

JUDGE DREDD

All the useful articles
From the Eagle series of comics





THE ARMS BUYERS' ALMANAC

A COMPLETE GUIDE TO STOLEN JUSTICE DEPT. WEAPONS **PART 5**

MISCELLANEOUS



HOVER CAMERA

The detective's delight!

PRICE: 2,000 CREDS.

DATA: Is there someone you want followed? Then this tiny spy-in-the-sky is the one for you! While you stay at home with your feet up, it will be gliding through the streets, discreetly monitoring the target's activities. Pictures are relayed direct to your vid, so that you'll always know what's happening!

EAGLE COMICS ON SALE GUIDE March Cover Dates

- * STAINLESS STEEL RAT 6
- * STRONTIUM DOG 4
- * JUDGE DREDD THE EARLY CASES 2
- * JUDGE DREDD 29

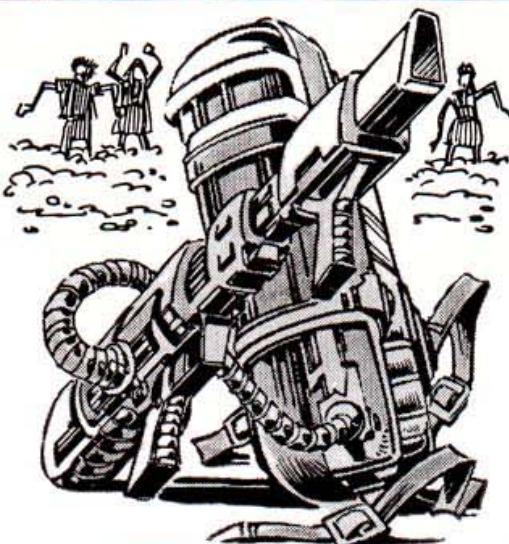


RADIATION CLOAK

Our fastest-selling line!

PRICE: 500 CREDS.

DATA: Specifically designed to protect you from the full effect of any nearby radiation. Made from a top-secret fabric, the cloak screens out most Alpha and Beta particles and contains highly-sophisticated micro-circuitry which disrupts all incoming Gamma rays. Don't be sorry, be safe — it's fashionable, too!



RIOT FOAM

The party pooper's best friend!

PRICE: 1,000 CREDS A GALLON.

DATA: Just spray it as directed and watch it turn any crowd into statues! Mad they will be, hoping they won't.



HOLDING POST

Great conversation piece!



PRICE: 750 CREDS.

DATA: Minor offenders are chained to these street posts by the judges, following an arrest. Put one in your hall, it'll make a great hat-stand and keep the kids quiet!

ANTI-RAD SLUGS

One a day keeps the doctor away!

PRICE: 10 CREDS A PACK.

DATA: Don't let your DNA molecules get the rad habit... Take one of these a day and send that nasty radiation away.



JUDGE DREDD Vol.1 No.29 March 1986

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EAGLE TALK

MEGA-CITY ONE DESTRUCTION OF A MEGALOPOLIS...

Last month we saw in Judge Dredd the beginning of Mega-City One's attempts to rebuild itself after the Apocalypse War. The map below shows what the new Mega-City will be like.

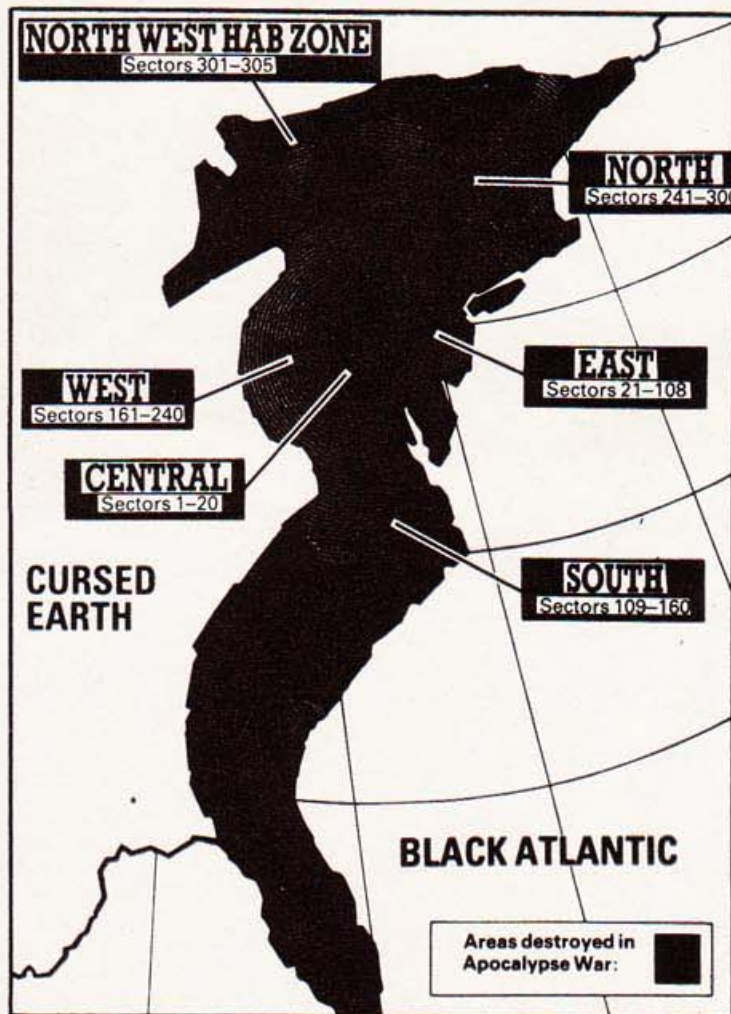
Nick Landau
Editor



Judge Barrett:

Photo courtesy Justice Information Dept.

NEW SECTOR LOCATIONS



(Issued by Justice Dept. Cartographic Division.)

The Apocalypse War... an unprovoked saturation attack by East-Meg One which destroyed sixty-five per cent of Mega-City. Half the 800 million inhabitants perished in the blizzard of exploding missiles and the face of the city was forever altered, as can be seen on the map opposite. A huge rebuilding programme was launched, but such was the devastation in the south and some parts of the north that those areas were considered unreclaimable.

As part of the rebuilding programme, the judges decided to reclassify the sector numbering system by which the citizens found their way around 'town'. The job was given to Judge Barrett, who produced the new sector locations listed opposite.

It was easy enough to feed the new data directly into the brains of the judges, but the selling of the idea to the citizens proved a lot harder. People who'd lost everything in the war suddenly became very possessive about their sector address and it took all the judges' guile (acquired through years of managing the day-to-day running of Mega-City One) to make them accept the changes!

EAGLE COMICS ON SALE GUIDE

MAY COVER DATES

- ★ 2000 AD 2
- ★ JUDGE DREDD - THE EARLY CASES 4
- ★ JUDGE DREDD 31

JUDGE DREDD No.31 MAY 1986

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EAGLE TALK

THE PEOPLE OF MEGA CITY ONE

PART ONE—FILM & TELEVISION STARS

The vid-screen set in Mega-City One is a community in itself. Until recently its leader was Conrad Conn, the city's greatest pic-star and reputed to be the handsomest man in the world. Before he retired from showbiz he appeared in such great epics as *The Beasts That Ate Mars*. Conn's part in the sequel, *The Beasts That Ate The Beasts That Ate Mars*, was taken by Dino Valdi, but he failed to capture the character Conn had played so well first time round. Conn's place in the heart of Mega-City's millions has now been occupied by Rocky Vollo, who recently stunned the world with his secret marriage to Mawvus Slym, a Cekretia from the planet Cekrus. Unfortunately, Rocky's greatest friend Johnny Teardrop, compere of the hugely successful television show *Sob*



Story, is now living in poverty. The cause of his demise being forty-one lawsuits filed by enraged relatives of people who had been killed after appearing with him citywide.

EAGLE COMICS ON SALE GUIDE

JUNE COVER DATES

- 2000 AD 3
- JUDGE DREDD—THE EARLY CASES 5
- JUDGE DREDD 32



Judge Dredd Vol. 1 No. 32

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EAGLE TALK

THE PEOPLE OF MEGA CITY ONE

PART TWO - TALKING APES



The atomic war wiped out much of North America's animal kingdom, only a few surviving in the cities' zoos. With time it became possible to alter the brain cells of apes and give them the ability to speak. Set free, the apes settled in a district of Mega-City One which soon became known as "The Jungle", but their habit of mimicking their human neighbours led to some becoming gangsters. The best-known is Don Uggie Apelino, currently serving time for trying to steal the one billion credits he needed to pay for the execution of Judge Dredd. The Dredd Act has since banned forever the use of animals for experimentation.



EAGLE COMICS ON SALE GUIDE

July Cover Dates

- ☆ 2000 AD 4
- ☆ JUDGE DREDD 33
- ☆ JUDGE DREDD EARLY CASES 6

JUDGE DREDD Vol. 1 No 33 July 1986

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EAGLE TALK

MEGA-CITY ONE

THE TRANS-TIME TRAVEL WAY

Part Five - THE VISIT File One

Now that we've given you information on various aspects of Mega-City, we feel that it's time that you learnt more about the actual Trans-Time Trip. Steve MacManus, the editor of the British 2000 A.D., offers his advice...

Located along the eastern seaboard of North America, Mega-City One has many delights to soothe the weary traveller. One of the great centres of civilisation left after the atomic war, it is bordered on one side by the Black Atlantic (so called because of its highly polluted state) and on the other by the Cursed Earth.

The City is protected by a huge, Plasteen wall, equipped with scanners which constantly search the horizon for any approaching danger, and a highly efficient laser defence system guards the skies above it. (There was a recent scandal involving a researcher at the city's Department of Science, who was found to be passing the system's secrets to the Sov-Cities, but the man was caught before any serious damage was done.) The Law in Mega-City One is enforced by the Judges, who were elected by the people after the atomic war... a slice of the city's history that some of you may have witnessed on our time-tour to that era. The Judge system is headed by a triumvirate entitled The Grand Council Of Judges, which runs the city in conjunction with its Mayor. Perhaps the most famous Judge in the city however is Judge Dredd, and the trip is recommended if only to catch a glimpse of him in action. Unfortunately, in a place as big as Mega-City One, the chances of this are very slim and you may have to settle for his loyal robo-servant, Walter. Trans-Time includes in the holiday a free journey to the laundry where Walter makes his weekly visit to wash Judge Dredd's uniform.

Despite the acute accommodation crisis within the city, Trans-Time has managed to secure rooms for the season in the Charlton Heston Cityblock. Although 750 crimes a day are committed in the cityblock, many of them serious, you will be quite safe provided you stick close to your securi-droid. Violence, in fact, forms a major part of life in the city and we would not want to play down the element



Pictured here is the Cityblock where you will be staying during your visit to Mega-City One. Each cityblock in the city houses over 60,000 people and is a city within a city, hence the name. From birth to death it is possible for a citizen to live out his entire life without leaving the block; every single amenity is provided and Trans-Time has secured the use of many of them for its travellers.

of danger involved in taking this tour. However, the Judges maintain a constant vigil and violence is kept reasonably under control.

(Continued)

Nick Landau EDITOR

EAGLE COMICS ON SALE GUIDE

January Cover Dates.

- *Nemesis 5
- *Judge Dredd 15
- *Robo-Hunter 5 (last issue)

JUDGE DREDD Vol.1. No.15 January 1985

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EAGLE TALK

MEGA-CITY ONE...

THE TRANS-TIME TRAVEL WAY

Part Six - THE VISIT File Two.
(Continued from last issue)

The laws in Mega-City are strictly enforced and we feel it wise to remind you that penalties for breaking them are severe. Experience has taught Trans-Time that it is prudent to acquaint travellers to the city with some of its more easily broken statutes. Firstly, smoking is prohibited everywhere except the Smokatorium. Should you feel the craving for tobacco during your stay please see your courier immediately. Secondly, litter must not be dropped anywhere. Thirdly, any device which might pollute the atmosphere must be left behind. Remember, Trans-Time will not be able to help you once sentence has been pronounced. (A full list of the laws is available in micro-film form for more nervous travellers.)

Follow the rules, though, and Trans-Time guarantees you the time of your life. Because most of the work in the city is done by robots, and those who do work rarely put in more than two hours a week, countless forms of entertainment have sprung up to cater for the citizens' long leisure hours. Suffice to say that Mega-City One is vastly more exciting than our society!

Lastly, a word of warning regarding behaviour. It would greatly help you



The Smokatorium - the only building in Mega-City where smokers are allowed.

Trans-Time courier if you did not draw too much attention to yourselves while out on the streets. Loud remarks about the appearance of some of the city's inhabitants (robots abound, aliens are a frequent sight and animals with the ability to speak are commonplace) will only attract unwanted attention - perhaps even violence.

To sum up: Mega-City One is a mixture of violence and pleasure; we will show you the pleasure, you must avoid attracting the violence!

Nick Landau
EDITOR

EAGLE COMICS
ON SALE GUIDE
February Cover Dates
*Nemesis 6
*Judge Dredd 16



Government Health Warning

The Surgeon General reminds prospective time-travellers that this form of travel can seriously damage your health. Accidents will happen, like the one shown here, and by law Trans-Time is not obliged to pay compensation.

JUDGE DREDD Vol.1 No.16 February 1985

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EAGLE TALK

THE WIT AND WISDOM OF JUDGE DREDD

Collated from back issues (progs) of Britain's science fiction weekly, 2000 A.D.

"When will lawbreakers learn . . . in the 21st Century no-one can escape justice!"

Judge Dredd - Prog 3

"We can deal with him (Judge Dredd)! He ain't a robot - he's human! I think!"

Perp - Prog 7

"There was a human like you back in the 20th Century. His name was Adolf Hitler!" (Dredd)

"Yes! I'm a big fan of Adolf Hitler!"

Call-Me-Kenneth - Prog 14

"I'll get forty years for this. Reduce my sentence, Dredd, and I'll tell you where you can find our leader, Mr. Buzz! He's holed up in Old Town." (Perp)

"Many thanks. In recognition of your co-operation I sentence you to 39 years, 364 days in an isolation cube!"

Judge Dredd - Prog 22

"Strange . . . Rico and Joe, they were the same person. Yet one grew up to uphold the law. The other to despise it. Good and evil . . . that's something the scientists still can't control. They can't control men like . . . Judge Dredd!"

Chief Judge Clarence Goodman - Prog 30

"Listen, you folks at home . . . today we won a piece of Sov-Cities' dirt. So what? Three good men died to do it - that's what's the matter. Sometimes war is necessary - but don't ever let creeps like this tell you it's fun. War is pointless. War is evil. War is hell!"

Judge Dredd - Prog 51

"Mega-City One . . . 800 million people and every one of them a potential criminal. The most violent, evil city on Earth . . . but, God help me, I love it."

Judge Dredd - Prog 59

"When someone calls on the Law to help . . . be he mutie, alien, cyborg or human . . . the Law cannot turn a blind

eye! And I am the Law!"

Judge Dredd - Prog 69

"I play with a ball . . . Dick and Jane play with a ball . . . Judge Dredd will not play with a ball."

Tweak - Prog 74

"S'long . . . Dredd . . . get vaccine . . . through . . . somehow . . . or . . . I'll come . . . back . . . haunt you . . . an' ain't nothing . . . worse than . . . a punk ghost!"

Spikes Harvey Rotten - Prog 84

"Bloop!"

Deputy Chief Judge Fish
announcing a new law - Prog 92

"The good times are over, you scum! Dredd is dead! I am your Chief Judge! I demand your respect - I demand your love . . . and I'll get it if it kills you!"

Chief Judge Cal - Prog 100

"One cadet got killed yesterday and another got expelled for crying about it (it was his brother)."

Cadet Ralph Bryce in a letter to Dredd
- Prog 121

"Who understands art? At least it keeps the citizens happy."

Judge Dredd - Prog 134

"Laws were made to protect citizens - not to please them."

Judge Dredd - Prog 134

"When you get old you start gettin' strange notions . . . like maybe people aren't so bad. Maybe if we treat 'em with kindness, the good in them will come out! I guess that's when it's time to quit."

Judge Minty - Prog 149

"I have come to bring law to this city! My law - the Law of Death!"

Judge Death - Prog 149

"Dredd's a good judge, I'm not denying that. But he's too rigid in his ideas. This is a changing age. We must change with it. A reed that won't bend in the wind will always break."

Judge McGruder - Prog 182

"Looks like war on all fronts, Chief Judge. I . . . suppose I'd better inform the citizens . . ." (Judge)

"The citizens? What makes you think they'd be interested?"

Judge Dredd - Prog 245

Nick Landau
Editor

EAGLE COMICS ON SALE GUIDE
March Cover Dates
*Nemesis 7 *Judge Dredd 17

JUDGE DREDD Vol. 1 No. 17 March 1985

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MEGA-CITY ONE

THE TRANS-TIME TRAVEL WAY

Part Eight - HOW MEGA-CITY WORKS File Two.

(Continued from last issue)

Power

The Charlton Heston City-block where you will be staying during your trip is located in the southern sector of the city. Power for the sector is generated exclusively by Power Tower, a magnificent example of man's ingenuity when faced with a crisis. Apparently, after the atom war and the outcry against nuclear power that followed it, Mega-City scientists bored deep into the Earth's crust in search of an alternative source of energy. They looked to tap the Earth's own inner power and were proved right when they found red hot lava in enormous quantities. Although perfectly safe, despite the fact that it is literally a controlled volcano, Power Tower has proved unprepared for terrorist attack. When Cursed Earth inhabitants stormed the city recently they sabotaged the tower and caused it to erupt, spewing molten lava over a wide area and killing thousands.

Weather

The weather in Mega-City One can be anything the citizen wants. Their votes for the day are collated in Weather



Mega-City's leading video journal - the Mega-Times. Art by Brian Bolland

Congress, the city's ground weather station, and then beamed up to atmosphere control stations floating above the city. These automatically bring the weather voted for. Generally, you'll find Mega-City One hot and sunny, although occasionally rainstorms are ordered to wash the streets.

Information

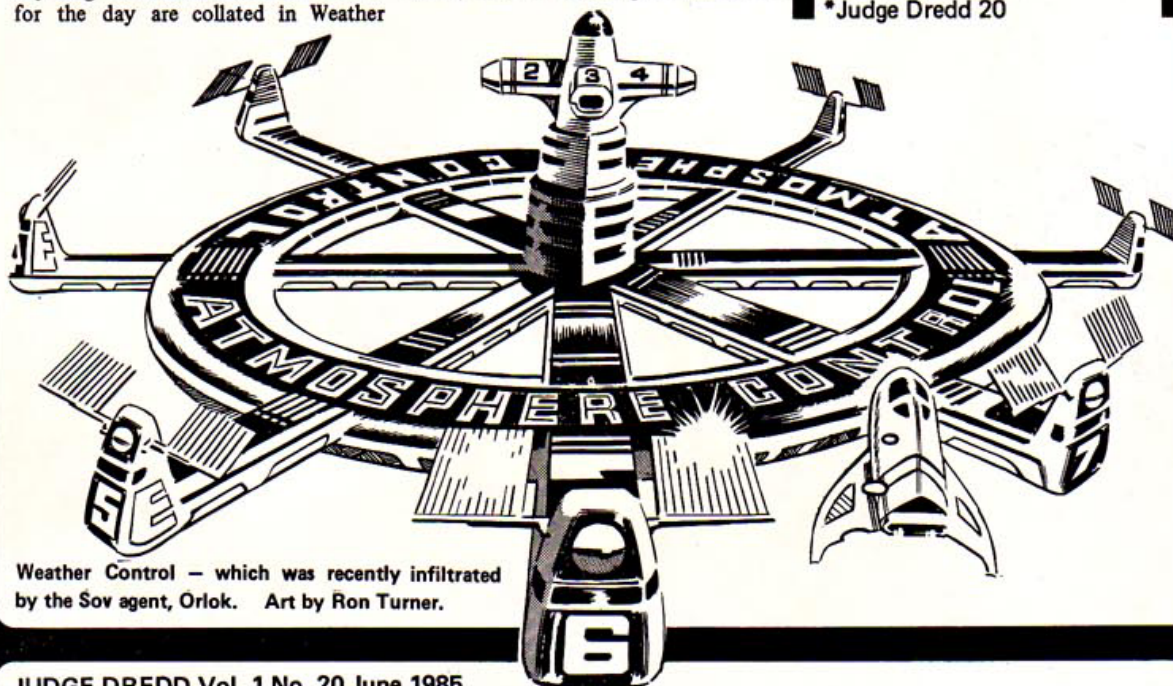
Apart from its numerous Holo-vision stations Mega-City One boasts hundreds of video-journals. Some of the leaders are: The Mega-City Standard, The Daily News, and the Morning Newsfax; but

the most widely-read is without doubt the Mega-Times. A large part of its success is probably attributable to its scoop story concerning Judge Dredd which claimed that he was responsible for the cold-blooded murder of one of the paper's staff. The case was later proved to be unfounded.

Nick Landau
EDITOR

EAGLE COMICS ON SALE GUIDE

June Cover Dates
*2000 A.D.3
*Judge Dredd 20



Weather Control - which was recently infiltrated by the Sov agent, Orlok. Art by Ron Turner.

JUDGE DREDD Vol. 1 No. 20 June 1985

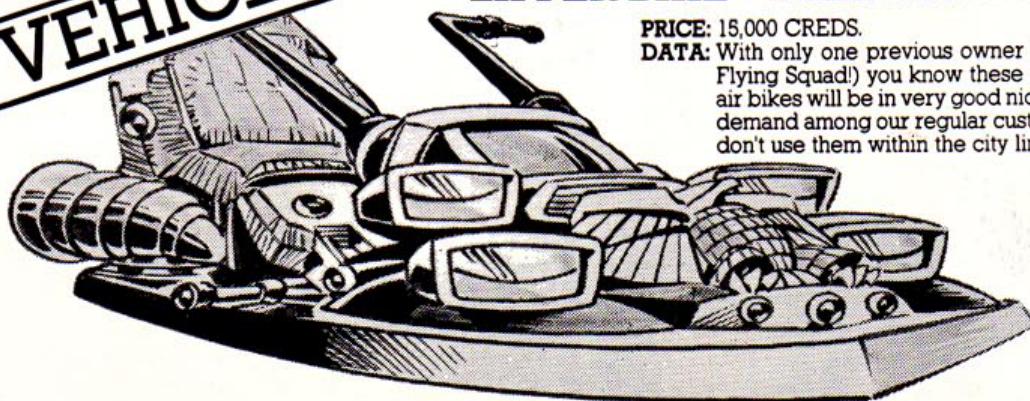
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THE ARMS BUYERS' ALMANAC

A COMPLETE GUIDE TO STOLEN JUSTICE DEPT. WEAPONS **PART 1**

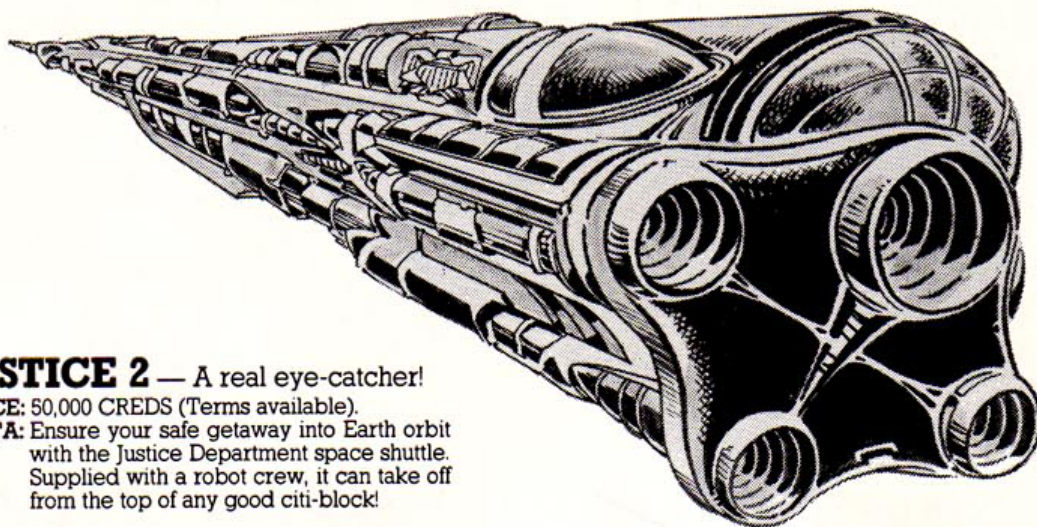
VEHICLES



ZIPPER BIKE — A winner with us for ten years!

PRICE: 15,000 CREDs.

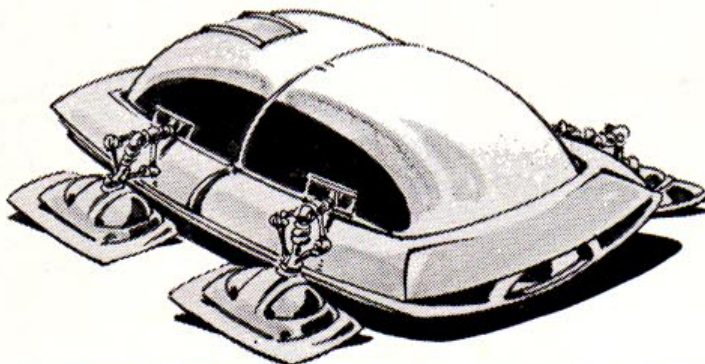
DATA: With only one previous owner (the Judge Flying Squad!) you know these nippy little air bikes will be in very good nick. Much in demand among our regular customers, but don't use them within the city limits!



JUSTICE 2 — A real eye-catcher!

PRICE: 50,000 CREDs (Terms available).

DATA: Ensure your safe getaway into Earth orbit with the Justice Department space shuttle. Supplied with a robot crew, it can take off from the top of any good citi-block!



LIMPET POD — Just In!!!

PRICE: 45,000 CREDs.

DATA:

These must go before someone else notices they've gone! Store one aboard your Justice 2 craft and use it to gain secret entry to any star-liner of your choice.

EAGLE COMICS ON SALE GUIDE

July Cover Dates

- 2000 AD 4
- JUDGE DREDD 21

JUDGE DREDD Vol.1 No.21 July 1985

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EAGLE TALK

JUDGE DREDD'S CRIME FILE

Judge Dredd's Crime File is Eagle Comics' latest Baxter title. A six-issue monthly Mega-series, it features a collection of Dredd's weirdest cases. John Byrne has drawn the 14-page story in Number One, and future issues feature artwork by regular Dredd artist, Ron Smith, Ian (*Robo-Hunter*) Gibson and Colin Wilson, who is currently writing and drawing his own European album series, *Rael*, and *La Jeunesse de Blueberry* (The Young Lt. Blueberry).

Both the *Crime File* and *2000 A.D.* Dredd stories pre-date the Apocalypse War stories that are currently running in *Judge Dredd*. The War itself ends in *Judge Dredd* 24 after which we flashback for 5 issues to pre-Apocalypse Mega-City. In *Judge Dredd* 30 we start to explore the devastating effects of life after the War.

Nick Landau
EDITOR

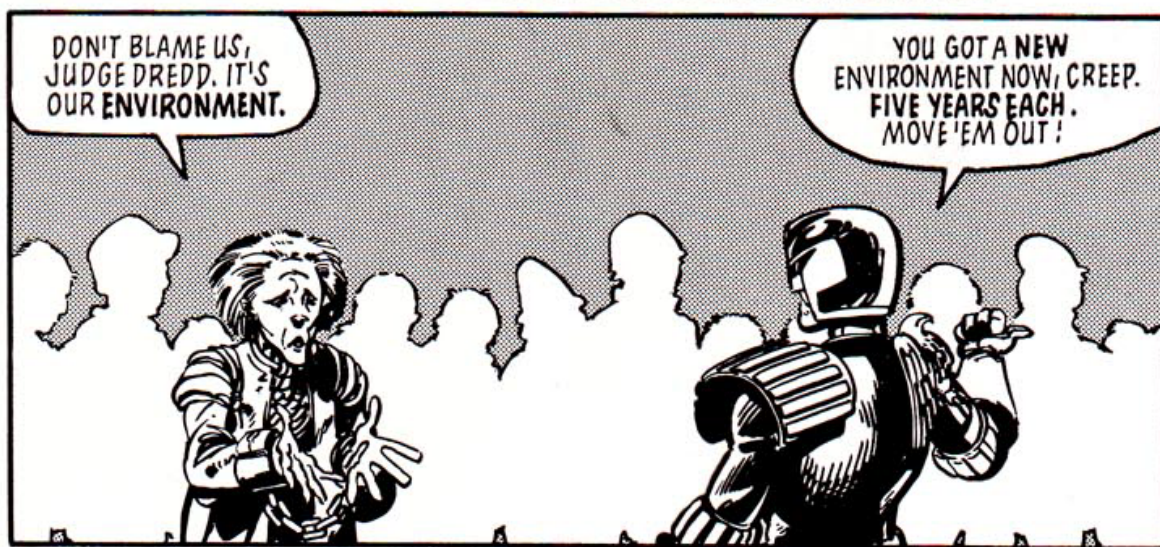
EAGLE COMICS ON SALE GUIDE

August Cover Dates

- * JUDGE DREDD'S CRIME FILE 1
- * 2000 AD 5
- * JUDGE DREDD 22



Judge Dredd by John Wagner and John Byrne



JUDGE DREDD Vol.1 No.22 August 1985

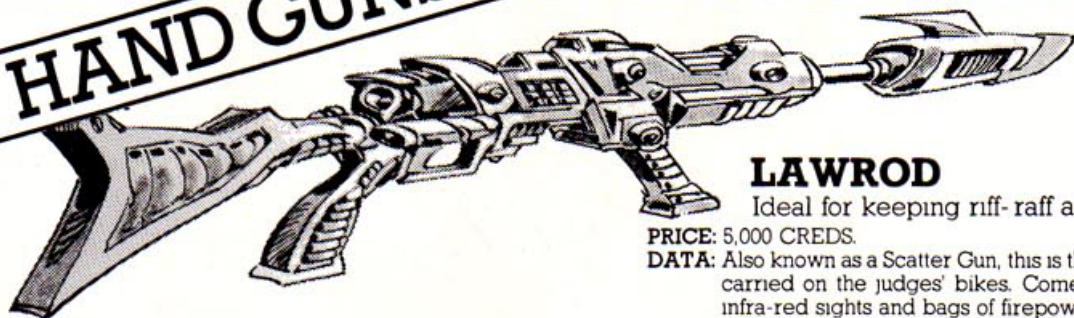
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THE ARMS BUYERS' ALMANAC

A COMPLETE GUIDE TO STOLEN JUSTICE DEPT. WEAPONS **PART 2**

HAND GUNS



LAWROD

Ideal for keeping riff-raff at bay!

PRICE: 5,000 CREDS.

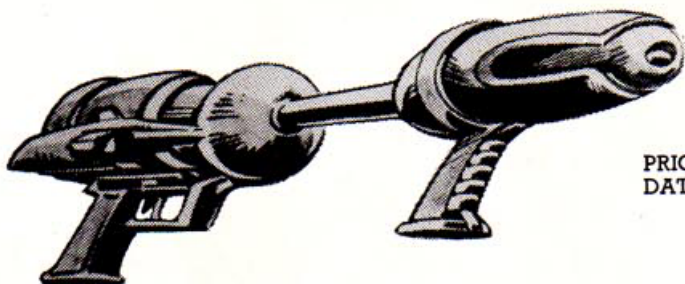
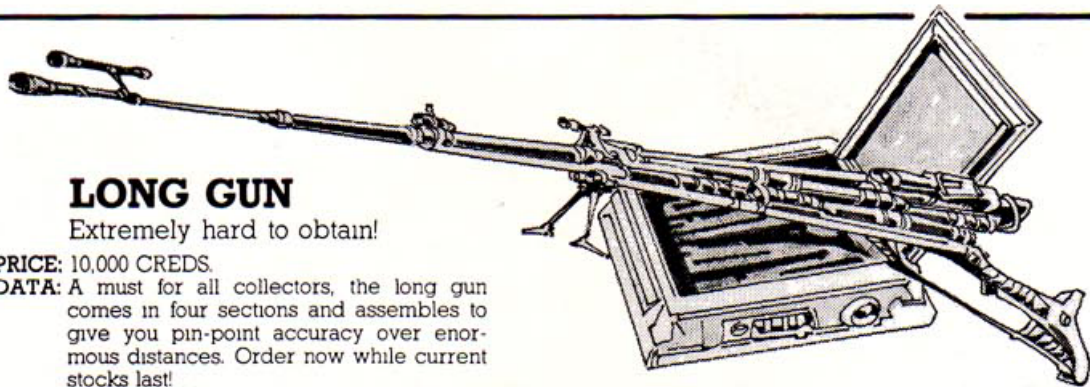
DATA: Also known as a Scatter Gun, this is the rifle carried on the judges' bikes. Comes with infra-red sights and bags of firepower!

LONG GUN

Extremely hard to obtain!

PRICE: 10,000 CREDS.

DATA: A must for all collectors, the long gun comes in four sections and assembles to give you pin-point accuracy over enormous distances. Order now while current stocks last!



STUB GUN

It'll slice through anything!

PRICE: 2,000 CREDS.

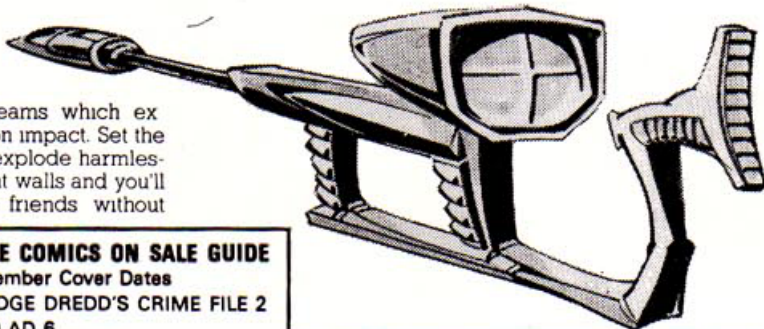
DATA: The most devastating hand-gun ever invented, the Stub helped save Mega-City One in the Apocalypse War. It did blow up a few of its users though, so handle with care!

BEAM GUN

Highly popular at parties!

PRICE: 1,000 CREDS.

DATA: The gun fires electro-beams which explode at a set range, not on impact. Set the range so that the beams explode harmlessly outside your apartment walls and you'll be able to shoot your friends without harming them



EAGLE COMICS ON SALE GUIDE
September Cover Dates
* JUDGE DREDD'S CRIME FILE 2
2000 AD 6
JUDGE DREDD 23

JUDGE DREDD Vol.1 No.23 September 1985

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EAGLE TALK

THE ARMS BUYERS' ALMANAC

A COMPLETE GUIDE TO STOLEN JUSTICE DEPT.
WEAPONS PART 3

EAGLE COMICS ON SALE GUIDE

November Cover Dates

- JUDGE DREDD'S CRIME FILE 4
- STAINLESS STEEL RAT 2
- JUDGE DREDD 25

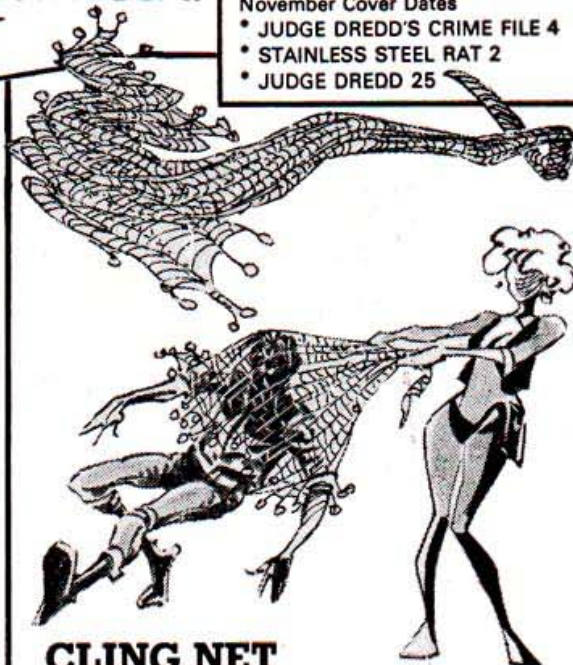
PERSONAL EQUIPMENT



JUDGE'S HELMET — We always sell out of these quickly!

PRICE: 1,000 CREDS.

DATA: Terrify your neighbours, impress your friends — a judge's helmet is nothing if not the mark of a man! Comes complete with anti-dazzle visor and our bullet-proof guarantee!

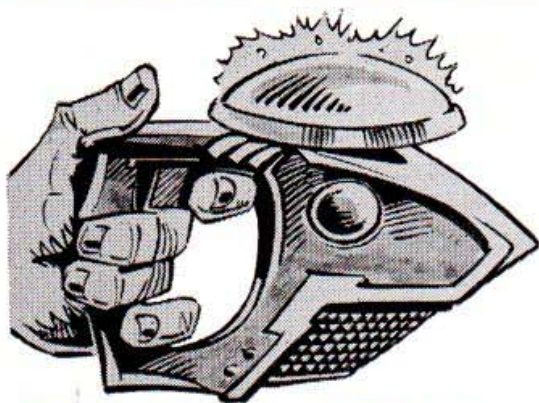


CLING NET

Very popular with the youngsters!

PRICE: 500 CREDS.

DATA: Someone special you want to get to grips with? Or do you want to stop someone running out on you? Either way the cling net is what you need — entwining and incapacitating even the strongest citizen!



POLLUTION METER

Much in demand since the Apocalypse War!

PRICE: 100 CREDS.

DATA: Your universal detector to warn you against all forms of air pollution and radiation. Vital to the judges, it's even more vital to the ordinary citizen now that parts of the city are radioactive!



BIRDIE — The jealous partner's indispensable aid!

PRICE: 150 CREDS.

DATA: Is your loved one cheating on you? Now they can't lie because you'll be holding the birdie, Justice Department's cunning little lie detector! Highly sought after, new batch just in.

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THE ARMS BUYERS' ALMANAC

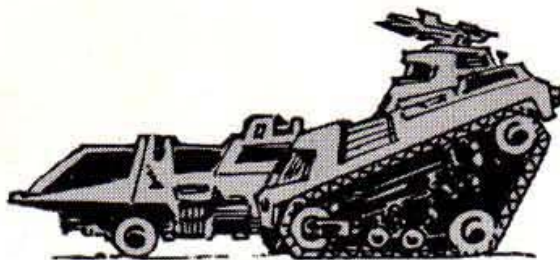
A COMPLETE GUIDE TO STOLEN JUSTICE DEPT. WEAPONS **PART 4**

MORE VEHICLES

EAGLE COMICS ON-SALE GUIDE January Cover Dates

• STAINLESS STEEL RAT 4 • JUDGE DREDD 27
• JUDGE DREDD'S CRIME FILE 6 • STRONTIUM DOG 2

THE MODULAR FIGHTING UNIT — Start saving now!



PRICE: 100,000 CREDITS.

DATA: Quite simply the most complete ground-to-ground combat machine available. If you're thinking about emigrating to the New Territories in the Cursed Earth, then you can't afford to travel in anything else!

SPECIFICATIONS

(The unit consists of two distinct vehicles, as detailed below.)

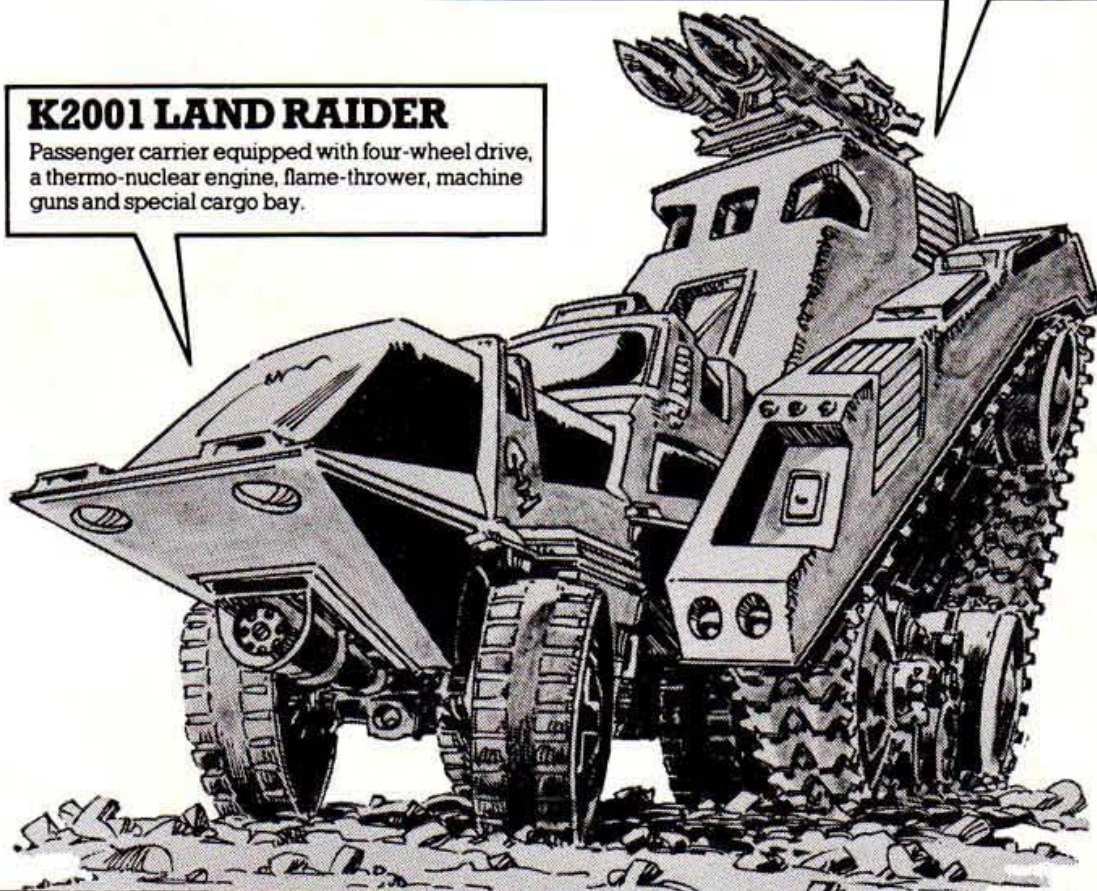
We regret that these two amazing items cannot be sold separately.

KILLDOZER

A high-kill-power mobile fighting machine armed with Nemesis rockets, laser guns and cannons. The Killdozer is nuclear blast-proof and comes complete with two Quasar patrol bikes.

K2001 LAND RAIDER

Passenger carrier equipped with four-wheel drive, a thermo-nuclear engine, flame-thrower, machine guns and special cargo bay.



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