

JUDGE DREDD SAYS Criminal Organisations



A Supplement for Games Masters, Perps and Judges

The
JUDGE DREDD

Roleplaying Game

PETER POTTERY

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The Rookie's Guide to Criminal Organisations

Matthew Sprange

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Introduction

Perps and their criminal activities are the greatest threat to the stability of Mega-City One. From the lowly dunk working his way through a crowd to lift stray wallets and cred-slugs to the mighty criminal empires that are seemingly untouchable, even by the judges of the city, perps constantly prey upon decent citizens for fun and profit. The most successful perps eschew open violence and the dangers of street gangs to set up their own criminal organisations, sophisticated operations safely hidden behind legitimate business. Whether it is the manufacture of drugs, protection rackets or a bureau of assassins, few perps running such operations really consider themselves as criminals – they will avoid judicial attention at every step, but usually view themselves as businessmen, pure and simple and, in many ways, this is exactly how the larger criminal organisations run. Even if the incoming credits are garnered from murder and theft, they still need accountants to watch for the best investments and avoid Mega-City taxes, lawyers to keep the bosses out of the iso-cubes, and a close eye needs to be kept on profitability and cost projections. The only real difference is the manner in which business is conducted – a hostile take-over of another criminal organisation is likely to involve spit guns and sharp knives, rather than a financial assault on another company's assets.

A lowly street gang can garner its leader enough credits to live a life of absolute luxury, so long as he does not get killed in a rumble or arrested by the judges, two all-too-frequent occurrences for the perp who wishes to enjoy a long and successful life. Those with a little intelligence will instead seek ways to amass ever greater fortunes while minimising the risk to both life and liberty. Criminal organisations provide a way in which they can achieve exactly this. Every criminal organisation requires a front, a legitimate operation that is as far removed from murder and other illegal activities as is possible. Whether it is a small Munce Burger Bar, a Knee-Pad stall or a large corporation, such businesses are required to both conceal the comings and goings of criminals within a base of operations and, more importantly, to launder and clean the credits gained from illicit activities. Such fronts do not always make a profit in themselves but then they are not required to – their main function is to disguise the true nature of the organisation's employees. Criminal masterminds will work hard to ensure the legitimacy of their fronts so that, no matter how often judges place the business under investigation, no trace of illegal dealings will ever be found.

The most successful perps will soon seek to expand their criminal organisation into a criminal empire. By using the

profits gained in one business, they will seek to expand into both new markets and new territories. While the rewards of a dozen criminal operations can be incredible, this expansion inevitably brings one organisation into conflict with another. As a rule, the perps running such operations view themselves as businessmen and will often go to quite extreme lengths to avoid an open war. However, there are always those who view it as their natural right to take whatever they wish and so war does indeed flare up in the underworld with some alarming regularity. When war between two criminal organisations begins, fronts will be torched and destroyed, operatives murdered and firefights erupt on the streets, catching innocent citizens in the cross-fire and gaining the inevitable attention of the judges. War is rarely good for 'business' but is yet another tool a criminal organisation may employ if it believes victory will come quickly and will earn longer term profits.

The Rookie's Guide to Criminal Organisations

This rules supplement is a comprehensive guide to criminal organisations and the characters behind them in the Judge Dredd roleplaying game. Whether they are lowly punks or wealthy criminal masterminds, any citizen character can take advantage of the great opportunities now open to them. Insignificant street gangs can now be built up into huge, sprawling criminal organisations employing hundreds of minor perps, all hiding behind the veil of legitimate business. Citizens can become specialists in their own fields through the use of their highly adaptable skills and new prestige classes. Games Masters will find they have a wide variety of new tools to use when detailing any new scenario. Criminal organisations can challenge judges or citizens alike in entirely new ways and the detailed organisation in Chapter 7 will provide many a great nemesis for characters of all levels, whether as a focus of a criminal investigation judges must uncover or a rival for a citizen's own criminal enterprise.

The rules within *The Rookie's Guide to Criminal Organisations* do not replace the rules in the *Judge Dredd Rulebook* but, rather, build upon them to greatly expand any character who wishes to engage in illegal activities. Players will soon learn that a large criminal organisation is much greater than the sum of all its components and can make even the cheapest punk a force to be reckoned with.

Perps in Mega-City One

Life can be hard on the streets of Mega-City One for the honest perp. Horrendously out-gunned by the Justice Department and living in fear of rival perps muscling in on his territory, he needs to live by his wits, relying on no-one else but himself. The risks are huge, for a perp is just as likely to end up face down in an alleyway with a gunshot wound to the head as be arrested and sentenced to several decades in an iso-cube. But for those willing to dare the odds and fight against the system of laws imposed on every citizen in Mega-City One, thousands, if not millions of credits are ripe for the taking.

Criminal Activities

There are many types of perps within Mega-City One – indeed, Judge Dredd himself said every one of the four hundred million citizens living in the city is a potential criminal. At the base of this underworld are those perps who operate alone, conducting petty crimes such as dunking, tapping and minor thievery. There are literally millions of citizens in Mega-City One who commit such crimes and they represent the greatest drain of resources the Justice Department has to face – individually they may not have a great impact but their sheer number ensures judges have to investigate, arrest and sentence thousands every shift.

The next tier of perps are those who manage to organise themselves in some manner. Typically these will be street gangs of juves or punks, but many more ambitious criminals will be more than prepared to work together for mutual protection and benefit. While bound together in one gang, they are more or less immune to the threat posed by rivals working alone and friendly members can provide solid alibis if the judges start getting too close. However, gangs do have their disadvantages – profit is split, for one thing, and most of it will disappear into the pockets of the gang leader. Street gangs also have a habit of quickly developing

rivalries with other gangs, and their confrontations (called rumbles) can be far deadlier than anything a perp may have experienced before.

However a perp starts his criminal career, the most intelligent and ambitious will have their eyes set firmly on raking in the credits. A lone operative can do well for himself and the leader of a street gang will soon realise he need not do very much to become moderately wealthy, so long as he keeps an eye on the activities of his members. The most successful perps in Mega-City One, however, transcend all the petty infighting and low profit margins of the criminals beneath them. Setting themselves up as legitimate businessmen, they engage in a succession of organised criminal activities at a rate unthinkable to those within street gangs. With revenues of millions of credits and staff numbers rivalling those of the larger corporations of the city, crime suddenly becomes a serious business and perps have to begin thinking on a completely new level.



Criminal Organisations

Though incredibly diverse in their activities, all criminal organisations in Mega-City One, and indeed the world, follow the same basic pattern. Legitimate companies are set up to be used as fronts for illegal activity. The Justice Department closely monitors the income and credit-spending habits of every citizen within the city, and so if any one individual suddenly starts spending a great deal more than he should be receiving, he will invite a judicial investigation – as far as the judges are concerned, there is no better way of flagging criminal activity and it will then be down to the citizen to prove his innocence. This rarely concerns the petty perp unless he is already under investigation for other crimes, as the amounts he brings in will be relatively low and form no more than a blot on the Justice Department's financial records. He will more likely be picked up on the street by regular judge patrols rather than wasting the resources of MAC and Acc-Div to recover just a few credits.

Organised crime is another matter entirely, for once perps get together to engage in activities such as organ legging, protection rackets and drug manufacture, millions of credits may suddenly need to be accounted for. If simply fed through their normal bank accounts, this sudden influx of credits is the equivalent of waving a red flag in front of the Justice Department and they can expect to be picked up and arrested within hours. Contrary to what a lot of veteran perps think, the judges are by no means stupid.

Instead a front, a legitimate business, is set up to hide all these funds. Such fronts can take almost any form, from a munce processing plant, to a small-time pawn shop. So long as it is, on paper, a legitimate concern, it will be able to conceal criminal activities. However, fronts are always limited by their size. A tiny kneepad stall trying to conceal an illegal gambling establishment will be quickly identified by the judges and busted. The perps creating a criminal organisation always have to balance the cost and work in setting up a new front with the amount of criminal activity they plan to run. Larger businesses and corporations are the favoured fronts for any organisation, and the most wealthy may have several such fronts, all working co-operatively. With so many staff and credits regularly rattling thorough the front, almost any amount of criminal business may be run behind it with little fear of discovery. Fronts also provide other tangible benefits in addition to hiding the profits of crime. If an abandoned warehouse or ruin is used as a centre for smuggling or perp-running, citizens in the area will likely become very suspicious of all the vehicles coming and going at all hours of the day – but who will notice a few more trucks and sky vans entering or leaving an up-and-coming kneepad factory? Perps running a highly profitable criminal organisation will sometimes feed vast amounts of their profits into the front so as to turn it into their headquarters. Secret rooms and levels will be constructed and active defences concealed to provide them with maximum security should a rival organisation attack or, worse, the judges arrive in force with Lawmasters and Manta Prowl Tanks.

THE MUNGO BROTHERS SPENT 800 CREDITS ON A CASE OF SHAMPAGNE TO CELEBRATE THEIR BIG COUP. THE REST THEY SPENT ON HIRING A FLYING FORKLIFT FOR THE HEIST —



Once a suitable front has been set up, the true criminal businesses may commence. Perps may search long and hard to find the right employees to join their new venture and it is perhaps ironic that most of the stress and worries of running a criminal organisation are the same as those for running any large business or corporation. Salaries have to be paid, profits monitored and plans made to expand into new territories. All of this is on top of keeping the whole operation a secret from the judges who may be searching hard to find the source of a new drug that has just hit the streets of the sector.

Criminal businesses are varied in the extreme, no doubt because the judges have made so much illegal in Mega-City One and organisations such as the notorious Frenz have learnt to be diverse. From the smuggling of illegal and vintage comics from across the Black Atlantic to running simple protection rackets among local businesses, there is little that a capable perp cannot turn his mind to and generate vast sums of credits. Once the foundations of the new business have been laid and members have been recruited, the leaders of the criminal organisation must conduct a careful balancing act between their profits, the attentions of the Justice Department and the greed of rival perps. It is a relatively simple matter to start flooding whatever illegal market the business caters for, but in doing so it will likely expand into new territories already controlled by other perps and any increase in activity may be picked up by judges on the streets. Conversely, a perp may instead choose to limit his operations and so avoid any attention – this, however, will only reduce his overall profits and he may find his employees are tempted elsewhere by higher potential rewards.

The successful criminal organisation is one where its leaders actually plan ahead, much like any legitimate corporation looking to expand. The creation of new businesses or expansion into new territories must be weighed carefully, so as not to provoke an existing rival's interests and, above all, activity must be maintained at a level that generates the maximum profits without signalling to the judges exactly what is happening and where.

Businessmen

Given the way perps within these organisations conduct their activities, it is perhaps no surprise that few think of themselves as common criminals – far from it. The vast majority, upon hitting the 'big time', often refer to themselves as businessmen. Certainly, they may engage in illegal businesses and commit the odd murder to keep employees or rivals in line. But, for all of that, they believe themselves respectable and even something of a tradition, for the formation of a few criminal organisations predates Mega-City One itself.

Those at the head of the very largest organisations are often referred to as mobsters by the judges, though this is a term they will never permit to be used in their presence. When the personal fortune of these perps relies on the continuation of their organisation, they will begin to seek the avoidance of any conflict with a rival and it is not unusual for the heads of several organisations to regularly meet and discuss their business arrangements. Collectively, they will keep an eye on any new emerging organisations and decide their fate during the course of a single meeting. New rivals are treated with extreme suspicion and any doing exceptionally well will likely be targeted by the mobsters rather than permitted to join their ranks. If any mobster wishes to expand his territory, he will ask to do so courteously and with respect to his long-standing rivals, and if he is not permitted to do so, some sort of compensation or accommodation will be arranged. All this is done for one simple reason – the mobsters will each be worth millions, or even billions of credits, and none wants to risk a mob war. Though rare, mob wars can tear entire sectors apart and every mobster knows that he personally, rather than his employees, will be the primary target of his rivals. It is a lot to risk and so most will be prepared to go a long way to accommodate the needs of their counterparts.

Not all criminal organisations are run at this level, of course, and few ever rise far above common street gangs in either influence or profit. In a crowded city of four hundred million citizens, the odds are stacked against them. There are just too many rivals, too many informants, too many incompetent employees and far too many judges to make their survival possible. However, greed is a powerful motivator and for every criminal organisation busted by the judges or torn apart by rivals, there will always be another perp with his eyes on the credits and the will to bring a new illegal business to the streets of Mega-City One.

Criminal Organisations

There comes a time in every perp's life when life on the streets no longer offers the opportunities and raw credits he looks for. A lowly juve or punk may amass more money than he knows what to do with through petty crime and running with the street gangs, but there are always more perps who dream of yet bigger things. Leaving the streets behind, they look towards organised crime as a means of making their fortune.

Criminal organisations tend to have more in common with big business than the street gangs they usually originate from, with worker's needs and salaries needing to be met, revenues and profits closely monitored and the competition swept aside. In some cases, criminal organisations are a terrifying force that run rampant in the night, using numbers and reach to intimidate even large corporations as their influence spreads. Those at the head of such organisations rarely view themselves as common criminals and spend their time looking after their business interests – whether this is in stolen hovercars, drug manufacture or a blitz agency. The Justice Department works hard to crack open and destroy all criminal organisations within Mega-City One, for each can employ hundreds of small-time perps and drain a massive amount of credits out of the legitimate economy. High-standing perps, however, have their own means of defence which keeps many of them far away from the iso-cubes and, in the eyes of the Law if not the judges, clean and without record.

This chapter takes a look at the structure of criminal organisations in the Judge Dredd Roleplaying Game, and shows how players with citizen characters can hope to

leave the streets and begin to set up their very own criminal empire, spanning across several sectors and raking in millions of credits every year.

A Note for Games Masters

The rules for running criminal organisations presented in this chapter require a fair amount of bookkeeping, action resolution and other work. They are far more complex to introduce into a campaign than a simple street gang, and so the Games Master should discuss with his players the nature of criminal organisations and whether they should be included within his games.

There are two core ways in which players can use criminal organisations in their games. Once set up and properly staffed, a criminal organisation can quietly run in the background of any scenario played during the campaign, automatically generating credits and wealth with minimal input from the players. On the other hand, the Games Master may wish such an organisation to take the centre stage in his scenarios, so that most of the games played revolve, in some way, around the criminal organisation the players have created. Either method is perfectly acceptable and most Games Master will probably find it easy to mix the two to some degree – the players need to be present most of the time to resolve any problems their criminal organisation encounters and expand into new territories, but will often be forced away for periods of time in order to fulfil other objectives important to them, leaving their trusted lieutenants to run things while they are gone. In either case, Games

Masters are encouraged to review Chapter 6 for ideas on how to use criminal organisations as a basis for new scenarios.

Even if players do not wish to set up their own criminal organisation, or are playing judge characters, the Games Master will still find



In order to set up and become a leader of a criminal organisation, a character must have the Advanced Leadership feat detailed below. This feat updates and replaces that shown on page 39 of *The Rookie's Guide to Block Wars*.

Advanced Leadership (General)

The character has actually studied hard to learn what makes a good leader and, in conjunction with his sheer force of personality, can command both criminal organisations and large forces in battle.

Prerequisites: Leadership, the character must be of at least 12th level.

Benefits: Having this feat allows a character to set up a criminal organisation. In addition, he may also command an entire force in battle, comprising several different units, as described in *The Rookie's Guide to Block Wars*. If he is the leader of a street gang, he will also gain double the normal number of gang members indicated on page 151 of the *Judge Dredd Rulebook*.

these rules useful for creating other perps and their own criminal empires. These may then be used as either rivals for citizen characters, or opponents to be defeated by judge characters. Cracking down on a criminal empire can take a great amount of resources from the Justice Department, and judges may have to work hard to uncover all the evidence required to bring the heads of the organisation to justice.

Criminal Organisations

A criminal organisation is actually composed of several component, each functioning more or less independently. The core component is the business, whose type defines what interests the perps involved take part in, be it protection rackets, perp-running or gambling. Each business, however, requires a front, a legitimate place of trading that hides all criminal activities and allows ill-gotten credits to be safely laundered for use in Mega-City One. Each front can support one or more businesses, depending on its size and type. A collection of businesses and fronts will form a single criminal organisation, all generating credits for their leader.

Front Record Sheet

Much like a character or creep, a criminal organisation is described by a few key characteristics that establish the limits of its power and abilities. The following Front Record Sheet shows a sample front and lists the traits that define it within a criminal organisation. These traits are explained in full below.

Name: Draco's Munce Burger Bar

Front Type: Small Trader

Businesses: Dax's Enforcers

Capacity: 1

Income: 1,000 cr.

Staff: Draco Carlos (Citizen 1 – Goon)

Cover: 1

Name

Every front needs a name – this will either be chosen by the player when the front is first set up, or may already exist if the player has taken over an existing operation.

Front Type

The type of front governs how many staff are required to successfully run it, how many criminal businesses may be safely hidden behind it and the amount of cover it can give to more violent or conspicuous enterprises. The different front types available are Small Trader, Company (small, medium and large), Corporation and Mega-Corp, all detailed on p10.

Businesses

This is a simple list of all the criminal businesses the front provides cover for, allowing easy reference to the relevant Business Record Sheets.

Capacity

Small fronts may only be able to successfully hide one or two criminal businesses, but the larger ones can provide cover for a great many. This figure shows how many criminal businesses can be held within the front.

Income

This is the base amount of income, in credits, that the front generates for its leader every month. Income from a front is fairly regular but is not likely to be very large – the main efforts of any criminal organisation will be put into its businesses, not its fronts.

Staff

Every front needs a number of staff members to run its day-to-day activities, even if they are completely unaware of its real purpose. Such staff members are generally low-paid and unskilled citizens desperate for a job.

Cover

This score demonstrates how much a front can disguise the more conspicuous criminal activities. A huge corporation may be able to disguise almost anything, but a group of assassins working from a kneepad stall may get detected by the judges extremely quickly.

Business Record Sheet

The following Business Record Sheet shows a sample business and lists the traits that define it within a criminal organisation.

Name: Dax's Enforcers

Business Type: Protection Racket

Front: Draco's Munce Burger Bar

Size: 0

Visibility: 3 **Activity:** 4 **Loyalty:** 2

Territory: Madonna Ciccone Cityblock

Income: 3,750 cr.

Members: Dax Lacer (Citizen – Punk 8/Block Champion 2), Fil Barter (Citizen – Juve 6)

Resources & Allies: Corrupt Judge Tansen

Name

Not every business requires a name, but players may find it handy to quickly reference specific businesses if they have several within their criminal organisation.

Business Type

The type of business governs what its actual criminal activity is, how many credits are generated and what professionals are needed to successfully run it. The different types of business are covered in more detail on p10.

Front

This is simply which front protects the business from the prying eyes of the Law, allowing easy reference to the relevant Front Record Sheet.

Size

This is how much room any given criminal business takes up in a front. No front may have a number of businesses whose total size exceeds the front's own capacity.

Visibility

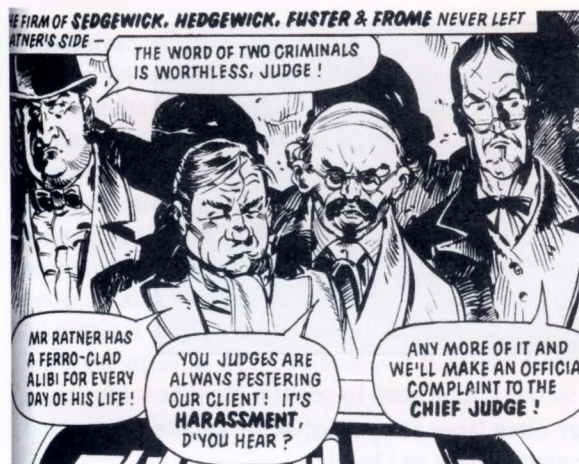
This score is a rating of the business's ability to remain undetected by the Law. Businesses with a high visibility are commonly known in their neighbourhood and are likely to be tracked down by the judges very quickly. Those with low visibility take care to keep knowledge of their existence hidden from other citizens, relying on secrecy to help shield them from the Law. A business's visibility score is equal to its initial visibility, minus the cover score provided by the front. The visibility score is fully detailed on p20.

Activity

Activity is a score that represents the business's presence in the neighbourhood and how hard its staff members work. Highly active businesses will be determined to gain as many credits as they possibly can over a short period of time, though they risk gaining the notice of rivals in doing so. The activity score is fully detailed on p22.

Loyalty

The loyalty of members within the business is measured with a score beginning at 0 and, theoretically, has no upper limit. Those with high loyalty scores will have members who are incredibly hard to bribe and may even be prepared to go to the cubes without giving away any information about their leader. Those with low loyalty scores will have members who will regularly take bribes from rivals and will sing like canaries if arrested. The loyalty score is fully detailed on p22.



Territory

Each business has a defined territory over which it spreads its activities. Small businesses may only cast their reach over a single cityblock, while others may dominate an entire sector, or even the whole city.

Income

This is the base amount of income, in credits, that the business generates for its leader every month. Income may vary from month to month, depending on what happens to the business and the actions it attempts. Most actions taken by a business will only affect its income on a month-by-month basis, but others can force a permanent change if they have a major impact on the way the business operates.

Members

While almost any citizen can be employed to help run a front, the actual business may require highly specialised personnel. All members of the business are detailed here.

Resources & Allies

This is a simple note of any resources, allies and contacts the business has, above and beyond the rules detailed here. A leader may, for example, donate his luxury hovership for the use of members in his perp-running business, or a drug manufacturing business may be able to take advantage of a corrupt judge.

Creating a Criminal Organisation

Any perp has at least the potential to pull together an assortment of henchmen and underlings into a powerful criminal organisation dedicated to whatever cause he sets them to. Characters will find that they must start small when setting up their first fronts and businesses, but may soon discover they can expand at a phenomenal rate. By following the steps below, a character can soon find himself at the head of a growing empire that expands its influence into every part of Mega-City One and beyond.

Step 1: Advanced Leadership

Before creating a criminal organisation, a character must have the Advanced Leadership feat, detailed on p7.

Step 2: Set Up a Front

Before any criminal activity can begin, a character must first set up a front with which to hide his future businesses, as the Justice Department's credit tracking systems will quickly close in on any citizen suddenly gaining a huge amount of credits. A front is easily formed, simply by spending the required amount of credits to cover the set up costs and hiring the required staff — this will either start a front from scratch or, as is more usual for the larger fronts, will buy an existing one.

Any front may be later expanded simply by paying the set up cost for a larger type of front and upgrading its capacity, staff and cover scores as appropriate. Fronts may never be 'down-sized' in the Judge Dredd roleplaying game.

Initial Front Scores

| Front Type | Set Up Cost | Income | Capacity | Staff | Cover |
|----------------|-------------------|---------------|-----------|-------|-------|
| Small Trader | 5,000 cr. | 1,000 cr. | 1 | 1 | 1 |
| Small Company | 50,000 cr. | 10,000 cr. | 4 | 6 | 2 |
| Medium Company | 500,000 cr. | 100,000 cr. | 16 | 24 | 3 |
| Large Company | 2,500,000 cr. | 500,000 cr. | 32 | 50 | 4 |
| Corporation | 5,000,000 cr. | 1,000,000 cr. | 100 | 150 | 5 |
| Mega-Corp | 1,000,000,000 cr. | 2,500,000 cr. | Unlimited | 500 | 6 |

The different types of fronts available are listed below, along with the relevant set up costs, and capacity, staff and cover scores for each.

Small Trader: These are extremely small fronts, requiring only a small number of staff to run effectively. Often, only a single staff member is needed to run these fronts, which may include the likes of muncie burger bars, kneepad stalls, private investigators and other small-time retail operations.

Small Company: Small companies are usually either those small traders who have managed to expand their operations and recruited more staff, or once-larger firms who have been squeezed out of the market by more successful competitors. Though often regarded as being little more than over-sized small traders, such companies tend to have better access to resources and so are able to hide a greater amount of criminal activity. Most small time vid and radio stations (whether legal or not themselves) tend to be small companies, as do those small traders who have expanded to have multiple stalls or shops.

Medium Company: These firms are capable of both hiring a fairly large number of citizens as staff and supporting a wider range of criminal activities. Because they are small, they also tend to avoid too much scrutiny from the Justice Department, and so are a popular choice of front with perps. Medium companies tend to be those providing services, such as haulage and taxi firms, or those engaging in small time manufacturing, such as kneepad and other fashion accessory factories. Few retail firms ever get this large, though places such as hovercar showrooms can do enough business to advance this far.

Large Company: The most successful companies will grow into large and highly profitable firms that can support a surprising number of staff, as well as generate good profits in their own right. Large and flashy shuggy

halls are often large companies, as are smokeatoriums, food manufacturers and hotels.

Corporation: A criminal organisation with a corporation in its pocket is destined for great things, for only fronts this size truly have the resources to support a multitude of criminal activities. With a large number of staff, perps on the payroll can easily be hidden from the Justice Department and left free to pursue their criminal activities. The corporation itself will have a multitude of legitimate interests, likely spanning several sectors.

Mega-Corp: The very largest companies within Mega-City One are the mega-corps, huge conglomerates whose multi-million credit interests are spread throughout not only the city, but the entire world. Some even have interests on the planets of far-flung star systems. A mega-corp, while incredibly difficult and expensive to attain, represents a golden opportunity for any perp running his own criminal organisation. With the massive resources available, almost any criminal activity may become possible. Any number of businesses may use a mega-corp as a front.

Once the set up costs of a front have been paid for and the required staff detailed, it is ready to enter the game and begin operating as a cover for criminal businesses.

Step 3: Set Up a Business

Now a front has been established, the character can opt to start running criminal businesses under the cover it provides. Each type of business has different strengths and weaknesses to consider, and all have a size score listed on the table below. No front can support a number of businesses whose total size scores exceed the front's capacity.

Assassins: A group of assassins operating behind a front will be skilled killers who specialise in 'discrete murder'. Lacking the terror tactics of the blitz agency, assassins do all they can to keep themselves, their targets and their clients as far from the prying eyes of the Law as possible. Contracts are therefore dealt with at extreme long range through the use of high-powered rifles, via 'accidents' or poisoning. It takes a very skilled citizen to succeed at being an assassin and, despite all the precautions they take, this is still a high visibility business that will likely draw the attention of the judges as it becomes more successful – after all, a string of dead bodies can be immensely difficult to hide.

Blitz Agency: Similar to assassins, blitz agencies specialise in contract killings, but they do so in a way that causes as much terror in the victims and their associates as possible. Blitzers themselves are very well paid, for they must submit to surgery that places an explosive device near their brains in order to ensure they never get caught. However, their tactics, which normally revolve around bursting into a victim's headquarters with guns blazing, makes the blitz agency a very risky operation to set up, no matter how high the rewards may be.

Body Sharks: This is a business based purely on human misery. Citizens are captured, cajoled or blackmailed into donating their bodies to the sharkers, who then trade them on for slavery or medical experiment. Secretly moving something as bulky as several human bodies across the city poses its own problems, though skilled operatives often have tried and tested methods developed over several years of experience.

Chump-Dumpers: The process of chump-dumping is a vile one, but is often entertained by businesses already involved in perp-running for it takes few extra resources. This operation involves convincing aliens that Earth is the very best destination in the galaxy to spend a vacation, taking their credits, loading them up into a spaceship and then dumping them out of the airlock once among the stars. If a perp-running business has already been set up to travel to other worlds, chump-dumping can represent extra credits for little extra effort. A chump-dumping business has a size of 0 if a perp running business is already present under the same front. In addition, its set up costs will be halved.

Corporate Fraud: Greed is the eternal driving force of any perp and few can resist squeezing just a few extra credits out of their legitimate fronts, even if this leaves

them vulnerable to investigation by the Justice Department's Acc-Div. By skimming employees' allowances and dodging every tax imposed upon the front, a healthy amount of credits may be generated every month, though this is normally only worth the risk with large companies or corporations.

Drug Manufacture: There are a wide variety of illegal drugs in demand with bored citizens that a criminal business may begin to manufacture. Examples include the highly addictive but otherwise harmless Umpty Candy to Adifax, Chowder, Tobacco and Sugar. Many such businesses are tempted to manufacture sub-standard drugs in order to reduce costs and maximise profits, though some find that word gets around of their practices at a worryingly fast rate.

Drug Sellers: Once manufactured, drugs have to be sold to the citizens of Mega-City One. This requires a special kind of lowlife to actually go on to the streets and pedal the drugs, though the business that supports such perps can be frighteningly professional. More wars between criminal organisations have started over territory disputes of drug sellers than with any other form of business. The practice is lucrative, though dangerous, and always carries the risk of discovery by vigilant judges.

Forgers: A business based on forgery need not grow very large to become profitable and a criminal organisation with a forger on the payroll will always find a use for his talents. Almost anything can be forged, given the right level of skill and sophistication of equipment, from raw credits, to alien Visas and ID slugs that are always in demand by perps running from the Law.

Gambling Establishment: There is a certain prestige attached to a criminal organisation that has a gambling establishment amongst its interests, despite the fact that there are far more profitable ventures and certainly those that are less visible. A good gambling establishment, however, may be enjoyed by many members of the criminal community and serves as a superb meeting place in which to conduct negotiations. Many characters leading a criminal organisation will begin gambling simply as a mark of status among their own peers.

Heist Gang: From banks, through securicars to raids on spaceport customs, heist gangs are often valued members of a criminal organisation, for they are the ones who are willing to take the biggest risks to rake in the greatest

Initial Business Scores

| Business Type | Prerequisite | Set Up Cost | Size | Visibility | Members |
|------------------------|----------------------|---------------|------|------------|---------|
| Assassins | Assassin | 80,000 cr. | 1 | 8 | 1 |
| Blitz Agency | Blitzer | 195,000 cr. | 2 | 12 | 4 |
| Body Sharks | Lowstreet Doc | 143,000 cr. | 4 | 6 | 6 |
| Chump Dumpers | Pilot 8 ranks | 950,000 cr. | 4 | 6 | 12 |
| Corporate Fraud | Creative Accountant | 10,000 cr. | 1 | 1 | 1 |
| Drug Manufacture | Recreational Chemist | 450,000 cr. | 6 | 6 | 8 |
| Drug Sellers | Umpty Bagger | 25,000 cr. | 2 | 4 | 3 |
| Forgers | Forgery 8 ranks | 68,000 cr. | 3 | 6 | 2 |
| Gambling Establishment | Fixer | 1,250,000 cr. | 6 | 10 | 20 |
| Heist Gang | Intimidate 8 ranks | 600,000 cr. | 2 | 6 | 4 |
| Mutant Smugglers | Veteran Smuggler | 750,000 cr. | 4 | 4 | 10 |
| Organ Leggers | Lowstreet Doc | 400,000 cr. | 3 | 4 | 8 |
| Perp Runners | Pilot 8 ranks | 1,000,000 cr. | 5 | 6 | 10 |
| Protection Racket | Intimidate 4 ranks | 15,000 cr. | 0/1 | 4 | 2 |
| Smugglers | Veteran Smuggler | 475,000 cr. | 2 | 4 | 6 |

profits by theft. Often completely ruthless in their trade, there is little room for sentiment within a heist gang, and most will go to any length to secure the object of their raid, be it credits, rare antiques or high-tech weaponry.

Mutant Smugglers: It is perhaps understandable that many mutants within the Cursed Earth seek to enter Mega-City One on a permanent basis, regardless of the genetic purity laws. What is less well known is that there are mutants within the nuclear wasteland who possess a sizeable amount of resources, whether it is in the form of precious mined ores, old and forgotten technology or simple pillaged wealth. Such mutants can pay the high price demanded by smugglers who specialise in bringing their kind into the city, to live in the most ruined sectors – though even these places are far more hospitable than the Cursed Earth.

Organ Leggers: If a criminal organisation can break into the market, it will find there is a huge trade in human body parts across the entire world and, sometimes, beyond. Organ leggers work in a variety of ways, from physically assaulting citizens and stealing their organs on the street, to actually buying organs from desperate donors at ridiculously low prices to sell on elsewhere. Any rich citizen will be paranoid about losing his wealth, especially through injury or death, and so the organ legger who can locate the right body part for the right customer can command an extremely high price. More enterprising organ leggers have found they can also do a lot of trade with aliens of other worlds, who find certain human organs a delicacy unmatched anywhere else in the galaxy.

Perp-Runners: It can happen to the best of perps – a single mistake, or one loose tongue can force him to leave the city as quickly as possible before the judges close in on his tail. This is where the perp-runners come in; businesses in possession of high-powered hover and spaceships designed to carry perps beyond the walls of Mega-City One to other nations or other worlds. Despite the incredibly high risks and costs, this can be a very lucrative enterprise, as perps running from the Law are often extremely desperate and will be willing to part with huge portions of their ill-gotten gains in order to ensure their freedom.

Protection Racket: This is one of the most basic criminal businesses any perp can set up, especially if he knows his immediate area. All that is needed are a couple of heavyweight goons who can travel to legitimate businesses in the area and demand protection money – guaranteeing that if it is not paid, an accident *will* happen to its owner. Word can quickly spread of a new protection racket springing up though actual witnesses can be frustratingly difficult for the judges to find, as few are willing to invite reprisal from the goons. Loan sharking to local citizens is also often incorporated into protection rackets.

Smugglers: There are so many possessions illegal in Mega-City One that a good smuggler cannot help but make his fortune. Whether it be drugs, alien artefacts or high-powered weaponry, a successful smuggling operation can bring about immense profits for a criminal organisation, so long as its visibility can be kept low.

* The first protection racket business behind any front is considered to have a size of 0. However, subsequent protection rackets within the same front all have a size of 1.

Businesses have prerequisites, in the form of specialised members, who must be present before a set-up cost can be paid to start the business, as detailed on the table above. A character must ensure he has such citizens already on hand before he will be permitted to start up the business. For example, if a character wished to start up a blitz agency, he must ensure he has recruited at least one citizen with a level in the blitzer prestige class. Before setting up a forgery business, a minimum of one citizen must be recruited with at least 8 levels in the Forgery skill.

The members score of a business reflects the minimum number needed for that business type to function at all. If, for any reason, the number of members present within a business drops below this number, it may not take any actions or generate any income until sufficient members have been recruited.

The set-up costs of each business represent not only the credits required to establish a presence in the criminal underworld, but also the purchase of the equipment needed for it to function. Heist gangs, for example, will need a fast vehicle or two, as well as good weaponry, while forgers need high-tech computer and manufacturing systems. There is no need for players or the Games Master to track every piece of equipment bought for a business in this way and, indeed, assumptions may be made throughout the game as to

what is available to players during scenarios when they visit their businesses. The Games Master, however, is the final arbitrator as to what is and what is not freely available – after all, problems are going to arise if the players wish to borrow their heist gang's hovercar just as the members are setting off to hold up another security truck, and a missile defence laser is not likely to be found among the members of a protection racket, no matter how much the players want one. . .

Step 3: Recruit Staff and Members

When setting up both fronts and businesses, the character owning the criminal organisation must ensure he has the right people in the right job – no business will run without them and a bad choice during recruitment could bring a lot of trouble later on.

Front Staff

When hiring staff for a front, most perps are wise enough to advertise only by word of mouth and only to those whom they trust, in order to avoid the often violent job riots, where thousands of citizens may descend upon a cityblock to chase just a single job offer. Given the extreme level of unemployment within Mega-City One, a character will automatically be able to find enough staff to run any front. All staff are considered to be 1st level citizens with prior lives of the player's choosing (except lab rat or rogue psyker), though they need not be detailed in any other way unless the player or Games Master wishes.

Business Members

Every business requires a citizen with the Leadership feat to run it. Every citizen with the Leadership feat may run one business within a criminal organisation and no more.





Citizens with the Advanced Leadership feat may run as many businesses as their Intelligence modifier (minimum of one). A character is permitted to both lead his criminal organisation and actually run one or more of its businesses, as his Intelligence modifier allows.

Other members of the business may be freely drawn from any existing contacts or street gangs already possessed by the character. These have the benefit of costing nothing to recruit but may not, of course, always be completely suitable for what the character needs for his new venture. Street gang members removed from a street gang in this way will not be automatically replaced within the gang itself as if they had been killed or lost. Player characters may also be used as members – however, such duties are considered to be ‘full-time’ and thus will greatly limit any involvement in future scenarios that do not revolve around the criminal organisation.

Most businesses simply need members who are capable, able-bodied and have criminal intentions, which will prove relatively easy for any character to find. Some businesses, however, require certain individuals (a blitz agency will not get very far if it does not have any citizens with the blitzer prestige class, for example) and some characters may prefer to hire only the best to ensure their new business is both stable and profitable. While all members will eventually turn a profit for the character when the business is actually up and running, it can cost a great many credits to actually recruit new personnel – money changes hands as word is put about on the streets,

some potential members will insist on credits up front before they join and, in some cases, a character may have to relocate a member from one sector to another in order to gain the best talent the entire city has to offer. All of this has to be done without the Justice Department tracking known perps and tracing them back to the new business – which would finish the enterprise before it even began. This, in turn, leads to more bribes. Criminal activities can prove to be an expensive business.

The following table lists the recruitment difficulty and costs of members to a business. Simply choose what character level the new member is to be and add any modifiers for prestige classes and specific feats. A Recruitment check must then be made at the indicated DC, by rolling 1d20 and adding the recruiting character’s Reputation score (see p50). If successful, the character must then pay the total amount of credits in order to actually recruit the desired member. Citizens recruited in this way may have any prior life desired, with the exception of lab rat or rogue psyker. A character may only make a maximum number of Recruitment checks per month equal to his Charisma score.

It is important to note that not every member need be fully detailed, unless both the players and Games Master wish to go into an immense amount of detail. On the other hand, it may be useful to know exactly which skills, abilities and equipment the chief assassin or head forger has. If members are to be detailed, it is suggested players

and Games Masters use the system detailed on page 203 of the *Judge Dredd Rulebook*, under Human Characters. However, any desired equipment must be paid for by the owner of the criminal organisation and, in all cases, members detailed in this way must be 'legal', fulfilling all requirements and prerequisites for prestige classes and feats. A member may not be recruited with the Leadership feat, for example, if he is not of at least 6th level.

Note that the vast majority of businesses only require 1st level citizens in order to function effectively. However, some need specialised prestige classes or higher level characters possessing enough ranks in a skill and, in any case, higher level characters will soon generate more credits for the business later on.

A character may move members between different businesses as he sees fit, though no business may function if it drops below its minimum number of members.

Recruitment Table

| Member | Recruitment DC | Cost |
|---------------------------------|----------------|-----------------------|
| Character Level 1 | 5 | 500 cr. |
| Character Level 2 | 7 | 1,000 cr. |
| Character Level 3 | 9 | 2,000 cr. |
| Character Level 4 | 11 | 3,000 cr. |
| Character Level 5 | 15 | 5,000 cr. |
| Character Level 6 | 19 | 10,000 cr. |
| Character Level 7 | 23 | 15,000 cr. |
| Character Level 8 | 27 | 30,000 cr. |
| Character Level 9 | 31 | 50,000 cr. |
| Character Level 10 | 35 | 75,000 cr. |
| Character Level 11 | 40 | 100,000 cr. |
| Character Level 12 | 50 | 125,000 cr. |
| Character Level 13 | 55 | 150,000 cr. |
| Character Level 14 | 60 | 200,000 cr. |
| Character Level 15 | 65 | 250,000 cr. |
| Leadership Feat | + 10 | + 5,000 cr. |
| Assassin prestige class | + 5 per level | + 4,500 cr. per level |
| Bat Burglar prestige class | + 1 per level | + 1,000 cr. per level |
| Blitzer prestige class | + 4 per level | + 5,000 cr. per level |
| Block Champion prestige class * | + 2 per level | + 1,000 cr. per level |
| Bodyguard prestige class | + 3 per level | + 2,500 cr. per level |
| Citi-Def Officer prestige class | + 2 per level | + 3,250 cr. per level |

| | | |
|---------------------------------------|---------------|-----------------------|
| Creative Accountant prestige class | + 5 per level | + 4,000 cr. per level |
| Cursed Earth Desperado+ | + 5 per level | + 3,750 cr. per level |
| Demolitionist prestige class | + 3 per level | + 2,750 cr. per level |
| Fall Guy prestige class | + 5 per level | + 4,500 cr. per level |
| Family Advisor prestige class | + 5 per level | + 3,500 cr. per level |
| Fixer prestige class | + 2 per level | + 3,250 cr. per level |
| Hunters Club Member prestige class | + 1 per level | + 1,250 cr. per level |
| Jaeger Squad Commando prestige class* | + 4 per level | + 3,000 cr. per level |
| Jimbo prestige class | + 4 per level | + 2,500 cr. per level |
| Lowstreet Doc prestige class | + 3 per level | + 3,000 cr. per level |
| Martial Artist prestige+ class | + 2 per level | + 2,000 cr. per level |
| Master Martial Artist prestige class | + 5 per level | + 4,000 cr. per level |
| Recreational Chemist prestige class | + 5 per level | + 5,000 cr. per level |
| Sleazy Lawyer prestige class | + 4 per level | + 4,500 cr. per level |
| Supersurf Champion prestige class | + 1 per level | + 2,750 cr. per level |
| Umpty Bagger prestige class | + 1 per level | + 1,000 cr. per level |
| Veteran Smuggler prestige class | + 3 per level | + 2,500 cr. per level |

* This prestige class may be found in *The Rookie's Guide to Block Wars*.

+ This prestige class may be found in *Mega-City One's Most Wanted*.

For example, if a character wishes to recruit a member who is an 8th level citizen/2nd level assassin with the Leadership feat, he must pay;

*Character Level 10 = 75,000 cr.
Two levels of Assassin = 10,000 cr.
Leadership Feat = 5,000 cr.*

For a total of 90,000 cr. He would have a Recruitment DC of 55.

Assassins Income

| Character Class | Level 1-3 | Level 4-6 | Level 7-10 | Level 11-14 | Level 15-20 |
|-----------------------|------------|------------|------------|-------------|-------------|
| Citizen | 250 cr. | 500 cr. | 1,250 cr. | 2,500 cr. | 5,000 cr. |
| Assassin | 10,000 cr. | 25,000 cr. | - | - | - |
| Blitzer | 6,000 cr. | 12,000 cr. | - | - | - |
| Demolitionist | 2,000 cr. | 5,000 cr. | - | - | - |
| Hunters Club Member | 2,500 cr. | 4,000 cr. | - | - | - |
| Jaeger Squad Commando | 2,500 cr. | 5,000 cr. | - | - | - |
| Other Prestige Class | 1,000 cr. | 2,000 cr. | - | - | - |

Blitz Agency Income

| Character Class | Level 1-3 | Level 4-6 | Level 7-10 | Level 11-14 | Level 15-20 |
|-----------------------|------------|------------|------------|-------------|-------------|
| Citizen | 250 cr. | 500 cr. | 1,250 cr. | 2,500 cr. | 5,000 cr. |
| Assassin | 6,000 cr. | 12,000 cr. | - | - | - |
| Blitzer | 10,000 cr. | 25,000 cr. | - | - | - |
| Jaeger Squad Commando | 5,000 cr. | 10,000 cr. | - | - | - |
| Martial Artist | 4,000 cr. | 8,000 cr. | - | - | - |
| Master Martial Artist | 6,000 cr. | 12,000 cr. | - | - | - |
| Other Prestige Class | 1,000 cr. | 2,000 cr. | - | - | - |

Body Sharks Income

| Character Class | Level 1-3 | Level 4-6 | Level 7-10 | Level 11-14 | Level 15-20 |
|----------------------|-----------|------------|------------|-------------|-------------|
| Citizen | 500 cr. | 1,000 cr. | 2,500 cr. | 5,000 cr. | 10,000 cr. |
| Fixer | 2,500 cr. | 10,000 cr. | - | - | - |
| Jim | 3,000 cr. | 8,000 cr. | - | - | - |
| Lowstreet Doc | 4,000 cr. | 12,000 cr. | - | - | - |
| Veteran Smuggler | 2,500 cr. | 11,000 cr. | - | - | - |
| Other Prestige Class | 1,000 cr. | 2,000 cr. | - | - | - |

Chump Dumpers Income

| Character Class | Level 1-3 | Level 4-6 | Level 7-10 | Level 11-14 | Level 15-20 |
|----------------------|-----------|------------|------------|-------------|-------------|
| Citizen | 1,000 cr. | 2,000 cr. | 5,000 cr. | 10,000 cr. | 20,000 cr. |
| Bodyguard | 9,000 cr. | 24,000 cr. | - | - | - |
| Fixer | 6,000 cr. | 20,000 cr. | - | - | - |
| Other Prestige Class | 3,000 cr. | 6,000 cr. | - | - | - |

Corporate Fraud Income

| Character Class | Level 1-3 | Level 4-6 | Level 7-10 | Level 11-14 | Level 15-20 |
|----------------------|-----------|-----------|------------|-------------|-------------|
| Citizen | 250 cr. | 500 cr. | 1,250 cr. | 2,500 cr. | 5,000 cr. |
| Creative Accountant | x2* | x4* | - | - | - |
| Other Prestige Class | 500 cr. | 1,000 cr. | - | - | - |

* A creative accountant will multiply any income generated by a front. Other prestige classes add to the income generated by a front, before it is multiplied by the creative accountant. Only one creative accountant may be involved in corporate fraud at a time.

Drug Manufacture Income

| Character Class | Level 1-3 | Level 4-6 | Level 7-10 | Level 11-14 | Level 15-20 |
|----------------------|------------|------------|------------|-------------|-------------|
| Citizen | 1,000 cr. | 2,000 cr. | 5,000 cr. | 10,000 cr. | 20,000 cr. |
| Blitzer | 12,000 cr. | 24,000 cr. | - | - | - |
| Bodyguard | 14,000 cr. | 28,000 cr. | - | - | - |
| Fixer | 9,000 cr. | 18,000 cr. | - | - | - |
| Lowstreet Doc | 10,000 cr. | 20,000 cr. | - | - | - |
| Recreational Chemist | 18,000 cr. | 36,000 cr. | - | - | - |
| Other Prestige Class | 4,000 cr. | 8,000 cr. | - | - | - |

Drug Sellers Income

| Character Class | Level 1-3 | Level 4-6 | Level 7-10 | Level 11-14 | Level 15-20 |
|----------------------|-----------|------------|------------|-------------|-------------|
| Citizen | 1,000 cr. | 2,000 cr. | 5,000 cr. | 10,000 cr. | 20,000 cr. |
| Block Champion | 6,000 cr. | 12,000 cr. | - | - | - |
| Fixer | 5,000 cr. | 9,000 cr. | - | - | - |
| Umpty Bagger | 7,000 cr. | 14,000 cr. | - | - | - |
| Veteran Smuggler | 4,000 cr. | 7,000 cr. | - | - | - |
| Other Prestige Class | 3,000 cr. | 6,000 cr. | - | - | - |

Forgers Income

| Character Class | Level 1-3 | Level 4-6 | Level 7-10 | Level 11-14 | Level 15-20 |
|----------------------|-------------|-------------|-------------|--------------|--------------|
| Citizen | 1,000 cr. * | 2,000 cr. * | 5,000 cr. * | 10,000 cr. * | 20,000 cr. * |
| Other Prestige Class | 1,000 cr. * | 2,000 cr. * | - | - | - |

* This income is multiplied by the number of ranks in Forgery each character possesses.

Gambling Establishment Income

| Character Class | Level 1-3 | Level 4-6 | Level 7-10 | Level 11-14 | Level 15-20 |
|----------------------|------------|------------|------------|-------------|-------------|
| Citizen | 2,000 cr. | 4,000 cr. | 10,000 cr. | 20,000 cr. | 35,000 cr. |
| Block Champion | 16,000 cr. | 35,000 cr. | - | - | - |
| Bodyguard | 20,000 cr. | 40,000 cr. | - | - | - |
| Citi-Def Officer | 12,000 cr. | 25,000 cr. | - | - | - |
| Creative Accountant | 20,000 cr. | 40,000 cr. | - | - | - |
| Fixer | 10,000 cr. | 20,000 cr. | - | - | - |
| Sleazy Lawyer | 14,000 cr. | 28,000 cr. | - | - | - |
| Other Prestige Class | 5,000 cr. | 10,000 cr. | - | - | - |

Heist Gang Income

| Character Class | Level 1-3 | Level 4-6 | Level 7-10 | Level 11-14 | Level 15-20 |
|------------------------|------------|------------|------------|-------------|-------------|
| Citizen | 1,000 cr. | 2,000 cr. | 5,000 cr. | 10,000 cr. | 20,000 cr. |
| Bat Burglar | 5,000 cr. | 12,000 cr. | - | - | - |
| Blitzer | 16,000 cr. | 30,000 cr. | - | - | - |
| Block Champion | 9,000 cr. | 18,000 cr. | - | - | - |
| Cursed Earth Desperado | 20,000 cr. | 36,000 cr. | - | - | - |
| Demolitionist | 15,000 cr. | 28,000 cr. | - | - | - |
| Fixer | 12,000 cr. | 24,000 cr. | - | - | - |
| Jaeger Squad Commando | 16,000 cr. | 32,000 cr. | - | - | - |
| Jim | 15,000 cr. | 30,000 cr. | - | - | - |
| Other Prestige Class | 2,000 cr. | 5,000 cr. | - | - | - |

Mutant Smugglers Income

| Character Class | Level 1-3 | Level 4-6 | Level 7-10 | Level 11-14 | Level 15-20 |
|------------------------|------------|------------|------------|-------------|-------------|
| Citizen | 1,000 cr. | 2,000 cr. | 5,000 cr. | 10,000 cr. | 20,000 cr. |
| Block Champion | 8,000 cr. | 16,000 cr. | - | - | - |
| Cursed Earth Desperado | 17,000 cr. | 34,000 cr. | - | - | - |
| Fixer | 11,000 cr. | 22,000 cr. | - | - | - |
| Jaeger Squad Commando | 13,000 cr. | 26,000 cr. | - | - | - |
| Jump | 11,000 cr. | 22,000 cr. | - | - | - |
| Veteran Smuggler | 16,000 cr. | 32,000 cr. | - | - | - |
| Other Prestige Class | 2,000 cr. | 4,000 cr. | - | - | - |

Organ Leggers Income

| Character Class | Level 1-3 | Level 4-6 | Level 7-10 | Level 11-14 | Level 15-20 |
|------------------------|-----------|------------|------------|-------------|-------------|
| Citizen | 1,000 cr. | 2,000 cr. | 5,000 cr. | 10,000 cr. | 20,000 cr. |
| Cursed Earth Desperado | 8,000 cr. | 16,000 cr. | - | - | - |
| Fixer | 5,000 cr. | 10,000 cr. | - | - | - |
| Jump | 5,000 cr. | 11,000 cr. | - | - | - |
| Lowstreet Doc | 9,000 cr. | 20,000 cr. | - | - | - |
| Veteran Smuggler | 8,000 cr. | 15,000 cr. | - | - | - |
| Other Prestige Class | 2,000 cr. | 3,000 cr. | - | - | - |

Perp Runners Income

| Character Class | Level 1-3 | Level 4-6 | Level 7-10 | Level 11-14 | Level 15-20 |
|------------------------|------------|------------|------------|-------------|-------------|
| Citizen | 1,000 cr. | 2,000 cr. | 5,000 cr. | 10,000 cr. | 20,000 cr. |
| Blitzer | 18,000 cr. | 36,000 cr. | - | - | - |
| Block Champion | 8,000 cr. | 20,000 cr. | - | - | - |
| Cursed Earth Desperado | 22,000 cr. | 45,000 cr. | - | - | - |
| Fixer | 12,000 cr. | 24,000 cr. | - | - | - |
| Jaeger Squad Commando | 18,000 cr. | 38,000 cr. | - | - | - |
| Jump | 12,000 cr. | 26,000 cr. | - | - | - |
| Veteran Smuggler | 18,000 cr. | 40,000 cr. | - | - | - |
| Other Prestige Class | 2,000 cr. | 5,000 cr. | - | - | - |

Protection Racket Income

| Character Class | Level 1-3 | Level 4-6 | Level 7-10 | Level 11-14 | Level 15-20 |
|------------------------|-----------|-----------|------------|-------------|-------------|
| Citizen | 250 cr. | 500 cr. | 1,250 cr. | 2,500 cr. | 5,000 cr. |
| Block Champion | 2,000 cr. | 3,000 cr. | - | - | - |
| Cursed Earth Desperado | 4,000 cr. | 6,000 cr. | - | - | - |
| Fixer | 3,000 cr. | 5,000 cr. | - | - | - |
| Jump | 4,000 cr. | 6,000 cr. | - | - | - |
| Other Prestige Class | 500 cr. | 1,000 cr. | - | - | - |

Smugglers Income

| Character Class | Level 1-3 | Level 4-6 | Level 7-10 | Level 11-14 | Level 15-20 |
|------------------------|------------|------------|------------|-------------|-------------|
| Citizen | 500 cr. | 1,000 cr. | 2,500 cr. | 5,000 cr. | 10,000 cr. |
| Cursed Earth Desperado | 12,000 cr. | 26,000 cr. | - | - | - |
| Fixer | 6,000 cr. | 14,000 cr. | - | - | - |
| Jump | 10,000 cr. | 20,000 cr. | - | - | - |
| Veteran Smuggler | 14,000 cr. | 27,000 cr. | - | - | - |
| Other Prestige Class | 1,000 cr. | 2,000 cr. | - | - | - |

Paying for Loyalty

A character may seek to impress those he employs with his generosity and fairness. By paying 50% more to recruit a member, the loyalty score of the business gains a +1 bonus. By paying twice as much to recruit the member, the business gains a +2 bonus to its loyalty. However, all members of a business must be paid the same increase in order for the business to benefit from this bonus – simply paying one or half of the members over the odds will not earn the loyalty bonus.

Step 4: Determine the Business' Initial Scores

Once the business has been set up and its members recruited, its initial scores must be calculated.

Visibility: A business' initial visibility score is calculated as follows – take the business' base visibility score from the table on p12 and deduct the cover score of the front the business is held within.

Activity: A business' initial activity score is equal to its base visibility score found on the table on p12.

Loyalty: All businesses start with a loyalty equal to the Charisma modifier of the character leading the entire criminal organisation.

Reputation: A business will start with a reputation score equal to half that of the character who is leading the entire criminal organisation. Round any fractions down.

Territory: Initially, the business operates within a single cityblock or similar size neighbourhood of the character's choosing.

Income: The class and levels of a business' members will determine its initial income. Consult the Income table appropriate to the business type below. Each member of a listed level generates the listed credits in income per month for the criminal organisation as a whole. This income is assumed to be profit after all salaries, bribes and other regular expenses have been paid.

Multiclassed Characters: For members who possess a prestige class or two, the amount of income they generate



is equal to their citizen class level, plus the levels of whatever prestige class they possess. An 8th level citizen/4th level assassin working for a blitz agency, for example, will generate 13,250 credits every month – 1,250 credits for being an 8th level citizen and 12,000 credits for being a 4th level assassin.

Resources & Allies: The criminal organisation does not begin with any special resources unless the character buys or contributes a hideout, headquarters, or specialised items for the organisation's use. Any items placed into resources are available to all members of the organisation. The character, too, may employ them, but while he carries an item his organisation does not gain any benefit from it. If the character has any special contacts or allies that also work with the organisation, list them here. Allies may improve an organisation's performance and make it more effective. The Games Master has the final say as to whether a contact or ally is willing to associate with a criminal organisation.

Running a Criminal Organisation

Once a character has determined his criminal organisation's initial scores, then it becomes a living, breathing entity within Mega-City One. Even while the character is away during the course of a scenario, his staff and members continue to pursue the commands and goals

he left behind for them. His members might increase his bank balance to overflowing with ill-gotten credits, overwhelm a rival organisation, or rise in rebellion. The actions the character sets for the businesses within his organisation determines how it grows and prospers over the years.

The criminal organisation's daily maintenance is handled by the members assigned to the task when the businesses were first created. At the beginning of each month in Mega-City One, members are assigned to different tasks that modify the income, size and standing of the criminal organisation as a whole. Some tasks benefit from the character's active involvement, while others require talented, motivated members to complete. At the beginning of each month, the character should complete the checklist below. Note that if the character plans to be out of touch with his members for an extended period of time, he may issue orders for several subsequent months at once. However, doing so strains his members' loyalty, as they tend to lose faith in a leader who takes a hands-off approach to his job.

Monthly Checklist

At the beginning of every month, the following must be performed for every business within a criminal organisation. Any business with less than the minimum number of members, as detailed on p12, will not be able to generate any income or perform any action for this month.

1. **Casualties:** Check for any casualties within the business
2. **Loyalty:** Check for rebellions, defections, or deserters
3. **Visibility:** Check to see if any judges begin to investigate the organisation
4. **Activity:** Check for rivals' actions against the organisation
5. **Set Actions:** Allocate businesses to different tasks
6. **Resolve Tasks:** Make checks to see if actions succeed
7. **Calculate Income:** Determine how much income each business generates
8. **Recalculate Loyalty, Visibility, and Activity:** These may vary month to month
9. **Gain Experience & Recruit:** Over time, members may gain experience

1. Casualties

There is no avoiding the fact – criminal organisations are dangerous businesses to work for and even the most

reclusive creative accountant may fear for his life at the hands of a rival business, or even from a member of his own looking for promotion.

Every month, every member of a business must make a Survival check by rolling 1d20 and adding their character level, aiming for a DC listed below for their business type. A natural roll of a 1 is an automatic failure (though members with the Luck of Grud feat may, of course, re-roll this check). If successful, the member has survived the rigours of his business. If he fails, he has been killed by an accident, a hit, or has otherwise fallen in the line of business and must be crossed off the business record sheet. Games Masters should note that this is a check that every member of a business (not player characters) must make every month as a matter of course – even if they succeed, they may still be killed during the course of a scenario, because of actions taken by the business or at the discretion of the Games Master. Also remember that only business members have to make a Survival check every month – staff belonging to fronts do not.

Survival Checks

| Business Type | Survival Check DC |
|------------------------|-------------------|
| Assassins | 15 |
| Blitz Agency | 16 |
| Body Sharks | 10 |
| Chump Dumpers | 10 |
| Corporate Fraud | 5 |
| Drug Manufacture | 7 |
| Drug Sellers | 12 |
| Forgers | 6 |
| Gambling Establishment | 10 |
| Heist Gang | 14 |
| Mutant Smugglers | 11 |
| Organ Leggers | 8 |
| Perp-Runners | 12 |
| Protection Racket | 10 |
| Smugglers | 10 |

2. Loyalty

At the beginning of every month, check to see if the members of each business within the organisation are so unhappy with the leadership that they either leave or attempt to displace it. To make a Loyalty check, roll 1d20 and add the business's current loyalty score. If the score is higher than the Loyalty DC determined by the factors listed below, the business remains stable. If the check is failed, members of the business are unhappy with the leadership and take action against the character.

The DC of the Loyalty check starts at 0. For each factor that applies to a business, apply the modifier to the DC listed next to it. Various actions, such as Squeeze Followers, are described later in this chapter.

Members' Loyalty

| Event | Loyalty Check DC |
|--|----------------------------|
| Used Squeeze Members action last month | +15 |
| Used Contraction action last month | +10 |
| Business Lost Members last Month:* | |
| 10% - 19% | +5 |
| 20% - 39% | +8 |
| 40% - 59% | +12 |
| 60% - 79% | +20 |
| 80%+ | +30 |
| Organisation leader took no part in organisation | +5 cumulative per in month |
| Business has less than minimum number of members | +10 |
| Business successfully repelled Attack action | -2 |
| Business' own Attack action succeeded | -5 |

* Total members lost to defections, death or rebellion to determine this percentage.

Upon a failed Loyalty check, consult the table below to determine the extent of the revolt against the leadership. Apply any losses sustained by the business before moving on to the next step.

Failed Loyalty Checks

Loyalty Check

Missed By Effect

| | |
|---------|---|
| 1 - 5 | 10% of the members, rounding down, leave the business. If the business is currently at war with another organisation, half of these deserters defect to that organisation. |
| 6 - 10 | As above, but 25% leave. |
| 11 - 15 | As above, but 50% leave. |
| 16 - 20 | As above, but 75% leave. |
| 21 - 25 | All the members of the business rebel. They immediately form a rival business that launches attacks against their original organisation until it is destroyed. Any subsequent members who desert automatically defect to this rebellious business. The rebels take twice this month's income with them in either raw credits or |

equipment. Create the new organisation using the rules given in this chapter.

| | |
|---------|--|
| 26 - 30 | As above, but the rebellion is led by all members of the business, and another 1d3 businesses with the lowest loyalty scores in the organisation join them (again, taking twice their own monthly income). |
| 31+ | The rot sets in as the entire organisation completely disintegrates. All items and credits are lost as resources as members leave for greener pastures. |

Whenever members leave a business due to a failed Loyalty check, determine them randomly, ignoring any distinction between class and character level.

Rebuilding

At any point, a character may opt to dissolve his criminal organisation and seek to rebuild elsewhere. He may also do this if his organisation is destroyed by any means. The character may establish a new criminal organisation one year after the dissolution in a sector or city beyond the territory of his old organisation. Over time and distance, rumours of his previous failure slowly fade away, allowing him to start over again with a clean record. In his previous territory, the character's name is tainted until his new organisation expands into that area.

3. Visibility

Businesses that maintain a high public profile run the risk of attracting unwanted attention in the form of an investigation by the judges. Success breeds not only jealousy but also paints a large target on the entire organisation for informants and the prying eye of the Law. Make a Visibility check for each business listed under your criminal organisation by rolling 1d20 with a DC equal to the visibility score of the business. If the check is failed, the business has come under the surveillance of the Justice Department – consult the table on the next page.

Failed Visibility Checks

Check

Missed By Effect

| | |
|---------|--|
| 1 – 5 | The judges take a great interest in the business and start to include it in their routine surveillance of the sector. The business' visibility increases by +1. |
| 6 – 8 | As above, but visibility increases by +2. |
| 9 – 11 | As above, but visibility increases by +3. |
| 12 – 14 | As above, but visibility increases by +4. |
| 15 – 16 | The judges swoop in on the business one night and arrest all members involved, as well as confiscating all credits and equipment. The business is lost. |
| 17-18 | As above, but the judges also manage to find links to another 1d3 randomly determined businesses. These too are lost. |
| 19+ | The full weight of the Justice Department is brought to bear on the entire criminal organisation. Every month from now on, one randomly chosen business will be lost as the judges close it down. In addition, they will also post city-wide alerts for the leader of the criminal organisation. |

4. Activity

Nothing exists in a vacuum, and criminal organisations within Mega-City One are no exception to this rule. The greater the involvement in a territory, the greater the chance that a rival organisation appears to compete through any means possible. The Games Master should

generate a rival organisation according to the result of an Activity check. Roll 1d20 and add the activity score of the business, using the DC listed on the table below. If this check is succeeded, another criminal organisation tries to muscle in on the obviously lucrative market the business is trying to compete in. This rival organisation is headed by a citizen of the Games Master's choosing, who also decides his personality, goals and motivation. The Games Master then must build another criminal organisation for the citizen and pit it against the character's own every month.

Activity Checks

| Territory | Activity Check DC |
|-----------|-------------------|
| Cityblock | 20 |
| District | 15 |
| Sector | 12 |
| City | 10 |
| World | 5 |

5. Set Actions

Every month, the character may issue orders to his members that affect the business' income. Furthermore, business types sometimes have several unique options that they may pursue. The character may also issue general directives that affect all aspects of his business.

Generic Actions

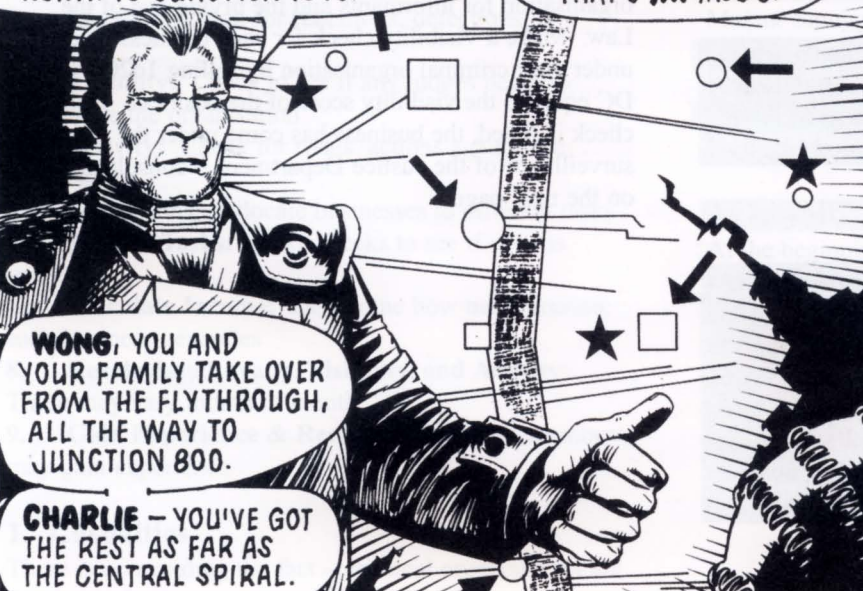
The following actions are available to all businesses, regardless of their size and type. Assign each business of the criminal organisation to one of the actions listed below, though each business may only attempt one action per month and this may not be changed once assigned. The possible action for any business are;

- † Attack
- † Business as Usual
- † Contraction
- † Defence
- † Expansion
- † Generous in Crime
- † Special Operations
- † Squeeze Members

Corporate fraud businesses may never choose the Attack, Contraction, Defence or Expansion actions.

PARKER HERE'LL CONTROL GAMBLING, UMPY, VI, PROTECTION - EVERYTHING NORTH TO JUNCTION 1040.

FROM THERE TO THE URBANOX FLYTHROUGH, THAT'S **MY** MOB'S.



Attack: When two competing organisations come into contact, conflict is inevitable. An Attack action is a general term used to describe any actions undertaken by one business to undermine the operations of another. Note that these rules only cover actions undertaken by members as part of an action. If the character personally leads an attack, the Games Master should resolve it as a separate scenario. The rules given here only cover attacks made without a character's direct supervision.

Attacks are made against another business as a whole and are designed to reduce its monthly income, covering any activity designed to hinder operations. Such disruption may include attempts to scare off customers, mug members, informing the Justice Department, and other factors. To resolve an attack, roll 1d20 and add the combined character levels of all members within the business assigned to this action. Any levels present within the following classes are doubled;

Assassin
Blitzer
Citi-Def Officer
Cursed Earth Desperado
Demolitionist
Fixer
Jaeger Squad Commando

For example, a 10th level citizen would add +10 to this check. A 8th level citizen/2nd level assassin would add +12.

The DC of this roll equals 10 plus the combined character levels of the target business' members. If successful, the target business' income for this month drops by 1,000 credits multiplied by the combined character levels of the attacking business. A business may only make one attack against another each month.

An attack modifies the attacking business' activity score by +3 and its visibility score by +2. The defending business' visibility score increases by +2. A successful attack also increases the attacking business' loyalty score by +1 and decreases the defender's by -1. Every member involved in an attack whether on the aggressor's side or not) must make a Survival check as detailed on p20. The DC for this check is 10 if they succeeded in attacking another business or were attacked by a business who failed its attack roll. Otherwise, the DC is 15. As always, a roll of a natural 1 is regarded as a failure.

Business as Usual: Businesses assigned to this action produce income according to their member's class, level and type of business, as detailed previously. For every three consecutive months that a business performs the Business as Usual action and is not attacked or investigated in any way, its loyalty increases by +1.

Contraction: Sometimes, a business overextends and leaves itself vulnerable. Rival organisations and the judges can all take a keen interest in a business that starts to do a little too well. When using the Contraction action, a business will have its monthly income permanently reduced by up to 50%. For every 10% of income lost in this way, the business will also lose one point of loyalty, visibility and activity. The character may also choose to lose one member of his choice, if he so desires, but the total amount of members may not drop below the minimum number for the business type as indicated on p12. This action is usually taken when the business has been doing a little too well and has now gained the attention of the Justice Department.

Defence: Any large-scale, profitable business is bound to attract attacks from rival organisations. Any business that uses the defence action may double the character levels of all its members for the purposes of resolving any attack. In addition, if any attack is made the defending business' visibility will only go up by +1, rather than +2 as is normal, as its members seek to minimise the impact. However, its income will be halved for this month.

Expansion: Businesses can rapidly expand in Mega-City One, spreading their influence over a number of cityblocks, or even an entire sector. Such vigorous businesses though will undoubtedly attract the attention of both rival organisations and the judges.

When using the Expansion action, a business will have its monthly income permanently increased by up to 50%. For every 10% of income increased in this way, the business will also gain one point of loyalty, visibility and activity. One extra member must also be recruited at the end of the month to handle the extra work.

The business' territory will also increase. All businesses start off with a single cityblock as their territory and, when the Expansion action is performed, this increases by one more cityblock. When a business has expanded to cover 5 cityblocks, it is considered to have influence over an entire district of a sector (several square miles) – its territory is changed to reflect this (Downtown District, for example).

When such a business with a district as its territory performs the Expansion action, it adds not another cityblock, but another (adjacent) district to its territory. A business with 5 districts under its territory is considered to have influence over an entire sector – its territory is changed to reflect this (Sector 190, for example).

Businesses can grow much larger, however. When 50 sectors have been accumulated under its territory (a long and painful process of growth is needed to reach this level of criminal activity!), the business is considered to have the entire city as its territory – when 5 cities have been accumulated in this way, the business is assumed to have a world-wide territory.

The extent to which a business may expand, however, is also governed by the front under which it operates, as

demonstrated by the table below. No business may expand beyond the range of territories detailed below if it does not have a suitably sized front.

Maximum Expansion

| Territory | Front Required |
|------------------|----------------|
| Single Cityblock | Small Trader |
| Cityblocks | Small Company |
| Districts | Medium Company |
| Sectors | Large Company |
| Cities | Corporation |
| Worlds | Mega-Corp |

Generous in Crime: In return for their hard work, members may be permitted to take a bigger cut of the business' profits. Reduce all income from the business by 50% for this month. In return, the business' loyalty will gain a permanent +2 bonus.

Corrupt Judges

Though highly dangerous, perps may find the resources of a corrupt judge useful in their criminal activities. However, corrupt judges have little loyalty and if they are ever caught and arrested by the Justice Department, perps who once bribed them may find themselves under investigation. Corrupt Judge is a new feat for the Judge Dredd roleplaying game.

Corrupt Judge (General)

The character has managed to gain a corrupt judge as an ally. Though extremely expensive, the judge can provide the character with all manner of information and aid when dealing with the Justice Department.

Prerequisites: The character must be of at least 8th level.

Benefits: Having this feat allows a character to recruit a corrupt judge who can, for a price, help him in criminal activities. The character may do any of the following with his corrupt judge:

† If the character or any of his allies are arrested by the corrupt judge and there are no other judges present, the character may buy his freedom for 1,000 cr. multiplied by his character level.

† The character may call upon the corrupt judge at any time for information with regards to the Justice Department – such as patrol routes, judge strength, the location of secret armouries, etc. . . This will cost the character 1,000 cr. multiplied by his character level each time.

† The corrupt judge may be asked to 'look after' any single business within a criminal organisation and keep it away from judicial attention. The visibility of the business will be reduced by -4, so long as the corrupt judge receives a quarter of its monthly income. Though only one business may be taken care of in this way, the character is still free to ask the corrupt judge for information or buy off an impending arrest.

The Games Master and player are free to come up with new ways to use the corrupt judge, though it will likely be expensive every time. If the corrupt judge is ever caught by the Justice Department, he will have no loyalty to the character and will likely tell the judges everything he can in order to reduce his sentence on Titan. If the character has a criminal organisation, every business will immediately have its visibility increased by +2. At the Games Master's option, the corrupt judge may also give the Justice Department precise information on the character, which may lead to his imminent arrest. . .

Special: This feat may be selected more than once, gaining the character another corrupt judge each time.

Special Operations: Some of the business types have special operations that only they may opt to do. These are listed on p25.

Squeeze Members: Not all characters running a criminal organisation will be content to wait for the credits to come rolling in by virtue of honest dealings and hard work. Some may wish to be ruthless to their members, cutting back all take of the profits in order to fill their own bank balance, while insisting on greater productivity. A business that takes the Squeeze Members action will double its income for this month. However, this causes great resentment in the ranks and the business' loyalty score will suffer a permanent -4 penalty.

6. Resolve Tasks

Once actions have been assigned to businesses, resolve them according to the rules given above, in any order desired. If more than one business in a territory seeks to attack another, roll 1d20 for each and add their loyalty score. The highest scoring business launches their attack first, then the next highest, and so on. Once all actions are resolved, the month is over.

7. Calculate Income

On the last day of the month, determine each business' monthly income based on the classes and levels of its members, as well as the success or failure of any actions taken.

8. Recalculate Loyalty, Visibility and Activity

Apply any modifications to these scores according to any actions taken.

9. Gain Experience & Recruit

After every full 12 months working in a single business, a member will automatically increase by one experience level. He may gain a level in any class he already possesses, or take on any new class he qualifies for. A character may also recruit new members for any business at this point, following the rules on p15.

Special Operations

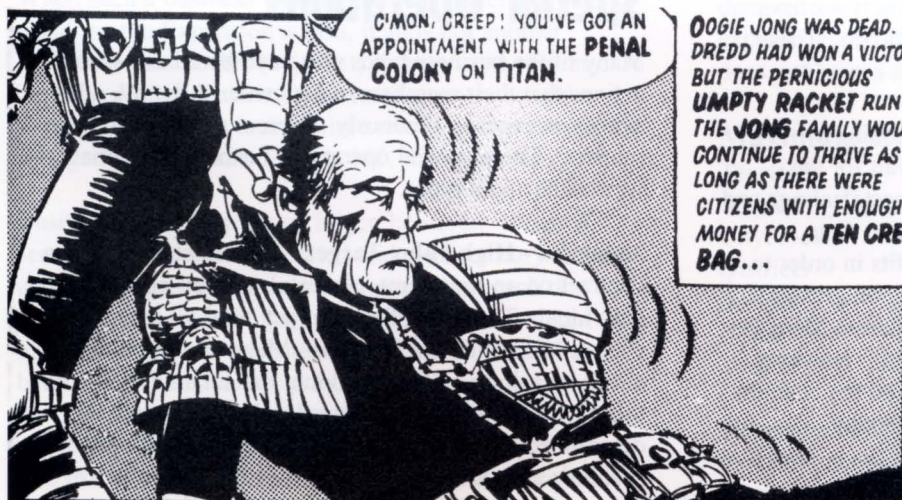
Many of the business types presented here have special actions that their members may pursue. After all, a blitz agency engages in obviously different activities to perprunners. These special operations further differentiate the various business types.

Assassins - High Value Target: The members accept a contract on an important, powerful, or well-protected individual. To resolve this contract, total all assassin class levels within the business. Make an Assassination check by rolling 1d20 and adding this total. The DC of this check is 10 + the character level of the target, as determined by the Games Master. If successful, the hit succeeds and the business earns a profit equal the character level of the target multiplied by 1,000 credits, in addition to the regular monthly income the business automatically generates. The business' loyalty score will also increase by +1.

If the Assassination check is failed, however, no income is gained, and each member of the business has a flat 25% chance of being killed themselves during the mission. In addition, the botched murder attempt draws unwelcome attention to the business and its visibility score increases by +4, while loyalty will drop by -2.

Corporate Fraud - Squeeze Front: The creative accountant in charge of the corporate fraud uses the full weight of his financial knowledge to get the very most out of his fraudulent activities. The creative accountant must make a Profession (creative accounting) check at DC 20. If successful, he doubles the income he would normally have generated this month. If failed, he has made a critical error on an important claims form to the Justice Department and +4 is added to the visibility of the corporate fraud business. In addition, every business under the same front also has +2 added to its own visibility.

Drug Manufacture - Cheap Ingredients: By padding out the otherwise quality Chowder, Umpty Candy, Sugar or whichever drugs are being produced, a business can maximise its own profits by reducing the costs of raw materials. However, this is likely to invite competition as users start to demand the 'real thing'. Income generated this month only will be increased by 25%, but the business' activity score will go up by +1. Unfortunately, the Justice Department will take a great interest in any business flooding the streets with low quality or even dangerous drugs - visibility will go up by +1.



C'MON, CREEP! YOU'VE GOT AN APPOINTMENT WITH THE PENAL COLONY ON TITAN.

OOGIE JONG WAS DEAD... DREDD HAD WON A VICTORY. BUT THE PERNICIOUS UMPY RACKET RUN BY THE JONG FAMILY WOULD CONTINUE TO THRIVE AS LONG AS THERE WERE CITIZENS WITH ENOUGH MONEY FOR A TEN CRED BAG...

Drug Manufacture – Finest Ingredients: By using only the very finest ingredients in manufactured drugs, a business can drive away the competition through sheer quality, rather than simply resorting to firefights. The downside, of course, is that this may greatly eat into profits. A drugs manufacture business choosing this action will suffer a 25% drop in its income for this month. However, its activity score will also drop by -1. Unfortunately, the Justice Department will take a great interest in any business flooding the streets with extremely high quality drugs – visibility will go up by +1.

Drug Sellers – Free Samples: A drug selling business may opt to flood the market with free samples in an effort to greatly expand its customer base. Needless to say, members will also be free to help themselves. No income at all is generated this month, but loyalty, visibility and activity all go up by +2.

Forgers – Unique Forgery: The head forger of the business may opt to channel all his skill and the resources of his co-workers into creating the finest forgery of a well-known piece of art. This requires him making a Forgery check at DC 20. If successful, income from the forgery business this month is doubled. If failed, no income at all is generated, and visibility increases by +2 as the judges begin to trace the origins of the painfully obvious forgery.

Gambling Establishment – Criminal Truce: A gambling establishment is a fine advertisement for any criminal mastermind and many seek to impress the leaders of other organisations with the wealth and

courage needed to operate one. As such, a gambling establishment may be used as a safe zone where perps of all organisations may freely enter, discuss criminal matters – and win huge amounts of credits through a favourable fixing of the odds. The Criminal Truce action will halve the income generated this month by a gambling establishment, but will also decrease its activity score by -4. In addition, loyalty and visibility will both go up by +2.

Gambling Establishment – Fix the Odds: All gambling establishments fix the odds to some degree, but a business can ensure there are no big

winners over the course of a month and so greatly boost its income. By taking the Fix the Odds action, the income generated by a gambling establishment will be doubled this month. However, its activity and visibility will both go up by +6 as word quickly spreads of the crooked establishment.

Mutant Smugglers – Pit Fights: There will be few who complain if the business double-crosses its mutant clients – they certainly cannot run to the Law! Some mutant smugglers have been known, on occasion, to set up their own pit fights in run down sectors, using their mutant cargo as the star attraction. This can be a very easy way to gain an extra income out of the business but, unfortunately, pit fights are also extremely difficult to keep quiet. Taking the Pit Fights action will double the income this month of the mutant smugglers' business, but will also increase its activity and visibility by +4.

Organ Leggers – Resyk Contact: By developing contacts within Resyk, an organ legging business can ensure it has access to the very choicest of body parts. However, Resyk workers tend to be anything but reliable and are unlikely to hide any wealth gained from bribes very well. By developing Resyk Contacts, an organ legging business can permanently increase its monthly income by 25%. However, its visibility will go up by +4. This action may only be taken once per year.

Perp-Runners – Advanced Technology: By outfitting their hover and spaceships with the very latest in supercharged engines and stealth technology (not to mention greatly increasing the power of the on-board weaponry), a perp-running business can make sure it is

always one step ahead of the judges. Such technology comes at a very high price, though members will feel a great deal safer in a vehicle that can outrun almost everything the Justice Department has in its armoury. By taking the Advanced Technology action, the perp-running business will permanently reduce its monthly income by 10%. However, its visibility will also drop by -2 while its loyalty increases by +1. This action may be taken multiple times, with more advanced technology being fitted every time.

Perp-Runners - Slavery: It is an old trick, but one still favoured by the most disreputable perp-runners. Instead of taking fleeing criminals safely out of Mega-City One, perp-runners may instead sell them straight into slavery, usually

on some far-flung alien planet. This has the advantage of greatly increasing income at no extra expense but if word ever gets back to the Big Meg on the perp-runners' activities, extreme retribution can be expected. Taking the Slavery action will double the income this month of

SLIK IKE KOLORADO WAS A **PERP RUNNER** - THE CITY'S BIGGEST. HE RODE A FLASH '99 SELFCON ROADSTER, WORE REAL VELVET KNEEPADS, AND CHEWED ONLY THE BEST QUALITY **MUNCE GUM**. . . THINGS WERE GOOD IN THE PERP RUNNING BUSINESS!

NOT THAT **SLIK IKE** ADMITTED BEING A PERP RUNNER. HE MADE **SURE** NOTHING COULD EVER **CONNECT** HIM WITH THE RACKET. **SLIK IKE'S** HENCHMEN TOOK ALL THE RISKS. HE JUST SAT BACK AND RAKED IN ALL THE CASH!



the perp-runners business, but will also increase its activity by +4.

Protection Racket - Clampdown: The protection racket can opt to clampdown on local trade, making sure no-one is free from its members and that every citizen is paying on time – no exceptions! This will earn the protection racket a 25% bonus this month on its income, but will also increase visibility and activity by +1.

Judicial Attention

It can be the worst nightmare of any character leading a criminal organisation to have the judges begin to take a rather in-depth interest in his various businesses. This is where the best sleazy lawyers can be worth their weight in credits (see p38).

However, there may come a time when even the best efforts cannot put off the arrests and when business members start getting sent to the iso-cubes, the leader of a criminal organisation may find himself in a very precarious position. After all, these members know intimate details about his illegal activities and could, potentially, lead the judges straight to him. The standard method of dealing with this within criminal organisations is to make a promise to all members that if they are caught and sentenced by the judges, they will be well rewarded when they finally leave or break out of the iso-cubes.

Typically, this amount runs to 1,000 credits per character level of the member arrested for every year (or part of) their sentence runs to. When such a generous offer is made, most members will be willing to keep their mouths shut, greatly reducing the effect an arrest will have on the entire criminal organisation. This cannot stop information leaking if the judges employ telepaths or their heavyweight truth drugs, but such resources are rarely employed unless it is believed the arrested perp is hiding much greater things.

Some leaders of criminal organisations have sought to save themselves huge amounts of credits by simply not paying a member who has recently served his time in the cubes. This is an extremely short term view, as it can have a devastating effect on loyalty once word begins to get out (-10 to the loyalty scores of all businesses within the organisation as members learn their boss cannot be trusted) and no amount of offered credits will

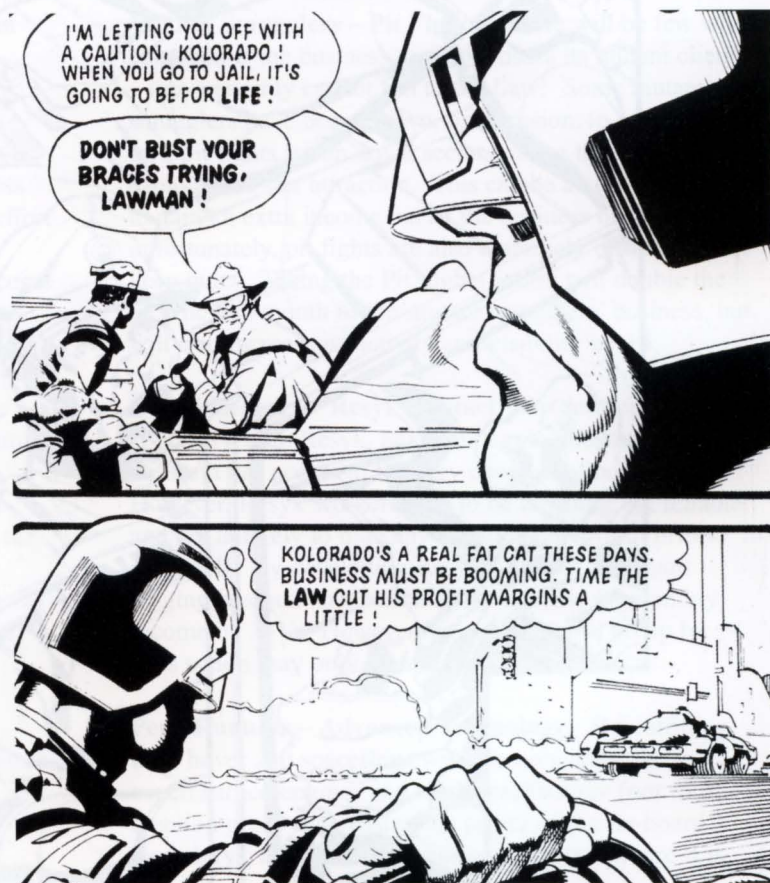
likely keep a member from telling the judges everything he knows when the next arrests occur.

Disbanding a Business

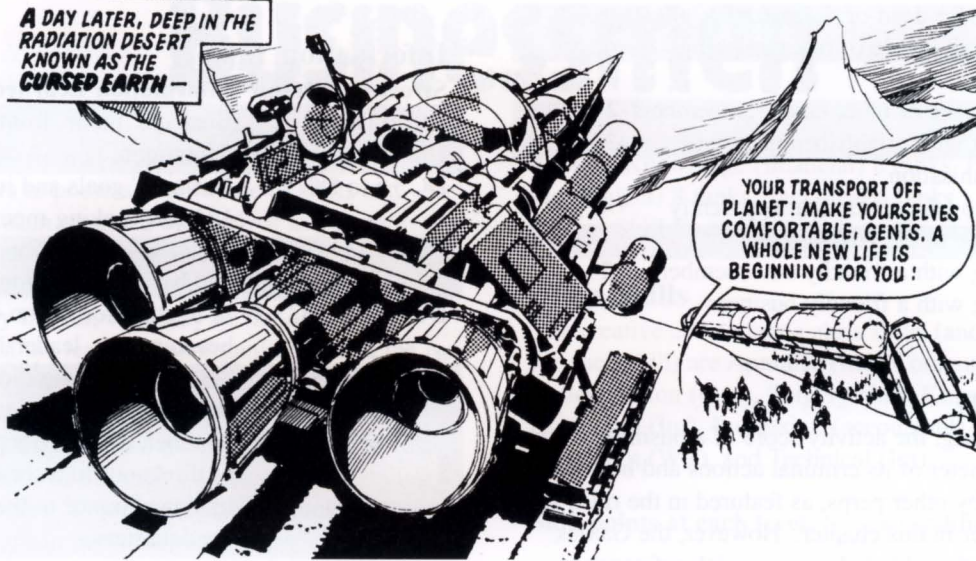
Once set up, a business can be disbanded at any time – this may be an appropriate course of action if the judges are closing in. A disbanded business will draw no income in that month and its members may be transferred to other businesses, if the character wishes. However, be aware that if the judges are beginning to close in on a business, they may have already identified its members.

Using Loyalty

When other citizens deal with members of a business, the loyalty score helps determine how they react to certain events, such as offers of bribes or attempts to intimidate them. Generally, this score applies to any member of the business though the Games Master may instead opt to play through the event during a normal game session. The table below gives a general guide to the levels of loyalty attainable by a business.



A DAY LATER, DEEP IN THE
RADIATION DESERT
KNOWN AS THE
CURSED EARTH —



Loyalty Table

| Loyalty | Description |
|---------|---|
| 0 – 2 | Very poor morale or outright conflict between members and leaders. |
| 3 – 8 | Members feel little attachment to the business and often place their own goals first. |
| 9 – 12 | Most members believe in the business' aims and work to advance them. Still, many members relent if offered bribes and other chances of personal gain. |
| 13 – 16 | The members are well-led and strongly dedicated to the business. A few malcontents may spurn the business' value, but the average member is reliable. |
| 17+ | The members are fanatics who are ready to die in their leader's name. Bribes and other temptations do not sway them from their actions. |

Loyalty Checks

A Loyalty check occurs whenever a member is given a good reason to go against the direct orders or general goals of the business he belongs to. If a citizen actively attempts to sway a business' member into acting contrary to the criminal organisation's objectives, the business' loyalty score is the DC required for any Bluff, Intimidate or other Charisma-based check, as appropriate.

Loyalty checks include but are not limited to the following examples:

- † A citizen attempts to bribe, influence, or intimidate a member.
- † A citizen offers to pay a member to spy for them.
- † A rival organisation attempts to recruit the member.
- † A judge attempts to interrogate a member.
- † During combat, members face long odds or heavy casualties.
- † A member has a chance to steal from the business.
- † A member operates for a significant amount of time without contact with the business.

Not every member within a business necessarily has to share the same loyalty score. Malcontents and dissidents may have lower scores, while fanatics will likely have higher ones. As a rule of thumb, the range of individual loyalty scores among a business' membership range from half to double the business' own loyalty score, though members with scores that vary from the business' own should be the exception rather than the rule.

The circumstances of a Loyalty check has a bearing on the attempt to sway a member of a business. Apply the following modifiers to any check made against a member's loyalty.

Loyalty Checks

| Circumstance | Loyalty Check Modifiers |
|---|-------------------------|
| Per 1,000 cr. value of a bribe | +1 |
| Member in presence of organisation's leader | -4 |

| | |
|--|-----|
| Organisation leader dead or defeated | +10 |
| Member has good chance of betrayal going unnoticed | +2 |
| Member in presence of other business members | -2 |
| Member dealing with established enemy of business or organisation | -2 |
| Member asked to take action that apparently causes no damage to the business | +4 |
| Member dealing with a friendly non-member | +2 |
| Member dealing with a friendly business member | +4 |

Using Activity

Generally speaking, the activity score of a business works more as a barometer of its criminal actions and how they will be noticed by other perps, as featured in the rules for businesses earlier in this chapter. However, the Games Master may use the table below as a quick reference to the level of activity a typical business may have

Activity Table

| Activity | Description |
|----------|---|
| 0 – 2 | The business keeps to itself and exists primarily to generate a small income for its members. |
| 3 – 8 | The business takes pains to keep a low profile, engaging largely in secretive activities on a limited basis. |
| 9 – 12 | The business actively influences the area around it, setting up schemes for profit and even wading into economic arenas. |
| 13 – 16 | The business is a major force in economics, directing many trends among the surrounding citizen population and playing a hand in many major events. |
| 17+ | The business does not just work in trade, politics, and crime - it dominates those areas. Little happens in the territory without the business' direction or heavy influence. |

Using Visibility

Like activity, visibility is used primarily in the rules for creating and running criminal organisations. However, a visibility score can also be used as the DC of Streetwise checks made to learn more about a given business.

In addition, the result of the Streetwise check also determines how much information a citizen learns about the business. The following table lists the information gained based on the result of the check.

Information Table

Streetwise Result Information Learned

| | |
|------------------|--|
| DC to DC +4 | Business' name, front and typical operations. |
| DC +5 to DC +9 | Business' goals and identification of 1d4 low-ranking members. |
| DC +10 to DC +14 | Business' origination, recent history and basic information on its leader. |
| DC +15 to DC +19 | In-depth information on business' headquarters, leadership. |
| DC +20 or higher | Secret concerning the business, such as the identity of an important member, details of a planned crime, or directions to a secret hideout or hidden entrance to the business' headquarters. |

Note that a citizen will learn the information listed for his result as well as that detailed for all lesser results.

The following table summarises the level of visibility a typical business may have, for the Games Master's reference.

Visibility Table

| Visibility | Description |
|------------|--|
| 0 – 2 | Aside from the business' membership and a few whispered rumours, nothing is known about it. Conjecture and stories might be common, but few contain any nuggets of truth. |
| 3 – 8 | The business is secretive, but most local citizens know at least a few rumours about it. While these rumours tend to distort the business' true purpose behind its front, they contain some pieces of correct information. |
| 9 – 12 | The business is visibly active, enough so that the basics of its goals and methods are known to most local citizens. |
| 13 – 16 | The business maintains a well-known headquarters and its members regularly interact with citizens on its behalf. Everyone in the region is familiar with the business' name, front and apparent goals. |
| 17+ | The business is an accepted part of life and either operates openly in public or is so pervasive that citizens can identify members by sight. The business is as much a part of the local landscape as the judges themselves. Citizens in the area who do not know anything about the business are a rarity. |

Businessmen

Any large criminal organisation requires its members to possess a multitude of skills and talents, each applying themselves to generate millions of credits for their mob bosses. From the fixer, who provides serious muscle for illegal businesses, to the invaluable sleazy lawyer, who may be the only thing standing between the leader of an organisation and the iso cubes, each can demand a high price for their abilities. These citizens rarely view themselves as thugs or common perps – they are businessmen who control vast empires worth billions of credits, albeit while indulging in criminal activities. This chapter takes a look at the kind of perps that can be found within most criminal organisations, providing new prestige classes allowing characters to take full advantage of the rules presented in *The Rookie's Guide to Criminal Organisations*, as well as making them potent adversaries for judges conducting investigations.

The Creative Accountant

Often an innocuous figure within a criminal organisation, a good creative accountant can literally be worth his weight in credits. Positioned within a legitimate front for illegal activities, the creative accountant is a master of figures and financial records, skimming credits from Justice Department taxes or burying criminal income with equal skill. Creative accountants may also be found operating by themselves, having gained employment within the large corporations of Mega-City One only to skim millions of credits into their own personal bank accounts. Sooner or later, all but the very best creative accountants are arrested and sentenced by the Justice Department, for Acc-Div has extremely competent operatives, but the true masters of creative accounting may spend years skimming relatively small amounts of credits that are barely noticed, later retiring to another mega-city or leaving the Earth altogether.

Hit Die: d4.

Requirements

To qualify to become a creative accountant, a citizen must fulfil all the following criteria.

Skills: Appraise 6 ranks, Computer Use 8 ranks, Forgery

4 ranks, Knowledge (financial) 8 ranks, Profession (accountant) 8 ranks, Technical 6 ranks.

Feats: Skill Focus (knowledge – financial).

Class Skills

The creative accountant's class skills (and the key ability for each skill) are Appraise (Int), Computer Use (Int), Concentration (Con), Forgery (Int), Knowledge (financial) (Int), Profession (accountant) (Wis), Search (Int), Spot (Wis), and Technical (Int).

Skill points at each level: 6 + Int modifier.

Class Features

All of the following are class features of the creative accountant prestige class.

Cover Financial Tracks: The primary capability of any creative accountant is to bury his skimming of credits deep within impenetrable computer files. Performing this task takes 1d6 hours, after which the creative accountant makes a Knowledge (financial) check, adding twice his class level as a competence bonus. This is the DC of any Knowledge (financial) check any other character has to make in order to uncover the creative accountant's illegal activities, such as a judge from Acc-Div using his Financial Know-How class feature (see page 15 of *The Rookie's Guide to the Justice Department*).

AS THE PERP RUNNERS' CRAFT CLEARED ATMOSPHERE, THE FUGITIVES WATCHED FROM THE OBSERVATION DECK –

THIS IS IT, ICEPICK! WE'VE SEEN THE LAST OF MEGA-CITY ONE AND ITS SCUMMY JUDGES!

YOU CAN SAY THAT AGAIN, PAL –



The Creative Accountant

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|-------|-------------------|-----------|----------|-----------|---------------------------|
| 1 | +0 | +0 | +0 | +2 | Cover Financial Tracks |
| 2 | +1 | +0 | +0 | +3 | Access Bank Records |
| 3 | +2 | +1 | +1 | +3 | Data Access |
| 4 | +3 | +1 | +1 | +4 | Credit Security Bypass |
| 5 | +3 | +1 | +1 | +4 | Improved Front Management |

Access Bank Records: On achieving 2nd level, the creative accountant becomes specialised in glancing through complex business or banking systems in search of misplaced or misleading figures. A standard surface data search will take 1d6 minutes without the need for a Knowledge (financial) check detailed above. This will uncover the presence of any financial wrong-doing though not the actual nature of it – the creative accountant will merely get the sense that something is very wrong with the figures.

Data Access: At 3rd level, the creative accountant gains Data Access (see page 41 of the *Judge Dredd Rulebook*) as a bonus feat, regardless of whether he meets the prerequisites or not.

Credit Security Bypass: On reaching 4th level, the creative accountant is able to bypass many security programs to gain access to all manner of financial data. He gains a +4 competence bonus to all Computer Use skill checks when penetrating computerised security for the purposes of financial gain.

Improved Front Management: By the time he reaches 5th level, the creative accountant is a true master of his art. If part of a corporate fraud business within a criminal organisation, he can not only boost the income generated from a front, but also all businesses within the front that use it to hide their own income. Every criminal business held within the front has a permanent +10% bonus to its income.

The Fall Guy

No perp truly wishes to be sent to the iso-cubes for his crimes, but there exists in Mega-City One a breed of perp who actually specialises in being caught, arrested and sentenced by the judges for crimes he did not commit – the fall guy. Freedom and liberty are two luxuries every wealthy leader of a criminal organisation greatly prizes

and will often pay handsomely for someone else to take the blame when the judges start gathering incriminating evidence. The fall guy is a perp who wishes to get rich for as little work as possible, but he is also highly skilled at throwing judges off the scent of the real perpetrators of a crime and offering himself as the most likely suspect. This can mean the fall guy will spend years, even decades in an iso-cube, but he will likely be very rich when he is finally released, having not only the thousands of credits deposited into his account by a grateful criminal organisation, but also the interest that it has accumulated during his incarceration.

Hit Die: d6.

Requirements

To qualify to become a fall guy, a citizen must fulfil all the following criteria.

Skills: Bluff 9 ranks, Disguise 8 ranks, Knowledge (law) 4 ranks, Sense Motive 6 ranks, Streetwise 8 ranks.

Feats: Fool Birdie.

Class Skills

The fall guy's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Craze (any) (varies), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (law) (Int), Listen (Wis), Move Silently (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Streetwise (Wis), and Swim (Str).

Skill points at each level: 8 + Int modifier.

Class Features

All of the following are class features of the fall guy prestige class.

Convincing Liar: There are few people who can tell when the fall guy is actually lying – about anything. The fall guy gains a competence bonus to all Bluff checks equal to his class level.

The Fall Guy

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|-------|-------------------|-----------|----------|-----------|--------------------|
| 1 | +1 | +2 | +0 | +0 | Convincing Liar |
| 2 | +2 | +3 | +0 | +0 | Growing Reputation |
| 3 | +3 | +3 | +1 | +1 | Reduce Sentence |
| 4 | +4 | +4 | +1 | +1 | Resist Drugs |
| 5 | +5 | +4 | +1 | +1 | Self-Convincing |

Growing Reputation: By the time the fall guy reaches 2nd level, he has gained a measure of respect within the criminal community for his almost unique willingness to take the blame for the crimes of others – for a price. Whenever the fall guy is arrested and sentenced, he gains a +1 bonus to his Reputation for every year of the sentence, rather than facing the usual –1 penalty per year. See Chapter 5 for the full details on Reputation.

Reduce Sentence: While it is the responsibility of the fall guy to be sent to the iso-cubes in the place of the true perps, he also knows there is little sense in him spending any more time locked up than necessary. The fall guy will therefore often learn enough about the Law that he can reduce his sentence through a series of pleas and by demonstrating absolutely model behaviour when incarcerated. Whenever sentenced, the fall guy may make a Knowledge (law) check at DC 15 + the number of years of his sentence. If successful, he may reduce the actual time sentenced in the iso-cubes by a quarter.

Resist Drugs: Upon reaching 4th level, the fall guy is likely to have gained a good reputation within the criminal community for being a reliable safeguard to crimes. This, in turn, allows them to procure small quantities of truth serums and mind altering drugs of the type used by the Justice Department to interrogate suspects. Taking small amounts on a daily or weekly basis, the fall guy can build up his resistance to their effects and so maintain his story even while under heavy interrogation. The fall guy gains a +2 bonus to all Fortitude saves against all truth drugs.

Self-Convincing: At 5th level, the fall guy becomes so good at setting himself up as a primary suspect that he can even fool himself! Whenever a psi-talented character uses a power upon the fall guy in order to determine whether he is telling the truth or not with regards to his confessed crimes, he may make a Will save at DC 20. If

successful, the fall guy himself actually believes everything he is saying and so will also convince the psyker that he is indeed the guilty perp.

The Family Advisor

Only criminal organisations whose leadership is based around a single family of perps may have a loyal advisor, but it is a position of considerable respect and authority. The family advisor monitors and suggests courses of action for all areas of criminal business, ensuring everything runs smoothly while maximising profits. It is the family advisor who will often approach rival organisations with a view to maintaining a truce or negotiating deals that will allow his own to expand its territory and scope of business without instigating a costly mob war. A criminal organisation with a loyal family advisor at its side will operate at tremendous profits while maintaining its position within Mega-City One's underworld.

Hit Die: d6.

Requirements

To qualify to become a family advisor, a citizen must fulfil all the following criteria.

Skills: Computer Use 4 ranks, Knowledge (business) 9 ranks, Sense Motive 9 ranks, Streetwise 9 ranks.

Feats: Leadership.

Special: Must belong to a criminal organisation run by a single family who do not already have a family advisor.

Class Skills

The family advisor's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Computer Use (Int), Disguise (Cha), Intimidate (Cha), Knowledge (business) (Int), Sense Motive (Wis), and Streetwise (Wis).

Skill points at each level: 8 + Int modifier.

The Family Advisor

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|-------|-------------------|-----------|----------|-----------|----------------------|
| 1 | +0 | +0 | +0 | +2 | Maximise Profits |
| 2 | +1 | +0 | +0 | +3 | Improved Recruitment |
| 3 | +2 | +1 | +1 | +3 | Membership Loyalty |
| 4 | +3 | +1 | +1 | +4 | Judicial Contacts |
| 5 | +3 | +1 | +1 | +4 | Tighten Defences |

Class Features

All of the following are class features of the family advisor prestige class.

Maximise Profits: The primary responsibility of the family advisor is to ensure all businesses within a criminal organisation are operating at peak efficiency and therefore generating as many credits as possible for the leadership. For every level the family advisor gains in this class, he may temporarily increase the profits of one business by 50%. This bonus exists so long as the family advisor works within the criminal organisation though the businesses that receive this bonus may be changed from month to month, as the family advisor sees fit.

Improved Recruitment: As he becomes known throughout the criminal underworld, the family advisor can increasingly act as an agent for his leaders. From 2nd level onwards, the family advisor may add twice his class level to any Recruitment checks made by his leader as a circumstance bonus.

Membership Loyalty: At 3rd level, it is likely that the members of a criminal organisation know their family advisor better than they do their actual leaders. The family advisor works hard to gain the respect of his members and so adds a permanent +1 bonus to the loyalty scores of every business within the criminal organisation.

Judicial Contacts: It is an incredibly hard thing to achieve but by 4th level the family advisor has managed to secure some permanent contacts within the Justice Department itself. Such contacts will likely only be auxiliaries rather than patrolling street judges but the family advisor knows how to use them to his best advantage. The visibility scores of every business within the criminal organisation go down permanently by 1.

Tighten Defences: Part of the family advisor's role is to ensure that the businesses within the organisation are safe from interference from rivals. At 5th level, the family advisor knows how to set up the best security systems and who are the best members to have patrolling

properties owned by his leaders. Any rival business attempting an Attack action must make its check at a DC of 15 plus the combined character levels of the family advisor's business members.

The Fixer

Often mistaken by citizens as a simple goon, the fixer is in fact a highly skilled perp who operates as a kind of elite foot soldier within a criminal organisation. Whenever a seemingly insurmountable problem confronts the leaders of an organisation, they know they can turn to their best fixer to resolve the situation. Whether it is gaining possession of highly restricted equipment or information, or simply clearing up the mess created by less competent members of a business before the judges arrive, the fixer provides a solid foundation to any criminal organisation. Though highly skilled, the fixer has no desire to create his own organisation – instead, he takes satisfaction in providing his bosses with absolute loyalty in return for thousands of credits.

Hit Die: d8.

Requirements

To qualify to become a fixer, a citizen must fulfil all the following criteria.

Base Attack Bonus: +6.

Skills: Computer Use 4 ranks, Concentration 6 ranks, Escape Artist 7 ranks, Hide 6 ranks, Intimidate 10 ranks, Knowledge (any two) 8 ranks, Medical 4 ranks, Move Silently 6 ranks, Pick Pocket 7 ranks, Search 6 ranks, Sense Motive 8 ranks, Streetwise 10 ranks, Technical 6 ranks.

Feats: Alertness, Combat Reflexes, Point Blank Shot, Toughness.

Class Skills

The fixer's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Computer Use (Int), Concentration (Con), Disguise (Cha), Drive (Dex), Escape Artist (Dex), Hide (Dex), Intimidate (Cha),

The Fixer

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|-------|-------------------|-----------|----------|-----------|-----------------------|
| 1 | +1 | +2 | +0 | +0 | Valued Resource |
| 2 | +2 | +3 | +0 | +0 | Weapon Specialisation |
| 3 | +3 | +3 | +1 | +1 | Valued Resource |
| 4 | +4 | +4 | +1 | +1 | Business Integrity |
| 5 | +5 | +4 | +1 | +1 | Valued Resource |

Jump (Str), Knowledge (any) (Int), Listen (Wis), Medical (Wis), Move Silently (Dex), Pick Pocket (Dex), Pilot (Dex), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Streetwise (Wis), Swim (Str), and Technical (Int).

Skill points at each level: 4 + Int modifier.

Class Features

All of the following are class features of the fixer prestige class.

Valued Resource: There are few things the fixer is not capable of and the leaders of his criminal organisation look to him to resolve any particularly distasteful problem they have no wish to get involved with themselves. At 1st, 3rd and 5th level, the fixer may select any three skills. From this point on, he receives a +2 competence bonus to any check involving these skills. These bonuses may stack if he selects any skill more than once whenever Valued Resources is gained once more.

Weapon Specialisation: By the time he reaches 2nd level, the fixer will likely have been engaged in many mob wars. His skill in arms rivals that of even the judges and other members of the criminal organisation know there is no-one better to have at their backs in a firefight. From 2nd level onwards, the fixer may select Weapon Specialisation whenever he becomes eligible for another feat, so long as he meets the prerequisites.

Business Integrity: The fixer is a respected member of any criminal organisation, and any other members will soon learn the value of his abilities – whenever a problem arises, he always seems to know exactly what to do. So long as the fixer is a member of a business, he will grant a temporary +2 bonus to its loyalty.

The Jimp

As a real member of the Justice Department will tell you, any cheap punk can steal a uniform and pretend to be a judge. However, true jimps (judge imposters) are masters at their art, able to pass themselves off as the real thing, even to other judges. In order to achieve this level of disguise, the potential jimp must study hard, learning the procedures and protocols of the Justice Department, as well as practising his physical and combat skills. A skilled jimp can be an immense benefit to a criminal organisation, for few citizens will question any strange activity while a judge is present and those who actually know the inner workings of the Justice Department may even be able to penetrate far into a Sector House, armoury or other judicial installation before they meet with insurmountable security measures. The hardest part of being a jimp is actually acquiring all the equipment and trappings of a real judge – a skilled actor can soon learn how a real judge walks and talks, while knowledge of the Law merely takes dedication and study. While uniforms are relatively easy to come by, a jimp can often find it incredibly difficult to acquire items such as standard issue medipacks, boot knives and utility belts. Technologically advanced items such as Lawgiver firearms and Lawmaster bikes are almost impossible to find, even on a widespread black market.

Hit Die: d8.

Requirements

To qualify to become a jimp, a citizen must fulfil all the following criteria.

Base Attack Bonus: +8.

Skills: Disguise 12 ranks, Bluff 12 ranks, Intimidate 8 ranks, Knowledge (law) 8 ranks, Knowledge (patrol routes) 6 ranks, Streetwise 12 ranks.

Feats: Skill Focus (bluff), Skill Focus (disguise).

Special: Must have a standard issue street judge uniform.

The Jimp

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|-------|-------------------|-----------|----------|-----------|-------------------|
| 1 | +1 | +2 | +0 | +0 | Judicial Presence |
| 2 | +2 | +3 | +0 | +0 | Judge Feats |
| 3 | +3 | +3 | +1 | +1 | Security Bypass |
| 4 | +4 | +4 | +1 | +1 | Lawgiver Mastery |
| 5 | +5 | +4 | +1 | +1 | True Judge |

Class Skills

The jimp's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Computer Use (Int), Concentration (Con), Disguise (Cha), Intimidate (Cha), Jump (Str), Knowledge (law) (Int), Knowledge (patrol routes) (Int), Listen (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Streetwise (Wis), Swim (Str), and Technical (Int).

Skill points at each level: 2 + Int modifier.

Class Features

All of the following are class features of the jimp prestige class.

Judicial Presence: The first thing a jimp learns to do is portray himself as a judge in front of other citizens – if he cannot fool them, he will not be able to fool anyone. Fortunately, so long as he is wearing a judge's uniform, the jimp will find this incredibly easy. The jimp gains a competence bonus to Bluff, Intimidate and Sense Motive checks equal to his class level, whenever he interacts with a citizen (not a judge) in his uniform.

Judge Feats: At 2nd level, the jimp has studied hard and learnt the skills of a judge well. From this point onwards, he may also select Judge feats when he becomes eligible for new ones, although he must still meet the prerequisites for each before they may be taken.

Security Bypass: The jimp soon becomes very familiar with the workings of the Justice Department. At 3rd level, he gains a +2 competence bonus on all Computer Use and Technical checks used to bypass Justice Department security systems, whether computerised or mechanical.

Lawgiver Mastery: At 4th level, the jimp gains classified and technical knowledge of the Lawgiver Mk II firearm. He gains Weapon Focus (lawgiver) as a bonus feat and, given 24 uninterrupted hours, may automatically remove the high explosive charge from a stolen Lawgiver, making it safe for use.

True Judge: By the time he reaches 5th level, the jimp is so comfortable in playing the role of a judge that he can even fool Justice Department personnel! He is likely to have even read all volumes of Dredd's Comportment and this is reflected in his manner whenever he talks to a citizen or judge. The jimp no longer has to make Bluff or Disguise checks in order to convince others he is really a judge, unless subjected to intense scrutiny, such as a full-blown interrogation.

The Lowstreet Doc

Most perps serious about their crimes have their own lowstreet doc on call – when laser burns and bullet wounds need treating and a visit to a public medicentre is ill-advised because of too many probing questions from judges as to how the wounds were received, a doctor with his own reasons to remain out of sight can be a Grud-send. The lowstreet doc often has to operate without sufficient medical resources and so relies more on his own talents than those of robodocs and speedheal machines. His medical knowledge does not simply revolve around healing unlucky perps, however. He is fully capable of using his talents to cause pain as well as cure it and so provide yet another valuable reason for a criminal organisation to be interested in his talents.

Hit Die: d6.

Requirements

To qualify to become a lowstreet doc, a citizen must fulfil all the following criteria.

Skills: Computer Use 4 ranks, Medical 6 ranks, Technical 6 ranks.

Feats: Alien Anatomy, Skill Focus (medical).

Class Skills

The lowstreet doc's class skills (and the key ability for each skill) are Appraise (Int), Computer Use (Int), Listen (Wis), Medical (Wis), Search (Int), Spot (Wis), Streetwise (Wis), and Technical (Int).

The Lowstreet Doc

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|-------|-------------------|-----------|----------|-----------|------------------------------------|
| 1 | +0 | +0 | +0 | +2 | Improved Healing, Cure for Credits |
| 2 | +1 | +0 | +0 | +3 | Improvised Care |
| 3 | +2 | +1 | +1 | +3 | Discern Wounds |
| 4 | +3 | +1 | +1 | +4 | Advanced Interrogation |
| 5 | +3 | +1 | +1 | +4 | Critical Strike |

Skill points at each level: 4 + Int modifier.

Class Features

All of the following are class features of the lowstreet doc prestige class.

Improved Healing: Lowstreet docs are adept at using a medipack to its full potential. When performing first aid, the lowstreet doc will heal an additional amount of hit points equal to his class level.

Cure for Credits: The lowstreet doc is likely to become quickly known throughout his immediate neighbourhood and many small-time perps and other citizens with reason to distrust authority may be willing to engage his services. The lowstreet doc may use his Medical skill in Profession checks to earn credits.

Improvised Care: Even without the aid of a medipack, a med-judge can stabilise others and carry out other medical actions. At 2nd level, the lowstreet doc no longer suffers the usual -4 penalty when attempting to stabilise another character without the use of a medipack. Additionally, he may also carry out any other Medical check at twice the listed DC on page 33 of the *Judge Dredd Rulebook* if it is not normally possible without a medipack.

Discern Wounds: At 3rd level, the lowstreet doc can assess the condition of a wounded citizen merely by looking at them, such is his affinity with the pain of others. A successful Medical check at DC 20 will allow him to identify the seriousness of any injury. Use the following system for diagnosis; less than 10% hit points left – critically wounded; between 10% and 25% hit points left – severely wounded; between 25% and 50% of hit points left – seriously wounded; between 50% and 75% hit points left – lightly wounded; over 75% hit points left – minor wound.

Advanced Interrogation: Upon reaching 4th level, the lowstreet doc has learnt not only how to cure most

ailments, but also how to inflict as much pain as possible upon another citizen. When aiding in an interrogation, the lowstreet doc may add a +2 synergy bonus to another character making an Intimidate check, so long as the victim is restrained and unable to move.

Critical Strike: At 5th level, the lowstreet doc's superb knowledge of human anatomy allows him to strike at vital locations. In both melee and ranged combat against citizens or judges, the lowstreet doc may add +1 to the threat range of the weapon he is using. This bonus is cumulative to that granted by the Improved Critical feat.

The Recreational Chemist

There are few criminal organisations who do not at least dabble in drug manufacture, for it is a highly lucrative business. Whether it is umpty candy, sugar, chowder or any one of the thousands of illegal drugs that are available on the streets of Mega-City One, the recreational chemist is the perp at the centre of these criminal businesses. Usually coming from a scientific background, the recreational chemist has been swayed by the vast amounts of credits perps will pay for his skills and he now spends his time constantly refining new drugs for a market of bored citizens who will gladly pay for anything that allows them to forget their lives for just a little while.

Hit Die: d6.

Requirements

To qualify to become a recreational chemist, a citizen must fulfil all the following criteria.

Skills: Computer Use 4 ranks, Knowledge (drugs) 6 ranks, Medical 6 ranks, Profession (drug manufacture) 6 ranks, Technical 4 ranks.

The Recreational Chemist

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|-------|-------------------|-----------|----------|-----------|--------------------------|
| 1 | +0 | +0 | +0 | +2 | Own Use |
| 2 | +1 | +0 | +0 | +3 | Recreational Manufacture |
| 3 | +2 | +1 | +1 | +3 | Own Use |
| 4 | +3 | +1 | +1 | +4 | Best Drek |
| 5 | +3 | +1 | +1 | +4 | Own Use |

Class Skills

The recreational chemist's class skills (and the key ability for each skill) are Computer Use (Int), Craze (any) (varies), Knowledge (drugs) (Int), Medical (Wis), Profession (drug manufacture) (Wis), Streetwise (Wis), and Technical (Int).

Skill points at each level: 6 + Int modifier.

Class Features

All of the following are class features of the recreational chemist prestige class.

Own Use: It is a sad fact, but many recreational chemists are just a little too fond of the drugs they create and many are hopelessly addicted to their own concoctions. At 1st, 3rd and 5th level, the recreational chemist may choose one of the following bonuses from the effects of the drugs he constantly uses; +1 to all Charisma-based checks, +1 Damage Reduction (stacked with any armour worn), +2 to all Will saves or Power Resistance 5. These bonuses are permanent, so long as the recreational chemist is prepared to spend 1 day and 2,000 credits per week creating his own drugs. He must also be permitted to actually use the drugs three times each day. If he is denied the time or credits to either create or use these drugs, he will suffer a -2 circumstance penalty to all checks, saving throws and attack rolls until he is able to start using them again, due to his twitching, raving and intense paranoia.

Recreational Manufacture: Most recreational chemists practice their art by making their own concoctions for themselves and friends. However, they very quickly realise this is an excellent way to bring in a few extra credits without too much hard work, and besides – they enjoy doing it! The recreational chemist will earn ten times the normal amount of credits whenever he makes a Profession (drug manufacture) check.

Best Drek: At 5th level, the recreational chemist has a reputation for producing the 'best drek credits can buy'. Any drug manufacturing business that the recreational

chemist is a member of may choose the Finest Ingredients Action without taking a drop in its income.

The Sleazy Lawyer

It is said by many wealthy crime bosses that a successful perp needs only three things; a creative accountant, a lowstreet doc and a good lawyer. The Justice Department wields the Law like an iron rod in Mega-City One but it is constrained by one critical factor – the Law is unambiguous and immutable. Judges are trained to follow the Law as an unbending entity and a skilled citizen can often take advantage of this. Sleazy lawyers are dreaded by judges for they can bend and twist the letter of the Law so much that even when a major crime boss has been brought to justice, he will be set free on any number of mere technicalities – there is little the judges can do in such circumstances other than concentrate on gaining further evidence and many guilty perps owe their freedom to their sleazy lawyers. This, in turn, brings tremendous financial benefits to the lawyers, who often become far more wealthy than the perps they represent.

Hit Die: d6.

Requirements

To qualify to become a sleazy lawyer, a citizen must fulfil all the following criteria.

Base Attack Bonus: +5.

Skills: Bluff 8 ranks, Intimidate 4 ranks, Knowledge (law) 8 ranks, Sense Motive 6 ranks, Streetwise 6 ranks.

Class Skills

The sleazy lawyer's class skills (and the key ability for each skill) are Bluff (Cha), Computer Use (Int), Intimidate (Cha), Knowledge (law) (Int), Sense Motive (Wis), and Streetwise (Wis).

Skill points at each level: 4 + Int modifier.

The Sleazy Lawyer

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|-------|-------------------|-----------|----------|-----------|-----------------------------|
| 1 | +0 | +0 | +0 | +2 | Argue the Law |
| 2 | +1 | +0 | +0 | +3 | Create Alibi |
| 3 | +2 | +1 | +1 | +3 | Rattle Legal Sabre |
| 4 | +3 | +1 | +1 | +4 | Enhanced Reputation |
| 5 | +3 | +1 | +1 | +4 | Improved Rattle Legal Sabre |

Class Features

All of the following are class features of the sleazy lawyer prestige class.

Argue the Law: The sleazy lawyer is skilled at arguing points of Law and refuses to be daunted by the presence of stern and powerful judges while he tries to get his client off free, no matter what their level of guilt. After a client has been arrested, the sleazy lawyer will travel to the Sector House in which he is being held and Argue the Law with the arresting judge. The judge and sleazy lawyer make opposed Knowledge (law) checks. If the sleazy lawyer is successful, he has found a point of Law the judge did not obey during the arrest and the perp will be released. Given the position the perp finds himself in, the sleazy lawyer can charge pretty much what he likes for his services!

Create Alibi: After he has arranged the release of a number of perps, the sleazy lawyer grows in both confidence and ability. Very soon, he will not be above arranging alibis for the perps that are arrested and so make it even more difficult for the arresting judge to make his conviction stick. From 2nd level onwards, the sleazy lawyer may add his class level as a competence bonus to all opposed Knowledge (law) checks whenever he Argues the Law.

Rattle Legal Sabre: Upon reaching 3rd level, the sleazy lawyer is knowledgeable enough about the Law that he can use it to attack enemies of the criminal organisation he works for. If a business within the organisation is attacked by a rival, the sleazy lawyer can travel to the local Sector House and start demanding all sorts of action against them. The noise he makes increases the visibility of the rival business by 1d6 though it will also increase the visibility of the business that was attacked by one.

Enhanced Reputation: By the time he reaches 4th level, the sleazy lawyer has a growing reputation among the criminal underworld for being able to get off literally any

perp arrested for any crime. The sleazy lawyer gains a permanent +10 bonus to his Reputation.

Improved Rattle Legal Sabre: At 5th level, the sleazy lawyer can go after any business in a rival criminal organisation and create as much trouble for them with the judges as possible. Countless accusations (none of which need to be true) and writs (none of which need real legal founding) will be thrown at the rival business, forcing the judges to take a more active interest in it. The sleazy lawyer may increase the visibility of any business within a rival organisation by 1d6.

The Umpty Bagger

The umpty bagger is often considered by judges and citizens alike to be the lowest of the low, the very worst of the street scum in Mega-City One. Peddling his wares, the umpty bagger preys on the weak by offering illegal drugs and other substances for just a few credits. Juves are especially vulnerable to the his sales technique - a skilled umpty bagger can make an entire street gang addicted to his drugs within a few days and so be guaranteed of a steady income for a long time after, even if the juves turn to crime to pay for his merchandise. Despite his name, the umpty bagger pedals more than just umpty candy, though that is often his best-selling illegal substance - sugar, chowder, adifax and tobacco can all be purchased through his contacts.

Hit Die: d6.

Requirements

To qualify to become an umpty bagger, a citizen must fulfil all the following criteria.

Skills: Appraise 5 ranks, Bluff 5 ranks, Profession (umpty bagger) 5 ranks.

Feats: Alertness, Lightning Reflexes.

The Umpty Bagger

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|-------|-------------------|-----------|----------|-----------|-----------------------|
| 1 | +0 | +2 | +0 | +0 | Hide Motive |
| 2 | +1 | +3 | +0 | +0 | Profitable Profession |
| 3 | +2 | +3 | +1 | +1 | Sneak Attack (1d6) |
| 4 | +3 | +4 | +1 | +1 | Sixth Sense |
| 5 | +3 | +4 | +1 | +1 | Sneak Attack (2d6) |

Class Skills

The umpty bagger's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Craze (any) (varies), Disguise (Cha), Hide (Dex), Listen (Wis), Medical (Wis), Move Silently (Dex), Pick Pocket (Dex), Profession (umpty bagger) (Wis), Sense Motive (Wis), Spot (Wis), and Streetwise (Wis).

Skill points at each level: 4 + Int modifier.

Class Features

All of the following are class features of the umpty bagger prestige class.

Hide Motive: Umpty baggers quickly learn to hide their own motives when dealing with customers, other perps and the Law, for few agree with the way they make a living, even if they in turn profit from it. When any other character makes a Sense Motive check against the umpty bagger, he receives a circumstance penalty equal to the umpty bagger's class level.

Profitable Profession: By the time he has reached 2nd level, the umpty bagger knows all the best places in his neighbourhood to sell his merchandise, as well as where to purchase it at the best prices (and in the greatest safety). Any credits the umpty bagger earns from Profession (umpty bagger) checks will be doubled.

Sneak Attack: Umpty baggers usually operate alone in darkened streets and alleyways, where they may be suddenly attacked by any cheap punk or rival trying to muscle in on their territory. They soon learn that a knife in the back is the surest way of dealing with any potential enemy on the streets. From 3rd level, if the umpty bagger can catch an enemy by surprise, flat-footed or by flanking, he can make a sneak attack. The extra damage an umpty bagger deals to an enemy he has managed to sneak attack is listed on the table below but he may only make sneak attacks in melee combat. Sneak attacks may not be made against non-living targets or those immune to critical hits.

Sixth Sense: The life of an umpty bagger is a dangerous and, usually, short one. Many die in firefights with rival drug-selling businesses, others are brutally killed by their own customers desperate for a fix, while most are simply arrested and sentenced to long stretches in the iso-cubes. By the time he reaches 4th level, the umpty bagger has developed his senses to an almost supernatural degree. He gains the Sixth Sense feat, regardless of whether he meets the prerequisites or not.

The Veteran Smuggler

Anything, anytime, anywhere is the motto of the veteran smuggler. From muties coming in from the Cursed Earth, to the best chowder from other mega-cities, he knows all the routes in and out of Mega-City One as well as the best ways to avoid unnecessary judicial attention. Even criminal organisations who do not traditionally specialise in the lucrative business of smuggling may have need of his services from time to time, for the veteran smuggler's skills are easily applied to moving wanted perps from one side of the city to another, or even off-planet altogether. Once a package has been given to the veteran smuggler, his clients can be guaranteed that it will reach its destination, no matter what hardships occur.

Hit Die: d8.

Requirements

To qualify to become a veteran smuggler, a citizen must fulfil all the following criteria.

Base Attack Bonus: +6.

Skills: Bluff 10 ranks, Disguise 6 ranks, Drive 8 ranks, Hide 10 ranks, Knowledge (patrol routes) 6 ranks, Move Silently 6 ranks, Pilot 8 ranks, Streetwise 6 ranks, Technical 6 ranks.

Feats: Alertness, Fool Birdie, Run, Track.

Special: Must own a vehicle with at least 1 ton of cargo capacity.

The Veteran Smuggler

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|-------|-------------------|-----------|----------|-----------|-----------------------|
| 1 | +0 | +0 | +2 | +0 | Smuggling |
| 2 | +1 | +0 | +3 | +0 | Special Modifications |
| 3 | +2 | +1 | +3 | +1 | Evasive Jink |
| 4 | +3 | +1 | +4 | +1 | Blast Off |
| 5 | +3 | +1 | +4 | +1 | Secret Route |

Class Skills

The veteran smuggler's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Computer Use (Int), Concentration (Con), Disguise (Cha), Drive (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (patrol routes) (Int), Listen (Wis), Medical (Wis), Move Silently (Dex), Pilot (Dex), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Streetwise (Wis), Technical (Int), and Wilderness Lore (Wis).

Skill points at each level: 4 + Int modifier.

Class Features

All of the following are class features of the veteran smuggler prestige class.

Smuggling: The primary ability of any veteran smuggler is to stow away contraband goods or wanted perps on board a vehicle so that judges will not find them, even after rigorous investigation. The veteran smuggler may spend 10 minutes attempting to hide any object within a vehicle. He then makes a Hide check, with a bonus equal to his class level. The result of this check is the DC required by another character's Search check to find the object being hidden. The Games Master is the final arbitrator as to what may be reasonably hidden – obviously a klegg hidden in a ground car will not go undetected too long!

Special Modifications: The veteran smuggler is adept at tinkering with the vehicles he uses in his smuggling operation in order to gain the very best performance from them – with the right adjustments, he can leave the judges trailing in his dust, or make his vehicle impregnable to their weapons. By spending a complete, uninterrupted day working on a vehicle and an amount of credits equal to 10% of the vehicle's total value, the veteran smuggler may choose to do one of the following; increase DV by +1, increase DR by +2, increase hit points by 10%, or increase speed by +50 mph. Special Modifications may be performed only once on a vehicle, and only on vehicles with at least 1 ton of cargo space.

Evasive Jink: At 3rd level, the veteran smuggler is skilled in jinking his vehicles, combining a series of seemingly-random manoeuvres in order to make him an extremely difficult target to hit. Once per round, so long as his vehicle is moving at least 100 mph, the veteran smuggler may jink his vehicle to avoid a successful ranged attack against him. He makes a Drive or Pilot check (as appropriate) at a DC equal to the attack roll. If he makes the check, he has successfully dodged the ranged attack and will suffer no damage to his vehicle. Evasive Jink may only be performed on vehicles with at least 1 ton of cargo space.

Blast Off: A quick getaway is everything in the smuggling business. At 4th level, the veteran smuggler knows how to get the very best out of his vehicles and so can accelerate from a stationary position to the slow speed band in a single round, without having to go through the crawling speed band first, regardless of the vehicle's normal capabilities. Blast Off may only be performed on vehicles with at least 1 ton of cargo space.

Secret Route: Upon reaching 5th level, the veteran smuggler discovers a secret route into and out of the city that only he and maybe a few close friends know about. The player is encouraged to discuss with the Games Master exactly what this route is and how it should be used (concealed mo-pads, flying vehicles, on foot, etc. . .). Every time it is used, the veteran smuggler must make a Hide check at DC 20. If successful, the secret route remains just that – a secret. If the check is failed, either a rival criminal organisation or the judges (Games Master's choice of which) discover the veteran smuggler as he uses the secret route. The Games Master should determine suitable opposition the veteran smuggler must face as he leaves or enters the city. The secret route will then be unusable, as others know of it, and the veteran smuggler must wait a full month before he is able to discover another.

New Tricks for Old Perps

The average perp on the street has little enough going for him, other than his own mettle and capabilities. The judges keep an iron-hard rule of Law on the citizens of the city and are extremely well equipped. Even a single judge can prove more than a match for an entire gang of perps. The smart criminal is, therefore, a highly adaptable individual who is ready to meet any challenge in the pursuit of his illegal interests.

This chapter takes a look at the skill system of the Judge Dredd Roleplaying Game. The various uses of skills are covered in both *The Player's Handbook* and the *Judge Dredd Rulebook*, but they are also adaptable enough to cover almost any situation. Detailed over the next few pages are several new uses for existing skills that players may like to try with their characters, greatly increasing their capabilities. Players and Games Masters are welcome to create their own new uses for existing skills to expand the game of Judge Dredd yet further. Any character (not just perps!) may try these new uses for skills.

Appraise (Int)

Normal Use: This skill is used to determine the value of any items you may find.

New Use: *Detect Forgery.* Normally, when examining any non-electronic item, the Forgery skill is used to detect if it is genuinely authentic. The Appraise skill, however, allows a character to notice inconsistencies in an item's appearance or manufacture. A character may oppose a Forgery check with his Appraise skill if he so wishes, but he always has the option to use his Forgery skill as normal.

New Use: *Item History.* As part of the appraisal process, a character can determine an item's area of origin or manufacture. His Appraise skill allows him to analyse the methods of manufacture used to produce it and from that information determine the city, planet or culture that made the item. The DC of this check depends on the age and nature of the culture, for older items are harder to identify, as are those produced by obscure cultures. Alternatively, the Games Master may sometimes rule that there is no chance to determine an item's origin.

Item History

| Example of Item Age and Origin | DC |
|--|----|
| The item is new or was made by a major nation/mega-city or alien race. | 10 |
| The item is over 50 years old or was produced by a minor alien race or nation/mega-city. | 15 |
| The item is over a century old or was produced by a rare alien race. | 20 |
| The item is over 500 years old or was produced by an unknown alien race. | 25 |
| The item is over 1,000 years old or was produced by an alien race thought just a legend. | 30 |

Balance (Dex)

Normal Use: This skill allows a character to slowly walk across extremely narrow or slippery surfaces, such as a tightrope. He can also keep his feet on a rocking hovership or during an earthquake.

New Use: *Shake Off.* When standing on a tightrope or similar unstable surface, a character can use his Balance skill to unsettle the footing of others, causing them to tumble off while maintaining his own balance. As a standard action, opposed Balance checks are made by everyone on the unstable surface. Anyone who fails to match or beat the character's roll loses their footing and falls off.

Bluff (Cha)

Normal Use: The character speaks with such an earnest, honest manner that people believe what he tells them for short periods of time, even when he makes outrageous or blatantly untrue claims.

New Use: *Diffuse Situation.* Bluff may be used by a character to talk his way out of a potential fight. When dealing with another character who is ready to make an attack, make a Bluff check opposed by his Will save to bring him to his senses. If he succeeds, he may act as normal. If he fails, he stops to consider the character's words. The Games Master has final say in determining if the Bluff skill has a use in any given situation - as a rule of thumb, this skill works in any situation that arises in a

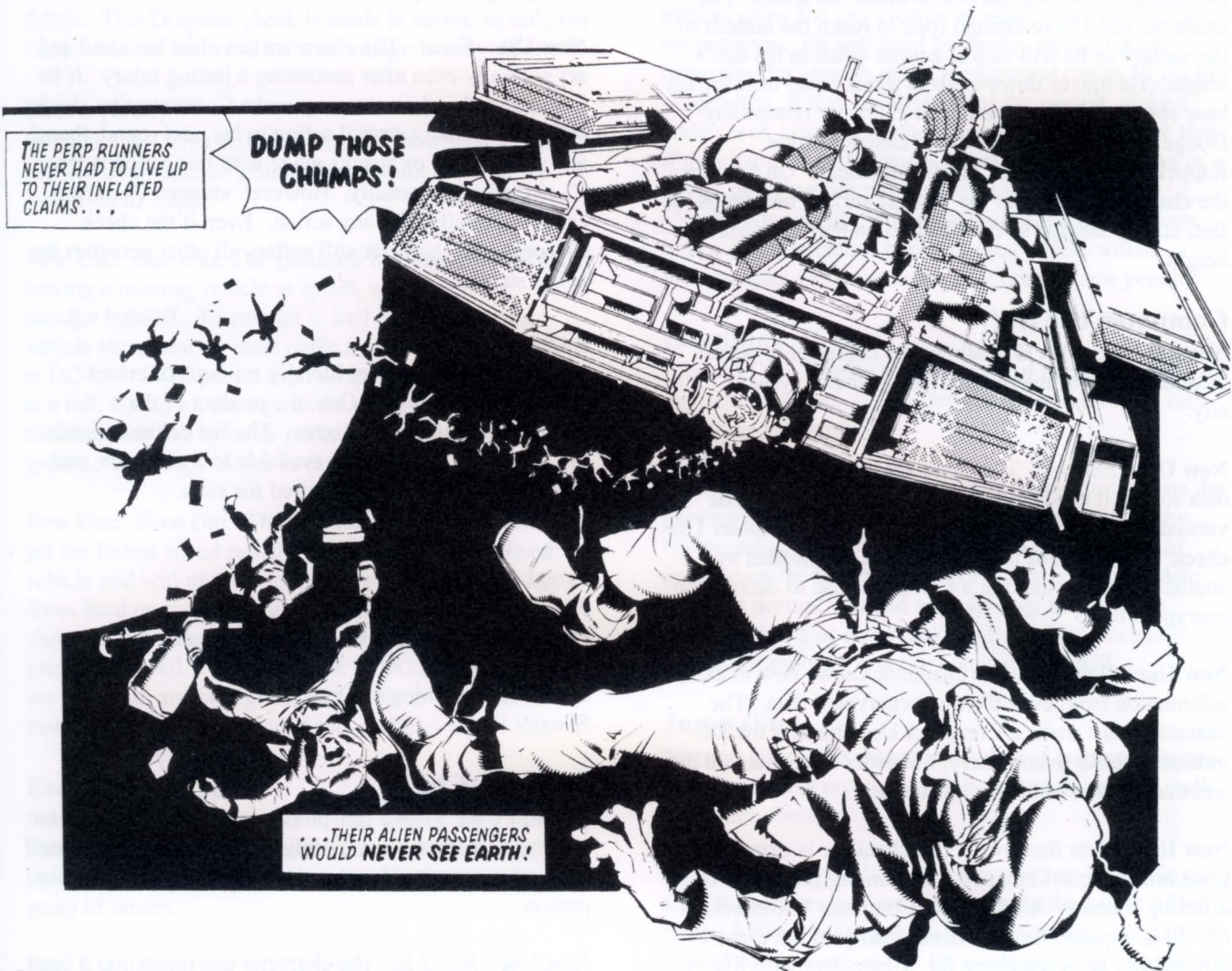
neutral or safe setting with an irritated character who otherwise has no particular reason to seek another's death. The character cannot use Bluff against creatures that do not share his language or who have a specific reason to attack.

New Use: Charlatan. With a few mumbled words and grandiose gestures, the character may be able to convince others that he is a powerful psyker capable of calling on mighty psychic energies. In combat, he may use this skill to disrupt the efforts of his enemies. As a full-round action, the character can make a Bluff check opposed by his opponent's Sense Motive or Knowledge (psi-talent) check. On a success, his opponent is convinced the character is about to blast him with an immense psychic power, distracting him from other, more real, powers launched at him. He suffers a -1 circumstance penalty to

all saving throws against psi-powers until the character's next action, as the false manifesting distracts the opponent from the true threats against him. A character may use Bluff in this manner once per combat.

New Use: Hustle. Many forms of card games, most notably poker, require the ability to throw off an opponent's ability to determine the strength of another's hand. When playing such a game, each participant makes either a Craze (poker) or Bluff check, as they choose. The highest score will win the game.

New Use: Negotiations. When bargaining with others, the Bluff skill can allow a character to negotiate a better deal or bargain. Make a Bluff check opposed by the seller's or negotiator's Sense Motive. If the character succeeds, he earns a 10% discount on the price of one item. A character may attempt to use Bluff in this



manner just once for every item he wishes to buy. When using this skill to hammer out a treaty or other negotiation, each success allows the character to force his opponent to concede a point to him. However, the Games Master has final discretion over any points he deems too extreme. For example, a surrender that allows a character to keep all his equipment, weapons and credits, and walk away unharmed could never be negotiated.

Climb (Str)

Normal Use: With the Climb skill, a character can scale cityblocks, scramble up walls, or climb trees. He also knows how to use various climbing tools.

New Use: *Rappel.* By anchoring a line at the top of a cityblock or similar vertical surface, a character can quickly but safely drop by carefully sliding down the line and using the vertical surface to break his speed. The character must have enough rope to reach the bottom of the surface or he will stop at a point equal to his line's length. He moves downwards at a rate equal to twice his base speed. While rappelling, a character retains any Dodge or Reflex bonuses to his Defence Value. Rappelling requires a DC 10 Climb check. On a failure, the character slams into the vertical surface and drops too fast, taking damage as if he had fallen half the surface's height.

Computer Use (Int)

Normal Use: This skill allows the character to access information from many different computer systems in the city.

New Use: *Encrypt.* The character knows how to encode data so that it needs to be decrypted before it may be viewed once more. The character makes a Computer Use check - the result of this check is the DC needed by another character making a Computer Use to decode the encrypted data.

New Use: *Decipher.* The character knows how to extract information from even the most encrypted data. The character must make a Computer Use check at the DC indicated above under Encrypt in order to decode the data and make it accessible for normal use.

New Use: *Data Retrieval.* The character is extremely good at finding information from among thousands of differing sources. A successful Computer Use check at DC 20 is required for the character to gain the exact information he is searching for. Characters with five or more ranks in Spot gain a +2 synergy bonus to this check.

Concentration (Con)

Normal Use: This skill allows characters to block out distractions, such as injuries and psychic powers, to focus on completing a specific task.

New Use: *Grace Under Pressure.* By clearing his mind and locking on to a problem, a character can quickly solve or overcome it. This comes at the risk of rushing himself and making a mistake that causes him to waste more time on a problem than if he had taken a slower, steadier method. With a successful Concentration check at DC 20 a character cuts in half the time needed to Take 10 or Take 20 with a skill. If the Concentration check fails, the character rushes and botches the attempt. The character spends half the time needed for the skill attempt, but treats his result as if he rolled a one.

New Use: *Focus.* The character can clear his mind and act normally even after sustaining a jarring injury. If he is stunned, the character may make Concentration check at DC 25 to take a partial action in his next round, though any skill checks or attacks made with this action suffer a -2 circumstance penalty. However, stunned characters cannot normally take any action. Even if the check succeeds, the character still suffers all other penalties for being stunned.

Craze (Varies)

Normal Use: There are literally millions of crazes available in Mega-City One, the product of the imaginations of bored citizens. The list below expands the amount of Craze skills available to a character, and provides the key ability required for each.

Bingo (Wis)
Paragliding (Dex)
Poker (Cha)
Prank Vid-Calling (Int)
Pyromania (Int)
Semi-Pro Pin-Boing® (Dex)
Shuggy (Dex)

Disguise (Cha)

Normal Use: With a few props, some makeup, and a bit of time, a character can modify the appearance of himself or another citizen. He may also impersonate a particular person.

New Use: *Blend In.* The character can move into a large crowd of people and slightly change his appearance to

resemble those around him. This allows the character to make a skill check without spending 1d3 x 10 minutes creating a disguise. However, he may only use Disguise in this manner if there are a group of people nearby that he can escape into. For example, a character could blend into a small group of DPs by grabbing a nearby filthy, soiled cloak, draping it over his shoulders, and sitting down amongst them. Obviously, this skill does not prevent anyone who witnessed the attempt from pointing the character out to any pursuers or enemies.

New Use: Camouflage. The character knows how to combine face paint, debris, and other items to camouflage himself or someone else. Using Disguise in this manner requires a skill check at DC 15. On a successful check, the recipient of a Disguise gains a +2 competence bonus to Hide checks made in areas with heavy undergrowth or debris. This Disguise check is made in secret, so only the Game's Master knows if the camouflage is truly effective.

Drive (Dex)

Normal Use: This skill demonstrates how well a character can operate ground-based vehicles, with the exception of bikes.

New Use: Bail Out. The character has mastered the art of leaving a moving vehicle at speed, without taking damage himself. To attempt to bail out of a moving vehicle the character must make a successful Drive check at DC 15 (+1 DC per 25 mph of speed) to hit the ground at a roll, taking no damage in the process. If the character has five or more ranks in the Tumble skill, he gains a +2 synergy bonus to this check.

New Use: Burn Out. The character knows just how to get the fastest speed possible out of any ground-based vehicle and will use this to his advantage. By pushing down hard on the accelerator and pumping it the character can gauge just went to tap on the power and gain extra speed. A Drive Check at DC 25 is required to use this skill, and will grant the character's vehicle an extra 25mph of high speed if successful.

Escape Artist (Dex)

Normal Use: The character is lithe and nimble, allowing him to slip free of ropes, handcuffs and other bonds. He knows how to twist his body and struggle to escape the grasp of others.

New Use: Contortionist. Through this use of the Escape Artist skill, the character can twist his limbs and arrange

his body to squeeze into tight spaces. He may make an Escape Artist check to move through spaces normally too small for him to fit into. Make an Escape Artist check with a DC determined by the relative size of the area the character wishes to enter.

Contortions

| Relative Size | DC |
|---------------------|----|
| One size smaller | 20 |
| Two sizes smaller | 25 |
| Three sizes smaller | 35 |

Hide (Dex)

Normal Use: This skill is used to keep out of sight, evading the watchful gaze of others. A character sneaks behind debris or uses shadows to conceal his presence.

New Use: Tail. A character can discreetly follow another person, using the city crowds or other cover to conceal his presence. He will keep his quarry in sight while remaining far enough in the background (up to 50 ft.) to evade sight. Every ten minutes of the pursuit, make a Hide check opposed by the target's Spot skill. Note that if the character is following several people travelling as a group, every person pursued makes a Spot check. Victims consciously looking for someone tailing them gain a +2 competence bonus to their check, whilst unsuspecting victims receive a -2 competence penalty.

Intimidate (Cha)

Normal Use: Through sheer force of personality and physical presence, a character can browbeat others into following his orders.

New Use: Bluster. The character attempts to assume the persona of an important individual, such as a wealthy businessman or Citi-Def officer, who holds a level of power over the target of this skill. Make an Intimidate check as normal, but add a +2 synergy bonus if the character has 5 or more ranks in Disguise. Normally, only Bluff grants a synergy bonus to this skill.

Jump (Str)

Normal Use: The character is adept at leaping over pits, jumping from a resting position, and vaulting over walls and other obstacles.

New Use: Pole Vault. When carrying any long pole or staff, a character can use it to augment the height of his jump. Make a running high jump as normal, but make a second Jump check at DC 15 to add the length of the pole to the total distance jumped. A character may jump

above the maximum distance normally allowed by his height after applying this modifier. If the Jump check failed to use the pole, resolve the initial jump check but halve the height normally cleared.

YOU REALISE THERE CAN BE NO FURTHER CONTACT WITH MY AGENCY.

ONCE THE BLITZ CONTRACT IS ACCEPTED, YOU'RE AS GOOD AS DEAD!



New Use: Sweeping Entrance. With a long enough rope or line and the right amount of panache, a character can swing through the air and launch himself into combat, leaping to the attack. The classic use of this skill is for a character to launch himself into a building through a window, catching any enemies by surprise. To attempt a sweeping entrance, make a Jump check at DC 15 to determine if the character correctly judges his rope's length and launches himself at a correct angle. Use a move-equivalent action to swing on the rope, moving up to half the rope's length. If the check succeeds, the character attacks as if charging, and may gain surprise on his enemies, as determined by the Games Master. If the check fails, the character falls prone after the swing. When employing the Jump skill in this manner, characters gain a +2 synergy bonus if they have 5+ ranks in Tumble.

New Use: Vault Enemy. The character may jump on to his enemies and use his momentum to leap over and past them. The character must make a running or standing high jump. If his jump equals or exceeds his opponent's height, he may immediately make a second standing jump from this position. Using the Jump skill in this manner counts as a full-round action but does not draw attacks of opportunity unless the first Jump check is failed. In that case, the character lands prone in a space adjacent to the enemy he attempted to vault. Normally, Tumbling is the best bet for evading enemies, but unlike that skill a character may attempt to vault enemies even if his speed has been reduced by his current carrying load.

Knowledge (Int; Trained Only)

Normal Use: The character is a specialist in a particular area or discipline and can recall facts and theories from it.

New Use: The following fields of study have particular utility or applicability to perps.

- † Antiques (history of items, traits that mark valuable goods)
- † Business (profits, expansions, negotiations)
- † Cityblock (gangs, recent crimes, territories controlled by perps)
- † Patrol Routes (judge patrols, watch bays, blind spots)
- † Security Systems (common triggers, effects, signs that mark installation)
- † Urban Myths (famous perps, rumours regarding hidden treasure)

Listen (Wis)

Normal Use: This skill is used to detect someone sneaking up on a character, hear a whispered voice, or listen in on someone's conversation.

New Use: *Ear for Detail.* Not only can the character detect noises, but he is also an expert at identifying their source. The character can hear not only the scrape of a boot against a floor, but also recognise the pace of the footsteps and the distinctive sound of hobnailed boots, allowing him to identify an intruder as a Citi-Def soldier wearing a shell jacket before he comes into sight. If the character had met the soldier before, he would also recognise his stride and know exactly who approaches. If the character beats the DC of a Listen check by 20 or more, he attains an extraordinary success. This allows him to determine the source of a noise, such as the type of creature, what actions might cause the noise, and so on.

Medical (Wis)

Normal Use: The character can bind wounds, stabilise a dying friend, treat disease and radiation, or help someone overcome the effects of poison.

New Use: *Diagnose.* When preparing to treat someone, the character can examine their wounds or condition and determine several facts about the poison or disease affecting them. Make a Medical check at DC 15 when dealing with the victim of poison or disease. On a successful check, the character determines the future effects of the poison or sickness, such as the nature and amount of ability damage. Note that rare or exotic diseases may have a higher DC, at the Games Master's discretion. If the total skill check is 10 or lower, the character misdiagnosis the patient's problems. The Games Master will provide incorrect information regarding the nature or amount of damage caused by the disease. Obviously, diagnosis checks should be made by the Games Master in secret. A successful diagnosis grants a character a +2 competence bonus to subsequent attempts to aid the victim. A misdiagnosis causes a -4 competence penalty to such skill checks.

Move Silently (Dex)

Normal Use: The character treads carefully as he walks, muffling the sounds of his footsteps and allowing him to sneak up on others.

New Use: *Whispery Movement.* As the character quietly moves towards an enemy, he can cause a moderate amount of noise designed to draw his opponent's attention away from his position, such as throwing rocks or other small items away from him. In doing so, the character suffers a -2 competence penalty to his Move Silently check. In return, if he makes a Hide check within 2 rounds of moving silently, he gains a +2 competence bonus if his Move Silently check was successful.

Perform (Cha)

Normal Use: The character knows how to play an instrument, has studied acting or comedy, or has developed a mastery of some other performing art.

New Use: *Distract.* The character's eye-catching performance draws onlookers to him, leaving them susceptible to criminal activities. When using his Perform skill, the members of the character's audience must make a Sense Motive check opposed by his Perform skill. Those that fail suffer a -2 competence bonus to all Spot and Listen checks, as their attention is riveted to his display.

Pick Pocket (Dex; Trained Only)

Normal Use: The character is adept at lifting objects from people's pockets and pouches, or palming unattended objects, slipping them into his possession without drawing attention to himself.

New Use: *Pat Down.* The character can casually check the contents of his victim's pockets, determining if they carry weapons or any other hidden items. Make a Pick Pocket check opposed by the victim's Spot skill. If the victim succeeds, he notices the attempt. Otherwise, the investigation passes unnoticed.

New Use: *Plant Evidence.* Sometimes even the most successful dunk must dispose of the evidence of his activities to avoid arrest. The character can successfully plant stolen items on another character or citizen by making a Pick Pocket check opposed by the victim's Spot skill.

Pilot (Dex; Trained Only)

Normal Use: This skill covers the operation of all manner of flying vehicles, from tiny one-man hover pods to the Justice Department's H-Wagons.

New Use: *Barrel Roll.* The character is adapt at pushing his vehicle into a tight, controlled spin, making it a

difficult target to hit. The character must make a Pilot check at DC 20 to perform a barrel roll. If successful, all attempts to hit the vehicle suffer a -4 dodge penalty during the next round.

Search (Int)

Normal Use: With painstaking diligence, the character can thoroughly inspect a small area to detect any irregularities or tiny details that other citizens may overlook, such as a trap, secret compartment, or hidden item.

New Use: *Rapid Search.* Normally, searching a 5-foot-by-5-foot area or a volume of material 5 feet per side takes a full round action. With this use of the skill, a character can search this area as a standard action or two areas of this size as a full-round action. He makes a quick search of the area, looking for any eye-catching details or obvious items of note. This rushing incurs a -10 competence penalty to the Search check.

Sense Motive (Wis)

Normal Use: The character can tell when someone is lying to him by examining and interpreting their body language, speech patterns, and other outward physical traits.

New Use: *Read Profession.* The character can examine the subtle physical and social traits exhibited by a citizen to determine their trade and level of skill. A Sense Motive check at DC 25 is made to search for subtle clues, such as calluses on a citizen's hand, their peculiar stance, or the faint traces of chemicals staining their fingers. If the check succeeds, the character can determine what classes a citizen has levels in. If this is attempted against a disguised person, the Sense Motive check is opposed by his Disguise check. On a successful check, the character notices that the subject seeks to conceal his true identity.

Spot (Wis)

Normal Use: A character can use this skill to pick out visual cues and other details, such as a tap sneaking down an alleyway or a sniper hidden in a cityblock.

New Use: *Hawkeyed.* The character's sense of sight and eye for detail are so well-refined that he can pick out minor characteristics at a great distance. Make a Spot check at DC 10 + 1 per 10 feet of distance when looking at anyone more than 30 feet away. On a successful check, the character picks out details on a person as if he

was only 10 feet away. Obviously, even extremely small creatures exhibit no real detail at a 10 ft. distance. The check suffers a -2 competence penalty against small and tiny creatures. For each size category above medium-size, a +2 competence bonus is gained to the check.

Streetwise (Wis)

Normal Use: having lived his life on the streets, the character is well-versed in how the shadier side of Mega-City One works.

New Use: *City Sense.* The character's keen sense of direction allows him to determine where he is in a sector or other urban area. By looking at the buildings around him, the character can judge his distance from a particular neighbourhood or landmark and know which streets or direction to follow in order to get there. He must make a Streetwise check at DC 20 to correctly orient himself. On a missed check, he fails to determine where he is in the sector.

New Use: *Informant.* The character manages to establish a working relationship with a person or organisation who is well-tuned to the gossip and information that spreads through the sector. If the character pays his informant 3d6 x 100 credits per week, he may make one Streetwise check per week to uncover rumours and information without spending an evening socialising and combing for gossip. The character's informant makes regular reports to him about any specific topic designated. A character may have more than one active informant, so long as he pays the required credits each week.

New Use: *Lose Tail.* The character is adept at shaking off those who follow him by using his knowledge of the surrounding area. If being chased on foot or while in control of a vehicle, the character can usually lose anyone tailing him. He gains a +2 synergy bonus if he possesses 5 or more ranks in Knowledge (sector).

New Use: *Spread Rumours.* Rather than seek out information, a character can spread rumours of his own invention across the sector. Make a Streetwise check as normal. For 1d3 weeks after this check, anyone looking for information regarding the topic of the false rumour might instead discover the deception in place of any useful information. If Streetwise checks made by others fail to equal or exceed that of the character's, they uncover his rumour instead of the information they want.

New Use: Urban Survival. The character knows how to scrounge for food, cobble together a shelter, and otherwise sustain himself without spending money. The character may complete the standard tasks listed under Wilderness Lore at their normal DC, but uses his Streetwise skill instead, so long as he is within his home city.

Swim (Str)

Normal: Not a common skill in Mega-City One by any means, the character can stay afloat and knows how to propel himself forward, backward or downward when in water.

New Use: Dive. The character can leap off great heights and hit water at such an angle that he avoids taking damage from the fall. Make a Swim check at DC 20 if the character jumped into the dive, 30 if he fell and must attempt to manoeuvre himself into position as he drops. If he succeeds, he takes half damage for falling into water. Note that if the water is too shallow, he will plummet straight to the bottom and take normal damage. The water the character falls into must be at least twice his height in depth for his dive to reduce the damage he takes.

Technical (Int; Trained Only)

Normal Use: The character is trained in repairing, building or disabling all manner of electronic, mechanical or robotic devices. An appropriate toolkit is required for most Technical checks.

New Use: Mend Item. Not only can the character produce new items but he may also repair damage dealt to objects. The character makes a Technical check. For every point rolled above 15, one hit point is repaired on the item. The Games Master may impose a penalty for particularly difficult or complex items.

New Use: Modify Device. With a few carefully considered changes to a mechanism's internal workings, the character can cause it to behave or operate differently. The base DC of this check is 15, though the Games Master may modify this to reflect more complicated devices. On success, the character may change one aspect of the item's operation. For example, a hand gun may now fire only when the trigger is pushed forwards, rather than backwards. The Games Master has the final say on whether a proposed modification is feasible.

New Use: Reinforce Object. The character can temporarily transform a flimsy door or other portal into a stout barricade. If he has sufficient solid materials at hand, he can strengthen a 10 ft. section of wall or door. A Technical check is made at DC 20 and an hour spent working to strengthen the object. On a successful check, the character grants the structure 1d3 extra hit points and increases its Damage Reduction by 1. The Technical skill may be used in this fashion just once per door or 10 ft. section of wall.

Tumble (Dex; Trained Only)

Normal: The character is an agile, skilled acrobat capable of dives, jumps, rolls, somersaults and other athletic manoeuvres that confuse his enemies.

New Use: Distracting Display. If the character has 8 or more ranks in Tumble, his ability to Aid Another improves. When using this combat action, the character may grant an ally a +3 circumstance bonus to their Defence Value rather than +2. He leaps and cavorts in front of the target of his Aid Another attack, using his acrobatic skill to shield his ally and distract their enemy.

Wilderness Lore (Wis; Trained Only)

Normal Use: The character's knowledge of the wilds allows him to track down food, find shelter, and help others survive even in the heart of the Cursed Earth.

New Use: Placate Animal. If the character has a tasty morsel or other treat to hand, he can silence an angry animal or convince it to leave him alone. Give the animal a day's worth of palatable food appropriate to its diet and make a Wilderness Lore check opposed by its Will save. If the check succeeds, the animal ignores the character to devour the food. This skill works only against creatures with the animal subtype.

New Use: Urban Survival. The character's knowledge of survival extends to the city streets. When in an urban setting, he may use his Wilderness Lore skill to find food, cobble together a shelter, and otherwise sustain himself without spending money on food or shelter. The character may complete the standard tasks listed under Wilderness Lore at their normal DC.

Reputation

As a perp pulls off daring crimes, evades the judges and amasses ill-gotten gains, he begins to acquire a potent reputation. Soon, his name is just as potent a weapon as his spit gun or boot knife. This chapter will allow players to track the growth and development of their character's reputation as his criminal career progresses. Any citizen character may choose to use these rules, though they are required for those within criminal organisations.

Reputation works a little like the Charisma ability score. It helps characters influence situations through the use of skills such as Bluff, Intimidate and Streetwise, as well as recruit operatives for a criminal organisation effectively. Also provided are rules that allow the nature of a character's reputation to affect the way it may be used. For example, a cheap punk known for his bloodthirsty behaviour is likely to find a much different response when negotiating with another perp than a businessman known for his many works of charity. More information in this chapter permits players to create and use aliases for their characters (the 'businessman' and the cheap punk could be the same person) and to cultivate a different Reputation in several different territories of Mega-City One. A cruel street gang leader might have a Reputation as being brutal and cruel with other citizens while his street gang members may greatly respect his abilities and seek to emulate him.

While Reputation works much like an ability score in the game of Judge Dredd, it rises and falls frequently, usually after each scenario a character completes. A character's Reputation score can be recorded in the Prior Life and Benefits section of the citizen character sheet or, alternatively, an updated character sheet with the Reputation score included may be freely downloaded from <http://www.2000adrpg.com>.

Reputation (Rep)

Reputation measures how well-known a character is among the general population of a neighbourhood or sector. A high Reputation means that many citizens have

heard impressive things about the character, such as his exploits in escaping a judge or the theft of a heavily guarded and incredibly expensive item. A low Reputation shows that either few citizens have heard of the character's exploits or have heard terrible things about him, such as his propensity to murder citizens at whim or his defeat at the hands of a sickly, one-armed mutant. However, Reputation is not always an honest assessment of a character's skills or exploits. As word travels of his accomplishments, some bending of the truth takes place as rumour builds upon rumour. However, unless someone attempts to spread deliberately misleading lies, a character's Reputation is largely based on his actual actions.

A character applies Reputation to:

- † Attempts to influence others with skills such as Bluff, Intimidate and Streetwise.
- † Attempts to see if a citizen or judge knows who the character is.



Reputation Modifiers

| Action | Reputation Modifier |
|--|--------------------------|
| Defeat a dangerous creep or perp whose level or Hit Dice is 1-3 higher than character's own* | +1 |
| Defeat a dangerous creep or perp whose level or Hit Dice is 4-6 higher than character's own* | +2 |
| Defeat a dangerous creep or perp whose level or Hit Dice is 7 or more higher than character's own* | +3 |
| Being defeated by a creep or perp whose level or Hit Dice is 1-3 higher than character's own | -1 |
| Being defeated by a creep or perp whose level or Hit Dice is the same or 1 less than character's own | -2 |
| Being defeated by a creep or perp whose level or Hit Dice is 2 or more less than character's own | -3 |
| Defeat a character whose Reputation is 15 – 19 | +1 |
| Defeat a character whose Reputation is 20 – 50 | +2 |
| Defeat a character whose Reputation is above 50 | +4 |
| Committing a crime that earns the character 5-10,000 credits | +1 |
| Committing a crime that earns the character 10-25,000 credits | +2 |
| Committing a crime that earns the character 25-50,000 credits | +3 |
| Committing a crime that earns the character 50-100,000 credits | +4 |
| Committing a crime that earns the character 100,000-999,999 credits | +5 |
| Committing a crime that earns the character 1,000,000+ credits | +10 |
| Arrested by the judges | -1 per year of sentence |
| Escape from iso-cubes | +1½ per year of sentence |
| Spend three consecutive months without any change in Reputation** | -1 |
| Return from a journey to a distant mega-city or world | +1 |
| Become leader of a street gang | +2 |
| Become leader of a criminal organisation | +4 |
| Become ruler of a mega-city or world | +15 |
| Per business within criminal organisation | +1 |
| Win a great battle or complete a major scenario | +5 |
| Gain a character level | +1 |

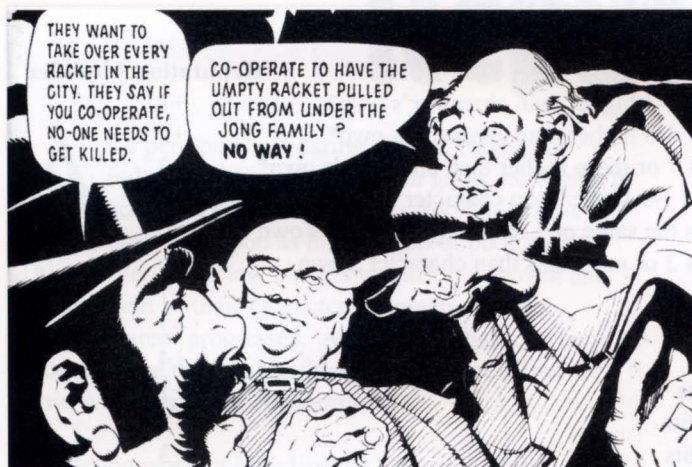
*A creep or perp supplies this bonus only if it is a dangerous threat in an area or is well-known amongst the citizens the area. You also gain these bonuses for defeating foes whilst being witnessed by large groups of citizens.

** This penalty applies for each three month time period spent inactive. See below for rules on how Reputation falls over time.

Average Reputation Scores

Example

| | Reputation Score |
|---|------------------|
| A young punk who has not yet faced action | 1 |
| A juve member of a large street gang | 2 |
| A bungling Citi-Def officer | 3 |
| A med-tech who has worked among the citizens of his block | 4-5 |
| A citizen known to be a perp by the judges | 6-7 |
| A lieutenant of a private security firm | 8-9 |
| A reliable and battle-tested Citi-Def soldier | 10-15 |
| A psyker who works with many local street gangs | 16-25 |
| A citizen who helped save a cityblock from destruction | 26-35 |
| A gifted assassin | 36-50 |
| A veteran blitzer | 51-70 |
| A powerful leader of a large and successful criminal organisation | 71-90 |
| A mutant at the head of a Cursed Earth horde that has plundered several settlements | 91+ |



Generating Reputation

A character's base Reputation score equals his character level plus his Charisma modifier, though it can never drop below 1. Thus, each time a character gains a level, his Reputation also goes up by one, though a low level character with a negative Charisma modifier may have to work hard before his Reputation can increase above 1.

Actions a character undertakes also modify his Reputation. Defeating mutants and creeps, toppling criminal masterminds, and completing difficult tasks all help boost a character's Reputation. On the other hand, a character who temporarily retires from criminal activity or who departs to a distant mega-city or world for many years loses Reputation. Truly legendary characters may have their stories continue to live on as popular urban myths, but the exploits of most fade with time.

The following table summarises the actions that can change a character's Reputation. It does not cover every possible action in a campaign, but should give Games Masters and players a good starting point for judging how to rate a character's most important actions.

Using Reputation

A character's Reputation can be a tremendous asset in the criminal underworld. When a citizen or judge is encountered for the first time, make a Reputation check to determine if he has heard of the character's exploits. To make a Reputation check, roll 1d20 and add the character's Reputation score. If this matches or equals the check's DC, the citizen or judge has heard of the character. The standard DC for a Reputation check is 25.

If a citizen or judge has heard of the character, he may use his Reputation score as a bonus when using the

following skills; Bluff, Intimidate, Perform and Streetwise. The bonus gained from Reputation is based on its overall score and is shown on the table below. Generally, any skill used in social situations may use Reputation as a bonus, so long as the character is known by those he is trying to impress.

Reputation Bonus

| Reputation Score | Bonus to Skill Checks |
|------------------|-----------------------|
| 1-15 | +1 |
| 16-25 | +2 |
| 26-35 | +3 |
| 36-40 | +4 |
| 41-45 | +5 |
| 46-50 | +6 |
| 51-60 | +7 |
| 61-70 | +8 |
| 71-85 | +9 |
| 86+ | +10 |

The Games Master may also rule that the same bonus gained from Reputation for these checks may also be used as a penalty when the character is trying to hide his identity, such as through a Disguise check. This is done at the discretion of the Games Master and, once again, relies on any citizen or judge actually recognising the character for whom he is.

Reputation by Place

Reputation is attached not only to a character, but also to a place. A perp famous in one sector for defeating a hated judge may be completely unknown in an adjacent sector, where word of the judge never reached. When making a Reputation check, the DC is determined by where the character currently is and his Reputation may not travel with him if he goes further afield. If a character travels to an area where he has not been before, consult the table below to determine any modifiers to his Reputation.

Reputation and Travel

| Distance Travelled | Temporary Reputation Check DC | Reputation Modifier |
|---------------------------------|-------------------------------|---------------------|
| Adjacent Sector | 30 | -10 |
| Elsewhere in the same mega-city | 35 | -20 |
| Another mega-city | 40 | -30 |
| Another world | 50 | -40 |

Distance Travelled: This is the physical distance from the nearest area where the character has built up a Reputation.

Temporary Reputation Check DC: The DC of Reputation checks for the first month a character spends in a new area. Over time, news of his arrival and knowledge of his actions spreads enough to return to the standard DC 25.

Reputation Modifier: Determine a character's Reputation for a new area by applying this modifier to his Reputation score in the original area.

Nature of Reputation

Not everyone has the same kind of reputation. A burglar renowned for his many daring break-ins meets with a much different reaction than a leader of a criminal organisation who spends much of his time donating wealth to various charities. The Games Master may assign one of the following Reputation types to each citizen. Players are allowed to select the nature of their own character's Reputation, though the Games Master has the option to force them to change this nature if the player does not live up to it.

Each nature dictates how a character may use his Reputation score. A Reputation's nature determines which skill checks it may be used as a bonus to. In all cases, citizens must recognise a character in order for his Reputation score to apply in a situation, as detailed above.

Brave: The character is known for his unflinching and steadfast demeanour in the face of danger. He has faced down many powerful enemies and defeated them not only with skill at arms but also indomitable spirit. The character may apply his Reputation bonus to Bluff and Intimidate checks when dealing with both citizens and judges.

Coward: When danger calls, the character runs in the opposite direction. He is known for his flighty nature and tendency to shirk from challenges. Few respect him, and his Reputation makes it difficult for him to deal

with others. If he is recognised, his Reputation bonus automatically counts as a penalty to any Intimidate checks when dealing with both judges and citizens. However, he may use it as a bonus to Bluff and Streetwise checks as others tend to underestimate him, and he can take advantage of that when lying or trying to extract information from them.

Cruel: The character inflicts pain upon others for little reason and is known for his sadistic and capricious nature. Those who recognise the character will attempt to avoid him, for his name commonly arouses fear and loathing in others. He may apply his Reputation bonus to Bluff and Intimidate checks when dealing with citizens. He may only apply his Reputation bonus to Intimidate checks when dealing with judges.

Honest: The character is thought to always keep his word, and is known not only as a hero of the people but also as a person who adheres to a strict code of ethics. Whether this is truly the case is irrelevant so long as he maintains this public persona. The character may apply his Reputation bonus to Bluff, Sense Motive and Streetwise checks for both judges and citizens. People trust him and are easily swayed by his words or eager to help him out.



Talented: The character is known as an expert in his field, a gifted fighter, or a powerful psyker. His exploits are well-known, but his talent and ability mark him as a legend in the making. The character may apply his Reputation modifier to Bluff and Profession checks when dealing with both citizens and judges. As an acknowledged expert, his advice and work are both highly valued.

Trickster: When the character moves through a room, everyone pauses to check their credits. He is known as a shifty and sneaky scoundrel. When the character's Reputation precedes him, apply it as a penalty to Bluff checks when dealing with both judges and citizens, as people expect him to lie about everything anyway. On the other hand, his exploits make others somewhat nervous, allowing him to use his Reputation as a bonus to Intimidate and Streetwise checks against citizens only.

Villain: The character inspires fear and dread in others because of the ruthless goals he pursues. His methods may not be brutal, but he is known as someone best not crossed. The character may apply his Reputation bonus to all Bluff, Intimidate and Streetwise checks when dealing with citizens only.

Aliases

Some perps use false names and cover identities, either out of personal preference or sheer necessity. An alias is merely a persona invented to cover a true identity. It must include a name and disguise that separates it from a citizen's real nature. Either way, an alias functions much like a superhero's secret identity. Perps who wish to keep

the Law off their back use aliases as a defence against the entire judicial system of Mega-City One.

An alias acquires its own Reputation, generated separately from a character's true identity. When travelling under an alias, any bonuses earned to Reputation apply only to the alias's Reputation score. If a character gains a level because of actions taken while under his alias, or if he earned the majority of the experience points needed for a level whilst using it, his alias earns the Reputation bonus. Thus, while a character's true personality is barely known by anyone, his alias could be the leading villain (or hero) in the sector.

If a character's alias is ever revealed, the higher of his own and his alias's Reputation becomes his true Reputation score. In addition, he gains half of his lower score as a one-time bonus to his new Reputation, reflecting the uproar and interest surrounding the revelation of his identity. However, the character only modifies his Reputation score in this way if the general populace learns of his alias - if only a few close friends or a very limited number of citizens are in on the secret, his alias is secure.

Aliases work best as a roleplaying tool. The heroic citizen who dons a disguise and struggles against a corrupt judge, or a common perp desperately trying to keep his criminal activities hidden from the Law are two examples of how they may be used. They add depth to a character's background, and supply some interesting roleplaying opportunities. If a player feels an alias is appropriate to his character, he should consult with his Games Master about adopting one.



Scenario Hooks & Ideas

The organisations detailed in this Judge Dredd supplement provide the Games Master with all the tools he needs to present mighty criminal empires to his players. Characters of all levels, judge and citizen alike, may be challenged by organised crime no matter how experienced or well-equipped they are. Judges may spend many scenarios working hard to collect enough evidence to bring down a known criminal organisation, with the crime boss always remaining just a little out of their reach and protected by a phalanx of sleazy lawyers. Beginning level citizens may find relative safety within an existing criminal organisation and begin to progress through the ranks, taking it over or starting their own as they reach higher levels of play. Even campaigns involving private investigators, vigilantes or apes can benefit from the continuity a single, large, criminal organisation can give.

Presented in this chapter is a short jump-off list of scenario hooks and ideas that a Games Master may use to introduce criminal organisations into an existing campaign. Alternatively, these ideas may be used as the basis of a campaign that revolves completely around the players' criminal organisation.

Two Powers

Players need not wait until 12th level before they get involved in the politics and high drama of a criminal organisation. They may be recruited at a very junior level by an existing organisation, and set to work within one of the businesses – blitz agencies, heist gangs and smugglers are all good places to start, as they will provide a lot of action and excitement, as well as provide multiple jump-off points for players to get in over their heads. One easy way to give the players as much as they can handle is have them approached by another, rival, organisation while they are hard at work in the original one. A succession of bribes may convince them to spy on their original crime boss or even sabotage his operations as the rival organisation moves into his territory. When a full-blown war breaks out between the two organisations, the players may find themselves offered employment by the newcomers – or they may find themselves completely cut

off and discarded, forced to run as their employer seeks revenge for all the harm they have caused.

A New Faction

Whether they have their own criminal organisation or are working for a more powerful employer, the use of rivals moving into home territory is a plot device that may be used time and again without it getting old – after all, as the players become more powerful and capable, they will naturally gain the interest of other parties seeking a share in the profits they are generating. Wealth always has its drawbacks. The most interesting (for the Games Master) and at the same time the most frightening (for the players) type of rival organisation is one that looks, acts and 'feels' different to any other – immigrants from other mega-cities or aliens from other worlds have a natural tendency to stick together, especially in crime. The Mophioso aliens are an excellent example of other worlds wishing to muscle in on Mega-City One crime, while organisations comprised entirely of Sov-Block, Euro-Cit or Ciudad Barranquilla citizens are all highly evocative and the Games Master need only look at various films and TV series to get an idea on how to portray such characters. No doubt the descendants of a certain Sicilian Mafia family would find plenty of opportunities within Mega-City One. . .

Enemy Within

While players have absolute control over who they recruit for their criminal organisation, there is no need for the Games Master to be completely truthful – well, not all the time. The players may be very happy that they finally managed to recruit their 5th level blitzer or jaeger squad commando. However, what they do not know is that this new recruit also has a level or two in the nark prestige class, and has been planted by the Justice Department to get incriminating information on the players and their organisation as a whole. This can be an extremely long-term plot device, with the players gradually becoming aware that someone within their ranks is feeding information to the judges – they may even begin to blame each other for a while. It can be a moment of intense

drama when the Justice Department starts to move in on their businesses, just as they finally discover who the rat within their organisation is. At this point, the nark may well regret just how imaginative players can be when they begin to decide how to take their revenge.

The Real Terror

Perps rarely survive long on the streets of Mega-City One if they are not smart, and players are known for being ingenious. Once their criminal organisation is up and running, players may take a great deal of care in the way their businesses operate and may even be able to restrain themselves from getting too greedy and so attracting too much attention. When the judges come round their fronts on regular patrols (and they will . . .), the players will no doubt be very relaxed as they will have ensured nothing illegal can be directly tied to them. However, one day a most dreaded sight comes into view – not a full patrol of street judges, not a Manta Prowl Tank, but two judges from Acc-Div and an Audit Droid (see *The Rookie's Guide to the Justice Department*). Nothing could be more damaging to a criminal organisation – if the players have not already hired the best creative accountant they could find, they may be in very serious trouble indeed as Acc-Div proceeds to rip their filing system and credit transactions apart.

Power of the Mind

Rogue psykers and lab rats (see *The Rookie's Guide to Psi-Talent*) are a rarity on the streets and suffer a great deal of exploitation from stronger perps. For this reason, we have not included rules for their general use within criminal organisations – they should always be treated as a one-off and any criminal organisation lucky enough to include one within its ranks will soon gain a great advantage over any rival. The inclusion of one or more psykers within a campaign centred around criminal organisations can grant the possibility of some very exciting scenarios. Players may use telepaths to discover the secrets of a rival or hire a telekinetic or pyrokinetic to handle their blitz agency contracts. They may be forced into performing a very public assassination to get rid of a psyker who has joined one of their rivals and is now making a significant impact on their own businesses. The possibilities are endless and Games Masters are encouraged to watch any science fiction television series in order to gain new ideas on how psykers may be used within the criminal empires of Mega-City One.

Power of the Mind II

If the Games Master really wants to freak his players out or restrict an overwhelming success their businesses have just achieved, he could try introducing a rival organisation that completely comprises rogue psykers – even relatively low-level members may have limited psi-talent. Dealing with this threat could be incredibly difficult, as the players will soon find they cannot trust any of their own members or even themselves as telepaths learn their deepest secrets and control minds, while any direct confrontation or firefight will likely be hampered by the introduction of more offensive powers. The leader of this rival organisation will likely be an incredibly powerful psyker, enhancing his powers with the inexhaustible supply of psi-booster drugs (see *The Rookie's Guide to Psi-Talent*) that his own organisation manufactures. If the Games Master was to combine this idea with the Enemy Within scenario hook, he will soon find he has some very paranoid players on his hands!

Corrupt Judge Goes Bad

A corrupt judge on the payroll can be more trouble than he is worth but he has a unique ability to smooth over many problems. So long as the players can arrange for him to be in the right place at the right time, they may never fear arrest or an investigation into their business interests. So long as the credits keep coming, he will be happy. However, if the corrupt judge is ever tracked down and arrested by the Justice Department himself, he is unlikely to have any loyalty towards a few cheap punks who got him into trouble in the first place. The players may need to build up an extensive network of informants within their local Sector House (perhaps through more corrupt judges, though they will be asking for trouble!) to learn how close their man is to being investigated and arrested. They will also need to do a lot of soul searching when it actually happens – do they close down their vulnerable businesses, perhaps even leaving the immediate area? Or do they try to assassinate their corrupt judge before he can inform on them? This may be achievable if they manage to learn of his impending arrest before it happens but if he is taken into the Sector House interrogation rooms they may find this mission to be all but impossible. . .

Block War!

If the Games Master has access to *The Rookie's Guide to Block Wars* he could create a set of scenarios whereby a rival organisation makes an aggressive move into the players' own territories. The rival leaders are skilled at creating civil unrest and taking advantage of the confusion it causes. Initially, the players may welcome the fact that judges now have a great deal more to worry about than tracking down their own business interests, but when several fronts begin to get destroyed in riots and full-blown block wars, it may dawn upon them that they are the real target – the rival organisation is using its ability to motivate thousands of citizens to violence in order to eliminate the players' own businesses without risking a costly war and repeated revenge attacks.

Problem Block

The Housing Department can often seem a capricious institution of Mega-City One, with the ability to simply designate any habitation a problem block and thus lower the overall tone of the area. The players may find that their high class fronts and gambling establishments quickly fall foul of the rough elements now moving into the area and could be forced to move out of the territory completely before they lose too many credits. On the other hand, enterprising players may decide that this is just one more opportunity to come their way – low level goons will now be far easier to recruit and the 'lower class' businesses, such as drug sellers and protection rackets, will thrive in this new environment. It may not be a pretty way of doing business, but a criminal organisation has to take its credits where it can. . .

Straight to Home

When running a criminal organisation, the players may soon find that no matter how carefully they plan operations, there is always some brainless goon in their employ who just cannot do things right, normally at the most critical times. A heist gang running from the judges may decide to flee straight back to their business front or even the location of the players themselves – with the judges in hot pursuit. The players will have to think on their toes very quickly as their headquarters becomes surrounded by judges and it may take a great deal of credits to convince the heist gang to give themselves up without incriminating their bosses. After all, no perp

enjoys a trip to the iso-cubes, especially if they are looking at several decades worth of incarceration. Alternatively, if the heist gang was successful in its robbery and has a good amount of credits in its getaway vehicle, the players may just be tempted into fighting it out with the Justice Department, allowing the scenario to develop into a classic siege. The players will no doubt have fortified their headquarters and employed the very best bodyguards, but how will they deal with the Manta Prowl Tanks that the patrol judges have requested as back-up?

Expanding Corporate Fraud

A criminal organisation with either interests or rock solid contacts within a legitimate corporation or mega-corp may like to try installing its own creative accountant within their staff. It will likely be difficult and expensive to place all the bribes necessary to get the accountant into the right position within the corporation (perhaps twice or three times the recruitment cost) but, once installed, he will work for his true bosses, siphoning credits out of the corporation directly into the accounts of the criminal organisation. This can be performed as any other corporate fraud business, but with the legitimate corporation considered to be its front. The opportunity to do this should be left to the Games Master, who should seed his scenarios with possible contacts and disgruntled employees of the corporation, but once it is in place, the players should find they have yet another regular source of easy credits rolling in to supplement their criminal activities.

Time to Leave

Even the best laid plans can come crashing down, especially when Judge Dredd himself begins investigating fronts and the businesses behind them. As visibility scores start to rocket sky high, players may find their criminal organisation is on very shaky ground indeed, with several businesses being busted by the judges every month. Once senior judges and, more worryingly, Acc-Div are called in to investigate fronts, players could well decide that this is the time to leave Mega-City One before they are arrested and sentenced to life in the iso-cubes. The problems of actually leaving the city are greatly reduced if they already have a perp-running business within their criminal organisation, and this can be used as a spring board to scenarios in other parts of the Judge Dredd universe – either other mega-cities or completely new worlds.

Mobile Headquarters

Players may take a great deal of time in choosing a suitable headquarters for their criminal organisation – the one place where they can be sure of safety and where the most incriminating evidence of their activities (such as credit and employee records) is kept. Shattered buildings in run down sectors may prove innocuous enough to be attractive, while others may prefer to hide in plain sight, perhaps having a secret area of their main corporation building as their headquarters. However, players may like to consider another option. Certain models of mo-pads are extremely large and are more than capable of housing large numbers of perps who are either hiding from the law or arriving to conduct negotiations with the players' own organisation. These vehicles have the advantage of being mobile, and thus difficult for the Justice Department to constantly monitor, and can be infinitely upgraded with weapons and defensive measures. If they have enough forward planning in the event of disaster, players may also find mo-pads are a lot easier to defend from judicial attention than a permanent building. However, a great deal of funds can be sunk into both buying a mo-pad and upgrading it sufficiently for this purpose, so this may only be a realistic option for the most desperate or richest perps.

Mob War

Contrary to the stories told on the Tri-D, the leaders of most criminal organisations only look for a quiet life and can be more than willing to compromise with their counterparts in rival organisations in order to ensure nothing interrupts business. After all, both have the aim of raking in millions of credits and if any differences can be resolved peacefully, so much the better. However, this can be a very precarious truce, especially when half-a-dozen or more criminal organisations share the same territory and it may take only a slight nudge to drop them all into a full-blown mob war. A new organisation appearing on the scene may do this, as might one leader getting a little too greedy and setting up a new business venture in direct competition with another. Mob wars can get very ugly very quickly, with running firefights on the streets between rival members erupting frequently, while any property or cityblock housing a known front can be attacked no matter how many innocent citizens may get in the way. The judges clamp down on mob wars as fast as they can but if the players get involved in this, they may find the murderous intentions of their rivals to be more dangerous than anything the Justice Department can do to them.

Friendly Futsie

The stresses of living in Mega-City One are no easier for a full-time perp to handle, especially if he lives in constant fear of being gunned down by a rival organisation. One bad deal too many may cause him to flip as surely as any other citizen who is confronted with their relative worthlessness within Mega-City One, turning them Futsie in an instant. However, a perp with access to a great deal of high-powered weaponry is likely to be far more dangerous than the average citizen. If one of their own business members turns Futsie, the players will have to act fast to either capture or kill him before the judges can move in – who knows what incriminating evidence he may rave while in this state? This can lead to a tense but fun-packed scenario where both the judges and players are gunning for the Futsie who is oblivious to their actions and yet always seems to take exactly the right action to avoid their traps. . .

Expanding into the Cursed Earth

The Cursed Earth is one of the most dangerous places in the world and yet it can represent a golden land of opportunity for a criminal organisation with both the nerve and the muscle to spread their business interests into the wasteland. The many settlements spread throughout the Cursed Earth can provide an organisation with an abundance of specialised employees (especially Cursed Earth Desperadoes) and resources, as well as a potential headquarters theoretically safe from Mega-City One jurisdiction, so long as it can be adequately defended from the hordes of mutants and other monsters that plague the area. Imagine, for a moment, what an assassins business could do with a tribe of Gila-Munja, or a protection racket with a particularly hideous looking mutant. A criminal organisation need not restrict its activities to Mega-City One and may find it has a great deal to gain by spreading its influence elsewhere. Games Masters will find plenty of source material within older 2000AD comics and graphics novels, or they may choose to wait until Mongoose Publishing fully details these other mega-cities and the Cursed Earth for use in their games.

Rules Summary

Initial Front Scores

| Front Type | Set-Up Cost | Income | Capacity | Staff | Cover |
|----------------|-------------------|---------------|-----------|-------|-------|
| Small Trader | 5,000 cr. | 1,000 cr. | 1 | 1 | 1 |
| Small Company | 50,000 cr. | 10,000 cr. | 4 | 6 | 2 |
| Medium Company | 500,000 cr. | 100,000 cr. | 16 | 24 | 3 |
| Large Company | 2,500,000 cr. | 500,000 cr. | 32 | 50 | 4 |
| Corporation | 5,000,000 cr. | 1,000,000 cr. | 100 | 150 | 5 |
| Mega-Corp | 1,000,000,000 cr. | 2,500,000 cr. | Unlimited | 500 | 6 |

Initial Business Scores

| Business Type | Prerequisite | Set-Up Cost | Size | Visibility | Members |
|------------------------|---------------------|---------------|------|------------|---------|
| Assassins | Assassin | 80,000 cr. | 1 | 8 | 1 |
| Blitz Agency | Blitzer | 195,000 cr. | 2 | 12 | 4 |
| Body Sharks | - | 143,000 cr. | 4 | 6 | 6 |
| Chump Dumpers | - | 950,000 cr. | 4 | 6 | 12 |
| Corporate Fraud | Creative Accountant | 10,000 cr. | 1 | 1 | 1 |
| Drug Manufacture | - | 450,000 cr. | 6 | 6 | 8 |
| Drug Sellers | Umpty Bagger | 25,000 cr. | 2 | 4 | 3 |
| Forgers | Forgery 8 ranks | 68,000 cr. | 3 | 6 | 2 |
| Gambling Establishment | - | 1,250,000 cr. | 6 | 10 | 20 |
| Heist Gang | - | 600,000 cr. | 2 | 6 | 4 |
| Mutant Smugglers | - | 750,000 cr. | 4 | 4 | 10 |
| Organ Leggers | Medical 8 ranks | 400,000 cr. | 3 | 4 | 8 |
| Perp-Runners | Pilot 8 ranks | 1,000,000 cr. | 5 | 6 | 10 |
| Protection Racket | Intimidate 4 ranks | 15,000 cr. | 0 | 4 | 2 |
| Smugglers | - | 475,000 cr. | 2 | 4 | 6 |

Recruitment Table

| Member | Recruitment DC | Cost |
|--|----------------|-----------------------|
| Character Level 1 | 5 | 500 cr. |
| Character Level 2 | 7 | 1,000 cr. |
| Character Level 3 | 9 | 2,000 cr. |
| Character Level 4 | 11 | 3,000 cr. |
| Character Level 5 | 15 | 5,000 cr. |
| Character Level 6 | 19 | 10,000 cr. |
| Character Level 7 | 23 | 15,000 cr. |
| Character Level 8 | 27 | 30,000 cr. |
| Character Level 9 | 31 | 50,000 cr. |
| Character Level 10 | 35 | 75,000 cr. |
| Character Level 11 | 40 | 100,000 cr. |
| Character Level 12 | 50 | 125,000 cr. |
| Character Level 13 | 55 | 150,000 cr. |
| Character Level 14 | 60 | 200,000 cr. |
| Character Level 15 | 65 | 250,000 cr. |
| Leadership Feat | + 10 | + 5,000 cr. |
| Assassin prestige class | + 5 per level | + 4,500 cr. per level |
| Bat Burglar prestige class | + 1 per level | + 1,000 cr. per level |
| Blitzer prestige class | + 4 per level | + 5,000 cr. per level |
| Block Champion prestige class * | + 2 per level | + 1,000 cr. per level |
| Bodyguard prestige class | + 3 per level | + 2,500 cr. per level |
| Citi-Def Officer prestige class | + 2 per level | + 3,250 cr. per level |
| Creative Accountant prestige class | + 5 per level | + 4,000 cr. per level |
| Cursed Earth Desperado + | + 5 per level | + 3,750 cr. per level |
| Demolitionist prestige class | + 3 per level | + 2,750 cr. per level |
| Family Advisor prestige class | + 5 per level | + 3,500 cr. per level |
| Fixer prestige class | + 2 per level | + 3,250 cr. per level |
| Hunters Club Member prestige class | + 1 per level | + 1,250 cr. per level |
| Jaeger Squad Commando prestige class * | + 4 per level | + 3,000 cr. per level |
| Jimpr prestige class | + 4 per level | + 2,500 cr. per level |
| Martial Artist prestige class + | + 2 per level | + 2,000 cr. per level |
| Master Martial Artist prestige class + | + 5 per level | + 4,000 cr. per level |
| Sleazy Lawyer prestige class | + 4 per level | + 4,500 cr. per level |
| Supersurf Champion prestige class | + 1 per level | + 2,750 cr. per level |
| Umpty Bagger prestige class | + 1 per level | + 1,000 cr. per level |

* This prestige class may be found in *The Rookie's Guide to Block Wars*.

+ This prestige class may be found in *Mega-City One's Most Wanted*.

Maximum Expansion

| Territory | Front Required |
|------------------|----------------|
| Single Cityblock | Small Trader |
| Cityblocks | Small Company |
| Districts | Medium Company |
| Sectors | Large Company |
| Cities | Corporation |
| Worlds | Mega-Corp |

Survival Checks

| Business Type | Survival Check DC |
|------------------------|-------------------|
| Assassins | 15 |
| Blitz Agency | 16 |
| Body Sharks | 10 |
| Chump Dumpers | 10 |
| Corporate Fraud | 5 |
| Drug Manufacture | 7 |
| Drug Sellers | 12 |
| Forgers | 6 |
| Gambling Establishment | 10 |
| Heist Gang | 14 |
| Mutant Smugglers | 11 |
| Organ Leggers | 8 |
| Perp-Runners | 12 |
| Protection Racket | 10 |
| Smugglers | 10 |

Members' Loyalty

| Event | Loyalty Check DC |
|--|-------------------------|
| Used Squeeze Members action last month | +15 |
| Used Contraction action last month | +10 |
| Business Lost Members last Month:* | |
| 10% - 19% | +5 |
| 20% - 39% | +8 |
| 40% - 59% | +12 |
| 60% - 79% | +20 |
| 80%+ | +30 |
| Organisation leader took no part in organisation | +5 cumulative per month |
| Business has less than minimum number of members | +10 |
| Business successfully repelled Attack action | -2 |
| Business' own Attack action succeeded | -5 |

* Total members lost to defections, death or rebellion to determine this percentage.

Failed Loyalty Checks

| Loyalty Check Missed By | Effect |
|-------------------------|--|
| 1 - 5 | 10% of the members, rounding down, leave the business. If the business is currently at war with another organisation, half of these deserters defect to that organisation. |
| 6 - 10 | As above, but 25% leave. |
| 11 - 15 | As above, but 50% leave. |
| 16 - 20 | As above, but 75% leave. |
| 21 - 25 | All the members of the business rebel. They immediately form a rival business that launches attacks against their original organisation until it is destroyed. Any subsequent members who desert automatically defect to this rebellious business. The rebels take twice this month's income with them in either raw credits or equipment. Create the new organisation using the rules given in the chapter. |
| 26 - 30 | As above, but the rebellion is led by all members of the business, and another 1d3 businesses with the lowest loyalty scores in the organisation join them (again, taking twice their own monthly income). |
| 31+ | The rot sets in as the entire organisation complete disintegrates. All items and credits are lost as resources as members leave for greener pastures. |

Failed Visibility Checks

| Visibility Check Missed By | Effect |
|----------------------------|--|
| 1 – 5 | The judges take a great interest in the business and start to include it in their routine surveillance of the sector. The business' visibility increases by +1. |
| 6 – 8 | As above, but visibility increases by +2. |
| 9 – 11 | As above, but visibility increases by +3. |
| 12 – 14 | As above, but visibility increases by +4. |
| 15 – 16 | The judges swoop in on the business one night and arrest all members involved, as well as confiscating all credits and equipment. The business is lost. |
| 17-18 | As above, but the judges also manage to find links to another 1d3 randomly determined businesses. These too are lost. |
| 19+ | The full weight of the Justice Department is brought to bear on the entire criminal organisation. Every month from now on, one randomly chosen business will be lost as the judges close it down. In addition, they will also post city-wide alerts for the leader of the criminal organisation. |

Activity Checks

| Territory | Activity Check DC |
|-----------|-------------------|
| Cityblock | 20 |
| District | 15 |
| Sector | 12 |
| City | 10 |
| World | 5 |

Loyalty Table

| Loyalty | Description |
|---------|---|
| 0 – 2 | Very poor morale or outright conflict between members and leaders. |
| 3 – 8 | Members feel little attachment to the business and often place their own goals first. |
| 9 – 12 | Most members believe in the business' aims and work to advance them. Still, many members relent if offered bribes and other chances of personal gain. |
| 13 – 16 | The members are well-led and strongly dedicated to the business. A few malcontents may spurn the business' value, but the average member is reliable. |
| 17+ | The members are fanatics who are ready to die in their leader's name. Bribes and other temptations do not sway them from their actions. |

Loyalty Checks

| Circumstance | Loyalty Check Modifiers |
|--|-------------------------|
| Per 1,000 cr. value of a bribe | +1 |
| Member in presence of organisation's leader | -4 |
| Organisation leader dead or defeated | +10 |
| Member has good chance of betrayal going unnoticed | +2 |
| Member in presence of other business members | -2 |
| Member dealing with established enemy of business or organisation | -2 |
| Member asked to take action that apparently causes no damage to the business | +4 |
| Member dealing with a friendly non-member | +2 |
| Member dealing with a friendly business member | +4 |

Activity Table

| Activity | Description |
|----------|---|
| 0 – 2 | The business keeps to itself and exists primarily to facilitate generate a small income for its members. |
| 3 – 8 | The business takes pains to keep a low profile, engaging largely in secretive activities on a limited basis. |
| 9 – 12 | The business actively influences the area around it, setting up schemes for profit and even wading into economic arenas. |
| 13 – 16 | The business is a major force in economics, directing many trends among the surrounding citizen population and playing a hand in many major events. |
| 17+ | The business does not just work in trade, politics, and crime - it dominates those areas. Little happens in the territory without the business' direction or heavy influence. |

Information Table

| Streetwise Result | Information Learned |
|-------------------|--|
| DC to DC +4 | Business' name, front and typical operations. |
| DC +5 to DC +9 | Business' goals and identification of 1d4 low-ranking members. |
| DC +10 to DC +14 | Business' origination, recent history and basic information on its leader. |
| DC +15 to DC +19 | In-depth information on business' headquarters, leadership. |
| DC +20 or higher | Secret concerning the business, such as the identity of an important member, details of a planned crime, or directions to a secret hideout or hidden entrance to the business' headquarters. |

Visibility Table

| Visibility | Description |
|------------|--|
| 0 – 2 | Aside from the business' membership and a few whispered rumours, nothing is known about it. Conjecture and stories might be common, but few contain any nuggets of truth. |
| 3 – 8 | The business is secretive, but most local citizens know at least a few rumours about it. While these rumours tend to distort the business' true purpose behind its front, they contain some pieces of correct information. |
| 9 – 12 | The business is visibly active, enough so that the basics of its goals and methods are known to most local citizens. |
| 13 – 16 | The business maintains a well-known headquarters and its members regularly interact with citizens on its behalf. Everyone in the region is familiar with the business' name, front and apparent goals. |
| 17+ | The business is an accepted part of life and either operates openly in public or is so pervasive that citizens can identify members by sight. The business is as much a part of the local landscape as the judges themselves. Citizens in the area who do not know anything about the business are a rarity. |

Reputation Bonus

| Reputation Score | Bonus to Skill Checks |
|------------------|-----------------------|
| 1-15 | +1 |
| 16-25 | +2 |
| 26-35 | +3 |
| 36-40 | +4 |
| 41-45 | +5 |
| 46-50 | +6 |
| 51-60 | +7 |
| 61-70 | +8 |
| 71-85 | +9 |
| 86+ | +10 |

Criminal Organisation Record Sheets

Front Record Sheet

Name:

Front Type:

Businesses:

Capacity:

Income:.

Staff:

Cover:

Business Record Sheet

Name:

Business Type:

Front:

Size:

Visibility:

Activity:

Loyalty:

Territory:

Income:

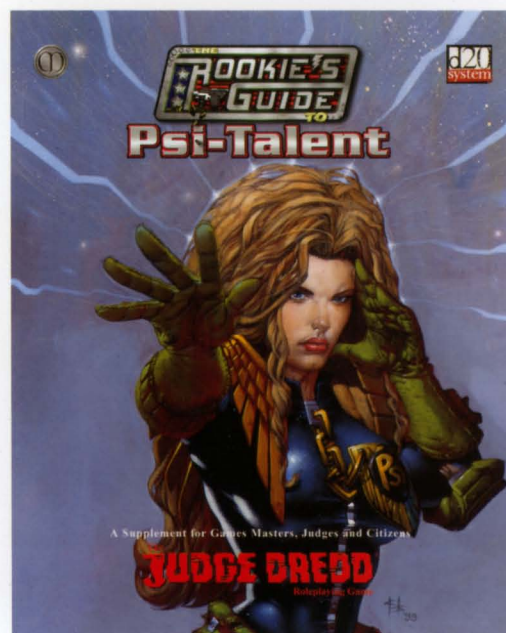
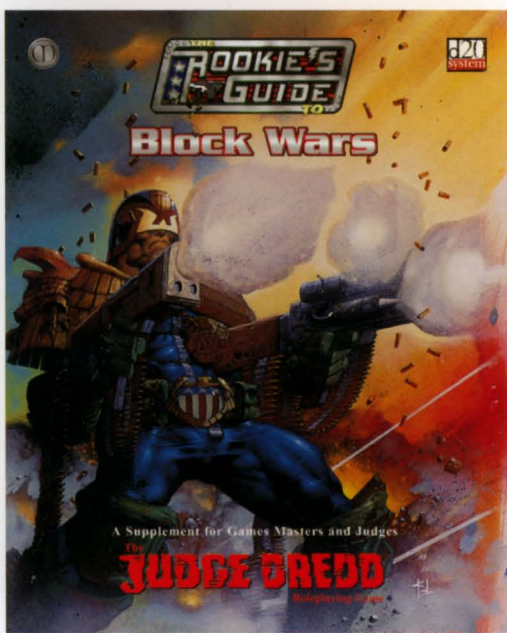
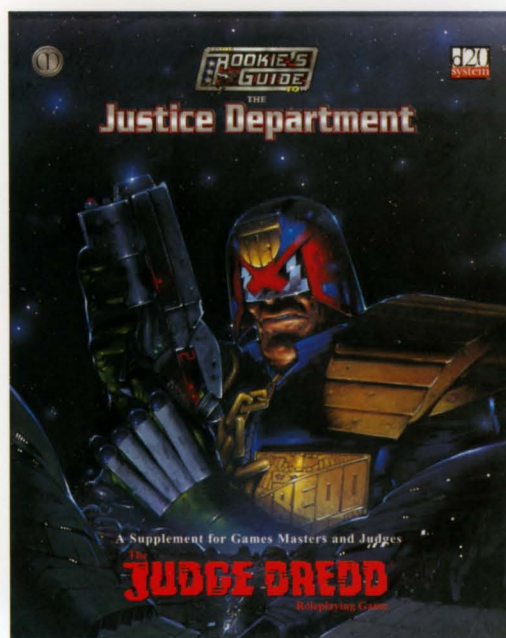
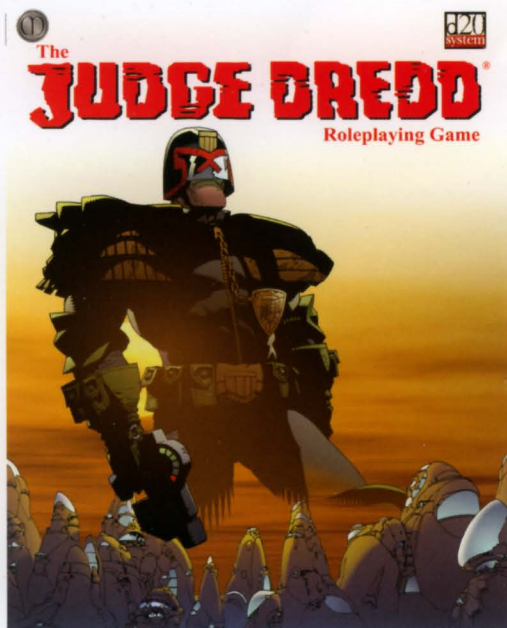
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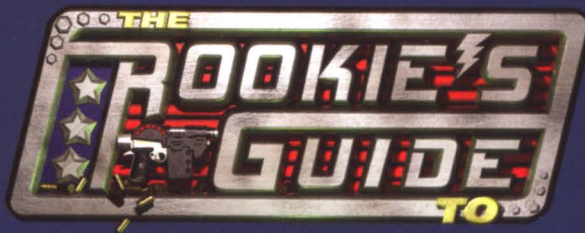
Resources & Allies:



The **JUDGE DREDD**®

Roleplaying Game





Criminal Organisations

Perps and their criminal activities are the greatest threat to the stability of Mega-City One. From the lowly dunk working his way through a crowd to lift stray wallets and cred-slugs to the mighty criminal empires that are seemingly untouchable to judges of the city, perps constantly prey upon decent citizens for fun and profit. The most successful perps eschew open violence and the dangers of street gangs to set up their own criminal organisations, sophisticated operations safely hidden behind legitimate business. Whether it is the manufacture of drugs, protection rackets or a bureau of assassins, few perps running such operations really consider themselves as criminals – they will avoid judicial attention at every step but usually view themselves as businessmen, pure and simple and, in many ways, this is exactly how the larger criminal organisations run. Even if the incoming credits are garnered from murder and theft, they still need accountants to watch for the best investments and avoid Mega-City taxes, lawyers to keep the bosses out of the iso-cubes, and a close eye needs to be kept on profitability and cost projections. The only real difference is the manner in which business is conducted – a hostile take-over of another criminal organisation is likely to involve spit guns and sharp knives, rather than a financial assault on another company's assets.

Inside You Will Find:

Perps in Mega-City One: A detailed look at the nature of criminal activities within Mega-City One, as well as some of the greatest organisations to have challenged the Justice Department.

Criminal Organisations: Full rules on creating your very own criminal empire to earn a fortune in credits!

Businessmen: There are many different specialists to be found within a criminal organisation – learn the trades of the Umpty Bagger, Jimp, Creative Accountant and Sleazy Lawyer and many others.

New Tricks for Old Perps: Perps, more than any other character in the game, benefit from an incredible range of skills. Here we take a look at new ways to use the skill list.

Reputation: A perp's reputation often precedes him, and a powerful criminal mastermind will have few enemies willing to challenge him openly.

Scenario Hooks and Ideas: Games Masters can insert criminal organisations into their campaign quickly and easily with the ideas presented in this chapter.

Requires the use of the Dungeons & Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast®

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