

J U D G E D R E D D

DROKK CITY

the book of law



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Author, Editor & Designer - John Caliber
Cover Art - Mike McMahon **Interior Art** - Chris Blythe, Carlos Ezquerra,
Henry Flint, Ian Gibson, Paul Marshall and Ron Smith

Judge Dredd created by John Wagner and Carlos Ezquerra.

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SECTOR 1

character creation



introduction

You can't roleplay unless you have a character to play through, a conduit allowing you to act out your fantasies as a law enforcer on the streets of Mega-City One. This chapter instructs you how to create a *Drokk City* character.

facets

In *Drokk City*, all characters - whether they be human, robot, animal or alien - have a number of statistics to represent their abilities known as *facets*. Each facet is measured by a *rank*, a number denoting the ability the character has with that facet relative to other characters. You use facets to try to overcome enemies and obstacles.

This is a complete list of facets and what they mean:

- **Dex [Dexterity]** - Physical agility, used to dodge bullets and perform acrobatics.
- **Headstrong [Hed]** - Willpower, used to resist fatigue and the pain of injury [including torture], and psychic attacks aimed at confusing the brain.
- **Intellect [IQ]** - Natural intelligence and the capacity to learn new skills.
- **Psi-Power [Psi]** - Ability to use psychic powers. Most human characters will have no or insignificant psychic ability.
- **Speed [Spd]** - Running speed.
- **Strength [Str]** - Physical strength.
- **Technical [Tek]** - Ability to use, design, repair or maintain technological devices.

This is how all the facets except for **psi** and **spd** are ranked:

- 0 No ability [Otto Sump RIP].
- 1 Marginal ability.
- 2 Below average ability.
- 3 Average ability [Joe Meg].
- 4 Above average or professional grade ability.
- 5 Impressive ability.
- 6 Exceptional ability.

- 7 Maximum human ability.
- 8-9 Genetically-modified ability.
- 11+ Superhuman.

Psi ranks:

- 0 No psi-talent.
- 1 Marginal psi-power.
- 2 Minor psi-power.
- 3 Grade 4 psi [Justice Department scale].
- 4 Grade 3 psi.
- 5 Grade 2 psi.
- 6 Grade 1 psi [Dark judge, judge anderson].
- 7-8 Superhuman psyker, psi-warlord.
- 9+ Murd the Oppressor, Sabbat, Sisters Of Death.

Spd ranks:

- 0 Incapable of movement.
- 1 Partial movement.
- 2 Impaired movement.
- 3 Average walking/running rate, mild exercise.
- 4 Naturally fit, moderate exercise.
- 5 Highly-trained.
- 6 Human maximum, small earth mammal.
- 7 Enhanced human, mid-sized earth herbivore.
- 8+ Super human, human-scale earth predator.

Note - Though *Drokk City* allows players to take on the roles of any character they choose, for purposes of simplicity, we will refer to the Mega-City One street judge, a character like the legendary Judge Dredd, when describing the character creation rules further.

Outlines - All players refer to a set of guidelines describing their character, called an *outline*. The outline functions to give a detailed profile of a character type such as a judge, scrawler, citi-def officer or psyker. As such, an outline forms the basis of a character, the bare bones. The player must then place the figurative flesh and muscle upon the outline, with the end result a liv-

ing, breathing character with a unique personality, ambitions and history of his own.

This is the outline of a street judge:

street judge

Dex [5/7] **Hed** [5/7] **IQ** [4/6] **Psi** [0/1] **Spd** [4/6] **Str** [4/6] **Tek** [3/5]
Gun [pistol/rifle] 5/7, Hand-To-Hand [blunt/edged/unarmed] 5/7, Vehicle [ground/hover] 4/6, Vehicle [Lawmaster] 5/7.

Skills : Basic repair/maintenance, broad combat, broad survival, basic psychology, first aid, Mega-City One law.

Weapons : Lawgiver, bootknife, daystick.

Equipment : Street judge armour, utility belt.

The street judge is the most commonly encountered judge on the Mega-City One streets, his role to maintain law and order and crush crime where he finds it. After surviving fifteen years of gruelling mental and physical conditioning in the Academy Of Law, the street judge is prepared to tackle any situation, from a bank heist to an alien invasion. The archetypal street judge is Judge Dredd, blazing into battle atop his Lawmaster, dealing death to criminal scum. However, street judges can expect to spend some of their time resolving domestic disputes and lecturing juves on the dangers of lawbreaking as they might be engaged in firefights. A small number of street judges are made up of clones, replicates of famous judges gone by. Judge clones are schooled with a view to their eventually taking up command positions in the Justice Department and repeating the successes of their forefathers at tackling crime.

All outlines are structured in this fashion. The first paragraph details the character's facets; the rank numbers before the '/' are the minimum a fit and healthy character of this outline may possess. You may increase any of the facets to a maximum rank dictated by the number that comes after the '/'. Notice the text immediately following the facets; these measure a character's combat and other action skills such as operating vehicles. Again, minimum and maximum ranks apply.

The next paragraph lists the character's basic academic skills. More skills can be added throughout the course of a character's life and existing skills can be improved. There is no game mechanic for this procedure - the Tac Chief and player work together to build a character's intellectual arsenal over the course of game play. The *Drokk City* rules concentrate on combat-based skill use and so do not attach ranks to academic skills which unlike combat are often not a matter of life or death to resolve. In any instance of academic skill usage, the Tac Chief will make a judgement call on whether any intellectual action that character undertakes succeeds or fails. If impartial adjudication is required, the Tac Chief has the option to make use of the Opposed Table or Aggro Table on pages 5 and 6 respectively.

The weapons/equipment paragraphs list the most common or officially issued items on that outline's person or close at hand, such as a vehicle.

non-human characters

The Judge Dredd comics are littered with creatures, machines and aliens of all descriptions. Alien races use facets and skills in exactly the same way as humans; robots and animals use some but not all of the facets available.

robots

Robots are common in Mega-City One, the slaves of Mankind and also Man's enslavers because the proliferation of robots has put most of Mega-City One's population out of work! Robots' facets are restricted by the robot's function. Roboticists can build robots with the following facets: *Dex*, *IQ*, *Spd*, *Str*, *Tek*. Robots have skills just like organic characters, but can only acquire them from an outside source, requiring another agent to enter the knowledge into their systems. On rare occasions, high-grade robots have learning programs and can acquire skills available to humans at speeds far greater than the time a human needs to learn them. Robots cannot ordinarily use psi-powers because they lack organic components, but it is not beyond the realms of Twenty-second Century technology for a crackpot roboticist to engineer a 'psi-bot'!

Man-sized or larger robots have one additional Facet - *BA [body armour]* - the rank of their metal casing. Larger robots have a *Mass* facet - the total amount of damage they can sustain before being totally destroyed.

beasts

Animals such as cats, dogs and birds lack Hed and Tek facets due to their limited intelligence. Though few animals on Earth consciously manifest psi-powers, they are more in touch with Nature than humans and so several species will have low Psi facets - often on par with the average human - to reflect their sensitivity; this guideline also applies to animal IQ, denoting base cunning and problem solving abilities.

conclusion

You now know how outlines are constructed. If you are ready to select your outline, please refer to the *Outline* chapter of *The Big Meg* sourcebook which is packed with templates for Mega-City One judges, citizens, perps, robots, mutants and aliens. Future sourcebooks such as *The Cursed Earth* will add many more varied outlines to choose from and exciting locations to use them in.

SECTOR 2

the basics



introduction

Any physical action your character undertakes, the outcome of which is considered uncertain unless that character puts concentration and energy into it, requires a dice roll to succeed. The *Drokk City* rules use a D10 [ten-sided die] to resolve all actions where impartial adjudication is required. If the character is trying to best another living being, we use the *Opposed Table* to work out who wins the contest. If the character is operating against a non-living or inanimate object, or requires on occasional circumstances to decide the success of an academic skill, we instead refer to the *Aggro Table*.

actions

In real life, it is very hard to perform two or more demanding actions at the same time. For example, you would be hard pressed to play a computer game and climb Mount Everest in the same instance - at least competently. *Drokk City* uses exactly the same principle. A character can attempt to undertake more than one action at a time, the maximum number equal to the rank of his IQ. For each action after his first, deduct 1 rank from the character's facet in use until he has tried to perform those actions. The facet penalty applies to each of the actions being attempted simultaneously.

opposed rolls

When a character tries to outwit or best another living being, he uses the *Opposed Table* to find out if his action succeeds or fails.

This is how the table works: decide what facet your character is going to use to perform his action and find out what facet the opposition is going to use. Calculate how many ranks it is higher or lower to the first character's facet. Once you have figured this out using the first column in the table, cross-reference with the right column to discover the number you must roll equal to or higher than with the D10; if you do so, then your character defeats the opposition for that action.

opposed table

5 ranks less	[automatic success]
4 ranks less	[2]
3 ranks less	[3]
2 ranks less	[4]
1 ranks less	[5]
equal ranks	[6]
1 ranks more	[7]
2 ranks more	[8]
3 ranks more	[9]
4 ranks more	[10]
5 ranks more	[automatic failure]

Here are examples of which facets are used for certain actions:

- **Dex** - Acrobatics, dodging, negotiating uneven ground.
- **Hed** - Enduring physical pain, mental suffering or psychic attacks trained on brain functions.
- **IQ** - Comprehending languages, philosophical or intellectual concepts, solving puzzles or outwitting opponents.
- **Psi** - The use of psychic powers, or defending oneself from psychic attacks.
- **Spd** - Outrunning enemies, chasing criminals.
- **Str** - Lifting heavy objects, breaking through walls, resisting physical damage.
- **Tek** - Designing, building, using or understanding technology.

EG 1 - Just as the facets can be pitted against one another, so can the skills: Two or more characters involved in a vehicle chase pit their Vehicle skills against each other.

EG 2 - A character attacking another another uses one of his Gun skills appropriate to the type of weapon being used, or one of his Hand-to-Hand skills. his opponent can use either his Spd facet to try to dodge the attack, or one of his Gun/Hand-to-Hand skills to return the attack. A character can try to dodge and return fire at the same time subject to a -1 penalty to his Dex facet



and attack skill.

EG 3 - A character with psychic powers uses his *Psi* facet to attack another; the defender may use his *Psi* facet [if it is high enough] to block the attack. if he is not a psyker, he will use his *Hed* facet instead [see Sector 3].

aggro table

What if your character is not facing off against another living being, but is attempting to vault over a high wall, leap over a river infested with ravenous sewerfish or drive through winding streets at high speeds? In this instance, the Tac Chief decides on a rank the character must roll equal to or higher than to succeed at that action. The aggro table suggests difficulty numbers ranging from easy actions to extremely difficult actions:

Easy	[2]
Chore	[4]
Challenging	[6]
Difficult	[8]
Herculean	[10]

EPISODE 3 combat

introduction

Whenever a character enters into combat, we need to find out whether he - or his opponent - makes the first move. If the initiator of the combat ambushes his opponent [takes him completely unawares], then he is logically the first of the two factions to act, but what if both sides of the combat are facing off with equal vantage?

Each combatant rolls a D10 and adds the result to the facet or skill they are planning to use at the outbreak of combat. The character with the highest roll takes the first action, followed by the second highest and so on until all actions are done, whereby initiative is rolled again to begin the next phase of combat. If any characters are injured and planning on using ranks reduced by injury, the reduced rank number is the number applied to the

The aggro table works on a case-by-case basis; what may be easy for Judge Dredd may be impossible for Walter the Robot.

EG. - Judge Dredd can climb a ten-foot wall with few problems, so the Tac Chief reckons the difficulty number Dredd must beat is easy [2]. Max Normal is spritely for a citizen but is no judge, so the Tac Chief decides Max's difficulty number to climb the wall is Challenging [6].

The Tac Chief has to decide what actions warrant a difficulty number to be generated. Use common sense when deciding this - Judge Dredd can leap over a table without having to make a roll, just as Max Normal can dance the night away at a skankerie without breaking sweat.

conclusion

Sector 2 details the bedrock of the *Drokk City* rules. They are designed to be simple and quick, allowing for rapid action in the *Judge Dredd* style. The remainder of The Book Of Law explores the other rule-related aspects of 22nd Century life such as combat, transportation and psi-powers.



initiative roll, not the original, 'healthy' rank. characters that roll the same initiative rank perform their actions simultaneously.

Special circumstances may negate the standard initiative sequence, for example environments where visibility or movement is impaired, or outflanking tactics are being employed. The Tac Chief will decide how to resolve such situations.

damage

Several types of weaponry are used in *Drokk City*: *energy*, *disintegration*, *hand-to-hand*, *projectile* and *stun*. Disintegration, energy and projectile weapons inflict permanent damage, while stun, blunt hand-to-hand weapons and unarmed combat [except for some martial arts





blows] inflicts only temporary damage.

What does this mean? Any weapon that causes tissue, bone or muscle breakage/tearing is considered permanent damage; unless it is treated, this form of damage will remain with the character for the rest of his life. Damage that causes a mild to moderate shock to the nervous system, or tissue damage that will heal without medical treatment, is classed as temporary damage and normally requires no medical intervention unless it is particularly severe and threatens the character's life.

Permanent Damage [p] reduces the target's Str facet by the Dam [damage] rank of the weapon. For example, a gun firing standard execution rounds has a Dam value of 2; the target loses 2 ranks from his Str facet. Unless treated, the character will have to live with a permanently reduced Str. If the target's Str drops to 0 or below, he dies.

Disintegration Damage [d] is a special kind of permanent damage in that it removes the part of the target's body it strikes, breaking it down into its basic, constituent molecules. When hit by a disintegration weapon, compare the weapon's Dam rank to the target's Str; the higher the weapon's Dam rank relative to the victim's Str, the larger proportion of body matter is disintegrated - the Tac Chief decides on the extent of body area lost. The target suffers a permanent Str deduction equal to the weapon's Dam rank; the damage cannot be treated by any medical procedure - other than to try to stabilise the victim's condition - unless the technology available allows for the disintegrated body parts to be regenerated. If the target's Str drops to 0, he is completely obliterated and beyond any conventional means to retrieve.

Temporary Damage [t] reduces all the target's facets by a number of ranks equal to the weapon's Dam rank; this is because temporary damage is usually stunning in nature. If the target's Hed drops to 0 or below, he is knocked out for fifteen-minute increments equal to

the result of a D10 roll. For example, a stunned character who rolls a 4 will be stunned for 1 hour [4x15 minutes]. If robots are hit by stun-type weaponry [magnon pulsers for example], their IQ is the facet affected, shutting the robot's main systems down if reduced to 0.

If the character suffers double his Hed rank [IQ for robots] in stun damage - whether all at once or from multiple attacks - he will die from massive neurological trauma. Robots damaged to this extent have their central processing units destroyed.

Hand-to-Hand damage [hth] To cause injury to another using the 'hardpoints' of his body [hands, feet, knees, etc] - inflicts temporary damage. The amount of damage caused is decided upon by the character, so he might seek to merely push back his opponent, stun him, or knock him unconscious. Temporary damage caused by hand-to-hand combat reduces all of a character's facets by the rank of damage caused.

If the attacker wished to knock his target unconscious, he has to inflict as many ranks of damage as the target has Hed ranks. For example, if Judge Dredd wanted to knock out your average, common-or-block plaza bank robber [Hed 2], Dredd would need to inflict at least 2 points of temporary damage on him.

How much hand-to-hand damage is enough to kill the target? A rough guideline would be 2 x the target's Hed facet. This assumes that the attacker targets his enemy's head, the most critical part of his body. To cause mortal injury to other body parts [most likely through internal or external bleeding], a ballpark figure of 3-4 x the target's Hed facet is suggested.

So how much hand-to-hand damage can one character cause with one kick or punch? Reduce the attacker's Str facet by 1 rank and the result is the TOTAL amount of damage he can cause with one strike. The attacker has the option to 'pull his punch' and cause as little as 1 rank of damage if he merely wishes to intimidate or weaken his opponent.

called shots

A character may wish to intentionally disable his target rather than kill him by shooting at specific body parts; we refer to this as a *Called Shot*. A called shot is more difficult than a normal shot and carries a -2 penalty to the facet being used to make the attack. If the attack is successful then the body area hit is disabled and the Tac Chief will need to decide what impact this has on the target's Str and IQ facets; a head shot will automatically knock out the target for example. In addition to the normal attack roll, The Tac Chief must roll the D10 when a head shot is made; a result of 7-10 indicates the target has suffered an instantly fatal injury. A result of 1-6 means that no additional damage on top of normal wound injury has been sustained.

weapons fire

Below are types of ammunition/firearms discharge:

- **Armour Piercing [ap]** - designed to penetrate low-intensity shielding. Armour piercing reduces the effectiveness of body armour [BA] by -1.
- **Disintegration [d]** - 'd-weapons' spread their energies over a larger area than a bullet hole [see *disintegration* rules].
- **Energy [e]** - although energy weapons operate in a similar manner to d-weapons, their damage is not spread over an area much greater than that of a bullet. Normal body armour cannot deflect energy attacks.
- **Heatseeker [hs]** - homes in on the target's body heat. Roll a D10; on a result of 1-7, the heatseeker automatically hits the target. A result of 8-10 indicates that the wrong target has been struck, selected by the Tac Chief. the heatseeker will not arm unless the target is at least 60 feet distant from the shooter and will operate as a normal standard execution round instead. Heatseekers are valuable additions to a character's arsenal, but must be used judiciously to reduce the risk of unintentional injury to innocents.
- **High Explosive [he]** - the high explosive has a burst radius; anything caught within that radius suffers full damage. Use the high explosive's Damage rank to find out its burst radius. For example, a Law-

giver high explosive round [Dam 4] has a burst radius of 4 metres. The high explosive will go on to cause half damage to any target within half the Dam rank in metres beyond the original burst radius. for example, anybody standing 5-6 metres from the centre of a Lawgiver high explosive round burst will suffer half the weapon's damage.

- **Incendiary [in]** - incendiary weapons have three Dam ranks. On impact, the initial Dam rank is that of the first digit, increasing by one rank approximately every ten seconds up to the the third rank, which persists to inflict that maximum damage repeatedly approximately every minute until the incendiary runs out of oxygen, or the flames are extinguished. Incendiary rounds normally only contain enough napalm to ignite one human-sized target, but have a chance of spreading if within close proximity to highly inflammable sources such as petroleum or desiccated undead [zombie barbeque!]. Incendiary rounds aimed at inflammable structures such as Old Town housing will naturally not remain confined to the point of impact, but will spread to feed on all adjoining surfaces until the fuel source is depleted or the flames are extinguished.

- **Ricochet [r]** - this 'rubber' bullet bounces from hard surfaces until it embeds itself in a soft target; ricochets are only effective when fired into enclosed spaces. Roll a D10 to determine the number of attacks per ricochet round fired into that space. The Tac Chief decides which targets first fall into the ricochet's 'sights', normally the character with the



lowest Spd facet first, ascending in order to the character with the highest Spd rank. If more than one character has the same Spd facet, the Chief must make a judgement call on who will be first targeted. The ricochet will continue bouncing until it connects with a target that sufficiently diminishes its momentum [such as a soft, human body]. Some non-organic, soft but absorbant materials of suitable thickness can also stop a ricochet's course.

- **Standard Execution [se]** - the common, no-frills bullet. Older stocks of rounds are known as 'General Purpose', but for the purposes of game statistics we will use 'se' for all such references.
- **Stun [st]** - see the *Temporary Damage* rules.
- **Nuclear [n]** - Tactical nuclear weaponry such as the Justice Department's D.I.E. ['Destruction In Extremis'] urban nuclear missile cause devastating damage to person and property alike. Anybody caught in a nuclear explosion is immediately killed unless heavily protected from blast wave, fire and intense radiation. The dreaded *Total Annihilation Device* [TAD], the ultimate nuclear deterrent, will penetrate any force field short of a dimension warp, whereby it will be shunted into a parallel dimension to wreak havoc there! Nuclear weapons do not have Dam ranks; just assume they destroy everything within a burst area decided on by the Tac Chief.

This is how the *Drokk City* rules describe the weapons of Mega-City One and beyond:

- **Ammo** - ammunition. The number given is the total number of rounds/shells/missiles/energy bursts the weapon can fire before a reload is necessary. Handheld weapons take only seconds to reload depending on the availability of ammunition and the complexity of the reload system; powerpacks and shotgun shells may take several seconds longer to install than bullet magazines. Heavy weaponry reloads can take more time still because more personnel are required to complete it.

In *Drokk City*, the amount of ammunition a character has at his disposal is not really an issue - in most instances. There is no pressing need to count

bullets fired if the players are having a good time and their unlimited stock of ammunition does not unbalance the game. If the players desire, they can impose ammunition limits on themselves to add to the drama of the moment. Similarly, the Tac Chief can choose inconvenient moments to declare a character has run out of ammunition, forcing him to take time out to reload, or force him into retreat.

- **Dam** - the weapon's damage capability, measured in ranks. Some weapons can deliver more than one type of weapons fire; for example a judge's Lawgiver can fire six different bullets.
- **Mod** - The rate at which the weapon can deliver its damage. there are three categories - *single shot* [S], *semiautomatic* [SA] and *automatic* [A]. Semiautomatic - also known as 'burst fire' - fires off several rounds per pull of the trigger, adding +1 to the weapon's normal damage. Automatic fire will continue to pump out bullets as long as the gunman continues to pull on the trigger. Every autofire burst adds a +2 bonus to the weapon's normal damage.
- **Ran** - range [short - S - medium - M - or long - L]. The *Drokk City* rules are not concerned with exact weapons ranges, leaving it up to the Tac Chief to adjudicate, but long range typically does reduce the Gun skill by -2. Long-range scopes and specialised weapons such as the Justice Department's long gun and the assassin's Deadshot rifle can negate this penalty.

body armour

Whether natural or man-made, body armour [BA] is represented by several ranks, each describing a constituent area of the target's body that deflect any damage equal to or less than that piece of body armour's rank. For example, a street judge has a BA of [a1.g1.h2.s1] - he has 1 rank of BA for his appendages, groin and shoulders and 2 ranks of BA for his head. Any Damage exceeding the rank causes injury to the character or item beneath. Vehicles have a special facet called *Mass*, the total amount of damage the vehicle can withstand before it is totally destroyed or rendered utterly useless.

material strengths

In *Drokk City*, characters will often need to break through walls and other obstacles; the Tac Chief might need to know how much damage a crashing juggler might do to a city block for example, or vice versa. Here is a guide to the body armour [BA] of Twenty-second Century materials:

Structure	BA	Mass
Public Garbage Grinder, Vid-Phone Booth	1	3
Pedway [1ft. thick]	3	8
Roadway [ten-metre length, 1 metre thick]	4	4
Small Civilian Building [eg. Convenience Store]	2	12
Medium Civilian Building [eg. Palais-De-Boing, Dream Palace]	3	48
Large Civilian Building [eg. Con-apt, Luxy-Block]	4	240
Massive Civilian Building [eg. City Block, Condo]	5	600
First Mega-City Bank [typical branch]	4	36
Sector House, Justice Department Armoury	6	450
Grand Hall Of Justice	*	600

* the Grand Hall Of Justice is nuclear-proof; the mass rank is provided in the event that the building's antinuclear armour is somehow breached.



[1] Wood, Glasseen [2] Brick, Plasglass [3] Concrete [5] Plasteen [6] Rockcrete [7] Plasteel.

The ranks depict that material's ability to deflect damage, but do not bespeak of that substance's total bulk. Just like vehicles, buildings have a *Mass* rank; any damage that exceeds the body armour rank depletes the Mass rank until there are no more ranks remaining and the building is destroyed or rendered terminally structurally unsound. A rough guide to the body armour and mass ranks of typical Mega-City One structures are to be found in the table on page 9.

mass combat

The *Drokk City* rules handles combat between dozens or hundreds of opponents with ease. Treat each faction as a single character and then use the normal combat rules to decide the fate of the confrontation. The relative quantity of units amassed by either side can easily be represented by increasing each faction's facets as appropriate; for example, a force of nine judges may have a gestalt Str facet of 3, while their opponents - sixty troggies - may have a relative Str facet of 9. The facets used for mass combat do not have to have any relation to the facet scale we use to create single characters, but they do need to be relative to one another to provide the mass combat with some degree of dramatic accuracy. If either faction's Hed facet is reduced to 0, that faction has been routed and will retreat to lick its wounds. If the losing party's Str facet has been reduced to 0, it's ranks have been annihilated and it is incapable of mounting any form of defensive or offensive action. Vehicle mass combat is dealt with in exactly the same manner; use one vehicle to represent each faction. When any faction's mass has been reduced to 0, the fleet it belongs to has either retreated or been destroyed.

What if a single character or vehicle is attacked by many enemies at the same time? In most instances and despite their best efforts, no more than one or two characters can mount a simultaneous attack upon a lone opponent. As such, a 'many-against-one' combat can be adjudicated as a series of single combats using the normal rules. In most scenarios, the number of the massed attackers is not too important - the target, unless possessed of exceptional fighting skills and/or endurance, is not going to last very long and may fall after engaging in combat with less than half a dozen foes.

environmental dangers

Characters will find their lives under threat from not just other characters and hazardous technologies, but also dangers present from Mother Nature. Whatever the specifics of an environmental injury, the character will suffer either a temporary or permanent reduction to his Str and/or Hed facets. Environmental damage of a protracted incremental nature, such as heat and cold extremes or drowning first sap the brain of its energies, followed by a weakening of the body. To mediate such bodily trauma, first reduce the character's Hed facet at a rate corresponding to the intensity of the damage's progression [the Tac

Chief shall determine the exact speed at which any environmental damage is sustained]. When the Hed reaches half its original value [rounding down], proceed to reduce 1 Str rank for every subsequent Hed rank deducted until the character is dead or removed from the danger.

Fire and chemical damage work exactly as the earlier rules for incendiary weapons [page 8] describe. Radiation damage, an occasional danger from illegal nuclear reactors and rad-zones in Mega-City One, more frequently in the Cursed Earth, has greatly varying lengths of 'incubation' according to the intensity of radiation present and the time the character has spent in the contaminated environment. Treat radiation damage exactly as you would other environmental-based injuries. Extreme radiation exposure, as you would expect to encounter within the burst radius of a nuclear weapon, needs no game mechanic - you're fried! game over, unless you have a holocaust suit available.

Disease and contagion are common in Mega-City One's seedier and impoverished sectors and a fact of life in the Cursed Earth. The standard rules for environmental injury work very well to adjudicate the basic effects of such afflictions. As readers of the *Judge Dredd* comics are well aware however, the diseases of the Twenty-second Century come with some bizarre side effects - mushroom pustules, lycanthropy, animated sores, vanishing body parts and various strains of vampirism to name but a few. These conditions and many more are covered in detail, along with rules on how to utilise them to their worst advantage, in the *Drokk City* PDFs.

injury & healing

The Twenty-second Century offers several amazing solutions to injury, from the man-portable medipack to the highly advanced speedheal machine.

- **Medipack [standard]** - Each use of this first aid kit instantly increases all reduced facets by one rank. A medipack will also instantly revive stunned characters, increasing their Hed to 1. The standard medipack can only be used once, but another standard medipack can be brought in to continue the treatment. If the damage has not been cured by two applications then the character must be placed within a speedheal machine to receive further treatment. In addition to the normal medical equipment, the standard medipack contains rad-pills, offering immunity from the effects of mild to moderate radiation for thirty minute intervals; rad-pills cannot protect a character from radiation that has already contaminated him.
- **Medipack [advanced]** - Each use of this deluxe first aid kit increases all reduced facets by two ranks. A medipack will also instantly revive stunned characters, increasing their Hed to 2. An advanced medipack can only be used once; if the character's injuries have still not been completely healed, he must be placed into a speedheal machine.
- **Speedheal machine** - Once placed within the speedheal, a contraption that ranges in design from a totally enclosing cocoon to a flexible body harness, an injured character suffering from either temporary or permanent injury regains full use of all his facets within a number of hours equal to the pre-injury rank of the facet that suffered the largest reduction; for example, if Judge Bilko has seen his Str facet [5] reduced to 2 and his Hed facet [4] reduced to 1, he will need to spend four hours in the speedheal because his Str facet has the highest pre-injury rank.



EPISODE 4

psi-powers



introduction

Fans of the *Judge Dredd* comic strip will know that psychic powers are a rare event, introduced normally to add spice to a mundane plot. Psi-powers are also a good plot device to allow writers to drop clues onto characters like Judge Dredd and Psi-Judge Anderson that help solve crimes that much faster, evading the need for several panels worth of tedious practical investigation. With new uses and abuses created at the drop of a writer's hat, psi-powers are the Dreddworld's version of magic and an easy way of bridging plot problems - just get a psyker in to use his mind powers and physical plot obstacles are overcome, allowing the story to move quickly on.

The *Drokk City* rules treat psi-powers just as loosely to reflect the style in which they appear in the comics. Any use of psi-powers is simply one character's Psi facet rank opposed to another's Psi [if they have psi-powers], or Hed facet [if they have a Psi rank of 0]. If the *psyker* [a psi-power user] is using his power against an object, or attempting to overcome an obstacle, use the Aggro Table [page 6] to resolve the action.

Here is a brief recap of the Psi facet table:

- | | |
|-----|---|
| 0 | No psi-talent. |
| 1 | Marginal psi-power. |
| 2 | Minor psi-power. |
| 3 | Grade 4 psi [Justice Department scale]. |
| 4 | Grade 3 psi. |
| 5 | Grade 2 psi [Dark Judge]. |
| 6 | Grade 1 psi [Judge Anderson]. |
| 7-8 | Superhuman psyker; psi-warlord. |
| 9+ | Murd the Oppressor, Sabbat, Sisters of Death. |

Psi ranks 0-2 are insignificant in the scale of psi-phenomena. Characters with a Psi facet of 0, such as Judge Dredd, are not only totally devoid of psi-talent, but they have also a natural immunity from psi-based mind attacks. Any attack against the mind of a '00-rated' character do at a -3 rank penalty.

A Psi rank of 1 represents the miniscule psi-potential of the vast majority of human beings. A Psi rank of 2 encapsulates psychic mediums of the power level we

see in our own society, those few who genuinely can communicate with the near regions of the astral planes, and those sensitives who can sense psychic emanations in their local environment.

From Psi 3 to 5, psykers are able to use their powers proactively and receptively at will, though with greatly differing levels of competence and range. At Psi 3, a psyker's power level qualifies for a Justice Department classification [Grade 4], the minimum level at which he is subject to Psi-Division surveillance for possible inclusion into Psi-School should his powers show potential. Psi 4 is equivalent to Grade 3 and Psi 5 Grade 2, comparable to any one of the four Dark Judges.

A Grade 6 psi is the most powerful that Psi-Division can muster without resorting to psi-amplifiers. Going beyond Psi 6, we see entities who can channel powerful dimensional and paranormal energies through their persons such as psi-warlords who use aggressive psi-powers as easily as judges fire their Lawgivers. Finally, there is the rare breed of psyker who has mastered the psi-flux [the transdimensional repository of all psi-power energies], but who has been forced to trade in some of his humanity in the bargain; Murd the Oppressor [from the *Judge Child Quest*] and the Sisters of Death are classic examples of once-human sorcerors corrupted by psi-power experimentation. Note that the term 'sorceror' is used above. In *Judge Dredd*, this merely indicates a school of psi-power utilisation rather than a completely separate phenomena. Psi-power variations are fully documented in the relevant character/organisation profiles in the various *Drokk City* PDFs.

Psykers can usually channel only one type of energy. These are the most common specialisations:

Empath - This psi-power allows the psyker to feel the emotions of others, from flashes of casual emotion to love, envy, anger and greed, to intense suffering such as grief for a deceased loved one or agonising physical pain. Empaths with a Psi rank of 4 or less cannot control what they feel; those above 4 can choose when to 'open' their minds and allow the state of mind of others to enter. The late Psi-Judge Corey was a powerful empath; one intense empathic experience proved too much for her frail state and Corey committed suicide to free

Pre-Cog - Precognitives, psykers who can see into the future, are the most common of psychics, though many only have power levels averaging Psi 1 and can only receive short and hazy visions of the future. The more powerful pre-cogs are soon detected by the Justice Department and recruited into Psi-Division, where their energies are put into predicting crimes and dangers waiting to threaten Mega-City One. Alternatively, a criminal organisation might discover the pre-cog first and abuse his powers to predict the outcome of their yet to be committed felonies, or to evade unwelcome confrontations with rival criminals or the judges. The late Judge Feyy was a powerful pre-cog, predicting that the boy Owen Kryslar would have serious implications for Mega-City One. Feyy's prediction is a textbook example of how even the most gifted pre-cogs can have their bad days: Kryslar [the Judge Child] was heralded as Mega-City One's saviour, but he was revealed in time to be one of the city's most powerful enemies.

Many pyrokines have behavioural disorders - often aggressive or self-destructive tendencies - that appear to contribute to the manifestation of pyrokinetic powers. The Justice Department has little use for pyrokinetic judges in its ranks, but is keen to register those living among the citizenry, keeping abreast of their every whereabouts. Other pyrokines may be deemed suitable for medical treatment, their psychic centres inhibited with drugs, or surgically removed.

Teledominat - The teledominat is the most dangerous of all psykers for he can control the minds of others and enslave their will to his. Lower-ranking teledominats [Psi 3-5] may only be able to plant subtle suggestions in the minds of their targets, while the more powerful can control dozens of citizens at a time, permanently bringing them under his control. The powers of the teledominat are very difficult to detect, for he can sense any psychic attempt made to locate his person and then put up a mind shield to 'blank' his aura. The Cursed Earth assassin Vitus Dance is a teledominat.

or existing flame or ignite ac-
leum. Psykers of Grade 3 and
mes on their person [and with
me for limited time], or cause
thin air. The more powerful py-
amanders - are im-
happily stand their
aging infernos. The
extremely rare enti-
countered out in the
it of some freak ge-

ive behavioural dis-
sive or self-destruc-
appear to contribute
pyrokinetic powers.
nt has little use for
s ranks, but is keen
among the citizenry,
every whereabouts.
be deemed suitable
their psychic centres
surgically removed.
rokiners can inflict
2/3 to 4/5/6 in in-
beginning at the
ng approxi-
ds by one
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the



3	Banzai Battalion Robot	2
4	Human, block buggy	3
5	Groundcar, hovercar	4
6	Hoverbus, T-Rex	5
7	Jugger	6
8	H-wagon, hovertanker	7

Psykers with ranks that equal or exceed the difficulty number can automatically lift or move that object. Consider the difficulty number to be the maximum number of minutes the telekine can keep the object aloft or in transit; if he wishes to keep the object under his control, the telekine must roll to beat the difficulty number again. A telekine can only make as many consecutive re-attempts as he has ranks in his Psi facet. Once he has exhausted his powers, the telekine must recuperate for 1D10 hours; his powers will not function beyond half their total rank during that period and any attempt to exercise psi-powers before the D10 period is completed results in an additional D10 hours worth of rest time necessary to return to their full psi-power rank. The psi-warlord Shojan demonstrated potent telekinetic powers during combat against the Justice Department.

Telepath - Mind readers and thought conversation-ists, telepaths are the most numerous of Psi-Division operatives. Their powers are extremely useful in searching the minds of criminals or suspects for incriminating evidence. A small number of telepaths such as Judge Anderson have manifested limited teledominat powers, allowing them to plant suggestions in the minds of others, but no telepath has been able to sustain an intensity of teledomination beyond a Grade 3 [Psi 4] power level. Telepaths rarely leave Psi-Division Headquarters, preferring to remain within specialised 'psyke-tanks' where they can focus their powers in peace and solitude. Judge Anderson's wide range of skills beyond her psi-talent have made her indispensable to street judge investigations, often requiring her to become involved in field work.

If the Tac Chief or his players want to create a psyker with powers that do not neatly fit into any of the above categories, the *Psyriah* is the character to choose. The psyriah is an outcast in the psyker community, one with powers not confined to one specialisation; examples of psyriahs in the *Judge Dredd* mythos are Owen Kryslar, the Dark Judges and Shojan, Warlord of Ji. The Chief is charged with keeping a psyriah's powers and power ranks under strict control. As a basic rule, do not allow a character with a Psi rank less than 6 to possess more than one specialisation.

group powers

Some psykers [teledominats, telekines and telepaths] can join forces to manifest psi-powers at ranks greater than they could as individuals; such powers might include breaching dimensional walls, resurrecting the dead or blasting opponents with powerful mind bolts. This is a subject that the *Drokk City* rules leave to the discretion of the Tac Chief to resolve. He is advised to be very careful when boosting psi-power levels too high, for the results may take adventures in some unplanned directions. One way to maintain balance is to make the psykers pay a price for manifesting a group power; perhaps they all must sleep for a week afterwards, or invoke the hostility of an otherdimensional power such as Behemoth the Beast who may desire to destroy the psykers before they dare to challenge his authority. Another trick to dissuade psykers from 'ganging up' and becoming too powerful is to make them aware that they might end up as permanent, incorporeal beings like the Sisters of Death, or turn into scaly mutants or other hideous constructs by merging their bodies with the psi-flux! One method of forewarning psykers of such a fate is to temporarily inflict them with a physical mutation or disability - but don't tell the players it is temporary! Give them something to sweat over and hopefully learn to moderate their group power behaviour in the future - or else.

astral plane combat

Telepaths of Psi 5 and above can separate their spirits from their bodies and travel into the Astral Plane, an ethereal hinterland between the lands of the living and the dead. Should the telepath fall under attack by planar entities, he has only his Psi rank to defend him. The astral traveller blasts his enemies with psi-power - he cannot use his physical attributes or weapons in astral combat. If the telepath's Psi rank falls to or below 0, the psyker's spirit is dispersed and his physical body will die.

conclusion

Psi-powers should be extremely rare in *Drokk City* and their use a particular point of interest in a plot. Be careful too in the use of psi-judges; though Judge Anderson has made several star appearances in the *Judge Dredd* comic strip and been popular enough to warrant her own series, Psi-Division works best as a support agency, leaving the Street division to grab all the headlines. Psi-Division operatives should as mysterious to the average citizen and the majority of judges as the supernatural foes they fight.

EPISODE 5

vehicles



introduction

Vehicles are the arteries of Judge Dredd, the high speed, technological wonders that get characters from A to B. vehicles also provide the foundation for nail-biting chase sequences along Mega-City One's vast road network. Vehicles have the following facets:

- **AI** - Artificial Intelligence, an autopiloting device enhanced with limited intelligence. Only a few vehicles, owned by the wealthy and fortunate, have an AI system onboard. AI operates in much the same way as a living being's IQ facet.
- **BA** - The vehicle's body armour.
- **Mass** - The total amount of damage the vehicle can sustain before being destroyed.
- **Spd** - The maximum rank at which the vehicle can travel.

The following list details the comparative Spd ranks of various vehicles:

- 6 Block Buggy, Zootskoot
- 8 Jet Pack
- 9 Slabster, Manta Prowl Tank
- 10 Powerboard, Zipper Bike
- 11 Roadster, Sports Vehicle
- 12 Lawmaster, Harley Farley 2000
- 14 Strat-Bat
- 15 H-Wagon
- 16 Nuclear Missile

The following list details the Spd ranks of spacecraft; the ranks are relative to the above list:

- 14 Shuttle, Utility Vehicle
- 15 Civillian Transport
- 17 Pleasure Cruiser
- 18 Cargo Freighter
- 20 Battlecruiser, Deep Space Explorer
- 22 In-system Defence Craft, Customs ship
- 23 Starfighter

driving rules

Any use of a vehicle is resolved exactly like every other action, using the *Opposed Table* [page 5] or *Aggro Table* [page 6]. If a character is involved in a car chase or some other manoeuvre intended to defeat an opponent he employs his various Vehicle skills and so too does his opponent. If the character is swerving about objects, making fast turns or jumping chasms, he pits his wits against a rank decided upon by the Tac Chief from the Aggro Table according to the difficulty of the action and the character's comparative experience at overcoming such an obstacle. As usual, the driver must roll equal to or above the difficulty number to succeed at the action.

losing control

If a character fails to make a manoeuvre at high speed whilst in control of a vehicle, he may lose control. In this event, the Tac Chief needs to roll against this table.

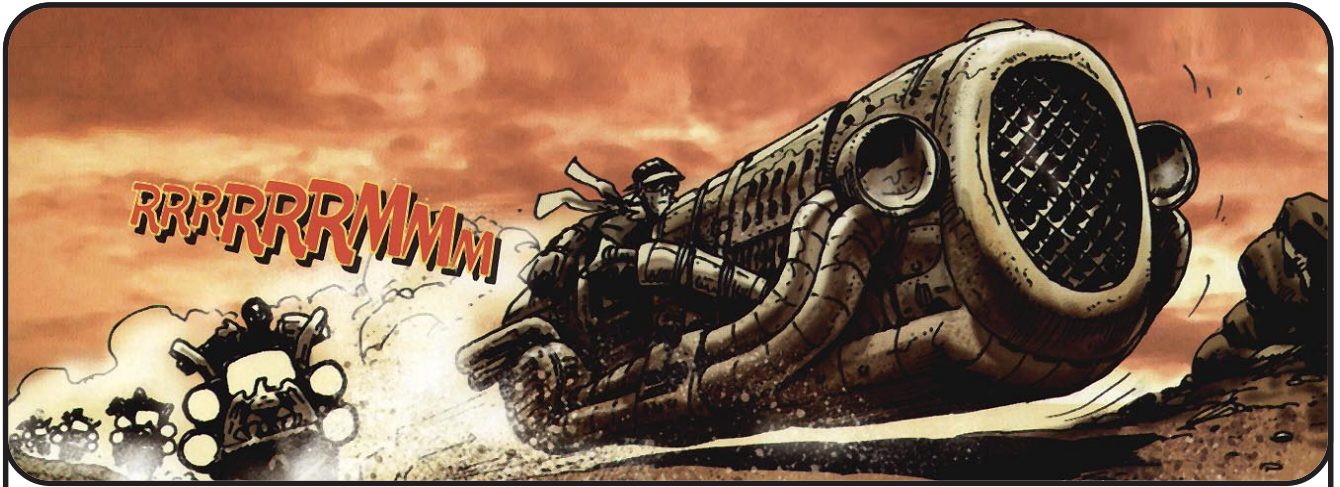
1-2	roll
3-8	skid
9-10	regain control

Roll - The vehicle topples over in a manner dictated by the Tac Chief. Roll the D10 once more. If the result falls between 9-10, the vehicle has been totalled [below].

Skid - The vehicle loses traction and skids along a random direction. Roll a D10. The result - using the analogy of the rank as the number on a clockface - is the direction in which the vehicle now points. If the rank rolled is 3 or more, the vehicle has come to a halt; if the result is 2 or less, the vehicle continues moving - the Tac Chief may decide the driver needs to make another vehicle roll to bring the vehicle under control.

Regain Control - The vehicle may continue to move at the same speed and in the same direction as it did before the control loss crisis.

Totalled - The vehicle is damaged in such a way that it is incapable of moving any further. The slower the vehicle's Spd rank at the time of the crash, the smaller the damaged component, but the vehicle nevertheless cannot move unless repaired. At the Tac Chief's discretion, the vehicle may be totally wrecked and no amount of repair will make it functional once more.



vehicle damage

A vehicle can be damaged or destroyed by crashes, collisions or weapons fire. When a vehicle is totalled, deduct its BA from the Spd it was travelling at when it crashed. The remaining number - if any - is the number of ranks the vehicle's Spd rank has been permanently reduced by until the vehicle is repaired. Damage equal to or exceeding the vehicle's Mass facet indicates the vehicle has been destroyed.

If a vehicle collides with, or rams a building or other inanimate piece of Mega-City One property, use the Material Strength guidelines [page 9] to determine the target's resilience.

crash damage

There is the possibility that the characters within the vehicle are injured by the vehicle's instability. The faster the vehicle travels, the more damage its occupants may suffer at the point of impact. To calculate crash damage, find out the vehicle's Spd rank at the time of the crash and deduct the vehicle's BA from it; the result is the permanent damage deducted from the occupants' Str facets. If the occupants are wearing body armour, deduct it from the damage that got past the vehicle's BA. The remainder is the final damage rank. the Tac Chief must not forget that seat belts and crash webbing can also significantly reduce crash injury; the degree of injury resisted by such measures is to be decided by the Tac Chief.

spacecraft rules

The Judge Dredd mythos extends beyond Earth and the solar system, taking intrepid characters into the depths of the final frontier. Spacecraft rules are not too different from those governing their terrestrial counterparts with chases, manoeuvres and collisions are all han-

dled the same.

Some spacecraft have the capability to travel faster than light to access the most remote areas of the galaxy. In Judge Dredd terminology, this process is known as *warping*. Spacecraft with warp capability will feature a Warp facet with values from 1-4. Warp 1 is the slowest velocity, attributed to obsolete or reconditioned spacecraft. Warp 2 is the norm for small civilian craft such as pleasure cruisers. Warp 3 is employed by police cruisers and the massive deep space freighters. Warp 4 is reserved for state of the art cruisers, usually military or mega-corp in origin. the Tac Chief decides how long it actually takes to warp from one side of the galaxy to the other as best suits the adventure's pace.

Comparative warp speeds become important when warp-capable vehicles engage in the pursuit of another warp-capable vehicle. It is possible for two vehicles to take part in a cat and mouse chase through warp space, and for the faster to overtake over the slower, even though they may be travelling along exactly the same co-ordinates. Treat each warp rank as you might counters on a board game; even if the slower ship jumps into warp some time before the pursuer, if the pursuer has a faster warp engine it will eventually catch up to its quarry and overtake it - unless of course the quarry leaves warp before this can occur.

conclusion

This is the final chapter of *The Book Of Law*. The principle behind the design of this volume is to provide a no-nonsense, fast-paced set of mechanics [known behind the scenes as the *Roll Call Rules*] to assist the Tac Chief in mediating many enjoyable games of *Drokk City*. The rules have been carefully designed also to make them palatable for newcomers to the hobby of roleplaying who just want to kick ass like Judge Dredd and company 'straight out of the box' and not get bogged down in tedious paperwork. The possibilities are endless! Go and have fun.

SECTOR 6

drokk city



introduction

Drokk City is a series of all-new Judge Dredd roleplaying accessories offering an exciting new option for fans of the original *Judge Dredd* boxed set published by Games Workshop in the 1980s. Sympathetic to the desires of gamemasters and players who prefer their Judge Dredd campaigns to stress excitement and adventure over unwieldy rules systems, *Drokk City* follows Games Workshop's example by offering the *Roll Call Rules* - extremely simple, easy to learn game mechanics that faithfully simulate the fast, action-packed nature of the *Judge Dredd* comic strip. This system allows gamemasters to set up campaigns with a minimum of rules-related paperwork and equally to host 'one-shot' *Judge Dredd* games at short notice, a perfect evening's entertainment.

formats

The *Drokk City* series is available primarily in 'Portable Document Format' [PDF], a computer file that allows electronic publications created in many different file formats to be converted into a single, universal format which can then be read across many platforms [operating systems] including Windows and Apple Macintosh. The Greatest benefit offered by PDF is that it preserves all the details of the original document such as page dimensions, column sizes, colours and fonts, when traditionally transporting files from one platform to another was rife with compatibility concerns.

Drokk City is an unofficial, non-profit enterprise and as such can only operate with extremely low overheads. The PDF format is the perfect vehicle for distributing roleplaying accessories on the World Wide Web at the cost of everyday internet access. Under authorisation from Rebellion, the owners of the *Judge Dredd* and *2000AD* properties, all *Drokk City* PDFs are made exclusively available from *2000ADonline.com*, linked from the *Drokk City* web site. Though the PDF format is an excellent publication, the larger accessories will necessitate larger file sizes which in turn increase the length of time to download. For home internet users this is not a great concern, but for readers whose only means of connecting to the Internet is via computers at their place

of work, the time required to download large documents is not always available. In addition, a large proportion of roleplayers do not have any freely available means of using the Internet. To remedy these accessibility concerns, *Drokk City* will be made available in two additional formats: CDR [*Microsoft Windows*] and hardcopy. CDRs have the storage capacity to contain one or more *Drokk City* PDFs for easy transferral to one's computer. Hardcopy editions are black and white photostats on A4-sized paper; though lacking the full colour appeal of PDF, the hardcopy format is a useful 'fall back' measure when neither Internet or computer mediums are available. Both CDR and hardcopy are supplied at cost; the client only pays the expense of the disk/photocopying charge and the cost of postage [stamps and envelope]. A list of charges for these alternate supply methods will appear on the *Drokk City* web site.

publications

Drokk City remains faithful the central concept of the *Judge Dredd* comic strip - depicting the adventures and calamities to befall Mega-City One, the Justice Department and the millions of citizens and criminals trapped within the city walls in an unending urban nightmare. The first *Drokk City* project is *The Big Meg*, a trilogy of Mega-City One PDFs [*Mega-City One*, *The Justice Department*, *Citizens*]. This is followed by *Downtown*, a detailed exploration of Sectors 54 and 69 East, and *All Creeps Great And Small [volume 1]*, the ultimate roleplaying reference to the criminals of Mega-City One. When these projects are completed, *Drokk City* will have provided Judge Dredd roleplaying devotees with the most comprehensive *Judge Dredd* roleplaying resource ever.

Future PDFs expand the game's creative potential far beyond the city wall, travelling through North, Central and South America to locations such as the Cursed Earth, Texas City, the Mex-Zone and Ciudad Barranquilla. At all times however, *Drokk City* is aware that Mega-City One should remain the epicentre of the *Judge Dredd* consciousness and so will continue to support this environment as the primary campaign setting with further sector, personnel and adventure supplements.