ammunition, such as flare, gas and solid rounds. The Pat Wagon also carries a Riot Foam dispenser used to encase and quell angry mobs during riots, demonstrations and Block Wars.

The Mk IV Pat-Wagon, an anti-grav version of the Mk III, is also common in many sectors and grants freedom to pursue perps over rougher ground than its predecessor. The Mk IV has space for only 1 ton of cargo and 8 passengers, due to the increased size of its powerplant.

Dimensions	
Height	3.75m
Width	2.5m
Length	7.5m
Wheelbase	2,200mm
Weight	30,000kg
Fuel Capacity	1,000 litres
Powerplant	Notron Hi-Pow 8000T, H-Cell/Biofuel Hybrid
Full Speed	225kph
Max Speed	316m per round
Acceleration	50m per round
Deceleration	60m per round
Cost	MCr. 2.5
Statistics	
Skill	Drive (wheeled)
Agility	+0
Crew	2 (driver and co-driver, plus capacity for 10 passengers or perps)
Open/Closed	Closed
Armour	20
Hull/Structure	8/8
Cargo	2 tons
Weapons	Turret Mounted 20mm Street Cannon (see page 73); Riot Foam blaster

MEAT WAGON

Of similar design to the Pat Wagon, a Meat Wagon is specifically equipped to haul away casualties from the scene of an incident. It is equipped with life support facilities, plus automated hover stretchers and body-bagging units for the inevitable litany of corpses the vehicles have to deal with.

Dimensions	
Height	3.75m
Width	2.5m
Length	7.5m
Wheelbase	2,200mm
Weight	30,000kg
Fuel Capacity	1,000 litres
Powerplant	Notron Hi-Pow 8000T, H-Cell/Biofuel Hybrid
Full Speed	225kph
Max Speed	375m per round
Acceleration	50m per round
Deceleration	58m per round
Cost	MCr. 3.5
Statistics	
Skill	Drive (wheeled)
Agility	+0
Crew	2 (driver and co-driver, plus capacity for 10 passengers or perps)
Open/Closed	Closed
Armour	20
Hull/Structure	8/8
Cargo	1.5 tons
Weapons	Turret Mounted 20mm Street Cannon (see page 73)

H-WAGON

The H-Wagon is an eternal sight in the skies of Mega-City One, monitoring all aerial traffic and responding to emergencies that require heavy firepower. Too large to patrol the streets themselves, the H-Wagon is a highly agile vehicle that can handle attacking hovercraft and the worst weather of the Cursed Earth with ease.

Dimensions	
Height	3,100mm
Width	7m
Length	16m
Wheelbase	—
Weight	120,000kg
Fuel Capacity	3,600 litres
Powerplant	Notron grav anti-gravity propulsion unit
Full Speed	1,250kph
Max Speed	1,765 per round
Acceleration	232m per round
Deceleration	280m per round
Cost	MCr. 8
Statistics	
Skill	Flyer (grav)

Statistics	
Agility	+1
Crew	15 (1 pilot and co-pilot, 1 gunner, plus up to 12 passengers)
Open/Closed	Closed
Armour	20
Hull/Structure	8/8
Cargo	2 tons
Weapons	2 x Hi Ex Missile Launchers; 2 x Heavy Lasers

MANTA PROWL TANK

The Manta Prowl Tank was the Justice Department's answer to a growing crime wave. Often regarded as a mobile floating fortress of anti-crime measures, a Manta can strike fear into the heart of the most desperate perp and is fully capable of dealing with entire riots by itself. Capable of great speed, this anti-grav tank features a Peterson High Intensity Laser Cannon, with adjustable wide beam mode, stumm gas dispensers and riot foam jets as its primary armament, allowing it to tackle anything from an angry citizen mob to the most heavily-armoured vehicle a perp can field. In addition, the Manta is also armed with two twin-linked fast-action anti-personnel lasers and can be further modified with heavier weaponry as the situation demands, potentially making it the equal of any battle tank in terms of firepower. On-board holding cells can imprison up to thirty perps. Two pilots control its great bulk with an exceptional agility, whilst four Street Judges constantly monitor the on-board scanners for any sign of local crime, ready to take the Law to perps outside upon Lawmasters also stored within the Manta's forward bay. There are compartments that allow the onboard Tek and Med Judges to function effectively, whilst more Street Judges monitor the holding cells, communications and weapon systems of the tank, while overall command is given to a senior Judge. With such capability built into one heavily armoured hull, the Manta Prowl Tank is an outward symbol of the Judge's absolute authority within Mega-City One.

Dimensions	
Height	3.5m
Width	5m
Length	10m
Wheelbase	—
Weight	90,000kg
Fuel Capacity	1,000 litres
Powerplant	Notron J Series Mega-Pulse antigrav powerplant
Full Speed	300kph
Max Speed	500m per round
Acceleration	56m per round
Deceleration	68m per round
Cost	MCr. 9
Statistics	
Skill	Flyer (grav)
Agility	-1
Crew	18 (1 pilot and co-pilot, plus auxiliary staff; capacity for up to 30 passengers)
Open/Closed	Closed
Armour	20
Hull/Structure	10/10
Cargo	8 tons
Weapons	Petersen Heavy Laser (hi-intensity – but treat as Heavy Laser), 2 x linked Laser Lances; 8 x Stumm Gas Grenade launchers; 6 x Riot Foam dispensers;

LAND RAIDER

A highly specialised combat vehicle, the Lezney A2000 Land Raider is a two-part vehicle that links to form a single fighting unit. The statistics below give specifications for the two independent units and then a third set for the combined Land Raider assembly.

The Land Raider's most famous assignment was the trek across the Cursed Earth undertaken by Dredd and Spikes Harvey Rotten to deliver the vaccine for the 2T-FRU-T virus afflicting Mega-City 2. This was considered a trial mission and, although the Land Raider acquitted itself well in the harsh conditions and against very difficult foes, the Justice Department decided not to advance the Land Raider programme beyond the six or so already built and held at the Tek Division's Vehicle Testing HQ. Thus, there are five Land Raiders still in existence in Mega-City One and, occasionally, they are deployed for certain specialised missions.

Raider

The primary vehicle is the Raider wheeled vehicle. A sleek, fast, all-terrain armoured personnel carrier, it is shielded against EMP, radiation and chemical attacks. Fitted with a front-mounted General Arms Laser Destroyer Mk III Lazooka, plus a pair of linked Heavy Spitguns, the Raider is a formidable machine in its own right. The lazooka, drawing on the Raider's powerplant, can maintain fire in battle conditions, although it takes 1 full Combat Round for the weapon to recharge before firing again.

Dimensions	
Height	2.5m
Width	3.1m
Length	7.76m
Wheelbase	5,542mm
Weight	13,600kg
Fuel Capacity	1,000 litres
Powerplant	Lesney Active Fuzion 779 Turbo
Full Speed	On Road 240kph Off Road 180kph
Max Speed	On Road 400 per round Off Road 250m per round
Acceleration	On Road 44m per round Off Road 34m per round
Deceleration	On Road 52m per round Off Road 40m per round
Cost	MCr. 10
Statistics	
Skill	Drive (wheeled)
Agility	-2
Crew	6 (Driver and Co-Driver, plus 4 passengers)
Open/Closed	Closed
Armour	18
Hull/Structure	8/8
Cargo	500 kg
Weapons	Lazooka, 2x linked Heavy Spitguns

Killdozer

The Killdozer forms the rear assembly of the combined Land Raider and, on its own, is a heavily armoured, tank-like weapons platform designed for all terrain conditions and sustained battlefield deployment. Its tracks are set in an asymmetrical pyramid configuration allowing for a small footprint and high manoeuvrability but with the same rough terrain performance as larger, lower-framed tanks. The battle unit has enough room for stabling four Lawmasters (or equivalent-sized bikes) with a rear-facing, armoured, loading/unloading ramp for rapid vehicle deployment. The interior cabin has a conning-tower command bridge with excellent visibility via 5cm thick armour-glass. The whole unit is EMP, radiation and chemically shielded, with an onboard life support system with a 4 week reserve, including air and water recycling facilities and preserved food storage.

In terms of weaponry, the Killdozer carries six linked rapid-fire 20mm cannon (equivalent to bike cannon), two pop-up turret mounted heavy lasers and, mounted on the roof of the conning tower, a pair of Mauley missile launchers. The missile battery is typically 50 x Hi-Ex missiles and 20 x Homing missiles. The launchers can be operated in linked or unlinked modes.

The Killdozer's computer system allows it to act in full automatic in the same manner as a Lawmaster bike, taking commands by remote verbal instruction or from pre-programmed routines.

Dimensions	
Height	6.5m
Width	8.5m
Length	6m
Wheelbase	—
Weight	27,000kg
Fuel Capacity	1,000 litres
Powerplant	Lesney Active Fuzion 779 Turbo
Full Speed	On Road 100kph Off Road 80kph
Max Speed	On Road 166m per round Off Road 133 per round
Acceleration	On Road 21m per round Off Road 27m per round
Deceleration	On Road 24m per round Off Road 29m per round
Cost	MCr. 25
Statistics	
Skill	Drive (tracked)
Agility	-2
Crew	6 (1 driver, 5 passengers)
Open/Closed	Closed
Armour	24
Hull/Structure	10/10
Cargo	5 tons
Weapons	6 x 20mm Street Cannon (see page 73); 2 x Heavy Lasers; 2 x Mauley Missile Launchers

Land Raider Unit

Coupled together, the Raider and Killdozer use the main computerised power management systems from the Killdozer to optimise the speed and capabilities of the complete unit.

Dimensions	
Height	6.5m
Width	8.5m
Length	14m
Wheelbase	5,542mm
Weight	40,600kg
Fuel Capacity	2,000 litres
Powerplant	Lesney Active Fuzion 779 Turbo
Full Speed	On Road 170kph Off Road 115kph
Max Speed	On Road 283m per round Off Road 191m per round
Acceleration	On Road 41m per round Off Road 31m per round
Deceleration	On Road 46 per round Off Road 36m per round
Cost	MCr. 35
Statistics	
Skill	Drive (tracked)
Agility	-2
Crew	6 (1 driver, 5 passengers)
Open/Closed	Closed
Armour	24
Hull/Structure	10/10
Cargo	5.5 tons
Weapons	As per individual units

SPACESHIPS

Detailed discussion of spaceships is beyond the scope of the *Judge Dredd* main rules but will no doubt be covered in future supplements. However, as is clear from the Dredd saga, spaceflight is not only commonplace, the Earth has established colonies throughout the galaxy and come into contact with numerous alien races.

Spaceships conform to the rules provided in both the *Traveller Core Rulebook* and *High Guard*. Faster than light travel is achieved through hyperdrive engines that equate to the standard, *Traveller* Jump Drive, with Manoeuvre drives being used for in-system transit (such as around the solar system). Justice Department maintains its own fleet of shuttles – notably for transporting prisoners to Titan – and hyperdrive equipped ships such as Justice One, used by Dredd during the quest for the Judge Child.

Corporate and privately owned spaceships are licensed via the Justice Department's Space Licensing Unit, a part of Tek Division, which registers ship use, destinations, manifests and so forth. This enables Justice Department to trace any off-world cargoes that may pose a threat back to their source of entry.

Mega-City One operates its own starport: The Eustace Fargo Spaceport – a grade A facility – out of Sector 40; the part of old New York once occupied by the John F Kennedy terrestrial airport.

JUDGE DREDD



Four hundred million citizens...
The largest city on Earth...
Ninety one percent unemployment...
Every need or whim catered for...
The strangeness of 22nd Century life
taking its toll...
A crime committed every second of every
minute of every hour of every day...

Of course Mega-City One is weird. This
chapter show you how, why and provides
a deep-dive into the city itself, looking at
its most famous sectors and landmarks.
Use this chapter as both background
resource and inspiration for Judge Dredd
campaigns.

MEGA-CITY ONE

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A MILE HIGH VIEW

Mega-City One spans the eastern seaboard of the United States of America, ranging from Maine in the north right down to North Carolina in the south and across to the west as far as Atlanta, Dayton, Cleveland and up to Hartford: an area of around 125,000 square kilometres. The entire area of Mega-City One is urbanised: what little agricultural land that exists is contained within the massive Agridomes that provide year-round, fully-automated crop production of basic vegetable proteins that go into the staple food of the city; munce. Otherwise, that entire stretch of eastern North America is a seemingly endless urban sprawl, the result of over-zealous metropolitan planning to deal with the burgeoning population of the early 21st Century and the development of new building materials and techniques allowing structures to go higher, more safely, more cheaply and in greater concentrations than ever before. Mega-City One spreads across and down the North American coastline like a virus, its nucleus being the Washington/New York/Boston axis, and its only limit being the sensibility of the architects who realised that Mega-City One had to have a plan and had to have an end somewhere.

The notion was to offer security and prosperity to citizens, doing away with the underclass that had always troubled American society but at the same time giving everyone the kind of lifestyle that had been promised since the cheap, pulp science fiction novels of the mid-20th Century: maximum free time; no need to work (unless you wanted to); obedient robots to handle the drudge tasks; hyper-fast, intelligent transport networks; a home, with all mod-cons for every citizen; free energy derived from all manner of sources (vast, solar-panel arrays, deep-drilled sinks below the Earth's crust to tap into the limitless energy reserves of the mantle); fully interactive entertainments delivered through the internet, including tridee participatory broadcasts; and placing all citizens, irrespective of colour, creed or class, on an equal footing. Mega-City One was America's last, unchallenged version of the American Dream: it had to work; people would make it work. The citizens of the Mega Cities would be prosperous, free to enjoy life and on an equal footing.

So Mega-City One evolved to provide all these things. As disparate cities merged and land at ground level became scarce, the developers just went up, creating buildings that would stretch up to a mile high. The city's various sectors, centred on the old city boundaries, gained more and more levels to support the burgeoning starscrapers and city blocks. Man's ambitions were lofty and the buildings loftier still. Perspective was lost as the physical perspective rocketed towards the heavens. Super-strong alloys like

plasteen and plastisteel made the safest structures ever known. Numerous levels made layered cities, like the strata of a rock, so that a population far larger than a traditional city of the same area could be accommodated. And, for a while, the experiment worked. People flocked into the Mega-City, taking advantage of free homes and exceedingly cheap food and free energy, desperate to take advantage of the Lifestyle of the Future. The city floor fell away from them; their horizons were dominated by the heights of the city blocks and the spaghetti-like morass of megways, skedways and inter-zooms. The future seemed boundless; the people were happy. Mostly. An abundance of leisure time and the service of obedient, uncomplaining robots, meant people could indulge themselves on a scale that had never been possible.

The Mega-City One experiment was copied everywhere. Mega-City Two developed along the west coast and along similar lines, the city absorbing every urban centre between Seattle and San Diego. Texas City sprang up around Houston and soon encompassed the whole of the state of Texas and parts of Arkansas. In Russia, the East Meg cities developed around Moscow and St Petersburg. In the United Kingdom, Brit-Cit saw London swarm across the south coast and pulse upwards to the midland cities of Birmingham, Leicester and across the Norwich. In Australia, Oz repeated the trend along the vastness of the east coast, taking in Sidney, Melbourne and up to Cairns. Every nation had to have a Mega-City. Sometimes two. All of them modelled themselves on Mega-City One but none of them equalled it; not in terms of ambition, grandeur or, sadly, crime.

It was inevitable that the American Dream would turn into a nightmare, because America had never had a good track record where dreams were concerned. The incredible complexities of administrating Mega-City One meant that traditional policing rapidly became inefficient. With a population, at its height, of 800 million, governing the city was beyond even the capabilities of the politicians who had been Mega-City One's architects. Much could be automated, of course; and much was. But what cannot be automated and controlled is the human propensity for boredom and selfishness. The citizens of Mega-City One *had* everything they wanted but, as is always the case, people wanted more. When there are too few police and when those police are virtually invisible, selfishness sets-in and people forget about the rules that society needs to function properly. When the judicial system grinds to a virtual halt because it has failed to keep pace with the rapid progress of a city's expansion, people can, and do, get away with murder. Create any utopia and humans will be guaranteed to turn it into a dystopia. The American Dream turned sour and then went rotten. It was inevitable. Progress is always pursued by the elements of decay.



MEGA-CITY ONE

Crime, then, became rampant. The city became very, very full. The Immigration Laws of 2055 aimed to curb the swarms of people who wanted to get into an over-full metropolis but merely succeeded in causing mass civil unrest. Deep in the heart of Mega-City One, buried in the layers of metro-levels, segregated by the skedways and overzooms, organised crime – something almost stamped-out in the early 21st Century – spewed its way back into life and set about corrupting those who could be corrupted, far from the sight of traditional justice. Mega-City One's dark places became

darker. The higher reaches became the goal of those who had plenty of money and they ensured that they insulated themselves from the damp-rot seeping up through the plasteen of the city blocks. That dream of all citizens living in equality evaporated like tears dropped into a blast furnace: segregation and class distinctions asserted themselves just as they always would – because humans are, inherently, selfish brute-beasts who revert to a natural state of war at the first opportunity. As an experiment in architectural and technological magnificence, Mega-City One was a triumph.



As an experiment in social harmonisation, it was an abject failure. As one wit remarked, 'If that guy Darwin was still around, he'd be sayin', "Gee. Like, I told you so!"'

MEGA-CITY ONE ESSENTIALS

Mega-City One is organised into 305 judicial areas called sectors. Each sector follows, very roughly, old borders and district divisions from the pre-Atomic War United States. The States divisions are gone, although the legacy of the cultures of those states still live on through quaint traditions and practices – such as the urbane sophistication of the old New England sectors in the north.

Every sector is a self-contained administrative unit under the effective legal control of the Justice Department Sector House.

MEGCENTRAL (SECTORS 1-20)

Population: 30 million.

Famous Landmarks: Mega-City Chamber of Horrors, Gus Grissom Spaceport.

The geographical centre of Mega-City One where most of the larger space and hoverports are located.

MEGEAST (SECTORS 21-108)

Population: 100 million.

Famous Landmarks: Academy of Law, Alien Penitentiary, Alien Zoo, Central Mega-City Library, City Hall, Costa Del Meg, Empire State Building, Grand Hall of Justice, Mega-City Museum, Museum of Death, Ocean Sprawl, Psi-Division HQ, Sinotown, Statue of Judgement, Statue of Liberty, Weather Congress, the White Cliffs of Dover.

MegEast has the highest crime rates in the city, for major smuggling rings work the docks along the East Wall. Man-made canals assist sky trucks in conveying goods from the merchant hoverships anchored outside.

MEGSOUTH (SECTORS 109-160)

Population: 85 million.

Famous Landmarks: Amalgamated Munce, Meg-Oil, Little Cuba, Nukco, Plastoid Industries, Power Tower, Roadliners Inc, Sunshine Synthifoods.

The centremost sectors are given over to a massive industrial zone called the Dust Belt. All structures within the belt draw their energy from Power Tower and subsidiary stations. A

safety 'dead zone' separates the factories from city blocks sandwiched between the Dust Belt and the South Wall.

MEGWEST (SECTORS 161-240)

Population: 75 million.

Famous Landmarks: Apetown, The Jungle, Mega-City Vibe Bowl, Moonray Tower.

Meg-West borders the Cursed Earth and is vulnerable to mutant break-ins and alien contagion.

MEGNORTH (SECTORS 241-300)

Population: 95 million.

Famous Landmarks: Big-1 Publishing, MegaMedia Inc, NERDCO.

Home to more wealthy citizens and corporate headquarters than the rest of the city combined.

MEG-WEST HAB ZONE (SECTORS 301-305)

Population: 15 million.

The only section of Mega-City One beyond the City Wall, the North-West Hab Zone suffers the city's second highest crime rates. The megway aptly named Hell's Highway is the only physical link between the Hab and its parent city, spanning the radioactive wasteland of Nuke Alley.

SECTOR SECRETARIATS

Every sector is administered locally through a robotic bureaucracy that is controlled by the sector Secretariat. The Secretariat is effectively beholden to the Justice Department but it takes charge of general, civil affairs, whilst the Justice Department, through the Sector Houses, looks after law and order. The Secretariat ensures highways are maintained (again, through robot repair crews), schools supplied, hospitals provided and so forth. The Justice Department, via the Sector House, can influence and override the Secretariat at any point and without any warning; and it frequently does. When Block War breaks out, political niceties need to take second or third place to the Rule of Law. The Secretariats then, have little more than a basic (though extensive) administrative function in each sector. The competence of the Secretariat contributes much to the sector's character: lax Secretariats inevitably mean deprivation in some sectors, leading to higher crime rates and more work for the Judges. Even though the Secretariats are largely robotised, humans still govern the upper echelons and, because the humans of the 22nd Century are perhaps far more flawed than in earlier centuries, levels of competence, public duty and civic pride vary wildly.

MAYOR OF MEGA-CITY ONE

A ceremonial role, the Office of the Mayor was dissolved during Judge Cal's rule but reinstated later under Chief Judge Volt's reforms. The mayor is considered to be the First Citizen of the city, elected by the people, for the people, but in reality he or she is little more than a figurehead. Civic power rests with the Secretariats and all truly important political decisions are taken by the Justice Department through the Council of Five and Chief Judge. The mayor, supported by his own robot bureaucracy, rubber-stamps wide-scale city projects, looks at accounts from the Sector Secretariats and occasionally gets involved in key decisions regarding the true politics of the city. But, in reality, there are few citizens who have anything like the force of personality and political will necessary to stand-up to and challenge the Justice Department. Life is much easier whenever the mayor sticks to his position and keeps his nose out of the important things, such as how best to run the city. The last time politicians were left to run anything, atomic war broke out. The people might have forgotten that but the Justice Department certainly has not.

ECONOMY AND INCOME

With robots performing 97% of the revenue-generating activities of Mega-City One, the economy of such a huge city is actually highly efficient. Production is 24/7 with little time lost to illness or industrial dispute. Things get made, grown and exported. Mega-City One is the foremost producer in the world with exports going to the other mega cities across the globe. As a result, its revenues are high and steady – even following the tragedy of the Apocalypse War.

Mass automation means that citizens do not need to work. A burgeoning economy means that just about every citizen is on welfare. Every citizen receives a regular, monthly City Payment (known as the Mega Dole) from which to pay for rent, food, lifestyle and so forth. There is clearly little income tax but citizens are taxed on goods they buy and services they use, with 70% of the tax going into the Secretariat coffers and 30% going to the Mayor's Exchequer. Those citizens who want a job and can find one (or make one), pay a flat 10% Job Tax, although the astute and wealthy can afford to easily find ways of avoiding Job Tax altogether.

Citizens can gain bonuses to their Mega Dole by undertaking certain civic duties, such as joining Citi-Def or taking part in local voluntary schemes but otherwise everyone receives the same, flat, Cr. 3,000 every month. If Mega-City One's combined economic output is especially healthy in a particular quarter, then a further bonus is paid to citizens, based on the profit balance. This is one of the mayor's duties: signing off



MEGA-CITY ONE



the bonus each quarter – although the Justice Department actually decides how much it will be and carefully makes sure that when a bonus is warranted it is neither too low nor too high. Even when times are lean, the mayor often signs-off the bonus anyway, on Justice Department advice: nasty riots tend to follow whenever a bonus has been withheld and so the Justice Department ensures that a bonus fund is available to ensure a quarterly bonus can be paid, even when the economic performance for the quarter would otherwise warrant a low bonus or none at all.

The quarterly bonus paid as part of the Mega Dole is $2d6+3\%$ of the Mega Dole's flat rate. So, an average, a citizen can expect an additional Cr. 300 per quarter or as much as Cr. 450. When times are lean, it may be as low as Cr. 150 but only in the direst circumstances is it nothing at all.

CITY BLOCKS

The vast bulk of citizens live in the towering City Blocks; self-contained, high-rise communities of, on average, 50,000 people. City Blocks contain all necessary amenities: shops, food-joints and restaurants, vid-theatres and concert halls, gyms and sport-domes, aggrodomes (for loosing-off pent-up aggression, although aggrodomes are strictly licensed by the Justice Department following a series of large-scale riots – the result of uncontrolled, pent-up aggression) and so forth. Many citizens never, ever, venture out of their City Block, finding everything they need within its plastisteel and synthi-rock walls. Life within a City Block is relatively safe (in other words, the chances of being mugged, robbed, assaulted or abused are *slightly* less than on the open streets) but stiflingly dull. As most citizens have no jobs, minds roll idle. Ghastly vid-shows offer train-crash entertainment, regularly peddling new crazes and shock-horror stories for no better reason than public titillation. Apartments are cramped; and it is impossible to find peace and quiet in a City Block. Everything is open to public scrutiny and, if the rumour-mill starts, even for the most innocuous behaviour, it can rapidly escalate into a witch-hunt. Judges have investigated many murders and assaults caused by nothing more than a false rumour triggering a mistaken belief that an innocent citizen has committed some heinous crime. City Blocks create a mob-mentality. Individuality is drained-out and replaced with an inane allegiance to the block's communal identity. Every neighbouring block has it easier, richer, bigger, better and freer than one's own. Petty jealousy is fuelled on a daily basis. Linda Evans Block starts a new fashion trend? Joan Collins Block asserts that it started the same trend first (even though it did not). The result is Block War.

BLOCK WAR

Sometimes there is simply no alternative but to blast the grud out of those no-good neighbours. They have taunted you

and belittled you, copied your block's ideas and besmirched your name. Grab your spitguns and raid the Citi-Def armoury because, boy, those neighbours *have got it coming*.

Block War happens for the slightest reasons or none at all. Simply put, every able-bodied man, woman and child grabs a weapon, leans out of their window and unleashes it against any visible target in a neighbouring block. Citi-Def units, found in every City Block, are there to protect Mega-City One as a civic defence force; but most commonly they fuel Block Wars, levelling entire storeys of enemy blocks with missiles, rapid-fire hi-ex rounds and generally turning from Citi-Def into Citi-Death. Once Block War is declared, mass hysteria takes over and just about everyone gets swept into the conflict. Any weapon will do and age is no barrier. Schools take on schools; hospitals empty to go and join the carnage. Some citizens are professional Block Agitators, stockpiling weapons in readiness for the next war and cranking-up the rumour-mill to get a war started ASAP. These small minorities face life in the cubes when caught but that adrenaline rush felt when the cry of 'Block War! Get the Drokks!' goes up, makes the risk worth it.

Every City Block has a weekly People's Assembly, open to all citizens, where the agenda is to discuss life within one's own City Block. This rarely happens. The assemblies are generally less concerned with local welfare than criticising neighbouring blocks and adding bile-flavoured grist to the rumour-mill. Block Agitators seek-out speaking positions at the assemblies in order to foment unrest and so Judges usually keep an eye on especially notorious and troublesome block assemblies to both prevent agitators and identify them. The Wally Squad has special Block Squads who go deep undercover to penetrate agitation rings and break them, before they break the blocks. But, truth be told, the Judges' best efforts (and they really are rather good) make only a small dent in the propensity for Block War. Citizens have precious else to liven-up their dull days and, Judges have noted, petty crime in the wake of a Block War drops significantly for a sustained period (as does the population count, naturally).

CITY BLOCK ORGANISATION

City Blocks range in size greatly. Any City Block has a population of $1d6+1 \times 10,000$ citizens but there are more populous blocks and wealthy, less populous ones. Every block is built to a standard design: the lowest ten storeys are given over to public amenities (shops, food-joints, bars and the like); the middle ten to sixty storeys are apartments, offices and so forth; and the upper ten or so storeys house the block's services: water, power generators, climate control and so forth. The very roof of the block houses the Citi-Def armoury and watch posts, so that, in the event of an attack,

Citi-Def can retaliate against aerial attack. Unfortunately, the Citi-Def emplacements are equally suited to retaliating against other City Blocks, as already noted.

The residential storeys of the City Block are named from Z to A and then AZ through to AA the higher one gets up the block. Higher is generally better. Premium apartments are found in the AZ to AA range and the 'Double Letter' citizens like to look down, physically and culturally, on the 'Singletons'.

Apartments conform to a standard size. A to Z apartments are 66m² with two bedrooms, kitchenette, bathroom and living room. AA to AZ apartments are 122m² with a variety of configurations (up to four bedrooms, bigger lounges and kitchens, luxury bathrooms and so on). Every apartment comes equipped with a kitchen unit, cooler unit, water purifier and an integrated flat-screen vid-display to access the City Block's local vid channels and those broadcast city wide. On average each residential floor has up to a hundred apartments and floor pride is every bit in evidence as block pride. Inter-storey wars are not uncommon, with rivalries fuelled by snobbishness spilling over into bloodshed. Floor rivalries are usually only supplanted by block rivalries and, when the Block War cry goes up, inter-storey enemies suddenly become inter-storey allies as they take aim at the hated neighbours across the plaza.

Beneath the public amenities storeys are storage areas, vehicle parks and maintenance rooms. The basements of City Blocks are warrens of dark passages, labyrinthine tunnels and narrow, dangerous walkways. Only maintenance robots and the criminal underclass descend into the bowels of a city block; those and a smattering of refugees and mutants who want to keep well away from the streets so they remain in the city unmolested. Entire, forgotten communities of muties, trogs, perps and other wretches inhabit the City Block underbellies, meaning that the true population of a City Block can be larger than the known, upper storey inhabitants.

BLOCK ASSEMBLIES

Every block has a citizen assembly. The idea is to have an open forum where every one of a block's residents has a say in how the block is run. In reality, things are nowhere close to this lofty ideal. Those who desire power and shout the loudest dominate proceedings; most citizens are too apathetic to get involved with anything as boring as block administration and politics. Thus, most block assemblies end up being dominated by a handful of petty powerbrokers who enjoy lording it over their silo-like domains or stirring-up trouble as an antidote to the tediousness of Mega-City One life.

Essentially, block names are quirky, reflect social whimsy and have no real basis in logic. When naming blocks for *Judge Dredd* campaigns, look to what is popular in politics, entertainment and sport currently. Some example block names that might appeal are:

- Amy Winehouse Rejuve Conapts
- Ant and Dec Towers
- Georgie Brown Block
- Gokky Wan Underblock
- Jonny Woss Block
- Katey Winslet Block
- Leo DiCaprio Block
- Nick Cotton Sub-Slum Block
- Phil Tufnell Lux Apartments

... and so on...

Some block assemblies are open forums with no elected representatives. Others elect members, rather like the old parliaments of the pre-Atomic War era were elected. In others still, representatives are self-appointed, seizing control and becoming petty tyrants or dictators, ruling through sheer force of presence, charm, intimidation or bullying. This is particularly prevalent in those sectors where the mob still has a significant influence. The mafia gangs either control a city block outright or control the people who run the assembly. Either way, block assemblies rarely do much to represent the welfare of the block and those living in it. Assemblies are generally shouting shops and hotbeds of hatred directed at neighbouring blocks. The actual things that matter within a block – like the standards of living conditions, maintenance and repairs and so forth, are usually ignored until they reach a point when it is usually too late. Block assemblies look to Judges to maintain law and order; Citi-Def units to protect them (or blast the grud out of neighbours) and the Sector Secretariat to anticipate things like maintenance and repair. Negligence, petty corruption, naked self-interest and personal agendas are rife. Common sense and civic duty are commodities in very short supply.

BLOCK NAMES

The fashion is for city blocks to be named after celebrities, sports stars, politicians and public figures from the pre-Atomic War era. For some strange reason the fashion seemed to

MEGA-CITY ONE





focus on such people from the old United Kingdom. So it is that Mega-City One has city blocks such as the Elsie Tanner, Kenny Barlow and Mitchell Bros blocks: names that mean precious little to the block's residents but reflect bygone times when these people figured large in United Kingdom folklore.

The fashion is not limited to ancient UK soap opera characters; American sitcom stars like Larry David and Lucy Ball have been honoured with a block named after them. The trend extends to ex-presidents and political figures. The Barry Obama, Hilly Clinton and Sazza Palin blocks hark-back to a monumental presidential election of the very early 21st Century. Likewise the Buzz Aldrin, Neil Armstrong and Yuri Gagarin blocks mark man's first voyages into space and to the Moon.

CARDBOARD CITIES

Whilst, in theory, every citizen receives enough Mega Dole to cover living expenses – as little as Cr. 20 a night is needed to obtain a bed in a Stacker – there are always a few who slip through the net. More blocks than the Secretariats would care to admit are surrounded by a small shantytown made from discarded plasteen containers and crates, where the homeless gather together for protection. The homeless themselves are a diverse lot as many are unable to keep up with crippling debt repayments and others are drug addicts who spend every credit they have to support their habit. A few are formerly rich and powerful citizens who have been sued into abject poverty. More, known as Neverwheres, are people who do not appear on any city database and cannot claim any welfare payments. While most of these are illegal immigrants or mutants who have sneaked into the city, some have been deliberately or accidentally erased from Barney by juve hackers looking for a laugh or incompetent City Hall employees. Such people have no option but to eke out a miserable existence by scavenging through the waste that more prosperous citizens leave behind or resort to illegally begging for a few credits from passers-by. While many normal citizens are not aware of the existence of the cardboard cities – the majority of the population rarely leave their blocks and even when they do steer well clear of City Bottom – a few take great exception to the 'scum' living for free around their homes. It is not unusual for groups of citizens to launch attacks against the cardboard cities, using firebombs or high explosives in an attempt to dislodge the residents.

CONAPTS

Smaller than city blocks, conapts (connecting apartments) are privately owned housing complexes catering to the

slightly-better-off citizens. A typical conapt is much larger and better furnished than those in other blocks and may even occupy an entire level of their own. Just like city blocks, conapts are given popular names for easy identification. A conapt is typically no higher than fifty levels, although some mansion-esque variants stand at only two or three levels. City blockers are known to harbour resentment and even jealousy towards conapt tenants and juve gangs sometimes single out a conapt as their target, defacing it with scrawls or smashing windows and breaking down doors, if they can bypass the elaborate security systems.

CONDOS

Space condominiums are satellite habitats locked in geostationary orbit in Mega-City One space, each capable of housing up to one hundred thousand citizens. Each condo is a city sector in miniature, typically incorporating conapts beneath their domes as well as schools, hospitals, factories, hydroponic farms and atmospheric generation plants. Nearly all of these condos are privately owned and most of the population is made up of the cream of the Mega-City One social elite, anxious to get away from the squalor and overcrowding of the city. However, the Slum Clearance Act of 2105 stated that all new private housing developments must provide a 29% donation to the public sector, meaning nearly a third of any new condo belonged to the city itself. The Housing Department re-settled families of dummies aboard the luxury Condos and within hours, the corridors and hallways were filled with garbage, the beautiful pedways and parks vandalised. Many private tenants quickly moved out, allowing the city to buy up the rest of the condos at a fraction of their true value and creating orbital slums.

CROCK BLOCKS

While every city block has its own population of OACs (Old Age Citizens – anyone over the age of 75), the arrangements of a crock block cater specifically for the elderly. OACs can spend their last few years in the specialist wrinkle shops, the gossiparamas or take treatment for their imaginary illnesses in the placebo wards of the med-bay. Every crock block has its own euthanasium, offering an OAC tired of life or crippled by disease, a painless, humane and dignified exit. Crock blocks are specially designed to accommodate the restricted mobility of their residents, with gentle slopes, wide corridors and pedways for zimmerskimmers and robochairs. Some, like the Crockery Nook Home for the Extremely Aged, cater for OACs with extensive cybernetic or bionic body parts. Crock blocks have their own share of problems, the most common of these being the OACs' addiction to Bingo, a banned gambling game. Illegal life-prolonging aids like organ legging and Stookie pills are also smuggled into crock blocks in exchange for pension cheques.

DP CAMPS

Displaced Person Camps are a sad fact of life in Mega-City One. Vast areas of waste ground are set aside to provide temporary accommodation to the millions of homeless citizens on the Housing List. Originally set-up after the Apocalypse War, the camps' populations swelled far beyond their capacity with refugees from the Necropolis and Second Robot War. An average DP camp is built from pre-fabricated habitat domes surrounded by electromesh fences and riots among inhabitants regularly break out when a lucky citizen finally gets re-housed.

THE JUNGLE

The Jungle (or Apetown) is the term given to areas of Sectors 7 and 20 set aside for genetically modified primates. The Jungle consists of cave-like, low-level apartment buildings. When originally unveiled in 2080, the area was a shining state-of-the-art conurbation modified for ape usage, including swing poles instead of pedways, ropes and climbing bars. Within a year, the complex had become one of Mega-City One's worst slums. The tenant apes had little interest in, or practical knowledge of, civilisation and had retained many of their less appealing habits. Humans are not welcome in Apetown and the residents have made it quite clear that 'skinfaces' or 'pinkies' will be attacked on sight. The Jungle is a law unto itself, where the apes take care of their own problems their own way, but so long as the apes remain within their borders, the Judges tend to leave them be.

LUXY-BLOCKS

Luxy-blocks provide the ultimate in housing. A citizen fortunate enough to afford a hyperlux apartment has their every whim tended to by servo druids, and computers allow the resident to control every aspect of their environment. A number of apartments remain empty, due to the ramifications of a spectacular malfunction that occurred with the first ever luxy-block, the Komputel. Opening with great fanfare in 2099, the Komputel took complete and total control of its amenities to make life easier for the tenants. Unfortunately, the computer began to murder the tenants one by one, considering them to be an infestation. Of the thousand guests who checked in, only a few managed checked out. Memories of this debacle still cause marketing difficulties for the luxy-block syndicates.

ROOMING HOUSES

Hotels are common in Mega-City One, ranging from the cheap and cheerful bed and breakfast provided by a citizen subletting a couple of rooms for the night, to the ultra-exclusive hovering, four star accommodation of the Twilight Rooms. The 'Armageddon Hotel' franchise is popular with fugitives, as it operates a 'no questions asked' policy. A

more legitimate traveller in need of a room for the night can book into one of the many Inn-on-the-Sked motels or continue their journey aboard one of the Big Mo Travelling Taverns. Sitting at the bottom of the hotel strata, stackers are filled with tiny sleeping pods each containing one tenant and frequented by the dispossessed who have somehow managed to scrape together the 20 credits needed to rent a pod for a few hours.

THE MAZE

The abandoned ruins of the F. Lloyd Mazny Housing Scheme lie at the heart of Sector 50. The Maze was opened in 2094, boasting that it was the most advanced housing complex in the city. In an attempt to keep things 'interesting', Mazny had developed revolutionary new techniques including the animated Escher Hallways, looping Mobius Pedways and rotating Klein Plazas. Unfortunately, the tenants found they could only navigate their way around the Maze with the aid of computer-controlled signposts. Typically, within a week, every single signpost had been vandalised and even the maintenance droids sent to replace them disappeared, lost in the labyrinthine course ways. Unable to cope with monitoring ten thousand kilometres of constantly changing concourses, the Maze's master computer crashed, leaving the population alone to find their own way out. It took a year before the last resident managed to stagger out. The Maze remains standing, the adopted home of a small population of vagrants and mutants but there are also many tales of alien monsters lurking down the twisting hallways, ready to pick off the unwary.

WEATHER CONTROL

Mega-City One's weather is under the complete control of Justice Department's Weather Control Station, which hovers high above the city and uses a mixture of cloud seeding and advanced climatic manipulation to ensure the city below gets the weather it needs. For the most part, Weather Control ensures that the weather across the city is balmy and clear, thereby improving the mood of the citizens but Weather Control can create any form of weather conditions across the whole of Mega-City One, if it needs to, and even localise weather conditions to a sector or street level when necessary. Senior Judges can order weather conditions to be altered but usually require Sector House sanction from the Sector Chief before commands are carried out.

Weather Control was destroyed during the Apocalypse War, resulting in arctic conditions for the first time in decades. After the war it was rebuilt but it has malfunctioned frequently since the war and it is more common for Mega-City One to be drenched in rain, pelted by hail or baked in fierce sunshine – again with localisation over certain sectors.



Weather Control has been known to give instructional, guided tours to the meg-schools as part of the 'Know Your City' syllabus.

WEST WALLS

Mega-City One is insulated from the Cursed Earth by the immense West Wall, which runs the entire length of the city and is a uniform two hundred metres in height and made from 20 metre-thick plasticrete and steel. Fifty gates pepper its length, at main sector points, allowing ingress and egress to and from the city. Justice Department sentry towers, staffed by both Judges and automated weaponry systems, linked to Border Control at the Grand Hall of Justice, watch over activities on the west side of the wall. The gates are controlled by the local sentry towers and each sentry station is under the command of a Senior Judge, effectively making each sentry point a smaller version of a Sector House – complete with holding facilities, interrogation rooms and armouries. Justice Department Immigration Offices are located at each sentry station, where immigrants from the Cursed Earth are interviewed, processed and then either granted or denied leave to remain within the city itself. Wall Detail is not popular amongst Street Judges as the work is often tedious; but it is nevertheless a vital part of Mega-City One security and some Judges find it a welcome respite from the rigours of sector patrols.

Following the countless attacks and ravages Mega-City One has undergone, West Wall has been significantly strengthened and re-armed. Each sentry point is equipped with a sonic cannon, street cannon (see page 73), laser cannons and missile launchers, trained across the Cursed Earth plains. The gates are opened only for scheduled and permitted traffic, although postern gates opening within the main gates, allow individuals to approach and undergo rigorous processing by the sentry point Judges.

LANDMARKS OF MEGA-CITY ONE

In a city as big as Mega-City One, landmarks are everywhere. Buildings are thousands of feet high, built in outlandish shapes and designs, glitter like jewels amidst the millions of kilometres of highways and blaze their names, nicknames and slogans like battle cries in neon and LED dozens of metres high. Close your eyes, spin around, point and then open your eyes and, chances are, you will be looking towards a sector's landmark.

The old landmarks of the pre-Atomic Wars are still there; but they are dwarfed by the sheer, outrageous enormity of

the Mega-City era. All that remains of the Statue of Liberty, once one of the most recognisable symbols in the world, is a hand bearing the torch on the site where she used to stand. The Empire State and Chrysler Buildings, once the epitome of skyscrapers, are tiny and insignificant against the starscrapers that loom around them. Mega-City One has its own landmarks now; its own grand statements and awe-inspiring feats of architecture. Here are some of the most well known.

ACADEMY OF LAW

Shaped like a giant Eagle of Justice, the Academy of Law is found in Sector 44. Also known as the toughest school on Earth, every Judge has spent fifteen years of their lives within the walls of the colossal complex, trained in all aspects of bringing justice to the streets of Mega-City One. The exterior's visible edifice is imposing enough, with a grand, sweeping skedway leading up to its imposing synthi-marble staircase, fifty-metres wide. But inside, the Academy is even more imposing. Only a fifth of the Academy is outwardly visible: the rest is deep underground, reaching down at least a hundred storeys. The Academy of Justice is nothing less than a city block dedicated to training the toughest law enforcers ever known. The building is equipped to withstand direct missile strikes, sieges, earthquakes and any other assault anyone wants to try to level. No other academy comes close to matching its grandeur and everything about the Academy of Law signals that this is where the law starts and is nurtured.

AFTERMATH SQUARE

Part of a massive collection of themed plazas located outside the Grand Hall of Justice in Sector 44, Aftermath Square is dedicated to the memory of the citizens and Judges killed under the 100-day rule of the insane Chief Judge Cal in 2101. In the centre stands the Statue of Fergie, a brutish, subhuman resident of the Undercity who played a vital role in the final defeat of the tyrant. A more recent addition is a memorial to the Mega-City One dead of the Zombie War, the Judgement Monument.

Most sectors have some form of Aftermath Square to commemorate Mega-City One's tribulations and Aftermath Square in Sector 44 forms the blueprint. Sector 295, for example, has its Ground Zero Plaza, where the first nukes of the Apocalypse War struck the city. Ground Zero Plaza is now a wide, synthi-grassed oval with a mushroom-cloud sculpture dominating, carved with the names of all Sector 295 citizens who perished in that first wave of attacks. A quiet, contemplative place, it is one of the few, relatively crime-free areas of the entire sector. People can wander through GZ-P at night with only a moderate fear of being mugged and the Judges who patrol the streets around GZ-



P deliver exceedingly stern justice upon any who sully the tranquillity of the place with their criminal tendencies.

APOCALYPSE MONUMENT

Located at the very heart of Mega-City One, the Apocalypse Monument is dedicated to the four hundred million citizens killed in the Apocalypse War of 2104. Built to resemble a fifty metre tall mushroom cloud and emblazoned with the slogan 'Peace to All,' many of the more conservative citizens believe the structure to be in rather poor taste. The annual Apocalypse Parade concludes at the monument, where a minute's silence is held to remember the dead. A number of citizens who attend the parade are there to celebrate the start of the war rather than the end of it – with the harsh street fighting and constant action, it was the only time in their lives when they were not bored.

BIG SMELLY

The old Hudson River, completely concreted over before the Apocalypse War, is known as the Big Smelly. Dangerously polluted and inhabited by rad-rats and other vile critters, the Big Smelly was exposed by the Apocalypse War devastation in some areas and these are still not concreted over, allowing the vileness of the water to permeate into the air. Naturally enough kook-groups like the Water-Of-Lifers believe that the Big Smelly has healing properties and take to bathing in the rancid waters on their high holy days. So far, no serious casualties, although Water-Of-Lifers are notorious for their stench and occasional bouts of dysentery.

EMPIRE STATE BUILDING

Transplanted from New York (now the Undercity) before it was concreted over, the Empire State Building was once the tallest building in the world. For many years lack of interest from all concerned led to the historic building crumbling into ruin, as it was dwarfed by the nearby city blocks. By 2120, the building was in such a bad condition that a demolition order was placed upon it but Otto Sump rescued the aged landmark at the very last minute. He spent a fortune on rebuilding and refitting the gutted building, restoring some of its former glory. Now a major tourist attraction, visitors flock to see reenactments of historical events that were supposed to have occurred within. The favourite attraction is the 'Krong Klimb,' a gigantic robot ape slowly scaling the building's side. For an additional Cr. 50, citizens can opt for the Krong Ride, in which they are placed into the robot's giant hand and carried all the way to the top. Robot aircraft, designed to resemble ancient flying machines of the early 20th Century buzz the Krong robot when it reaches the summit of the Empire State, creating a thrilling show for those who come to watch. The climax is Krong falling to his (cushioned) doom as the fighter planes fill his carcass with lead. Then, with a whine of huge

servos, Krong gets up and repeats the performance on the hour. Fun for all the family!

Unfortunately, the genetically modified residents of The Jungle (see page 159) take exception to the Krong show at the Empire State. First, there is the matter of taste; the apes just do not see it as funny that a member of their species – even a robot one – should be gunned-down for the entertainment of others. Second is the issue of rights: some of the ape gangs believe that, as the star of the show is a representation of an ape, some kind of public performance fee should be paid to the Jungle in acknowledgement. So not everyone in Mega-City One is particularly enamoured with the Empire State Building's current use.

GRAND HALL OF JUSTICE

The central headquarters of the Justice Department, the Grand Hall of Justice sits at the heart of Sector 44. The Grand Hall houses the offices of the Chief Judge and the Council of Five and is home to the central processing nodes of MAC. The Hall's levels are divided among crash dorms (temporary sleeping units for Judges); senior Judge offices; briefing rooms; TRI bays (the largest number of holding pens of any Sector House in the city); medical and technical laboratories; and vehicle parks large enough to house several H-wagons and Manta Prowl Tanks. Most of the Justice Department's command divisions are located in the Grand Hall, including Med, Tek and the SJS. The Grand Hall is also connected to the largest of five subterranean Tactical Command Bunkers, secure facilities acting as headquarters in the event of a major attack on the City. The Grand Hall has become a tourist attraction, offering the Hall of Heroes, Judge Fargo's uniform and prototype versions of the Lawgiver and the Lawmaster, as exhibits for an eager and curious public to see up-close. The Black Museum is an even more popular attraction, filled with artefacts salvaged from the criminals who have threatened Mega-City One throughout its tumultuous history, including Chief Judge Cal's brain, the remains of Mechanismo 5, the pickled remains of Judge Fish, a flask of Judge Mortis's ectoplasm and the living cloak of the necromancer Sabbat.

MARTHA CHESTERTON MEMORIAL

Known simply as 'The Park,' the Martha Chesterton Memorial Park is one of the few remaining large areas of natural vegetation in Mega-City One and the only one open to the public. It was built shortly after the Atomic War of 2070-71 by a rich industrialist, Chester Chesterton III and dedicated to his wife who was killed in the conflict. The wily Chesterton ensured the Park's continued existence by stipulating in his Will that the Chesterton Foundation make a substantial donation to the Justice Department every year. Notorious



as a haven for freaks and weirdoes, only a fool stays within the confines after dark. A multitude of urban myths have developed over the years, including rumours that Chesterton buried the majority of his fortune somewhere in the grounds and a bizarre creature known as The Park Beast prowls within, eating unwary citizens. The Justice Department use the Park for a variety of training exercises, affording teams of second term Judge cadets their first experience of Mega-City life at its weirdest.

MOONRAY TOWER

One of the city's tallest buildings, Moonray Tower, the headquarters of Moonray Display Inc, is also one of the least popular. Colossal lasers project images for profit onto the face of the moon, usually advertising for big business and corporations. The displays are limited to 12 hours a month but because they are spread over many days, spoil the view for romantics and moonwatchers. The city's moon worshipping cults such as the Loonies and the Selenites have launched terrorist assaults on the Tower to end its blasphemy. Dislike of Moonray Display Inc is not confined to the Mega-City as the adverts remain a cause of disagreement between the governments of Mega-City One and Luna-1.

SPEAKERS SQUARE

Located on one of the plazas of Justice Square, this is where citizens can go to speak their minds on any subject without fear of arrest. While most who participate do so to let off steam about trivial matters that annoy them, others, such as the Pro-Democracy movement, use the square as a platform to get their controversial views and opinions into the public eye. Listeners are normally on hand, interrupting and heckling anything that comes out of the speakers' mouths and pointing out inconsistencies in their arguments. Less popular speakers are pelted with synthi-fruit or chunks of rockcrete in the case of the 'Necropolis Never Happened' League. Purveyors of these impromptu weapons erect stalls close to the plinth (or yak platform, as it is known) and sell their wares to the assembled hecklers. There are some decent bargains to be had – as long as the Judges don't catch you. A packet of gravel can be bought for as little as Cr. 1, whereas mouldy synthi-plums, with maximum splatter radius, sell for around Cr. 3 per half dozen and also make a tasty snack.

STATUE OF JUSTICE

Unveiled to the public in 2099, the original Statue of Justice stood a little over 150 metres high and offered an unparalleled view over the city. Visitors flocked to the viewing areas located in the eyes of the statue to admire the view. In 2115, ex-Judge Grice led an army of Titan escapees on a vendetta

against the Judges who had imprisoned them and one of his most damaging acts was to demolish the Statue of Justice. A new Statue was completed in 2117 but this time was built to house the Public Surveillance Unit headed by Judge Edgar. Tourists are no longer allowed access to the landmark's interior. The statue has attracted its first share of scrawlers in the past, notably pro-democracy fanatics, although its most famous scrawler was Marlon 'Chopper' Shakespeare in the days before he was famed as a powerboarder.

STATUE OF LIBERTY

Now little more than an ancient and broken relic, the Statue of Liberty is forever in the shadow of its close neighbour, the Statue of Justice and is one of the few remaining constructions left from the pre-Mega-City era. The statue lost an arm when ex-Judge Grice destroyed the original Statue of Justice and, when it was replaced, the Torch of Liberty was recast without the ability to illuminate, interpreted by opponents of the judicial system as a symbol of the triumph of dictatorship over democracy. Total War eventually destroyed the Statue, albeit on the second attempt, and all that remains is the torch hand, sited on the monument's original spot.

WHITE CLIFFS OF DOVER

The White Cliffs were imported all the way from Brit-Cit to become one of the Mega-City's top tourist attractions. For a modest fee, sightseers can admire the impressive spectacle and take a walk along the coastline or try to spot the bluebirds (actually small, flying robots – real bluebirds have been extinct for decades). Other attractions include a regular show performed by 'genuine' Brit-Citters including dancing chimney sweeps, singing academics and Pearly Kings and Queens. The cliffs are regularly scrubbed to repel air pollution and this attention to cleanliness often proves too much of a temptation to the legions of scrawlers who manage to deface the lower cliffside, despite the elaborate security measures.

OTHER LANDMARKS

Part of the fun of Mega-City One is coming-up with outlandish landmarks, perhaps based on existing, 21st Century, American eastern seaboard icons. Mega-City One is big enough and weird enough to host them all. Consider where your *Judge Dredd* campaign is taking place, check out some guidebooks on the contemporary area and let your imagination do the rest.

LEISURE AND FUN

There is precious little to do in Mega-City One, given the fact that robots do all the hard, monotonous and tedious jobs; plus the necessary, skilled, lucrative jobs and do them far more effectively and cheaply than humans. As a result, citizens have abundant leisure time on their hands and all manner of daft and dangerous crazes to fill the hours between waking and curfew.

ENTERTAINMENT

Robots and computers carry out most of the work in Mega-City One. The most optimistic statistics put the human unemployment rate at a staggering 87% of the population, though some sectors have a figure as high as 98%. With such a dramatic increase in leisure time, boredom is obviously a major concern for nearly every citizen. While still at Megaschool, all citizens are encouraged to find a hobby to occupy their minds. While many choose to take up sensible and creative pursuits like painting or kneepad embellishing, others enjoy dangerous sports like bat-gliding or skysurfing. The entertainment industry is therefore vast and diverse, catering for the varying tastes of 400 million citizens.

AGGRODOMES

The first aggrodomes were an abject failure. The idea was to charge citizens to come and vent their anger against robots in controlled conditions and different scenarios. Citizens could beat-up droids, have prolonged and heated arguments with debatabots and hurl abuse to their hearts' content. Naturally enough, things got carried away and full-scale riots took hold, which required Justice Department intervention to resolve. For a while the aggrodomes faltered and died but recently they have made a resurgence, albeit with a toned-down focus on aggression and strict screening policies to allow only those who will be able to vent their anger within half an hour and feel immediately contented afterwards. Judges disapprove of the aggrodomes but know that they can serve a useful purpose if properly managed. One hour in an aggrodome costs Cr. 25 and the citizen must make an Int 8+ roll to successfully pass the screening process.

BATTING

A common sight in the skies of Mega-City One is the bat-glider, swooping and gliding around the tops of the city blocks, kept aloft by a tiny lo-grav unit strapped to the glider's chest with two wings providing stability. Batting is not as easy as it looks and citizens must undergo a six-month training course before they can take to the air. Unfortunately, a great many

lack the patience or the inclination to learn – novice bat-gliders can sometimes be seen plummeting uncontrollably towards City Bottom. Bat-gliders are required to keep to the designated batting zones at all times, well away from airborne traffic and other aerial hazards. A popular practice was the sponsored bat glide, whereby a large group of virgin bat-gliders take to the air, accumulating credits for each minute that they manage to stay aloft.

CLUBS

Every sector has many downmarket nightclubs such as 'The Rabbit Hutch' and exclusive, expensive skankeries such as 'Planet Airhead.' The usual Mega-City clubs are bars with huge dance floors and a vid jock equipped with the latest tunes but, as can be expected in a city of 400 million, specialist and exotic clubs are not difficult to find. Blight clubs (also known as Ugly Hops) are frequented by 'uglies,' devotees of Otto Sump's 'ugly' fashion craze. Following the imposition of a 1,000 credit tax on all ugly products, the blight clubs have been forced to cater to a smaller but devoted clientele. The 'Ugly Young Things' and new age 'Hideous People' shoogie their boogie in the dance cubes and a single drink can cost as much as an average citizens welfare payments for a whole week. The Ugly Bugs Ball competition is held annually to determine the 'Ugliest Ugly of Mega-City One,' the prize being a year's supply of ugly preparations. On the other side of the club spectrum are the Palais-de-Bops, catering for every conceivable mode of dance including 'flydancing,' where dancers wear adhesive shoes enabling them to shake their stuff on the walls and ceilings.

COSTA DEL MEG

Following the destruction of Mega Miami during the Apocalypse War, the Costa Del Meg is now Mega-City One's number one holiday resort. A seventeen-mile long strip of beach squeezed between the East Wall and the polluted waters of the Black Atlantic, the Costa Del Meg comprises funfairs, nightclubs and cheap hotels. The Judges are more tolerant than usual, understanding that the citizens' annual holiday to the Costa provides a much-needed break from the daily grind of existence. The Costa's beaches consist of chemical sludge and the waters of the Black Atlantic are lethal, so citizens must keep their special holiday chem-suits zipped up at all times.

DRAMARENA

Capable of seating half a million people, the Dramarena is a colossal open-air theatre. The circular stage is comparatively tiny compared to the size of the audience. The Dramarena's acoustics were disrupted by a terrorist explosion during the Christmas Play in 2108, meaning that citizens sitting more



than ten rows from the front are completely incapable of hearing the performance without audio headsets.

Most Sectors have their own dramarena variant – albeit on a smaller scale – and every block has its own dramatorium, used for public performances and block assemblies.

DREAM PALACE

While the average citizen has to make do with ordinary dreams that fade with the morning alarm clock, the richer classes can visit the exclusive Dream Palaces. With the aid of a Total Relaxation Inducer, coupled with charged electron bombardments, dreamers can experience their greatest fantasies whenever they want, and have them recorded onto a Tri-D slug to treasure forever. A less expensive alternative is one of the back street ‘dream parlours’ run by racketeers and mobsters as a front for their more questionable services. Dream parlours employ obsolete or unpredictable equipment that produce inferior dreams and run the risk of inflicting brain damage or psychological problems upon the user.

GAMBLING

Nearly all forms of gambling are illegal in Mega-City One and even the many Tri-D game shows have to ensure a contestant can only win using their own skill or knowledge rather than relying on luck or chance. The weekly Megalot is the only legal gambling event. Most citizens buy themselves a 10-credit ticket, dreaming of matching the 10 numbers correctly despite the massive odds against them. Once a year, the Megalot holds a ‘Billion Cred Bonanza.’ The colossal prize frequently causes mass hysteria with citizens selling everything they own in order to finance the purchase of more lottery tickets. Other citizens are prepared to flaunt the law and visit an illegal bookmaker to try their luck. Gambling addicts are prepared to gamble on anything from a couple of credits on a back street craps game or the Superbowl, to taking out huge loans to wager on robot fights. Events specially run by the underworld take advantage of the chronic need some punters have to gamble. A particularly odious event is ‘rat-baiting,’ held in specially constructed arenas along City Bottom. The punters gamble on the outcome of a battle to the death between two or more pit-rats selected from the packs of mutant vermin roaming the cardboard cities. Illegal casinos and gambling clubs thrive. The bizarre card game of Tabloo is a favourite but it is a brave citizen who is prepared to try their luck at the incomprehensible games of Fizbin or Go Johnny Go Go Go Go! Others choose to gamble on animated board games such as Take Tower or Robopoly. Bingo remains very popular among the elderly and many OACs became addicted to the game before it was made illegal in the mid 21st Century. There are always

criminal elements willing to exploit their weakness. With games usually taking place in ruined blocks or in the back rooms of their eld-shelths, many bingoholics live to match their numbers and shout out ‘block!’ to win some small prize. For some poor dears, the excitement of winning is all too much and they perish from sudden heart attacks!

LOVE BOAT

Built to resemble an ancient cruise liner, the Love Boat is a hovering hotel that caters exclusively for honeymooning couples. The Love Boat follows a two-week cruise around the more scenic and romantic parts of the Mega-City, taking in sights like the majestic Errol Flynn Block and the White Cliffs of Dover. The white-uniformed steward droids ensure that a perfect romantic atmosphere is maintained at all times.

MEGA-CITY 5000

This illegal motorcycle race somehow manages to be held every year between 5000 of the world’s toughest bikers despite the Judges’ best efforts. The competing bikers race down Mega-City One’s east coast, stopping for nothing and nobody.

MEGA-CITY CHAMBER OF HORRORS

Visitors can watch a variety of animatronic android re-enactments of ancient crimes like the Jack the Ripper murders, the Sweeny Todd cutthroat crimes and the Hunchback of Knotty Ash.

MEGAPLEX

The Megaplex is based in Sector 7, where citizens can pay to send their juves to keep them occupied during the long summer break from Megaschool. There are a variety of closely monitored activities on offer. Those wishing to be the next Jug McKenzie or Chopper can attend ‘Surf Camp.’ The less adventurous can spend the whole time watching and debating sci-fi flicks and writing computer programmes at ‘Nerd Camp’, while others can confront their natural deformities or personal hygiene problems at ‘Ugly Camp’. Popular among the young fatties is ‘Fat Camp’ where they can stuff their faces while learning about the various flab-sports and occasionally skinny juves are sent to Fat Camp in order to gain a measure of extra weight as directed by concerned parents. The Justice Department operates two camps of its own – ‘Camp Pal’ entertains the young members of the ‘Judge Pal Club’ where they are trained in surveillance techniques enabling them to snitch on their friends and family to Judge Pal himself. Psi-Division runs ‘Psi-Camp’, where juves with psi-potential are appraised and trained to control their powers. The more promising students are inducted into Psi-School.

MEGATHON

The annual cross-Mega-City marathon is a colossal event that regularly attracts 4 million contestants keen to attempt the fortnight long run across the entire city from north to south. However, the average citizen is barely fit enough to walk across a room, never mind jog – less than 0.001% of the original competitors reach the finishing line and some are never seen again!

MULTIMEDIA

Millions of citizens spend every waking hour glued to their Tri-Ds (three-dimensional televisions) and particular favourite viewing choices are the quiz shows. Notable quizvids have included 'You've Been Fingered' (citizens inform on their neighbours for big cash rewards), 'The Density Factor' (stupid questions for stupid contestants) and the incredibly tedious 'Many Questions,' taken off air before the end of the first episode, managing to achieve negative viewing figures! Human-interest shows are also a big draw, if only to reassure the viewer there are citizens who are more miserable and worse off than they are. 'Just Plain Stupid' showcases Mega-City idiocy whereas 'Pits of the World' makes Mega-City One look like a pleasant place to live. 'Who Gives a Damn What You Think?!' is an obnoxious vid-in hosted by Raymondo Tosser.

The Justice Department also produces a variety of programmes intended to discover hidden crimes among the Mega-City One populace, ranging from 'Crime Call' to 'Face the Judge'. The colourful cartoon 'Judge Fudge and his Pals' caters for pre-school juves, introducing them to law and order at an impressionable age. The Mega-City One movie industry has suffered badly in competition with Tri-D and virtual reality but hundreds of films of varying quality continue to be released every month, playing in holotheatres and hov-ins. Most are mindless entertainment, comedies like 'Bleeding Heart on my Sleeve Babe 27' and action flicks like 'Attack of the Pumping Colons'. The modern industry no longer has any stars to speak of, for actors of the ability and charisma of Conrad Conn and Rocky Vollo are long retired or dead, replaced with the pretty but vacant Brick Bridges and Johnny Handsome. On the flipside of mainstream entertainment lurks the 'Vi' industry, producing films and Tri-D depicting real acts of explicit physical violence and bodily torture, 'The Sappy Valley Massacre' and 'Guts and Garters'.

Every sector has at least one studio churning-out trashy gossip shows, craze shows, hobby shows and re-runs of ancient television broadcasts. Soap operas are perennially

popular, such as 'Block Enders' and 'Prisoner: Iso Cube Wing H'. Game shows fill the entire airtime output of some channels, with games such as 'You Bet Your Life', 'That's My Mutie!', 'Who Wants to Be a Squillionaire', 'Wheel of Misfortune' and 'Thank Your Lucky Stars' broadcasting city-wide. Live audiences for these shows offer some blessed relief and free entertainment and some citizens turn-up at the studios day after day to watch their favourite shows being made. Some citizens never leave and actively live in the studio complexes, sleeping in the seats they will occupy when the programming resumes the next day. Some citizens have even found themselves vid-stars as a result of their dedication, but 'Jovial' Jove Jovi, host of 'Judge Beat', wherein citizens score the performance of Street Judges and try to guess the sentences handed-out, was once a seat-hugger addicted to the 'Judge Beat' series.

Magazines survive in the 22nd Century in electronic format as vid-zines published on the Megaweb. Now the cheap and cheerful entertainment market has moved away from the 'web' and found a home in interactive Tri-D sets. The Megaweb has dedicated itself to more serious and upmarket issues such as news (Mega-Times, Mega-City Standard, Morning NewsFax) and specialist genres (Eldzines for OACs, 'Megapolitan' for the business-cits, 'Homes & Humes' for the trendoes, and so on). The largest publishing house in Mega-City One is Big-1, one of the few businesses to continue to produce actual synthi-paper books and magazines. Big-1 also produces most of the city's legal comic books (violence removed). The editors receive hundreds of art submissions every day from citizens who fail to realise that art droids do all the work. As with most types of media, sleaze and illegality find a way to invade the vidzine market too. Back street dealers sell Vidzines in slug format that are then slotted into slug-readers translating the data into magazine-sized images. Any citizen who finds copies of '101 Actual Killings', 'How to Dismember a Close Friend' and 'Torture Magazine' is required to hand them over to the nearest Judge immediately.

MUSEUM OF THE MEGA-OLYMPIAD

Located in the colossal Olympic Stadium in Sector 44, visitors can marvel at the statues of previous Mega-City One Olympic heroes, watch holotapes of their greatest triumphs or admire the portraits of sportsmen who died during the games. A small hall devoted to mementoes and artefacts left over from old events attracts a small but steady crowd. One interesting exhibit is 'Explosion in a Bus Q' sculpted by Jacob Sardini for the animated Human Taxidermy event. The piece only won a bronze medal but the workmanship and placement of the controlled explosions remains breathtaking.

NO-GRAV BATHS

Popular meeting places for Mega-City One socialites, business people and gangsters. Powerful gravity neutralisers allow the visitors to float freely, 'swimming' without water while being cleansed by sonic jets positioned along the walls and ceilings.

NUDAROMATS AND NUDARAMAS

Nudaramats are communal, coin-op laundry units located in blocks and other areas of sectors. Here, citizens can legally disrobe and wash their clothes whilst they wait, usually enjoying the strains of mid-20th Century blues and soul music to help while away the minutes.

Nudaramas are enclosed facilities for those who follow the naturist craze; again, citizens can legally get naked and enjoy all manner of harmless sports without offending the more prudish citizens or offering eye candy for Peepers.

Both nudaramats and nudaramas are watched by Judges – often from the Wally Squad – as they can be useful places for spotting perps with certain distinguishing features. Judges are under no compulsion to disrobe themselves, although some Judges do take the opportunity to get uniforms cleaned at nudaramats before returning to duty.

PALAIS-DE-BOING®

The miracle plastic, Boing®, offers thrills aplenty in controlled conditions and the Palais-de-Boing® franchise provides just such a controlled environment. The huge palaces have Boing® tubes, sheer drops, Boing®-arenas (for playing Boing®-enabled sports) and all manner of apparatus for the dedicated Boinger® to enjoy himself. Boinging® anywhere but within a Palais carries a hefty iso cube stretch.

ROBOT OF THE YEAR SHOW

Originally little more than an annual industrial trade event for megacorporations to demonstrate the latest developments in robotics, by 2099 the Robot of the Year Show had become a huge, multimedia event. Interest in robots had become intense due to technological advances enabling robots to become sentient. Unfortunately, with intelligence came resentment towards their human masters and the First Robot War broke out after which the show was suspended for several years. Despite modern robots possessing less autonomous control and intelligence than their 21st Century counterparts, a Second Robot War took place in 2121 when the crime lord Nero Narcos turned millions of robots against the Judges. The Robot of the Year Show has not been held since, fearing threats from anti-robot protest groups like the Neo-Luddites.

SHOPPING

Every post-atomic city block has a shopping mall (shoplex) that can take up several floors. Lazy citizens can shop through their Tri-D set on the home shopping network 'Vid Mark' but those more willing to travel can visit city block-sized department stores like the Mosgrove & Thung chain or spend a night at the Shoppera. An essential part of daily life, shopping has become a hobby for a great many citizens. These shoppaphiles are unable to pass a shop without buying something, no matter how inappropriate or useless. Many shops take advantage of this and employ hustlers to persuade shoppers to buy up old or useless stock, cajoling passers-by and shaming citizens who are prepared to head home with money still in their pockets.

SKYSURFING

Sometimes known as powerboarding, skysurfing is a pursuit that demands great skill and concentration. Skysurfers fly across the city on powerboards, similar to the pre-atomic surfboards but fitted with an anti-gravity drives and fast jet motors. Skysurfers are expected to keep well away from air traffic, road networks and pedways but while many juves are content to go skyspugging around the city block, others are prepared to put in months of practice, able to perform breathtaking and spectacular manoeuvres. The Supersurf is an annual skysurfing race that takes place in Oz, attracting many would-be surf stars from the Big Meg.

SMOKATORIUM

Smoking in public has been banned in Mega-City One for decades to save credits wasted on healthcare. In later years, the sale and possession of tobacco itself was made illegal. This left millions of nicotine addicts without their fix. Smokatoriums were constructed to allow them to smoke without harming their fellow citizens or the environment and hefty taxes imposed on the service are sucked in by the Justice Department in return for allowing the facilities to remain open. Smokers sit in crowded rooms, puffing away inside sealed helmets to prevent others from inhaling their smoke. Naturally, the criminal underworld has its own version of the Smokatoriums called 'smoke-easys,' concealed bars where perps light up and enjoy a drink in relative safety without the restrictive helmets.

SPORTS

The 22nd Century is home to an amazing variety of sports, such as:

- American Football has evolved into 'Smashball,' whereby two teams of cyborgs beat the drek out of each other.

- 'Pinboing®' players try to maximise their scores by manoeuvring themselves across giant Pinboing® tables, encased in Boing®.
- 'Jetball' is airborne basketball evolved from the once-popular 21st Century Aeroball.
- 'Shuggy' is a snooker-like game played in shuggy halls and the focus of annual shuggy championship matches.
- 'Flab Sports' involve hyper-obese fatties trying to consume more food than their rivals; the sports also include Flab Lifting, wherein normal citizens compete to lift the most obese fatties higher and for longer than their rivals.
- 'Blockleaping' takes on many forms, most commonly trying to hit a small net many hundreds of metres below or jumping from one city block to another close by.
- 'Ultimate Driving' was a poorly conceived concept, pitting hotrodders against the Judges. The organisers should have realised that the roads of Mega-City One are far too congested to entertain long-distance chases!

Some citizens learn fighting styles or martial arts as a hobby but the Justice Department strictly licenses and monitors every gym or dojo. Those who become proficient can compete in televised boxing and wrestling matches, though less easily satisfied citizens with a thirst for unbridled violence may seek out underground fighting dens where brutal contests are played out to large, bloodthirsty audiences. Traditional fighting sports like bare knuckle fighting exist alongside 'bite fighting', two combatants tearing at each other's flesh with razor-sharp teeth, their hands tied behind their backs.

CRAZES

Combine a city of 400 million bored citizens with 22nd Century technology and you have an explosion of oddball leisure pursuits unrestrained by physical and moral limitations. While many 'hobbies' are quite benign and are contained within small areas of Mega-City One, others break out into fully-fledged crazes and fashions. Most of these social insanities are intense but short lived dying out as their practitioners latch onto the next 'big thing' or the Justice Department slaps a ban on it to restore some semblance of social order.

BLOCK CLIMBING

Scaling the heights of one's own city block or other tall structure, staring death in the face equipped only with sucker boots and gloves, brought out the city's thrill seekers who became known by the press as the 'spidermen'. Faulty climbing equipment bought from back street survival stores brought the craze to a standstill. Increased Justice Department sky patrols around the most popular block

climbing landmarks have created an obstacle that even the most determined of spidermen would be hard-pressed to surmount.

BOINGING®

Boinging® is a craze that has refused to die and is just as popular in 2124 as it was when the miracle plastic was first marketed in 2101. Citizens spray themselves with the fantastic ultra-elastic plastic Boing®, which swells on contact with air to transform them into human pinballs. The Palais-de- Boing® offers an ideal place for a citizen to bounce to their hearts content. More adventurous Boingers® can try their luck on the Pinboing® tables and attempt to obtain the elusive title of Pinboing® Wizard. Others are only satisfied by the ultimate thrill of the outdoor Boing®, jumping off of the tallest city block they can find and bouncing around the city, causing property damage and loss of life until they are either stopped by a Judge's incendiary bullet or they accidentally Boing® right out of the city. Outdoor Boinging® carries a prison sentence of 20 years.

COUCH POTATOES

A weird hybrid of potato plant and living humanoid tissue, couch potatoes were marketed as home companions. The creatures drew their life energies from radiation emitted from Tri-D screens, growing larger and developing a small degree of sentience, able to parrot phrases culled from any programme there were subjected to. When the couch potatoes began to extend tendrils and start feeding off their owners, the Justice Department discovered the creatures had developed a low-key psi-talent capable of influencing the minds of the more dull-witted and easily suggestible of citizens – in other words, about two-thirds of the city's population! All couch potatoes were removed from Mega-City One and incinerated in Cursed Earth pits.

CUSTARD PIE THROWING

A simple pleasure for simple people, the ancient art of custard pie throwing took off in a big way in Mega-City One, with street gangs blasting their victims with synthi-custard instead of mugging them and Block Wars fought with strong throwing arms and pie cannons. At first, the craze appeared to be nothing more than harmless, if messy, fun but not everybody enjoyed having brand-new clothes covered in yellow gunk. Once the disputes broke out, with fists and guns replacing pies, the Justice Department put an end to yet another craze.

FASHION FLOWERS

When implanted beneath the skin, fashion seeds feed on a small portion of the body's energy stores to blossom into a

thick covering of foliage and flowers. Nobody could disagree that the fashion flowers were a pretty sight but they leave their 'owners' unable to wear any clothing and vulnerable to infestation from Mega-City insect life. Some citizens developed the 'Eden' complex, believing themselves to be not humans but gardens and spent their time lying still under the sun, watered by concerned family members until the block psychologist locked them away for rehabilitation.

INSTANT FUZZ

Spray-on body hair cures baldness and hides (some) obesity and other undesirable physical features from the public eye, replacing them with thick, multicoloured pelts. Not surprisingly, Instant Fuzz is not always used responsibly and it became a key ingredient in a troublemaker's survival kit. Sprayed directly onto a citizen's face, the rapid hair growth blinds and suffocates.

KNEEPADS

Easy and comfortable to wear, affordable and available in thousands of colours and patterns, the venerable kneepad is a standard fashion accessory even for those who do not consider themselves trendoes. One of Mega-City One's richest businesspersons is the 'kneepad baron' Jackson Pusey but his success landed him in trouble with the Judges when his wife was kidnapped and Pusey paid the ransom – he was sentenced to 5 years for incitement to further kidnappings!

SCRAWLING

Graffiti is an ancient crime but the art of scrawling (as graffiti is known in the 22nd Century) took on a new dimension during the summer of 2103 when Chopper (also known as Marlon Shakespeare) challenged the robot scrawler supremo known as the Phantom: their goal – to deface the largest and most important landmarks in the city, culminating in the Statue of Judgement itself. The Phantom threw himself off the Statue rather than surrender to the Judges while Chopper himself was thrown into an iso-cube. Scrawling continued to be an eyesore but it would never again be quite as spectacular.

SMART SWEETS

Following on from the success of his 'ugly' craze and the relative failure of 'Gunge', entrepreneur Otto Sump marketed Smart Sweets, claiming that they could increase the intelligence of those who ate them. Naturally suspicious, the Justice Department analysed the sweets and discovered that

they were no different from any other confectionery. Sump was forced to re-brand the sweets. The consequence was drastically reduced sales and eventual bankruptcy for Sump.

SPUGBUG

A popular party game whereby drunken participants call up citizens at random from the Citizens' Directory and try to trick them into performing demeaning acts by feeding them lies. Several heart attacks and scores of angry complaints later, the Justice Department implemented improved track and trace computer systems to tail the malicious calls back to their source and end the spugbug craze.

UGLY

Otto Sump was the ugliest man in Mega-City One, so ugly that his own mother abandoned him on the steps of a face-change clinic! Sump's hideous countenance won him 60 million credits from his appearance on 'Sob Story' that he put to use opening a chain of beauty parlours. However, the treatments transformed the customers into freaks just like Sump himself. Instead of being forced to shut down, Otto Sump's little business attracted citizens who had seen and liked the unpredictable results of his 'beauty products'. A new fashion craze – 'ugly' – came into being. Despite a 1,000 credit tax imposed on the ugly products, the demand for Otto Sump's anti-beauty sprays and rub-ons has persisted on a smaller scale. Gangs of punks called 'Puglies' steal money to pay for their own, exclusive uglification treatment.

UMPTY CANDY

Umpty Candy is harmless confectionery but one particular brand, Uncle Umps, proved too good to be true. Though this infamous confectionery was a short-lived phenomenon, its effects are still being felt twenty years later. Uncle Umps was highly addictive! Within days, thousands of citizens were buying up entire stocks of Umpty wherever they could find it. When some of the Judges began to manifest symptoms of Umpty addiction the sweets were analysed and, whilst technically legal, were discovered to be the most addictive substance on Earth. Umpty was immediately banned and remaining stocks destroyed while Uncle Ump, the candy's creator, was exiled into space. Not long afterwards, the Mega-City Jong criminal family tracked Ump down and forced the candy recipe from him before dumping him out of an airlock. With her new-found knowledge, Ma Jong established an Umpty black market, pedalling the drug as a fine powder. Long after Jong's death, the Umpty trade has spread across the globe.

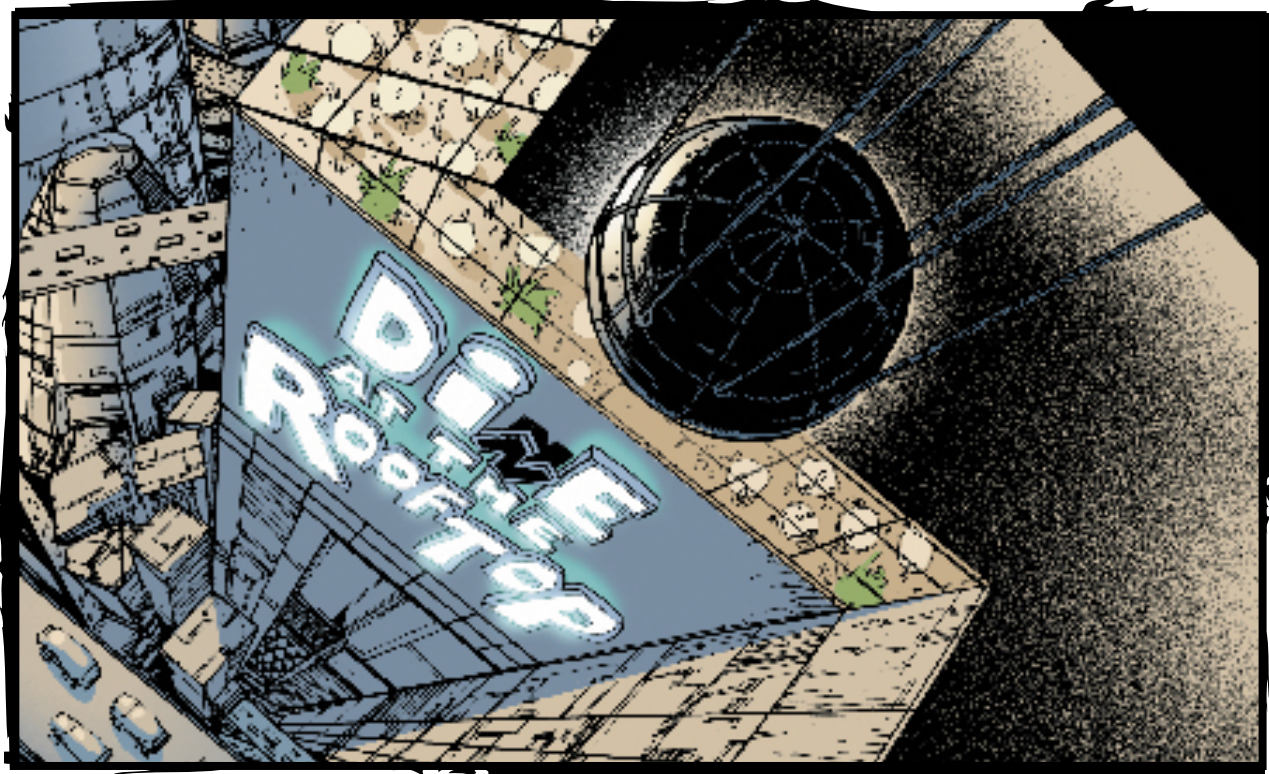
FOOD & DRINK

Most of the food eaten in Mega-City One is synthetic in origin, derived from chemical compounds grown in city block-sized vats or reconstituted from recycled waste products. Synthetic produce has actually increased choice, presenting diners with foodstuffs that could only have been dreamt of a century earlier. Designer foods allow manufacturers to make food that is tasty, filling and nutritious in a single package. Popular foods include Bleenies, Chunkies, Elzweltz, Freezy Whips, Grool, Grotpot (in various bizarre flavours), Hagburgers, Hagdogs, Hagfries, Hotties, Krispy Snake-Rings, Meatish Pie, Mockburgers, Moonz Boonz, Munceburgers, Non-Meatish Pies, Synthi-Broth and Synthi-Pizza.

The head-shaped fruit of the munce plant is an essential component of most Mega-City foods, grown intensively in Cursed Earth agri-farms and then imported into the city, deconstructed and transplanted into complex chemical matrices. Munce is highly versatile and can be distilled into both food and drink – it is the agent that makes synthetic food taste like real food. Munce is also a brand in its own right, marketed by Amalgamated Munce. Munce Gum is a popular confectionery, as is Munska, a sour liquid concoction best consumed after one is drunk to really experience that 'Magic Munska' tingle. Human nature being what it is, some still

drool after the days when one could suffer the thrill of heart disease and obesity (guaranteeing increased Mega Dole payments), very difficult when one's diet is engineered to prevent those very problems. Illegal home synthesisers can whip up truly fatty snacks in minutes providing that the citizen has first managed to procure the expensive raw ingredients from the local grub-pusher. Technology can also come to the aid of the would-be fattie, with appetite stimulants like Podgedrine and metabolic suppressants that can counteract the weight-regulating properties of modern synthifoods. Garbo Edibles, Sunshine Synthifoods and Amalgamated Munce rank among the most powerful food manufacturers in the Americas.

Down the food chain, fast food franchises are found on almost every street corner and city block plaza. These include Burger Me, Burgostop (a floating hovthrough), Chuck Chicken, McCruDs, Pizza Hovel and Shapiro's Kosher Hottie House. Beverages come in as many varieties as food. Alcoholic drinks are legal but only for those who have been genetically-screened by their block doctor as 'alky-tolerant' (alcohol will not affect their behaviour or health too adversely). Conversely, sugar and caffeine are illegal, both stimulants likely to incite excitable behaviour. Popular drinks include Bananarak, Doomlager, Dweebo, No-caf, Old Spleen, Shampaine, Soy Cola and Synthicaf.





ORGANISATIONS

A citizen who is able to find himself an interest in life will quite naturally want to get together with other citizens who share similar interests. In a city as diverse as Mega-City One, there are thousands of clubs and organisations, each with their own aims and objectives. Some of these are Justice Department approved and organised to keep the citizens out of trouble – every city block has its own ‘job club,’ where a citizen can go to scan the Megaweb in a largely futile attempt to find a job. The ‘Unemployment Club’ conversely, is where they can spend the long days scouring the block classifieds for local, unpaid activities to keep them entertained. Some, like the ‘Pals Club’, provide a valuable resource for the Justice Department. ‘Vid clubs’ are extremely popular organisations and are devoted to Tri-D shows, particularly the soap operas. The latter may have millions of members, ranging from the mildly interested to the insanely fanatical. Intense rivalry flourishes between these groups, sometimes culminating in physical violence, though most of these ‘anorak packs’ are usually content to try to outdo each other by reciting trivia and statistics about their chosen obsession.

There are thousands of political parties. Among them are pro-democracy agitators who challenge the right of the Justice Department to govern their lives. The Total War fiasco has brought most pro-democracy groups into serious disrepute but a few small, underground groups still remain, intent on replacing the Justice Department with a citizen-elected assembly.

Most political parties are trivial and inconsequential; main candidates in the four-yearly mayoral elections usually come from groups such as the Ugly Party, the Sensible Party and the Silly Party, with others like the Wild Party and the Party Party coming near the top of the polls. Though the mayor has relatively little administrative power, the promise of public exposure is enough to generate a flood of candidates. No society would be complete without criminal organisations. The scum who enjoy sufficient power (and alibis) not to have to hide from every Judge patrol that passes by spend a few hours of the week at the local Badfellows (over 400 lodges citywide). Entertained by exotic dancers amid high stakes in the Pacino Casino or drinking the night away in the comfort of the Greenstreet Lounge to the strains of Fink Senattra, the cream of the Mega-City underworld trade secrets, hatch new scams and size up their competitors. Detailed here are some of the more notable Mega-City One organisations active in 2131:

THE ANCIENT ORDER OF FREEPLUMBERS

No one remembers exactly how or where the Freeplumbers were established. Some say they are the remains of an ancient order of religious knights formed during a conflict in the Turkish Empire, others maintain they rose from a group of inbred Brit-Cit eccentrics in the 20th Century. The Freeplumbers are a vast and diverse group, with a lodge in every sector. While most Freeplumbers are ordinary citizens who meet once a week to take part in a series of ridiculous rituals, the secret inner council, the Rubix Chapter, has members selected from positions of power and prestige, bound by Freeplumber law to help their fellows to achieve their goals and by their success furthering the Order's own agenda. The Justice Department keeps a close watch on the Freeplumbers, suspicious of any organisation that claims it only exists to help Mankind.

APOCALYPSE CULTS

Mega-City One is regularly beset with major disasters that leave thousands or even millions, dead. The survivors are left traumatised and must cope with their grief and loss in their own way. Some become obsessed, forming groups to forever relate the traumatic events that caused them to come together, only serving to perpetuate their misery. Others, such as the Daughters of the Apocalypse, adherents to nuclear war fanaticism, discover they enjoyed the experience of 2104 so much that they wish to rally for another war! Whilst most try to prove that the disasters never occurred in the first place.

CITIZENS MORALS COMMITTEE

The largest and most vocal of the city's watchdog groups, formed with the co-operation of the Justice Department to discuss trends and movements among the populace that may constitute a contravention of basic moral principles. With at least one Judge appointed to the Committee, the CMC has the power to instantly ratify any decision taken to outlaw any social activity that is considered a dangerous, destabilising force.

FAF

The Fat Abolition Front was set up in response to the activities of the League of Fatties shortly after the Apocalypse War. Hungry fatties were taking extreme measures in order to obtain more than their fair share of food rations. In order to satisfy their massive appetites, they raided food convoys and storage depots, depriving ordinary citizens days' worth



of food. The FAF rose from the DP camps, their mission: to eat the fatties before the fatties ate the city! The Judges took a very dim view of this idea and the FAF was quickly stamped on. The food shortages are long gone but the FAF remains in the form of militant groups intent on sabotaging the major flab sport events.

MEGA-CITY ANIMAL LIBERATION LEAGUE

A rather misguided collection of idealists, the Mega-City Animal Liberation League is often found picketing outside the city's last few zoos, demanding that the exhibits be returned to the wild. Occasionally, the League launches an attack to free some of the animals, releasing them onto the streets of Mega-City One, only to see their charges shot by the Judges or killed on the megways.

PALS CLUB

Young citizens are encouraged to join the Pals Club (The Fun Way To Inform!), an idea initiated by Jura Edgar, the former head of PSU. Juves can gain 'Pal Points' by providing information about any criminal activities carried out by their neighbours, family and friends – the more serious the crime, the more points awarded. Points can be traded in for anything from the latest musi-slug to a brand new powerboard. The more patient pals can build enough points to win training in advanced surveillance techniques at the Camp Pal dome inside the Megaplex. Judge Pal is the public face of the Pals Club, a synthetic character whose messages are programmed by PSU operatives.

PERP-AID

A self-help group for potential perps, perps just released and sufferers of Petty Crime Addiction. Perp-Aid holds regular meetings where perps confess their past crimes, analyse them in group therapy and candidly talk about their desires to cause further crime. The attendees listen intently and then help the perp to overcome their tendencies through tough-love and harsh criticism. Perp-Aid has some success but is viewed with scorn by Justice Department which, by sheer dint of experience, knows the criminal mind far better than any flaky self-helping do-gooders. Most sectors have a branch of Perp-Aid which convenes meetings through city blocks and in community halls. The Perp-Aid number is displayed prominently in telephone booths and a rolling advertising campaign on sector TV.

PRO-DEMOCRACY MOVEMENTS

The most vocal of all the political organisations, the Pro-Democratic Movements (more commonly known simply as the 'Dems') demand the removal of the Justice Department from power and a return to the democratic principles of the

past. While most groups, including the Democratic Charter, the Democratic Coalition, the Freedom League and the Sons of the Constitution, were content to demonstrate peacefully and attempt to persuade the Judges to step down voluntarily, others were more violent in their efforts, like the Judge-killing organisation Total War. The Democratic Movement's activities came to a head in 2111 when a vast protest march, two million citizens strong, converged on the Grand Hall of Justice. Chief Judge Silver authorised Judge Dredd to stop the march by any means necessary. Dredd successfully undermined the protest, resulting in an embarrassing fiasco for the Dems. Following Necropolis when the Judges slaughtered 60 million citizens under the influence of the Sisters of Death, a vast referendum was held, its question: should power continue to lie with the Judges or the democrats? While it was obvious that the majority of the citizens did not care one way or the other, the vote turned out in the Judges' favour.

Subsequent to the first wave of democratic support, the Total War movement took drastic action, detonating several nukes around Mega-City One in an outrageous attempt to force the Justice Department into a climb-down. Naturally enough, the ringleaders of Total War were brought to justice but if they believed their cause would win support, they were wrong: with hundreds of thousands left dead, dying and homeless, public sympathy waned rapidly, leaving the pro-democracy cause in almost total disarray.

RELIGIOUS GROUPS

The official religion in Mega-City One is the Church of Grud the Avenger, a bizarre combination of Christianity and aspects of 20th Century popular culture founded on the principles of the Original Holy. Bishop Desmond Snodgrass represents the Church but his status as a simp does more harm than good for the cause. There are a multitude of cults, founded on all manner of icons from a charismatic pongo after an easy credit, to the downright bizarre like the Branch Moronian cult, who are so devoted to the idea that 'ignorance is bliss' that they undergo a series of lobotomies until their intelligence ranks alongside a muncie plant.

The Sisters of Grud are not affiliated with the Church of Grud but an order of females who celebrate celibacy by stealing cars and taking drugs – anything to take their minds off men!

SPONTS ANONYMOUS

Sponts Anonymous 'Sponts' or Spontaneous Confessors, are a major headache for the Judges. Overcome with feelings of existential guilt, certain citizens feel compelled to unburden themselves by confessing to a multitude of real or imaginary crimes whenever they encounter a Judge.



Sponts Anonymous is an organisation set up to try to aid the unfortunate sufferers, holding counselling sessions intended to boost a spont's willpower so that they can resist the temptation to confess to future, imaginary felonies.

BRINGING MEGA-CITY ONE TO LIFE

A key challenge for any *Judge Dredd* Referee is in bringing Mega-City One to life. The problem is one of scale: Mega-City One is a vast metropolis – too vast to easily contemplate (and evinced by the city's very citizens who succumb to Future Shock) and certainly too vast to describe in sufficient detail.

The key to success is to paint the Mega-City One canvas in broad strokes: Everything is BIG. Consider, for a moment, the largest city centre on Earth you have ever been to. Now imagine, soaring far above you, city blocks that are not merely hundreds of metres high but well over a kilometre and a half. There are not just a *few* blocks like this but thousand, all around you, as far as the eye can see, of varying sizes, shapes and configurations but each one immense. Looking down on the city, it is as though some colossal spider has descended on the city and strung its web between the city blocks in an intricate, fractal-like pattern, designed not for catching flies but humans. The highways lock the blocks, districts, plazas and sectors together but also divide them. The roads hum ceaselessly – even at night – and there is never a lull in the noise of traffic, sirens, blasts of advertising music or the screams of the sorry and the sorrowful. And, carving through the city in an almost straight line, bisecting it like a length of razor wire, is the Superslab, the longest urban roadway on Earth, its dozens of lanes crammed full of fast-moving vehicles on autopilot. It throbs like a vein, the traffic pumping through the body of the Mega-City, never pausing, never ceasing.

Plunge down, now, between the blocks and megways and hit the dense shadows of City Bottom; the covered and forgotten streets and avenues of the old American cities. Looking up from City Bottom, the sky is barely visible between the towering blocks and is further blocked off by the intricate maze of roads, slipways and megways that carry the city's traffic from sector to sector. Hovercars and sky trucks zip overhead as thousands of other citizens mill about you, all pushing and jostling to get to wherever it is

they are going. The only true solitude is to be found within your own apartment, within one of the mile high city blocks. Small wonder so many go Futsie every year. The smallest shopping malls are multi-levelled affairs that dwarf anything found in the 21st Century, whereas the road systems are suspended in the sky between city blocks and are jammed full of traffic moving at speeds of over 150 kilometres per hour – if it has not been halted in one of the eternal traffic jams that plague the city. Past disasters have wrecked huge swathes of Mega-City One and slain millions in their wake. Yet on every street corner, in every block and within every mall, you might find a Judge, a ruthless law enforcer ready to spring into action at any time to clamp down on the slightest infraction of the judicial system.

GAINING FOCUS: SECTOR LEVEL

It is recommended – make that *highly* recommended – that you choose a sector and confine your attention to it. Make the sector and the Sector House the base for your Judges. Sectors are cities in their own right, some are huge but many are small – and with three hundred and five to choose from, you can be as big or small as you like.

But, by concentrating on a single sector, you can localise your action. Every sector has certain common elements, which are listed below, along with the some questions to ask yourself as you develop the Sector:

Answering the above questions will help you get a feel for your sector. It does not need to be too detailed to begin with; a large amount of the fun is exploring the sector through the visors of the Judges and revealing details steadily as they interact with the citizens of the sector and get involved in crimes and investigations. Let the sector develop at its own pace, with each game session or couple of game sessions focusing on one area or theme at a time.

Do not be afraid to introduce strangeness or weirdness – but keep things relatively restrained; too much weird becomes boring very quickly, so reserve strange and supernatural events for every-now-and-again and avoid having Block Wars every other week.

Roll-up and flesh out a handful of major Non-Player Characters: regular petty crime addicts; block reps and leaders; the Sector House staff; major crime figures and so on. Drop the names into play frequently but only bring out these characters when there is a genuine need for

MEGA-CITY ONE



Common Elements	Questions to Ask Yourself
Sector House	- Who is the Sector Chief? What is their history? What is their line in discipline? - Who are the heads of the Tek, Psi and Med Divisions operating from the Sector House? - Who are the notable Judges from each of these divisions and within the Street Division? - Does the Sector House have any special cases or operations underway? What ops has it had in the past? - Is the Sector House the focus for any special or secretive development work licensed by the Grand Hall of Justice? - What is the Sector House's relations like with the blocks of the sector, the various groups and associations and even the criminal fraternity?
Sector Secretariat	Who is the sector representative to the Mayor's Office? How well does he or she get on with the Sector Chief? Is there any known corruption in the Secretariat? Should the Sector House be investigating – in fact, is it doing so already?
City Blocks	How many major city blocks does the sector have? 2d6+4 is a good way to find out but are there more or less than this? - What are the city blocks' names? Use current TV, film, music and political names as inspiration; give each block a character that fits roughly with the person the block is named after. - Which blocks are antagonistic towards each other? When was the last Block War? Is another one due? Who are the troublemakers and petty power bases in the blocks? Do Judges need to get involved? Have the blocks become the focus of Lemming Syndrome, Rumour Syndrome or Futsism recently? Do the criminal gangs have controlling interests in any of the blocks?
Hospitals	Every sector has 1d6 hospitals; are these attached to a city block or are they independent? Are hospitals dealing with any major diseases or conditions presently? What are relations like with the Sector House? Are any perps in a secure hospital wing awaiting transfer to the cubes? If so, what is their condition and is there anyone waiting to spring them free?
Malls	Every block has its own mall but are there any mega-malls – city block-sized shopping areas that never close and sell everything under the sun? - Who runs the mart? Are the criminal gangs involved in any way? - What peculiar things can be bought in the malls that cannot be found in any other sectors? What are they? Are they illegal? - Are any of the marts dangerous – perhaps in fear of collapse or a fire risk? Think of all the tens of thousands who visit the malls everyday.
Amenities	Every sector has a Palais-de-Boing®, a dramarena, perhaps a dreamarama, a face-change clinic and so on. What unique leisure amenities does the sector have? Are any old crazes still active in the sector? Are there active fatties and uglies? Are there any new crazes starting that originate in your sector? Your imagination should run riot here: nothing is too strange or bizarre. Every sector has a studio producing community programmes. What is the station called? What is its output? Who are its stars? What are the top-rated shows? Are there any scandals associated with the studio, programmes of stars? What gimmicks do the studios like to run? Has anyone killed or been killed, on air as part of a programme? Is there a likelihood of this happening?
Major Thoroughfares	What are the names of the major thoroughfares (meg- and skedways) – use similar naming conventions to the city blocks. What are the local traffic conditions like? Are there any nasty accident black spots? What is highway piracy like in the sector? Are there any lengths of highway with significant minimum speed limits? Are there deep, dangerous tunnels passing under the city blocks? How close is the sector to the Superslab? Is the sector a backwater area because of traffic conditions or is it booming because of them?

Common Elements	Questions to Ask Yourself
Local Skeds and Over/Underzooms	Local highways are named just like the major highways but after z-list celebrities and minor fictional characters. How busy are the local skeds? What plazas do they adjoin? Do they form any interesting patterns or configurations? What are the accident rates like? Who are the regular mopad owners who cruise around the sector?
Ruins	How was your sector affected during the various wars and disasters that have hit Mega-City One? Where are the ruins and radpits? How extensive are they? What secrets have they thrown-up? Who are the denizens of the ruins? What are crime levels like? Has disease or radiation sickness affected nearby blocks or other settlements? How frequently are patrols? Anyone gone missing there recently? Are there any construction works underway to make the ruins habitable again? If not, why not?
Undercity/City Bottom	What are the old areas buried beneath the plascrete of the new city? How bad/crime-riddled is city bottom in your sector? Who are the denizens? What are crime levels like?
Groups, Sects and Societies	What groups represent the following: • Political parties. • Religious sects. • Craze societies. • Sports societies. • Hobby societies. • Self-help groups (Perp Aid?). • How legit are these groups? Do they front or harbour criminal interests? Are they antagonistic towards each other (most are, for some reason)? Do they dominate in any particular blocks? Are they widespread across the sector? Have they wider city affiliations or are they purely local? • What are their relations with the Sector House? • What crazes or behaviours are they responsible for? • What are their rituals? When – and where – do they meet?
Criminal Gangs	Every sector has its criminal gangs, despite Justice Department's best efforts to squash them. • How many gangs are there? 1d6 is a good number to begin with. • What are the gangs called? How many in each gang? • What areas do they control? Are they block-based, mobile or control non-block districts? • What rackets do they control? Have they any specialisations? • Who are the bosses of each? Who are the henchmen and who are the local heavies and hitmen? • Do the gangs use psykers and/or blitzers? • Are the gangs human, mutant or genetically modified creatures? • Are the gangs allied or enemies? If enemies, when did they last war? Is a war brewing? Should the Judges intervene or is the Wally Squad in there already? • Do the gangs have ties beyond the sector? If so, with whom? • Have the gangs been involved in any really serious crimes or are they concerned with petty moneymaking? • Who are the inside men and informers? Which Judges do they serve? Can they be trusted? • How far have the gangs managed to corrupt the local Secretariat and other public administration figures? How about the Judges?

them. Recurring characters, villains and perps are great fun but need to be used sparingly so that familiarity does not breed contempt.

Rotate the Judges through different areas of the sector in different watches. One session they will be on traffic detail; the next on block patrol. After that, a Crime Blitz in one of the conapts or maybe crowd control at the sector's Fatty Of The Month parade. As they rotate through details, take the opportunity to add a little more detail to the area they find themselves in. But do not feel that every detail needs to be rushed or explained. Build the sector detail steadily, watch-by-watch and the Judges will grow with that detail and suggest details that you can incorporate at your leisure, later.

Finally, whilst keeping it local, do refer to what might be happening elsewhere in the city. How does your sector respond to a citywide crisis of the like found in the major Judge Dredd stories, like Necropolis? In and around the massive stories are the stories of individual sectors and Judges (see the Judge Dredd story 'The Pit' for a fabulous sector-level story-arc that can be the inspiration for your own adventures). Use them sparingly but get your Judges involved in them – that is how they make their names and become heroes...

BEYOND MEGA-CITY ONE

Mega-City One is the largest and possibly the most dangerous city on planet Earth but a whole world awaits those willing to leave its walls. A great deal of travel takes place in 2131, with citizens of all nations taking vacations and business trips to other cities and settlements strewn across the war-torn planet.

ANTARCTIC CITY

The Antarctic Treaty of 2084 gave six global powers joint jurisdiction over the Antarctic Territories and they consider Antarctica prime estate with a lot of development potential. Though officially bound to provide assistance to delegates from each member city-state, they continually jostle for a stake in Antarctica's rich mineral resources, the reason why Antarctic City exists, surrounded by inland mining platforms run by close-knit communities. Some outposts like Adamson are jointly worked by multiple city-states, while others are distrustful of foreign workers and insist on a population native to the city-state with controlling ownership, as is the case for Ciudad España. All Antarctic habitats are enclosed from the elements and newcomers are put through intensive decontamination, resulting in a sterile environment,





conducive to healthier living and better working conditions, unhampered by sick days. Not all of Antarctica's surface is covered in ice – global warming has exposed landmasses unseen for millions of years. A world famous vacation resort called 'Winter Wonderland' occupies one of the larger ice-free coastlines.

BRIT-CIT

Brit-Cit extends from Cornwall to Dover and north to the Watford Gap. Once a close ally of Mega-City One, Brit-Cit's refusal to give military assistance during the Second Robot War of 2121 has prompted a cooling off of their relationship but the Black Atlantic Tunnel linking both cities serves as too strong a symbol of their long-term friendship and mutual dependency for either city to remain ambivalent for long. The Brit-Cit Justice Department operates from the New Old Bailey in Brit Central and is governed by the Parliament of Judges. While Street and CID justice personnel are recruited from the general populace, it is extremely difficult for them to achieve any significant rank unless they have the finances to purchase a promotion or are members of a Masonic fraternity. The upper levels of Brit-Cit Justice are riddled with competing secret societies, resulting in confusing and contradictory orders filtering down to the lower ranks.

Brit-Cit shares very close ties with Mega-City One following Dredd's visit there during the Doomsday Scenario. Even before then, Brit-Cit and Mega-City One have co-operated in knowledge exchanges for their judicial systems and the shared custody of the Atlantic Tunnel, with the undersea city of Atlantis providing the half-way point between Mega-City One and Brit-Cit jurisdictions. Both cities have legal rights within Atlantis, allowing crimes to be investigated and sentences passed by either city's Judges, depending on who is first to investigate the crime.

CAL HAB

The Caledonian Habitation Zone (Cal Hab) is owned by Brit-Cit and stretches from the Orkadian Wastes in the north to the southern Dumfries Estate on the Allotment border. It has become a dumping ground for the world's toxic and nuclear waste. Cal Hab is divided into six Estates – the Highlands (incorporating the Orkney Isles), Angus, McLearnance (in Orkadia), the Borders, McTav and Dumfries – each owned by a Laird (land-owner) who is paid danger money to live within Cal Hab borders. The Lairds joined forces to fund the construction of the 'Spirit in the Sky,' a low-orbital satellite broadcasting mental propaganda designed to pacify the local Scots. The Spirit was destroyed in 2116 and now the Lairds hide inside their castles, fearing for their lives.

CIUDAD BARRANQUILLA

Ciudad Barranquilla or 'Banana City,' is one of the few conurbations to have survived the Atomic War without any change made to local government or social policy. Long before US President Booth came to power, the Barranquilla Federal Government was deposed by the Juez (Judges) who quickly became the Ciudad's most feared criminals. The 'Banana Judges' were the ruling class of Barranquilla society and anybody could bribe their way into the Justice Department. Banana Judges had the power of life and death over the citizens, a status that many took sadistic delight in enforcing. Judges spent their days in the gilded halls of the Grand Hall of Justice passing sentences on those unable to bribe their way out of the iso-cubes or patrolling the streets on their ciclón (cyclone) bikes. The Banana Judge tyranny was curtailed with Mega-City One's cunning involvement in regime change which brought in a puppet Chief Judge loyal to Mega-City One – but simultaneously ridding the city of its corrupt oppressors.

CIUDAD ESPAÑA

In the 22nd Century, terrorists now run the country that was Spain from the city of Ciudad España and it is a city where only the wealthy and corrupt are welcome. The architecture is extraordinary and the rents are high for Ciudad España is controlled by the Empresario, a syndicate of crime lords, drug barons and bent businessmen who spend their meetings trying to swindle territory from their fellows when not plotting their murder. The Empresario's days are spent sucking in profit from every racket under the sun. It has little time or interest in the affairs of the majority of the Spanish people who do not aspire to bootlicking and stabbing their way into power. In the mid 21st Century, Spanish perps had cheated their way into political power, knowing that such an esteemed position would leave them immune to criminal prosecution. The new status quo has remained unchallenged for over a century.

EAST-MEG TWO

East-Meg Two (also known as Mayexa, 'the stepmother') is the last surviving Russian Mega-City. It borders Lake Baikal, the deepest freshwater lake in the world. As with elder sibling East-Meg One, East-Meg Two eliminated the street gangs and Mafia influence, instituting a successful Judge System ruled by a Supreme Judge and ratified by the 32-strong Diktatorat council. The Judges control the citizens with an iron grip, augmented by the secret police of B-Division and the Psi-Korps who can detect disquiet among the peoples' minds. Needless to say, the populace remains relatively placid for a quick death outside in the Siberian Wastes awaits voices of dissent.

MEGA-CITY ONE





EMERALD ISLE

Emerald Isle is a theme park that covers the island of Ireland, playing to racial and cultural stereotypes concerning the Irish people. After the Atomic War, Brit-Cit megacorporations sponsored Ireland's reconstruction. With huge profits in mind, the Emerald Isle theme park was born, employing the locals to dress up as national stereotypes and behave like drunken idiots among prefabricated 'authentic' Irish villages, supping Guinness from real pint glasses and quaffing spuds (replica potatoes) down at the local public house when they were not otherwise propping up fences along country lanes and cheerfully spouting rubbish at anybody who happened to pass by.

EURO-CITY

Euro-City is the capital of the EEE (the East European Enclaves, incorporating Ciudad España, Ciudad Puerto, Euro-City, the Ruhr Conurb and Vatican City). Euro-City is a melting pot of EEE member-races. By law, the only language that may be spoken within city limits is French, a policy that lands Euro-City an annual fine for adhering to EEE 'Open-Culture' regulations. The French of 2131 are a stubborn people who take great pride in their national identity.

HONDO CITY

Hondo City is the most technologically advanced city on Earth. It is a land where glistening towers loom over rice paddies and ancient religions exist comfortably alongside biotechnology and gang violence. Buddhists meditate in virtual nirvana cybertanks while around the corner Yakuza gangsters are fitted with cyber-implants as a reward for loyalty to their masters. Hondo industry prides itself on its cutting edge technologies, the envy of the world. Business leaders are so wealthy and powerful that they are now known as shogun, the old Nipponese name for warlord. Virtually every conurbation on Earth employs Hondo technology at home and in business. Raw materials are produced from recycling plants or, in the case of metal ores, mined from the manganese deposits off the coast. Hondo's ultimate industrial achievement is the creation of atsui-ishi, gigantic nuclear power stations carved into captured asteroids anchored in geo-stationary orbit over the Northwest Pacific. The energy generated cannot be beamed directly to Hondo City, hence superbattery tankers store the power inside city block-sized capacitors, carrying the charge down to Earth where the capacitors are hooked up to coastal power stations. Ironically, Hondo invented the Power Towers, the geo-thermal power stations that light up many global Mega-Cities, but cannot itself benefit from the technology because of the risk of triggering major earthquakes.

INDO CITY

The one unifying factor shared by all the Indian subcontinent's cities is a massive financial debt to global super-states Sino-City Two, Brit-Cit and Mega-City One. This debt was greatly increased by the Great Droughts of 2072 and 2086 which ruined the Indian economy. Arguments broke out among the larger Indian cities as to who was to blame for not having responded quickly enough to the environmental crisis. The War of Blame, an Indian civil war, began in 2093 and lasted until 2101 when the Indian cities sued for peace and declared themselves sovereign states. Relief programs offered by Mega-City One and Brit-Cit were rejected. On top of this crisis is the real threat of invasion from the northern Stani-States.

LUXOR CITY

Regarded as one of the Four Wonders of the modern world, Luxor City is the Egyptian Mega-City. Luxor City is a stunning symbol of the new Egyptian Empire for the city's walls are all enclosing and meet in a sharp apex, forming a pyramid around Luxor. It is said the wall is strong enough to protect even against nuclear attack and is also covered with solar collectors. Every dawn, the collectors activate, their overseers entreating the sun god Ra to provide the City's daily energy needs.

MEGA-CITY TWO

Once a shining example of American technology, Mega-City Two came under siege from millions of zombies in 2114 and had to be annihilated in a desperate effort to purge it of the undead. Prior to that, the city was devastated by the 2T(FRU)T plague, which turned huge numbers of citizens into mindless cannibals.

In 2115, Hondo City purchased California at great cost – the rebuilding of Mega-City Two had begun.

OZ

Australia is the land where the sun never stops shining, the barbeques are kept blazing night and day, smiles are free and the Thunderchunder flows as freely as Murrumbidgee River. Oz leads the world in Tri-D exports (with classics like Rolf's Hairy Hospital, The Folks over the Fence, Killer Koala Killer and Ripper Face-Jobs). Eighty percent of the total Oz population lives in and around the Sydney-Melbourne Conurb located on the south-east coast but Oz is a multicultural society home to Sino, Indian, Greek and African immigrants as well as the native Abbos who live on The Blue, the zone between Oz and the edges of the Radback. However, immigration laws were repealed in 2103 with the intention of stemming the rising problem of overcrowding. Oz Judges



are volunteers – male or female, any age over 16 – in fancy, short-sleeved uniforms. Compared to the Mega-City One Judges, the OzCops seem unbelievably undisciplined, amoral (OzCops may consume alcohol and have sexual relations) and easy-going but in fact are a highly efficient and popular section of the community, their motto – ‘When we shoot, we smile!’ OzCops get about the Conurb on Trikes (three-wheeled motorcycles) and report into the Grand Hall of Justice and Leisure Dome at Paul Hogan Plaza.

SIMBA CITY

Africa was devastated when the Credit Wars of the late 21st Century (a refusal to repay the crippling debts owed to the Western Mega-Cities) led to nuclear war and many of the major African states were dissolved. Dozens of governments control sections of the continent under wildly differing philosophies and beliefs including capitalism, Islam, the law of might, free trading zones and development areas. To aid in reconstruction, the Pan African Compromise was reached, allowing for free travel and trade between many of the areas, with a Judge force based out of Simba City, though many states refuse to recognise their authority.

SINO-CITY TWO

Sino-City Two is the world's premier business centre and the location of the Global Stock Exchange and Commerce Centre (GSECC), based in the Sun Tower in Kowloon District. Sino has flourished in the business arena while other major cities have suffered recession and political crisis. Quick to take advantage of the world's markets, the Sino Loan Syndicates have buffered the economies of countries who would otherwise have collapsed into bankruptcy. Most of the second-shelf city-states are now buried within Sino-City Two's pockets. Occasionally, Sino-City will request that some of the indebted states return the favour by carrying out espionage duties against enemy cities. The successful completion of a favour is rewarded by a small reduction from the unpaid debt.

TEXAS CITY

In 2083, Mega-City Three sought independence. Up to that time it had existed as a satellite state of the two other American Mega-Cities, remotely administrated by Chief Judge Goodman from Mega-City One and the Chief Judge of Mega-City Two. Three years later, at the conclusion of what is now known as the Second American Civil War, Mega-City Three was finally granted sovereignty and re-branded as Texas City. As Tex himself might say, ‘We beat them a-comin’ and a-goin’!’ Texas City is a sight to behold. The surrounding hills bow down to a skyline packed with imposing buildings decorated with massive symbols of Texan ideology and the Lone Star Building is surmounted with a five-pointed rockcrete star. The Ten Gallon Power Station shelters

under a steel Stetson while the city's greatest structure is Everest Oil Tower, the tallest man-made structure in the city, complete with its own snow-cap. The most scenic way to approach Texas City is by steamboat across Lake Louisiana. As tourists disembark, their eyes are drawn up and up to the firm but friendly face of Tex, a two mile tall statue of Texas City's semi-mythical avatar. The City's perimeter is protected by a network of forts and patrolled by armoured prairie wagons.

OTHER PLACES OF INTEREST

None of the following localities are Mega-Cities but have made their presence known in global politics for one reason or another:

ATLANTIS

The 3,000 mile long Trans-Atlantic Tunnel (sometimes known as the Harrison Tube) links Brit-Cit to Mega-City One, jointly-administered by the cities' two justice departments. The city of Atlantis is the central of six service plexes – vast underwater service stations built at regular intervals along the Atlantic tunnel. The primary local industry is tourism and thousands of visitors flock every day just to see the Fish Feed, when tonnes of waste foodstuffs are dumped out of an airlock, attracting mutated marine wildlife like the Spiny Neon Turbot, the Duck Billed Rakfish, the Poisonous Star Spider and, most famous of all, the vast Coral Ray, a giant manta covered head to tail in living coral.

EAST-MEG ONE

The Russian super-state Located around Omsk was annihilated during the Apocalypse War of 2104. Years later, the hardy survivors began to rebuild their beloved city under a foolish project known as *Phoenix*. The East-Meg bombsite was highly radioactive, resulting in a high turnover of construction personnel and powerful magnetic fields caused construction robots to malfunction, meaning most of the heavy work had to be accomplished by hand. The ghosts of those who died during the war still haunt the work sites, their chilling screams working to slowly drive the workers away. In extreme instances, the paranormal furies manifest as extreme poltergeist activity, sometimes creating spates of spontaneous human combustion among the terrified workers.

MEDITERRANEAN FREE-STATES

The Free-States are a sovereign nation, a series of linked floating cities in the Ancient Sea, built from materials scavenged from abandoned coastal settlements. The Free-States are inhabited by refugees, political exiles and

dissidents. The Free-States are regarded with contempt, little more than pirates or a dangerous, political powder keg.

URANIUM CITY

A vast mining colony built in the Alaskan tundra, governed by the Shareholders who live in the Core. The miners are controlled by a combination of emotion-regulating drugs in their food and subliminal images on their vid-screens. The Uranium City Justice Department was initially recruited from Inuit natives but were eventually replaced by simple-minded and heavily-armed robots.

VATICAN CITY

A dark, forbidding citadel, Vatican City is the headquarters of the Church of the Original Holy. Any and all heresies are dealt with swiftly and effectively by the black-garbed Inquisitors; the Vatican Judges. The Inquisition proudly boasts that they have never executed an innocent person for all of their victims have confessed to something before their sentence is passed. The Pope sees it as his Grud-given duty to interfere in world affairs and employs a number of special operatives to do his bidding across the globe.

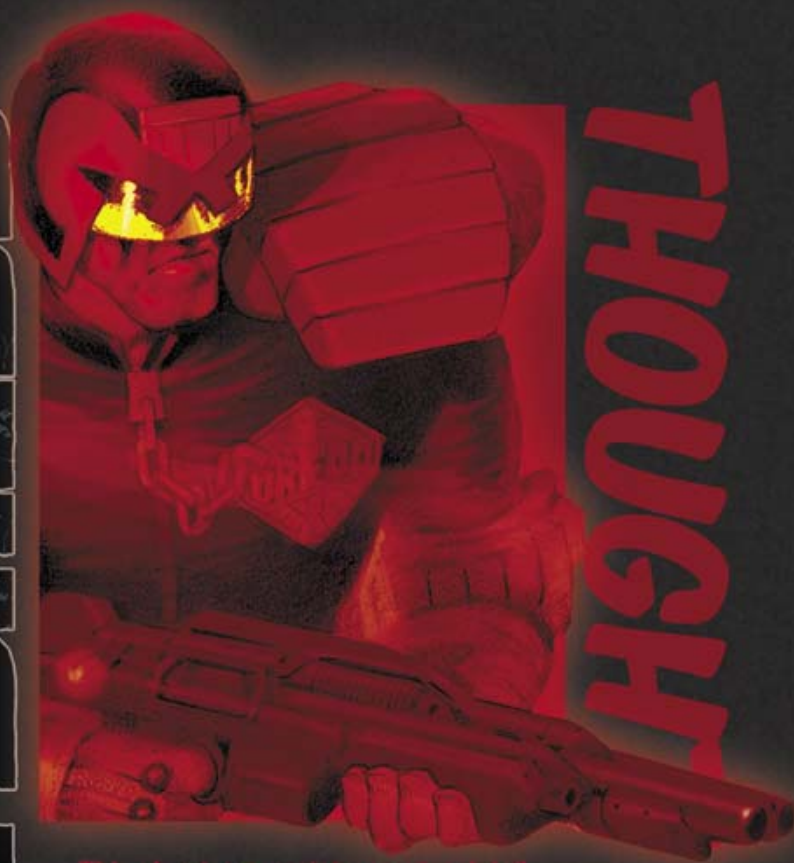
SPACE COLONIES

Mega-City One has several territorial interests beyond Earth. A small fleet of Justice Department ships patrol the solar

system's borders and shipping lanes, ensuring pirates are kept to a minimum and alien invasion fleets are forced away altogether. A giant command satellite, known as Justice 3, constantly monitors the multitude of Mega-City One comsats, warsats and spysats that litter the atmosphere. Mega-City One maintains trade links with all of the in-system colonies, Mars, Hestia and Luna-City on the moon. Mars is comprised of five, domed cities inhabited by 8 million citizens. Hestia, the tenth planet in Earth's solar system discovered in 2009 and colonised in 2051, is a hostile environment that grudgingly houses a tiny colony located near to the ruins of the original Hestian natives, now all but extinct. Mega-City One still has a partial controlling share of Luna-City, though these days its interests are leaning towards developing more orbital colonies than bidding for further Luna territory. Titan, Jupiter's largest moon, is home to a penal colony for renegade Mega-City Judges. Several independent mining and prospecting craft operate in the asteroid belt between Mars and Saturn. Beyond the solar system, Mega-City One enjoys trade with alien races like the birdlike Uqqan and maintains close contact with the many out-system colonies, providing support to the colonial Judges and Space Corps who maintain law and order among the colonies and fight off incursions from rival Earth powers, including the Sino-City space programme and alien hostiles such as the Klegg Empire.



JUDGE DREDD



THOUGHT CRIMES

This chapter goes into greater detail about the psionic powers available to both Psi Judges and others – citizens and psykers (criminal psions). If your Judge, created using the rules in the Academy of Law chapter, is psionic, then this chapter provides details on the Talents and Powers available to you in addition to those described in the *Traveller Core Rulebook*.

Psionic powers are divided into Basic and Advanced Talents. Basic Talents are the most commonly encountered psionic powers and are easier to learn and train. Advanced Talents are less frequently found, are difficult to learn and train, and have both dramatic effects and consequences.

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The *Traveller Core Rulebook*, beginning on page 153, details the Basic Talents; this chapter details the Advanced Talents that can be gained during the Academy of Law training for Psi Judges.

Throughout this chapter, the term psion is used. For the most part it refers to Psi Judges but in reality it applies to all characters – Player and Referee controlled – that use psionic powers.

PSI DIVISION: COPING WITH IT ALL

As soon as a cadet is proven to have psionic potential, he or she is watched closely by the Academy of Justice's psionic mentors to gauge their suitability for Psi Division. The mentors are watching to see how a cadet handles stress, particularly mental pressure, because work in Psi Division regularly exposes Psi Judges to minds that are disturbed, distorted and psychotic, psychopathic or sociopathic. If a psion cadet cannot handle such pressures, he is better remaining as a Street Judge and not having his psionic potential developed.

Those cadets who are selected for, and move into, Psi Division, find a world of weirdness awaits them. Street

Judges deal with what they can see and deduce: Psi Judges deal with what perps think, feel, obsess about, fixate upon, dream and mentally distort to fit whatever picture their mind's eye wants to perceive. Psi training prepares the Psi Judge with how to deal with these scenarios and it is difficult to shock a Psi Judge because they have, literally, seen and experienced it all: from the purest and most innocent thoughts through to the most sick and depraved fantasies.

Although Psi Judges are trained to deal with the worst aspects of citizen and perp depravity, they are by no means immune to the effects such thoughts have on even the strongest mind. Psi Judges undergo a regular three monthly psych-evaluation with a Med Division psychoanalyst to ensure that they are fit for duty and, most crucially, not adopting the traits they have been exposed to.

As an *optional* rule for Psi Judges, abstract the three-monthly psych-evaluation with a 2d6 roll. The Psi Judge is looking to roll 8+, with DMs for Psionic Strength and Intelligence. If the roll is successful, all is well. If the roll is failed, then the Med Division psychoanalyst has found something of concern. Note the Effect of the failed roll: this is the number of weeks that the Psi Judge must undergo mandatory psychotherapy to return to full fitness. The Judge maintains active duties during this time but must report, once a week, for psychotherapy. During this time, the Psi Judge may learn something about himself that has a game effect: roll 2d6 and consult the following table:

2d6	Effect
2	The Judge has learned or uncovered something disturbing or troubling about his own personality. He incurs a level of Psionic Trauma (see page 196) as a result.
3-4	The Judge develops a coping mechanism for dealing with those things that have been unearthed during psychotherapy. Roll 1d6: 1: A morbid sense of humour. 2: A flippant attitude that borders on insolence. 3: A need to bury himself in a peculiar hobby or pastime outside normal duties. 4: A periodic return to Street Judge duties – once every few months. 5: Periodic visits to the Justice Department's AggroDome, to work out pent-up aggression. 6: A coping mechanism of the Player's own devising, reflecting the Judge's personality.
6-8	No Effects.
9-11	The Judge taps into inner mental or emotional resources that assist his work as a Psi Judge. Roll 1d6 to determine what: 1: +1 to any mental skill (a Science, for example). 2: +1 to any physical skill (Athletics or Melee for instance). 3: +1 to any one Psionic Power (not a Talent). 4: +1 to either Str, Dex or End. 5: +1 to either Int or Inf. 6: The Player's choice from the above.
12	The Judge emerges with considerable mental stability. <i>All</i> future psych-evaluations are at a +1 DM.

PSYKERS

Psykers use their psionic powers for criminal ends and the term psyker refers most commonly to a psion employed by one of the many criminal gangs to further their interests: generally extortion, blackmail, intimidation and so forth.

All psions in Mega-City One need to register their Talents and, generally, this happens at the point where psionic powers demonstrate themselves or if psionic capabilities are noticed at school or during routine medical check-ups. Psionic potential results in a battery of tests to discover the range and extent of powers; these form part of a civilian psion's personal ID records and are available to Justice Department and Psi Division in particular. It is thus relatively easy for Justice Department to discover the registered range of a psyker's capabilities once he has been identified as an active perp.

Psykers cannot obtain training to develop Advanced Talents – those dealt with in this chapter – although legitimate training in Basic Talents (those found in the *Traveller Core Rulebook*) are available through licensed psionic development clinics (or Psyk-Skools). Therefore, it is rare to find Mega-City One psykers who have a reasonable degree of competence in the Advanced Talents in *Judge Dredd*; therefore it is very rare to find a psyker with anything higher than, say, Level 1 in a Talent such as Psionic Combat.

That said, there are illegal Psyk-Skools that specialise in training psykers in these areas, usually Mob bank-rolled, and so psykers specialising in the Advanced Talents available in *Judge Dredd* will be found – although the degree of training will vary widely. How a psyker employs his Talents to criminal ends depends on the nature and range of his Talents and the focus of his employers. The Mob knows that psykers who have too much power pose a risk of using their Talents against them and so either employ psykers who have only Basic Talents or ensure that they have a high level of insurance against an advanced psyker potentially abusing his position. Such insurance usually involves threats of violence against family members or anything else that guarantees the psyker tows the Mob line. Those psykers who do abuse their position and believe they can get away with it, rarely do so for long.

PSYKERS AND PSI DIVISION

Psi Division does not have the resources to continually monitor psykers under psychic surveillance; instead, the most active psykers are monitored when there is evidence of a crime or as part of a wider surveillance operation directed by Street Judges. Psi Division does know who the key psykers are and the official registers mean that Psi Division is aware of the Talents they possess. Over and above that, engagement between Psi Judges and psykers is limited to as-and-when – in other words, when a psyker can be tied to a particular crime.

Where the use of psionics is suspected in a crime, Psi Division is usually called in. Most Sector Houses have at least one duty Psi Judge, and if not central Psi Division, at the Hall of Justice, will assign one. This is usually the case where specialised psionic powers are required. Psi Judges assigned to a case or incident tend to use only those Talents



and Powers most relevant to the investigation. As said before, they are not heavy guns wheeled-in to mentally zap a mundane perp. Psi Division always needs a good reason to get involved and it can legitimately refuse a support request if there is no clear or good reason why they should be called in. This has tended to give Psi Division the reputation for being aloof and highly strung (a fact that is more accurate than Psi Division likes to admit) but the plain truth is that the use of psionics is taxing and if every Psi Judge answered every support call or used their powers in every routine case where psionics could be an advantage, most Psi Judges would never be out of compulsory psychotherapy.

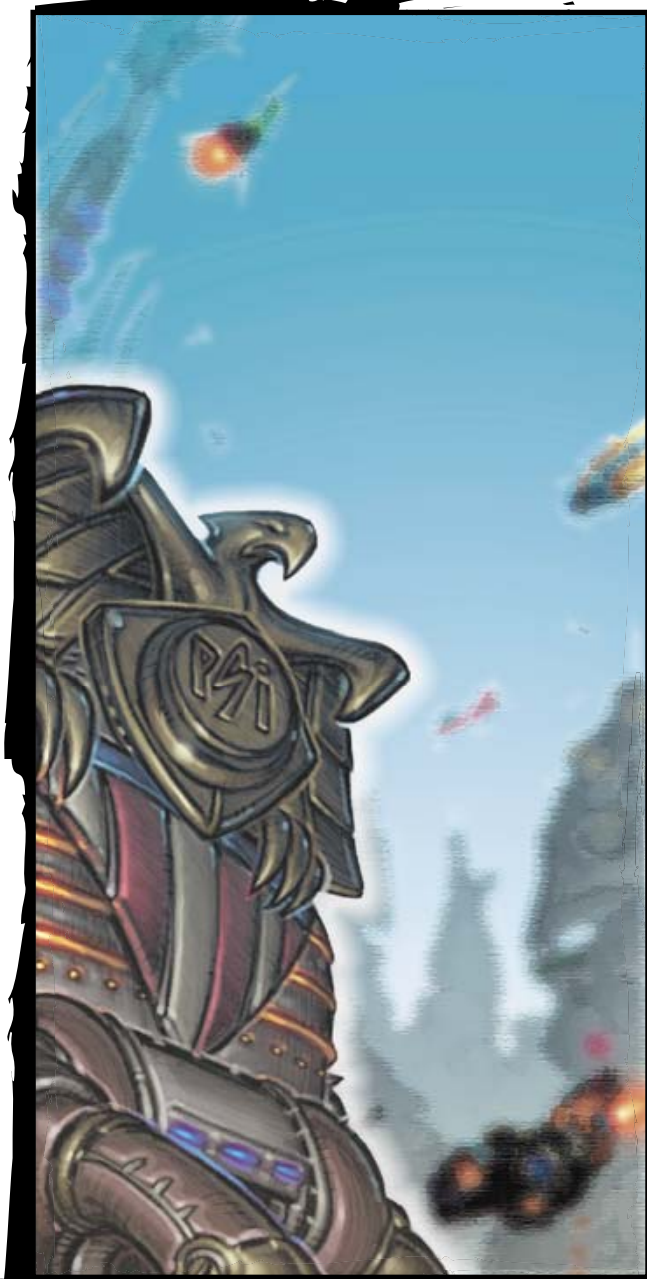
ADVANCED TALENTS

Advanced Talents go beyond the Powers available under the Basic Talents found in the *Traveller Core Rulebook*. Although some are very powerful, Advanced Talents and Powers work in exactly the same way as Basic Talents.

DIMENSIONAL AND TEMPORAL TALENTS

The world of Judge Dredd is a far stranger one than the early 20th Century. The existence of other worlds – both planets and parallel planes of existence – have been proven and both time and dimensional travel is being actively explored. Psi Division is at the forefront of these endeavours, hence the development of the Dimensional and Temporal Manipulation Talents. Psi Division works in conjunction with Tek Division to advance the understanding of dimensional and temporal travel, as well as monitoring dimensions such as that once inhabited by the Dark Judges.

Any Psi Judge who chooses or gains the Dimensional and/or Temporal Manipulation Talents forms part of an elite that includes the likes of Judge Anderson. They are also sworn to absolute secrecy, under the Security of the City Act, not to reveal their knowledge, unless permitted to do so or because



ADVANCED PSIONIC TALENTS

Talent	Learning DM
Aura Perception	+1
Dimensional Manipulation	-3
Energy Kinesis	+1
Personal Enhancement	0
Projection	-2
Psionic Attack	-2
Psionic Defence	-2
Tapping	-4
Temporal Manipulation	-4
Per previous Talent acquisition check	-1

the security of the city is under immediate and imminent threat. Any Psi Judge who abuses this oath of secrecy faces a discharge from the Justice Department, if not a sentence to either the Cursed Earth or Titan.

COMBAT TALENTS

Psi Judges are not trained to be psionic fighters: it is rare for a Judge who has developed the Psionic Combat Talent to be wheeled-out as a heavy gun against a particularly tough enemy. However, there are occasions – such as when the Dark Judges or Shujan, Warlord of Ji, assaulted Mega-City One – where combative and defensive psionic powers are absolutely essential. Thus, Psi Judges are trained not to resort to use of psionics in an offensive capacity unless absolutely necessary; but when the situation demands it an offensive Power can be used as long as its use remains within the law. Any Psi Judge abusing their offensive Powers is subject to a discharge from the Justice Department, if not a sentence to either the Cursed Earth or Titan.

AURA PERCEPTION

All living organic creatures create an aura; a personal signature that is as unique as DNA and which can be perceived and read by aura-sensitive psions. To a trained psion, an aura indicates the following:

- State of physical health.
- State of mental health.
- Degree of Psionic Power.

Using the Powers within this Talent, the psion can read, interpret and, to a certain extent, manipulate the aura of creatures and himself. Every aura-perceptive psion can see the aura surrounding an organism as a glowing field of psychic energy; detailed understanding of what the aura reveals about its owner is then dependent on the Read Aura Power.

READ AURA

The psion can drill-deep into the scintillating energy of the aura to identify specifics about its owner. On a successful Aura Perception roll he can determine if the organism is injured, either physically and/or mentally, and to what degree, even if physical symptoms are not present. He can also determine if the organism is psionically trained, although it is not possible to determine the specific Talents available to the organism. The psion can, however, gauge the organism's Psionic Strength relative to his own (much stronger, much weaker, equal and so forth).

Aura Perception, Psionic Strength, 10-60 seconds, Easy (+4).
Costs 1.

MASK AURA

The psion can successfully mask his aura from other aura-perceptive psions. When masked, the psion produces no perceptible aura, effectively becoming psychically invisible. Masking lasts for 1d6 minutes + the psion's Psi DM before it needs to be re-masked.

Aura Perception, Psionic Strength, 1d6+Psi DM minutes, Average (+0).
Costs 2.

MANIPULATE AURA

With this Power the psion can manipulate his aura's appearance. On a successful Aura Perception roll he can convey perfect health, appear to be more powerful than he is actually is or manipulate any other condition his aura signifies. A psion reading his aura will only be aware that Manipulate Aura is being used if his attempt to Read Aura has a higher Effect than the manipulating psion's own Aura Perception roll.

Aura Perception, Psionic Strength, 1d6+Psi DM minutes, Difficult (-2).
Costs 3.

PROJECT AURA

Through this Power the psion can project his aura to a distance and even overlay his aura onto another organism. The distance of the projection is a base of 10 metres + the psion's Psi DM; however, for a further investment of Psi Points, this range can be extended. The psion can project his aura a further 10 + Psi DM metres for every additional Psi Point above the base cost. The projected aura moves as the psion moves, whilst the projection is maintained. The psion's personal aura still surrounds his physical person and is visible to other psions if read directly.

Aura Perception, Psionic Strength, 1d6+Psi DM minutes, Difficult (-2).
Costs 4 + 1 additional point per 10+Psi DM metres.

DIMENSIONAL MANIPULATION

This Talent governs the perception and manipulation of parallel dimensions (if they exist and are supported in a campaign). It is a difficult Talent to develop, as the psion has to be able to understand and manipulate the barriers separating planes of existence – barriers that exist at a quantum level.

As a general rule, a dimensionally aware psion can perceive a number of alternate realities equal to his Psi DM +1 (if those dimensions exist). Referees may increase this number if the barriers between dimensions are particularly weak or reduce it if they are especially strong.

Dimensional Portals

Travel between dimensions is possible only if a Dimensional Portal is available. This may be a rift in time/space or an artificially generated break in the dimensional barriers. Every portal is assigned a Barrier Strength of between 0 and 6, with 0 being a very weak barrier and 6 a very strong one. The Barrier Strength is applied as a negative DM to the psion's Dimensional Manipulation Powers, as noted below.

LOCATE PORTAL

The psion can scan his local area (a radius of 10xPsi DM in metres) to see if a portal exists. If successful, the psion can gain an idea of the portal's Barrier Strength depending on the Effect of his roll:

Effect	Result
0	Is aware of the existence of a portal but cannot gauge Barrier Strength.
1-2	Can gauge Barrier Strength in general terms (very strong, very weak).
3-4+	Can gauge specific Barrier Strength.

*Dimensional Manipulation, Psionic Strength, 10-60 Seconds, Average (+0).
Costs 1.*

DIMENSIONAL COMMUNICATION

The psion can communicate with others using a located portal without having to move into the dimension itself. The Barrier Strength of the portal is applied as a negative DM to the skill roll.

Communication across the dimensions is dependent on other psionic abilities, such as Telepathy and Clairvoyance; thus the psion must have a trained communicative ability and must invest Psi Points in a particular Power to make communication. Additionally, the number of Psi Points that must be invested in the Dimensional Communication Power is dependent on who and how the psion wishes to establish communication.

The base Psi cost establishes communication within any receptive person on the other side of the barrier.

Base Psi cost x2 establishes communication with a specific individual.

PORTALS AND NON-PSIONS

Any portal between dimensions with a Barrier Strength of 0 can be passed through freely by both psions and non-psions. If a psion can overcome a portal's Barrier Strength he can take through a number of individuals equal to his Psi DM, increasing this by an additional person for every Psi Point he expended per trip.

Referees can, of course, relax this rule if inter-dimensional travel is integral to the campaign.

*Dimensional Manipulation, Psionic Strength, 10-60 Seconds, Difficulty depends on Portal Barrier Strength.
Costs 3.*

CREATE PORTAL

Through this Power the psion creates a portal between his own and another dimension. This is always a Very Difficult task (-4) and the created portal has a Barrier Strength equal to the number of additional Psi Points the psion invests in its creation, with the base Psi cost establishing a Barrier Strength 0 portal. A created portal lasts for a number of hours equal to the psion's Psi DM x 1d6 – after which the portal must be re-established. The psion who created the portal always treats it as Barrier Strength 0.

*Dimensional Manipulation, Psionic Strength, 1-6 Minutes, Very Difficult (-4).
Costs 4+Additional points for Barrier Strength.*

MANIPULATE PORTAL

The psion can manipulate a dimensional portal; either reducing its Barrier Strength, extending its existence or closing it altogether. The Barrier Strength is applied as a negative DM to the skill roll and the Psi Points cost depends on the degree of manipulation:

- Reduce Barrier Strength: 2 points per point of Barrier Strength manipulated (making the barrier either stronger or weaker).
- Influence Portal Existence: 1 point per hour of existence manipulated – either extended or decreased.
- Immediate Portal Close: Barrier Strength x2.

Device Type	Additional Psi Points required
Inefficient, Power-hungry, small device (say TL <6)	2
Inefficient, Power-hungry, large device (say TL <6)	4
Efficient, Power-hungry, small device (say TL <6)	1
Efficient, Power-hungry, large device (say TL <6)	2
Efficient, Power-moderate small device (TL >6)	0
Efficient, Power-moderate large device (TL >6)	1

Dimensional Manipulation, Psionic Strength, 1-6 Minutes, Difficulty depends on Portal Barrier Strength.

Costs Variable.

ENERGY KINESIS

Energy Kinesis is the Talent governing the manipulation of energy – principally electricity but also temperature and light. The psion's Powers manipulate energy streams on a particular spectrum and wavelength to achieve a particular effect.

Pyrokinesis is a part of this Talent, just as it forms a part of the Telekinesis Talent; however the version presented as part of this Talent is of a more advanced nature and is renamed Thermokinesis, reflecting its extended capabilities.

ELECTROKINESIS

Electrokinesis is the manipulation of electrical energy and currents. Using it, psions can divert power from one source to another (a battery for instance or another set of circuits), create short-circuits or spikes and even draw upon their own electrical energy to provide temporary power.

The psion needs to be in physical contact with whatever he is trying to influence, electrically. For the basic Psi cost the psion can:

- Start an electrically Powered device.
- Cause a device to stop.
- Overload the device with energy, causing it to fuse or short-circuit.

By introducing more Psi Points, the psion converts his brain-generated electrical energy into a usable energy source for the device. In this way, a device that is lacking a Power source can be activated, with the amount of Psi Points being commensurate with the size of the device to be activated:

The Effect of the roll determines the duration, in hours, that the psion can power the device as long as physical contact can be maintained.

Note that very large devices, such as large vehicles and starships, cannot be influenced by Electrokinetics as their energy requirements are so great that a psion would run the risk of fatally de-electrifying himself.

Energy Kinesis, Psionic Strength, 10-60 seconds, Average (+0).

Costs 2.

LUMINOKINESIS

Luminokinesis is the mental manipulation of light waves – both visible and invisible. With a successful use of the Power, the psion can:

- Bend or refract light to create an illusion or distraction.
- Disrupt or interfere with visible light, such as a laser, reducing its damage.
- Create pockets of shadow or illumination.

Bend/Refract Light: This use of the Power creates a distracting optical illusion that imposes a negative DM equal to the Effect of the roll on skills relying on sight used by outside observers.

Disrupt Light: This use of the Power reduces the damage inflicted by a visible light beam or bolt by the number of Psi Points invested in the Power. The amount of Psi Points being invested in the Power must be declared before any weapon damage is rolled.

Pockets of Shadow or Illumination: This Power can be used at range, diverting light to or from the target area. The amount of Psi Points invested creates either a positive or negative DM to skill use, depending on the circumstances, to all within the radius of the affected area. The Psi Point investment has the following effects:



Psi Points	Shadow or Illumination Effect
1	Dimming or slight increase in available light.
2	Equivalent of twilight or a bright dawn.
3	Equivalent to nighttime or a bright, sunny day.
4	Absolute darkness or blinding brilliance.

Energy Kinesis, Psionic Strength, 10-60 seconds, Difficult (-2).

Costs 2+Variable, depending on effect.

THERMOKINESIS

By influencing the substance of an object the character can raise or lower its temperature, which may cause it to burst into flames or even freeze. Roll 1d6 and add the Effect of the check.

Thermokinesis Effect Target:

- 0-4 Becomes warmer or cooler but is undamaged.
- 5-8 Is burned or severely frosted, suffering 1d6 damage.
- 9+ Suffers 2d6 damage and may burst into flame if flammable or freeze if a freezable substance.

Where temperature in an organic creature is reduced and the Effect is 5+, the Referee may rule that *hypothermia* results. Hypothermia is the reduction of the body's operating temperature and it does not require a large drop in temperature for hypothermia to have a profound effect.

Once hypothermia takes hold, the only cure is to gradually warm the body again, through a steady and gentle application of heat through blankets, warm drinks and shelter. Hypothermia occurs in stages:

Stage 1

Body temperature drops by 1-2°C below normal temperature (35-36°C). Mild to strong shivering occurs. The victim is unable to perform complex tasks with the hands as they become numb. Breathing becomes quick and shallow. Goose bumps form, raising body hair on end in an attempt to create an insulating layer of air around the body (which is of limited use in humans due to lack of sufficient hair but useful in other species). Often, a person will experience a warm sensation, as if they have recovered but they are in fact heading into Stage 2.

Stage 2

Body temperature drops by 2-4°C. Shivering becomes more violent. Lack of co-ordination in muscles becomes apparent. Movements are slow and laboured, accompanied by a

stumbling pace and mild confusion, although the victim may *appear* alert. The victim becomes pale. Lips, ears, fingers and toes may become blue.

Stage 3

Body temperature drops below approximately 32°C. Shivering usually stops. The character has difficulty speaking, sluggish thinking and amnesia start to appear; inability to use hands and stumbling is also present. Below 30°C the exposed skin becomes blue and puffy, muscle co-ordination becomes very poor, walking becomes almost impossible and the victim exhibits incoherent/irrational behaviour. Major organs fail and clinical death occurs – although, because of decreased cellular activity, the body will actually take longer to undergo brain death.

The Referee needs to determine the movement through each stage, depending on the local conditions. However, without warmth or shelter, the degeneration can be rapid with no more than a few hours between each stage.

Characters suffering from Stage 1 hypothermia halve their physical attributes. All physical skills suffer a –1 DM in addition to any negative DMs from the reduction of physical characteristics. If warmth is not applied within 1+1d3 hours, Stage 2 results.

Characters suffering from Stage 2 hypothermia reduce all physical characteristics to 1. If warmth and shelter cannot be found within 1d3 hours, then Stage 3 results.

In Stage 3, the character is unable to move and death will result within 1d3 hours unless both medical treatment and warmth/shelter can be found.

*Energy Kinesis, Psionic Strength, 10-60 seconds, Difficult (–2).
Costs 3+Range.*

PERSONAL ENHANCEMENT

Through this Talent the psion uses his psychic energy to enhance certain physical capabilities, in much the same way that Psionic Strength points are used to augment Strength and Dexterity.

ENHANCED ART

Through entering a trance-like state, for every 2 Psi Points invested, the character's Art skill is temporarily increased by 1 level, with the duration of the Power lasting for the physical activity being undertaken. If Art is not possessed as a skill, then the first 2 Psi Points provides the psion with a skill level of 0.

As the Art skill is divided into specialisations (see *Traveller Core Rulebook*, page 52), the psion must declare which specialisation he is intending to achieve through his skill augmentation.

*Personal Enhancement, Psionic Strength, Variable depending on activity, Average (+0).
Costs 2 points per 1 level of Art skill.*

ENHANCED ATHLETICS

For every 2 Psi Points invested, the character's Athletics skill is temporarily increased by 1 level, with the duration of the Power lasting for the physical activity being undertaken. If Athletics is not possessed as a skill, then the first 2 Psi Points provides the psion with a skill level of 0.

As the Athletics skill is divided into specialisations (see *Traveller Core Rulebook*, page 52), the psion must declare which specialisation he is intending to achieve through his skill augmentation.

*Personal Enhancement, Psionic Strength, 1-6 seconds, Average (+0).
Costs 2 points per 1 level of Athletics skill.*

ENHANCED CHARISMA

The psion uses his psychic powers to enhance his personal charisma when dealing with others, no matter what the circumstances. For every 2 Psi Points invested, the character temporarily increases Broker, Deception, Diplomat or Persuade by 1 level with the duration of the Power lasting for the activity being undertaken. If the skill in question is not possessed as a skill, then the first 2 Psi Points provides the psion with a skill level of 0.

*Personal Enhancement, Psionic Strength, Variable depending on activity, Average (+0).
Costs 2 points per 1 level of skill.*

PROJECTION

Through this Talent the psion projects various parts of his psyche outside the confines of his body. The most common manifestation of the Talent is Out of Body Experience, which may also be known as astral projection or astral travelling, but the Talent also governs the powers of projecting emotions and the entire personality.

OUT OF BODY EXPERIENCE

The psion's psyche leaves the body and is able to travel for a distance determined by the Psionic Range table, using the Telepathy column (see *Traveller Core Rulebook*, page

153). The speed of travel is as fast or as slow as the psion wishes it be and can be instantaneous, as long as the time limit for the experience is not exceeded. Using this Power the psyche can thus travel great (but not interplanetary) distances. Whilst in the OBE state the psion cannot physically interact with his surroundings and is invisible to mundane sight – although his aura travels with him and may thus be seen by aura-aware psions.

The psion can remain in an OBE state for up to 30 minutes, plus a further 15 minutes equal to every point of his Psionic Strength DM. If the psion does not return to his body within this period, he is forced to snap back to consciousness and must throw Psi+End 9+ to avoid incurring one level of Psionic Trauma.

*Projection, Psionic Strength, 30 minutes+15 minutes per point of Psi DM, Average (+0).
Costs 2 points plus range.*

PROJECT PERSONALITY

The psion creates a psychic representation of his personality and appearance that visibly appears before others. The Power is ranged, so the psion can project his personality over great but not interplanetary, distances. If the psion spends an additional Psi Point when projecting his personality, audible communication projection can also be attained, although the psion will not be able to hear any offered response; neither can the psion see the area that his personality is projected to.

Project Personality works best when the psion has visited or can visualise, the place he is projecting to. If he cannot, he suffers a –2 DM to the skill roll.

*Projection, Psionic Strength, 10-60 seconds, Difficult (–2).
Costs 4 plus range (+1 point for added verbal projection).*

PROJECT EMOTION

The psion is able to project his emotions into the psyche of another. The target experiences the same emotional state as that being experienced by the psion and, unless the target is a willing recipient of the projection, he resists the projection attempt with his Int DM (if positive). The Effect of the psion's Project Emotion determines the intensity of the emotional experience felt by the target; an Effect of 0 or 1 indicates that the target feels the emotions at the same intensity as the psion; a higher Effect indicates a more intense emotional experience for the target.

The target must be in line of sight for the projection to be effective.

The emotional state lasts for between 10 and 60 minutes and in this period the target will act according to the emotions being experienced.

*Projection, Psionic Strength, 10-60 minutes, Difficult (–2).
Costs 3 plus range.*

GLAMOUR

This Power allows the psion to project a subtle distraction within a radius in metres equal to the number of Psi Points invested in the Power. Those within the radius cease to pay the psion any attention, completely forgetting his presence, becoming temporarily distracted by something else: for the brief duration of the Glamour, the psion becomes effectively invisible, edited-out of the short-term memory of those affected.

*Projection, Psionic Strength, 1-6 rounds, Difficult (–2).
Costs 1 per metre of radius.*

PSIONIC ATTACK

The ability to use the mind as a weapon has long interested those researchers who want to see how far the mind can be pushed. Although some psionic attacks (and, correspondingly, defences) form part of the Telepathy Talent, dedicated training in psionic attacks form their own Talent, with the psion being trained in using his mental capabilities for violent purposes.

Most psionic attacks are based on meting-out either physical or mental trauma and involve a variable Psi expenditure. A powerful psion can inflict large amounts of damage without even having to touch his intending victim.

PAIN

The psion overloads the pain receptors of his intended victim with psychic energy, causing either great or subtle pain to flood the target's body. The pain attack causes no lasting physical damage but whilst it is being experienced the victim may believe that his entire body is being mentally shredded, such is the intense agony.

The psion decides how many Psi Points he wishes to invest in the attack. This number acts as a negative DM to all skills the target tries to use, including characteristic DMs, for the

duration of the attack. The Effect of the skill roll determines the duration of the pain felt by the target:

- 0 1-6 seconds
- 1 1-6 rounds
- 2 1-6 minutes
- 3 10-60 minutes
- 4 1-6 hours

Psionic Attack, Psionic Strength, Variable, Difficult (-2).

Costs Variable, plus range.

PARALYSIS

Paralysis inflicts no pain but it renders the target immobile for a period dependent on the Effect of the attack. The Psi cost is variable, with specific parts of the body costing differing amounts:

Hand/Foot	1 point
Arm/Leg	2 points
Neck	2 points
Chest/Shoulders	3 points
Torso	3 points
Head	3 points

Thus, to completely paralyse a person, ensuring no mobility of any kind, it would require 15 Psi Points. A paralysed location is unable to move and remains locked in position for the duration of the paralysis. This may result in the target falling prone, toppling over and so forth, depending on local conditions. The paralysis does not prevent breathing or blood flow but if the head or neck are targeted, vocal chords, jaws, lips and mouth will be paralysed, vastly restricting communication.

The Effect of the skill roll determines the duration of the paralysis:

- 0 1-6 seconds
- 1 1-6 rounds
- 2 1-6 minutes
- 3 10-60 minutes
- 4 1-6 hours

Psionic Attack, Psionic Strength, Variable, Difficult (-2).

Costs Variable, plus range.

MIND BLAST

A more powerful version of the Telekinetic Punch Power, Mind Blast delivers an extremely powerful shockwave of psionic energy either at a specific target or to a number of

targets within a specific radius. The psion must specify which way he is directing the Power.

If directed at a specific target, the Mind Blast delivers 3d6+Effect damage for every 2 Psi invested in the Power.

If used to effect an area, 2d6+Effect damage is delivered to *every* living thing in a radius of 1 metre for every 1 Psi invested in the Power.

Damage is directed as physical damage, being applied to Str, Dex and End.

Psionic Attack, Psionic Strength, Variable, Difficult (-2).

Costs Variable, plus range.

MIND SHOCK

Mind Shock is used against other psions and is designed to deliver Psionic Trauma rather than immediate damage. If the attack is successful, the target psion sustains 1 level of Psionic Trauma, plus an additional level equal to the Effect of the attack. The defending psion may use his own Psionic Strength DM as a negative DM against the attacker's roll.

Psionic Attack, Psionic Strength, Variable, Average (+0).

Costs 3 plus range.

UNLOCK

The Unlock Power uses the subconscious of the target as the weapon. The psion unlocks those parts of the brain where nightmares, fears and dark secrets are stored, filling the target's psyche with nightmarish visions, uncontrollable terror, paralysing panic attacks or deep-seated guilt. The target's Int+Psi DMs act against the psion as a negative DM but if the attack is successful, the target suffers a negative DM to all skills equal to the Psi Points invested in the attack, for a period determined by the Effect of the attack:

- 0 1-6 seconds
- 1 1-6 rounds
- 2 1-6 minutes
- 3 10-60 minutes
- 4 1-6 hours

In this time the target is clearly disturbed, agitated, unable to concentrate, hyperventilates and suffers hallucinations as his own mind battles against him.

Psionic Attack, Psionic Strength, Variable, Average (+0).

Costs Variable, plus range.



PSIONIC DEFENCE

Defensive psionics are trained in mitigating offensive psionics using a variety of active and passive techniques as described in the Powers associated with this Talent. Although Psionic Defence is the natural counterpart to Psionic Attack, it does not necessarily follow that all combat psions study defence – or that all defensive psionics are necessarily peaceful.

MIND BLANK

The psion turns his mind into a blank void that cannot be detected by other psions, even those who are aura-aware. The Power renders the psion immune to any psionic attacks for the duration of the Mind Blank but neither can he exercise his own psionic Powers. Every Psi Point invested in the Power increases the duration of the Mind Blank by a number of minutes equal to his Int characteristic.

*Psionic Defence, Psionic Strength, Int in minutes, Average (+0).
Costs 1.*

MIND MIRROR

This powerful ability turns the psion's mind into a mirror, reflecting any psionic attack back at the attacker. It is, however, dangerous as the defending psion does not know how many Psi Points will be required to make Mind Mirror effective.

The Power works by matching the incoming Psionic Strength points invested in the attack and reversing the energy flow towards the attacker. If the Mind Mirror Power is invoked successfully, the attacking psion suffers the effects of the attack, as long as the defending psion is able to match the

Psi Points invested in the attack and exceed them by at least 1 point.

If a defending psion uses Mind Mirror against passive psionic Powers (those that do not inflict damage in some form but may be concerned with detection and information retrieval) then the attacking psion receives information reflecting his own, personal state – which may or may not act to confuse or confound.

*Psionic Defence, Psionic Strength, 1-6 seconds, Difficult (-2)
Costs 1+Psi Points of attacking Power.*

PSYCHIC ARMOUR

Psychic Armour places a psionic barrier in front of the psion's mind, absorbing damage from psionic attacks in the same way physical armour protects against physical damage. The amount of damage reduced is equal to the Psi Points invested in the Power.

*Psionic Defence, Psionic Strength, 1-6 seconds, Average (+0).
Costs 1 per point of damage defended.*

PSYCHIC ABSORPTION

This Power works in exactly the same way as Psychic Armour but the defending psion absorbs the Psi Points charging the attack and places them at his own disposal. Any excess Psi Points act as damage as per the nature of the attack.

*Psionic Defence, Psionic Strength, 1-6 seconds, Difficult (-2).
Costs 1 per point of damage absorbed.*

TAPPING

Psions who are trained in tapping use their powers to both draw in their own physical characteristics to augment their Psionic Strength and, commonly, the characteristics of others, functioning almost as psychic vampires. The tapping of others can lead to a psion developing large Psi Point reserves but such individuals, in addition to the fear that surrounds their vampiric tendencies, tend to be viewed with deep suspicion by other psions who are prepared to rely on conventional reserves and regeneration.

Tapping is therefore a powerful and feared Talent, its practitioners often pariahs in both the psion and mundane communities.

TAP SELF

The psion taps one of his characteristics, transforming the electrical energy into usable Psi Points. Every characteristic point tapped generates 1 Psi Point. All characteristics, with the exceptions of Education, Influence and Social Standing, may be tapped and as a characteristic is weakened, the physical capabilities associated with it diminish accordingly. Heavily tapping Endurance, for instance, lowers the ability to withstand physical trauma and disease; tapping Dexterity reduces agility and co-ordination; tapping Intelligence reduces the ability to concentrate, reason and act rationally.

To tap a characteristic the psion simply needs to succeed in a Tapping roll, gaining the additional Psi Points immediately: there is no limit on the number of characteristic points that can be tapped. However the physical effects of tapping take an immediate toll and, if a characteristic reaches zero, the psion is rendered incapacitated as per the damage rules found in the *Traveller Core Rulebook*.

Tapping, Psionic Strength, 1-6 seconds, Average (+0).

Costs 1 Characteristic point.

TAP OTHER

This Power works in exactly the same way as Tap Self. However, the tapping psion suffers a DM equal to the characteristic DM of the characteristic he is attempting to leach. The psion must also be in physical contact with the target and cannot tap more than half (round down) of the targeted characteristic in a single attempt.

Tapping, Psionic Strength, 1-6 seconds minus Target Characteristic DM.

Costs 1 Characteristic point from target.

TAP EMOTION

Instead of tapping physical characteristics, the psion instead uses emotional energy, transferring it into himself and converting it to Psionic Strength. The psion must target another individual and cannot tap his own emotions; and he must be in physical contact with the target.

The Power only works with powerful, deeply-affecting emotions such as love, hate, fear, anger and envy. Someone in a 'normal' placid state cannot be affected. The Referee should assign the emotion with a strength of between 2 and 12, reflecting the depth of feeling. All consuming anger, for instance, would warrant a strength of 12, whilst mild jealousy only 3 or 4. The strength of the emotion is the limit that the psion can tap. Tapping emotions has its own difficulties, so there are no DMs for the emotion's strength and as the emotion is tapped its strength decreases in proportion with what the psion leaches. Thus, a psion could use this Power to transform an all-consuming rage into mild anger; or sap a target of his deep, abiding love.

Tapping, Psionic Strength, 10-60 seconds, Difficult (-2).

Costs 1 Emotional Strength from Target.

MIND SWITCH

This Power allows the psion to swap minds with another. Physical contact must be maintained as the switch occurs.

The target applies his Int DM as a negative DM to the psion's mind switch attempt and the cost in Psi Points is equal to half the subject's Int, rounded up. Once swapped, the psion's mind occupies and controls that of the subject's body and vice versa. The psion has no access to the memories or experiences of the subject but does take on the physical characteristics. Therefore, the psion and subject swap Int and Edu characteristics but retain Str, Dex and End.

The mind switch has a safe limit of a number of hours equal to the Effect of the roll, multiplied by the result of a 2d6 throw. If the psion does not swap minds back at the end of this time, both he *and* the subject begin to accrue 1 level of Psionic Trauma for each 6 hour period thereafter.

Tapping, Psionic Strength, 10-60 Seconds, Difficult (-2).

Costs Int of subject, divided by 2.

TEMPORAL MANIPULATION

The Temporal Manipulation Talent primarily concerns travelling in time, forwards or backwards, or manipulating

the flow of the timestream. Temporal Manipulation is therefore a very powerful Talent: the ability to influence time – stopping it, speeding it up, changing the past to influence the future – can have profound implications for the characters and the campaign. The detailed implications are beyond the scope of this book but are discussed at a high level in the descriptions of the individual Powers. A very good example of how temporal manipulation is used to effect crime is told in the ‘Invisible Man’ story, where a perp uses an experimental distortion field to effectively slow-down time around him, thereby allowing him to commit crimes almost undetected (although the power in question was generated by a machine, rather than a psionic Power).

The Temporal Manipulation Talent assumes that time can be influenced psionically; that the powers of the mind can shape the fabric of time. It presupposes that certain individuals are fluid in time, being able to use their powers to move backwards or forwards through the sheer force of will rather than having to rely on time machines – although temporal science may be significantly understood to permit time machines to exist alongside such psions.

TIME SHIFT

This is the power of time travel – the ability to move forwards or backwards through time.

The direction and degree of movement must always be specified by the time shifter before the Temporal Manipulation roll is made. Every Time Shift is a Very Difficult (–4) task but additional modifiers are applied, as noted below.

The degree of travel – how far, forwards or backwards – depends on the number of Psi Points invested in the shift, as described in the table below:

Degree	Base Psi Cost
Seconds	1
Rounds	2
Minutes	4
Hours	6
Days	8
Weeks	10
Months	12
Years	14
Decades	16
Centuries	18
Millennia	20

At the Base Psi Cost the psion moves 1d6 units of that increment. Moving an additional d6 requires an additional

Psi Cost equal to half the Base Cost. So, moving 1d6 hours forwards or backwards costs 6 Psi; moving 2d6 costs 9 Psi and so forth.

If the character wants to travel to a precise point in time, then he may attempt to do so but increases the difficulty to Formidable (–6).

MOVING ADDITIONAL PEOPLE AND CARGO

A psion can time shift with no difficulty when wearing clothing and carrying personal items that can be easily carried on the back, in the hands, in pockets and so forth. Large and bulky items increase the Time Shift Psi cost; it costs an additional 1 Psi Point to transport up to 100kg (2 Psi Points for up to 200kg and so forth). The psion must have physical contact with the object at the moment the Time Shift is executed.

If the psion wishes to take additional people with him, he can extend the range of his Time Shift field to encompass a 1 metre radius for every additional Psi Point invested in the shift. However, he suffers a –1 DM to the Temporal Manipulation roll for every individual within the area of effect.

Temporal Manipulation, Psionic Strength, Very Difficult (–4).

Costs dependent on degree of time travel.

TIME FREEZE

Using this Power the psion freezes time but is unfrozen himself. Time can only be frozen for short periods; 1d6 seconds per Psi Point invested in the Power. For each additional Psi Point invested the psion can extend the unfrozen bubble by a 1 metre radius, with anyone within that radius remaining unfrozen.

During the time freeze characters are at liberty to make changes to the environment based on common sense principles. For instance, moving a tank that is frozen in time requires driving it and, as its mechanisms will be frozen in time, it cannot be moved unless the psion extends the range of the unfrozen bubble to include it (which would also unfreeze any occupants). Ultimately the Referee will need to arbitrate on what can and cannot be interfered with.

At the end of the freeze period, time immediately resumes with any changes taking whatever effect they will have on whatever actions were being performed before the freeze.

Temporal Manipulation, Psionic Strength, Variable, Very Difficult (–4).

Costs 1 point per 1d6 seconds of frozen time.

PARADOX ADJUSTMENT

Changing time can result in all manner of paradoxes: accidentally killing a wasp in the past may irrevocably alter the course of the future, for instance. This Power allows the psion to rectify a known paradox by subtly influencing the fabric of time so that potentially catastrophic changes are mitigated and the future remains, essentially, on its previous course.

The Referee should assign any potential paradox a strength of between 2 and 12, with 2 being a very minor 'blip' and 12 being a catastrophic change to future events. To correct the paradox the psion must spend a number of Psi Points equal to the paradox's strength and make a successful Temporal Manipulation roll. If successful, then the paradox is either completely mitigated or its strength (and therefore consequences) reduced by the amount of Psi Points used.

Temporal Manipulation, Psionic Strength, Very Difficult (-4).

Costs Variable, depending on the strength of the paradox.

HANDLING TEMPORAL PARADOX

Any campaign involving time travel must address the nature of paradox: the ability to influence the past with the possibility that the future is changed, leading to anomalies that would negate (completely or partially) the actions and existence of those who created the change – meaning that the change, in the first place, might become impossible.

The Referee needs to decide on the nature of time in order to explain, resolve or avoid the question of paradox. This book cannot go into detail on the subject but some options for consideration are presented here.

Mutable Time

The past can be altered but certain alterations may result in the character's present and future being altered in accordance with that change. The change might be so profound that the characters cannot return to their present because, the present they left, has simply ceased to exist. The best illustration of this is the character who travels back in time and does something that prevents him from being born (killing his great, great grandfather, for example). In the present he would no longer exist and so time changes to compensate. The character might therefore find himself stranded in the past, because he *cannot* exist in the future or he might be erased from time altogether (literally disappearing) because he should not exist at all. This is an extreme measure and, perhaps, the most realistic (given the overall realism of time travel in the first place).

The Bradbury Effect

Here, any change, no matter how tiny, reverberates through the timestreams like ripples of water on a still lake. Stepping on an insect in the distant past has consequences that magnify through the timestreams, profoundly affecting the future in some way. The characters still exist but their present is very different to the one they left, because the change they initiated has been profoundly magnified as it has reverberated down through history. This is named the Bradbury Effect after Ray Bradbury's celebrated short story 'A Sound of Thunder' in which the accidental death of a butterfly in earth's prehistory vastly alters the future; the butterfly's contribution to the ecology influenced whole ecosystems and without it, changes knock-on and amplify to the point that the character's future is totally altered when they return. If using this as the basis for time travel, then the characters will need to find ways of isolating themselves from interacting with the past in any way, shape or form, because even their mere presence could be damaging.

Time Forgives

The nature of time is one of constant adjustment; changes to the past result in time itself compensating for those changes to ensure that the future maintains a predetermined course – much like a river flows around an obstacle, eddies but still ends-up at the sea. Any changes the characters make have immediate and short-term consequences – and these may reverberate to the present – but essentially the present remains unaltered. Killing one's great, great grandfather might mean that the character is born, as he is, to someone else: time compensates to maintain continuity but with obvious consequences for the character's personal history – but not the flow of time itself. This may be an unrealistic way of portraying the nature of time but makes the handling of paradox much easier for the Referee.

Immutable Time

The past simply cannot be altered, no matter how small or great the intended change. Events will always intercede that prevent the characters from altering the present. Assume that a character intends to kill his great, great grandfather; no matter what he does, time exerts an influence to ensure that it cannot happen. The great, great grandfather miraculously survives or the character encounters insurmountable obstacles to his plans. Time is fixed at *all* points and although subtle attempts to change it might be exercised, they never assume their intended effect.

Divergent Parallel Time

Changes in the past create a rift in the fabric of reality that creates a separate, alternate timeline. The characters might find their future altered but the alteration is a separate

dimension created as a result of their actions. They can therefore either travel to an alternate present but may equally have access to the present they left behind by crossing the dimensional boundaries to reach the branch of time where their interference never took place. This option therefore introduces parallel dimensions into the campaign, which may or may not fit with the campaign's aims.

Intolerant Time

A similar concept to immutable time but any profound change that would impact significantly on the present sees the characters automatically and perhaps traumatically, returned to their present at the instant the change is affected. Like a body rejecting a foreign object, time enforces its nature when there is a sense of unequivocal alteration to its course. Characters might suddenly find themselves expelled from the past, returning to the future and suffering Psionic Trauma as a result.

An Alternate Past

This is a variation on the Divergent Parallel Time concept. Travelling back in time also means travelling dimensionally: the past of the characters is immutable and, instead, they can only reach a past that follows a parallel course to their own in which their effects can be sustained. When they return to the present, they return to their own, unchanged, reality.

Passive Observers

Any time traveller can only observe events but not interact with them. The characters do not physically travel in time but do so mentally, able to watch events but do nothing to influence them. This option fits a psionic campaign quite neatly and prevents paradox from occurring but limits characters' options to that of merely reporting them.

PSIONIC TRAUMA

Psions wield huge power but the ability to access the hidden powers of the mind also leaves them vulnerable to the stresses that inevitably accompany the use of such power: Psionic Trauma, mental instability and a loss of sanity are all very real threats to an active psion. The definitions of these conditions are as follows:

PSIONIC TRAUMA

Unleashing the powers of the subconscious mind risks damaging the conscious mind and the personality. Even the most seasoned Psi Judge is dealing with forces that can have

a profound effect on one's character and mental outlook – no matter how rigorous the training at the Academy of Law. At its most basic level, Psionic Trauma is a weakening of the mind to deal with the powers being consciously channelled; as it grows, Psionic Trauma leads to a weakening of the mind's immune system, exposing the psion to risk of mental illness and psychosis.

MENTAL INSTABILITY

At low levels, Psionic Trauma creates vulnerability to psychosis and mental illness; at higher levels it paves the way for them. As Psionic Trauma develops so does the chance of mental illness and psychosis taking hold. Mental illnesses are conditions where the character experiences a variety of mental and personality based disorders but is still capable of functioning in society. Psychosis is a severe form of mental instability in which all contact with reality is lost. Psychotics are very often delusional, deeply paranoid, unable or unwilling to engage with others and very often shrink within themselves as a way of defending their fragile minds from both external and internal pressures.

INSANITY

The most extreme form of psychosis is insanity – a permanent state of psychosis manifesting itself in any number of states but which makes them, characteristically, a danger to themselves and others. Insanity is not irreversible but it is a hardened psychotic state that may go unnoticed for years by others but continually wounds the sufferer.

THE CONDITIONS IN GAME TERMS

Judge Dredd psions – both Psi Judges and others – may go through the process of mental collapse in the following order:

- Low Level Psionic Trauma
- Medium Level Psionic Trauma
- High Level Psionic Trauma
- Mental Instability
- Insanity

Psions suffering from Psionic Trauma experience restrictions to their Talents and Powers in the form of negative DMs and increased Psi Strength costs. As levels of trauma build, mental instability is risked; once a psion becomes mentally

unstable, it can then be a rapid descent into insanity, if the condition is left untreated.

Mental Instability and Insanity are difficult to quantify in game terms, although attempts are made to do so. More importantly, both conditions should be treated as behaviours to be expressed through roleplaying rather than dice and statistics-based mechanics. Extreme changes in personality cannot be satisfactorily dealt with as DMs; instead, they should be treated seriously by Players and Referees as a way of running the character – if indeed the character should be run at all. A deeply disturbed or insane character might be better handled as a Non-Player Character or retired from a campaign altogether.

PSIONIC TRAUMA

As already outlined, Psionic Trauma is effectively mental damage which leaves a character exposed to a deteriorating mental state. Psionic Trauma is not, in itself, an insanity; it is a weakening of the mental immune system which can lead to infections building, creating illness.

There are a maximum of six levels of Psionic Trauma before Mental Instability takes hold. Psionic Trauma is accrued, level by level, when:

- The Int characteristic is reduced to half its current level through psionic damage.
- Powers are used in rapid succession.
- Psionic Strength points are exceeded.
- The character undergoes a traumatic mental or emotional experience, such as being possessed or experiencing the death of a loved one.
- Sudden or prolonged exposure to a stressful environment.

LOSING INT

If Int is reduced to half its current level as a result of damage inflicted by a psionic attack or through other means, one level of Psionic Trauma is accrued. Psionic Trauma is not removed when Int regains its former level; it can only be treated through medical means. If Int is reduced to zero, two levels of Psionic Trauma are gained.

PSIONIC TRAUMA LEVELS

Levels of Psionic Trauma	Mental Instability results on	Frequency of Mental Instability Check
1-2 (Low Level Psionic Trauma)	11+	Every Three Months
3-4 (Medium Level Psionic Trauma)	9+	Every Month
5-6 (High Level Psionic Trauma)	7+	Every Week

POWERS ARE USED IN RAPID SUCCESSION

A character can use a single Power or combination of Powers, a number of times per day (or 24 hours period) equal to half his Int characteristic (rounded up). If this number is exceeded, he gains a level of Psionic Trauma. If he uses his Powers a number of times equal to his Int, two levels are gained and so forth.

PSIONIC STRENGTH POINTS ARE EXCEEDED

Psions may use all their Psionic Strength points and draw upon the Int and End characteristics to provide 'reserve' points on a like-for-like basis. Reducing Int obviously incurs Psionic Trauma; reducing Endurance does likewise and on the same basis: if Endurance is reduced to half its current level through funding Psionic Powers, a level of Psionic Trauma is accrued.

MENTAL OR EMOTIONAL EXPERIENCE, EXPOSURE TO STRESS

These are circumstances the Referee must adjudicate. Any experience that might damage the mental or emotional state can lead to Psionic Trauma. One way of handling this is to assign the event an *Intensity* of between 2 and 12 or roll on 2d6. This is the target number, applying Int and Psionic Strength DMs, that must be successfully rolled, to avoid a level of Psionic Trauma being accrued. Alternatively, the Referee may decide that a particular experience is so profound, stressful or shocking that a level is accrued automatically.

EFFECTS OF PSIONIC TRAUMA

Each level of Psionic Trauma has the following game effects:

- Imposes a -1 DM to *all* Psionic Talents.
- Adds +1 to the Psi Strength when using a Psionic Power.

For example, Psi Judge Travis, has 2 Levels of Psionic Trauma and has Telepathy 1. When using Telepathy he suffers a -2 DM to his roll and any Power has +2 added to its Psionic Strength cost.

As previously stated, Psionic Trauma has a maximum of six levels before Mental Instability becomes a real risk. The Psionic Trauma Levels table outlines how this works.

The traumatised psion must, at the stated period, roll 2d6 against the Mental Instability target number. No DMs are applied. If the target number is met or exceeded, then the character gains a Mental Instability.

TREATING PSIONIC TRAUMA

Psionic Trauma cannot be alleviated without treatment. The options are as follows:

PSYCHIATRIC CARE

One month of dedicated psychiatric care and convalescence is required per level of Psionic Trauma. At the end of the period, the psion rolls Int 8+ with DMs for Medic and Life Sciences (psychology) skills (delivered through trained, psychiatric experts and staff). For every additional month the psion remains in voluntary care, a further +1 DM is applied. If the roll is successful, then the level of Psionic Trauma is removed.

For example, Judge Travis admits himself for treatment at Psi Division. He is suffering from 2 levels of Psionic Trauma and so his treatment will take two months. His care team includes a psychologist with Life Sciences (psychology) 2. His Int is 7. Travis decides that he will stay for three months, rather than just two, to ensure he emerges as well as possible. He must therefore roll 5+ on 2d6. He succeeds,

rolling 8 and, after three months convalescence, emerges mentally fit and well.

DRUGS

In the absence of residential convalescence, certain drugs are available that either block or cure Psionic Trauma; these are described in the Psionic Equipment chapter, beginning on page 203. Relying on drugs alone usually requires more time to cure Psionic Trauma and drugs can be combined with psychiatric care to improve the chances of recovery.

SUBSTANCE ABUSE

Narcotics that dull the senses can suppress the effects of Psionic Trauma but do not remove it. In the long-term they may increase the chances of Psionic Trauma returning and, of course, the psion risks becoming reliant on alcohol or drugs simply to make it through the day, along with the other unwanted side effects of substance addiction.

Relying on substance abuse works in one of three ways:

- The substance used negates the DMs to using Talents and increases to Psionic Strength point costs.
- The Mental Instability check period is extended – but the target number is reduced.
- A combination of the two.

The Referee should decide in which of the ways a substance will work. Some guidance is given below:

Substance	Effect on DMs to Talents and Psi Points	Effect on Mental Instability checks
Alcohol, Mild psychoactive drugs.	Psionic Trauma is considered to be one level lower.	Mental Instability checks remain as normal for the level of Psionic Trauma for the first six months. Thereafter, checks as follows: Low Level: 10+, Every Month Medium Level: 8+, Every Week High Level: 6+, Every Day.
Strong psychoactive drugs.	No penalty to Talents or Power costs.	Mental Instability checks remain as normal for the level of Psionic Trauma for the first six months. Thereafter, checks as follows: Low Level: 10+, Every Month Medium Level: 8+, Every Week High Level: 6+, Every Day.
Opiates (or equivalent).	No penalty to Talents or Power costs.	Mental Instability check intervals remain as normal. Target for Mental Instability is as follows: Low Level: 9+, Medium Level: 7+, High Level: 5+.

The table does not take into account levels of addiction and side effects of abuse and addiction. Referees must handle these additional conditions according to their own judgement and campaign requirements.

Continued substance abuse may also become ineffective after time, as the body and mind becomes inured to the palliative effects of the substance. Again, Referees should decide at what point Psionic Trauma can no longer be controlled through self-medication.

MENTAL INSTABILITY

Mental Instability results from Psionic Trauma but runs parallel to it and must be treated separately. A character can have Psionic Trauma cured but Mental Instability may still remain (or both might be treated together – it depends on the care).

A Mental Instability is accrued when the Mental Instability target number, resulting from Psionic Trauma, is equalled or

exceeded on 2d6. There are several instabilities and the one the character suffers may be chosen by the Referee or rolled for randomly. The game and roleplaying/behavioural effects of each instability are quantified below:

TREATING MENTAL INSTABILITY

Mental instability typically requires long-term treatment, convalescence and drugs. Many sufferers go through life without requiring treatment, depending on the condition's intensity but those who struggle to control the condition require detailed care.

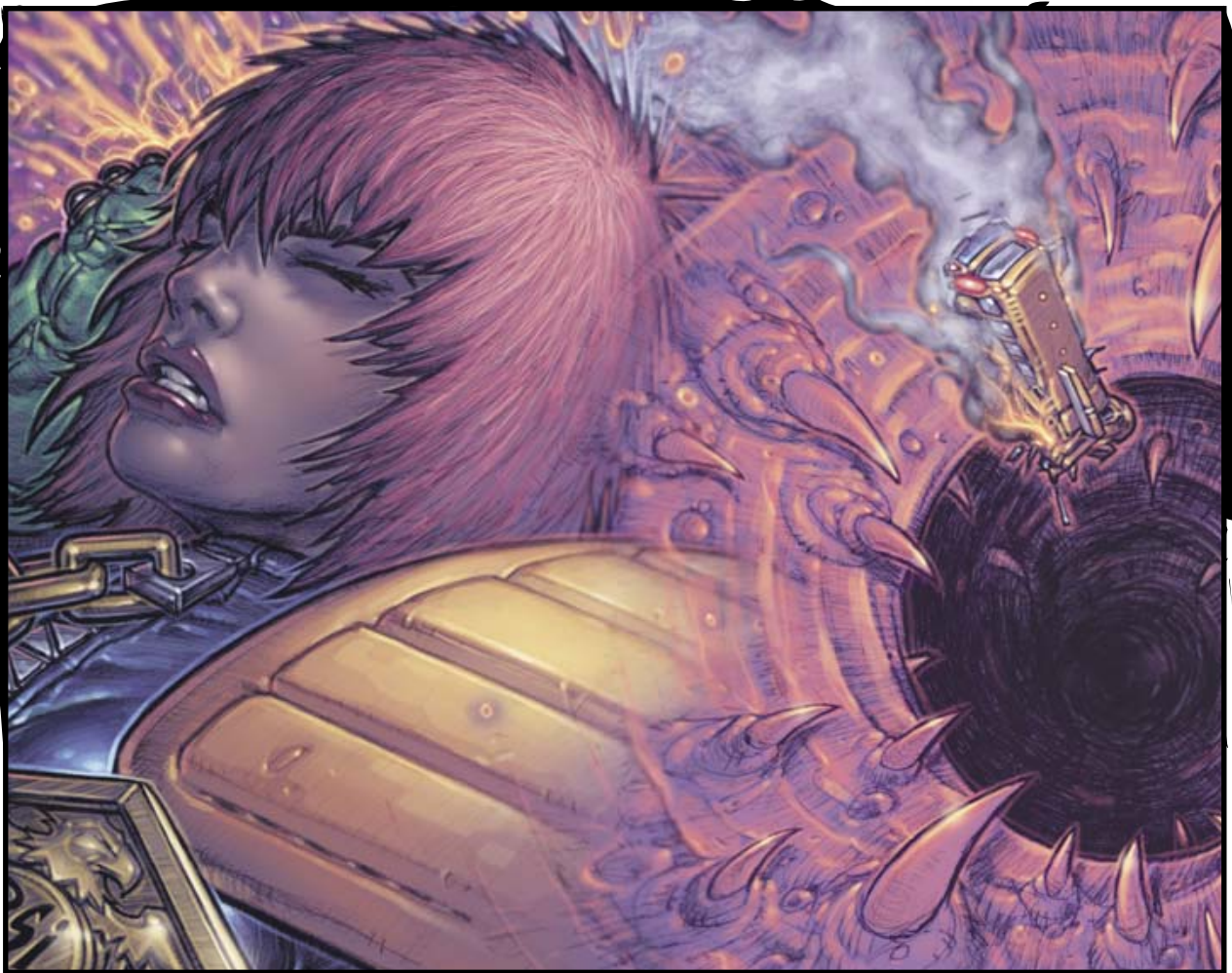
Where a condition has been assigned an intensity, it takes a number of months equal to twice the intensity to treat the condition effectively. If the condition is of intensity 4 or below, then hospitalisation is not required and the sufferer can be treated as an outpatient. Intensity 5-7 requires equal parts of hospitalisation and remote care and intensity 8+ always requires hospitalisation.

2d6	Instability	Behavioural Effects	Game Effects
2	Phobia	The character becomes irrationally afraid of certain situations, activities, things or people. The main symptom of this disorder is the excessive, unreasonable desire to avoid the feared subject.	Assign the phobia an intensity of between 2 and 12 (or roll 2d6). When the character encounters the source of the phobia he must roll over the target number, with DMs for Int+Life Sciences (psychology) or Survival to react calmly and rationally around it. If he fails, the character will go out of his way to avoid the subject, with the Effect determining the degree of reaction (hysterics, tears, panic attacks and so forth) and the DM that must be applied to any skills the character wishes to use whilst in the presence of the phobia's source.
3	Compulsion/Obsession	The character becomes fixated with a certain person, place, situation, routine and so on. The compulsion drives behaviour to the distraction of all else and, if particularly acute, dominates the character's life.	Assign the condition an intensity of between 2 and 12 (or roll 2d6). The character must roll this number or higher, with a DM for End or be forced to engage in obsessive/compulsive behaviour whenever in the presence of a trigger or in a particular situation. The Effect of the failed roll is the DM applied to all skills that may need to be used whilst the condition is prevalent. Once the obsession or compulsion has been satisfied, then the character may behave normally.

2d6	Instability	Behavioural Effects	Game Effects
4	Paranoia	Paranoiatypicallyincludespersecutory beliefs concerning perceived threats, conspiracy theories and an underlying belief that others, seen or unseen, intend harm in some way.	Assign the condition an intensity of between 2 and 12 (or roll 2d6). The character must roll this number or higher, with a DM for Int+Psi, to avoid paranoid feelings overcoming him whenever he is in the presence of something that might trigger a paranoia attack or a stressful situation. The Effect of the failed roll is the DM applied to all skills that may need to be used whilst the paranoia is prevalent. Once it, or the character, is removed then the paranoia subsides. The Effect also indicates the level of behaviour the character exhibits when faced with a potential source of paranoia (mistrust, anger, panic attacks, flight response and so forth)
5	Bipolar Disorder	Extreme mood swings, veering between high elation, 'normal' behaviour and deep depression. A mood swing can occur at any time but typically in response to events that cause either excitement, disappointment or anxiety.	The Referee should decide when a trigger event may result in a bipolar swing. The character then needs to roll End+Int 8+ to control the swing to either elation or depression. Elation results in the character becoming hyperactive and histrionic, prone to wild bursts of enthusiasm. Depression results in feelings of dejection and social withdrawal which may verge on the suicidal. The Effect of the roll will determine the degree of severity of either swing.
6	Schizophrenia	Schizophrenia is a combination of delusions, hallucinations and sometimes imaginary voices. The sufferer usually has trouble in communicating ideas clearly and feels uncomfortable in social situations. Schizophrenia is in constant operation and has no particular trigger. Sufferers can control the symptoms when they are calm and not placed in stressful situations. Equally, they may simply lapse into a schizophrenic state with no apparent trigger.	Assign the condition an intensity of between 2 and 12 (or roll 2d6). The character must roll this number or higher, with a DM for End+Psi, to avoid suffering a schizophrenic episode when placed in any kind of stress. The Effect of the failed roll determines what the character experiences, ranging from panic attacks, through hallucinations and to hearing imaginary voices or suffering from dangerous delusions about their own abilities.

2d6	Instability	Behavioural Effects	Game Effects
7	Delusions	Delusional characters believe that their capabilities are far higher and greater than they are and generally far greater and higher than anyone else's. Delusions of power, attractiveness or prowess in a particular skill and so on, lead them to make wild boasts, outlandish claims and rash, dangerous decisions that may threaten themselves and others. Delusion sufferers who attain positions of power generally abuse it, to the detriment of others.	There are no specific game effects for Delusions. The Referee and Player should discuss the type of delusional behaviour to be exhibited and may, if they wish, agree an Intensity, that indicates the lengths to which they will go in pursuing their delusions and the extremes of behaviour that accompany them.
8	Hallucinations	The character experiences audio and visual hallucinations, usually during times of stress or tiredness. The hallucinations may be acute and terrifying or fleeting and insubstantial. However they are usually distracting and may trigger compulsive/obsessive episodes.	Assign the condition an intensity of between 2 and 12 (or roll 2d6). The character must roll this number or higher, with a DM for End+Psi, to avoid suffering a hallucinatory episode during a stressful or emotional time. The Effect of the failed roll indicates the strength of the hallucination and the way the character responds to it. The Effect also imposes a negative DM on cognitive skills.
9	Thought Disorder	Thought Disorders disturb the ability to communicate verbally and in writing; sufferers stumble over words, cannot get words out or may be rendered mute for a time. Similarly they struggle to read and write, often writing gibberish or perceiving the written word as gibberish. The sufferer may make socially inappropriate or embarrassing remarks without realising it or overly rely on expletives and crude innuendo, believing it to be entirely acceptable.	Assign the condition an intensity of between 1 and 6. This is the DM applied to all verbal and written communication skills, including such skills as Broker and Diplomat. The condition may be variable – in which case the DM is rolled on 1d6 from one communication instance to another.
10	Delirium	Delirium is an acute decline in the ability to focus attention, exercise clear perception, understand and follow commands and general problems with cognition. Sufferers may lose the ability to communicate, understand communication, conduct straightforward tasks of reasoning or even complete simple tasks such as counting or dressing.	Assign the condition an intensity of between 1 and 6. This is the DM applied all skills possessed by a character and applied to untrained skill attempts (creating a DM of between -4 and -9). If delirium is of intensity 6, then the character simply cannot communicate at all and may be fixed in a semi-comatose daze.

2d6	Instability	Behavioural Effects	Game Effects
11	Combine two results, ignoring Psychosis		
12	Psychosis	Psychosis is the acute disconnection from reality. Sufferers experiencing psychotic episodes may experience hallucinations or delusional beliefs (see those entries in this table) and may exhibit complete changes in personality. This may be accompanied by unusual or bizarre behaviour, as well as difficulty with social interaction and impairment in carrying out the activities of daily living.	Psychotics take the game effects for Delusion. In addition, roll 1d6 for what additional effects they suffer: 1-2 – No additional effect 3 – Hallucinations 4 – Delirium 5 – Thought Disorder 6 – Schizophrenia



No rolls are required to remove the condition but expertise in Medic and Life Sciences (psychology) reduces the number of months required for treatment by their skill levels. Treatment must be undergone for the full term; if it is broken, then the sufferer is not cured and suffers a relapse to the condition's previous intensity. At the end of the term, the character must roll Int+End 9+. If successful, the condition has been successfully cured. If unsuccessful, then the character is cured but requires drugs to keep the condition fully at bay. If drugs are not taken, there is an End 9+ chance that the condition will return with a new intensity (but reduced by the character's End and Int DMs).

INSANITY

Insanity is a mental instability so deep-rooted that the character is completely unable to function in society and poses a *constant* danger to himself and others.

Any character that has a mental instability condition that goes untreated sees that condition increase in intensity by 1 for every year it is left untreated. Once the intensity reaches 12 or higher, the character is clinically insane. He loses all ability to control his condition and he effectively withdraws from society – and may become suicidal or homicidal. The only safe way to treat an insane person is to confine them and subject them to intensive, long-term treatment. The treatment period is half the intensity level of the condition +2d6 in years. Some insane characters, depending on age, may never be cured.

Player Characters in a truly insane condition may be retired from play at the Referee's discretion – although insane characters do provide some interesting opportunities for roleplaying (and insane Non-Player Characters *always* do).

PSIONIC EQUIPMENT

All psionic equipment is licensed by the Justice Department. Naturally, possession of unlicensed psionic equipment results in a spell (5 years and upwards) in the iso-cubes. The equipment listed here is the most common range of items that are available to Psi Division from its stores and through co-operation with the Tek and Med Divisions; but also on the black market through the Mob and unscrupulous Psyk-Skools. The cost in Credits is the suggested cost for someone attempting to gain a piece of equipment on the black market: Referees may double, triple or even quadruple these costs if they feel it is appropriate.

ANTI-PSI SPRAY

An aerosol neutraliser, the Ant-Psi Spray projects a cloud of nano-particles, 1 metre in diameter, into the air. The nano particles are molecularly calibrated to absorb psionic energy and dissipate it harmlessly. Every blast of the spray neutralises 3+1d6 Psionic Strength points placed into an active Power that must be directed through the cloud's area of effect. The cloud itself dissipates after 1+1d6 Combat Rounds.

A standard canister of spray provides 5 bursts.

Anti-Psi Spray Cost: Cr. 5,000 per canister.

AURA ARRAY

This headset device can be used by non-psions and replicates the Read Aura Power of the Aura Perception Talent (see page 185) at level 0. The user can see and interpret psionic auras but cannot manipulate, mask or project them.

Aura Array Cost: Cr. 10,000.

DISRUPTION UNIT

This small unit emits a constant electro-psionic field that disrupts psionics within its sphere of influence. The unit carries a 100-point charge, with its operation drawing on this charge at the rate of 1 point per minute. The maximum setting is variable between 1 and 6 points, with each point applying a negative DM to all psionic use equal to the points setting. The disruption unit affects an area of 3 metres radius. The unit can be recharged from a standard power source, taking 1 minute per point to recharge.

Disruption Unit Cost: Cr. 20,000.

IMAGE SLIVER

Image Slivers are psionically calibrated data wafers that can record and store psionically obtained data: thoughts, emotions, auras, memories, nightmares and so forth. The sliver is a blue-black data wafer 5mm x 5mm in length and width. It can store up to 10 hours of recorded thoughts, memories or emotions or the aura signatures of 10 people. Non-psions can access the material recorded on the sliver by inserting it into a standard neural interface jack if they are suitably augmented; psions can access the information in a similar way or, if they have the Telepathy or Clairvoyance Talents, simply by holding the sliver and spending a single Psi Point whilst concentrating on the sliver.

Non-psions who access a sliver find the information strange, random and often disturbing. The senses are



flooded with the recorded data and the feedback taps into the emotional areas of the brain to transfer the recording. The imagery found even in the most placidly recorded thoughts can introduce sensory overload and so End 9+ rolls are required otherwise the character suffers a -1 DM to all skills for a period of minutes equal to the length of the recording as they seek to adjust to the information they have downloaded. Memories, emotions and other data may also resurface at random intervals even after the sliver has been removed for 1d6 days after being accessed, with effects that need to be adjudicated by the Referee. Psions are attuned to the way mental data is recorded and do not suffer from these effects.

Image Sliver Cost: Cr. 250.

INHIBITOR DRUG

Psionic inhibitors dampen the brain's ability to generate psychic effects. A character who takes (or, more often, is forcibly injected with) an inhibitor drug suffers a -4 DM to all Psionic Strength checks and cannot regain Psionic Strength points. Each hour the character may make an Endurance check to throw off the effects of the drug with a +1 DM for every previous check. Inhibitor drugs have no effect on non-psionic individuals.

Inhibitor Drug Cost: Cr. 5,000 per dose.

MIND READER

A device for non-psions, a Mind Reader is a headset device that is worn by the user and linked to electrodes that are

connected to the temples or skull of the subject. The device provides the user with temporary psionic abilities, allowing him to read thoughts and emotions as though a psion with a skill level of 0 in Telepathy.

Mind Reader Cost: Cr. 50,000.

MIND SWITCH DEVICE

A device that it is rumoured Psi Division possesses – but never proven. This device exchanges the minds of two subjects, in the same way as the Tapping Talent of Mind Switch (see page 193). For the mind switch to be successful, the operator must roll Electronics or Computers 8+ to operate the device, with the Int DM of any unwilling participants acting as a negative DM for the skill roll.

The mind switch has a safe limit of a number of hours equal to the Effect of the machine operation roll, multiplied by the result of a 2d6 throw. If minds are not swapped back at the end of this time, both subjects begin to accrue 1 level of Psionic Trauma for each 6 hour period thereafter.

Mind Switch Device Cost: Cr. 250,000 (limited availability).

PERSONAL PSI BATTERY (PPB)

A Personal Psi Battery stores Psionic Strength points for later use. A battery can hold up to 10 Psi Points and is charged

by the psion during rest periods (Psi Points being channelled into the battery rather than into the psion's own mind, which will therefore increase the length of any rest period if the psion wants to regain his full Psi Points compliment).

A psion can draw on up to 3 points from the battery at a time. If not used, stored Psi Points degrade and are lost. Degradation begins after 3 days with 1 point being lost per day until the battery is empty.

PPB Cost: Cr. 30,000.

PSI DETECTOR

For use by non-psionics, the psi detector is a hand-held device that detects residual or active psi energy within a radius of 500 metres. Where active psi energy is detected (in other words, Psionic Powers are in use), the detector can provide an indication of the amount of psi energy involved; the indication is low, medium and high, relating to the number of psi points invested in the particular Power under use.

For residual energy, the reading will always be low but retrograde analysis on rates of decay can offer a general indication of how long ago a Power was used, with an accuracy of up to 3 hours.

Psi Detector Cost: Cr. 12,000.

PSI-DRUGS

These drugs restore Psionic Strength if taken when the character has already spent Psionic Strength points or temporarily increase the character's Psionic Strength if taken when he is at full Psionic Strength.

A character who takes more than one dose of Standard or Double Psi-Drug or a single dose of the Special drug must make an Endurance check, with a -1 DM per dose of psi-drug taken in the last week (not including the one just taken). If the check is failed the character falls ill with a serious fever, suffering 3d6 damage and permanently reducing his Psionic Strength by 1.

Drug	TL	Psionic Strength Restored	Psionic Strength Boosted	Cost (Cr.)
Standard	8	3	2	1,000
Double	9	6	4	4,000
Special	10	9	6	10,000
Extra Special	12	12	10	100,000

PSI ENHANCER

Available either as a skull implant (in which the enhancer circuits are etched directly into the skull) or as an external, battery-powered headset-like array, the Psi Enhancer improves the Psionic Strength DM – but not the Psi Points – by +1 for every level of complexity. Psi Enhancers are necessarily expensive; especially for the implant option.

An implanted enhancer requires a surgical procedure as the circuitry needs to be physically wired to the brain. Psions undergoing the operation must throw Endurance 8+ (with DMs for the levels of medical expertise performing the operation) to avoid complications. If the roll is failed, check the effect on the table below to determine the nature of the complications:

Effect	Complication
4	Brain Damage: lose 1d6+1 Int. If Int is reduced to 0, patient is left in a persistent vegetative state.
3	Brain Damage: lose 1d3 Int.
2	2 Levels of Psionic Trauma.
1	1 Level of Psionic Trauma.

External Psi Enhancer Cost: Cr. 50,000 per level.

Implanted Psi Enhancer Cost: Cr. 80,000 per level, plus hospital and surgery costs.

PSI SCANNER

This device scans the brain to determine psionic potential. The device connects to the skull of the subject via electrodes and conducts a deep, highly intense, highly accurate EEG scan specifically focused on detecting latent Psionic Strength.

If the subject has untrained psionic capability, the scanner detects it in a roll of 8+, with DMs for Medic or other, appropriate science skills.

Psi Scanner Cost: Cr. 10,000.

PSIONIC SHIELD

Any armour incorporating a helmet or hood can be outfitted with a psionic shield, which blocks Telepathy. Unlike the Telepathy Power, Shield, a technological shield is invulnerable to assault and blocks Send Thoughts. It cannot be lowered without removing the helmet or hood containing the shield. Buildings and vehicles can also be psionically shielded but this is much more costly, increasing the cost by 10%.

Psionic Shield Cost: Cr. 40,000.

TALENT CHIP

A specific Psionic Talent is encoded onto a data wafer that is accessed via either a Psi Enhancer or a standard neural interface. Note that a Talent Chip will not confer a Psionic Talent on someone who is none psionic.

The chip gives the psion the Talent at level 0. The cost is based on how many Powers are included as part of the chip's data array.

Talent Chip Cost: Basic Talent, Cr. 20,000 + Cr. 2,000 per Power; Advanced Talent, Cr. 50,000 + Cr. 3,000 per Power.

TRAUMA GRENADE

A specifically anti-psion device, this psychoactive grenade, when it explodes, induces Psionic Trauma in any psions caught in its blast radius of 3+1d6 metres. Psions must throw End+Psi 10+ to withstand the unleashing of the trauma-inducing energy or suffer 1+1d3 levels of Psionic Trauma.

Trauma Grenade Cost: Cr. 3,000

TRAUMA SUPPRESSANT

These drugs are designed to suppress Psionic Trauma. The drugs come in six strengths, corresponding to the levels of Psionic Trauma. One level of strength suppresses one level of trauma; thus, to suppress two levels of Psionic Trauma, a Level 2 Suppressant needs to be taken.

The drug does not *cure* Psionic Trauma; it merely controls its effects allowing a psion to live a normal, everyday life. However, the body and mind can become inured to the drug's effects; for every month, roll End+Psi 9+. If the roll *succeeds* then the body begins to resist the drug's effects and it will require a strength of suppressant one level higher than actually needed or desired to suppress trauma.

Trauma Suppressants have some physical side effects. These start to manifest within a month of taking the drug. Roll 1d6 and add the drug's strength to determine the specific side effect. The side effect only needs to be rolled once but as stronger levels of drug are taken, the side effects become more acute and evident.

Trauma Suppressant Cost: Cr. 1,000 per level of strength, per monthly dose.

JUDGE DREDD



CRAZIES, FATTIES, MUTIES AND PERPS

Mega-City One is filled to the brim with strangeness. Normal citizens with their foibles and peculiar little habits are strange enough but added to that are the truly bizarre instances: extreme crazes, weird science experiments gone wrong, the mutants of the Cursed Earth and, naturally enough, the perps who commit the most bizarre crimes for the most bizarre motives.

This weirdness is explored in this chapter, along with the rules for using all manner of strangeness in Judge Dredd games. It takes a great deal to shock or faze Judges who, in the course of their daily duties, see everything and then some. But even hardened Senior Judges like Dredd are occasionally shocked to be confronted with a giant, naked woman rampaging through a sector, the victim of concentrated growth hormone. Just when a Judge thinks he has seen it all, Mega-City One has a habit of creating something fresh to amaze, confound and challenge the rule of law.

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ADDING STRANGENESS TO JUDGE DREDD GAMES

There really should be no limit to the strangeness finding its way into Judge Dredd settings. In his time Dredd has encountered inter-dimensional entities, ghosts, zombies, giants, the most peculiar crazes and the most warped mutants. Judges in your campaigns should too – but these things should be used sparingly. Judges have enough on their plates handling the thousands of ‘normal’ crimes committed in their sectors every day and the truly bizarre should be introduced every so often, to keep the challenges fresh, rather than on a regular basis, which would limit their impact.

But there really is nothing that is off-limits for a *Judge Dredd* campaign: forget scientific accuracy – anything and everything happens in Mega-City One and not always with a rational, or indeed any, explanation. Even the Tek and Psi Divisions are frequently baffled by the things they encounter. Citizens, meddling with things they should not, are often the cause for strife and bloodshed: boredom plays a large part, as does morbid or even sinister curiosity. For reasons inexplicable to man, reality can be bent, distorted and broken resulting in many of the bizarre and dangerous things Mega-City One experiences from time to time.

So, ludicrous, unscientific, extremes can and do, afflict Mega-City One on a not-infrequent basis and *Judge Dredd* Referees should not feel constrained by creating totally rational, logical or scientifically based explanations or justifications. Judge Dredd's world is a heightened, fantastic twist on our own. It is a glorious parody on every fictional and SF trope available, sprinkled liberally with black humour and a knowing wink to the audience.

ALIENS

Mankind has clearly gone to the stars in Judge Dredd's saga. A good portion of the ‘Judge Child’ epic takes Dredd across the galaxy, encountering all manner of aliens and supernatural creatures along the way. This book does not have the space to cover all the alien races documented in the Judge Dredd saga, although future books and articles may well do so. However, aliens are known, traded with and warred with. Some of the best known are documented below but guidance is also given on creating aliens for use in *Judge Dredd* campaigns.

Mega-City One's tourist industry benefits from no import quite as much as it does from the extraterrestrials who flood the city a hundred million times a year to get a taste of the Big Meg, see the Judges in action, get tapped, take a few snapshots and then return home with thrilling tales to tell their clutch-mates. Custom-built hotels like the Giger Plaza house these alien visitors, specially furnished to cater to their environmental and cultural needs. Apartments exist pre-configured for the more frequent tourist species such as the Geeks from Geekus 2 and the Uqqan from Qu (major Mega-City One trading partners). Tourist species are required to remain among those of their kind for the duration of their holiday so that they may avoid clashes with incompatible galactic neighbours. Translators hired from the tourist party's own species facilitate friendly communication between the aliens and the people of Mega-City One.

All aliens have their intergalactic passports checked by Eustace Fargo Spaceport Customs on arrival and visas are granted for periods up to 30 days. Extensions to that time limit must be applied for through the Alien Bureau. Suspicious cases are passed over to the Alien Bureau's Justice Department wing for a full comp-ident examination, including a personal history and criminal record beamed straight from the visitor's home world. Illegal aliens or those determined to pose a threat to the city will be detained in the nearby Alien Penitentiary until extradition papers can be arranged.

Not all of the illegal aliens are so easy to detect. Some determined souls desperate to escape their former lives, seeking sanctuary in Mega-City One, manage to smuggle themselves into the city via cargo shuttles, hiding in crates or otherwise using strange alien powers to mask their presence from customs sensors. However, on leaving the spacecraft, the alien soon realises he has few options open to him but to make his way to Alientown where so many of his fellow immigrants have found themselves effectively imprisoned. Unable to establish a decent lifestyle for themselves, the Alientownees struggle to hide from frequent Justice Department sweeps and the consequential arrest and deportation. Alientown is so large and its denizens so hard to catch that the Judges have no choice but to tolerate its existence, so long as the inhabitants keep to themselves. Illegal aliens are not entitled to receive welfare payments or healthcare so must find ways to become self-sufficient. Though the Judges may once in a while turn a blind eye, a xenophobic fringe movement known as the Grand Earth Council (GEC) are dedicated to ridding their city of the aliens by any means including arson and murder. The Judges are sworn to protect the aliens from the GEC attacks out of duty, not because they support their presence.

Life is not too tough, for aliens are granted Mega-City One citizenship after living in the city for five years without earning a criminal record, but job opportunities are just as slim as they are for human citizens. Alien Welfare Officers work alongside applicant citizens to help ease their way into mainstream society. One success story is AlienLine; a taxi firm founded by aliens that only employs off-worlders. Human citizens like the novelty of being driven about town by pulsating slime moulds and Zilusian Swamp-Creatures and pay that little bit extra for the experience! Apart from the odd tourist party, aliens are not that common a sight on the streets of Mega-City One. Most citizens will have only seen aliens from the comfort of their apartments watching 'bug flicks' on their Tri-D sets or visiting the world famous Alien Zoo with its many bizarre and monstrous exhibits.

CREATING ALIENS

The system for creating aliens used in the *Traveller Core Rulebook* (page 41) applies to *Judge Dredd*. Referees should design aliens that meet the need of a particular story but, if necessary, they can be generated randomly, using the system below.

All aliens use 2d6 as the basis for generating the core Traveller characteristics. However, roll 2d6 to determine if any characteristics are modified:

2d6	Result
2	Three characteristics are rolled on 1d6 rather than 2d6. Determine which three randomly: 1: Str, 2: Dex, 3: End, 4: Int, 5: Edu, 6: Soc.
3-5	As above but two characteristics are rolled on 1d6.
6-8	No characteristic modification.
9-10	Two characteristics are rolled on 2d6+6. Determine which two randomly, using the chart above.
11	Three characteristics are rolled on 2d6+6. Determine which three randomly, using the chart above.
12	All characteristics are rolled on 2d6+6. Additionally, if the Int score is 15 or higher, the alien is also psionic and has a Psionic Strength score of 2d6, plus 1d3 Psionic Talents (use the range of Talents from the Thought Crimes chapter, beginning on page 184).

Next, roll 2d6 and note the Effect by subtracting 8 from the result. If the Effect is 0 or negative, then the alien has no alien traits. If the Effect is positive, then the alien has that number of alien traits, either chosen or rolled randomly on 2d6 using the Effect as a DM. The traits correspond with those found in the section on Aliens in the *Traveller Core Rulebook*.

Finally, determine the alien's skills. Every alien has six skills, distributed as follows:

- 1 skill at level 3
- 2 skills at level 2
- 2 skills at level 1
- 1 skill at level 0

Skills can be chosen to match the alien's purpose or environment or rolled randomly:

ALIEN SKILLS

d66	Skill
12	Advocate
13	Athletics
14	Art
15	Astrogation
16	Broker
21	Comms
22	Computers
23	Deception
24	Diplomat
25	Drive
26	Engineer
31	Explosives
32	Flyer
33	Gambler
34	Gunner
35	Gun Combat
36	Heavy Weapons
41	Investigate
42	Language
43	Leadership
44	Mechanic
45	Melee
46	Navigation
51	Persuade
52	Pilot
53	Recon
54	Science
55	Seafarer
56	Sensors
61	Stealth
62	Steward
63	Survival
64	Tactics
65	Vacc Suit
66	Zero G

2d6	Trait	Description
3	Aquatic	As per the trait on page 41 of the <i>Traveller Core Rulebook</i> .
4	Armoured	The alien has 1d6 points of natural armour. Roll 1d6 to determine the nature of the armour: 1: Thick hide, 2: Scales, 3: Crystal or chitin, 4: Fur, 5: Natural energy field, 6: Cybernetic implants.
5	Atmospheric Requirements	As per the trait on page 41 of the <i>Traveller Core Rulebook</i> but roll 1d6 to determine the alien's atmospheric needs: 1: Methane, 2: Carbon monoxide, 3: Pure oxygen, 4: Nitrogen, 5: Pure hydrogen, 6: A combination of any two of the above.
6	Engineered	As per the trait on page 41 of the <i>Traveller Core Rulebook</i> . Roll 1d6 to determine why/how the alien has been engineered: 1: As a foodstuff, 2: As slaves/servants, 3: As soldiers/warriors, 4: As ambassadors/diplomats, 5: As merchants, 6: As spies.
7	Fast Metabolism	As per the trait on page 41 of the <i>Traveller Core Rulebook</i> .
8	Feral	As per the trait on page 41 of the <i>Traveller Core Rulebook</i> .
9	Flyer	As per the trait on page 41 of the <i>Traveller Core Rulebook</i> .
10	Large	As per the trait on page 41 of the <i>Traveller Core Rulebook</i> .
11	Mineral Digester	The alien eats and digests rocks, minerals and metals, shunning organic food. Its is equipped with teeth and claws capable of cracking through its food stuffs, meaning that it naturally has the Natural Weapons trait.
12	Mutant-Like Traits	The alien has 1d3 traits chosen from the table of Mutation Traits, found in this chapter on page 215.
13	Natural Weapon	As per the trait on page 41 of the <i>Traveller Core Rulebook</i> .
14	No Fine Manipulators	As per the trait on page 41 of the <i>Traveller Core Rulebook</i> .
15	Slow Metabolism	As per the trait on page 42 of the <i>Traveller Core Rulebook</i> .
16	Xenophobic	The alien hates all other life forms and is always antagonistic towards them. It is not necessarily aggressive but it never trusts any but its own species. If the chance to harm another species becomes available, then it takes it.

Aliens abroad in Mega-City One are generally equipped with Cr. 1,000x1d6, clothes, a carryall of some form, any special environmental equipment they need and a glazed expression.

CRAZIES

People go crazy in Mega-City One for all kinds of reasons. The most common is Future Shock, creating 'Futsies' – the condition whereby the sheer strain of life in the 22nd Century overwhelms the psyche, driving the sufferer into a violent, uncontrollable rage directed at other citizens and the trappings of Mega-City One life. However, there are other psychological conditions that grip citizens and these are outlined below.

'DREDD' SYNDROME

Sufferers of 'Dredd' syndrome are gripped by the absolute conviction that the Judges, usually Dredd (being the city's

highest profile lawman), are actively hunting them down and will catch them for crimes they either committed years before, have contemplated committing or might commit in the future. Dredd Syndromists cannot sleep; their nightmares are plagued with the recurring theme of an arrest by Judges, hideous torture and then the severest sentence imaginable. Sufferers need psychiatric help to be able to function in their day-to-day lives; otherwise, every time a sufferer sees a Judge, he must roll End 10+ to keep calm and not draw attention to himself. If he fails, he gives-out all the signals of a perp and automatically flees in panic. He is generally a danger only to himself and if/when caught, becomes so overwhelmed by the experience that he withdraws into an almost total catatonic state and must be confined to a psycho cube for extensive – and possibly indefinite – treatment.

2T(FRU)T

This bizarre disease gripped Mega-City Two prompting Dredd and Spikes Harvey Rotten to cross the Cursed Earth



with the vaccine. The disease is virulent and reduces its sufferers into cannibalistic zombies who crave living, human flesh (the forbidden fruit) and will stop at nothing to taste it. The disease requires a successful End 10+ to fend-off if one is exposed to it. If the Endurance roll fails, the disease incubates for 2d6 days before rapidly kicking-in. Sufferers are overtaken by the desire to eat other humans and launch into a murderous frenzy, usually wielding knives, in a bid to sustain the craving. Sufferers gain +4 to Str and Dex as a result of the disease and Int is reduced to 1. Additionally, sufferers gain +4 to the Melee skill, reflecting their diseased desire to consume fresh, human flesh.

The 2T(FRU)T vaccine, developed by Med Division, is effective and those treated can be completely cured within 2d6 days, if they are given the correct course of treatment.

BLOCK MANIA

A psychological disorder that compels the sufferer to develop a psychotic allegiance to their own city block and an irrational hatred for all other city blocks, leading to escalating levels of violence. Block Mania can be a form of mass hysteria, caused by those troublemakers who take perverse enjoyment in whipping-up inter-block violence. Block citizens can resist exposure to the hysteria by rolling Int 8+, realising the stupidity of running with the crowd. However, Block Mania can also be induced by exotic, psychotropic drugs of the kind used by Orlok the Assassin to bring Mega-City One to its knees in the run-up to the Apocalypse War. These drugs need to be administered either via food or a block's water supply and, if citizens are exposed to Block Mania drugs, then an Int 11+ roll is needed to resist the effects.

Again, a vaccine has been developed by Med Division and, when administered, it counteracts Block Mania (as long as it is drug-induced) within 2d6 hours.

FUTURE SHOCK

Futsies simply cannot cope with the strain of 22nd Century life and snap, engaging in violent rampages against any who stand in their way. The triggers of futsism are not fully understood and the only cure is intensive psychotherapy over a course of 1d6+2 months. Sufferers gain +3 Str and Dex and Int is reduced to 2 as they launch frenzied attacks against anything that can be construed as representing a threat. The attacks continue until the sufferer has been restrained. Sedatives keep the sufferer calm whilst psychotherapy in a psyko cube is administered.

LEMMING SYNDROME

A form of mass hysteria that leads citizens, in their dozens, to simply walk to their deaths from the highest point of a city block they can reach. The cause is unknown but it is thought

by Med Division that it is a form of Future Shock. One person suffering from Lemming Syndrome can attract others. A citizen can avoid contracting the syndrome by rolling Int 6+; however, for every 6 sufferers preparing to jump, the target number rises by 1. So, if a citizen sees 36 or more fellow citizens preparing to hurl themselves into oblivion, he must throw Int 12+ to avoid being caught in the mania and following their example. Only restraint can prevent a Lemming sufferer from leaping to his messy fate.

LUDDITISM

Another form of Future Shock, but a milder one that is aimed solely at machines and robots. The trigger is usually the loss of a prized job to a computer or robot and a citizen in such a position must throw Int 6+ to avoid succumbing. Ludditism sends the sufferer into a psychotic, machine-wrecking rage for 3d6 hours, during which restraint is necessary. All machines are targets but people generally are not – unless they attempt to defend machines. The condition is treatable by 2-3 months of psyko cube therapy.

MENTALISM

Some citizens are just plain crazy. They do not go in for the crazes of Mega-City One or succumb to the general despondency most citizens display daily. They are happy with their lot. They smile, whistle, act in an up-beat manner and generally attract the suspicion of everyone (including Judges) around them. Mentalists are willing to try most things suggested to them in a bid to be normal (i.e. gloomy, pessimistic and prone to crazes or just general boredom). Psychotherapy can help but generally mentalists are stuck with their affliction. They often believe that they are stuck in some form of dream, vid-show or even a comic-book rendition of their lives and recount their experiences to an imaginary audience, viewer or reader. Just like I'm doing now...

PETTY CRIME ADDICTION (PCA)

Petty Crime Addicts cannot help themselves from committing petty crimes. These generally involve mild, antisocial behaviour but the sufferer feels compelled to commit the offence even though he knows the consequences if caught. PCA sufferers must roll End 10+ to control their urges, whenever the opportunity for petty crime presents itself. PCA sufferers are sometimes difficult to diagnose and Med Division is not wholly convinced that the condition really exists – although groups like Perp Aid try to cure PCA sufferers through intensive group therapy. This can be effective but if a perp commits at least three petty crime rampages within a short period of time, the recommended course of action is a lobotomy to ensure that all tendencies to offend are removed.

CRAZIES, FATTIES, MUTIES & PERPS



RUMOUR ZOMBIES

Not unlike Block Mania or Lemming Syndrome, Rumour Zombies develop an irrational need to mete out vengeance on anyone who, according to rumour, has committed some form of crime or social outrage. Those with a tendency to believe rumours and act on them, must throw Int 6+ to ignore the growing sense of rumour-fuelled anger; however, for every 6 sufferers preparing to act, the target number rises by 1. So, if a citizen sees 36 or more fellow citizens preparing to take vengeance on some poor, innocent sap, he must throw Int 12+ to remain in control. Those who fail are driven to gang-up on, terrorise and even murder, the object of the rumours. The sufferer never knows why they act in this way and can never pinpoint the source of the rumour. If questioned, they simply know that 'someone told someone that he did something...' but the justification is always vague. Treatment is 1d6 months of rumour aversion therapy in a psyko cube.

STOOKIE GLAND ADDICTION

Stookie Gland addicts want to avoid aging – pure and simple. The addifax gland of the Stookie not only halts aging, it reverses it; one dose reverses physical aging by 2d6+3 years. Unfortunately, Stookie gland serum is addictive; users must roll End 8+ to control cravings for the serum – and every five years retarded by the drug increases the target number for the roll by 1. Thus, a citizen who has gained 15 years must roll End 11+ to control his addiction. After the first dose the effectiveness, in terms of the years gained, lessens. The second dose restores 2d6 years; the third 1d6; the fourth 1d3 and all subsequent doses offer only 1 year of age retardation. However, once a user has gained the equivalent of 21 years of youth, addiction is permanent; he has to continue taking the drug even though he gains very little youth. As the drug is illegal and supplies rare, addicts are pushed to ever-greater lengths to get their fix – and this usually means crime. If an addict cannot gain a dose of serum every month once he is addicted, he regains age at the rate of 1 year every 6 days. Addicts denied their fix can be dead within a few weeks as time catches up with them.

Med Division has synthetic addifax serum which is used to control the urges and is administered so that users can serve-out their sentences in the iso cubes. For many though, this is simply a death sentence, because, denied the real serum, they will rapidly return to their real age.

UMPTY CANDY ADDICTION

The most marvellous taste in the world, developed by the hapless Uncle Ump, is psychologically, rather than physically, addictive. The odd taste has no lasting effects

but for every 6 bars consumed, the user must roll Int 8+ to avoid hallucinations. These hallucinations generally take the form of large, anthropomorphic Umpty Bars, dancing in a tantalising fashion before the sufferer. The sufferer is tempted into the dance, in the hope of gaining more candy. The treatment is enforced withdrawal and psychotherapy in a psyko cube (in addition to the sentence for Umpty Candy use).

FATTIES

The cult of flab began as a by-product of the 'ugly' craze back in 2102 when a weight-increasing product called 'Flabbon' first became commercially available. Flabbon offered lazy citizens the chance to take part in a craze of their own that did not demand any effort other than eating. Within months, a new sub-culture had flopped into the limelight, unimaginatively nicknamed 'fatties.' These champion scoffers were so obese that they required belliwheels to keep their gargantuan stomachs from dragging along the floor. Fatties spent their days eating and drinking, dreaming of the day when they might have gained enough weight to compete in the Intercity Eating Championship where gut-busting fatties like Tony Tubbs have weighed in at a staggering two tons.

The craze has largely abated but fatties still exist. Eating is compulsive and fatties go to great lengths to gain food or Flabbon. Fatties consume everything they can see, consuming vast meals several times a day and using appetite stimulants increases hunger. Fatties are generally 100kg overweight (with the average weight being 80kg, fatties include all those of 180kg plus). For every 50kg over 200kg of weight, the fatty's characteristics undergo the following modifications:

Str	-1
End	+1
Dex	-2

However, whilst still mobile and using a bellywheel, fatties can be a hazard – especially if they stampede after food. Any fatty must roll Int 10+ to curb his food cravings, if faced with the opportunity to eat. If he fails, he stampedes. The momentum of a stampeding fatty causes 2d6 +End DM damage to anyone who cannot get out of the way

All skills that have either a Strength or Dex-based component undergo a -1 DM for every 50kg of extra weight (or fraction thereof), above 100kg. Eventually, fatties cannot even move, becoming bed-ridden and even bellywheels will not help them.

MUTANTS

The radiation of the Atomic War led to the widespread occurrences of mutation across great swathes of the population. Until recently, to prevent further corruption of the gene pool, all the Mega Cities of America forbade mutants from living within their walls, confining them to the irradiated wastelands of the Cursed Earth.

Mutants have struggled for decades with this injustice. Some truly are evil and corrupt but many are innocent victims of a dreadful cataclysm, more deserving of sympathy than ostracism. Dredd finally saw this after many visits to the Cursed Earth and his increasing sympathy led to a relaxation of the Mutant Act, which prevented mutants from setting foot in Mega-City One.

Mutants, or Muties as they are known pejoratively, are a common facet of Dredd's America. They proliferate in the Cursed Earth, of course, but are also found within the walls of Mega-City One, where they are feared, pitied, hated and avoided in equal measure.

MUTATION RULES

Any creature can be mutated. To create a mutant choose the kind of creature to mutate and follow the procedure given below, using the normal statistics for the creature but adjusting where necessary to give the desired result.

SEVERITY OF MUTATION

First, determine the severity of the mutation using 2d6.

EFFECT ON CHARACTERISTICS

Next, when the severity of mutation has been established, decide which characteristics the mutation affects, then modify those characteristics according to the table below. Characteristics can be adjusted either positively or negatively, depending on the nature of the mutation (having no arms, for example, would lower Strength; having four might increase it).

Light	+/-1
Moderate	+/-1d3
Radical	+/-1d3+1
Severe	+/-1d3+2
Shambolic	+/-1d3+3

SEVERITY OF MUTATION

2d6	Severity	Definition	Number of Areas Affected	Mutant Traits
2-3	Shambolic	Looks more like a demon than human; may be exceedingly large, possessed of strange mental or physical abilities.	5	1d6+1
4-5	Severe	A disturbing mutation; for example, two heads, a human-headed dog, a creature with tentacles in place of limbs or a face in its chest, with no discernible head.	4	1d6-1
6-7	Radical	A bizarre mutation, such as more than the expected number of limbs or facial features; scaled skin perhaps or wings instead of arms.	3	1d3-1
8-9	Moderate	A visible mutation: peculiar skin, prominent facial features, a limb attached in the wrong place but essentially the base creature.	2	0
10-12	Light	A subtle mutation – six fingers perhaps or taller/fatter/thinner than the norm or a mutation that can be easily concealed.	1	0

CRAZIES, FATTIES, MUTIES & PERKS

MUTATED AREA AND CHARACTERISTICS AFFECTED

Roll 2d6 for the area and hence characteristics, affected.

2d6	Area	Characteristics Affected
2	Arms	Strength, Dexterity.
3	Brain	Intelligence, Psionic Strength (the mutant gains Psionic Strength of 2d6 and any one talent available to Psi Judges: see the Thought Crimes chapter).
4	Chest	Endurance, Dexterity.
5	Feet	Strength, Dexterity.
6	Fingers	Strength, Dexterity.
7	Hands	Strength, Dexterity.
8	Head	Intelligence, Endurance.
9	Legs	Strength, Dexterity.
10	Neck	Endurance, Dexterity.
11	Skin	Endurance, Social Standing.
12	Torso	Endurance, Dexterity.

MUTANT TRAITS

Mutation is often more than skin deep and some mutants possess special abilities. To simulate these, roll for Mutant Traits as indicated by the Severity of Mutation table. The result provides the number of traits that are selected from the Mutation Traits table, on the following page. Note that mutation traits effects are in addition to benefits or detriments gained as part of the severity of mutation.

Finally, determine the mutie's skills. Every mutant has up to six skills, distributed as follows:

- 1 skill at level 3
- 2 skills at level 2
- 2 skills at level 1
- 1 skill at level 0

The skill levels can be combined but no skill should be above level 4. Skills can be chosen to match the mutie's purpose or environment or rolled randomly – use the Alien Skill table on page 209.



MUTANT TRAITS

Trait	Effects
Absorbing	The mutant drains 1d6 characteristic points when it comes into physical contact with an opponent. Roll for which characteristic points are drained randomly: 1: Strength, 2: Dexterity, 3: Endurance, 4: Intelligence, 5: Psionic Strength, 6: Influence (for Judges) or Social Standing (by withering the appearance of the opponent). Characteristic point drains are in addition to any normal physical damage the mutant inflicts.
Acid Exuder	The mutant exudes an acidic ichor which sprays whenever the skin is penetrated or which can be spat/squirted and so on, causing damage to the attacker; roll 1d6 to determine the strength of damage the acid inflicts: 1: 1 point, 2: 1d3, 3: 1d3+1, 4: 1d6, 5: 1d6+1, 6: 2d6. If squirting the acid or attempting to direct it with accuracy, the mutant must succeed in a Dex 8+ roll. It may use any skill it has in Natural Weapons as a DM to the roll.
Agile	+1d3 Dexterity
Antennae	Large antennae which sprout from a random location and grant a new primary sense; roll 1d6: 1: Echolocation (sonar), 2: Thermoperception (heat), 3: Insanoception (insanity), 4: Nociception (pain), 5: Electroperception (electrical energy), 6: Emotiception (a particular emotion, such as fear or hatred). The primary sense has an effective range equal to the mutants Strengthx10 in metres.
Armed	The mutant has an additional 1d3 limbs that terminate in a weapon-like protruberance (such as a scythe-like claw or a bony club). The weapon inflicts 1d6+1 damage and is used successfully on a Str 8+ roll. It may use any skill it has in Natural Weapons as a DM to the roll.
Armoured	The mutant has a natural 1d6 points of armour protection across its whole body
Arms	Gain an extra pair of limbs; roll 1d6: 1: Tentacles, 2: Spider-like legs, 3: Hooves, 4: Flightless wings, 5: Flippers or fins, 6: Pincers.
Asymmetric	One half of the mutant is larger, longer or taller than the other. Increase either Strength or Endurance by +1d6 but reduce Dexterity by the same amount.
Beaked	The mutant has a bony, bird-like beak. It gains a bite attack for 1d6+1 damage which it can use successfully on a Dex 8+ roll. It may use any skill it has in Natural Weapons as a DM to the roll.
Big	The mutant is especially large. It gains +1d6 Strength and Endurance but loses 1d6 Dexterity. Attacks against it are at a +1 DM owing to the mutant's size.
Blind	No vision organs. The mutant sees using other senses but its Dex is reduced by 1d3. It is not susceptible to any form of attacks that blind or impair physical vision.
Burning	The mutant glows with burning heat, injuring anyone within melee range; roll 1d6 to determine the damage per round: 1: 1 point, 2: 1d3, 3: 1d3+1, 4: 1d6, 5: 1d6+1, 6: 2d6.
Chameleon	The mutant has a natural, chameleon-like camouflage which grants it the equivalent of Stealth 4.
Clawed	The mutant has claws instead of hands. It loses 1 point of Dex but gains 1 point of Str. The claws inflict 1d6+1 damage on a successful Dex 8+ roll.
Clever	+1d3 Int.
Climbing	Has a spider or lizard like ability to scale surfaces, gaining Athletics (co-ordination) 4 for climbing purposes.
Deaf	The mutant has no hearing organs. It is therefore oblivious to spoken language and commands, and all sonic attacks.
Disturbing	Creature is covered with unsettling forms, such as baby arms or multiple eyes or mouths. Remaining in its presence requires an End 8+ roll; if this is failed, then the mutant's appearance is too disturbing to contemplate and the observer is forced to get out of its sight. If the roll is a success, the observer suffers a -1 DM to all skills whilst in its presence.

Trait	Effects
Droning	The mutant produces a buzzing noise that sedates listeners, either verbally or through rubbing together its limbs or other physical components. Everyone in a 10m radius must roll End 8+. If unsuccessful they become relaxed and unwilling to attack or oppose the mutant for 1d6 minutes.
Feeble	-1d3 Strength.
Frail	-1d3 Endurance.
Head	The mutant has an extra head – not necessarily human – which is imbued with the same intelligence as the primary head. The additional head has a personality of its own: roll 1d6: 1: Arrogant, 2: Passive, 3: Psychopathic, 4: Antagonistic, 5: Kind and compassionate, 6: Sarcastic but witty.
Horned	The mutant is equipped with horns and gains a gore attack. The attack is successful on a Strength 8+ roll and inflicts 2d6-1 damage.
Icy	Radiates freezing coldness, injuring anyone within melee range; roll 1d6 for the degree of damage caused every round: 1: 1 point, 2: 1d3, 3: 1d3+1, 4: 1d6, 5: 1d6+1, 6: 2d6.
Intangible	The mutant can phase itself out of existence for 1d3 Combat Rounds. Whilst Intangible it cannot be harmed physically and can pass through solid substances. After using this power, it cannot be used against for another 1d6+1 Combat Rounds.
Inverted	All vital organs are external, thus all successful attacks upon it inflict twice rolled damage.
Leaper	Has powerfully sprung legs, gains +1d3 Dex and Athletics (co-ordination) 4 when leaping.
Levitating	Has the capability to move over any solid or liquid surface without sinking or leaving tracks. The mutant levitates at a maximum height, in metres, equal to its Strength and moves at 6m per Combat Round but has no other Psionic Powers.
Mimic	Changes into the shape of a creature it successfully touches, maintaining its own characteristics but assuming a duplicate image of the organic creature contacted. It can maintain this shape for a number of Combat Rounds equal to its Endurance.
Mournful	Appearance is so sad or pathetic, that observers must succeed in an Intelligence 8+ or be so filled with compassion that they cannot possibly harm or allow the mutant to come to harm.
Obfuscating	Produces a cloud of mist that blinds observers. The cloud has a radius in metres equal to the mutant's Endurance and those caught in it suffer a -3 penalty to all skills.
Observant	One of the creature's sensory organs either grows bigger (x1d6 in size) or multiplies (x1d6 in number), adding a +3 DM to any skill when using that sensory perception; roll 1d6: 1: Sight, 2: Sound, 3: Smell, 4: Taste, 5: Touch, 6: Referee's choice.
Quick	The mutant gains an additional Significant Action every Combat round and +2 to Initiative rolls.
Regenerating	The mutant heals 1d6 points of damage every Combat Round.
Roaring	The mutant produces a thunderous sound which deafens listeners, who must succeed in an Endurance 8+ roll or be completely deafened for a number of Combat Rounds equal to the mutant's Strength.
Scintillating	A shifting polychromatic appearance that confuses onlookers, who must succeed in an Intelligence 8+ roll or suffer a -3 DM to all skills when dealing with the mutant in any direct way.
Screaming	Horrible screams which terrify listeners, who must succeed in an Endurance 8+ roll or flee for their lives. The terror inflicted by the scream lasts for 1d6 hours after the initial attack.
Skinless	The mutant has no skin covering its muscles and sinews. It has no Armour Points and cannot wear armour. It also suffers an additional +1 damage when physically attacked.
Slimy	Leaves a sticky trail wherever it travels.
Slow	The mutant shambles at a maximum of 3 metres per Combat Round and suffers -1 to Initiative rolls.
Small	The mutant gains +1d6 Dex but reduces Strength by the same amount.
Spiny	The mutant is equipped with a mass of sharp spines. Opponents in melee suffer half their own rolled damage if they successfully land an attack.

Trait	Effects
Stench	Gives off nauseating odours that sicken inhalers, who must succeed in an Endurance 10+ roll to avoid dropping prone and vomiting. If affected, no other actions can be taken for 1d6 Combat Rounds until the nausea passes.
Sticky	Secretes a strong glue or mucus which causes items to adhere to its skin, requiring a Str 10+ roll to remove.
Sting	The mutant has some form of stinger. It causes damage on a successful Dex 8+ attack. Roll 1d6 to determine the damage the sting causes: 1: 1 point, 2: 1d3, 3: 1d3+1, 4: 1d6, 5: 1d6+1, 6: 2d6.
Strong	+1d6 Str.
Stupid	-1d6 Int.
Swimmer	Has webbed digits and gills. The mutant can swim at 8m per Combat Round and can breathe under water for a number of minutes equal to its Str+End.
Tongue	The mutant has a long, toad-like tongue which can be used to strike, for 1d3 damage, at targets up to a number of metres equal to the mutant's Dex. To strike a specific location or area, the mutant must succeed in a Dex 8+ roll.
Tough	+1d6 End.
Warped	One random location changes to that of a different species; roll 1d6 for the location affected and 1d6 for the species it changes to: 1: Head, 2: Upper Body, 3: Lower Body, 4: Arms, 5: Legs, 6: Referee's choice. 1: Cat, 2: Dog, 3: Bull, 4: Goat, 5: Pig, 6: Referee's choice.
Wings	Gains bat, bird, butterfly or insect wings granting a Flying Movement equal to normal Movement.



PERPS

Everyone in Mega-City One is a potential perp. Innocuous activities can be crimes and the ever-vigilant Judges are always on the look-out for citizens who commit crime, however small, or are just about to. Ignorance of the law is no defence; blatantly flouting it earns time in the cubes.

Every Judge on a routine patrol encounters many perps in a single watch. The system here is designed to provide some random, on-the-spot perps and crimes for Judges to deal with in the course of their duties.

DETERMINE THE NATURE OF THE PERP

Roll 2d6 to discover the perp's nature:

2d6	Perp
2	Juve
3	Normal Citizen
4	Old Age Citizen
5	Mutie
6	Member of an Organised Crime Gang
7	Petty Crime Addict
8	Normal Citizen
9	Juve
10	Member of an Organised Crime Gang
11	Petty Crime Addict
12	Alien

DETERMINE THE CRIME

Roll d66 to determine what crime the perp is committing.

d66	Crime
12	Premeditated mass murder (spree or serial killing)
13	Premeditated murder
14	Sexual Assault
15	Assault of a Judge
16	Assault of a citizen
21	Assault of a Judge with a deadly weapon
22	Assault of a citizen with a deadly weapon
23	Common assault or brawling
24	Armed robbery with violence
25	Armed robbery
26	Hijacking
31	Mopad Piracy
32	Looting
33	Tapping
34	Wrecking

d66	Crime
35	Burglary
36	Breaking and Entering
41	Possessing equipment to be used for burglary
42	Trespass
43	Shoplifting
44	Dunking (pick-pocketing)
45	Theft
46	Dealing in stolen goods/ Possession of stolen property
51	Block War participation
52	Rioting
53	Obstruction
54	Unlawful assembly
55	Drunk and disorderly
56	Driving under the influence of drink or drugs
61	Dangerous driving
62	Driving while banned/without a permit
63	Speeding, slow driving, lane weaving, light jumping
64	Driving an un-roadworthy or dangerous vehicle
65	Parking violation
66	Jimpping

IS THE CREEP ARMED?

Roll 2d6 to see if he is and if so, how...

2d6	Armaments
2	Yes – Club or other, simple melee weapon
3	Yes – knife or other blade
4	Yes – sword, axe or power tool
5	Yes – a piece of industrial equipment
6	None
7	None
8	None
9	Yes – Handgun (ballistic)
10	Yes – Handgun (energy)
11	Yes – Rifle (ballistic)
12	Yes – Rifle (energy)

And how competent is the perp with that weapon? Roll 1d6–3 to determine the skill level in the weapon he has. If the result is negative, then the perp is unskilled and suffers a –3 DM when trying to use the weapon.

DETERMINE THE CREEP'S ATTITUDE

How is the perp going to react to the Judge's intervention? Roll 2d6 to determine the perp's Desperation (see the **I Am The Law** chapter, page 76). If the perp is armed, apply a +2 DM to the roll.

2d6	Desperation Level
2	+6
3	+4
4	+1
5-6	0
7	-1
8	-2
9	-3
10	-4
11	-5
12+	-6

HOW MANY CITIZENS ARE CAUSING AN OBSTRUCTION?

Roll 4d6-4 (generating a number between 0 and 20) to determine how many additional citizens are in the vicinity of the perp, who could become obstructions, targets or hostages. As an option, roll 2d6 to see how they react once the Judge intervenes...

2d6	Reaction
2	Aid the perp somehow – Judges are <i>really</i> hated in this part of the sector.
3	Harass the Judge – this is sheer victimisation!
4	General obstruction – citizens panic and charge around, regardless of the crime underway.
5	General obstruction – not their fault; they do not want to be there.
6	Get out of the way and remain uninvolved.
7	Get out of the way and remain uninvolved.
8	Get out of the way and remain uninvolved.
9	Get out of the way and remain uninvolved.
10	Panic – citizen or citizens run into the potential line of fire.
11	Victim Material – citizens place themselves in a situation the perp can use (hostage, for instance).
12	Citizens aid the Judge – but risk taking the law into their own hands.

ASSORTED ADVERSARIES

This section provides game statistics for the kinds of aliens, crazies, mutants and creeps the previous sections have reviewed. It includes creatures such as the dinosaurs of the Cursed Earth, aliens such as the feared Kleggs and other strangeness to challenge and perplex Judges in your campaigns.



APES

The scientists of the 21st Century performed many genetic-enhancing experiments upon animals with the aim of increasing their intelligence. Though these experiments are now illegal, intelligent apes can be found in great numbers in an area of Mega-City One known as the Jungle. Although most apes are content to keep to themselves and their own community, all too many have turned to crime as a means of rising above both fellow ape and human. The most famous of these was Don Uggie Apelino who, with the help of Fast Eek and Joe Bananas, ran a number of mobster rackets until finally sentenced to imprisonment within the Mega-City Zoo by Judge Dredd. Many ape criminal gangs still persist today, operating out of the Jungle, though none have managed to achieve the notoriety of Don Apelino. Another ape fast gaining a reputation for himself is the simian bodyguard of private investigator Galen DeMarco, a gorilla known as Travis Perkins.

Typical Statistics: Str 2d6+2, Dex 2d6+3, End 2d6, Int 2d6, Edu 2d6-2, Soc 2d6-2

Average Chimp: Str 9 (+1), Dex 10 (+1), End 7 (+0), Int 7 (+0), Edu 5 (-1), Soc 5 (-1)

CRAZIES, FATTIES, MUTTIES & PERPS



Skills: Athletics (co-ordination) 4, Athletics (strength) 3, Melee (unarmed combat) 1, Steward 1, Tactics 1.

Traits: Apes can detect enemies by their scent alone. They automatically detect all enemies within 10 metres by their scent, increasing to a 20 metres if they are downwind or decreasing to 5 metres if they are upwind.

Typical Weapons: Clubs, antique ballistic weapons (gangsters only).

Armour: None.

Gorilla: Str 2d6+4, Dex 2d6+2, End 2d6+2, Int 2d6-1, Edu 2d6-2, Soc 2d6-2

Average Gorilla: Str 11 (+1), Dex 9 (+1), End 9 (+1), Int 6 (+0), Edu 5 (-1), Soc 5 (-1)

Skills: Athletics (co-ordination) 2, Athletics (strength) 4, Gun Combat (slug pistol) 1, Melee (unarmed combat) 3

Traits: Apes can detect enemies by their scent alone. They automatically detect all enemies within 10 metres by their scent, increasing to a 20 metres if they are downwind or decreasing to 5 metres if they are upwind.

Typical Weapons: Clubs, antique ballistic weapons (gangsters only).

Armour: None.

DOG VULTURES (CURSED EARTH MUTANT ANIMALS)

There are many species of mutated vermin to be found in the barren wastes of the Cursed Earth though packs have been known to fly across the walls of Mega-City One undetected, causing terror amongst the citizens until the Judges are called in to deal with the menace. One of the most common are dog vultures, mutant pack hunters that plague the unwary daring to travel across the irradiated desert. Capable flyers, dog vultures can stay aloft for hours, circling the landscape to prey on the weak and helpless. However, they are scavengers by nature and a strong display of force can easily cause them to flee in panic. Dog vultures never attack targets that outnumber themselves and heavy losses amongst their pack will invariably cause them to take to the air with all possible speed. If a lone victim is sighted by the pack, they attack in force and attempt to overwhelm their target through sheer weight of numbers.

Typical Statistics: Str 2d6+2; Dex 3d6-1; End 2d6; Int 2d6

Average Dog Vulture: Str 9 (+1), Dex 10 (+1), End 7 (+0), Int 7 (+0), Edu -, Soc -

Skills: Flyer 3, Melee (Natural Weapons) 1.

Traits: Dog Bite (Natural Weapon), Flight (vulture wings) 6m per round.

Typical Weapons: Bite (Melee Natural Weapon) 1d6+2.

Armour: 1 point for thick fur.

GILA-MUNJA

The Gila-Munja are a tribe of mutated assassins who live only to carry out their deadly deeds and will not rest until their contract is fulfilled. As assassins, the Gila-Munja are amongst the deadliest on Earth and are ideally suited to this task. Their thick hides are capable of changing colour almost instantly to match their surroundings flawlessly, often giving the impression that these creatures can turn invisible at will. Well adapted to life in the Cursed Earth, the Gila-Munja are feared throughout the wasteland but many often attempt to infiltrate Mega-City One to fulfil assassination contracts made with the lowest scum of the city. A criminal bent on hiring the Gila-Munja to end the life of an enemy must meet them in their homelands north of Texas City and launch a flare to announce his presence. The Gila-Munja listen to the contract being offered and the price should they, inevitably, succeed. Poor offers have been known to result in the Gila-Munja killing their prospective employer. If they do decide to accept the contract, the Gila-Munja seal the deal by slaying one of their own number in a sacred ritual and pledging not to rest until the assassination has been completed.

Small and squat, the Gila-Munja grow to be the height of a small man but underneath the grey oily skin is a mass of muscle fibre and tissue that belies their stature. Powerful legs allow the Gila-Munja to scale most vertical surfaces with ease and their razor-sharp claws are capable of slicing open even the thickest armour. Coated with an utterly lethal contact poison, these crab-like claws are the Gila-Munja's primary weapon, remaining potent for several days after the creature is dead.

Typical Statistics: Str 3d6-2, Dex 3d6+1, End 2d6, Int 2d6, Edu 1d6-1, Soc 1d6-1

Average Gila Munja: Str 9 (+1), Dex 12 (+2), End 7 (+0), Int 7 (+0), Edu 2 (-2), Soc 2 (-2)

Skills: Broker 2, Melee (Natural Weapons) 3, Stealth 4.

Traits: Chameleon, Pincers.

Typical Weapons: Pincers, 2d6+3, plus contact poison (additional 3d6 damage).

Armour: 1 point for oily skin and sinew.

KLEGGs

The kleggs are a race of alien mercenaries, made famous on Earth during the reign of the insane Chief Judge Caligula when they were used to pacify the citizens of Mega-City One in 2101. Kleggs resemble 4 metre high, bipedal crocodiles and are utterly savage, taking payment not in credits or groats but only in fresh meat. Their favourite contracts are generally those that involve being hired to annihilate sub-species of creatures on distant worlds, being permitted to eat the sub-species as payment. Incredibly strong and carrying a lethal array of heavy weapons, kleggs are all but unstoppable in battle and the combination of their thick hides and blast armour make them practically impervious to small arms fire. After a significant number were annihilated by Judge Dredd, most kleggs have vowed never to return to Mega-City One but some still dwell in ruined sectors and the Cursed Earth, having been left behind nearly twenty years before and others will dare to set foot in the city if the payment is high enough.

Kleggs rarely engage in convoluted tactics and stratagems, as their brute strength and weapons ensure virtually no other race can withstand them in combat. Their loud, rasping voices announce the arrival of the kleggs and bring terror to their victims, something the aliens use in order to sow confusion amongst an enemy. A popular war cry is 'Klegg-Haiiii!' though they are also given to longer and altogether more poetic chants such as 'Meaty beaty, chop 'em neatly, death or glory, no retreattee!'

Typical Statistics: Str 3d6+4, Dex 2d6+1, End 2d6+5, Int 2d6-1, Edu 2d6-1, Soc 1d6-2

Average Klegg Mercenary: Str 15 (+3), Dex 8 (+0), End 12 (+2), Int 6 (+0), Edu 6 (+0), Soc 2 (-2)

Skills: Broker 1, Computers 1, Gun Combat (slug rifle) 3, Melee (natural weapons) 2, Survival 2.

Typical Weapons: Klegg Assault Cannon (see below), Bite 2d6+1, Fists 1d6+3.

Armour: 8 points for scaled skin and combat blast armour.

KLEGGHOUND

The klegghounds are never far from their alien masters and are used to track, round up and slay any prey the kleggs themselves are unable to capture. Muscular in build, these huge, reptilian dog-like creatures are renowned for their ability to track prey, not by smell but by taste alone. By consuming a possession of a victim or simply licking the road where tyre tracks have been left, klegghounds can relentlessly pursue their prey for many hours with a high degree of accuracy. Kleggs and their hounds tend to form tight bonds whereby the creature will follow its master's wishes almost intuitively though their animal intelligence makes them rather easier to fool when the kleggs are not around. Klegghounds prefer to attack in great numbers, where their powerful build and superior close combat abilities will bring down almost any enemy. They are skilled at acting in concert with the kleggs themselves and are often used in frontal assaults of enemy-held positions whilst the kleggs lay down awesome amounts of firepower.

KLEGG ASSAULT CANNON

The assault cannon used by the kleggs is an extremely large weapon, having more in common with a street cannon than any other rifle. It is far too large and heavy for a human to use but perps able to procure one of these incredibly large weapons have been known to mount them on vehicles.

Weapon	Range	Damage	Auto	Recoil	Mass (kg)	Magazine	Cost (Cr.)	Ammo Cost (Cr.)
Klegg Assault Cannon	Ranged (rifle)	4d6+6	Yes	3	25	30	—	15

Typical Statistics: Str 3d6+2, Dex 2d6+3, End 2d6+4, Int 1d6-2, Edu -, Soc -

Average Klegghound: Str 13 (+2), Dex 10 (+1), End 11 (+2), Int 2 (-2), Edu -, Soc -

Skills: Athletics (strength) 4, Melee (natural weapons) 3, Stealth 2, Survival 4.

Traits: Incredible sense of taste. Klegghounds can track enemies by taste alone. By tasting an item touched by an enemy, the hounds are able to track him for up to 100km as long as they continue to make a Survival+Dex 8+ roll every 10 kilometres.

Typical Weapons: Bite 2d6+2, Claws 2d6-1.

Armour: 8 points for scaled skin.

MUTANTS

The mutants here are created using the Mutation rules beginning on page 213 of this chapter. They serve as examples of the kind of mutants found in the Cursed Earth although there are, (un)naturally, countless variations.

NECKY THE PROSPECTOR – RADICAL MUTATION (HUMAN MUTANT)

This mutant's neck is attached to the poor wretch's chest rather than his shoulders and his feet are an outlandish approximation of bird's feet – scaled and taloned. The mutant has no Mutational Traits and perhaps keeps his sunny disposition because of it. He works in the rad-tar pits bringing-up old treasures from the pre-war days, which he cleans off and offers for sale at his pathetic shack up on the hill. His most prize possession is his working stump gun, which he has used to see-off marauders quite a few times now. Their skulls line the stockade around his tar pit, as a warning.

Str 12 (+2), Dex 12 (+2), End 7 (+0), Int 6 (+0), Edu 3 (-1), Soc 3 (-1)

Skills: Athletics (co-ordination) 3, Gun Combat 0, Science (prospectin' rad-tar pit) 2.

Traits: None.

Typical Weapons: Stump gun and 10 shells.

Armour: None.

DUMBO RADDIX – SEVERE MUTATION (HUMAN MUTANT)

This mutant's hands are where his ears should be and his ears are on the ends of his arms. His head is distended, crushing his features together into a long line but boy is that brain of his big! They call him Dumbo because of the hands and ears, not because he is dumb in any way but he lets people think he is before blinding them with astute observations and lines of poetry he has memorised from old books. And as he talks, lights dance around head, soothing and calming even the rowdiest of folks.

Str 5 (-1), Dex 1 (-2), End 5 (-1), Int 13 (+2), Edu 9 (+1), Soc 8 (+0)

Skills: Advocate 2, Life Sciences (biology) 2.

Traits: Mournful, Scintillating (lights generated by that big old brain).

Typical Weapons: None.

Armour: None.

ALIEN FINDER GENERAL – SEVERE MUTATION (HUMAN MUTANT)

The Alien Finder General of the Cursed Earth is the goat-headed, self-appointed persecutor of aliens who dare to land on Earth and pollute the sanctity of his lands. Accompanied by his mutated posse and riding mutated horses, the Alien Finder General scours the radlands in search of aliens (or mutants who look like aliens) which are rounded-up and sold at the slave auctions that travel through the shanty towns, selling captured aliens into servitude and drudgery. Any alien who resists is put to the death – and many that do not are slaughtered simply to make an example.

Str 10 (+1), Dex 11 (+1), End 15 (+3), Int 10 (+1), Edu 9 (+1), Soc 10 (+1)

Skills: Animals (riding) 2, Animals (training) 2, Deception 1, Gun Combat (slug pistol) 2, Melee (blade) 3, Melee (unarmed combat) 2, Stealth 2.

Traits: Warped (goat head), Tough.

Typical Weapons: Broadsword (4d6), Spitgun.

Armour: 3 point Cloth padding.

RAD RAT

The mutant rats of 2124 are a terror to behold, for they can grow to huge sizes and bring down a fully grown human with

ease when attacking in numbers. Believed to have mutated deep within the Cursed Earth after the Atomic War, mutant rats have become a plague both in the wasteland and within the darker regions of Mega-City One, where they scavenge and prey upon the weak. Their bite carries a dreadful poison that has mutated in potency along with the rats themselves. The typical mutant rat will grow to around two feet long, though specimens over twice this size have been reported in ruined sectors and Mega-City One's sewer system. Mutant rats always attack in packs, inflicting dozens of poisonous wounds on their victims in a matter of seconds. Alone, they tend towards cowardice, though one should never be backed into a corner it cannot retreat from as this will likely result in instant attack.

Typical Statistics: Str 2d6-2, Dex 3d6+1, End 2d6, Int 1d6-2, Edu -, Soc -

Average Rad Rat: Str 5 (-1), Dex 12 (+2), End 7 (+0), Int 2 (-2), Edu -, Soc -

Skills: Athletics (co-ordination) 4, Melee (natural weapons) 1, Survival 5.

Traits: Poisonous.

Typical Weapons: Bite 1d3-1, plus the incisors of mutant rats contain a terrible poison that can cause severe pain and even death. Mutant rat poison requires any victim bitten and injured, to roll End 11+. If he succeeds, he takes a further 1d6 damage from the poison's ability to induce nausea. If he fails, he suffers 1d6 damage every hour until Rad Rat vaccine (found in most medipacks) can be administered.

Armour: None.

SEWER-GATORS

The antiquated sewers and Undercity of Mega-City One are the home of five-metre long alligators who feed on rats and any citizen who gets in their way, such as sewer maintenance men or the ill-fated Jimmy Tarbuck Block Survival Club. The sewer-gators are white and blind but their incredible senses of hearing and smell can detect the scent of fresh flesh over a great distance. The sewers are deep enough that gators can swim silently up on their victims undetected and then rush them, jaws open, decapitating their food in one bone-splintering crunch. Though maintenance droids have been reprogrammed to hunt down and kill the 'gators, a few smaller specimens have slowly found their way to sewer outlets leading into the city's extensive man-made canal system.

Typical Statistics: Str 3d6+4, Dex 2d6+3, End 3d6+2, Int 1d6-3, Edu -, Soc -

Average Sewer-Gator: Str 15 (+3), Dex 10 (+1), End 13 (+2), Int 1 (-2), Edu -, Soc -

Skills: Athletics (strength) 4, Melee (natural weapons) 2, Survival 2.

Traits: Blind.

Typical Weapons: Bite 2d6+6, Tail-Lash 2d6-1.

Armour: 4 points for thick, scaled, albino hide.

TROGGIES

The term 'troggies' originally referred to a secretive cult living deep beneath Mega-City One, intent on destroying the world above them. After the cult met its end at the hands of Judge Dredd, 'troggies' has come to refer to all the sub-humans living in the Undercity. Believed to have evolved from original inhabitants trapped in the old cities when Mega-City One was built on top of them, troggies have become adapted to their lightless environment. All but losing the ability to see, they can nonetheless sense their surroundings through a highly developed sense of smell and while physically weak, their large numbers can pose a threat to anyone daring to venture into the Undercity. Troggies attack any sentient beings they outnumber - although they stay clear of the Undercity's more powerful denizens, such as sewer-gators.

Typical Statistics: Str 2d6, Dex 2d6+1, End 2d6, Int 2d6-2, Edu 1d6-1, Soc -

Average Troggy: Str 7 (+0), Dex 8 (+0), End 7 (+0), Int 5 (-1), Edu 3 (-1), Soc -

Skills: Melee (bludgeon) 1, Survival 2, Tactics 1.

Traits: Blind, Light Sensitive (any bursts or flashes of light cause intense pain, rendering troggies helpless for 1d3 Combat Rounds).

Typical Weapons: Club.

Armour: None.

TWEAKS

Peaceful, bear-like aliens, Tweaks are rock and ore digesters with an advanced but secretive clan society that prefers to keep itself isolated from outsiders. The Tweak home world is exceedingly rich in precious ores, metals and gems which, naturally, is a great attraction to other

avaricious species (humans first and foremost). Members of the tweak race have been captured and brought to Earth by slavers, including the tweak king, although this was a ruse designed to lull the slavers into believing that the species is docile with nothing to offer further explorers and exploiters. The king – known as Tweak – was rescued by Dredd and Spikes Harvey Rotten during their time in the Cursed Earth, en-route to Mega-City Two. Tweak revealed his psionic abilities and the secret of his homeworld – which Dredd has maintained as part of the debt of honour owed to this noble race. Tweak was returned to his home world but his wife and child were brutally murdered by Cursed Earth slavers.

Tweaks are naturally psionic, possessing the talents of Telepathy and Clairvoyance. They resemble a cross between bears and anteaters, with large, emotive eyes, long snouts and thin, strong, questing tongues. Their jaws are strong enough to crack and crumble rocks and their massive claws capable of surrounding large boulders in a single span. Although peaceful, they can be provoked to great wrath and become fearsome combatants.

Typical Statistics: Str 3d6+3, Dex 2d6+3, End 2d6+2, Int 2d6+2, Edu 2d6, Soc 2d6, Psi 2d6+1

Average Tweak: Str 14 (+2), Dex 10 (+1), End 9 (+1), Int 9 (+1), Edu 7 (+0), Soc 7 (+0), Psi 8 (+1)

Skills: Athletics (strength) 3, Leadership 1, Melee (natural weapons) 1, Physical Sciences (physics) 2, Survival 1.

Traits: Psionic – Telepathy 1 and Clairvoyance 1, Mineral Digesters.

Typical Weapons: Claws 3d6+1, thrown rock 3d6.

Armour: 2 points of fur and sinew.

MOST WANTED PERPS

The perps here are all famous Judge Dredd villains. Most – if not all – have been killed or arrested by Dredd himself but that has never been a barrier to such characters returning to Mega-City One's streets. Judge Death, despite constant efforts to kill or contain him, always seems to break free. Mean Machine Angel is a regular; though who is to say someone would not clone the rest of the family? Perhaps a version of Orlok, from a parallel dimension where East-Meg

One was victorious, comes to Mega-City One to hatch the Block Mania plot all over again.

These perps are tough though – and if used, should be used sparingly!

ANGEL GANG

Hailing from the radlands just north of Texas City, the Angels are a bunch of sociopaths who revel in pain and bloodshed for its own sake. Led by the scheming, extremely proud, Pa, the Angels kidnapped Owen Kryslar, the Judge Child and fled across the galaxy in a bid to make as much money as possible from their acquisition. Confronted and outwitted on Xanadu by Dredd, the Angels met their respective ends although Mean Machine survived and has been a thorn in Mega-City One's side ever since.

PA ANGEL

Intensely proud of his murderous progeny, Pa Angel has committed every crime under the sun and revelled in it. He has passed on his expertise to his sons and, whilst he loves all his boys, he has a special place in his heart for Junior, whose vicious ways remind him of his own youth. It is a tender thing, the love between father and son and wonderful when an old man can pass along a useful trade like torturin' and killin'.

Str 7 (+0), Dex 9 (+1), End 8 (+0), Int 10 (+1), Edu 7 (+0), Soc 1 (–2)

Skills: Computers 1, Deception 3, Drive (wheeled) 2, Gambling 3, Gun Combat (slug rifle) 2, Gun Combat (slug pistol) 2, Jack of All Trades 1, Pilot (small craft) 1, Stealth 2, Survival 2.

Weapons: Spitgun.

Armour: None.

LINK ANGEL

Thick set, taciturn and brutal, Link resembles a gorilla and behaves much like one (although that insults all decent, law-abiding gorillas). Link drifts through the world seemingly oblivious to it until it comes to killing and then he suddenly develops an interest.

Str 10 (+1), Dex 6 (+0), End 10 (+1), Int 5 (-1), Edu 3 (-1), Soc 1 (-2)

Skills: Deception 1, Drive (wheeled) 1, Gun Combat (slug pistol) 2, Melee (bludgeon) 3, Stealth 1, Survival 1.

Weapons: Club, Spitgun.

Armour: None.

JUNIOR ANGEL

Youngest of the gang and the apple of his doting father's eye, Junior is as spoiled a brat as they come, always demanding to be the centre of attention. Utterly sadistic and psychopathic, Junior revels in torture and is especially inventive when it

comes to inflicting pain on people – especially the innocent. He carries with him his prized Torturin' Kit (once his Pa's) which includes thumbscrews, pliers, branding irons, electro-prods, scalpels, flensing blades and a bag of cooking salt. There is probably nothing nastier on two human legs.

Str 7 (+0), Dex 9 (+1), End 7 (+0), Int 7 (+0), Edu 8 (+1), Soc 1 (-2)

Skills: Deception 1, Drive (wheeled) 1, Gambling 1, Gun Combat (slug pistol) 2, Interrogation 3, Melee (unarmed combat) 1, Stealth 1, Survival 1.

Weapons: Spitgun.

Armour: None.



CRAZIES, FATTIES, MUTIES & PERKS



MEAN MACHINE ANGEL

Mean was the runt of the bunch: docile and peaceful whilst the others were cruel and rotten, Pa decided to cut the niceness out of Mean altogether and so took the gawky, flower-loving boy to see a cyber ripper-doc in Texas City who, with a gun to his head, carried out the substantial corrective surgery that created the Mean Machine.

Mean has had large parts of his brain – those containing all passive/control functions – removed or altered. Mean is now permanently surly but his moods are controlled by a dial on his forehead which, with a flick, goes from surly, through mean, then to vicious and, on 4, brutal. And Mean's temper alters accordingly. To ice the cake, Mean's right arm was removed and replaced with a cybernetic claw, lending him greater strength and an inbuilt weapon.

Even though his family has been killed, Mean has endured, having been resurrected once and been both an escapee and the test subject for a Justice Department mind control drug.

Str 11 (+2), Dex 7 (+1), End 12 (+2), Int 4 (–1), Edu 2 (–2), Soc 1 (–2)

Skills: Deception 1, Drive (wheeled) 1, Melee (unarmed combat) 3, Survival 4.

Traits: Cybernetic arm (+2 Str); Cybernetic 4-Point Brutality Meter. Mean's characteristics and skills when set on 1 (Surly) are as above. Each subsequent setting increases the following by a further 1: Str, End, Melee (unarmed combat). Thus, on 4 – Brutal, Mean has Str 14, End 15 and Melee 6.

Weapons: Cybernetic Arm 3d6+1. Head-butt 4d6, +1 for each setting on his dial (so 4d6+4 on Brutal).

Armour: 4 points for cybernetic enhancements and general meanness

FINK ANGEL

The forgotten Angel, Fink went off the live in a hole in the ground at a young age and never looked back. He scurried through the Cursed Earth, alone, for years, poisoning watering holes and robbing the unfortunates who drank from the mired waters. Fink is a master poisoner, with a vast array of slow acting, fast acting, paralysing and other poisonous concoctions in his arsenal. The Cursed Earth has taken its toll and Fink is a cadaverous, twisted creature with a hatred for all life. His only friend is Ratty, his loyal rad rat; everyone else is mere prey.

Discovering the demise of his Pa and brothers, Fink went to Mega-City One to exact revenge on Dredd and the crew of

Justice One. Judge Larter fell to Fink's poisons and Judge Hershey nearly succumbed as Fink fed her, alive, into a Resyk plant.

Str 8 (+0), Dex 10 (+1), End 9 (+0), Int 8 (+0), Edu 1 (+1), Soc 0 (–3)

Skills: Athletics (co-ordination) 4, Melee (unarmed combat) 2, Stealth 4, Survival 4.

Traits: Corpse-like, Fink has the Disturbing mutant trait.

Weapons: Sling and Caltrops. Fink uses his Athletics skill for ranged combat. Poisons (see below).

Fast Actin' Poison: This causes an immediate 6d6 damage when it encounters exposed flesh.

Delayed Actin' Poison: This poison takes its time, inflicting 1d6+2 damage each minute over the course of 1d6x10 minutes. The sufferer can make an Endurance 8+ throw every minute to mitigate that minute's damage.

Paralysin' Poison: This poison cause no damage but the target must make an Endurance 10+ roll or be completely paralysed for 1d6 hours.

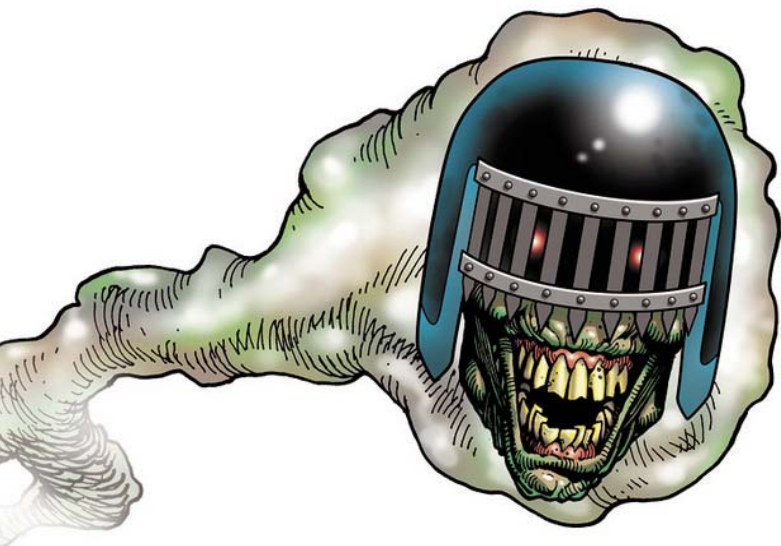
Fink coats his spiked caltrops with his poisons or can administer them directly to a water supply.

Armour: None.

CHOPPER

Just another bored, disaffected juve, Marlon Shakespeare sought some outlet from block-life tedium and became a scrawler, engaging in ever more inventive and daring graffiti in a bid to make his name. Caught after competing against the robot Phantom in the uber-scrawl over the Statue of Justice, Chopper, as he was now known, served his time in the juve cubes where, as part of standard rehab, he learned to powerboard.

On release, Chopper became the Midnight Surfer, gearing-up up for Supersurf 7 in a serious of highly dangerous and illegal powerboard runs over Mega-City One's various Supersurf trial routes – including shooting the treacherous Fox Tunnel – a route even seasoned truckers are apprehensive to make. Chopper won Supersurf 7 and gained the public imagination; so much so that when, three years later, Supersurf 10 was announced for Oz, Chopper had to escape and take part – which he did.



He did not win that contest but his bravery and sportsmanship earned him the admiration of the world (if not Judge Dredd). Chopper earned his freedom in Oz and a reputation as the greatest powerboarder in the world.

Str 8 (+0), Dex 12 (+1), End 9 (+0), Int 9 (+1), Edu 7 (+0), Soc 9 (+2)

Skills: Athletics (co-ordination) 2, Deception 2, Flyer (personal) 4, Melee (unarmed combat) 1, Stealth 2, Survival 2.

Weapons: None.

Armour: None.

DARK JUDGES

Sinister supernatural Judges from an alternative, doomed dimension where life itself is a crime, the Dark Judges – Death, Fire, Fear and Mortis – have vowed to bring the same law and justice to Mega-City One and they have attacked it several times over the decades (most successfully as part of the creation of Necropolis).

The Dark Judges cannot be killed as they do not truly live; once they were mortal but the Sisters of Death – Phobia and Nausea – made them into their current forms. Ectoplasmic entities with strong psionic powers, the Dark Judges have the ability to become Intangible (as per the mutant trait) although they can manifest physical forms or take possession of another's body. Judge Anderson used this to her advantage to imprison Death when he first assaulted Mega-City One, containing him in her mind and then encasing him in Boing®.

JUDGE DEATH

Wearing a parody of Dredd's uniform, with bone-embazoned armour pads and a portcullis helmet, Death is foremost of the Dark Judges. His favoured method of attack is to reach into a person's body and squeeze the heart until it bursts. When in a physical form he is impervious to any form of damage save fire, which causes twice its normal damage but his essence is always able to flee and go in search of another host. To take possession, the victim must roll Endurance 8+ and note the Effect. The Effect needs to beat Death's Possession level of 6 or Death automatically takes control of the body, imprisoning the mind of its owner and commanding it fully.

Str 12 (+2), Dex 13 (+2), End 15 (+3), Int 11 (+2), Edu 11 (+2), Inf 10 (+2), Psi 12 (+2)

Skills: Advocate 4, Deception 6, Law 6, Melee (natural weapons) 6, Science (Transplanar) 3.

Traits: Intangible, Mournful, Regenerating, Stench.

Talents: Telepathy 3, Clairvoyance 3, Dimensional Manipulation 3.

Weapons: Heart Grasp. The attack reaches through all physical resistance and delivers 10d6 directly to the victim's heart. Death can only perform this attack when in his own, tangible form.

JUDGE FIRE

A burning skeletal form in a Judge's uniform and carrying a flaming trident, Judge Fire brings the cleansing flame of death to all. Like Death, Fire occupies a physical form but, unlike Death, cannot be harmed by fire. In delivering justice, Fire uses his flaming trident to immolate his enemies.

Str 11 (+2), Dex 11 (+2), End 14 (+3), Int 10 (+1), Edu 10 (+1), Inf 10 (+2), Psi 10 (+1)

Skills: Advocate 3, Deception 4, Law 5, Melee (Trident) 6, Science (Transplanar) 3.

Traits: Burning (2d6), Regenerating.

Talents: Telepathy 2, Telekinesis 2.

Weapons: Flaming Trident, 8d6, plus ignites all flammable items which burn for a further 2d6 damage every round until extinguished.

JUDGE FEAR

Judge Fear is an imposing figure with a black, iron helmet resembling a gate obscuring his face. It is just as well since his primary attack is to open his faceplate before his victims, showing them the *Face of Fear* and frightening them to death. Fear carries an assortment of bear traps dangling from his belt and throws them at his enemies in order to immobilise them. Like his cousins, Death and Fire, Fear regenerates from physical attacks and, like Death, can only be harmed by fire.

Str 11 (+2), Dex 11 (+2), End 14 (+3), Int 10 (+1), Edu 10 (+1), Inf 10 (+2), Psi 10 (+1)

Skills: Advocate 3, Deception 4, Law 5, Melee (Thrown Bear Traps) 6, Science (Transplanar) 3.

Traits: Regenerating, Terrifying. Gazing into Fear's face requires the target to succeed in an End 10+ roll or be scared to death. If the roll succeeds, the target is immune to what lurks behind Fear's mask on this occasion – but on subsequent occasions the target must roll again – although he gains a +1 DM to the roll.

Talents: Telepathy 2, Telekinesis 2.

Weapons: Bear Traps, 5d6+4.

JUDGE MORTIS

Judge Mortis is in a perpetual state of disintegration. His touch brings swift decay and he is sometimes employed by Judge Death to prepare the Dark Judges' host bodies. His head is a sheep skull and he has a bony tail protruding from the back of his uniform. His favoured phrase is "You cannot resssssst ussssss!", which is usually directed at any Psi Judges in the vicinity.

Str 11 (+2), Dex 11 (+2), End 14 (+3), Int 10 (+1), Edu 10 (+1), Inf 10 (+2), Psi 10 (+1)

Skills: Advocate 3, Deception 4, Law 5, Melee (Deathly Touch) 6, Science (Transplanar) 3.

Traits: Disturbing, Intangible, Regenerating.

Talents: Telepathy 2, Telekinesis 2, Dimensional Manipulation 2.

Weapons: Deathly Touch. Any organic tissue touched by Judge Mortis rots instantly, causing 5d6 damage. The tissue cannot be healed or repaired in any way.

JUDGE CAL

In the course of 100 days, the insane Chief Judge Cal, a despotic usurper of the Chief Judge position, managed to reduce the entire city to absolute terror. His mad proclamations, which included elevating his pet goldfish to the status of Deputy Chief Judge and sentencing the entire city to death (in alphabetical order: step forward Aaron A Aardvark), characterised his rule. He attained his position by brainwashing Judges, including the entire SJS, engineering the death of Chief Judge Goodman and framing Dredd, freshly returned from the Cursed Earth, as a murdering traitor. Dredd led the revolt, backed by the tutors of the Academy of Justice and the half-wit Underdweller, Fergee; Cal was killed on the day when he had set in course the destruction of Mega-City One.

Cal was highly volatile: cruel, unpredictable, driven by a sense of his own, semi-divine status and a deep-seated need to control absolutely everything strewn before him. He represented everything that Justice Department should not be and proof, were it needed, that absolute power corrupts absolutely.

Str 9 (+1), Dex 11 (+2), End 9 (+1), Int 8 (+0), Edu 11 (+1), Inf 12 (+2)

Skills: Advocate 2, Deception 2, Gun Combat (Lawgiver) 3, Law 3, Melee (bludgeon) 1, Mega-City One History 1, Mega-City One Geography 1.

Traits: Insane.

Special Techniques: Formidable Presence.

Weapons: Lawgiver, but more importantly the backing of the SJS and a ready to desire to murder anyone in his path.

ORLOK THE ASSASSIN

Once a Judge of East-Meg One, Orlok was the one chosen to instigate Mega-City One's downfall by infecting the city's water supply with the drug that created Block Mania. Orlok managed to introduce the drug into the Weather Control systems and murdered several Judges in pursuit of his

goal before Dredd stopped him and had him incarcerated. Later Orlok escaped and, when Nero Narcos instigated the Doomsday Scenario, he captured Dredd, taking him back to the Diktatorat (now in exile) to stand trial for East-Meg One's destruction at the hand of its own missiles. Despite his part in genocide Orlok remained true to his Judge training and refused to be blackmailed into framing Dredd and assisted in Dredd's escape from imprisonment.

Later Orlok attempted to bring slaughter to Mega-City One again, to conclude the original East-Meg One plan but was finally thwarted and executed by Justice Department.

As a Judge, Orlok is a highly dangerous foe: cunning, resourceful and ruthless.

Str 11 (+2), Dex 12 (+2), End 11 (+2), Int 10 (+1), Edu 10 (+1), Inf 9 (+1)

Skills: Admin 2, Computers 2, Deception 3, Gun Combat (Lawgiver) 4, Law 3, Melee (unarmed combat) 2, East-Meg One History 2, East-Meg One Geography 2, Mega-City One History 1, Mega-City One Geography 1, Physical Sciences (chemistry) 1, Stealth 2, Survival 2.

Special Techniques: Combat Acuity, Rapid Aim.

Weapons: Hand Cannon but adept with any weapon he can find.

PJ MAYBE

The only child of the Maybe family and a relative of the wealthy Yess family, PJ Maybe was a child genius. He deliberately kept his high intelligence secret, by learning to spell badly and act stupidly, in order to get away with murder: literally. He committed his first murder at the age of 12, a random slaying of a couple chosen from the phone book. Maybe moved on to killing members of the Yess family, setting things up so his father could assume control of the company. After being captured by Judge Dredd, he was sent to the psyko cubes. An illustrious career followed, leading up to Maybe's election (rigged, naturally) as Mayor of Mega-City One – and even then, he has kept on killing.

PJ Maybe is super-bright, super-cunning, super-ruthless and very charismatic. Possessed of a natural chutzpah and ability to seemingly survive any disaster thrown at him, he prevails, despite a litany of heinous crimes...

Str 7 (+0), Dex 8 (+0), End 9 (+1), Int 14 (+2), Edu 14 (+2), Soc 12 (+2)

Skills: Admin 2, Advocate 2, Broker 1, Computers 2, Drive (wheeled) 1, Flyer (personal) 1, Gun Combat (slug pistols) 1, Jack of All Trades 2, Mega-City One Geography 2, Mega-City One History 2, Melee (unarmed combat) 2, Mechanic 1, Tactics 2, Streetwise 2, Survival 3.

Typical Weapons: Spitgun.

Armour: 2 points padding.

THE JUDDA

Clones, like Dredd, but created specifically by ex-Judge Judd to usurp power from Justice Department so that Judd could assume the mantle of Chief Judge, the Judda are utterly loyal to their father-creator and ruthless in the pursuit of their goal. Judd's vision was of an entire city created by cloning to be compliant and law-abiding; Chief Judge Fargo himself stopped Judd's plan and sentenced Judd to public execution – a sentence that was never carried out and led to Judd escaping to Ayres Rock, in Oz, where he set the plan to develop the Judda in motion, using a teleportation device to beam his warriors into the heart of the Grand Hall of Justice.

The Judda are, in some respects, the ultimate Judges. Completely in Judd's thrall, they are strong, fast and utterly ruthless. If captured, Judda can self-induce a brain haemorrhage to avoid interrogation and, in combat, fight with their las-tridents with ruthless, Judge-trained efficiency.

Str 12 (+2), Dex 12 (+2), End 13 (+2), Int 10 (+2), Edu 10 (+2), Inf 10 (+2)

Skills: Computers 2, Deception 2, Gun Combat (Las-Trident) 3, Law 2, Melee (unarmed combat) 3, Mega-City One History 1, Mega-City One Geography 1.

Traits: Brain Haemorrhage. If captured or put under interrogation, a Judda can self-induce a fatal brain haemorrhage.

Special Techniques: Combat Acuity, Formidable Presence.

Weapons: Las-Trident. This weapon is effective up to medium range and discharges a burst of laser-plasma causing 6d6 damage.

Armour: 6 points of Judda Armour.

CRAZIES, FATTIES, MUTIES & PERKS



MEGA-CITY ONE



ROBOTS

Without robots, Mega-City One would grind to a halt. Its industry would falter and die; its households would descend into chaos.

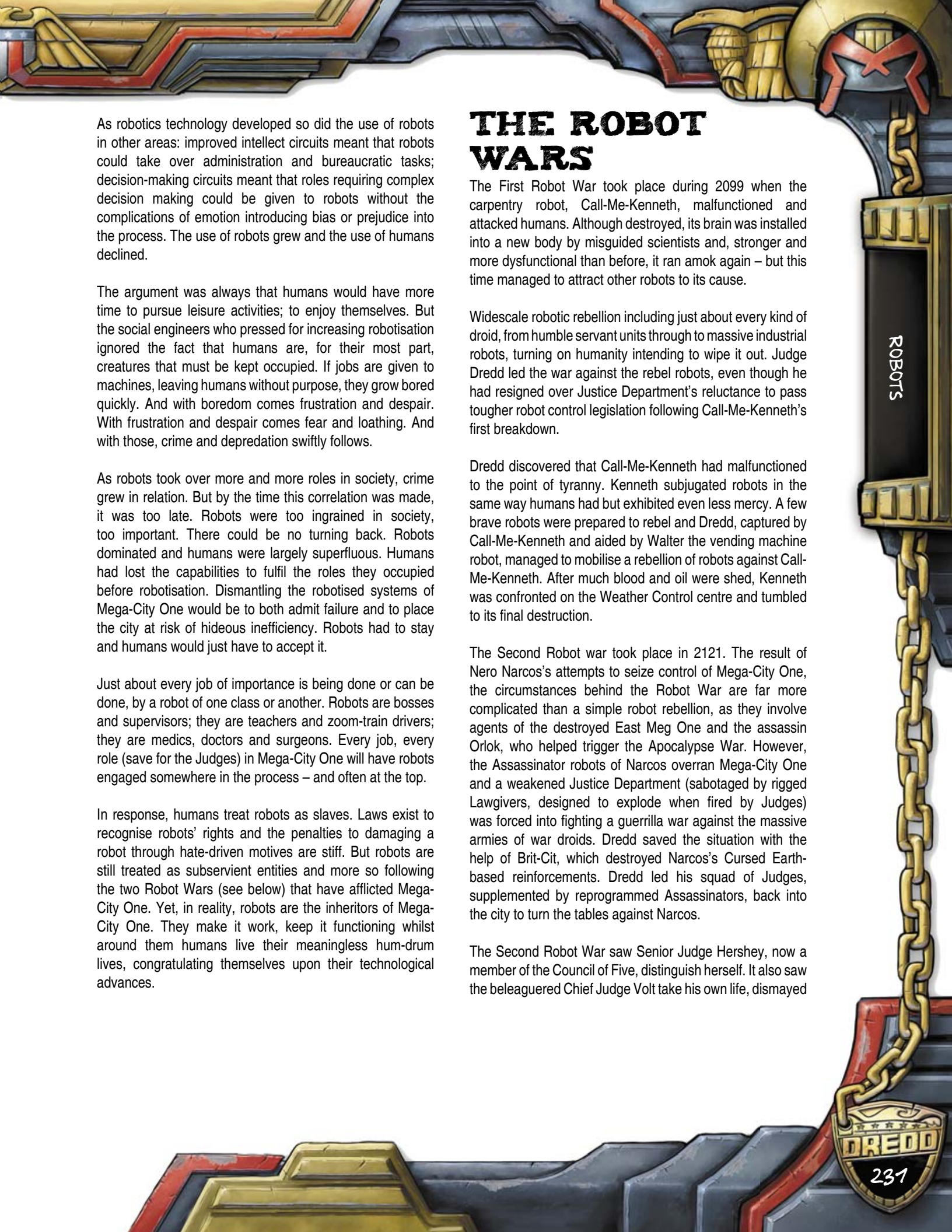
Mega-City One has, by the late 21st Century, become so reliant on intelligent, obedient robots that without them the city would barely be able to function.

Robots have replaced humans in just about every area. Tireless, loyal, obedient, unquestioning, immune to fear or paranoia, physically resilient... all these qualities mean that robots are more efficient and effective in performing the routine jobs once occupied by unskilled or low-skilled humans and their use has become ubiquitous.

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As robotics technology developed so did the use of robots in other areas: improved intellect circuits meant that robots could take over administration and bureaucratic tasks; decision-making circuits meant that roles requiring complex decision making could be given to robots without the complications of emotion introducing bias or prejudice into the process. The use of robots grew and the use of humans declined.

The argument was always that humans would have more time to pursue leisure activities; to enjoy themselves. But the social engineers who pressed for increasing robotisation ignored the fact that humans are, for their most part, creatures that must be kept occupied. If jobs are given to machines, leaving humans without purpose, they grow bored quickly. And with boredom comes frustration and despair. With frustration and despair comes fear and loathing. And with those, crime and depredation swiftly follows.

As robots took over more and more roles in society, crime grew in relation. But by the time this correlation was made, it was too late. Robots were too ingrained in society, too important. There could be no turning back. Robots dominated and humans were largely superfluous. Humans had lost the capabilities to fulfil the roles they occupied before robotisation. Dismantling the robotised systems of Mega-City One would be to both admit failure and to place the city at risk of hideous inefficiency. Robots had to stay and humans would just have to accept it.

Just about every job of importance is being done or can be done, by a robot of one class or another. Robots are bosses and supervisors; they are teachers and zoom-train drivers; they are medics, doctors and surgeons. Every job, every role (save for the Judges) in Mega-City One will have robots engaged somewhere in the process – and often at the top.

In response, humans treat robots as slaves. Laws exist to recognise robots' rights and the penalties to damaging a robot through hate-driven motives are stiff. But robots are still treated as subservient entities and more so following the two Robot Wars (see below) that have afflicted Mega-City One. Yet, in reality, robots are the inheritors of Mega-City One. They make it work, keep it functioning whilst around them humans live their meaningless hum-drum lives, congratulating themselves upon their technological advances.

THE ROBOT WARS

The First Robot War took place during 2099 when the carpentry robot, Call-Me-Kenneth, malfunctioned and attacked humans. Although destroyed, its brain was installed into a new body by misguided scientists and, stronger and more dysfunctional than before, it ran amok again – but this time managed to attract other robots to its cause.

Widescale robotic rebellion including just about every kind of droid, from humble servant units through to massive industrial robots, turning on humanity intending to wipe it out. Judge Dredd led the war against the rebel robots, even though he had resigned over Justice Department's reluctance to pass tougher robot control legislation following Call-Me-Kenneth's first breakdown.

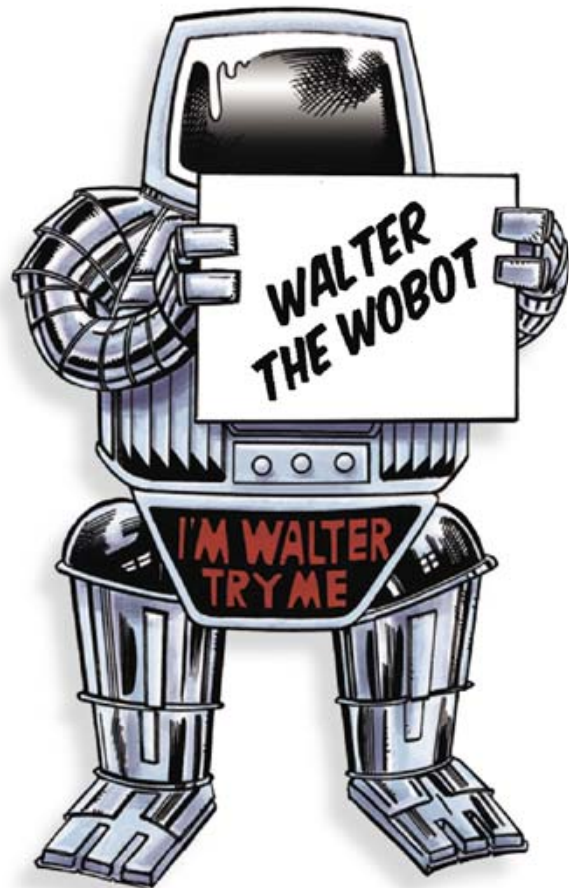
Dredd discovered that Call-Me-Kenneth had malfunctioned to the point of tyranny. Kenneth subjugated robots in the same way humans had but exhibited even less mercy. A few brave robots were prepared to rebel and Dredd, captured by Call-Me-Kenneth and aided by Walter the vending machine robot, managed to mobilise a rebellion of robots against Call-Me-Kenneth. After much blood and oil were shed, Kenneth was confronted on the Weather Control centre and tumbled to its final destruction.

The Second Robot war took place in 2121. The result of Nero Narcos's attempts to seize control of Mega-City One, the circumstances behind the Robot War are far more complicated than a simple robot rebellion, as they involve agents of the destroyed East Meg One and the assassin Orlok, who helped trigger the Apocalypse War. However, the Assassinator robots of Narcos overran Mega-City One and a weakened Justice Department (sabotaged by rigged Lawgivers, designed to explode when fired by Judges) was forced into fighting a guerrilla war against the massive armies of war droids. Dredd saved the situation with the help of Brit-Cit, which destroyed Narcos's Cursed Earth-based reinforcements. Dredd led his squad of Judges, supplemented by reprogrammed Assassinators, back into the city to turn the tables against Narcos.

The Second Robot War saw Senior Judge Hershey, now a member of the Council of Five, distinguish herself. It also saw the beleaguered Chief Judge Volt take his own life, dismayed

ROBOTS





at the failures in his judgement that allowed Narcos's plans to almost succeed. From the ashes of the Second Robot War Hershey arose to become the Chief Judge of Mega-City One.

ROBOTS IN MEGA-CITY ONE

Robots are ubiquitous. Robots come in every size and shape. They are so common a fixture of society that citizens of Mega-City One do not even notice them unless something goes wrong. They are always there, in the background, working, getting on with their mechanical lives, a mechanised backdrop to a rigid society.

Judge Dredd lacks the space to go into a detailed robot design system, so the mechanics presented here are intended to allow *Judge Dredd* Referees to use a set of

standards to design robots easily and to create new types to suit campaigns with relative ease. The fundamentals of robot design use the following template:

- **Function** – what is the robot's purpose? This determines its software package and hence its skills.
- **Config** – what sort of shape is the robot? Humanoid is the most common but countless other designs are found. Config determines the robot's locomotion to a certain extent.
- **Size** – how big is the robot, compared with a standard human? Size has a direct influence on the robot's characteristics.
- **Personality** – does the robot have a personality? Many are simple drones, lacking any form of communication. Others have complex personalities, such as Walter, Judge Dredd's former sycophantic vending machine droid.
- **Characteristics** – robot characteristics are based on those of humans but are influenced by function and size.

Robots in the Judge Dredd stories are frequently used to drive storylines – as the various stories featuring Walter and the Robot Wars show. The aim of robots in the *Judge Dredd* game is therefore similar; not be confined by detailed technical rules for building realistic robots but to create a framework so that when robots are needed, the system reflects the way they appear in the Judge Dredd tales.

All robots manufactured legally in Mega-City One are hard-wired to prevent them ever breaking the law, no matter what provocation they or their owners face. They are also coded to avoid harming or allowing harm to come to, a human being. One of the first modifications any perp will make to a robot, if he can spare the credits, is to insert a lawbreaker slug into its computer brain, allowing it to circumvent these hardwired rules and even attack humans upon request.

FUNCTION

Every robot has a primary function: what it is designed to do. Its function therefore determines its programming and its capabilities – which are essentially the same skills as those available to all characters in *Judge Dredd*.

There are six functional categories, each with a sub-category. The Config column shows which config options are available for robots in this Functional Category; the Size column shows the typical size ranges available – although smaller and larger variants can certainly be found; and the Personality column shows how many Personality Traits a Function Category has. Finally, the Will Modifier is applied to the dice rolled for the Will characteristic of the robot (see Characteristics, on page 235).

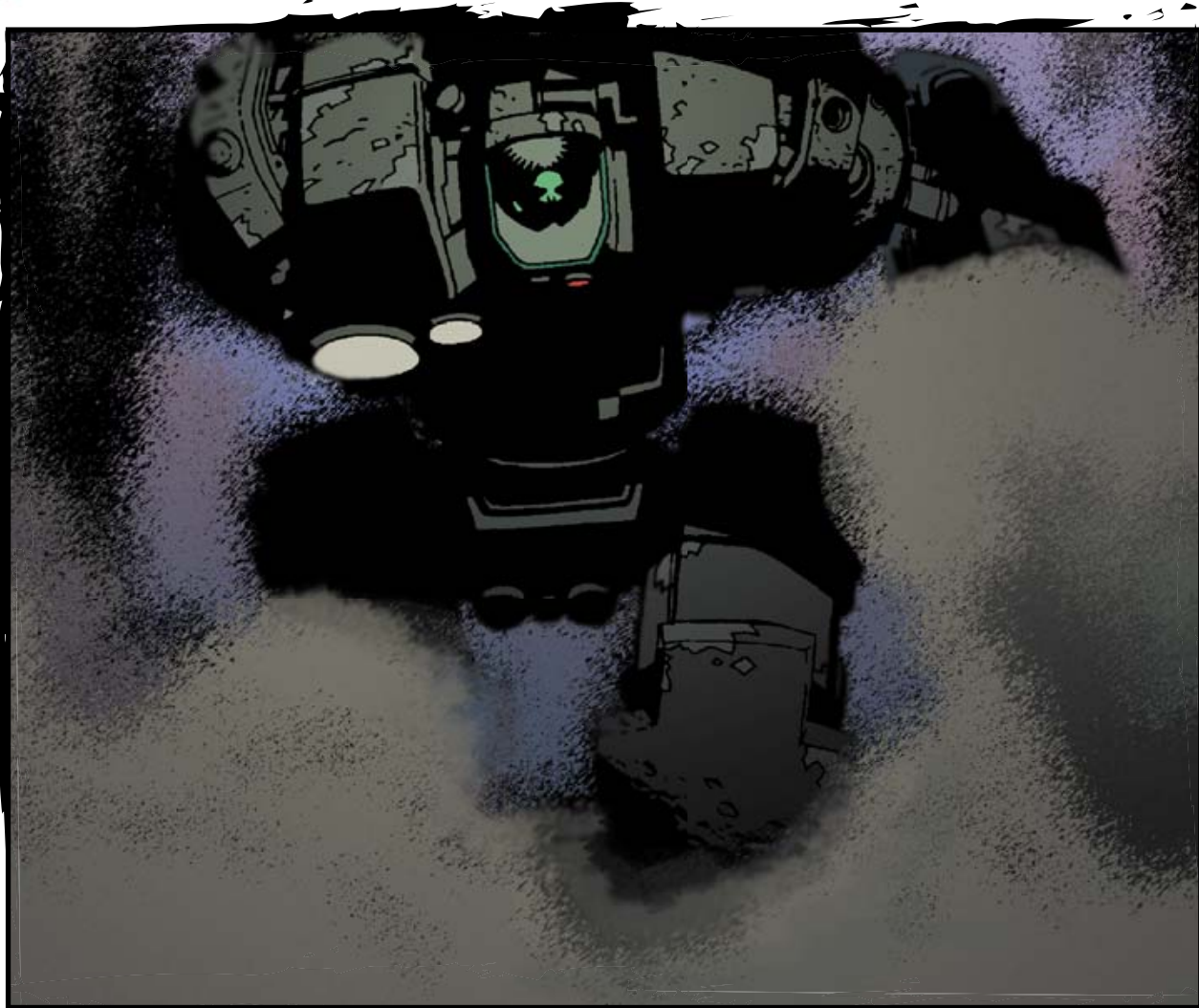
CONFIG

A robot's config largely determines how it looks and how it moves. The most popular config type is Humanoid, which means that the robot has two arms, two legs, something passing for a head and walks around in a manner that makes humans feel comfortable. It does not necessarily look human or behave in that way but its configuration is similar. The Config types are as follows:

HUMANOID

The robot has two arms, two legs and a form of head, which generally houses visual receptors and audio systems. The robot walks with a human-like gait. Humanoid config types are limited to Sizes S, M and L.

Function Category	Sub Category	Config	Size	Personality	Will Modifier
Admin	General Admin, Specialised Admin, PR/Customer Service, Data Processing	Predominantly Humanoid	S, M, L	1d3	0
Industrial Service	Production Line/Assembly, Specialised Production, Supervision, Management, Logistics, Warehouse	Humanoid, Humanoid-Hybrid, Static	S, M, L, VL	1d3–1	–1
Domestic Service	Nanny, Cook, Butler, Housekeeper, General Domestic	Humanoid	T, VS, S, M	1d3	+1
Teaching	Primary Education, Higher Education, Specialised Education	Humanoid, Humanoid-Hybrid	VS, S, M	1d3+1	+1
Manual Labour	Light Labour, Medium Labour, Heavy Labour, Super-Heavy Labour	Humanoid, Humanoid-Hybrid, Static, Vehicular	M, L, VL, XL	1d3–1	0
Combat	Light War Droid, Medium War Droid, Heavy War Droid, Super HeavyWar Droid. Specialised War Droid	Humanoid, Humanoid-Hybrid, Static, Vehicular	M, L, VL, XL	1d3	–1



HUMANOID-HYBRID

The upper part of the robot is humanoid – so, a torso, two arms and a head unit but the lower half – its locomotion – is designed to reflect its function. A medium labour droid, for example, might have caterpillar tracks in place of legs. The locomotion types are as follows, with their game effects quantified:

HOVER

The robot is fitted with an anti-grav unit allowing it to hover between a few centimetres and 3 metres above the ground. It can move at up to 7 metres per round. This form of locomotion is limited to S and M sized robots.

TRACKED

The robot is fitted with caterpillar or tank tracks, allowing it to work effectively in rough terrain environments or those

environments where high traction is essential. Tracked robots move at a base 5 metres per round and tracks can only be fitted to M sizes and above. Tracked robots are able to climb stairs and negotiate inclines but their speed is halved when doing so.

WHEELED

The robot is fitted with between one and six wheels (mono and two-wheeled robots are gyroscopically stabilised). They can move at up to 8 metres per round but cannot negotiate stairs or very steep inclines. Wheels can be fitted to any robot of size S and above.

MULTI-LEGGED

The robot is fitted with several legs (anything up to eight) and propels itself in an insect-like fashion. Multi-legged robots move at a base of 6 metres per round but gain +1 to Dex due

to their high natural agility. Multi-legs cannot be fitted to any robot larger than size M.

VEHICULAR

Vehicular robots are, effectively, autonomous vehicles that require no driver or pilot and are able to complete routine tasks, such as loading and unloading, without any additional intervention. This config comes in L, VL and XL sizes only and must be either tracked or wheeled.

STATIC

Static robots are fashioned into shapes fitting their function – so are usually box shaped or shaped to meet a particular space requirement in their place of work. They have no locomotion of their own and remain in one place to complete their task. Static robots can be of any size.

ANIMAL

Animal configs are designed to resemble a particular animal, such as a dog, and are most usually multi-legged. Animal configs come in S, M and L sizes.

CHARACTERISTICS

Robots have the same physical characteristics as humans: Strength, Dexterity and Endurance and these characteristics are used in the same way as for any character in the *Traveller Core Rulebook*.

All robots have intelligence but this is not rated using a characteristic: it is a measure of the robot's personality (see below) and its programming. All robots are designed to carry out specific tasks and every robot will perform these tasks without question. Some robots do, however, have a higher measure of independent decision-making and this is represented by the Will characteristic. Will represents the robot's ability to perform a task or instruction that goes beyond its function. For instance ordering a carpenter robot to go and make a cup of synthi-caf is surplus to its programming and it may or may not perform the task. Will is rolled on 2d6, with a modifier for the robot's functional type, as noted above.

To discover if a robot can, or will, exceed its programming, roll 2d6 and add the robot's Will DM. The target number for success depends on the task itself (see below)

- A simple task associated with the robot's basic programming but with some slight differences: 4+.
- A simple task that is different to the robot's basic programming but within its skill and physical capabilities: 6+.
- A routine task that the robot would not normally be expected to accomplish: 8+.
- A difficult task contrary to its routine programming and one that can be legitimately questioned by its logic circuits: 10+.

SIZE

Robot size is graded into the following:

Tiny (T)	Less than 50mm in length, height and width
Very Small (VS)	50-500mm in length, height and width
Small (S)	500-1,000mm in length, height and width
Medium (M)	1,000-2,000mm in length, height and width
Large (L)	2,000-5,000mm in length, height and width
Very Large (VL)	5,000-10,000mm in length, height and width
Extra Large (XL)	10,000mm + in length, height and width

The size of the robot determines the type of config and locomotion it has available to it, as described above. Size also influences the robot's characteristics:

Size	Strength	Average	Dexterity	Average	Endurance	Average	Will	Average
T	1d3	2 (-2)	2d6+6	13 (+2)	1d3	2 (-2)	2d6	7 (0)
VS	1d3+1	3 (-1)	2d6+3	9 (+1)	1d3+1	3 (-1)	2d6	7 (0)
S	1d6	4 (-1)	2d6+3	9 (+1)	1d6	4 (-1)	2d6	7 (0)
M	2d6	7 (0)	2d6	7 (0)	2d6	7 (0)	2d6	7 (0)
L	2d6+2	9 (+1)	2d6	7 (0)	2d6+2	9 (+1)	2d6	7 (0)
VL	2d6+4	11(+1)	2d6-1	6 (0)	2d6+4	11(+1)	2d6	7 (0)
XL	2d6+8	15 (+3)	1d6	4 (-1)	2d6+8	15 (+3)	2d6	7 (0)

- A task completely and utterly against the robot's programming, function and purpose: 12+.

For example, Judge Walker orders a shelf-stacking robot in a Mega-City One mall to trip-up a fleeing perp who is running for the exit after having stolen some sucker citizen's wallet. The Referee rules that this action is difficult and contrary to the robot's programming. The robot must roll Will 10+ to obey Walker's barked command. It has a Will of 4, giving it a -1 DM to the task, so it must roll 11+ to obey. The Referee rolls 6; the shelf-stacker robot looks blankly at Judge Walker, intones 'The harming of shoppers as they go about their business is contrary to my nature, sir,' and continues packing a shelf with boxes. The perp laughs, Walker curses and has to hobble the creep with a leg-shot. As he cuffs the screaming, bleeding perp, he warns the shelf-stacker droid that refusing to obey the commands of a Judge constitutes an Obstruction of Justice which could result in the robot being dismantled and used for spares. The robot, not really caring, continues to make the shelves look nice, tidy and full.

PERSONALITY

Robots are given a personality in order to make it easier for humans to interact with them. All robots respond to verbal commands and reply with vocalised confirmations but the injection of one or more personality traits gives the robot a certain individuality and character and makes the process of dealing with a robot less of a chore for those who have to interact with them on a regular basis (or more of one, depending on the prevalent traits).

The number of Personality traits a robot has is determined by its Function. If the die roll results in 0, which it may do, then the robot has no discernible personality, responding in a clinical, functional, emotionless manner.

Where Personality traits are present, these can be chosen to fit the nature of the droid or rolled randomly on d66 on the below table. Not all personality traits are necessarily pleasant or co-operative; robot designers often introduce 'negative' traits to liven-up the somewhat dull process of personality encoding or introduce negative traits to reflect the robot's function.

d66	Trait
11	Abusive
12	Agreeable
13	Altruistic
14	Ambivalent
15	Apathetic
16	Appealing
21	Belligerent
22	Bombastic
23	Chivalrous
24	Commanding
25	Compliant
26	Condescending
31	Contrary
32	Decisive
33	Dedicated
34	Deferential
35	Diplomatic
36	Dogmatic
41	Fawningly Polite
42	Gruff
43	Grumbling
44	Humorous
45	Indecisive
46	Introspective
51	Level-headed
52	Morose
53	Optimistic
54	Pessimistic
55	Philosophical
56	Rebellious
61	Sarcastic
62	Selfish
63	Submissive
64	Sycophantic
65	Ultra Loyal
66	Voluble

Where two or more traits are contradictory, either roll 1d6 to see which trait is dominant (the higher the result, the more dominant the trait) or re-roll one of the traits.

PROGRAMMING

Robots are programmed with a set of skills enabling them to do their designated job within their function. Every robot is programmed with at least the following:

- A primary skill at level 2
- A secondary skill at level 1
- A tertiary skill at level 0.

The primary skill always reflects the core function of the robot. For instance, a Butler robot comes with Steward 2 as standard and may have Diplomat at 1 and Broker at 0. Choose the skills to fit the robot's function.

Every robot then comes with an additional 1d6–2 skills (treat a result of –1 as 0) skills. One of these skills will be at level 1 and the remainder at level 0. Again, these skills fit the robot's general function but need not reflect the specific role it is designed for. Again, for instance, a Butler robot may come with Advocate 1, Drive 0 and Medic 0.

If, for game purposes, a robot needs one of its primary, secondary or tertiary skills to be higher than those given for standard robots, Referees can increase them, but no robot may exceed 4 in a primary skill, 2 in a secondary skill or 2 on a tertiary skill. As a general rule, robots with raised skills in these areas will have no additional skills.

Referees are encouraged to create skills not found in the *Traveller Core Rulebook* to reflect a robot's functional programming. For example, a Robo-Chef may have programmes for Cooking and Chopping; neither are standard *Traveller* skills but the robot can be reasonably assumed to have these routines programmed as part of its functionality.

ARMOUR AND WEAPONS

Any robot can be armoured and indeed combat models generally are. The amount of 'natural' armour a robot comes with depends on its size; additional armour depends on its function.

SIZE

Size	Armour
T	0
VS	0
S	1
M	1
L	2
VL	3
XL	4

FUNCTION

Function Category	Sub Category Armour Modifier
Admin	+0
Industrial Service	+1
Domestic Service	+0
Teaching	+1
Manual Labour	Light Labour +1, Medium Labour +2, Heavy Labour +2, Super-Heavy Labour +3
Combat	Light War Droid +2, Medium War Droid +4, Heavy War Droid +6, Super Heavy War Droid +8, Specialised War Droid +6

Add the armour modifier for the robot's sub-category to the armour for its size to find its overall armour protection.

WEAPONS

Only combat robots come equipped with weapons although industrial robots will have will tools that can be used offensively (witness Call-Me-Kenneth and its fearsome carpentry drills and saws).

Combat robots can carry a weapon in each hand or have a weapon attached to each arm, if humanoid or humanoid-hybrid in config. In addition, a combat robot can have further weapon mounts – integrated hard points – to which weapons can be added. The number of weapon mounts depends on the combat robot's size:

Size	Weapon Mounts	Basic Fire Control Program
T	1	0
VS	1	0
S	1	0
M	2	1
L	2	2
VL	3	3
XL	4	4

Any of the weapons found in the **Equipment** chapter can be fitted to a weapon mount, although the size of the weapon is obviously a factor.

One weapon mount can accommodate one weapon of up to 6kg in mass. If a weapon of a larger mass is required, then multiple weapon mounts, if available, must be used. For example, a war droid with 2 weapon mounts could carry an integrated missile launcher (8kg) but the launcher would occupy both weapon mounts.

In combat, the number of weapons a combat robot can fire simultaneously depends on its programming. Fire Control/0 allows the robot to fire one weapon at a time at its Gun Combat skill rating. Any additional weapons fired simultaneously will be at a –3 untrained skill modifier. Fire Control/1 allows an

additional weapon to be used at the Gun Combat skill rating; Fire Control/2 allows 2 additional weapons and so on. The Basic Fire Control Program of the table above shows the level of Fire Control program combat robots come equipped with, again based on size.

IMPROVISED WEAPONS

Robots that are not equipped with weapons but have tools (and this includes metal limbs capable of being used as clubs) integrated as part of their function, can use these items as Improvised Weapons if their safety programming is overcome to allow them to act offensively. Attacks are always at a -3 untrained skill modifier, unless the robot can use a particular skill related to its function to inflict damage and the target is in a position where the skill can be used effectively. For instance, a damaged Robo-Chef is equipped with a meat cleaver on one of its arms. If it is flailing around and striking out randomly, its attacks are at -3. However, if it manages to come across a human who is prone and unable to do more than struggle (like a piece of meat, waiting to be butchered), it can use its Chopping 1 skill to make an attack. Likewise, a Call-Me-Kenneth carpentry model could use its Woodworking program to employ its saws, drills, chisels and so on, against similarly helpless opponents.

CUSTOMISING ROBOTS

Whilst robots rarely excite the same passion in citizens as their vehicles do, many still believe it worthwhile to modify a robot beyond its manufacturer's specifications in an effort to increase its capabilities. Such customisation therefore tends to be very practical in nature. Perps are often very keen to modify their robots to engage in a variety of illegal activities they are unwilling to participate in themselves. The fitting of weapons and additional armour is common, though most perps will seek to get their hands on the valuable lawbreaker slug that will allow their robots to ignore the value of human life, potentially turning them into lethal battle machines. All modifications listed require a full day's work, a mechanical toolkit and either an Engineer (electronics), Engineer (robotics) or Mechanic roll of 8+ to successfully complete. If the skill roll is failed, another attempt may be made on another day. Alternatively, a character may take the robot to a repair centre to have the modification performed automatically. However, this will take 1d6 days and increase the cost of each modification by 50%. With the exception of the memory module and lawbreaker module, these modifications may only be purchased for robots, not computers.

ARMOUR

A robot's armour can be increased by 1 at a cost of Cr. 1,000. To increase a robot's original armour by 2 costs Cr. 2,000, 3 points will cost Cr. 4,000 and so on, doubling each time. Small and Medium robots may not have their armour score increased by more than 3 points in total. The maximum armour score a robot may have is 15.

ADDITIONAL AND CONCEALED WEAPON MOUNTS

Any robot with manipulating hands may carry and use a weapon, just as any human can. However, some citizens desire to have weaponry permanently mounted on their robot and so fit weapons that spring up from concealed hatches when needed. A weapon mount costs Cr. 2,000 for every 6kg of mass it can accommodate. A concealed weapon mount costs Cr. 5,000.

MEMORY MODULE

Capacity to store new programs is always at a premium in a robot's computerized brain, particularly if it has been running for some time and is already full of necessary information. Additional memory modules are often purchased to expand a robot's memory beyond its original specifications, allowing it a far greater flexibility. A memory module costs Cr. 2,500 and grants a robot an additional level in the programmed skill.

LAWBREAKER MODULE

Highly illegal, the lawbreaker module commands an incredibly high price on the black market as fitting one into a robot's computerised brain will allow it to break any law of Mega-City One, including attacking a human. The lawbreaker module effectively provides and +8 DM to the robot's Will characteristic. Lawbreaker modules cost Cr. 2,500 although permits are almost impossible to get hold of from the Justice Department. On the black market, a lawbreaker module costs Cr. 4,000. Fitting a lawbreaker module also requires an electronic toolkit.

SYNTHI-SKIN

Medium sized Humanoid config robots can be coated with Synthi-Skin, a flesh-like coating giving the robot an almost completely human appearance. At a casual glance or from a distance, a Synthi-Skinned robot looks like any other citizen, although on a close and detailed inspection the lack of imperfections in the skin betray the robot's real nature. A Synthi-Skin coating requires special machinery to apply, which itself costs Cr. 500,000. Taking a robot to a specialists who will apply the coating costs Cr. 20,000. Justice Department

licenses are necessary to have a robot legally covered in this way and a license costs Cr. 5,000 and permits up to three robots to be covered. Illegally skinning a robot or possessing a 'skin-job', earns up to 5 years in the cubes.

SAMPLE ROBOTS

ASSASSIN ROBOT, HONDAI WAR SYSTEMS KTT12

Highly illegal in Mega-City One, Hondai War Systems' imported assassin robots have been linked to a number of mobster slayings and, despite the Justice Department's best efforts, their use seems to be on the increase. The KTT12 has one of the most advanced brains ever developed but its great technology is channelled into just one thing: combat. Assassin robots are lethal killers, capable of gaining entry into almost any fortress and destroying all organised resistance. A single assassin robot has been known to take multiple blasts from heavy weapons and still reach its target fully operational. Even a well-trained Judge will prove no match for the KTT12 once it has been unleashed. The cost of this robot is all but prohibitive to even the wealthiest of perps and racketeers but it is certainly the weapon of choice when a slaying must be certain.

SPECIALISED WAR DROID

Size: M; Config: Humanoid

Str 12 (+2), Dex 12 (+2), End 10 (+1), Will 6 (+8 Lawbreaker Module)

Weapons: Any Assigned

Armour: 7

Programming: Melee (unarmed combat) 2, Gun Combat (all weapon types) 3, Tactics 1, Survival 0

Modifications: Lawbreaker Module

Personality Traits: Ruthless, Cruel

CONSTRUCTION MEK, BRITISH LEYMEK BLOCK-SMASHER

It is an urban myth that a team of demolition droids can smash an entire dilapidated block apart within a single day, a truism British LeyMek took to heart when creating their new model. The Block-Smasher stands almost 20 metres tall, towering over citizens as it sets to work. Because of their awe-inspiring size, the vast majority of Block-Smashers are programmed with a cheery personality to better calm nervous citizens wary of their huge, crushing demolition tools. Their tiny computerised brains seem all but inadequate for the robots' huge size though British LeyMek assures its customers that not one Block-Smasher has ever gone rogue.

Heavy Industry Robot

Size: XL; Config: Humanoid-Hybrid (tracked)

Str 18 (+4), Dex 4 (-1), End 18 (+4), Will 4 (-1)

Weapons: Smashing Arms and Wrecking Balls (x2): 8d6 damage

Armour: 7

Programming: Demolition 2, Rubble Removal 1

Modifications: None

Personality Traits: None

GENERAL PURPOSE ROBOT, HONDAI TEE-KAY MK II

There are millions of Hondai Tee-Kay general purpose robots to be found within Mega-City One, though the Mk II has proven to be the most popular model by far. Pre-programmed with a range of generic functions whilst still allowing space for further customisation, the Mk II sees service throughout the city, from the depths of the sewer systems to the peak of the highest blocks. Flexible enough to perform almost any task a human can, the Mk II is readily adaptable to a multitude of roles.

Service/Labour Robot

Size: M; Config: Humanoid

Str 8 (+0), Dex 10 (+1), End 10 (+1), Will 6 (+0)

Weapons: None but is capable of an attack, robot arms inflict Unarmed Attack damage of 1d6+1

Armour: 2

Programming: Various but typically: Admin 2, Broker 1, Steward 1, Diplomat 0

Modifications: None.

Personality Traits: Obedient, Loyal

ROBODOC, MODERNA ROBOTS MK IX

The standard medical robot of the Justice Department, the Mk IX can be found in almost every ambulance and hospital across Mega-City One. The Mk IX is capable of treating almost any patient on its own initiative, from delivering critical first aid to performing major surgery within a speeding ambulance. Once in the care of a robodoc, an injured citizen can be almost sure he will survive whatever injuries he is suffering. Many hospitals enhance the software packages of their robodocs in order to grant them the ability to conduct advanced research and experiments, thus furthering the cause of medicine without having to waste valuable human doctors.

Specialised Medical Robot

Size: M; Config: Humanoid (4 arms)

Str 8 (+0), Dex 15 (+3), End 10 (+1), Will 5 (-1)

Weapons: Robodocs carry a variety of medical tools that can become improvised weapons: syringes, bone-saws, scalpels, drills and so forth. Each super-flex arm can be fitted with a different implement to allow the robodoc to perform several different physical operations simultaneously.

ROBOTS



Armour: 2

Programming: Diagnose 4, Life Sciences (biology) 2, Medic 4, Surgery 3

Modifications: Every robodoc has an integrated medipack good for up to 10 uses before it needs replenishing.

Personality Traits: Compassionate, Clinical

ROBODOG, LETHAL RESPONSE INC. DEFENDER

A citizen's city-block apartment is his fortress and many spend countless credits defending their property. The use of robodogs comes under regular annual review from the Justice Department but so far they remain legal so long as they are only ever activated within a citizen's own property. Programmed with a variety of personalities, robodogs can be loyal and loving pets to their owners but instantly turn into savage killing machines should the owner be attacked. As such, many would-be burglars have met a very grisly end at the teeth of a well-maintained robodog.

Servitor/Protection Robot

Size: M; Config: Animal (4 legs)

Str 10 (+1), Dex 15 (+3), End 9 (+1), Will 7 (+0)

Weapons: Steel Jaws, 1d6+2 damage

Armour: 2

Programming: Athletics (co-ordination) 2, Melee (unarmed combat) 1, Steward 0

Modifications: Some robodogs are synthi-skinned for a more authentic look.

Personality Traits: Loyal, Sycophantic (or Cynical)

SERVO-DROID, MODERNA ROBOTS SILVER SERVICE 14

Not all citizens want, or can afford, the versatility offered by most general purpose robots and are simply looking for a device that can help keep their apartments clean, prepare food and give a cheerful greeting in the morning. The Moderna Robots Silver Service 14 is typical of the millions of servo-droids found throughout Mega-City One. Wherever a general

purpose robot would prove to be ludicrously expensive, servo-droids are usually found and many citizens possess their own.

Service/Labour Robot

Size: M; Config: Humanoid

Str 6 (+0), Dex 8 (+0), End 10 (+1), Will 2 (-2)

Weapons: None but if capable of an attack, robot arms inflict Unarmed Attack damage of 1d6+1

Armour: 2

Programming: Various but typically: Steward 1, Admin 0

Modifications: None.

Personality Traits: Obedient, Sycophantic, Caring

ROSSUM SYSTEMS COMBAT DROID, MKVI

Used extensively in the Atomic War, these hybrid, tracked, combat droids are designed for rapid movement over hostile terrain and for delivering varied death upon an enemy. Fashioned into the likeness of old American GI troops (but with tracks, clearly), their faces are grotesque parodies of the human form, to match their combat programming. Illegal in Mega-City One, rogue Combat Droids of the MkVI variety are sometimes found in isolated regions of the Cursed Earth where they still believe the war rages on and humans (of any kind) are the enemy.

Standard War Droid

Size: L; Config: Humanoid-Hybrid (tracked)

Str 12 (+2), Dex 8 (+0), End 15 (+3), Will 12 (+2 – but the flawed programming is considered a +8 Lawbreaker Module)

Weapons: 1x Heavy Spitgun, 1 x Laser Rifle, 1 x Missile Launcher (weapon mount) with 4 x Concussion Grenades and 4 x Hand Bombs

Armour: 6

Programming: Melee (unarmed combat) 1, Gun Combat (all weapon types) 2, Tactics 1, Survival 1

Personality Traits: Obedient, Militaristic, Warlike

JUDGE DREDD



MACS DATABASE

This chapter provides information and guidance for Referees – both on the background to Judge Dredd's world and regarding running Judge Dredd games. Plenty of advice is offered through the book but this chapter offers specific information invaluable to establishing rewarding campaigns.

Mega-City One's history has been nothing if not eventful. Either the hub or the instigator of more strange, bizarre and catastrophic events than any other city in history, Mega-City One has weathered international and civil war, undead infestation, psychic domination, insane tyranny, alien invasion and nuclear holocaust (twice). The following timeline provides the highlights of Mega-City One's history and charts the progress of its most famous lawman, Judge Dredd.

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MEGA-CITY ONE TIMELINE

2023

The Volgan War between east and west ends. America, with a population approaching a billion people, begins the Mega-City programme, with the first city, Mega-City One, focused on the Boston/Washington/New York/Atlanta axis. In time, the city will sweep the eastern seaboard from the Canadian border at Niagara down to Miami in Florida.

2031-2039

Mega-City One nears completion. Mega-City Two is already under development, with plans in place for Texas City. Each city is designed to hold around 100 million people; by 2039 the populations have already exceeded these limits.

2040-2047

Mega-City One is deemed finished in 2047. Mega-Cities Two and Three begin development. It is becoming clear, within months of Mega-City One's completion, that traditional

policing and judicial methods are inadequate for the burgeoning population. Gangs, centred on the lower levels of Mega-City One and based around the old geographical city areas, begin to form, challenging both the police and government.

2051

Chief Judge Fargo attempts suicide. Solomon reluctantly takes over as Chief Judge. Judge Judd outlines his ideas for cloning.

2058

Solomon steps down, in favour of Chief Judge Clarence Goodman and returns to the streets where he is happiest.

2066

A new process of accelerated cloning, coupled with Genetic Control screening for potential Judge material, means that candidates are able to become full Judges in record time. The first experiments in these cloning techniques result in the creation of Joe and Rico Dredd. The two clones emerge from the vats at roughly the age of five and fully prepared for the tough training of the Judge programme.

2070

Caught in a maze of corruption, smears, diplomatic wrangling and political assassination, President Robert L Booth of the USA starts the Atomic Wars, which rapidly devastate most of the USA, Russia and Europe. The Mega-Cities escape direct nuclear attack thanks to the experimental laser defence systems installed just a year earlier. The Judges, already prepared for Booth's treachery, have stockpiled arms and take the lead in the resistance against the President's tyrant. Booth maintains control over America's robotic army and a bloody civil war begins between the Judges and government troops. Cadet Judges Dredd and Rico are drafted into the active Justice Department forces and distinguish themselves in combat. The citizens petition the Judges to take over the running of the country.

2071

Most of America is in ruins: the lands between the Mega Cities turned into the scorched, irradiated wasteland known as the Cursed Earth. Booth's Presidential Guard is finally defeated at the Battle of Armageddon but only at the cost of the lives of a hundred thousand Judges and mek-troops. Judge Solomon, acting in his temporary position as Grand Judge for all three Mega-Cities, makes the famous 'Judgement of

A NOTE ON THE TIMELINE

Judge Dredd's story is extensive and sprawling – just like Mega-City One itself. Time travel, made possible by the Proteus device developed by Tek Division, allowed Dredd and Anderson to visit the city in the year 2120. This established a parallel timeline that makes the standard linear timeline convoluted in terms of explanation. Other events in both Dredd's career and Mega-City One's history occur in parallel with the timeline presented here (notably The Dead Man story, heralding the epic Necropolis story) and these are left undocumented, mainly for the sake of simplicity.

The best reference for charting Mega-City One's history is, of course, 2000 AD or the Complete Case Files. Judge Dredd Players and Referees are highly recommended to read these stories for themselves. The timeline give in this chapter offers a very, very brief account of the Dredd saga's highlights.



MACS DATABASE



Solomon' speech, stating that the deposed Booth should be put into suspended animation and entombed in Fort Knox for one hundred years.

2072

A steady inflow of homeless refugees from the ruins of the Cursed Earth swells the post-war populations of the Mega-Cities; Mega-City One swells to 550 million; Mega-City Two to 350 million; and Mega-City Three to 260 million. Increasing numbers of city blocks are built but demand outstrips the supply and many citizens form shantytowns outside the walls of the Mega Cities. Improved construction techniques and new synthetic materials ease congestion somewhat but space in the Mega Cities is still at a premium and so draconian immigration conditions are imposed on city entry. Millions are condemned to return to the Cursed Earth.

2079

Joe and Rico Dredd graduate with honours to become full Judges. Judge Morph grants Joe Dredd his Full Eagle, proclaiming him the most talented and capable cadet he has ever graduated. A few months after leaving the Academy, Rico succumbs to corruption leading to his arrest by his own clone brother. Dredd arrests Rico for the various crimes including accepting bribes, vice and murder. Rico is sentenced to twenty years on the penal colony of Titan. He fathers a daughter when he engages in a relationship with a journalist visiting the colony. For a time after, Dredd offers emotional support for his niece but eventually comes to realise that his life as a Judge is incompatible with that as a father figure and he turns his back on Rico's daughter, dedicating himself wholeheartedly to the law.

2083-2086

Following years of wrangling over the questions of independence and government, civil war breaks out between Mega Cities One and Three. Mega-City Three asserts it is being disenfranchised by the other Mega Cities and that its individual identity is being subsumed. Mega Cities One and Two oppose the idea of an independent Mega-City Three in the interests of unity; however – and more importantly – the valuable resources controlled by Mega-City Three would be placed at risk. The war ends in stalemate and Mega-City One allows Mega-City Three to declare its independence. Mega-City Three adopts the name Texas City; Mega Cities One and Two develop closer links and form 'The Union'.

2088

Luna-1 is established on the Moon in a project shared by all three Mega-Cities. Although it is hailed as a great scientific achievement, it is seen by many as a diplomatic exercise, designed to renew and cement relations with Texas City.

Government of the colony is divided initially between all three cities, with a senior Judge being sent every six months to preside as Chief Judge.

2088-2099

Dredd cements his own reputation as Mega-City One's foremost lawman.

2099

William "Whitey" Logan murders Judge Alvin for kicks while holed up in the old Empire State Building. Whitey is apprehended by Dredd and sentenced to life on the 'Devil's Island' hi-speed Mega Circular prison.

In the same year the gigantic Statue of Judgement honouring the Judges, is unveiled. Its stands next to, but dwarfs, the Statue of Liberty. The city's population has risen to a staggering 620 million in the city blocks and in other, static habitats and an estimated 18 million perpetually driving the highways of the city in mopads.

The robot, Call-me-Kenneth, malfunctions and triggers the First Robot War. Dredd leads the fight-back against the mechanical revolutionaries and eventually destroys Call-Me-Kenneth with the help of fifth columnist robots opposed to Kenneth's tyrannical ways. Anti-robot lobbies follow in the wake of the war but radical Justice Department reforms ensure that robots cannot rebel against their human masters.

Rico Dredd returns to Mega-City One, having completed his 20-year stretch on Titan, and is killed by Joe Dredd while attempting to take his revenge.

2100

The Mega-City 5000 bike race ends in Spikes Harvey Rotten failing to make the finishing post after Dredd intervenes. He is sentenced to life in the iso-cubes for a variety of crimes.

Mega-City Two falls prey to the deadly viral disease, 2T(FRU)T, which threatens the very existence of the city, turning those afflicted into insatiable cannibals. Dredd is given the task of getting the vaccine to Mega-City Two via an overland mission. Knowing he will need someone with outstanding bike skills, Spikes Harvey Rotten is released from custody and accompanies the Cursed Earth expedition. Spikes is killed as Dredd approaches Mega-City Two and falls-foul of old but vengeful war-droids led by the murderous General Blood n Nuts. Dredd finally reaches the Mega-City with the vaccine and arranges for Tweak, an intelligent and peaceful rock-eating alien, to be returned to his home planet, keeping the secrets of Tweak's world (an abundance of valuable precious metals and ores) from humans.



2101

Dredd returns to Mega-City One from his Cursed Earth mission to find that, in his absence, Deputy Chief Judge Cal's power and influence with the SJS has increased dramatically. A robot look-alike is used to try and frame Dredd for a variety of crimes, including murder, and Dredd is sentenced to Titan like Rico before him. He manages to escape but is powerless to prevent Chief Judge Goodman from being murdered on the orders of Judge Cal, who takes control of Mega-City for a one hundred day reign of terror. Judges Griffin and Dredd lead the resistance movement against Cal, employing effective guerrilla tactics to strike at the feared SJS and Cal's feared alien mercenaries, the Kleggs. Cal, spiralling into greater acts of criminal insanity, plunges to his death before he can execute the entire city, taken-out by the semi-troglodyte simpleton, Fergee, a denizen of the city-bottom sewer slums close to the Big Smelly River.

2102

Judge Death arrives in Mega-City One, having crossed the boundaries separating his dimension from our own – a world where life itself has been declared a crime. Judge Death has come to judge Mega-City One and he slaughters dozens of citizens before his corporeal body is destroyed by Dredd. When the creature possesses Psi Judge Cassandra Anderson, she sacrifices herself by allowing herself to be sealed in Boing®, trapping Death's spirit within her mind.

In the same year as Death's appearance, Psi Judge Feyy predicts doom for Mega-City One in 2120 unless the Judge Child, destined to be the Chief Judge, can be found. Dredd leads the search, accompanied by Judges Larter, Lopez and Hershey. The quest takes them to Texas City and the first run-in with the murderous Angel Gang, before they are forced to follow the fleeing Angels, who have abducted the Judge Child, across the galaxy. Judge Lopez dies following the taking of Oracle Spice in a bid to locate the Judge Child but Dredd tracks the Angel Gang and Judge Child to the planet Xanadu where the Angels are killed. Dredd understands that the Judge Child, Owen Kryslar, has manipulated a trail of murder and mayhem across the galaxy and so he leaves the boy to his fate, returning to Mega-City One alone.

2103

Judge Death is freed by his compatriots; Judges Fear, Fire and Mortis. When the Dark Judges seal off Billy Carter Block and begin murdering its population, Judge Dredd and the revived Judge Anderson enter the block and force the indestructible beings to retreat across the dimensional span

to their own, dead world. Anderson and Dredd follow the creatures and Anderson channels the wrath of the lost souls on Deadworld to exorcise the Dark Judges.

2104

A series of Block Wars accelerate into Block Mania, under the influence of Orlok the Assassin, a Sov Bloc agent who has contaminated Mega-City One's water supply to induce the citywide Block Wars. The Mega-City erupts into chaos, with Block War affecting every single sector and even Judges succumbing to the condition. An antidote is developed but it is now too late. East-Meg One's plan to destroy Mega-City One is in full spin and Mega-City One is almost powerless to resist.

Supreme Judge Bulgarin of East-Meg One launches an all-out nuclear strike heralding the Apocalypse War. Prolonged fighting devastates both the Mega-City One and Sov Bloc sides but a daring raid into Sov territory results in the obliteration of East-Meg One by its own missiles and the invaders finally surrender. Chief Judge Griffin has been killed in the war, along with over four hundred million other citizens and Judges. Most of Mega-City One is in ruins and millions are homeless, setting up more makeshift shanty towns in and outside the city walls. Judge McGruder, head of the SJS, takes over as Chief Judge.

2105

The city is gradually rebuilt, bringing some much-needed employment to Mega-City One citizens but many parts still lie in irradiated ruin.

2106

Tek Division produces the Proteus, a prototype time machine. The machine is used by Judges Anderson and Dredd to travel forward to 2120, in order to discover the truth of Judge Feyy's final prediction. In 2120 they discover the ruined Mega-City, ruled over by the Mutant, a vastly powerful psionic being created from the cloned tissue of Owen Kryslar, the Judge Child. Dredd loses his eyes in combat and battles his undead future self. The Judges return to 2106 with the undead version of Dredd, and Chief Judge McGruder orders the termination of the Grunwalder – the robot leader of the Xanadu enclave where Dredd had left the Judge Child, and the destruction of his castle in an attempt to prevent the calamity from taking place. The inactive undead Dredd is placed in the Justice Department's Black Museum and Judge Dredd is fitted with bionic eyes (an operation he grudgingly admits he should have had done years before).

2107

Judge Anderson is lured to Deadworld and duped into reviving the Dark Judges, who subsequently leave her for dead when they return to Mega-City One. The Dark Judges use their Dimension Jump technology to teleport across the city, always one step ahead of the Judges and killing thousands in the process. Eventually Psi-Division manages to predict their arrival point and the Dark Judges are trapped in limbo through the use of a prototype Justice Department Dimension Jump device.

2108

Shujan, the Warlord of Ji, a powerful oriental psion, comes to Mega-City One and raises the Seven Samurai – immensely powerful demonic entities that threaten the very security of the city. Shujan and the samurai are destroyed through the efforts of Psi-Division but the situation would not have arisen if Chief Judge McGruder had not been so cautious in her handling of the Warlord in the first place. McGruder resigns as Chief Judge and takes the Long Walk. Judge Silver assumes Chief Judge tenure. The Democratic movement in the city gains momentum, prompted by the death, at the hands of the Judges, of pro-democratic lobbyists.

Democratic Tendency takes over Channel 48 breakfast show. Mega-City One housewife, Hester Hyman, makes an impassioned plea to the people of the city to challenge, peacefully, the authoritarianism of the Judges. The members of Democratic Tendency are killed in a showdown with Judges but the seeds of a democratic uprising are sown, especially in the mind of Hester's peaceful, law-abiding husband, Gort.

2109

A colony war on the fringes of the galaxy results in 8 million pints of blood being required for the human casualties. Mega-City One citizens face a compulsory blood donation programme. Rumours spread that Justice Department is selling the donated blood at a profit and at least one needle-phobic citizen manages to waste over 3,000 pints of donated blood when he panics and crashes a hov-car into the containers loading donated blood into a shuttle transit.

The democratic movement arises again with new leaders. Peaceful protests are called against Justice Department and Chief Judge Silver puts Dredd in charge of discrediting the protesters using any means possible. Justice Department uses a variety of dirty tricks, intimidation and smear tactics to limit the demonstration's impact but still 16 million citizens

march on the Grand Hall of Justice. Judges use strategically placed sonic cannon and Wally Squad crowd infiltrators to disrupt and demoralise the protesters and, as the march descends into violence, the Judges deftly deal with the pro-democracy movement, crushing it completely.

Although Dredd is responsible for crushing the march, he has doubts over the validity of his actions.

Later that year, Marlon 'Chopper' Shakespeare, the Midnight Surfer, escapes Mega-City One whilst being transferred to a more remote iso-block. Supersurf 10, being legally staged in Oz City, has brought the citizens to their feet to demand Chopper's release as Mega-City One's contender. Chopper treks to Oz from Mega-City One atop his powerboard where he finally competes but loses the contest to Jug McKenzie, the Oz favourite to win. Chopper, despite his escape, is given his freedom by the Oz Judges.

Whilst Chopper competes in the Supersurf, the Judda, clone super-Judges created by the founder of the Justice Department's cloning programme, Judge Judd, assault the Grand Hall of Justice using teleport devices. Dredd, out in Oz to apprehend Chopper, traces the Judda to Ayres Rock and infiltrates Judge Judd's mad revenge scheme, finding the cloned Judda worshipping Judd as a demigod. A nuclear warhead is teleported into Ayres Rock, bringing the Judda's short-lived tyranny to an end.

2111

Kraken, last of the Judda clones in Mega-City One, is failed by Dredd on his Full Eagle Day despite a flawless performance. Kraken is sentenced to be terminated and administers his own lethal injection, which is, in reality, a powerful sedative.

Growing doubts in his own performance and actions as a Judge lead Dredd to question his future and he opts to take the Long Walk. Dredd is absent from Mega-City One for almost a year, during which he is assaulted by the Sisters of Death; Nausea and Phobia. Dredd suffers from amnesia during this ordeal but finally recovers his memory and returns to Mega-City One.

2112

Chief Judge Silver makes Kraken a Judge and uses him to replace Dredd, who is wandering the Cursed Earth. Under the influence of the Sisters of Death, Kraken kidnaps Psi Judge Agee and the Sisters use her mind to form a bridge to Mega-City One from their own dimension, Deadworld, the home of the Dark Judges.

Kraken is forced to free the Dark Judges from dimensional limbo and they bring hell to Mega-City One, turning it into the Necropolis. Despite the efforts of Dredd and other Judges, over sixty million citizens are killed before Agee's own death breaks the bridge between worlds and three of the Dark Judges are re-imprisoned in Boing@. Judge Death, however, remains free.

The Necropolis crisis results in Chief Judge Silver's death and McGruder, having returned from the Cursed Earth, re-assumes the office.

2113

The Democratic Referendum, established in the wake of Necropolis, is sabotaged by conspirators who also want to murder Dredd. Judges Dredd and Dekker round up conspirators and discover they include Judges Grice and DeGaulle. Dredd's campaign exposes the weaknesses of the Democratic Referendum and Mega-City One's citizens overwhelmingly re-elect Justice Department to govern the City.

Later that year, Chief Judge Silver, thought to be dead, returns in a zombie-like form, explaining that Judge Death had left him alive for regular torture. He demands that McGruder relinquish control of Justice Department to him but Dredd resolves the issue by executing Silver for promoting Kraken and giving the Dark Judges a foothold via the Necropolis incident.

2114

Sabbat the Necromagus arrives from the year 2178 and sets about reanimating the dead all over the world. Billions die as several Mega-Cities are completely overrun by zombies and the only option is to use nuclear weapons to prevent the undead from increasing in strength. Aided by Johnny Alpha, a mutant bounty hunter from Sabbat's time, an elite squad of Judges led by Dredd ends the conflict.

2115

Chief Judge McGruder instigates the Mechanismo project to supplement the dwindling ranks of the Street Judges. The project is conducted under extreme secrecy by Tek Judge Stich and results in the Mechanismos – robot Judges invested with programming that mirrors that of their human counterparts. When two units (5 and 8) malfunction and run murderously amok, Dredd confronts McGruder and the project is put into abeyance – but not abandoned. McGruder continues with the project. Unit 5, which has not been destroyed, reactivates and escapes into the Mega-City One sewers where it remains at liberty, emerging periodically to

terrorise and kill. This catastrophe of the Mechanismo project notwithstanding, McGruder authorises the development of Mechanismo Mark IIs, this time under the aegis of Tek Judge Quiggley. Quiggley, after a year of work, almost has the improved Mecahnismos ready for a second field test when Unit 5 re-emerges from the sewer and begins its third campaign of murder. Taking personal charge of the search for the errant robot, McGruder brings forward the Mk II field test and deploys them on the streets, reasoning that the best way to anticipate the next move of Unit 5 is to use other robots to hunt it.

Dredd, appalled to learn that the Mechanismo Programme has continued in secret, demands the Chief Judge's resignation. She refuses, causing lasting friction between the Senior and Chief Judge. Resolving to stop the Mechanismo Programme, Dredd decides to discredit the Mk II units by finding Unit Five before they do. Dredd is successful but needs to bend the law to bring the Mechanismo project to an end.

2116

McGruder resigns for the second time and it is plain that she is suffering from dementia. Judge Hadrian Volt becomes Chief Judge.

2117-2119

Dredd becomes Sector Chief of the notorious Sector 301, a dumping ground for those Judges who lack the moral fibre for street work but, owing to strained resources, cannot be dismissed from duty or sentenced to Titan. Dredd establishes a task force of Judges to investigate evidence of Judge corruption that is discrete from the SJS. Led by Judge Galen DeMarco, the task force meets with success but is compromised by DeMarco's affair with her colleague, Judge Warren. The Sector 301 clean up establishes the involvement of the Frenz Mob in the Justice Department corruption and Dredd instigates a harassment campaign against them. This results in mass gang warfare against the Sector 301 Judges but Dredd prevails and gets the Frenz boss on three hundred outstanding parking offences, resulting in 25 years cube-time.

2121

Nero Narcos commences his Doomsday Scenario with the assistance of Orlok, the East Meg Judge who was responsible for instigating Block Mania twenty years earlier. Sabotaged Mk II Lawgivers simultaneously self-destruct, bringing havoc to Justice Department. Dredd himself is captured by Orlok and taken to the exiled East Meg *Diktatorat*, which is now based on the Mediterranean Free State: a huge collection of ships docked together in a single compound in the

Mediterranean Sea. Dredd is placed on trial for war crimes and genocide, his trial being televised to the world. Evidence given by Orlok establishes East-Meg's culpability for the Apocalypse War and Dredd is released, only to walk into a trap established by the *Diktatorat* to have him murdered. Anderson and Dredd escape to Brit-Cit with both Orlok's help and his treachery.

Meanwhile, Mega-City One battles against the Assassinator droids of Nero Narcos. Dredd co-ordinates the resistance from Brit-Cit and manages to seize control of three strato-freighters containing Assassinator droids Narcos has based in the Cursed Earth. Dredd has these reprogrammed, and uses them to retaliate. Narcos begins to suffer heavy casualties as the Judges rise up, led by Deputy Chief Judge Hershey, and the tide begins to turn. Dredd and his squad return to the city to join the fight and by the time Narcos recognises he is defeated, Dredd's robots have regained control of the city's nuclear weapons. Narcos's Doomsday option is ended. Narcos is executed by a dozen Judges, and Dredd regains control of Mega-City One.

In the wake of the Doomsday Scenario, Chief Judge Volt takes his own life. Deputy Chief Judge Hershey becomes the new Chief Judge.

2122

A Dredd-clone called Rico (named after Dredd's late clone-brother) requests transfer from Texas City to Mega-City One. Dredd takes the younger clone under his wing and grants Rico full eagle status.

2123

A version of Judge Cal from a parallel dimension leads an army of perps against Mega-City One. Cal takes over the Grand Hall of Justice, killing hundreds of Judges in the process and crucifies all his prisoners in the street. He is finally stopped by Dredd and killed (again) with the help of a civilian, Darien Kenzie – but only after considerable loss of life.

Ex-Space Corp trooper Armon Gill begins a crusade to eliminate citizens who openly criticise Justice Department. He is directed by Judge DeKlerk, head of the Special Operations Executive. Gill is captured and sentenced to a Cursed Earth work camp but Judge DeKlerk's involvement goes undetected.

2124

Orlok the Assassin is recaptured but not before releasing a virus that kills hundreds of thousands of Mega-City One citizens. He is executed on live vid broadcast the next year.

In the same year, Judge Death again escapes confinement.



MACS DATABASE



2126

The Total War Terrorist group triggers multiple nuclear bombs, resulting in the deaths of four million people, in a bid to force the Judges out of power. The attempt is counter-productive, as the public is appalled at the enormous loss of life which was supposedly caused for their benefit. Any remaining mainstream support for democracy dwindles still further.

2127

Following Total War's terrorist outrages, hundreds of thousands of citizens have been left homeless and live in overcrowded, crime-ridden emergency camps. The Half-Life plague, spread by a treacherous Psi Judge, results in a wave of murderous violence that eventually kills one million people. The Half-Life plague allows the Sisters of Death to launch another attack, with entire blocks being wiped out by plagues and poltergeist activity.

2128

Ciudad Barranquilla is in the grip of civil war and Mega-City One leads a peacekeeping mission. However this proves to be a regime-change ruse, designed to install a new Supreme Judge who is under the effective control of the Mega-City One Justice Department.

2129

A dimensional portal opens to the parallel world of Kaluza; a dimension composed of dark-matter. The portal allows demonic creatures to invade the city, slaughtering whole sectors and causing a crime-increasing psychic backlash. The assault is halted only when Judges invade Kaluza and shut the portal down.

In the same year, thirty city-blocks designed by Findhorn Gask reveal themselves to be giant robots, which, once activated, rampage through the city, before being convinced to stop and turned into a satellite city.

Also in 2129 the Council of Five rejects Dredd's proposal to relax the mutant ban. Dredd responds with a massive crackdown on the city's Mutant Farm facilities.

2130

Following more pressure from Dredd, the mutant laws are reviewed again and repealed, out of fear that Dredd will resign. The change in the law results in widespread rioting by citizens, followed by frequent hate crimes against mutant migrants.

2131

The current year for *Judge Dredd* campaigns. Senior Judges, against the mutant rights laws, force a vote to replace Hershey as Chief Judge in the hope of undoing

the changes. Their plot is a success and Senior Judge Dan Francisco becomes Chief Judge – even though his victory is the consequence of a fake assassination attempt.

RUNNING JUDGE DREDD CAMPAIGNS

The Judge Dredd stories, as told in 2000 AD and its spin-off publications, offer excellent templates for crafting rewarding *Judge Dredd* scenarios. The stories can be categorised into several types:

ONE-OFF CRIMES

Many stories focus on a single crime: from it being committed, through its investigation and concluding in the sentencing of the perp. The aim of these stories is to show how justice is enforced in Mega-City One and how each type of crime has an impact on the citizens and the perp himself. Crimes range from the mundane (such as littering or speeding) through to the truly bizarre, such as bodysnatching or Stookie Glanding. Each story is framed differently but the components are essentially the same:

- The perp's motivation for the crime
- The committing of the crime
- The crime's effects
- The Judge's involvement
- Resolution and Sentencing

Many crimes are opportunistic, rather than being executed according to a plan and although the crimes may be bizarre, they tend to focus less on the fantastic elements found in Judge Dredd stories and more on the motivation and effects on citizens and the city. Not only do these stories serve to illustrate a crime, they serve to offer an insight into the mind of the perp and how a Judge has to handle the situation.

Such stories are effectively One-Shots – single, self-contained adventures that can be resolved in one (or two, at the most) session of game play. The crime is not elaborate or extensive but follows a straight-forward plan:

- The crime is committed
- The Judge investigates
- A chase or stand-off ensues
- Justice is dispensed

This kind of story is an excellent way for Referees to introduce the myriad different crimes committed in Mega-City One to new Players and, especially, those Players who have little

experience of the Judge Dredd stories and setting. They give the characters excellent exposure to the foibles of perps, a decent amount of action and the chance to exercise essential skills and, because Mega-City One is inevitably a violent place, a combat of some form.

If you are a Referee new to *Judge Dredd*, or your Players are new to the setting, it is recommended that the first few game sessions take this kind of One-Shot format. It helps to cement in place both the character of the city and the role of the Judges without large amounts of background or detail being necessary. The crime in question is the focus; how the Judges solve it and deal with the perp being the challenge. As the Players (and you, as Referee) become more familiar with the setting, these One-Shots do not need to be so frequent, although a good sprinkling of them throughout a campaign reflects the fact that Judges are required to do a daily job of work and that petty crime happens every minute of every day – and has to be dealt with.

MEGA-CITY ONE SNAPSHOTS

Mega-City One snapshots are not necessarily crimes: frequently they are the aftermath of a crime or a focus on the victims of a crime. Quite often, a crime results from a law-abiding pursuit and the aim of the story is to illustrate the lives of Mega-City One's citizens and bring to life the tediousness of their existence, against the backdrop of the enormity of the city.

Judges do not need to investigate a crime and arrest a perp but they do need to interact with citizens, understand the nature of the incident they are involved with and, perhaps, pass some form of judgment or instigate some form of help. Dredd, for all his stony-faced dedication to the law, frequently involves himself in such stories – be they a child's brain that needs implanting into a robot body so that she and her parents can enjoy a family life; or simply interviewing the victims of a crime to better understand the motives behind it.

The Player Character Judges should be involved in these kinds of scenarios too. They do not necessarily involve gunfights, chases or on-the-spot sentencing but they do engage Judges with the innocent, law abiding public allowing them to gain some sympathy with them and increase their awareness of the consequences of both a crime and a Judge's actions on the general public.

Many of these snapshot stories are told through the eyes of the citizens, rather than from the perspective of the Judges, which can be hard to achieve in a roleplaying game and is not necessarily effective. However, these low-key, low-action stories are a good way of breaking up the routine and allow both Referee and characters to become involved in a good story. Snapshots are very much like one-offs but can be more complex.



The focus is on the people affected by the circumstances of the story and not necessarily on the crime. Snapshots allow Judges to see beyond the criminal tendencies of Mega-City One citizens and humanises the Judges (slightly). Snapshots can be good ways of introducing regular supporting characters or stories that can be used later, in more detailed story-arcs or epics, to give the Judges insight or simply to lend depth and colour to the campaign.

Snapshots should be used sparingly – perhaps as the antidote to a run of One-Shot crimes or in the aftermath of a detailed investigation or Epic Storyline. Used sparingly, they are effective tools for bringing depth to *Judge Dredd* games and can be especially effective if there are only one or two Players involved in the session.

ON PATROL

As the name suggests, Judges are out and about – on foot or in the saddle – and simply dealing with whatever crimes and incidents are strewn in their path. On Patrol stories are short, sharp bursts of action allowing Judges to deal with a variety of petty crimes quickly or become involved in dealing with a major incident that has a simple and fast resolution.

The key to an effective On Patrol story is for the Referee to have a series of crimes ready-prepared that can dropped, in any order, into the Judges' path. The Perps section in the **Crazies, Fatties, Muties and Perps** chapter offers a random way for determining crime and this can be an excellent tool for handling routine patrol scenarios. The essence is to have a variety of different crimes and to have each resolved quickly before the next is introduced. The pace should be fast – so no sooner has one perp been cuffed to a holding post than another perp is committing an offence across the street. If a series of crimes can be linked to a single, triggering incident, then this makes for even more fun as the Judges follow a paper-trail of incidents stemming from a single (and perhaps innocent) root cause. On Patrol scenarios are excellent for unplanned game sessions where the Players do not need a great amount of detail and simply want to engage in what is called 'sandbox' play – that is, just getting on with their jobs and exploring as a part of being a resident of a place. It helps to have some crimes structured before play begins but with experience Referees will learn how to produce crimes and handle them, on the fly.

On Patrol scenarios should therefore aim for diversity and fast resolution (so no convoluted gun battles), usually with a whimsical feel or heavy dose of irony to accompany the proceedings. The On Patrol stories found in the Judge Dredd saga are typically blackly humorous and illustrate both the

absurdity of Mega-City One and the absurdity of the justice system. A good way on introducing light-relief and great for exercising the dispensation of instant justice.

DETAILED CASES

Detailed case stories revolve around the in-depth study of a crime. From the Judges' perspective they have no idea as to the perp and/or the motive and must use deduction, questioning, evidence and other investigational techniques to identify who committed the crime and why, then drive the case towards resolution.

Detailed case stories do not need to involve complex motives or bizarre crimes; indeed, many such cases in the Judge Dredd saga focus on straight-forward crimes committed for understandable, straight-forward motives. Examples of Detailed cases:

- Crimes of Passion
- Peeping
- Revenge
- Carefully planned heists and robberies
- Meticulously planned murders
- Missing Persons
- Blackmail/Extortion
- Fraud

But the list is perhaps endless. Any crime, with any motive, can form the basis of a detailed case.

A detailed case investigation should take several sessions of play to conclude and should include the following elements:

- Response to the initial crime report
- Dealing with witnesses, victims and the body (if one is present)
- Crime Scene Investigation, calling in Med, Tek and Psi support as needed
- Taking witness statements, with routine lie detector tests
- Interrogating potential suspects – sometimes discreetly; sometimes heavy-handed
- Following-up leads
- Using informers
- Identifying the suspect or shortlist of suspects
- Verification of the suspect(s)
- Making the arrest
- Sentencing

In most cases of this type, the perp has carefully planned the crime in advance. He need not be a criminal genius of the PJ Maybe variety but smart enough to know that forensics will

provide valuable clues and acting suspiciously, and without solid alibis, will quickly lead to the presumption of guilt. Perps are therefore not necessarily opportunists; or if they are they have kept their cool and made as clean a getaway as possible, taking valuable evidence away with them or destroying it.

Judges need to employ a variety of techniques to solve a detailed case: investigation and attention to detail are watchwords. Witness statements need to be checked, rechecked and cross-referenced. Investigation takes time and may offer valuable clues or complete red herrings. Casual witnesses may need to be tracked-down and this can be time-consuming. A team of Judges can, of course, split their efforts but this can make it difficult for a Referee – and the group – to keep everyone's interest: helpfully, Judges in the Judge Dredd stories are often shown working together frequently and as a team, so the Player Characters should be encouraged to follow that precedent.

The biggest challenge is for the Referee in creating a case that is complex, challenging but also rational in its structure. Detailed cases need careful preparation and the motives and experiences of Non-Player Characters established in advance and carry a mixture of both fact and irrelevance to ensure the Judges have to work for their results. Detailed cases are therefore harder to run and manage than the scenario types already discussed and will therefore be infrequent affairs but are nonetheless rewarding.

One thing to bear in mind is simplicity. Most detailed cases in Judge Dredd are not especially complex: detailed, yes but the twists and turns found in popular detective drama are curiously absent and this is a good thing. A simple case, with detailed and well-drawn characters, evidence and so forth, is far easier to manage than a complex, convoluted case with multiple red herrings, perpetrators and obscure motives. Complex cases are difficult to structure and errors easy to make. Keep the nature of the case straightforward and invest time in providing the detail. Fiendishly clever crimes are fine of course but take far longer to structure and may even be difficult to present during the game session.

EPIC STORY-ARCS

Judge Dredd specialises in, and excels at, epic storylines. The Cursed Earth, Judge Cal, The Judge Child, Apocalypse War, Necropolis, The Pit and the Doomsday Scenario are examples of ambitious storytelling at its best. The themes in common:

- A city-wide or global threat
- One or more major, highly powerful villains with grand schemes in mind
- Recurring arch-enemies (The Dark Judges, Orlok, Cal and so forth)
- Treachery and corruption in high places
- Weaknesses of top-level judgment
- Incursion of advanced or supernatural forces
- Dire threats to the Justice Departments
- High body counts
- Destruction on a vast scale
- A rebellion or fight-back against dreadful odds
- Ingenious solutions that save the day
- An aftermath that changes the way Mega-City One progresses

By their very nature, Epic scenarios take many sessions to complete – just as the stories in 2000 AD take weeks or months (usually months) to resolve. This means careful planning on the part of the Referee – but it also requires ambition. An epic storyline is the time to introduce as much bizarreness and adversity as possible; it is time for those grand gestures and uber-villains to be wheeled-out centre stage and your Judges be given a shot at the title.

However, these epic tales have a certain structure that is worth noting:

SLOW-BURN OPENING

With a few exceptions, most Judge Dredd epics begin with a slow-burn opening. An innocuous, routine case either builds into, or contributes to, the grand themes of the epic. The Apocalypse War, for example, begins with Block Mania. Necropolis builds with Dredd's resignation and the Dead Man story spin-off. These slow-burn openings can be One-Shots, Snapshots or Detailed Cases that, at first glance, are done and dusted once the arrest is made. However, events within those stories act as triggers for further events that build, gradually, into the theme of the epic story.

SLOW VILLAIN REVEAL

The villains behind the epic are rarely revealed in the beginning. Their involvement develops over time. Orlok, for example, is not revealed as the Block Mania instigator for several episodes and War Marshall Kazan, the murderous leader of the Sov Bloc forces in the Apocalypse War, does not make an appearance until halfway into the story. Nero Narcos, in the Doomsday Scenario, appears towards the end of the story. It is therefore not necessary to have the major

villain front and centre from the word go. More important is their influence, exerted through agents and proxies, which gradually focuses on the main villain himself and leads the characters into one or more confrontations with him at suitably dramatic points.

ACTION FOCUS

The epic Dredd stories focus less on investigation and more on action and adversity. This is a time for Judges to be physically tested and challenged. Combats are frequent and brutal; foes are tough and injuries common. Body counts are high, escalating as the Judges fight their way to the source of the evil and attempt to save their city. Investigation and use of the little grey cells should not be ignored though – especially in the early stages of the story. But once the main plot is revealed and the Judges sure of the nature and extent of the threat, guns should blaze and buildings should fall.

THE JUDGES WILL FAIL

Classic storytelling techniques always have the protagonist suffer a major defeat or drawback, only to pick himself up and overcome the odds to reach a satisfying climax. Judge Dredd epics are no exception. Dredd himself has been mortally wounded, blinded, irradiated, turned into a werewolf, zombieified, Block Mania infected and even driven to the brink of despair. Despite his superhuman capabilities, the flawed human beneath; vulnerable and sometimes lacking in confidence, is exposed. Dredd has to fight back and overcome these adversities to drive the epic to its conclusion. The Judges in your epic stories should be placed in similar positions. What this means is that, as a Referee, you should not flinch from allowing harsh decisions to place the Judges in serious peril – and even close to death – but they should also be given the opportunity to recover and fight back, albeit encumbered by their hardships.

Note that Judges should not be immune to death. Poor decisions should be rewarded with harsh consequences; stupid actions with a common-sense return. Similarly, self-sacrifice to advance the plot or increase the party's chances of success should be nobly acknowledged and the Player immediately brought-back into play with a supporting character. But Judges are notoriously unsentimental and their training and dedication means that self-sacrifice, where no other option exists, is expected and taken.

HERO POINTS

Referees may wish to consider giving Player Character Judges a pool of Hero Points for use in epic stories or at the most difficult junctures. Hero Points work in the following ways:

- Allow any one skill roll to be re-rolled – either the character's or an opponent's: however, only one re-roll per situation is allowed and the Hero Point is spent regardless of the outcome.
- Bring a character back from the brink of death or suspend immediate death so the Judge can accomplish a drastic action (a Judge, peppered with automatic fire, manages to crawl towards the nuke and switch it off, even though, using the rules, he would have died metres before reaching it. The Judge expires heroically as the city is saved).
- Gain ONE particular plot insight, if the Referee deems it appropriate.
- Recall, remember or stumble upon an obscure clue, piece of knowledge or equipment that will help progress the plot.

If Hero Points are used (and look at any Judge Dredd story and you will see examples of how, if the story was a roleplaying game, Hero Points would have been used), then the Referee is always, always the arbiter on when, where and how. Players should not use Hero Points as 'Get Out of Jail Free' cards, nor insist on using Hero Points to mitigate bad or poor decisions. There is also no *right* to Hero Points: they are assigned at the Referee's discretion and may last for one scenario or game session only.

When Hero Points are used, it is recommended that characters receive no more than 3 Hero Points for that epic storyline. When it is over, Hero Points, if any remain, fizzle into thin air and do not carry over into the more mundane stories of the campaign (unless the Referee decides otherwise and wants to use Hero Points on an extended basis). *Judge Dredd* is heroic but it is also gritty; use of Hero Points should be measured and used to drive particular story needs – not as a magical solution for all conditions.

FANTASTIC PERIL

Many of the best epic stories in Judge Dredd have, as their basis parallel dimensions, time-travel and apocalyptic science that, if subjected to the microscope of reason and hard science, would fall apart instantly. Not so in epic stories: this is the place for the outlandish and the inexplicable. Plot devices do not need or require rational explanations or real-life underpinnings. Top Secret Justice Department mega-weapons are unveiled as plot devices and do not need to have been hinted at or explicitly stated in earlier stories or, indeed, in this rulebook. Time and dimensional travel works – but you do not need to explain how. Even fantasy concepts such as magic and sorcery can be fairly used in epic stories and do not need to be given a rational foothold.

for their use. Dredd frequently encounters the supernatural or irrational science in the course of his epic adventures; so should your Judges. Dredd rarely analyses them or seeks an explanation: he dismisses them as weird and gets on with it. So should your Judges. The intent of an epic story is fun, peril and adventure in a heroic comic-book mould. Strange, bizarre and fantastic stuff *works* and does not feel a need to explain how.

LET MEGA-CITY ONE HAVE IT BIG TIME

By rights, Mega-City One should be uninhabitable, given the nuclear, biological and supernatural attacks it has faced over its history. Entire regions have been blasted into oblivion only to be speedily rebuilt afterwards. Whole city blocks explode and millions die; but the city carries on. The reason is that Mega-City One is a character every bit as important as Judge Dredd – and your Judges. So, in an epic story-arc, whole sectors can, with license, be nuked, submerged, transported to the domain of the Dark Judges, immolated, infested, contaminated and smashed to smithereens by alien weapons or giant, sentient robots. It is almost true to say that an epic storyline is not complete without such wide-screen, hi-definition destruction – and so it should be in your own epic

DREDD'S STATISTICS

Although game statistics for some of the famous perps have been provided, there are deliberately none for Judge Dredd. The reason for this is simple: Dredd is bigger than any game system can easily encompass. His use in the game should always be under the Referee's control and his statistics, relative to the characters', are immaterial. If Dredd enters regular play, he becomes the focal point for the game and his game statistics are so far in advance of Player Character Judges that it is unfair to offer them. Dredd is a symbol of ultimate justice; that helmet stays on for a reason.

Given his physical and intellectual prowess, Dredd can be assumed to have a *minimum* level of 6 in all skills Judges routinely use in their duties. He is skilled in all Street Judge Special Techniques. He can be wounded and knocked down but no foe has managed to kill him yet. He is human and mortal but as a symbol he is indestructible.

stories. At the end, those areas will stay ruined until rebuilt. This means Judges may have to relocate or get involved in the rebuilding. Inevitably, Mega-City One will prevail and rise from the ashes, its spirit and idiosyncrasies intact. Citizens will go back to their humdrum lives and Judges will return to their patrols to dole-out cube-time to litterers, slowsters, taps and Umpty Baggers – just as they did before the epic events occurred.

LOCATIONS & MAPS

In a city where every city block contains pretty much everything a citizen needs throughout his whole life, Players need not necessarily have to remember, or even be told to begin with, the location of the nearest kneepad stall or munce burger joint. You can simply assume they readily find a suitable place and will take just a few minutes to get there, whether by vehicle or on foot.

When they start interacting with the citizens of Mega-City One and begin forming relationships with serious Non-Player Characters, you will find they naturally gravitate to specific locations without too much work on your part. Do not try mapping Mega-City One. Do not even try mapping a complete sector. People have tried it before and have gone insane. The multi-levelled nature of the city blocks and spaghetti-like road system is extremely complex and would require a high-powered computer to achieve success. For the purposes of the game itself, such maps are also irrelevant. You can safely assume that any city block is connected, at many levels, to its neighbours and to every block within several miles by zoom tubes, skedways, pedways and hoverports. Any citizen can reach pretty much anywhere in the city, given enough time. Judges on Lawmasters will be able to travel between blocks within just a few minutes. Though hideously complex, the transportation systems of Mega-City One work to a large extent.

Instead, maps should only really become necessary when you come to focus on the actions of the Players. There is no need to map every level of a hundred-storey block but a diagram of the level the Players are travelling to, and a map of the apartment they are visiting, will likely prove beneficial. You do not need to plot every connecting road within three miles as the Players close in on a group of wreckers but the underpass in which they have halted traffic may be well served by a complete map showing their positions and those of overturned and burnt out vehicles. In short, when describing what Mega-City One is actually

like, simply detail what you need to and leave the rest to your imagination and that of your Players. Anything else will likely be superfluous.

THE BIG NAME CAST

Every so often it is fun to have the big names from the Dredd saga wander into a story; Dredd himself, Anderson, Hershey, Giant and so on. Remember that Mega-City One is a huge place and so the chances for your Judges to encounter such greats (unless based in Sector 44, which is where Dredd and company tend to operate) will be rare, but not impossible. The Judges may be called by Dredd as back-up or may find *him* backing *them* up on occasion, or may find the likes of Anderson providing detailed psionic support when the Judges need someone of a sufficiently high level of psionic experience and no one else will do.

Referees should bring the named characters into scenarios every once in a while. It establishes continuity with the wider saga, exposes characters to the legends of Justice Department and establishes links that may be useful and important for later scenarios – especially epic story arcs. However, resist the temptation to have Dredd roar-in on his Lawmaster just to save the characters' backsides; or for characters to summon Dredd every other day simply because they cannot be bothered solving something for themselves. Not only is Dredd busy, he will not be happy and will most likely deny frequent (and even infrequent) requests from junior Judges. Relying on Dredd too much as a *deus-ex machina* will simply earn the Judges Dredd's scorn and result in an official reprimand and competency assessment by their Sector Chief when Dredd makes his feelings felt.

REPLAYING THE CLASSICS

Part of the fun of a roleplaying game based on a popular body of fiction is the opportunity to replay and perhaps alter the stories from the saga. *Judge Dredd* is no different and your Judges can have the opportunity to fight in the Robot Wars, defy Cal (or perhaps side with him?), trek across the Cursed Earth, hunt for the Judge Child (and perhaps bring him back), arrest PJ Maybe and Chopper and face-off against Judge Death. The default year for *Judge Dredd* campaigns is 2131 but there is nothing to prevent you from setting your

campaign at any point in Judge Dredd's timeline and using your Judges as the focus for Dredd's adventures and cases. Indeed, a great deal of fun can be had through changing how those adventures progress and letting the characters develop the famous storylines from their perspectives – and thus altering future events to create a completely unique version of Mega-City One. Perhaps Dredd does not exist; perhaps he perishes in the Cursed Earth or when shot by Judge Slocum during Cal's reign of terror. The opportunity and decision is yours.

If you choose to remain faithful to the canon, then the characters could be assisting Dredd or acting in his place, but following events largely as they are resolved in the stories. The timeline at the start of this chapter places key events (although not all of them) in chronological order so Referees can see what future events will be influenced if the campaign replays the classic stories.

Or, perhaps your Mega-City One is a parallel version of that found in 2000 AD. There is certainly a precedent for this, as Judge Cal's return proves. In a parallel Mega-City One Dredd might be a routine Street Judge, head of SJS, Chief Judge or even serving a stretch on Titan for excessive brutality. Perhaps Cal or the Mutant or the Sisters of Death rule Mega-City One. Did the Apocalypse War take place? Did East-Meg One win? All these 'what if' scenarios can be an excellent way of developing a very similar Dredd campaign without having to stick rigidly to the canon.

CROSSOVERS AND MEGA TEAMS

Dredd has enjoyed crossover stories with several 2000 AD characters in the past and several older 2000 AD stories (Flesh and Harlem Heroes, to name two) are precursors to Dredd's saga. Most notably Dredd has teamed-up with Johnny Alpha (Strontium Dog) and has encountered various heroes from non-Rebellion titles – including a certain caped crusader.

Team-ups and crossovers are quite welcome in *Judge Dredd* campaigns and the *Strontium Dog* game can be considered a sister game to *Judge Dredd* (and will use similar concepts found in these pages). The Referee is encouraged to use these crossovers but to do so sparingly to preserve their effect.

JUDGE DREDD



SECTOR 13

Sector 13 is an overview of a Mega-City One sector for use as a campaign setting for your Judge Dredd games. Here you will find descriptions of all the essentials for running a Judge Dredd campaign: Sector House personnel; gangs and perps; City Blocks; recent crimes and incidents; and a host of scenario seeds for inspiring both routine patrols and extended campaigns.

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LOCATION

Sector 13 is in the old state of New Jersey, bordering the island of Manhattan and the old conurb of New York. Heavily devastated during the Apocalypse War, it has seen some of the most vigorous rebuilding projects anywhere on Mega-City One although there are still many no-go areas that are either too dangerous because of the instability of the ruined buildings, rad-pockets or because the criminal gangs have managed to impose street-rule.

The sector is bifurcated by the north/south axis of the Superslab and its eastern border (with Sector 14) is marked by the old Delaware River. The river, dreadfully polluted, has been sealed over by almost a century of Mega-City Building work; however the Apocalypse War uncovered some stretches of the dark, festering, Black Atlantic-bound waterway and these have yet to be recovered. The Delaware is nicknamed the Big Greasy by Sector 13 citizens and is known to be infested with rad-rats, mutated fish, lizards and other unpleasantness.

Sector 13 is also close to the Eustace Fargo Spaceport, which makes it one of the first ports of call for returning spacers, alien tourists and disembarking passengers – as well as a retreat for perps looking to get off-world ASAP.

SECTOR 13 AT A GLANCE

Population: 1.5 million
Major Roads: Mega-City One Superslab (90km length)
Buddy Abbott Megway
Aaron Burr Megway
Davey Copperfield Megway
Whitney Houston Mega-Circular
Norm Mailer Megway Intersect
Dionne Warwick Xpress Tunnel
Alfie Stieglitz Skedway
Phil Roth Overzoom

Notable Industries: Nervotek Chemicals; Randellson Pharmaceuticals; MC-1 Chemindustries; Gud-U-Feel Pharmacology; Sensen Electronics; Videoshak Consumer Durables; Van-Dan-Meer Industrial Supplies; Mikrodyne Engineering.

NOTABLE CITY BLOCKS:

Sector 13 has seven major city blocks and around a dozen smaller blocks (conapts, luxy-blocks, crock-blocks and so on). The seven city blocks are:

BUZZ ALDRIN BLOCK

Population: 35,000
Block Assembly: BABS
Allies: Jimmy Gandolini
Enemies: Dotty Parker

Fashioned in the shape of the ancient Saturn V moon rocket (but a taller, wider, more bloated version of it), Buzz Aldrin block mistakenly believes itself to be foremost of all the Sector 13 blocks purely due to the fact that the man it is named for was one of the first men to visit the Moon and is thus a national hero. Clearly such an auspicious individual is watching over a city block named for him and so the Buzzers consider themselves superior, in just about every respect, to the other six blocks.

Naturally enough this causes constant tension and resentment. In the Block Mania before the Apocalypse War, Buzz Aldrin block took-on all six of the other city blocks simultaneously. Unsurprisingly, it came-off the worst, especially against the vindictive dirty tricks of Dotty Parker block but the Block Mania defeat has done nothing to dent the Buzzers' arrogance. The block likes to brag that at least it had the guts to take-on all comers alone and it took six – count 'em, SIX – other blocks to bring it down.

Buzz Aldrin block is close to Dotty Parker and Jimmy Gandolini blocks. Its natural enemy is Dotty Parker and the last full-scale Block War (which resulted in 5,000 arrests and 800 dead, just in Buzz Aldrin alone) was five years ago. Dotty Parker came off the worst in that conflict, with six luxury floors wiped-out completely by a baby tactical nuke the Buzzers' Citi-Def procured from somewhere. The bitterness still lingers between the two blocks but Buzz Aldrin block has been careful to display its co-operative credentials in recent years as it does not want heavy Justice Department reprisals lodging against it.

Relations between Buzz Aldrin and Jimmy Gandolfini blocks are cordial – almost friendly; but that is likely because Jimmy Gandolfini block has had its own spats with Dotty Parker in the past couple of years and because Buzz Aldrin needs all the support it can get.

The block is controlled by the BABS – Buzz Aldrin Block Syndicate, a bunch of semi-insane, petty power brokers who self-righteously believe they understand the will of the block's 35,000 citizens. although if truth be told they do not even understand how to secure their own kneepads. The BABS are all wealthy (occupying floors AD to AA), patronising and hopelessly misguided. They operate under the impression that wealth and status equate to wisdom and political acuity; unfortunately, they have had considerable success in conveying that impression to the block's citizens through the rather cunning machinations of the BABS spin doctor, Spiral J Ague, the silver-tongued spokesman for the group and all-round creep. Through deft rumour-mongering Ague has convinced most residents of how much BABS have the block's interests at heart and how Dotty Parker block is the root cause of any woes the Buzzers might be suffering. His daily vid show, broadcast over the block's internal newscast service, is called 'Your Pal Spiral' and he patronises the Buzz Aldrin populace daily with stories about the untiring efforts of BABS members on Buzzer citizens' behalf. The show gains record viewing figures but only because all other programming is blocked for the two hours 'Your Pal Spiral' lasts. Unbeknown to the members of BABS and the rest of the block, Spiral J Ague is a serial peeper with a vast array of listening devices and cameras planted throughout the block. He has a secret listening station in the sub-levels of the block where he goes to catch-up on his favourite recordings of the rich, famous and scandalous – all to feed his prime-time show.

JON BON JOVI BLOCK

Population: 42,000
Block Assembly: Lost Highwaymen
Allies: Zeb Pike
Enemies: Bruce Springsteen

One of the two 'Rock Blocks' (the other being Bruce Springsteen block), Jon Bon Jovi (or JBJ) block is enthralled to the legend that was the 20th Century's foremost rock-god-superstar, Jon Bon Jovi who, legend says, was born and raised in the old city that lies beneath JBJ's foundations (a pack of complete lies but who's to argue?).

JBj block is stuck in a groove. The holy music of Jon Bon Jovi is pumped through every corridor, plaza and apartment floor in the block, in a never-ending loop. Images of the Great Man himself are everywhere and, hanging in pride of place

in Jonny B Plaza, encased in transparasteen, is Jonny B's six string, once touched by the Great Man's own hand and the most prized possession of the block.

Hated enemy of JBJ is Bruce Springsteen block, which claims that Bruce, not Jon, is the REAL god of rock and continually point out that, when alive, Bruce was known as The Boss, thereby sealing his credentials. JBJ refutes this, pointing out that JBJ inspired billions with his hairstyle and single-handedly brought about world peace with his iconic song 'Keep The Faith' (JBj's block anthem). The most fanatical residents of JBJ – which is to say, most of them – affect versions of Jon's hairstyle; the bigger, shaggier and longer the better. Others wear trademark synthi-leather pants, synthi-denim waistcoats and cowboy hats. Big hair and hats are in; kneepads and pudding-bowl haircuts are out. At least, in JBJ block. The hatred between JBJ and Springsteen is formidable, especially as the two blocks face each other over E Street Plaza and the two blocks enjoy sporadic Block Wars fought not with guns but with their respective rock god's songs, played at mega volume from specially designed external loudspeakers. That is, until the Judges serve a noise-abatement order, arrests are made and all goes quiet until the next time.

The block assembly is known as the Lost Highwaymen; those who are the most devout of the Bonjovites (as the cult of Jon Bon Jovi calls itself) and they call for holy rock war against all 'false' rock and the kind of tripe preferred by the Springsteen blockers. The Lost Highwaymen are a laid-back, slow drawling crowd with the biggest hair and highest Stetsons in the whole block. Reasonably democratic, occasionally concerned with wider affairs, the Lost Highwaymen are led by High Priest Ricardo Sambora (real name: Gurney Felps) and his wife Reeta. The two are indistinguishable as they wear their hair in identical, shaggy, Jonny styles and wear identical waistcoats, pants, chaps and hats. The two care only to see the Great Man honoured and his music live forever. Just like them. Both are Stookie Gland users obtaining their supplies from the Stookie Glanders in Jimmy Gandolfini block, plundering the block's finances to fund their addiction.

Beholden to Ricardo and Reeta is the Slippery 'n' Wet juve gang, which seeks to control the lower levels of the block and the E Street Plaza. The gang numbers some 500 juves and membership is dependent on every member knowing every lyric to every Jon song ever written (not hard, given the 24/7 air-time his recordings get). Unlike Ricardo and Reeta, the Slipperies are a violent bunch of juvenile sociopaths who are desperate for a decent, old-fashioned, guns and missiles Block War with their enemies, the E Street Gang, over in Springsteen. The gang leader, Teeko TorteZ, did five in the

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juve cubes for aggravated assault and emerged with near hero-status. He watches Ricardo and Reeta with interest, suspecting they have something to hide and intending to use it, one day, to his advantage.

LLOYD H CONOVER BLOCK

Population: 38,000
Block Assembly: LHC Block Rep Committee
Allies: None
Enemies: Jimmy Gandolfini

Lloyd H Conover block has the dubious reputation of having the lowest crime rate in the whole of Sector 13; dubious, because, as everyone in Sector 13 knows, everyone in LHC is an inveterate liar. Street gossip has it that LHC block lies about everything: it has the wealthiest citizens (disputed by Dotty Parker), it has the biggest dramarena (Springsteen's is bigger and has a better PA), it has the highest employment (nope; Gandolfini's is a staggering 1.5% – double LHC's) and it was the winner of the Block War it fought against Dotty Parker (so how come Judges arrested more LHC combatants than Dotty's?). Lies. LHC residents perpetrate them every time they open their mouths.

There is no doubting that LHC has one thing that is undisputed: the highest rate of Justice Department sanctioned snitchers and peepers. Justice Department relies on LHC for around 5% of its tip-offs and there is an entire floor (level C) that consists of residents who do nothing all day but train telescopes, monoculars and bugs on the streets and plaza surrounding their block and snitch to the Sector House to their heart's content.

Consequently, Jimmy Gandolfini block hates LHC with a vengeance. Everyone in Sector 13 dislikes Buzz Aldrin's arrogance but at least it has the guts to admit what it is and stands up for itself. LHC, on the other hand, skulks and snitches. And, because much of that snitching impacts on Gandolfini's business interests, LHC is hated by Jimmy G with unbridled passion. Block war between LHC and Gandolfini has been threatened for a long time but its an open secret that a war between the two would bring down the Judges harder on Gandolfini and, for a variety of reasons, Gandolfini does not want Justice Department Crime Blitzing its apartments. So Block War between LHC and Gandolfini remains a hotly anticipated rumour, rather than becoming a reality.

Head of LHC's Block Rep Committee is 'Justice' Radley Paglett. Paglett was expelled from the Academy of Justice in his final term for cowardice during an Applied Violence study project but he has embellished his history to make out that he graduated to Full Eagle and was given an honourable

discharge after being seriously wounded foiling a heist in Sector 97. He plays heavily on his training and knowledge as a Judge and stops just short of running a jimping charge. He considers it his duty to assist the Sector House in keeping Sector 13 clean and this is why he has managed to turn his block into a band of informants. The rest of Block Committee is formed of like-minded citizens who lament the levels of crime in their Sector. All of them enjoy the power and prestige snitching to the Sector House has brought them: LHC enjoys its own Judge patrol and numerous civic awards grace the walls of the mall thoroughfares citing LHC's co-operation in ending one racket or another.

But LHC has its own dirty little secrets. Gandolfini block has infiltrated LHC with its own wise guys and they snitch on the snitchers – ensuring Gandolfini stays one step ahead of the game. It has its own people in the LHC juve gang, the Orange Boys, and they have been pushing the gang's boundaries steadily and craftily for a couple of years, urging them on to ever greater offences. Justice Radley Paglett would clamp down on the Orange boys if his own, beloved son (rejected by the Academy of Justice) were not running with them. And so the LHC Block Rep Committee turns a blind eye to the gang's scrawling, tapping and other, petty crimes, because although snitching is LHC's business, one does not snitch on one's own: a maxim Gandolfini is looking to seriously exploit when the time is right.

JIMMY GANDOLFINI BLOCK

Population: 27,000
Block Assembly: JG Choir Assembly
Allies: Buzz Aldrin
Enemies: Lloyd H Conover

The real rotten apple in the Sector 13 barrel, Jimmy Gandolfini is run by the Contralto Crew, the sector's largest criminal gang. At the head of the crew is Max Contralto, overweight, lugubrious but with a sharp brain and a history of violence. Max is smart; just as his predecessors, Junior, Angio, Luigi and Antonelli were smart. The Crew has ensured that all its rackets, scams and crimes are insulated from the block through elaborate, painstakingly crafted shell companies, front organisations (who do 'charitable works', sometimes with las-cutters) and well-placed bribes. The Judges know the Contraltos are rotten; but there is insufficient evidence to pull-down the head men – Max and his cousins (and capos) Paulie, Stevie, Gus and Kris.

The Contraltos ensure that Jimmy Gandolfini block works: both in terms of efficiency and in terms of employment. The Crew runs the labour centres for Eustace Fargo spaceport and around 400 of the spaceport's human workers are from Gandolfini. These lucky citizens therefore serve the

Crew's interests at the spaceport, assisting in rackets like perp running, chump-dumping, Stookie Glanding, arms importation, illegal substance importation and all manner of other crimes that get lost in the morass of a busy, inefficient, spaceport hub. In terms of efficiency, Gandolfini shuns robots and uses human staff to do the routine maintenance, again, buying-in favours for the Crew but ensuring that the block has no need to attract outside attention and municipal repair teams, like the other blocks. Jimmy Gandolfini block is well run, clean, tidy and as corrupt as hell.

Everyone in Gandolfini lives in fear of Max Contralto and his Crew but respect his business methods. Petty crime of the type found in the other blocks is low – the Crew sees to that through beating the spug out of any upstart juve who thinks he can take advantage. Max redistributes his profits occasionally to supplement welfare payments. Only last year, young Donny Osmosis, known for his wonderful singing voice, was sponsored by Max to the tune of Cr. 1.5 million at the suave Mega Academy of Music and Dance. Donny will go on to be a major singing star and he will owe it all to his Uncle Max. Gee, Max Contralto has a heart of gold!

The fly in the ointment is Lloyd H Conover block. Liars and informants, LHC is constantly trying to dig the dirt on Contralto's extensive business interests. The Judges bust a racket every now and again and send some Crew employees to the cubes for a spell and it is all down to LHC sticking its

nose into things that do not concern it. The Crew lets these little busts happen; it diverts attention from the big, money spinning rackets like Stookie Glanding and perp running. It lets the Sector House believe it has the Contraltos under control but really it has nothing of the sort. The network of interests, fronts, shell companies and so on means that unravelling the Contralto crime empire will take years and can be slowed down considerably through the appeals process. The legal firm (based in Gandolfini obviously but with branches across the sector) of *Hagen, Petrocelli and Daaz* represents the Contraltos and is highly effective at stymieing the wheels of justice. Thus, Max Contralto gets away with it.

But there is something else too. Something only the Contralto heads know and one other person. During the Apocalypse War, when the East-Meg troops invaded Sector 13, the Contraltos were amongst the first to shake-off Block Mania and fight back against the invader. Contralto Crew foot soldiers stood side by side with the Judges of Sector 13 and fought the Sov Bloc invaders as fiercely as they could. Sector 13 held out because of the Contraltos. Leading the Justice Department resistance at the time was Judge Hal DiMaggio. Junior Contralto headed the crew back then and he saved DiMaggio's life. DiMaggio never forgot that; and so, when he became Sector Chief of 13, he deliberately decided to go easier on Gandolfini block than another Sector Chief might have done. Max Contralto keeps this unspoken bond, this

SECTOR 13



debt of honour, a secret from everyone save those who have a right to know. He does not, exactly, have Chief DiMaggio in his pocket but there is an influence there; something that works between Gandolfini and the Justice Department.

LHC can snatch all it wants. Sure, Contralto interests will get busted and men will go down; but Max has a Sector Chief's leniency on his side – and that is worth keeping silent about.

DOTTY PARKER BLOCK

Population: 50,000
Block Assembly: DP Representatives Forum
Allies: Bruce Springsteen
Enemies: Buzz Aldrin

An old, proud block, resembling a malformed gherkin atop a slice of lumpy rye bread, Dotty Parker is the most populous of the Sector 13 blocks and every bit as aloof as its enemy, Buzz Aldrin. In most respects, Dotty Parker is an average city block: over-populated, under-employed, over-zealous and filled with a sense of its own importance. Its greatest claim to fame is that S-13VB Studios are located on the mid-level of the block and it broadcasts to the whole of Sector 13 and beyond. Run by the formidable Agnes Lamprey (who is also president-for-life of the DP Reps Forum), its vid output is staggering: hit shows like 'Swap My Spouse!', 'Never Mind the Hitchcocks', 'Guthrie's Comedy Die-In' and 'Resyk Blues' are syndicated city wide and it boasts a vault-full of Meggies (Mega-City One vid show awards) in all major categories.

Its sworn enemy is Buzz Aldrin block. Dotty Parker hates the Buzzers' arrogance but what sparked the feud was a block-embargo Buzz Aldrin imposed over a decade ago when S-13VB broadcast its infamous 'Blocks Exposed!' show (it won 24 Meggies, including 'Best Violence', 'Best Editing' and 'Best Voiceover – Human' categories) which centred completely on Buzz Aldrin block. It did not cast the block in a good light and that led to enmity. Buzz Aldrin embargoed all SB-13VB broadcasts for an entire year, thereby earning the wrath of Agnes Lamprey and consequently the whole of Dotty Parker block.

Agnes Lamprey controls Dotty Parker block like a personal fiefdom. Prestigious jobs in her studios go to those whom she favours – and she does not necessarily favour competence. The DP Reps Forum merely acts on her instructions and the residents of Dotty Parker have zero say in the block's affairs. Agnes rules the roost from her summit suite penthouse (occupying an entire double-letter level) and there she entertains the great, the good and the popular from across Mega-City One. Her parties are legendary, attended by vid-

stars, music stars, artists, fashion designers, politicians and influential officials. When Agnes Lamprey announces a party, it is hot gossip and selected highlights are broadcast in 'Party Nite with Agnes', one of her station's most highly rated shows.

Beneath her, the block steadily crumbles. It has come out worst in the Block Wars it has fought and so much money is diverted to the colossal costs of running the studio that block maintenance is thin on the ground. As an older block that sustained a couple of missile hits in the Apocalypse War, the building's state of repair is grim and level C-West completely collapsed, killing 800 residents, five years ago. The whole catastrophe was blamed on Buzz Aldrin insurgents (triggering a minor war) and a vide-thon raised MCr. 18 to have the wing rebuilt (only MCr. 6 made it into the rebuild coffers; the rest went into making the spectacular, 900 episode epic 'Gone Like the Wind', made by – you guessed it – S-13VB).

But Dotty Parker's residents are in awe of Agnes Lamprey. Mega-City One celebrities are always visiting the block as part of their studio contacts and Agnes parades them up and down the levels on 'Celeb Sweeps', allowing the great, DP unwashed, to almost shake the hands of their heroes and heroines. The block loves Agnes and so its appalling state of repair and simmering feud with Buzz Aldrin, is completely forgiven – as long as the block continues to make great, Meggie-award winning broadcasts and the celebs continue to tramp through the block's corridors.

Naturally, Jimmy Gandolfini's Crew has people inside S-13VB, pulling strings and scams here and there. Repair contracts get awarded to Crew construction companies, although they do just enough to make it look like an efficient job and not quite enough to ensure that, six months later, they need to come back to do more work. Elsewhere, Buzz Aldrin has its own people inside Dotty Parker, looking for ways to goad an all-out Block War but to no avail thus far.

And Agnes Lamprey and her dirty little secret? Well, she owes a great deal of her influence to the demoness Gorgonessa, a vile creature brought through the dimensional gate during Necropolis that has managed, somehow, to remain, with the help of Agnes Lamprey's wretched psionic niece, Letitia. Gorgonessa inhabits an ancient urn that forms part of Agnes's treasure haul and it offers advice and a certain amount of psychic and sorcerous help that ensures S-13VB continues to win awards and attract the biggest stars. All Agnes and Letitia need to do is feed Gorgonessa a fresh, human soul every month and the demoness is happy. With an over-populated block beneath her and plenty of sycophantic fools aching to gain Agnes's favour, keeping

Gorgonessa happy is an easy task. And the sacrifices are always carefully chosen by Letitia to ensure they will never be missed...

ZEB PIKE BLOCK

Population: 33,000
Block Assembly: Zeb Citizens' Forum
Allies: Jon Bon Jovi
Enemies: Bruce Springsteen

A sparkling new block, built on the ruins of the old, Norm Schwarzkopf block (tac-nuked during the Apocalypse War), Zeb Pike houses the Mega-City One Central Memorial Hospital, a state-of-the-art medical facility that acts as the main hospital for the Eustace Fargo spaceport. The hospital occupies all 102 floors of the east wing whilst the residential west wing houses the populace.

Because of the hospital, Zeb Pike is careful to stay out of Block Wars, although that does not stop it from allying with Jon Bon Jovi block against Bruce Springsteen. It is difficult to discern the motive for this alliance but it exists nonetheless. It may be down to the fact that when the block was built some Jon Bon Jovi overspill was allocated to Zeb Pike and old allegiances just die hard.

Being such a recent block, Zeb Pike is designed to be maintenance-free and has some of the most advanced automated maintenance facilities of any block within a hundred sectors. The hospital's maintenance facilities are part of the overall block circuitry and so the residential wing benefits from first-rate cleaning robotic cleaning and repair facilities as well as assured power, with back-up, 24/7. Apartment rents are higher in Zeb Pike than the other blocks and so it attracts wealthier citizens but for the most part the block is as normal as one can get for a Mega-City One city block. It has all mod cons, including a Palais-de-Boing® and this makes Lloyd H Conover block exceedingly jealous.

The Zeb Citizens' Forum is a real, honest-to-goodness democracy, with free votes and representative rights. Elections are held biannually and any resident is eligible to stand. Current leader of the forum is Elmer Fudd Gantry, leader of the K-Level Party and once a pro-democracy supporter and veteran of the Grand Hall of Justice march back in 2109. His views have tempered somewhat and he now has no issue with Justice Department control of the city but for local representation he is a true democrat and believer in fair-play/one-citizen, one-vote politics. The K-Level party is moderate politically and ensures that the enmity with Bruce Springsteen is kept at bay, although the E-Level Party, which consists of old Jon Bon Jovi overspill,

opposes this line vociferously and agitates for action against the so-called Boss Block. Thankfully, K-level Party has the support of the F, G, M and Q level parties and this keeps E-Level on the... level.

The hospital covers all major treatments and has some of the finest human surgeons in the world. This includes Doctor Hiram Foster-Gloster, a prominent plastic surgeon who specialises in respiratory system repair, replacement and enhancement – a key skill given the number of aliens who come into Sector 13 via the spaceport. Also well known amongst the hospital staff is Doctor Doug Klooney, a heartthrob obstetrician and part-time vid star who appeared in the hit S-13VBC production 'Meg ER', playing himself. Plenty of women, from all over Mega-City One, have either deliberately got themselves pregnant or brought their offspring into the hospital, just to be treated by the rugged, handsome, vain, wealthy, single, Doctor Doug. Some women have even come into the hospital in the hope of getting pregnant *by* him – and on at least six occasions Judges have had to break-up fights between rabid Doug-Fans (or Duggies) who all claim he agreed to marry them or impregnate them or even just give them a peck on the cheek. As a result, Doctor Doug is under caution by Sector House not to encourage fan behaviour or to face a Contributing to Anti-Social Behaviour charge. So Doctor Doug keeps a low profile, whilst a growing, makeshift settlement of all-female Duggies has established itself in Kildare Plaza, outside Zeb Pike block. Doctor Doug is now a prisoner of his own block and, such is the fanaticism of the Duggies, he has over fifty unrepentant stalkers.

BRUCE SPRINGSTEEN BLOCK

Population: 29,000
Block Assembly: The E Street Band
Allies: Dotty Parker
Enemies: Jon Bon Jovi, Zeb Pike

Second of the Rock Blocks, Bruce Springsteen block is a parody of a guitar-shape and proudly flies, at the very top of its Citi-Def emplacement, a massive flag emblazoned with the words 'The Boss Lives', in abject defiance of neighbouring Jon Bon Jovi block across E Street Plaza.

Like JBJ, Springsteen is named for the rock legend of the 20th Century born in this vicinity of the Old City. It is a working-class block (a contradiction in terms; less than 0.5% of its citizens have a job) and, like JBJ, the ancient old rocker forms the basis of the E Street Cult – those who worship Brucie's music, scathing lyrical attacks on the old culture of America and diehard left-leaning patriotism. The cult, of which all residents are honorary members whether they

SECTOR 13



like it or not, claims to own Springsteen's bones, which are locked away in the block's central vaults. Indeed, a skeleton is there but no one can prove if the bones belonged to the Boss or not. The most valued residents are allowed into the vault to gaze upon the Great Man's skeleton, which is formed into a famous pose (one arm leaning on his sax-honking bodyguard, Clarry Clemons, guitar round his shoulders at a rock-god angle) from one of Springsteen's most famous audio recordings. Touching is strictly forbidden: only direct descendents of the Boss may go anywhere near the statue and, although many in the block claim such heritage, none can prove it. Owning old Springsteen CDs is not, in itself, proof of lineage.

The block is run on semi-democratic lines by the E Street Band, an elected council that is meant to represent each level of the block but, in reality, represents only those who are true Boss fanatics. Band members are recognisable by their ripped jeans, checked shirts and plasteen-capped labourer's boots. In truth, the E Street Band runs the block reasonably well and does not, thankfully, insist on Springsteen songs being piped through the building morning, noon and night – as does JBJ. In fact, any practice JBJ block adopts, Springsteen rejects just to be different. The amenities of the block are named for the old E Street band (Brucie's backing band, not the council) members: so Stevie Van Zandt Shopping Plaza dominates the lower stories and the Clarry Clemons Parkarama graces the basement section. The Nils Lofgren Zoomtube station is around halfway up the block and it curves away over the plaza to join with the Sector 13 main zoomtube about half a kilometre away.

Hatred between Springsteen and Jon Bon Jovi block is well known and the Springsteeners revel in the rivalry every bit as much as the Bonjovites across the plaza. Head of the E Street Band (the council, not Brucie's backing band) is Waynetta Sconce, the young (thank-you Nu-You face clinics and rejuve!), attractive, flirtatious daughter of the old head, Wayne Sconce. Waynetta is waiting for JBJ to provoke all-out Block War but does not intend making the first move. It is not something Brucie would have done, back in the old days and so neither will his name-sake block. Instead, she is quite content to sanction the E Street juve gang to harass the Slippery 'n' Wets, provoking them into increasingly bitter turf wars, fought when the Judges are not looking.

The E Street Juvies are fascinated by cars and inspired by the Boss's finest lyrics on his seminal, apocryphal album 'Born to Run'. Using Clarry Clemons Parkarama as their base, the E Street Juvies prep their old, petrol-burning suicide machines in their spring-cages. At night, when the traffic ebbs a little, the gang members rev their engines and

burst out from the cages and onto the Kev Spacey Intersect to partake in 'Last-Chance Power Drives', at high speed, down Meryl Streep skedway, through the Patty McBride underzoom and then onto Budd Abbott Megway. As this route takes the juves around the edge of E Street Plaza, close to where the Slippery 'n' Wets hang-out, the E Street Juvies take the opportunity for a little drive-by shooting and hoping that there is no Lawmaster parked on the Justice Ramp a little further up the sked. To date, fifteen innocent citizens have been injured or killed by these Power Drives and Chief DiMaggio at Sector House has ordered a clean up of the gang to prevent more maiming and death. But the resources of Justice Department are stretched thinly and Judges cannot be everywhere at once: the clean up operation (Codename: Nebraska) is taking its time.

Springsteen block enjoys an alliance with Dotty Parker block owing to assistance given during the Apocalypse War when Sector 13's blocks turned on Buzz Aldrin. The alliance is fragile but still present and Waynetta Sconce enjoys the patronage of Agnes Lamprey, having attended several of her parties. Waynetta has also sent several of her people over to meet with Agnes on various occasions and has wondered why they never decided to return. These people were promised jobs in S-13VBC studios, so they probably have jobs now, as grips or Best Boys – whatever it is Agnes had planned for them. It is good that blocks can co-operate, Waynetta believes; and it is just a shame that Jon Bon Jovi block cannot acknowledge that the real King of Rock was the man they called The Boss and not some long-haired proto-metallist who preferred spandex to good, hard-wearing synthi-denim.

SECTOR HOUSE 13

A fifty-storey fortified bubble, vaguely resembling a Justice Department helmet, Sector House 13 is located to the north the sector near the intersection between the Aaron Burr and Davey Copperfield Megways. The original Sector House was smaller but it suffered during the Apocalypse War and was rebuilt into its current form shortly after. The Sector House is well equipped, with Tek, Med and Psi Divisions all represented to a reasonable degree. The sub-level garages house a Manta Prowl tank and the upper level hangar houses three H Wagons that are detailed to cover the whole of Sector 13 and provide back up to Sectors 11 and 12, as needed. The Med Division medbays are as well-equipped as those of the Mega-City One Central Memorial Hospital, over at Zeb Pike and provide relief med facilities for Sectors 11 and 12 also.

In the shadow of Sector House 13 is Iso Block 911, which houses perps doing stretches of between eight and fifteen years. Next to it is Psycho Block 101, which holds mid-level kooks who can (or should) be curable within two to four years of referral. Sector House 13 provides Judges on guard detail for both facilities.

Sector Chief Hal DiMaggio has been in charge of the Sector House for nine years but was a senior Judge in the sector before that and led the resistance during the Apocalypse War. He is pushing 60 years old now and the Judges reckon he will opt for the Long Walk in the next three to five years. Gruff, grey-haired and pock-marked, he is every bit an old school Judge who worked with Dredd on several occasions and, as a young Street Judge, did not shrink in awe and fear of Chief Judge Cal. DiMaggio is highly anti-mutant, believing that the relaxation of the Mutant Laws was a huge mistake for all concerned. His officers are under instructions to come down hard on any muties who flout the law in his sector. He is equally tough on the growing drug problem, exacerbated by the sector's proximity to the Eustace Fargo spaceport and an influx of off-world chemicals that, whilst not strictly illegal, have contributed to rising crime levels amongst the juve gangs of the lower levels of the sector and in some of the blocks. Of less concern to him is organised crime. There has not been a Mob War since before Max Contralto became head of the Jimmy Gandolfini Crew and even the murderous Azbury Park Brotherhood, the Contralto Crew's nearest rivals, have remained low-key in recent years. This allows DiMaggio to focus on controlling the drugs and mutie problems that he believes are at the heart of Sector 13's crime statistics.

DiMaggio takes a personal interest in the careers of all his Judges. Sector 13 has five hundred Street Judges, one hundred Tek, eighty Med and seven Psi Judges. He insists on monthly fitness assessments and reports, co-ordinated by his Med team and he likes to personally brief all Judges at least once a week instead of relying on machines or other Senior Judges to do it. His memory is phenomenal: he knows the name and arrest record of every Judge in his sector and is both quick to praise and admonish as circumstances dictate. Any Judge who screws-up is summoned for one of his infamous 'Helmet Dentings' where he directs his gruff, thick, old New York accent in a criticism-laden barrage against the hapless miscreant in a stream so hard, it can dent a helmet. Conversely, when a Judge performs well and cracks a major or difficult case, he is personally overjoyed to hand out a citation in front of all the other Judges, even if the recipient had a Helmet Denting that same morning.

DiMaggio is supported by Deputy Chief Abi Dryden. Dryden heads-up Psi Division in Sector 13 and is one of Justice Department's best empaths. She understands DiMaggio perfectly, having worked with him for almost thirteen years and her approach mirrors his: attention to detail and a genuine concern for her Judges. But, as an empath, Dryden is easier to get along with, tailors her mood to those she is talking to and manages to place everyone at ease. She still walks rounds at Psycho Block 101, helping to treat the inmates there and occasionally gets summoned to Grand Hall to assist with high-profile Psi cases. Unlike DiMaggio, Dryden is worried about organised crime. Her best precogs have all reported premonitions of some form of power-struggle



SECTOR 13



between the organised crime groups in the not too distant future. Details are exceedingly hazy and the recurring motif of the premonitions is a full moon. DiMaggio listens to her concerns but dismisses them, noting that a 74.6% chance of accuracy is not a basis for going to war with the gangs. Dryden is subtly attempting to convince him otherwise.

Head of Tek Division is Tek Chief Hawking. A wizard with vehicles, he came to Sector 13 from the Q Branch of Tek Central at the Grand Hall of Justice. He worked on several Manta versions before transferring and is currently engaged in research on the vehicle profiles for the highways around the sector. He wants to find a way of clamping down on the Last Chance Power Rides of the E Street Juves through the use of fully automated prowl cars instead of having to rely on Street Judge patrols. The scheme needs funding and, if his developments meet with GHOJ approval, then he can put his plans into production using the Sector House garages and armoury.

Head of Med Division is Med Chief Holby. A specialist in off-world diseases and chemicals, it is his team that has researched and classified the various off-world narcotics coming through Fargo Spaceport. Three in particular are of real interest and all originate in the Qux system. One, 'Glean', is a combat stimulant; not illegal, as it is also an anaesthetic but it does have certain emotion-suppressing properties. The second, 'Flare', is mildly hallucinogenic but no more so than many legal stimulants; instead, Holby believes it is linked to Petty Crime Addiction, relaxing the inhibitions of its users and increasing petty crime propensity. The third, 'Cake', is a little like Umpty Candy but clearly an independent concoction. It tastes damned fine and has no known damaging side effects but is in such short supply that the usual drug-runners are selling small amounts of it alongside their usual stashes of zziz and ganja.

Sector House 13 has all the standard facilities of any other Sector House and plenty more. Street Judges benefit from excellent resources and a diligent control room that covers most of the sector. Current trouble spots are:

SPRINGSTEEN/BON JOVI BLOCK RELATIONS

A series of Power Drives by E Street Juves left three Slipperies on their way to Resyk last month. DiMaggio wants the perps caught and slammed inside for 30 ASAP.

MISSING PERSONS

Four unsolved MP reports in the past four months: two from Dotty Parker block and two spacers who had returned from an inter-system haul and found temporary

accommodation in the 'Saturn Towers', off the junction of Scala and Stieglitz skedways. There are no known bodysnatchers or organleggers at work in Sector 13 and the disappearances could be coincidence but DiMaggio wants them investigated.

TAPPING RISE

A possible tapping gang working the lower pedways of Lindbergh sub-district. The pedways are a favourite shortcut to and from Fargo Spaceport. The tappers use old-fashioned bolt-cutters to threaten their marks, which indicates someone with access to 20th Century tools.

SECTOR 13 FESTIVAL

Held every year and centred on Alf Kinsey ped-plaza, largest of the open plazas in the sector. The festival attracts all manner of craze fanatics, simps, uglies, punks and neuromantics who come to listen to the local bands who play the temporary festival arena. Psi Division predicts trouble between Springsteen and Bonjovites this year – 81% chance of it happening – so Judge presence will be larger than usual this year.

MOPAD PIRACY

A sharp rise in mopad piracy on and around Whitney Houston Mega-Circular and Norm Mailer Megway Intersect. The perps may have a fake Service Hov and be acting in response to home-shopping deliveries put out by mopad residents. There are no reports of stolen service Hovs in the sector but several from Sectors 14, 27, 108 and 224. Could be an itinerant gang. Either way, Sector 13 has been targeted.

SUBSTANCE RUNNING

Someone is funding drug runs through Fargo Spaceport. More drugs are hitting Sector 13 streets than ever before and DiMaggio wants this cracked. Someone at the spaceport is smoothing the way, which means someone is taking a cut of the profits. Obvious suspects are those working for known Contralto Crew companies servicing the spaceport but they are, by no means, the only culprits.

EUSTACE FARGO SPACEPORT

Eustace Fargo is located northwest of Sector 13 and borders Sector 10. The spaceport has three terminals – two for passenger services and one dedicated to commercial and cargo services. Each terminal has four take-off and landing zones, with each zone having three launch and landing

pads. Terminal One supports direct landing and take-off spacecraft; small vessels capable of interplanetary and hyperdrive travel but which are also capable of atmospheric operation. Terminal Two supports shuttle services to the orbital docking platforms for the larger ships which cannot enter the atmosphere. Terminal Three is the commercial and cargo area and mixes both shuttle and direct services. Passenger and commercial/cargo are effectively autonomous operations although all the flight and landing procedures are regulated from the Operational Control Services building.

The immense, twin geodesic domes of the main halls dominate the skyline for kilometres around, flanked by the huge, cantilevered hangar and maintenance buildings to either side. Zoomtube transits provide the main arteries with the surrounding sectors, as well as the sixteen-lane Angie Dickinson Megway. The sector districts around Fargo offer a mixture of the high class, middling-fare and low-rent in terms of accommodation, shopping and housing. Many of the residents work at the spaceport in blue collar facilities, whilst the transitory population is of the business and travelling class, en-route to off-world.

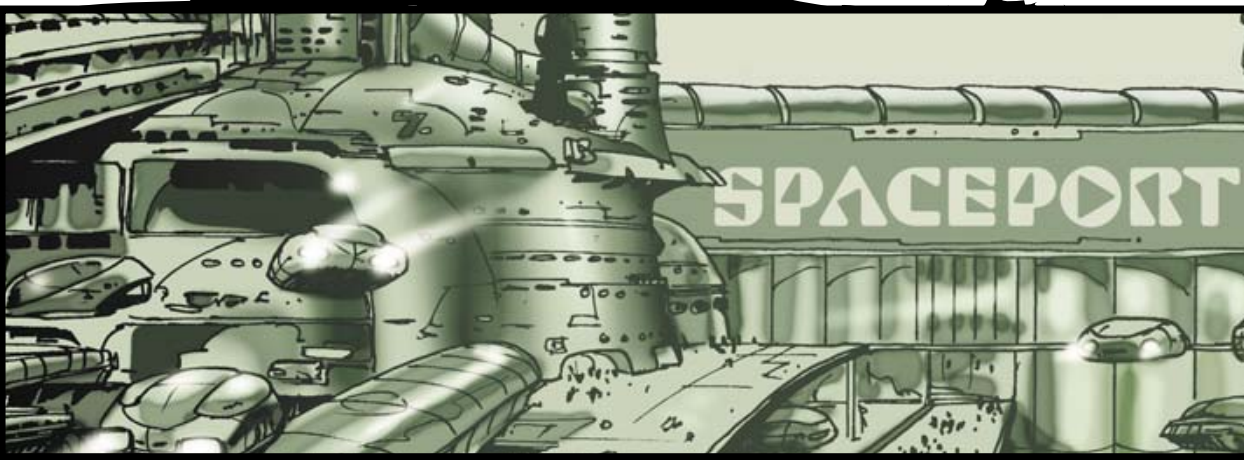
Eustace Fargo is one of the oldest non-military, commercial spaceports in operation. Upgraded in the early 21st Century, it was once known as Newark International but over the next one hundred years was refashioned as space-faring technology developed, commercial space flight became cheaper to sustain and cargo requirements were developed. In 2112 it was redesigned by George 'Capability' Puce, the famed architect behind several domed habitats, including New London (Brit-Cit) and New Carthage (Tunisia) in the early 2090s. He was responsible for the construction of the

twin domes and the redesign of the space-side facilities and maintenance yards. Fargo retained its old airport-style infrastructure and feel but the passenger facilities were now in keeping with the dome habitat approach so familiar and comfortable for many in Mega-City One.

Terminal Three handles all cargo and trade flights into and out of Fargo. The Cargo and Commerce Services hangar attached to Terminal Three provides full manifest reporting and checking facilities, with several teams of docking crews (all Contralto-controlled or owned) responsible for monitoring the cargo coming through the facility and getting it loaded and unloaded. Docking crews have the authority to open and check all cargo, irrespective of owner and destination. Most checks are performed with the latest scanning and detection apparatus but physical checks are conducted randomly or if suspicions are aroused. Judges maintain a visible presence here although all manifest checking is handled by the docking teams.

The terminal does not provide anything other than very short-term storage for inbound and outbound cargo; there is simply too much of it, so the facility is a constant through-flow of a bewildering array of goods and equipment. Where cargo storage is necessary, a short-term storage facility is offered to the east of the main services building but all cargo is subject to rigorous security checks before being stored and as it emerges from storage. There have been a few cases of stowaways bribing their way into the storage depot and so vital signs scans are conducted on each item as it enters and leaves. Stowaways who are caught are taken to the security centre for detention and questioning before being placed under arrest and handed over to the duty Judges.

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OTHER AREAS OF INTEREST IN SECTOR 13

MAJESTYK'S BAR AND GRILL (SOUTH END, E STREET PLAZA)

Run by the Majestyk family for over fifty years, the Bar and Grill offers good, simply prepared muncce at ridiculously inflated prices – as do most of the food outlets in the E Street Plaza area. Pictures of the Majestyk family down the years line the walls and the current manager Gil Majestyk tends front of house whilst his twin sons Dominic and Dashford manage the bar. It specialises in synthi-beers from around the Sol system and beyond, boasting a range of ninety different types and strengths. 'We Can Refresh Ya!' is the tagline and it is the Bar and Grill's sheer variety and the constant stream of curious customers that allow it to get away with the exorbitant prices it charges. Food is grilled muncce and soy-vegetables served in a variety of styles, although the chef, Montalban, has introduced several off-world specialties over the years. The atmosphere is friendly and convivial and the clientele eclectic. The Bar and Grill is popular with alien visitors and consequently the Majestyk's maintain a healthy stock of food and beers to suit their palates.

Gil Majestyk is a front man for the Contraltos of Jimmy Gandolfini block and has contacts at Fargo spaceport Terminal Three. This means that he is able to receive and move certain contraband stocks on behalf of the Contralto Crew and on behalf of others. It takes years to earn Gil's trust and thus make use of his services and contacts but if the price is right and discretion assured, Gil can handle it. If he is crossed, his friends in Jimmy Gandolfini make sure retribution is swift, painful and conveying the right message. Gil Majestyk and his family are clever and carefully cover their trail, with considerable help from Max Contralto (who likes to eat at the restaurant).

RUMSAY'S (1004TH STREET AND ACRES PEDWAY, UPPER LEVEL)

Considered somewhat passé but still popular, is the Brit-Cit-based Ramsay food chain, specialising in fine cuisine at affordable prices. The menu is typically 21st Century

specialties: over-presented fast food with ostentatious titles served with a scowl and an expletive. Mega-City One citizens delight in this collision of style and attitude, enjoying the howls and curses emanating from the kitchen area. A holograph of the long-dead proprietor, demonstrating the preparation of the restaurant's signature dishes, plays across the numerous tri-dee displays but there is no masking the pretension of the place. For fast food, the quality is good and prices reasonable but there is no question over the un-ambitious (yet remarkably quaint) approach to presentation.

EEZYBED (VARIOUS FRANCHISES ACROSS SECTOR 13)

A self-service hotel, the cubicle rooms are for rent using a credit chip either by the hour, day or week. Each cubicle has a fold-down bed, table, washbasin, shower and communication facilities. Very popular with budget travellers going to, or coming from, Fargo Spaceport, it is affordable, no-frills comfort. The communication system has a direct link into the Geisha Bank, allowing guests to select intimate company according to their means and preferences. Naturally enough eezyBed (or Sleazybed, as most know it) has a seedy reputation but it provides a vital service considering the ridiculous prices charged by the likes of the Hyatt and other brand hotels.

THE GEISHA BANK (ILLEGAL ADULT SERVICES)

The Geisha Bank describes itself as a 'personal shopping and facilitation service for the busy commercial traveller'. For an appropriate hourly fee, one of the Bank's attractive, skilled Personal Assistants will act as a personal shopper, a guide around the sector, a messenger or, as is most common but curiously never advertised, an escort. The Bank has over three hundred Personal Assistants of a variety of races on its books, all with impeccable security credentials, providing services to all classes of traveller (as long as they can pay). The business is entirely legal as long as it is conducted with discretion and the Geisha Bank's owners, Jubal Masakara and Diana Wade, are never less than discrete. Naturally enough they learn a great deal about what is happening within the sector and elsewhere and have the good sense to offer their intelligence for sale in the right quarters, including the Sector House and the ever-curious Jimmy Gandolfini block.

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CHARACTER NAME:
.....
AGE:
.....
DIVISION:
.....

JDGE DREDD

CHARACTER SHEET

CHARACTERISTICS

STRENGTH
MOD
DEXTERITY
MOD
ENDURANCE
MOD

INTELLIGENCE
MOD
EDUCATION
MOD
INFLUENCE
MOD

ARMOUR

TYPE:
.....
.....

RATING

SPECIAL NOTES

ALLIES, CONTACTS, ENEMIES AND INFORMANTS

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- Admin
- Advocate
- Animals
- Animals
- Athletics
- Athletics
- Athletics
- Art
- Astrogation
- Battle Dress
- Broker
- Carouse
- Combat Engineering
- Comms
- Computers
- Deception
- Diplomat
- Drive
- Drive (Lawmaster)
- Engineer
- Engineer
- Explosives
- Flyer
- Flyer
- Gambler
- Gunner
- Gunner
- Gun Combat
- Gun Combat
- Gun Combat (Lawgiver)
- Heavy Weapons
- Heavy Weapons
- Interrogation
- Investigate
- Jack of all Trades
- Language

SKILLS

- Law
- Leadership
- Life Sciences
- Life Sciences
- Mechanic
- Medic
- Mega-City One Geography
- Mega-City One History
- Melee
- Melee
- Navigation
- Persuade
- Pilot
- Pilot
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- Physical Sciences
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- Seafarer
- Sensors
- Social Sciences
- Social Sciences
- Space Sciences
- Space Sciences
- Stealth
- Steward
- Street Perception
- Streetwise
- Survival
- Tactics
- Tactics
- Trade
- Trade
- Vacc Suit
- Zero-G

SPECIAL TECHNIQUES

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JUDGE DREDD

EQUIPMENT

LAWGIVER AND MAGS

MAG 1 ○○○○○○○○○○○○○○○○○○
○○○○○○○○○○○○○○○○○○

MAG 2 ○○○○○○○○○○○○○○○○○○
○○○○○○○○○○○○○○○○○○

MAG 3 ○○○○○○○○○○○○○○○○○○
○○○○○○○○○○○○○○○○○○

MAG 4 ○○○○○○○○○○○○○○○○○○
○○○○○○○○○○○○○○○○○○



STANDARD EQUIPMENT

BIRDY
BLEEPERS IIII
BOOTKNIFE
BREATHALYSER
HANDCUFFS II
LAWGIVER SILENCER
MEDIPAK
OVERRIDE CARD
POLLUTION METER
STUMM GAS ROUNDS II

SUPPLEMENTAL EQUIPMENT

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CAREER HISTORY

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COMING AUTUMN 2009



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Mega-City One - a vast metropolis where each of its 400 million citizens is a potential lawbreaker. Patrolling these mean streets are the Judges, tough lawmen of the future, trained to keep the peace and equipped to take on the criminals of the 22nd Century. Toughest of them all is Judge Dredd, for he is the Law, and you'd better believe it creep!

Judge Dredd is a new setting for the *Traveller* roleplaying game, in which you take on the role of Mega-City One Judges, patrolling the streets astride your Lawmaster bike, ready to defend the city's civilians against an array of foes.

MGP 10000

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You will need the *Traveller Core Rulebook* to use Judge Dredd.

2000 AD
THE GALAXY'S GREATEST COMIC

REBELLION

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